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WHITE DWARF

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GAMES[®] WORKSHOP AND CITADEL[™] NEWS

WHITE DWARF READERS POLL WINNER

The 1992 White Dwarf readers poll resulted in over 25,000 surveys being sent back to us here at Games Workshop. All of these were put into a very large hat and the two prize winners were picked out.

The winner of this years UK White Dwarf readers poll is **Mark Irwin** from High Shillcliffe in County Durham.

In the USA, the winner was **Lesley Nielsen** of Apple Valley Minnesota.

Both poll winners have won a free copy of every Games Workshop rulebook, boxed game and Citadel Miniatures boxed set currently in print.

GOLDEN DEMON '93 IN SPAIN

¡ATENCIÓN! ¡EL PLAZO SE
AMPLIA!

Si, estás de suerte, el plazo de presentación de figuras para el Golden Demon en España se amplía hasta el 30 de marzo de 1993. Así que prepara tus pinceles y ponte manos a la obra. El Ganador absoluto asistirá en persona a la final en Grand Bretaña.

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ATTENTION! MORE ENTRY
TIME!

Yes, you're so lucky! The last day for entering miniatures to the **Golden Demon in Spain** has been put back to March 30th 1993. So, take your brushes and get to work. The overall winner will attend in person the finals in Britain.

NOW IT'S TIME TO SHOW WHAT YOU CAN DO!

If you'd like more information about where is the closest store to you, please contact the address above.

WARHAMMER NOVELS

After being out of print for a number of months, the complete Warhammer series of novels is now being re-published by **Boxtree Ltd.** The first titles in the new series are **The Konrad Trilogy** by **David Ferring**, consisting of three separate novels, **Konrad**, **Shadowbreed** and **Warblade**. These follow the adventures of Konrad on his perilous quest across the Chaos infested Warhammer world - a quest for vengeance and for his own mysterious past. The other **Warhammer Fantasy** novel in this first re-print is **Drachenfels** by **Jack Yeovil**. In addition, Boxtree have also published the first two volumes of a brand new series of **Warhammer 40,000** novels, **Inquisitor** and **Space Marine** by **Ian Watson**. **Inquisitor** unravels a monstrous plot to overthrow the Emperor and enslave mankind and was previously published by **GW Books**.

Space Marine also by **Ian Watson**, has never been published before and follows the adventures of three young gang members, recruited from the hive world of **Necromunda** into the **Imperial Fists**. The story follows their adventures as they progress from Scouts to fully fledged **Space Marines**. The climax of the novel tells of the bitter struggle in the bowels of a hiveship as they participate in a deadly attack against the **Tyranid** hive fleet **Kraken**.

WARHAMMER RECORDS

Warhammer Records have now signed a new band called **Rich Rags**. The group were voted "Band of the Year" by **Gig Central Magazine** and they played over 200 dates last year. Their debut album '**Psycho Dead Heads from Outer Space**' will be released in May.

The next **Wraith** album will be recorded during February and March, for release in late April. **Wraith** will also be on tour as the support act for veteran rockers **Saxon** on their April UK Tour.

Wraith's agency are also promising a tour with an American band for May.

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GAMES WORKSHOP®

PRESENTS

GOLDEN '93 DEMON

THE 6th INTERNATIONAL CITADEL MINIATURES
PAINTING CHAMPIONSHIPS

The annual Golden Demon Awards have become a regular highlight of the Games Workshop gaming calendar. Each year, the world's finest miniature painters and modellers compete for the honour of winning a prestigious Golden Demon Award. This year, the grand finals will be held at the Sheffield Arena on Sunday 2nd May. There will be thousands of wonderfully painted miniatures on display, and the winners will be awarded their prizes and the coveted title of Golden Demon Award Winner 1993.

GAMES WORKSHOP **WARHAMMER** **DAYS**



Throughout the spring and summer, every Games Workshop store in the UK will be running special Warhammer days. There'll be competitions, prizes, quizzes, painting and modelling demonstrations and of course loads of games of Warhammer, Warhammer 40,000 and Space Marine that you can join in with.

Games Workshops' expert gamers, painters and modellers will all be there, so come along and join in the fun!



WARHAMMER DAYS **MARCH 1993**



6th MARCH

Glasgow and Bristol

20th MARCH

London Plaza and Manchester

13th MARCH

Newcastle and Southampton

27th MARCH

Reading and Nottingham

LOOK OUT FOR FUTURE WARHAMMER DAYS AT STORES NEAR YOU.

TYRANID ATTACK

ELDAR IN TYRANID ATTACK

By Jervis Johnson

Beyond the human galaxy lie the vast, uncharted regions of inter-galactic space. Empty distances too great to comprehend thwart all of mankind's attempts to navigate them. These are the great barriers which separate galaxy from galaxy and keep the farthest stars the subject of conjecture and mystery. Now, something stirs in the frozen emptiness. An intelligence moves through it, a mind that is many inter-linked minds, immeasurably old and alien. This is the Tyranid hive mind, and it has crossed the great, dark void in search of new planets to despoil. Now its advance forces have reached the Imperium, and the fate of mankind and every living thing in the galaxy hangs in the balance. The Imperium is not the only race attempting to defeat the Tyranids and destroy hive fleet Kraken — the Tyranids are the enemy of all other types of life. From this has arisen a strange and unnatural alliance where Imperial, Eldar, Ork and Chaos troops, while not fighting shoulder to shoulder, battle separately against the same foe. Of the other races fighting the Tyranids, the Eldar are the Imperium's closest and most numerous ally.

INTRODUCTION

The Eldar race has a long and complex history, so long in fact that little is known for certain about the course of their physical evolution or early planet-bound existence. The original Eldar Homeworld was destroyed during the catastrophic collapse of the Eldar civilisation, known as the Fall of the Eldar. At that time the Eldar were the dominant spacefaring race, ruling an empire that spanned a large part of the galaxy. This civilisation and countless billions of Eldar lives were lost in a terrible cataclysm brought about by the birth in the warp of the Chaos power known as Slaanesh. From the few remnants of Eldar culture who survived, some fled from the doomed planets aboard spacecraft, others took refuge in isolated colonies far from the centre of the Eldar Empire. Although there are now small Eldar colonies on planets scattered throughout the galaxy, the vast majority of the Eldar still live in the huge city sized spaceships they escaped on, known as *Craftworlds*.

Compared to a human's, the life of an Eldar is tightly structured. As Eldar reach maturity, they choose a profession or way of life which they devote themselves to absolutely. Having reached a pinnacle of achievement in one sphere they begin another, devoting themselves to it until they gain complete mastery over it. This process is called the Eldar Path and it affects the whole structure of Eldar Craftworld society including its army.

The most valuable of the Craftworlds' fighters are the Aspect Warriors. These are Eldar who are currently pursuing the Way of the Warrior on the Eldar Path. There are many different kinds of Eldar Aspect Warrior, each specialising in a particular type of warfare and way of fighting. These range from the swift and lightly armoured *Swooping Hawks* — to the heavily armed and armoured *Dark Reapers*. Each type of



DAVE GALLAGHER



Aspect Warrior has a different role to play in battle, thus a wise Eldar commander will usually try to include as wide a variety of types in his force as possible, this way he can meet any eventuality that may arise. Aspect Warriors sometimes become trapped, unable to continue the Eldar Path and doomed to spend the rest of their lives as warriors. These individuals are called Exarchs, and they are amongst the most powerful Eldar fighters of all. Other Eldar fight as Guardians, they are not pursuing the way of the warrior, but in times of need they are ready and able to fight for their Craftworld. Guardians operate machinery of war in addition to providing the vast bulk of the infantry, and are a vital part of any Eldar army.

Craftworld societies are led by Eldar who are following the Path of the Seer, a stage in which the Eldar devotes his life to developing his psychic nature. Seers who have previously fought as Aspect Warriors can fight as Warlocks, whose ability to channel psychic power through a special weapon known as a *Witchblade*, makes them an awesome opponent in close combat. Just as Aspect Warriors can become trapped and end up as Exarchs, so Warlocks can become trapped on the Path of the Seer and become a Farseer. The Farseers' abilities are even greater than the Warlocks', as they are able to use their strange psychic powers to change the very course of a battle.

However, the most awesome Eldar warrior of all is the terrifying Avatar. The Avatar is the embodied spirit of Khaine, the Eldar's War God, and is more like a daemon than a mortal Eldar. His eyes glow like coals and as he moves his whole surface crackles and spits like smouldering metal. In his right hand he carries the Doom that Waits, a huge glowing spear etched with runes that seem to writhe and struggle inside

the weapon. Although the Avatar's body can be physically destroyed and removed from the battlefield, he cannot be completely eradicated. Should his physical form be destroyed, his spirit will return to its temple on the Craftworld where it will draw strength and await the next battle.

Leading the fight against the hive fleet are the Eldar of Iyanden Craftworld. They have good reason to hate the Tyranids. The Craftworld of Iyanden was once the largest of all the Eldar Craftworlds and its people the most numerous. That was until Iyanden became the scene of the Eldars' first encounter with the Tyranids. Drifting through space, the Craftworld was powerless to avoid the sudden onslaught of Genestealers and Tyranids as wave upon wave of merciless hive warriors swept over the Craftworld. Each and every attack was eventually beaten back and the Tyranids were finally defeated, but it was a hollow victory for Iyanden. The once proud world was devastated, and four-fifths of the inhabitants lay dead or dying in its shattered halls. Since that day the Eldar of Iyanden Craftworld have been amongst the Tyranids most ferocious opponents, hunting and slaughtering them and their Genestealer offspring wherever they can find them. Iyanden swiftly dispatched warships and assault troops upon hearing of the onslaught of hive fleet Kraken, and have called upon all of the other Eldar Craftworlds for help to defeat this terrible threat. Now, Eldar from all of the major Craftworlds are fighting against the hive fleet, boarding Tyranid ships in an effort to destroy them before they reach any Eldar settlements.

USING THE ELДАР IN TYRANID ATTACK

You may choose to use an Eldar force instead of a Space Marine force in any game of Tyranid Attack that you play, as long as you have the appropriate models to represent the different Eldar Warriors you choose to use. The Eldar Force list on the following pages provides all the information you will need in order to use the models in Tyranid Attack, and includes each model's *points value*. If you decide to use an Eldar force, it may include any number of models, as long as their combined points value does not exceed 35 points.

If you decide to use an Eldar force instead of Space Marines, you may *not* use the hellfire shell counters or meltabomb counters from Tyranid Attack that you would normally be allowed to take at the start of the game. These weapons are only used by Space Marines and would not be carried by Eldar Warriors. However, you *are* allowed to use the four Space Marine order cards from Tyranid Attack. Although this may seem strange, it simply represents the fact that the Eldar are trained and issue orders in a very similar way to the Space Marines. When you use an order card with an Eldar force, it applies to all Eldar models on the board – simply ignore the word *Space Marine* and assume it says *Eldar* instead. However, Guardians may only use an order card if there is at least one Guardian Leader in play at the time the card is used. If there are no Guardian Leaders in play, the instructions on the order card only apply to Aspect Warriors, Exarchs, Warlocks, Farseers and Avatars.

Apart from these minor changes, all of the rules and cards in Tyranid Attack are used as normal. Exploration cards affect Eldar models in exactly the same way as they would affect a Space Marine model. Eldar may use any artifacts that they find, and any Space Marine prisoners they meet will join them as allies against the Tyranids. The Eldar's victory conditions are exactly the same as the Space Marine's – they must

destroy 4 objectives in order to win the game. If all of the Eldar models and any allies they have found are killed before they destroy the fourth objective, then the Tyranids win the game.

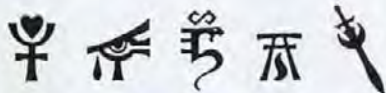
NEW ELDAR CARDS

Included with this article are three sets of cards for Tyranid Attack that may only be used by an Eldar force. Depending on the models that you choose, you may be allowed to take one or more of these cards for use during the game. The cards are split into three types: Warrior Skills, Runic Powers, and Ancient Weapons. Before you can use the cards you will need to assemble them. From your copy of White Dwarf, carefully remove the pages with the fronts and the backs of the cards on. Cut around the outer edge of each sheet so that you have two pieces of paper that are exactly the same size. Spread a thin layer of glue onto the back of one sheet and then carefully glue the two pieces of paper together, making sure that the two sides are both the same way round. Finally, cut out the individual cards and trim off any excess paper with a pair of scissors. Now your cards are ready to use. If you want to make them more durable, glue them onto the front and back of a thin piece of cardboard (cereal packet card is ideal) and cut the cards out as described above.

The Warrior Skill cards and Runic Power cards represent special skills and abilities that can be used in combat. One Warrior Skill card may be chosen for each Exarch model in an Eldar force, and one Runic Power card for each Farseer. Two Warrior Skill cards may be chosen for each Avatar. Choose the cards you want at the start of the game, and tell your

opponent which card applies to which model. The abilities on the card may only be used by the model that you choose the card for, but it can be used throughout the game (in other words you do not have to discard the card after you have used it).

The Ancient Weapon cards work in a similar manner, one being chosen for each Exarch in the Eldar force. However, in this case the Exarch model must be armed with the appropriate weapon. If, for example, you take the Web of Skulls for one of your Exarchs, then the model must have a Web of Skulls too. The weapon on the card may only be used by the model that you chose the card for, but it can be used throughout the game.



FURTHER READING

This article only brushes the surface of the history and background of the Eldar race. If you want to learn more about the Eldar, I highly recommend that you get hold of a copy of the Warhammer 40,000 Compilation, which includes the Warhammer 40,000 Eldar army lists and a wealth of background information. Additional information about how the Eldar fight large scale battles can be found in the Renegades supplement for Space Marine, which also includes some fascinating information on the four most important Eldar Craftworlds.



ELDAR FORCE LIST

Name	Pts	Move	Armour	Weapons	Range	Fire	Hand-to-Hand	Notes
Avatar	15	8	6	The Doom That Waits	24	1D(+4)	2D(+2)	Choose two Warrior Skill cards for the Avatar at the start of the game. The Avatar has six life points. The Doom that Waits adds 4 to the Avatar's score for ranged attacks, and two to his score in hand-to-hand combat.
Guardian Leader	4	8	4	Shuriken Pistol & Power Sword	12	2D	2D(+1)	The power sword adds +1 to the Leader's dice roll in hand-to-hand combat.
Guardian	1	8	4	Laspistol & Laspistol	24	1D	1D	
Guardian	2	8	4	Laspistol & Power Sword	12	1D	2D(+1)	The power sword adds +1 to the Guardian's dice roll in hand-to-hand combat.
Guardian	2	8	4	Shuriken Catapult & Laspistol	24	3D	1D	
Guardian	3	8	4	Melagun & Laspistol	12	1D(+2)	1D	Add +2 to the score of the dice when firing the melagun. However, a roll of 1 before modification is a miss, no matter what the target's armour rating.
Heavy Weapon Guardian	4	4	4	Lascannon	60	1D(+4)	1D	Add +4 to the score of the dice when firing this lascannon. However, a roll of 1 before modification is a miss, no matter what the target's armour rating.
Heavy Weapon Guardian	4	4	4	Missile Launcher	72	2D	1D	The missile launcher is an area effect weapon and attacks any models adjacent to the target with 2 dice each.
Fire Dragon	4	8	5	Melagun & Laspistol	12	1D(+2)	1D	Add +2 to the score of the dice when firing the melagun.
Dire Avenger	4	8	5	Shuriken Catapult & Laspistol	24	3D	1D	
Howling Banshee	4	10	5	Power Sword & Laspistol Banshee Mask	12	1D	2D(+1) (+2)	The power sword adds +1 to the Banshee's dice roll in hand-to-hand combat. The banshee mask adds +2 to the dice roll against the first opponent the Howling Banshee attacks in hand-to-hand combat in the Eldar player's turn.
Stinging Scorpion	4	8	5	Shuriken Pistol & Chainsword Mandiblaster	12	2D	2D(+1) (+1D)	The chainsword adds +1 to the Scorpion's dice roll in hand-to-hand combat. The mandiblaster adds +1 to the dice roll against every opponent the Stinging Scorpion attacks in hand-to-hand combat in the Eldar player's turn.
Sweeping Hawk	4	16	4	Laspistol & Laspistol	24	1D	1D	
Dark Reaper	6	6	5	Missile Launcher	72	2D	1D	The missile launcher is an area effect weapon and attacks any models adjacent to the target with 2 dice each.
Baron	10	8	5	See Ancient Weapon card				Choose one Ancient Weapon card and one Warrior Skill card for the Baron at the start of the game. The Baron has four life points.
Warlock	5	8	5	Laspistol & Whipblade	12	1D	1D(+D-1)	The Warlock's psychic powers add to his score in hand-to-hand combat. To find out how many points are added roll a dice and subtract 1 from the score. The result is added to the Warlock's hand-to-hand combat score.
Fencer	5	8	5	Laspistol & Force Spear	12	1D	1D(+1)	Pick one Runic Power card for the Fencer at the start of the game. His force spear adds +1 to his dice roll in hand-to-hand combat.

<p>ANCIENT</p>  <p>WEAPON</p>	<p>ANCIENT</p>  <p>WEAPON</p>	<p>ANCIENT</p>  <p>WEAPON</p>	<p>ANCIENT</p>  <p>WEAPON</p>
<p>WARRIOR</p>  <p>SKILL</p>	<p>WARRIOR</p>  <p>SKILL</p>	<p>ANCIENT</p>  <p>WEAPON</p>	<p>ANCIENT</p>  <p>WEAPON</p>
<p>WARRIOR</p>  <p>SKILL</p>	<p>WARRIOR</p>  <p>SKILL</p>	<p>WARRIOR</p>  <p>SKILL</p>	<p>WARRIOR</p>  <p>SKILL</p>
<p>RUNIC</p>  <p>POWER</p>	<p>RUNIC</p>  <p>POWER</p>	<p>RUNIC</p>  <p>POWER</p>	<p>RUNIC</p>  <p>POWER</p>

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TYRANID ATTACK

DIFF ROOK















TYRANID

THE STRUGGLE AGAINST ALIEN INVADERS



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ANCIENT WEAPON POWER AXE & LASPISTOL RANGE 12 FIRE 1D HAND-TO-HAND 2D(+2) <p>The Power Axe adds +2 to the Exarch's dice roll in hand-to-hand combat.</p> 	ANCIENT WEAPON POWERSWORD & LASPISTOL RANGE 12 FIRE 1D HAND-TO-HAND 2D(+2) <p>The Power Sword adds +2 to the Exarch's dice roll in hand-to-hand combat.</p> 	ANCIENT WEAPON BITING SWORD & STURKEN PISTOL RANGE 12 FIRE 2D HAND-TO-HAND 2D(+1) <p>The Biting Sword adds +1 to the Exarch's dice roll in hand-to-hand combat.</p> 	ANCIENT WEAPON FIRE PIKE RANGE 24 FIRE 1D(+2) HAND-TO-HAND 1D(+2) <p>The Fire Pike adds +2 to the Exarch's dice roll when it is fired, and +2 in hand-to-hand combat.</p> 
ANCIENT WEAPON LASBLASTER RANGE 24 FIRE 2D(+1) HAND-TO-HAND 2D <p>The Lasblaster adds +1 to each dice roll when it is fired.</p> 	ANCIENT WEAPON WEB OF SKULLS & STURKEN PISTOL RANGE 24 FIRE 3D HAND-TO-HAND 3D <p>This weapon consists of three crystal skulls linked together by lengths of chain.</p> 	WARRIOR SKILL CRUSHING BLOW <p>The Exarch is capable of striking an especially powerful blow with any hand-held weapon. Add +1 to the Exarch's dice roll in hand-to-hand combat.</p> 	WARRIOR SKILL BOUNCE LEAP <p>The Exarch can leap 3 squares in addition to his normal move. This leap will take him over any models in the squares moved through. It may not be used to move through objects that completely block a square, like objective templates or walls.</p>
WARRIOR SKILL FIGHTING FURY <p>The Exarch fights with the speed and ferocity of a wild cat. Add one to the number of dice the Exarch rolls in hand-to-hand combat.</p> 	WARRIOR SKILL SUSTAINED ASSAULT <p>Whenever the Exarch is eligible to make a follow-up attack, he may move up to two squares before he makes the attack.</p> 	WARRIOR SKILL FAST SHOT <p>The Exarch reacts with lightning speed and can fire twice each turn rather than just once. He may choose to make both attacks either before or after he moves, or to make one attack before he moves and the second after he moves.</p> 	WARRIOR SKILL VERY TOUGH <p>The Exarch is very resilient and can sustain damage which would hurt or kill a normal Eldar. His armour value is increased by 1 point.</p> 
RUNIC POWER GUIDE <p>The Farseer may guide one Eldar model within 6 squares instead of making an attack himself. The chosen Eldar may re-roll any dice when it attacks this turn, but must accept the result of the second roll.</p> 	RUNIC POWER PSYCHIC BLAST <p>The Farseer may release a psychic blast instead of attacking. All models within 6 squares (friend or foe) are knocked to the ground. A prone model may stand in its next turn, but may not move or attack. Any hand-to-hand attacks against a prone model receive a +1 bonus to the dice roll.</p>	RUNIC POWER DOOM <p>The Farseer may doom one enemy model within 12 squares instead of making an attack. All attacks made on that model receive a +1 bonus to any dice rolls for the remainder of this turn.</p> 	RUNIC POWER FORTUNE <p>All Eldar models receive a +1 bonus to their armour value as long as they are within 6 squares of the Farseer. This bonus applies at all times, and also applies to the Farseer himself (ie the Farseer's armour value is increased by 1 point).</p> 

WARHAMMER® 40,000



SPACE WOLVES BLOOD CLAWS



Blood Claws are the youngest and most ferocious Space Marine warriors of the Space Wolves Chapter. Their lust for battle and desire to get into close combat often overcomes their discipline as they surge forward against the enemy. Wolf Lords make good use of the Blood Claws ferocity by ensuring they are well-equipped with chainswords, grenades and other close-combat weapons.

This box contains a complete squad of ten Blood Claws Space Marine miniatures. These metal miniatures come with separate plastic arms, backpacks and bolters as well as a sprue of close-combat weapons. These sprues allow you to assemble your Blood Claws in an almost endless variety of poses. Also included in this box is a Space Wolves transfer sheet. Which provides all the markings you need to complete your Space Wolves Blood Claws squad, plus a number of honour badges and distinctions.



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SPACE WOLVES BLOOD CLAWS



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40,000

SPACE MARINE & ELDAR SCOUTS

By Andy Chambers

Scouts play a vital role as the eyes and ears of the armies of the 41st Millennium. Orbiting starships can plot enemy movements over vast tracts of a planet and highspeed recon flights by skimmers supply local information. However, there is no substitute for trained troops infiltrating enemy positions and gaining vital, accurate data.

Scouts also clear the way ahead of main attack forces, securing vital strongpoints and cutting the enemy's lines of communication and supply. Scouts have to be lightly equipped because they need to move fast through difficult ground and stay in the battlezone for long periods without resupply. This means that their two main weapons are stealth and surprise, which they put to good use by sabotaging installations, assassinating leaders, ambushing patrols or sniping at the foe from a distance before fading back into the surrounding countryside.

Nearly all the armies in the galaxy have Scouts of one kind or another within their ranks. Imperial Guard regiments favour troops recruited from feral planets or death worlds. Ork

Warlords often employ Freebooter Gretchin bandits or Death Skulls. But by far the galaxy's most famed and feared Scouts are those of the Space Marines and Eldar. It was a squad of Ultramarine Scouts which destroyed the planetary defence headquarters on the rebellious planet of Ichar IV, bringing the entire world to heel out of fear of planetary bombardment. Space Marine Scouts of many different chapters have succeeded in destroying hundreds of Tyranid Hiveships by fighting their way through these huge organisms and eliminating their vulnerable inner organs.

Eldar Scouts from the Alaitoc Craftworld brought the mechanized Ork invasion of Waa Snikrot to a complete halt in the Jakal system simply by picking off most of the Ork's mekboyz with sniper fire, booby traps and raids. Without the mekboyz to carry out maintenance and repairs, the Ork's vehicles and weapons soon malfunctioned, making it simplicity itself for the Eldar to mop up the Orks with their own highly mobile strike forces. The Administratum estimated that Imperial Guard forces engaged in the eleven year long scourging of Lammass, were delayed by up to three years because of the activities of Eldar Scouts, who destroyed headquarter's units and cut supply lines.

SPECIAL RULES FOR SCOUTS IN WARHAMMER 40,000

Infiltration

Scouts are well versed in using camouflage and natural concealment to advance into or through enemy battle lines. To represent the way in which Scouts infiltrate the battlefield unseen, a player can deploy his Scout troops after the enemy has placed all his models on the table.

The Scouts can be placed anywhere on the table outside the enemy's deployment zone, this means that they are out of sight of the enemy at the start of the game. If both players are using Scouts, roll a dice to determine which player has to deploy his Scouts first.

Unit Coherency

Scouts are deployed to avoid direct contact and heavy fire fights with the enemy and hence adopt a looser squad formation to make maximum use of cover. This means that Scouts have to maintain a unit coherency distance of 4" between models in a squad instead of the normal distance of 2" for standard squads.





SPACE MARINE SCOUT SQUADS

Space Marine Scouts are the most recently recruited members of a Chapter. They are deadly fighters who have already passed many great tests to prove themselves worthy as Space Marines. In order to complete their initiation and learn discipline, these fierce young warriors further prove their mettle, by undertaking difficult and dangerous missions. The Scouts' weapons training and biochemical enhancement is still incomplete, so they are only equipped with partial armour and light weapons. To compensate for this, they use stealth and infiltration to catch their foes unawares and cause maximum damage.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Space Marine Scout	4	4	3	4	3	1	4	1	7	7	7	7
Veteran Sergeant	4	4	4	4	4	1	4	1	8	8	8	8

EQUIPMENT:

All members of the squad are armed and armoured as detailed below. Weapons may be exchanged or upgraded and additional equipment chosen from the following lists. Basic equipment consists of:

Scout Armour; giving a basic saving throw of 5 or 6 on a D6 and including a respirator, a communicator and a combined infravision/photochromatic visor.

The Veteran sergeant wears **Power Armour**, giving a basic saving throw of 4, 5 or 6 on a D6 and including a respirator, auto senses and a communicator.

WEAPONS:

The Scouts and the Veteran Sergeant are all armed with a boltpistol, knife, frag and krak grenades. The Veteran Sergeant is also armed with a chainsword.

OPTIONAL WARGEAR:

GRENADES

The entire squad may be equipped with the grenades shown below, for the indicated points cost.

Photon Flare	10
Plasma	20
Choke	10
Blind	10

WEAPON UPGRADES:

Any model may be equipped with one of the close combat weapons shown below, for the indicated points cost.

Chainsword	2
Power Sword	5
Power Glove	8
Power Axe	4

The Sergeant may be equipped with one of the pistol weapons shown below, for the indicated points cost.

Plasma Pistol	4
Hand Flamer	2
Boltpistol	1

Any model may be equipped with one of the weapons shown below, for the indicated points cost.

Autogun	2
Boltgun	2
Sniper Rifle	2
Shotgun	1

One Scout may be equipped with one of the weapons shown below, at the points cost indicated. All heavy weapons include a targeter and suspensors to offset their weight.

Melta-gun	6
Plasma gun	6
Flamer	2
Heavy Bolter	20
Multi-melta	45
Auto-cannon	50
Lascannon	50
Missile Launcher	50
Melta-missiles	4
Frag missiles	1
Blind missiles	4
Plasma missiles	3
Super-krak missiles	2



POINTS VALUE

80 PER SQUAD OF 4 SCOUTS AND 1 VETERAN SERGEANT

A force which contains Space Marines, Imperial Guard or Squats may include up to 3 squads of Space Marine Scouts.

ELДАР SCOUTS

The Eldar Path encompasses many ways of life from artist to warrior. One of the most mysterious of these is the path taken by the Eldar Scouts, known as the Way of Danger. These Eldar abandon their Craftworlds and take to deep space with little more than a spacecraft and a few companions. Their instincts drive them to a life of exploration and danger, seeking lost civilisations, rooting out the hidden threat of Chaos or travelling from system to system, fighting the enemies of the Eldar race. Amongst the Eldar Exodite Clans on the primeval Maiden Worlds, Scouts are a more common breed. Here they patrol the vast realms of the Exodite Lords, passing unseen through the leafy vastness.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Eldar Scout	4	3	3	3	3	1	4	1	8	8	8	8

EQUIPMENT:

All members of the squad are armed and armoured as detailed below. Weapons may be exchanged or upgraded and additional equipment chosen from the following lists. Basic equipment consists of:

Mesh armour: giving a basic saving throw of 5 or 6 on a D6 and including a helmet fitted with a respirator, a combined infravision/photocromatic visor, a communicator and a targeter.

All Eldar Scouts also wear a hooded Cameleoline robe, which gives a -1 to hit modifier on all shooting at the Scouts and -1" on the range they can be spotted at when they are hiding.

WEAPONS:

The Scouts are all armed with a Scout longrifle, laspistol, blind and krak grenades.

OPTIONAL WARGEAR:

GRENADES

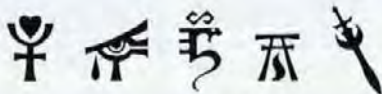
The entire squad may be equipped with the grenades shown below, for the indicated points cost.

Photon Flare	10
Frag	15
Scare	10

WEAPON UPGRADES:

Any Scouts may exchange their laspistol for one of the close combat weapons shown below, for the indicated points cost.

Power Sword	5
Chainsword	2



Any Scouts may be equipped with an additional pistol weapon as shown below, for the indicated points cost.

Hand Flamer	2
Laspistol	1

POINTS VALUE

85 PER SQUAD OF 5 SCOUTS

A force which contains Eldar may include any number of Eldar Scout squads.

ELДАР SCOUT LONGRIFLE

The Scout longrifle is an unusual weapon used exclusively by Eldar Scouts.

It features a lengthened crystalline focus rod which gives it an extended range and an enhanced sight magnification system which links in directly to a targeter mounted in the Scout's helmet. This permits the user to pick out targets with pinpoint accuracy.

Eldar Scouts using the longrifle are allowed to select targets freely and do not have to fire at the nearest enemy. This

enables them to pick out enemy leaders, heavy weapons etc. as befits their role (note that this rule only applies if you are using the optional 'Choosing a Target' rule on p19 in the Battle Manual).

In addition, an unmodified to hit roll of 6 with a longrifle means that a Scout has fired a particularly accurate shot and the target receives no armour saving throw. This represents the shot hitting a vulnerable spot on the target such as an eyepiece, neck seal or other armour joint.

	Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Special Rules
Eldar Scout Longrifle	0-18"	18-36"	+1	-	3	1	-1	Move or Fire.

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WARHAMMER



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Orc



Dark Elf



Wood Elf



Skaven



Dwarf



Goblin

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MINIATURES

STUART THOMAS



Stuart Thomas is the latest miniature painter to join the Games Workshop Studio 'Eavy Metal team. Some of you may have already have seen his work at the Portsmouth store, or at the 1992 Golden Demon Awards.

All of the models shown on this page come from Stuart's personal collection, but since arriving at the Studio he's been kept busy painting a new Undead army for Warhammer.



IMPERIAL SENTINEL



CHAMPION OF SLAANESH



ELDAR WARLOCK



DARK REAPER



DARK ANGEL SCOUT SERGEANT



DARK ANGEL



DIRE AVENGER EXARCH



ELDAR GUN CREW



SKELETON



FARSEER



SKELETON

ORCS



ORC BOSS



CHIEFTAIN GORFANG ROTGUT



ORC BANNER BEARER

Gorfang Rotgut is the Chieftain of the Orcs of Black Crag, the ruined Dwarf stronghold at the western end of Death Pass. Gorfang lost an eye at the Battle of the Jaws, fighting against the Dwarfs of Karaz a Karak, and now wears an iron patch to cover the wound. Many of his battles have been fought against Dwarfs, including the siege of Barak Varr and the attack on Karak Azul. As a result of his long struggles, Gorfang has acquired a bitter and utter hatred of the Dwarf race.



DETAIL OF GORFANG



GORFANG ROTGUT LEADING A UNIT OF ORC BOYZ

ORC BOYZ

There are many tribes of Orcs in the Old World from the northern wastes beyond Kislev to the southern Badlands. The vask bulk of every tribe is made up of Orc Boyz, ferocious fighters armed with wicked edged blades, spiked clubs, and other deadly weapons. They are led by vicious Boss Orcs who are even bigger and meaner than the Boyz themselves. Orc Boyz form the backbone of the Waaagh!



SWORD AND SHIELD



ORC BOYZ WITH SWORDS AND SHIELDS



AXE AND KNIFE



SPIKED CLUB



AXE AND SHIELD



ORC BOYZ WITH SWORDS AND SHIELDS

ORC AND GOBLIN PAINTING GUIDE

Follow this stage-by-stage painting guide carefully and you can pick up useful tips about painting your own miniatures. The models shown are colourful examples of some of the most common troop types in an Orc and Goblin army, plus a finished leader model for that particular unit.

To start off, you will need to cover the entire model with an undercoat. Skull White was ideal for the Orc and the Forest Goblin. The Night Goblin is predominantly black and was therefore given an undercoat of Chaos Black.

Next, apply a basecoat to the models in the areas required. For example Orcs and Goblin skins are green so the skin areas are given a basecoat of Goblin Green. Try to be as neat as possible and concentrate on achieving a smooth and even coat of paint.

When the basecoat is dry, you can add some basic highlighting and shading. Areas of the model can be shaded by applying a wash of the most appropriate ink. The tunic on the Orc for example, was shaded using a wash of Plasma Red Ink. A lighter shade of the base colour was then used to highlight the raised features of the model. The final stage is to paint in any small, detailed areas such as the eyes and other markings and then to texture and paint the base.

The same technique applies to painting the skin areas. For example, the skin on the Night Goblin was painted Skull White, over the Chaos Black undercoat. A basecoat of Goblin Green was applied and then shaded with Waaagh! Green Ink. When this was dry, the raised areas, such as the nose, eyes, fingers and muscles were highlighted with a mixture of Goblin Green and Bad Moon Yellow. The eyes were painted using Blood Red paint, with a small dot of Sunburst Yellow for the pupil.

If you are painting a leader model, the techniques for painting the skin are the same as other troop types. The leader models here have been taken a step further, with more detailed shading and highlighting on areas such as the markings and insignia. It is a good idea to paint parts of the leader a different colour. This will distinguish him from the rank and file troops. The bright yellow hat on the Night Goblin leader is an example of how effective this is.



STAGE 1
BASECOAT

STAGE 2
SHADING

STAGE 3
COMPLETE

GOBLIN
CHAMPION



STAGE 1
BASECOAT

STAGE 2
SHADING

STAGE 3
COMPLETE

NIGHT GOBLIN
CHAMPION



STAGE 1
BASECOAT

STAGE 2
SHADING

STAGE 3
COMPLETE

FOREST GOBLIN
CHAMPION



STAGE 1
BASECOAT

STAGE 2
SHADING

STAGE 3
COMPLETE

ORC
BOSS

IMPERIAL PEGASUS

The Pegasus is a mighty winged monster that looks much like a horse, but is cunning and intelligent beyond the measure of any ordinary steed. Their coats are white and glisten like snow, while their wings are broad with elegant feathers. To be properly tamed they must be caught as foals, taken from their nests high in the Grey Mountains and reared by hand.

Many great heroes travel to the high peaks in search of a Pegasus foal that they can capture and train in the ways of war. At first these wild creatures must be restrained and tamed, but as time passes, a strong bond develops between rider and mount.

The final part of the training comes when the creature is prepared for battle. As the Imperial armies advance, these winged creatures carry their riders high above the battlefield from where they can pounce upon their unsuspecting foes. In combat, a Pegasus is a ferocious monster with powerful hooves capable of crushing its opponents underfoot.



HERO OF THE EMPIRE RIDING PEGASUS

IRON PRIEST AND SERVITORS

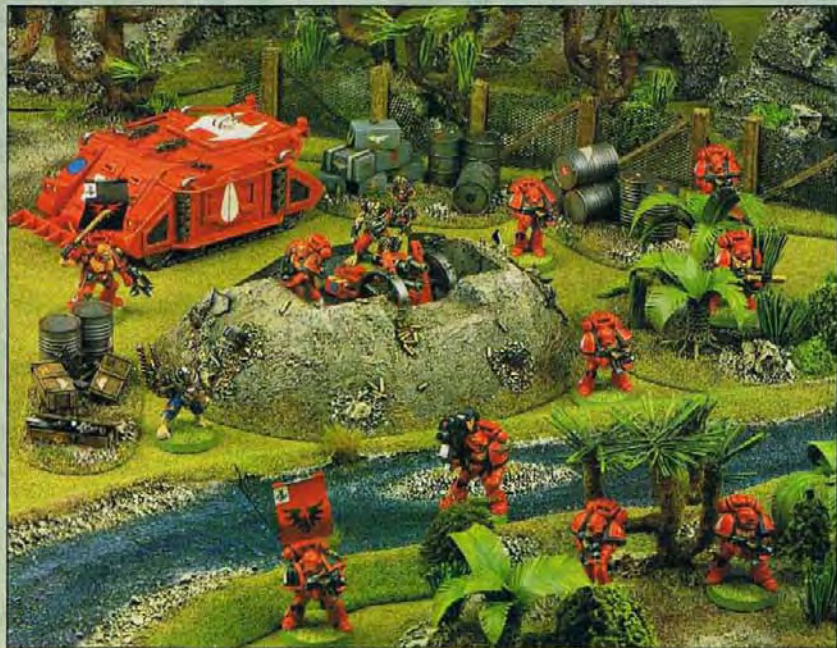
Iron Priests are the masters of the ancient mystic art of the Adeptus Mechanicus. In battle they are often interfaced with relays of cyborgised Servitors who in turn are linked to war machines such as Tarantulas or Rapier Laser Destroyers. Iron Priests seldom take a direct hand in the fighting but their position within the Machine Cult means that they are well equipped with strange and exotic weapons seldom carried by other warriors.



SERVITORS



SPACE WOLF IRON PRIEST



BLOOD ANGELS TACTICAL SQUAD SUPPORTED BY A SERVITOR MANNING A THUDD GUN

SPACE MARINE BLOOD ANGELS



VETERAN



SERGEANT



The Blood Angels' Sergeant and Veteran wear black shoulder pads with a red trim, while all the other squad members wear red pads with a black trim. In addition, the Chapter symbol is yellow, as opposed to black. Apart from this, all other details of uniform remain the same.



It is usual practice for the Sergeant and Veteran to display their back banners in battle — the Sergeant's banner is black and the Veteran's banner is red.

These banners also display the squad identification mark as a gothic numeral, in this case, the number four.



WITH MULTI-MELTA



3RD COMPANY
BADGE



ARMY
BADGE



CHAPTER
BADGE



SQUAD
BADGE



WITH HEAVY BOLTER



A COMPLETE BLOOD ANGELS TACTICAL SQUAD

WARHAMMER

GORFANG ROTGUT - ORC BIG BOSS

By Rick Priestley

Gorfang Rotgut is the chieftain of the Orcs of Black Crag, the ancient Dwarf stronghold taken over by Orcs many years ago. Over the centuries, many Orc tribes have fought for the possession of Black Crag and the victors have always occupied the fortress and taken it for their lair. Gorfang's tribe, the Red Fangs, is the most powerful in the whole of the area around the western end of Death Pass.

Gorfang has subjugated most of the local Orc tribes, but his neighbours are the Night Goblins of Karak Eight Peaks whose leader is the old and infamously cunning Skarsnik. The two leaders enjoy an uneasy alliance, with Skarsnik controlling the mountains around Karak Eight Peaks and the eastern end of Death Pass, whilst Gorfang controls the western end of Death Pass and the adjoining area.



Gorfang is a big and immensely strong Orc. He lost an eye at the Battle of the Jaws, fighting against the Dwarfs of Karaz a Karak, and wears an iron patch to cover the wound. Many of his battles have been fought against Dwarfs, including the siege of Barak Varr and the attack on Karak Azul. As a result of his long struggles, Gorfang has acquired an unreasoning hatred of the Dwarf race.

During the siege of Barak Varr, he ordered the severed heads of Dwarf captives to be catapulted over the walls and into the city. When he attacked Karak Azul, Gorfang broke into Lord Kazador's throne room and succeeded in capturing many members of the Dwarf Lord's household. Kazador's son Kazrik, was not taken captive. Instead, Gorfang ordered his hair and beard to be completely shaved off, and then tattooed his head with a crude Orc glyph representing Gorfang himself (the glyph actually translated as something along the lines of 'Gorfang woz 'ere'). As a final humiliation, Gorfang had the young Dwarf firmly nailed to Kazador's own throne.

Although Kazrik survived his ordeal, the experience has unhinged him somewhat and he is now known as 'Kazrik the Mad'. The other members of his family that were not slain, were taken back to the dungeons of Black Crag where they remain to this day, to the anger and despair of the Lord of Karak Azul.

Lord Kazador has sworn vengeance and commanded that the entire episode be painstakingly described in the Book of Grudges. Brooding on the fate of his kinsfolk, Kazador awaits the day when he can crush the Orc chieftain and wreak his revenge.

You may include Gorfang Rotgut in your army as an Orc Big Boss or as a Warlord if you wish. Your army must include at least one unit of Orcs if you are to include Gorfang Rotgut.

GORFANG ROTGUT
ORC BIG BOSS
Points Value 90

	M	WS	BS	S	T	W	I	A	Ld
Gorfang Rotgut	4	5	5	5	5	3	4	3	8
War Boar	7	4	0	3	4	1	3	1	3

Weapons and Armour: Gorfang Rotgut wears light armour and carries a shield. He is armed with a sword.

Mounts: Gorfang Rotgut may ride a War Boar (+8 points), or a Monster (see separate Monster List for points), or he can ride a chariot pulled by either War Boars or Giant Wolves, as described in the Mobs section of the list.

Magic Items: Gorfang Rotgut may carry up to two magic items chosen from the appropriate Warhammer Battle Magic cards.

Special Rules: Gorfang Rotgut hates Dwarfs. He just can't stand stunties. He is therefore affected by the rules for *Hatred* as described in the Warhammer Rulebook.



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SPACE MARINE®

DAEMON ENGINES OF TZEENTCH

By Andy Chambers

The daemon engines of Tzeentch are awesome instruments of destruction. An unholy fusion of hell-wrought metal and daemonic power, they cast their terrifying shadows across the battlefields of the 41st millennium. In a nightmare of death they destroy untold thousands for the greater glory of their master, Tzeentch the Lord of Change.

Tzeentch is the dark Chaos god of Change. His twisted motives are often unfathomable and his weapons are many but warfare is a powerful instrument of change and the followers of Tzeentch are often at its forefront.

Sorcery also falls within the auspices of Tzeentch and many of the most potent psykers and mystics sacrifice to him. Welded together from the soul-stuff of daemons, the war engines of Tzeentch are arcane creations which fly above the battlefield

on the unseen tides of the warp. Power draws power and the very presence of the daemon engines of Tzeentch strengthens the grip of Chaos on the material universe. To represent this extra flow of warp energy, a Chaos player who has daemon engines of Tzeentch in his force is allowed to draw additional Chaos cards at the beginning of the battle. For each minion card which consists of daemon engines of Tzeentch in the Chaos player's force, deal one extra Chaos card.

— THE SILVER TOWERS OF TZEENTCH —

The Silver Towers of Tzeentch form an outlandish sight on the battlefield. They appear as clusters of intricately carved and fluted towers resting upon a circular island and topped with slender minarets of gold or bronze. Each tower is a subtly different creation of disturbing beauty, with the snouts of weird, magically-powered weapons studding their walls. The most disturbing aspect of the Silver Towers is that they are not land-locked but drift through the skies above the battlefield. Each tower contains dozens of Tzeentchian Thrall-wizards who focus their powers to rain magical destruction on



Tzeentch's foes. Most potent of all are the wardings woven about the towers, so that as they advance, a wall of magical energy springs into being between each tower and its neighbour.

Silver Towers are not given orders like other models. Because of their unique form of propulsion Silver Towers can move up to 20cm in any direction. Whilst moving, a Silver Tower counts as a skimmer so it ignores the terrain it passes over. This means difficult and impassable terrain aren't a barrier to its movement.

As long as Silver Towers of the same detachment are within 10cm of each other, a magical warding exists between them. The warding is like a wall which runs between the models and allows them to move further apart than the normal 6cm unit formation distance. Place the special warding template between the two models to show where the warding is. Any shooting by the enemy which passes through the warding template suffers a -1 modifier on its to hit rolls. This modifier even applies to indirect firing and other high trajectory attacks. However, the modifier does not apply to shots at the towers themselves.

A Silver Tower is an extremely stable firing platform, so it always fires in the first fire segment of the combat phase. However, unlike a skimmer, a Silver Tower can't gain or lose height very quickly so it can't make pop-up attacks. The cannon mounts on a Silver Tower are placed all over it so they can fire in any direction. The sorcerous Beam of Power attack can also be made in any direction.

A Silver Tower can only be pinned in close combat by another skimmer, otherwise it can simply drift over its opponent when it moves. Fighting a Silver Tower in close combat is dangerous because it always fires in the first fire segment. This means that the tower will get a chance to take its opponents with gunfire before the combat is fought.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Silver Tower	20cm 112X	2+ All round	+3	Cannon Beam of Power	50cm 75cm	4 1	5+ 3+	-1 -2	See above for special rules

DOOM WING



Doom Wings are fast attack craft which streak across the skies on glittering metal wings. They are driven by three powerful engines and are armed with a deadly underlung flame-cannon for strafing ground targets and attacking airborne opponents. The tremendous speed of the Doom Wing makes it difficult to fight against, but also limits its manoeuvrability so that it has to make long straight attack runs against its targets.

Doom Wings must make a minimum move each turn, so a detachment of them can never be given first fire orders. When a Doom Wing moves it must travel at least 20cm during the movement phase and its entire move must be made in a straight line. A Doom Wing can turn by any amount at the beginning or end of its move. A Doom Wing ignores the terrain it passes over as it moves, so difficult and impassable terrain aren't a barrier to it. All firing at a Doom Wing suffers -1 to hit modifier because of its great speed.

At the end of its movement, you can leave a detachment of Doom Wings on their flying stands to represent them staying at low level so they can take advantage of cover such as

buildings, woods and hills. Alternatively you can place them on top of cups or similar objects to show that the detachment is climbing high up in the air (you may want to make your own tall flying stands using brass rod or thick wire for this but up-ended plastic cups work just as well). When a Doom Wing is at high level, anybody shooting at it must add 25cm to the actual range between the two models. This represents the fact that the Doom Wing's height and the effects of gravity make it even harder to hit.

As long as a Doom Wing is at high level, it can see and be seen by everything on the table. If you choose to keep a Doom Wing at low level, it can see whatever you can see from the model's eye view, just like anything else in Space Marine. The flame-cannon on the Doom Wing is fixed so that it only fires forward, but the magically energised firebolt it unleashes decimates a broad area ahead of the war engine. The firebolt is represented by the flame template.

To fire the flame-cannon, place the template so that the pointed end is touching the Doom Wing's nose and the rest of the template projects straight ahead of it. Anything under the template will be hit on a roll of 4, 5 or 6 on a D6. Models hit suffer a -1 saving throw modifier.

A flame-cannon can also be used to destroy buildings. Any buildings that are hit by a flame-cannon and fail their saving throw collapse into flaming rubble. Unlike most weapons which use the flame template (Hellhound firethrowers and the Cauldron of Blood) the flame-cannon's shot does not ignore cover modifiers. The flame-cannon can only hit things at the same level so if it is at high level it can only hit other things at high level and if it is at low level, it can only hit things at low level.

A Doom Wing can never be pinned in close combat by another unit because it's just too fast. In close combat against skimmers or other flying units such as Thunderhawk gunships or Overlord armoured airships, the Doom Wing doubles its close assault factor from +3 to +6 because it's better in air-to-air combat. The Doom Wing can attack enemies such as the Overlord armoured airship at high level.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Doom Wing	20-75cm	4+ All round	+3	Flame-cannon	Template		4+	-1	See above for special rules

FIRE LORD



Fire Lord heavy assault bombers are a soul destroying sight as they rumble through the skies towards their targets. The jewel encrusted hulls of these mighty daemon engines are studded with swivelling lascannon. From their majestic wings two more flame-cannon jut forward like the pinions of some flying monster of legend, while beneath their span a deadly cargo of firestorm bombs cluster, ready to rain down a maelstrom of death on their helpless foes below.

A Fire Lord must make a minimum move each turn so it can never be given first fire orders. When a Fire Lord moves it must move at least 20cm during the movement phase and its entire move must be made in a straight line. The Fire Lord can turn by any amount at the beginning of its move but not at the end. A Fire Lord ignores the terrain it passes over as it moves, so difficult and impassable terrain aren't a barrier to it.

At the end of its movement you can leave a Fire Lord on its flying stand to represent it staying at low level in order to take advantage of cover such as buildings, woods and hills. Alternatively you can place it on top of a cup or similar object to show that it is climbing high up in the air. When a Fire Lord is at high level, any unit shooting at it must add 25cm to the actual range between the two models. This represents the fact that the Fire Lord's height and the effects of gravity make it even harder to hit. Any shooting by the Fire Lord is unmodified because it has height working for it rather than against it. As long as a Fire Lord is at high level, everything on the table can see a Fire Lord and the Fire Lord can see anything on the ground. If you choose to keep a Fire Lord at low level, it can see whatever you can see from the model's eye view just like anything else in Space Marine.

Like the cannon on the Doom Wing, the twin flame-cannon on the Fire Lord are fixed so that they only fire forward. The

firebolt is represented by the flame template. To fire the flame-cannon, place the template so that the pointed end is touching one of the Fire Lord's flame-cannon and the rest of the template projects straight ahead of it. Anything under the template is within the area struck by the bolt and will be hit on a roll of 4, 5 or 6 on a D6. Repeat this process with the other cannon before resolving hits. Models hit suffer a -1 saving throw modifier. Buildings can also be destroyed by the flame-cannon. Any buildings which are hit and fail their saving throw collapse into flaming rubble. The flame-cannon can only hit things at the same level so if it is at high level it can only hit other things at high level, and if it is at low level it can only hit things at low level. The lascannon on the Fire Lord are mounted so that they can fire all round and can fire down at ground targets even from high level.



A Fire Lord can drop clusters of firestorm bombs as it moves. It can drop three barrage templates of bombs directly beneath itself as it moves. These must be in a straight line with each template touching at least one other. If the Fire Lord ends its move at high level, scatter the bomb templates D6 cm in a random direction. The templates are then left in place until the close combat phase and their effects are calculated then. This is so units on first fire orders have a chance to fire at the Fire Lord as it passes over them. If the Fire Lord is destroyed, take off all three bomb templates – the Fire Lord was shot down as it tried to make its attack run. If the Fire Lord survives, calculate the damage from the bombs. Each model touched by a bomb template suffers a hit on a roll of 3 or more on a D6. Models hit suffer a -3 saving throw modifier.

A Fire Lord can never be pinned in close combat by another unit because it's too big and fast. The Fire Lord can attack enemies such as the Overlord armoured airship at high level in close combat.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Silver Tower	20-60cm	2+	+3	Lascannon	50cm	4	5+	-1	See special rules
				Flame-cannon			4+	-1	
				Firestorm Bombs			3+	-3	

TZEENTCH FIRE LORD

The Tzeentch Fire Lord consists of one Fire Lord model.



POINTS VALUE 300



DOOM WING SQUADRON

A Doom Wing Squadron consists of three Doom Wings.



POINTS VALUE 250



SILVER TOWERS OF TZEENTCH

The Silver Towers of Tzeentch consist of two towers.



POINTS VALUE 350



TZEENTCH FIRE LORD

BREAK POINT 1: As a single vehicle the Fire Lord has no break point. Victory points are only awarded when the Fire Lord is destroyed.

MORALE VALUE 1: The Fire Lord must roll 1 or more on a D6 to pass its morale check.

VICTORY POINTS 3

Your opponent gains 3 VP when the Fire Lord is destroyed.

DOOM WING SQUADRON

BREAK POINT 2: The Doom Wing squadron is broken once it has lost two attack craft.

MORALE VALUE 1: The Doom Wing squadron must roll 1 or more on a D6 to pass its morale check.

VICTORY POINTS 3

Your opponent gains 3 VP when this squadron is broken.

SILVER TOWERS OF TZEENTCH

BREAK POINT 1: The Silver Towers of Tzeentch are broken they have lost one Tower.

MORALE VALUE 1: The Silver Towers of Tzeentch must roll 1 or more on a D6 to pass its morale check.

VICTORY POINTS 4

Your opponent gains 4 VP when the Silver Towers are broken.



SILVER TOWER OF TZEENTCH
WARDING TEMPLATE



To assemble the warding template above, first carefully remove this page from your copy of White Dwarf. Cut out the template and stick it to a thin piece of cardboard (cereal packet card or postcards are ideal). When the glue is dry score down the centre of the template to enable the card to stand upright on your tabletop.

SPACE MARINE®

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Space Marine is the game of Epic battles. The fate of the galaxy hangs in the balance as gigantic armies of warriors, tanks and other war machines clash in apocalyptic conflict. The mighty Space Marines, humanity's finest warriors and defenders of the Imperium, struggle to hold off relentless attacks from rampaging Orks and the ancient and technologically superior Eldar. As the commander of a whole army, each player relies upon tactical skill to defeat his opponent. Ultimate victory belongs to the best general, and the finest of the galaxy's bravest warriors.



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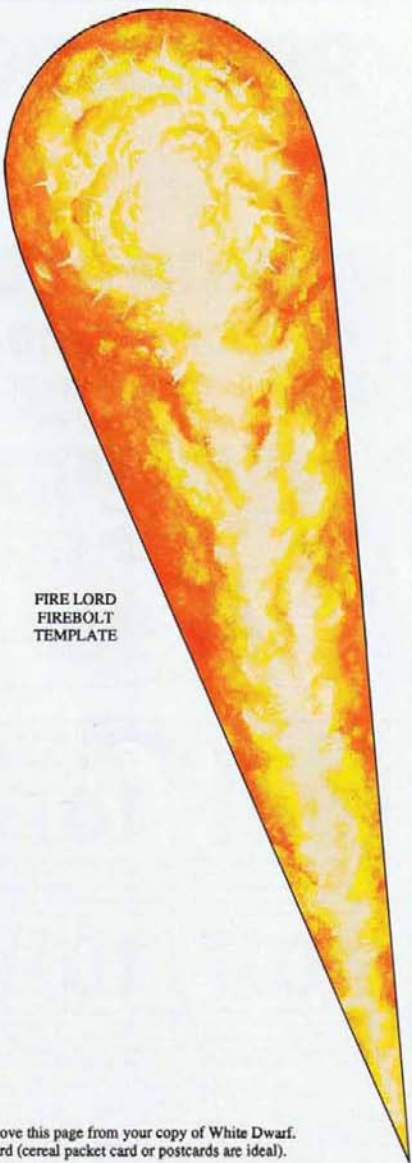
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FIRE LORD FIRESTORM TEMPLATES



FIRE LORD
FIREBOLT
TEMPLATE

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WARHAMMER

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Griffons are large flying creatures with the forequarters of a ferocious bird of prey and the hindquarters of a great hunting cat such as a lion or tiger. Although they normally inhabit the tallest crags of the Worlds Edge Mountains, a few have been taken from their nests and raised in captivity. Only the mightiest of Heroes are able to ride Griffons into battle, where their razor sharp claws and hooked beak can rend their foes apart. High Elves are particularly renowned for their mastery over these awesome beasts.

MARAUDER
MINIATURES®

Model designed by Aly and Trish Morrison
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This Miniature requires a degree of modelling skill
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GAMES
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ADVANCED HEROQUEST™

RIVERS OF BLOOD

By Carl Sargent

Following the death of his uncle, Count Rutger, Johannes von Bleistift has inherited his uncle's title and the family seat, Alptraum Manor, an ancient, rambling building on the edge of the Forest of Shadows. Since the old Count's burial in the vaults deep beneath the manor, his nephew has been increasingly troubled by nightmares, and in the early hours of the morning horrid sounds and noises echo through the rooms of the house... Desperate to put an end to his nightly torment, Johannes hires a group of adventurers to investigate the cellars and catacombs beneath the house.

This is a quest for a minimum of four experienced Heroes, who should have completed at least one epic quest (such as the quest for the Shattered Amulet, or the Lichmaster quest from Terror In The Dark) before they undertake this one. They can take as many Henchmen with them as they like...

GM SUMMARY

The young Count Johannes is not being entirely honest with the Heroes he is hiring to investigate the strange noises coming from underneath Alptraum Manor. While it is true that Count Rutger von Bleistift is dead, he is in fact Undead and lives on as a powerful Vampire. Because of his nobility and power, drinking the blood of ordinary mortals isn't enough to sustain him. To maintain his dark powers, he needs the blood of exceptional people like the Heroes. Johannes looks after his uncle well, for he himself wishes to become a Vampire, and hopes that the old Count will one day give him the blood kiss in return for his faithful service. To this foul end he has lured the Heroes to Alptraum Manor, where he plans to trap them in the warren of cellars and catacombs, so his uncle can prey on them at his leisure.

The old Count is not unprotected, his dark underground realm swarms with Undead horrors. While he was still alive he employed a brilliant locksmith and thief to put traps on most of the doors of the cellars and catacombs. The Heroes will have to deal with these as well as the Vampire's Undead servants.

There are two levels of catacombs and cellars below the Manor house and the Heroes will find themselves trapped within the dark passages as soon as they enter them. They will desperately need to find a way out of the cellars, but the only way to escape is by killing or incapacitating Count Rutger. Fortunately for them, there is a tomb on the upper level of the catacombs which was consecrated by a cleric of Morr, the God of Death. The Heroes can rest and regain fate points here, without being molested by Count Rutger (who cannot enter the room). If they find this tomb (at Location J), they have a sporting chance of completing this quest. If they don't, they're going to end up as involuntary blood donors.

This quest contains a very special Character Monster and some new rules. The GM needs to be very familiar with the Vampire Count Rutger, in particular. This Character monster has been designed to infuriate the Heroes and make them long to destroy him!



WAYNE ENGLAND

SPECIAL CHARACTER MONSTERS

SVEN WIDERLICH,
UNDEAD CHAMPION

Sven has served his master for over a hundred years, in life and in death. He has magical armour, weapons and some miscellaneous magic, all of which might come in useful to the Heroes or Henchmen if they can get them. Sven guards the upper catacombs level, keeping intruders away from the Shrine of Morr.

COUNT RUTGER VON BLEISTIFT,
VAMPIRE

Vampires are among the most dreaded of all monsters in Advanced Heroquest. They have many special powers and attacks, and the GM should make sure he is familiar with all of them before running this quest.

Fearsome Monster, Regenerating Monster, Invulnerable Monster: The Vampire is all three of these things, making it incredibly dangerous! These rules apply as per the rules for Alternative Monsters on page 40 of the Advanced Heroquest rulebook.

Hypnotises: A Vampire can hypnotise any one enemy model within its Death Zone each combat turn. All it has to do is to gaze at that model with its glowing, bloody red eyes, and the target must make a successful Bravery test, otherwise he will be paralysed with fear for that combat turn, unable to do anything except feebly defend itself. If the Vampire is in hand-to-hand combat with the model it has hypnotised, it gains +2 on all hit rolls against its target.

Spells: Count von Bleistift can use the Dark Wizard spells *Fireball*, *Flesh Flaying* and *Strengthen Undead*. Details of all three of these spells can be found on the next page.

Two Attacks: A Vampire can attack twice in each combat turn, one bite with its fangs and one claw attack. If the Vampire inflicts damage with its fangs, the victim suffers a Strength drain. In addition to any Wound loss caused by the bite, the victim is numbed and chilled and must subtract 1 from his current Strength score. Lost Strength points are normally only regained at the end of the current expedition, but in this adventure they can be regained at the Shrine of Morr within the cellars.

Blood Points: This is a unique rule which only applies to Count von Bleistift. The Count is a very, very old Vampire, and much more powerful than an ordinary undead monster.

Within the sanctuary of his own catacombs, he is able to draw upon ancient reserves of strength and power. To represent this, the Count has a number of Blood Points which he can spend on the following special actions (only 1 special action per exploration or combat turn):

Count's Action	Blood Point Cost
Move at double normal rate for one turn.	1BP
To negate the effects of any one hand-to-hand blow, or missile, which struck him during a combat turn.	1BP
To completely negate the effects of any one spell cast at him during a combat turn.	1BP
Reset any magic trap, anywhere in the entire dungeon, which the Heroes have managed to disarm.	1BP
Teleport from any one location within the dungeon to another.	2BP

Teleporting needs to be conducted carefully during this adventure, and hints are given to the GM on how to get the best out of this manoeuvre.

The Count starts the adventure with 6 Blood Points (you can use the Monster Wound Markers to keep track of them). He can increase this number by successfully biting a Hero or





Henchman in combat. Each time he does this, add 1 Blood Point to his total, but he can never exceed a total of 8 Blood Points at any time (he's bloated with blood and sated with the magical energies this gives him). The Count will always keep at least 2 Blood Points as a basic "blood bank", to allow him to fend off the effects of dangerous weapons and spells. If he's reduced to zero Blood Points, he turns into a cloud of mist which travels towards his great catafalque in location The cloud moves 12 squares per turn and can pass under closed doors. Within his catafalque, the mist re-forms into his body, but the Count is then helpless and can be slain, providing the Heroes have the right tools from the Shrine of Morr to destroy him. If they don't, at least the catafalque room contains an exit from the dungeon, so they can escape.

The Count could turn into a bat, rat or wolf if he wished, but frankly it's beneath his dignity, so he doesn't bother. A wily and powerful brute, he is unaffected by many of the things vampires are supposed to be repelled by, such as garlic and mirrors. The Heroes may find out about this in the Count's study (Location M).

NEW MONSTERS

The Heroes will encounter four new types of monster in the Count's dungeons: Giant Rats, Giant Vampire Bats, Wolves, and a new type of Ghoul. We have printed colour monster counters of some of these new creatures, which you can cut out and glue on to thin card for use in the game. You will also find four Coffin/Tomb counters which may be used in the same way. Citadel Miniatures also make metal miniatures of all these creatures. Monster Reference Tables are given at the end of this adventure.

The Ghoul in this quest takes a slightly different form to the Ghoul in *Terror In The Dark*. The Ghouls of Bleistift Manor rake victims with their filth-encrusted, poisonous talons, causing an extra Wound damage, included in the Monster Reference Table. They are also *Fearsome Monsters* and, while not dangerous alone, a pack of them can be a menace to any group of Heroes.

The Giant Vampire Bat has a special bloodsucking attack. If the bat strikes with a critical hit (a natural 12), it does not get additional damage dice as normal. Roll two damage dice as usual, but the Vampire bat will automatically inflict at least 1 Wound, irrespective of those dice rolls, because it has sunk its yellowed fangs into its victim's neck. Once it has done this, it clings to the character until killed. On successive rounds, it gets double the normal damage dice (4 dice) and, irrespective of the damage dice rolls, it always inflicts at least 1 Wound per combat turn due to blood draining. All attacks on a Giant Vampire Bat which clings to a character in this way are made with a -3 penalty to dice rolls, since it is very hard to strike at the bat rather than the person it is clinging to. Any fumble by someone striking at such a Giant Vampire Bat will automatically inflict damage on the character being blood-drained by it.

FIREBALL

Component: Pinch of Warpstone

A ball of black fire with yellow and blue flames licking at the edges hurtles from the caster's hand towards the chosen target. Place a fireball template anywhere within 12 squares of the caster, along his line of sight. Any models (friends or foes) which fall at least partially under the fireball template are automatically hit. Roll 5 damage dice to see what effect each hit has.

FLESH FLAYING

Component: A sharp-bladed miniature dagger

The caster points the dagger at a single model target within his line of sight. The target immediately loses 1 Wound as its flesh begins to bubble and blister, and the skin starts to flay away from its body. The target also loses 1 point of current Strength. Each combat turn afterwards, the target is allowed to make an Intelligence test. If the test is failed, another wound is lost in the same way and current Strength is also reduced by 1 point.

If either Wounds or Strength are reduced to zero, the target is immediately slain. If the Intelligence test is made, the target suffers no more losses of Wounds or Strength, but the losses it has suffered previously are not undone. The pain of the flesh flaying is so severe that a Wizard affected by it cannot cast any spells himself until he makes an Intelligence test to end the spell effects.

STRENGTHEN UNDEAD

Component: A handful of grave dust

The caster flings the grave dust into the air and whispers the incantation. As he does so, a baleful moaning rises up in the room or passage the caster is in. All Undead creatures (including the caster, if he is Undead) gain 1 point each of Strength and Toughness, and 1 extra damage dice. The effect lasts for one full combat turn. After that, the caster has to make an Intelligence test each combat turn. If he makes the test successfully, the spell effect is sustained. If the Intelligence test is failed, the spell effect is immediately lost.

NEW HAZARDS AND TRAPS

The Count's catacombs are protected by doors which are locked and trapped.

Locked Doors: Locked doors can be forced open by Heroes if one of them rolls 8+ on a dice roll (add 1 to the dice roll for a Dwarf). Many of the locked doors in this dungeon can also be opened by the Skeleton Key found in location G. If a locked door can't be unlocked or easily forced open, a Hero must break it down with a hefty shoulder-charge. This automatically works, but the Hero has to make a Toughness test or he will lose 1 Wound (these doors are very tough!).

Trapped Doors: Many of the doors here are trapped. Individual locations give details of how these traps work. You may wish to consider using trapped doors in standard Advanced Heroquest games. If this appeals to the GM, use the table below for setting traps on doors in standard adventures. Trap counters are used in the normal way to place such traps.

DOOR TRAPS TABLE			
D12	TRAP TYPE	SPOT CHANCE	DISARM CHANCE
1-2	Fighting Doorknobs	None	None
3	Shock	8	11
4-5	Poison Dart	9	8
6	Spike	6	7
7	GUILLOTINE	6	8
8	Door Swings!	9	10
9	Warp Door	11	11
10	Cage	10	9
11	Screaming Door	None	None
12	Acid Spurt	10	9

Fighting Doorknobs! The door has toughness 7 and 3 Wounds. It attacks by firing solid iron doorknobs at characters up to 8 squares away (to hit: 4+ at range 1-3 and 6+ at range 4-8). Each doorknob hit inflicts 3 damage dice. When the Wounds score of the door is reduced to zero, it can fire no more doorknobs in this manner.

Door Swings! When the door is opened, it immediately flies right back into the face of the character who opened it, causing 4 dice of damage. The only way to keep the door open is to wedge it with 3 iron spikes or a dagger, knife, or larger sharp weapon, and this must be put in place as soon as the door is opened.

Warp Door: The door instantly displaces characters passing through it into the warp. They remain there for 0-3 combat or exploration turns (roll a dice, divide by 3 while rounding fractions up, and take 1 away from the number obtained). The characters are unharmed in the warp, but they are removed from play during this time. When they reappear, the GM can place them anywhere he chooses within 3 squares of the door, on the other side from the one they were on previously.

Cage: When the door is opened, a metal cage drops from the ceiling and seals off any characters in the 4 squares around the

outside of the door. Sharp metal spikes are then shot from the metal plate at the top of the cage down onto those trapped inside. Characters are allowed a Speed test to dodge the spikes. If they pass the test they suffer no damage, but if they fail they must take 3 dice of damage. For every character additional to the first trapped in the cage, there is a penalty of +2 to the dice roll, as there's less room to dodge. So if there are two people trapped in the cage, they would get a +2 penalty while three people would get a +4 penalty, and so on. The bars of the cage can be bent if a character makes a Strength test with a +4 penalty. Only one character can escape through a hole each turn, but more than one gap can be made in the bars, of course.

Screaming Door: The door utters a piercing shriek when opened. The GM should immediately place a group of Wandering Monsters anywhere within the characters' line of sight, as far away as possible, who rush to attack the characters. If there are monsters inside a room behind the door, these extra Wandering Monsters won't appear inside the room (have them hurtle down a passage outside to pincer the characters!).

Acid Spurt: When the door is opened, a jet of corrosive acid spurts from a secret compartment built into the door. Any character standing on a square next to the door must make a speed test with a penalty of +2 to the dice roll. If the character fails, he doesn't manage to dodge the acid, and suffers 5 dice of damage. If any of the characters' equipment is made of metal, it may also be affected. The GM rolls a dice: 1-6, armour is affected; 7-9, hand weapon is affected; 10-12, shield is affected. Armour loses 1 point of toughness rating; a shield is ruined and a hand weapon loses 1 damage dice. This only applies to items made of metal – so chainmail armour is affected but leather armour is not. All weapons have enough metal in them to be damaged – don't listen to any player who says his Dwarf is carrying a stone axe!

WANDERING MONSTERS

At certain locations in the dungeon, the Heroes may meet Wandering Monsters. These locations are specified on the maps. The GM should roll a dice as soon as any Hero or Henchman has a line of sight to the location where the Wandering Monsters may appear. If the dice roll is 7+, then there will be an encounter with these Wandering Monsters. Consult the Wandering Monsters Matrix below. The Wandering Monsters here never have any form of treasure.

WANDERING MONSTERS MATRIX	
D12	Wandering Monster(s)
1-2	2 Giant Rats
3-4	2 Zombies
5-6	2 Giant Bats
7	1 Skeleton & 1 Zombie
8	3 Zombies
9	2 Skeletons
10	4 Giant Rats
11	1 Skeleton & 3 Zombies
12	3 Ghouls

BACKGROUND FOR THE PLAYERS

Read the following to the players when you're ready to begin this quest.

"You are sitting in a tavern waiting to be served when a rat-faced scrawny little fellow shuffles up to you and hands you a note. You give it to the Wizard, since he's much better at reading than any of the rest of you. Twiddling his beard thoughtfully, the Wizard reads out the message:

"My good fellows,

I have need of the help of worthy adventurers such as yourselves. My name is Johannes von Bleistift, a young nobleman who has just inherited Bleistift Manor after the demise of my uncle. The Manor is large, with extensive cellars and caves below it, and since I have taken up residence there I have heard strange sounds at night—scrabbings, groans and the sound of something being dragged along stone. My dog, a fierce Estalian Snarler, lies in a corner of my drawing room with the hackles raised along his back, whimpering pitifully. Alas, I have dared not investigate the mysteries of the cellars; I have no map to guide me, and as a youth I learned my letters and studied law, not the skills of Warriors or Wizards. I offer to pay you 50 Gold Crowns apiece if you will investigate this mystery, map the cellars, and remove any hazards or perils therein. Please do not delay. I am in earnest need of your help.

Yours most faithfully,

Johannes von Bleistift."

You consider this and look around for the thin messenger, but he has already sneaked away. When you ask the barman for directions to Bleistift Manor he looks at you strangely, and mutters a few words of prayer under his breath. As if keen to be rid of you, he ushers you outside and directs you up the hill to the north, instructing you to follow the twisting road, go past the Grove of Warped Elms, through the iron gates and up the drive...

You reach the Manor at dusk. It is a long, low house, built from local stone, its walls covered with moss and ivy. The dark windows reflect the clouds which flow across the evening sky in a curious fashion. Though the place appears to be uninhabited, the door is answered as soon as you knock. Johannes von Bleistift invites you into the chilly drawing room and offers you a glass of dry sherry while he explains the situation. He is a pale, drawn young man, and seems quite afraid of what may be found below the Manor. He claims to have been studying in Marienburg for the last five years, and knows nothing about the history of the house or the layout of the cellars below it. He takes you to an old cold store, and shows you a large wooden trapdoor laid with a massive iron ring. This, he says, opens onto a flight of stone steps which leads directly into the cellars. All it takes is a hefty pull from a Dwarf or Warrior, and a mysterious adventure beckons..."

You may allow the players to have 25 gold crowns each as an advance from Johannes if they want to stop and ask for this (and they can go back to the village where they were drinking and buy equipment with this money). Modify this introduction accordingly if the players butt in with this request. Now they head down into the cellars...

MONSTER COUNTERS AND DUNGEON EQUIPMENT



Giant Vampire Bats and Giant Rats



Tombs and Statues



WARHAMMER

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The Empire



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CELLARS UPPER LEVEL

LOCATION A: THE ENTRANCE

When the Heroes are all beyond the first two squares of this first passage section, there is a tremendous crash from behind them and they turn to see massive stone blocks falling from the ceiling completely blocking the way back! There is absolutely no way for them to return back up the stairs they came in by. They are now trapped, and have to find another way out. A disembodied, evil laugh can be heard drifting down the passageway ahead...

LOCATION B: THE COAL HOLE

This room was once used for storing coal and timber. There's still a cloudy, sooty atmosphere in here and you should apply a -2 penalty to all hit rolls for missile fire into this room. The skeletons here have no treasure.

LOCATION C: TRAPPED DEAD END

There is a Fireball trap in each of the two end squares of this section.

LOCATION D: STORAGE CHAMBER

This room has a trapped door which is also locked. The door trap is a Swinging Door trap, which is activated as soon as the door is opened. Inside the room, the Heroes will be able to see sacks, rotten barrels, great broken bell-jars and similar rubbish.

If the Heroes overcome the zombies, they can search this junk. If they do, a Giant Rat jumps out and bites whoever is searching (if more than one character is searching, determine who gets bitten randomly). The Giant Rat inflicts an automatic Wound because of surprise, and then it fights normally. When the Heroes dispose of the Giant Rat they can find a 10' rope and 10 iron spikes hidden in the rubbish.

LOCATION E: SWIVELLING PASSAGE

When at least two Heroes stand along this passage section, the whole passage section swivels. It is hinged along its north side, and its south side simply falls down so that the passage section becomes a huge flap! Any Heroes standing on the passage section at the time are dumped down into Location F (see below) and suffer an automatic Wound. The passage section then immediately flies back up and forms solid ground above the Heroes. Those who have fallen will be trapped in Location E. Those still above can descend by entering this passage section and taking a voluntary drop, or they can hammer some iron spikes (5 per character to work properly) and tie some rope around their waists (10' of rope per character to work properly). If they do this, and then step onto the passage section, they will get dropped down, but the rope will prevent them from falling on to the ground in Location F and they won't suffer automatic Wounds. It takes one turn to hammer spikes into the floor and tie a rope around a character's waist.





JOHN BLANCHÉ

LOCATION F: THE MUMMY'S TOMB

Place the long room piece beside the passage section which it drops into. The skeletons, ghouls and mummy in here attack ferociously and they get to move and act first against characters who have fallen down into this room. Characters fall into squares directly below those of the passage section E, which is directly above the north portion of this room as shown. The mummy wears a magic Amulet of Iron.

The mummy's tomb is covered with a thick coat of mouldy fungi, and any Hero opening the tomb to get at the treasure inside is automatically affected as by a Magic Mushroom Hazard. Inside the tomb, the Heroes will find a bag with 150 gold crowns, a quiver with 12 arrows, and a Magic Spear which inflicts 1 extra damage dice on a successful hit, but which also fumbles on a roll of 1 or 2, which is double the usual fumble chance. (Don't tell the players about this until appropriate – that is, when the character using the spear rolls a 2.)

LOCATION G: TOMBS OF THE SERVANTS

This room is full of skeletons and ghouls, gnawing at the old bones scattered around the lead coffins (the coffins are still sealed, though). Both the doors to this room are trapped with Fighting Doorknob traps. As soon as one door is opened to this chamber, the other door automatically opens and the monsters inside will come out to fight unless there are characters blocking the way at both doorways.

All the coffins are sealed, and each one is trapped (determine the traps randomly from the Chest traps table in the Advanced

Heroquest rulebook, page 33). The first coffin opened contains a withered body, in rotted butler's clothes, with a gold bracelet worth 40 gold crowns. The second coffin contains a normal skeleton which jumps out to attack. If the GM wins the initiative, the skeleton attacks first in the first combat turn. This skeleton wears a heavy girdled leather belt, on which hangs a purse containing 30 gold crowns, and a Skeleton Key made of silver. The third coffin opened has a rotted body dressed in the remains of footman's clothes (the red cloth of the jacket and gold threading of the epaulettes can be seen), but if this is opened, any character standing in a square next to the coffin must make a Toughness test, as a filthy cloud of foul gas spreads around it. If the test is failed, the character loses 1 point of current Strength, and doesn't regain this until another two combats have been fought (unless a Fate point is expended to avoid this, of course). This last coffin has no treasure.

LOCATION H: THE DEATH CRYPT

Place the rope bridge section as shown on the map, but tell the Heroes they cannot see what is below or beyond it since a heavy fog obscures vision. If a character steps across the rope bridge, he can see the pit beyond and, if he stands at the far end of the bridge, he can see the door set into the bottom of the pit. A character can get down into the pit by jumping (which means he suffers 1 automatic Wound) or by being lowered down on a rope. Only two characters can stand in the pit at any one time. If there is a Hero standing in the pit, it is not possible to use missile weapons to fire into the crypt from the rope bridge, since the angle of trajectory is too great. Remember to tell the players this when they open the door and fight the crypt's occupants. If they insist on shooting, then their arrows will automatically hit the Hero or Henchman standing in the doorway down in the pit.

The door in the pit is only 4' high, which makes it difficult for any Hero other than the Dwarf to fight normally. Any Hero other than the Dwarf fighting the occupants of the crypt in the doorway should subtract 2 from all his to hit rolls. This penalty doesn't apply inside the crypt, which has a 10-foot high ceiling. The door to the crypt is locked, and is also trapped with an Acid Spurt trap.

The Giant Vampire Bats inside the crypt are infected with a filthy disease: their teeth are yellowed, saliva foams at their tiny mouths and drools onto the floor. Because their bites are diseased, they inflict 1 additional damage dice on a successful hit (this applies to their bloodsucking attack too).



Read the following to the players when their Heroes are able to get past the bats and see what is in this room:

Two blackwood coffins stand in this dank and dismal chamber, bound and hinged with bronze which is etched with dark runes. A palpable aura of evil surrounds them, and the Wizard among you senses that the coffins themselves are in some way magical.

The two coffins inside this crypt are very hazardous. Each contains the body of an Undead Champion, and as soon as one is opened the other opens automatically. If any attempt is made to destroy the coffins (by smashing them with a warhammer, etc.), both open at once. Spells (such as *Inferno of Doom*) do not affect the coffins or the Champions inside them, and the coffins do not open if such a spell is used. Furthermore, powerful enchantments laid on the coffins make the Undead Champions more dangerous than usual. So long as an Undead Champion stands within one square of its coffin, it is treated as a Regenerating Monster and is also immune to any fire-based spell (such as *Flaming Hand of Destruction* or *Inferno of Doom*). When the Heroes are in combat with the Undead Champions, read the following to them:

The red glow in the eyes of the Undead horrors is matched by a very dim, faintly pulsing red glow coming from each of the coffins...

It is possible to destroy the coffins, and doing this will cancel the magical effect they have on the Undead Champions. Each coffin has a Toughness of 7, and the Heroes will need to inflict at least 3 Wounds on it with a hand weapon. This should be taken into account if the Heroes try to smash the coffins to begin with, but once they're fighting, if one or more of them is able to strike at the coffins and destroy them this will weaken the champions.

Finally, within each of the coffins is a bag containing 100 gold crowns.

LOCATION I: SVEN WIDERLICH

The secret door entrance to this room is locked, and also trapped with two traps: a Darts trap and a Shock trap! This combined trap was prepared with exceptional cunning and ingenuity, so there is one Spot Traps chance for the combination (10 or above). Each trap must be disarmed separately, and a roll of 9+ is needed to disarm each one. When the Heroes open the door, read the following to them:

Inside this guard room stands an Undead creature clad in chain mail and hefting a powerful-looking sword you guess might be magic. He stands within a magic circle, and an aura of energy crackles around him. He stands quite still, the grinning rictus of his bony face challenging you to come before him and face the steel of the keen-edged blade!

While Sven stands within this magic circle, he is immune to spells and missile fire. Any spells and missiles thrown at him simply bounce off the aura of the magic circle. He has the following magical items:

- A suit of enchanted chain mail which adds +1 to his Toughness above the usual for chain (total Toughness is 9).
- A Magic Sword which adds 1 to hit rolls and damage dice.
- A pair of Magic Steel Boots. These allow him to make a kick attack in addition to his sword attack. Steel boots allow this

extra attack with a WS of 2 below the usual for a character (so for Sven, WS is 6 with this attack) and a successful kick inflicts 2 damage dice.

- A silver flask which holds 2 doses of Potions of Healing. Sven cannot drink this potion, since he only has a skeletal body, so he will not try to use it during combat.

- Three small finger bones which Sven can cast into the air at any time during combat, while making attacks as normal. The bones will land in squares of the GM's choice. From each bone, a normal skeleton will spring up and each will attack the nearest character.

All these magical items are usable by Heroes or Henchmen when they overcome Sven.

LOCATION J: THE SHRINE TO MORR

The door to this room is locked, and cannot be opened with the Skeleton Key. It is also heavily trapped, with a Darts trap and an Acid Spurt trap (determine chances for spotting and disarming separately as normal). If the Heroes open the door, read the following to the players:

You get a pleasant surprise here! The room beyond is quiet, bare and peaceful. You see the rune of the god Morr, guardian of the dead, on the far wall. It feels welcoming and safe here, a haven from the horrors you have faced so far.

No enemy creature (including Count Rutger) can enter this chamber. The first time (only) that the Heroes (and Henchmen) enter this room, they regain all lost fate points. If the Heroes search this room, one of them automatically finds a small secret door in the wall (by the rune). This can be opened



MARK GARDNER

easily, and inside the alcove is an ivory casket (this is worth 30 gold crowns). Within the casket there is a Potion of Healing, a Potion of Regeneration and a Ring of Greatness. The Potion of Regeneration allows the drinker to regain lost Wounds in the same way as a Regenerating Monster does. It can be drunk at the start of any turn, and its effects last until the end of the next combat. The Ring Of Greatness renders the wearer immune to fear caused by Fearsome Monsters. The player also gains an extra dice of damage against Large Monsters, and may ignore the special rules which apply to Invulnerable Monsters (ie: the ring wearer does not have to roll a natural 12 amongst his damage dice to inflict any Wounds). Additionally, there is a wooden stake with the symbol of Morr inscribed on its surface, together with a small wooden mallet, around which is wrapped the following note:

To whom may come after me...

The fiend is close by now and I have little time left. If I had been able to banish him to his great silvered coffin, I would be able to drive this sanctified stake through his dark heart and destroy him forever. But he is too strong, and now I must meet my fate. May Morr protect you!

Otto, Priest of Morr

Finally, the casket contains a grimoire, which has all four of the Bright Wizard's initial spells within it (if you have a Light Wizard from Terror in the Dark you should substitute the Light Wizard starter spells instead).

LOCATION K: TRAPPED DEAD END

There are two leather bags piled against the two end-sections of this dead end. Each contains 5 gold crowns, but unfortunately each square is also trapped with a Falling Blocks trap.

LOCATION L: RAT TRAP

The "Treasure Chest" here is anything but! When any Hero stands within two squares of this object, the lid flies open and a pair of Giant Rats jump out to attack the nearest character(s). On each subsequent combat turn, two more Giant Rats fly out of the chest to attack. You may place these Giant Rats anywhere within 10 squares of the chest, but always as near as possible to it, and you may ignore Death Zones when so doing. Giant Rats only stop appearing from the chest when all characters are at least 4 squares away from it, or when the chest is destroyed (it has toughness 8 and 3 Wounds). Simply slamming the lid shut won't stop Giant Rats emerging! Arrows and thrown spears just bounce off the chest, but it can be damaged by spells, hand-held weapons, and thrown axes or hammers.

LOCATION M: COUNT VON BLEISTIFT'S STUDY

This room is decorated with a huge comfortable armchair (use the Throne, but no special magic rules apply) and other furnishings (if you have MB Games Heroquest you may add the Bookcase and Table here). The Count is seated on the Throne when the Heroes enter. Initially, he leaves combat to the Giant Vampire Bats the Ghoul, and his Great Wolf, using spells to attack the Heroes from a distance. If appropriate, he uses a Blood Point or two to negate spells cast at him. When he can do so, he will fly from his Throne (he ignores Death Zones when flying, and he can also fly through any square with a Giant Bat in it) and tries to regain one or two Blood Points by hitting a Hero.

If the Count is reduced to half his normal Wounds or below, he will wrap his cloak about himself and fly straight down the pit. The GM must make sure the Count doesn't die here — try not to run his Blood Points down too low, let him escape while he's still fairly healthy, he's going to make another appearance, after all.

If the Heroes drive the Count off, they can search this room. There is a scroll with the spell Flame of the Phoenix written on it hidden in the bookcase. The Treasure Chest here is trapped with a Fireball trap, but all it contains is a note from the Count. Read the following to the players when they find this:

My dear fools,

There is no treasure for you here, only death. My excellent nephew brought you to your doom, lured by your own greed for gold. I look forward to sampling your delicious, warm, spicy blood! By the way, if you believe those old tales about Vampires being affected by mirrors, symbols of effete gods, running water and such nonsense, you are fools. I enjoy garlic personally, it's the Bretonnian blood of my great-grandfather. One of my power has no such weaknesses!

DOWN THE PIT!

The only way to get down to the lower level is by dropping down the pit in this room. The floor of the lower level is 20 feet down. If any character simply jumps down, he suffers 2 automatic Wounds. A character descending carefully on a rope (held by other characters or fixed to the ground above with 5 iron spikes) must make a Speed test. If the test is successful, the character suffers no Wounds. If he fails, the character slips off the rope during his descent and suffers 1 Wound.

CELLARS LOWER LEVEL

GM'S NOTES

The lower level of the dungeon is very dangerous indeed! The Heroes drop down onto the squares marked in Location N (or as close as possible if monsters and other characters occupy those squares). Use the Count's Blood Points and teleporting ability to lure them away from his real tomb in Location T. The rest of the dungeon is filled with monsters and traps to weaken the Heroes before the Count arrives to give the coup de grace.

LOCATION N: WOLF GUARDS

There are three great Wolves in this bare room. Each wears a leather collar with a glowing red gem set into it. While a Wolf wears one of these collars, it is a *Regenerating Monster*. A character can try to chop the collar off with a blow from a sword or dagger, but when trying to aim for the collar he must suffer a penalty of -3 to the hit roll. Damage caused is only half normal damage dice, but the collar will be cut away and the monster stops regenerating. Don't tell players this unless they specifically ask whether their characters can try to do something about the collars. The collars cannot be used by characters!

LOCATION O: FAKE TOMB

The door to this chamber is locked and has a Spike trap. If the characters defeat the Undead monsters here, they find what looks like a silver tomb with a lifelike etching of the Count on its slab. However the silver is just a thin veneer and the tomb is really made of iron.

If the Heroes open the tomb, a hollow laugh echoes up from inside and a Gas trap is sprung. Inside the tomb is a leather purse with 100 coins. These look just like gold crowns, but they are made of copper with a thin gilt coat and are worthless, as the Heroes will find out when they try to buy anything with them. Whoever they give the "gold" to will be so offended that he will increase his prices by 20%!

LOCATION P: THE CORRIDOR OF POOLS

Place two pools in this long corridor as shown on the map. The pools are special traps. They appear to contain water, but this is an illusion, and the Wizard will be able to detect this if he makes a successful Intelligence test. However, the pools are some 15 feet deep and will have to be crossed. They can be

CELLARS LOWER LEVEL

MONSTER KEY

- (S) Skeleton
- (G) Ghoul
- (Z) Zombie
- (M) Mummy
- (UC) Undead Champion
- (W) Wolf
- (V) Vampire

KEY

- XX Squares into which Heroes land from pit.
- Pool
- Statue
- Secret wall alcove
- Tomb



jumped across, and no Speed test is necessary to avoid falling into a pool. However, whenever a character jumps a pool, roll a dice. If you roll 7+, a fireball hurtles upwards from the bottom and the character jumping must make a Speed test with a +3 penalty added to the dice roll. If he makes the test, he isn't harmed and lands on the other side. If he fails, he suffers 5 dice of damage and has to make a Toughness test as well! If this is failed, he lands heavily on the other side of the pool, falling down, and suffers an extra dice of damage. These traps are not activated by the Count himself, of course.

Wandering Monster: As soon as you have two characters on one side of either pool, and the rest on the other side, a party of Wandering Monsters will arrive, heading out of Location N towards the characters!

LOCATION Q: THE SKELETAL GUARD

This old armoury is manned by an Undead Champion and three Skeletal attendants. There is a weapons rack here, so if you have MB's Heroquest game you can use the weapons rack piece for this. Most of the weapons and armour in this room are rusted and useless, with the exception of two swords and a suit of man-sized chain mail armour which are all usable.

LOCATION R: SECOND FALSE TOMB

This large chamber is draped with rotten black wall hangings and foul wall mosaics portraying the Count ripping throats out of his victims! The monsters here, the two Mummies, have a special defence which makes them very dangerous. They are immune to magical attacks of all kinds, but each time a Mummy is hit by a spell which would normally cause damage, roll damage dice as usual. For each Wound of damage which would have been caused, the Mummy gains 1 Wound point. It is possible for a Mummy to exceed its normal Wounds total in this way. If such a spell is used, the Mummy actually appears to grow slightly! When the Heroes enter, tell them that the Mummies shimmer with a faint magical light, but don't tell the players what the Mummies' special defence is.

The tomb is an imposing, great sarcophagus some ten feet long, and its sculpted surface shows the Count reclining. It needs two Heroes to lift the lid off, and these Heroes will not be able to perform actions in the first combat turn to come (the lid is very heavy). From inside the tomb, a seething mass of blood-red, veined, black rubbery tentacles bursts forth and attacks all the characters in the room! The tentacle mass has Toughness 7 and Wounds 10, and it fills the entire room as it bursts out, making movement impossible.

The tentacles can attack everyone until they themselves are destroyed; they have WS 8 and cause 3 damage dice on a hit. If a critical hit is rolled (a 12), a tentacle wraps itself about a character's throat and starts to strangle him while also draining blood through a puncture wound in the neck! On each combat turn thereafter, the character automatically loses 1 Wound and the tentacle mass automatically gains 1 Wound from the nourishing blood!

If the characters manage to destroy the tentacles, the mass bursts and the floor is suddenly covered with foul, sticky blood. All the Heroes get a good dose of the muck over them, and have a penalty of 1 to Speed scores for the remainder of the expedition, unless the muck gets burned off with a fire-based spell (such as a Fireball, so jumping over a "pool" in Location P can actually have one beneficial effect!). There is no treasure in the tomb.

LOCATION S: THE STATUE GUARDIAN

The only way into this chamber is via the secret door shown on the map. The door is locked and has an Acid Spurt trap set on it. Before the door opposite stands a great stone statue of a wolf-headed man with giant bat wings. If you have the Terror In The Dark supplement, you can use the statue counter for this. The room itself is draped with black and red curtains covered in vampire bat designs. The door behind the statue is made of a deeply red-stained wood.

As soon as anyone opens the main door the statue animates, and the Heroes will have to destroy it to reach the door opposite. The statue has Toughness 10, 4 Wounds, WS 9 and a hit inflicts 4 dice of damage. If a character fumbles with a hand weapon when fighting the statue the weapon breaks on the hard stone of the statue!

When the characters enter this room, the Count will be standing beside the statue (assuming he's still around and hasn't been banished to his tomb), but will retreat to Location T beyond as soon as his Wounds are reduced to half normal. All the Count has to do is to touch the red door, and he automatically passes right through it into the room beyond. This only works for the Count, of course.

LOCATION T: THE TRUE TOMB

This is the Tomb Room of Count von Bleistift. The enormous sarcophagus at the back of the room is where the Count will retreat to if reduced to zero Wounds and forced into mist form.

The Count is arrogant and believes he needs no special defences here, other than the four Zombies in the chamber. If the Count has any spells left he will position himself behind the Zombies, use his spells, and then make his way forward into hand-to-hand combat. Otherwise, he waits just inside the door and attacks the first character to enter. The door to this chamber is locked but not trapped.

THE TOMB AND THE TREASURE

If the characters manage to kill the Count, read the following to them:

With a despairing cry the ghastly Undead fiend crumples at your feet. His body is cold and limp, yet somehow you know that you have not destroyed him yet. From his remains, a wisp of mist rises and drifts under the lid of the great sealed catafalque you see in the distance!

The characters now have to destroy the Count within his tomb. The lid can be opened safely, although it takes two characters to do this. Inside the tomb, the Count's body is beginning to re-form on a bed of earth. The Count can only be destroyed by plunging the stake of Morr (from Location J) into his heart. If the Heroes don't have this, they can't kill him. The Count's body will slowly re-form, and no magic or weapons will prevent this!

If the Heroes use the stake in the time-ordained manner, read the following to the players:

A terrible, ghastly shriek is ripped from the blood-red lips of the Count's re-forming body and a great gout of blackish blood spurts from his chest! His skin peels away from his yellowed bones, which crumble and fall to dust, leaving only a reeking pool of filth behind!

If the Heroes now explore the tomb thoroughly, they can find two Treasure Chests hidden in a secret compartment below

the earth. The first of these contains a sack with 200 gold crowns, a ruby ring worth 100 gold crowns, a jewellery box worth 50 gold crowns, and three Potions of Healing. The second chest contains a diamond brooch worth 250 gold crowns, a magical dagger which inflicts 5 dice of damage per hit, a scroll with the spells *Inferno of Doom*, *Swift Wind* and *Flaming Hand of Destruction*, plus a magnificent tiara set with small pearls and an amethyst worth 500 gold crowns. It's a big reward, but if the Heroes manage to destroy the Count, they deserve it.

OUT OF THE VAULT

At the point shown on the map is a secret alcove, which the Heroes will discover automatically if they search this room. In the alcove is a lever, which if pulled down opens a small secret door behind the tomb. Stairs behind the door lead upwards along a wooden spiral staircase and emerge at another secret door which opens behind a wardrobe in the manor house, allowing the Heroes to escape. The Count's nephew has fled, and there is nothing of value left behind. But at least the Heroes have escaped with their lives....

GHOUL													
WS	BS	S	T	Sp	Br	Int	W	PV					
6	2	5	6	6	8	2	4	2					
HAND-TO-HAND COMBAT													
TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAMAGE DICE
HIT ROLL	2	3	4	5	6	7	8	9	10	10	10	10	4
RANGED COMBAT													
RANGE	1-3	4-12		13-24		25-36		37+		MAX		DAM DICE	
HIT ROLL													
EQUIPMENT / NOTES													
Claw Attack Fearsome Monster													

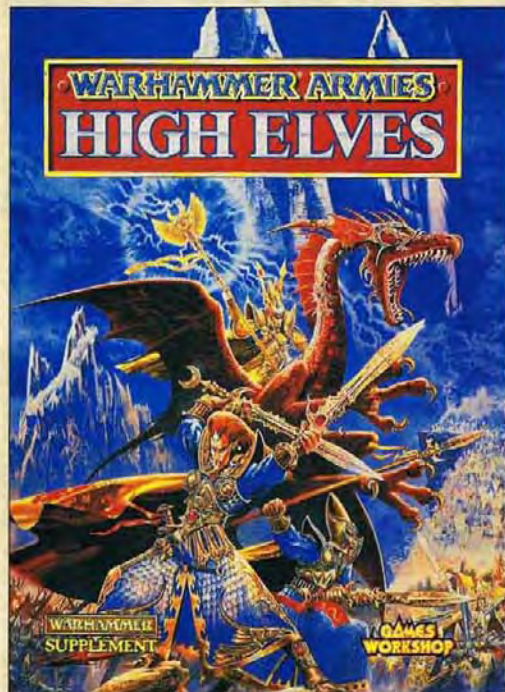
GIANT VAMPIRE BAT													
WS	BS	S	T	Sp	Br	Int	W	PV					
6	-	3	6	12	8	7	1	%					
HAND TO HAND COMBAT													
TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAMAGE DICE
HIT ROLL	2	3	4	5	6	7	8	9	10	10	10	10	2
RANGED COMBAT													
RANGE	1-3		4-12		13-24		25-36		37+		MAX RANGE		DAM DICE
HIT ROLL													
EQUIPMENT / NOTES													
Bloodsucking Bite													

RUTGER VON BLEISTIFT - VAMPIRE													
WS	BS	S	T	Sp	Br	Int	W	PV					
9	8	7	9	8	10	10	7	22					
HAND TO HAND COMBAT													
TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAMAGE DICE
HIT ROLL	2	2	2	3	4	5	6	7	8	9	10		5
RANGED COMBAT													
RANGE	1-3	4-12		13-24		25-36		37+		MAX. RANGE		DAM. DICE	
HIT ROLL													
EQUIPMENT / NOTES													
Fearsome, Regenerating, Invulnerable Monster. 2 Attacks (Claws and Fangs). Hypnotises, Strength Drain													
SPELLS / MAGIC ITEMS													
Fire Ball, Flesh Flaying, Strengthen Undead (X2).													

GIANT RAT													
WS	BS	S	T	Sp	Br	Int	W	PV					
5	-	3	5	10	6	6	1	%					
HAND TO HAND COMBAT													
TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAMAGE DICE
HIT ROLL	3	4	5	6	7	8	9	10	10	10	10	10	1
RANGED COMBAT													
RANGE	1-3		4-12		13-24		25-36		37+		MAX RANGE		DAM DICE
HIT ROLL													
EQUIPMENT / NOTES													
Bite													

WOLF													
WS	BS	S	T	Sp	Br	Int	W	PV					
8	-	4	7	9	8	7	4	3					
HAND TO HAND COMBAT													
TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAMAGE DICE
HIT ROLL	2	2	2	3	4	5	6	7	8	9	10	10	3
RANGED COMBAT													
RANGE	1-3		4-12		13-24		25-36		37+		MAX RANGE		DAM DICE
HIT ROLL													
EQUIPMENT / NOTES													
Bite													

WARHAMMER



High Elves is the second volume in the new series of Warhammer Armies supplements. This fully illustrated book details the history and culture of the High Elves and provides a full army list and special rules for High Elf forces in Warhammer.



WARHAMMER ARMIES HIGH ELVES

This indispensable supplement for the Warhammer game of fantasy battles describes the ancient land of Ulthuan and the armies of the High Elves in complete and extensive detail.

Ulthuan is the ancient island realm of the High Elves and birthplace of true magic. An enchanted land inhabited by creatures who were already millennia old before the emergence of mankind. It is the greatest sea-faring power in the Warhammer World. A great colossus standing astride the ocean, it dominates the flow of trade from the Old World to the New and guards the destiny of the whole world.

The book describes the great kingdoms of Ulthuan including Tiranoc, Ellyrion, Saphery, Caledor and Yvresse and includes a comprehensive history of the Phoenix Kings of Ulthuan and the great sundering of the Dark Elves.

High Elf Army List includes the Phoenix Guard, the Dragon Princes of Caledor, the White Lions of Chrace and the Sword Masters of Hoeth. A full list is provided for including wizards and monsters in your army. A separate section introduces some of the great Elven heroes including Tyrion, Champion of the Everqueen, and his twin brother Teclis, the greatest wizard in the Old World and founder of the Imperial Colleges of Magic. Also, Eltharion the Grim, Warden of Tor Yvresse and his mighty griffon Stormwing.

Special rules cover the unique High Elf repeater bolt thrower and many new magic items and spells such as the Moon Staff of Lileath, the Heart of Avelorn and the great runesword Sunfang.

'Eavy Metal – colour photographs of the High Elf army painted by the world's finest miniature artists, plus a section on how to paint the many High Elf models and the stunning personalities of Ulthuan.

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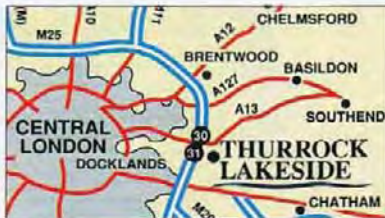
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WARHAMMER

THE BATTLE OF IRON PEAK

By Jervis Johnson and Bill King

With a thunderous crash the support beams collapsed. Tons of rock tumbled downwards sealing the entrance to the old dwarf mine completely. From within came the squeals of the trapped goblin boys. Borzag shrugged: if the lads were stupid enough to go into a stumpy mine and start chopping at the supports with their axes, then they got what they deserved. Plenty more where they came from, reflected the old ore shaman, patting the head of his wyvern and feeding him some more stumpy fingers.

"Borzag, mate. Great fight? We certainly gave those stunties a good seel'n to. Me trolls was great, eh? See the way they did my brilliant plan fang." Gorbblum clapped Borzag manly on the shoulder. The shaman fought down the urge to cuff the over familiar little goblin round the ear.

Gorbblum had become ever more cocky and self-confident since Borzag had lent him the Crown of Command. He had gone from calling himself Gorbblum Yellowstreak to calling himself Gorbblum the Magnificent. What cheek! By Mork, he would never even have had the nerve to get within 50 feet of those trolls if it wasn't for the confidence the crown lent him. And the trolls would probably have eaten Gorbblum and his spider if it wasn't for the crown's aura of command. Be calm, Borzag told himself. He still needed the little creep and his trolls and his goblins and his fanatics. They were a central part of his great masterplan, the core around which he would assemble his army.

"Yez. It woz a great plan you thought ov, Gorbblum," said Borzag, gently disengaging Gorbblum's paw. The shaman wanted to spit. The entire plan had been his, giving credit to the goblin went completely against the grain. Still, the effects of the crown meant that Borzag had to feed the goblin chieftain's overweening ego. The old shaman moved over to the edge of the cliff. Gorbblum followed. Borzag fought down the overwhelming urge to push the chieftain over the edge, just to see him fall, but instead he gave his attention to the panoramic view.

Far below at the foot of the mountain, the lands of the south eastern Empire were spread out for Borzag like a map. He could see the long silver trail where the little river flowed into the bigger one, the one the captured stunties always called the Reik. He could see the tiny boats that bobbed on the water like toys. The village was there and this meant more stunties to kill. Good. Borzag hated stunties, had done ever since he was knee high to a giant spider.

"Boss! Boss!" gibbered Sleekid, Gorbblum's chief lackey. "Dis isn't gold. It's rocks!"

The goblin threw a sack down in front of Gorbblum. The little chieftain pretended to study it intently, as if a long hard stare would transmute the grey stuff to gold and pretty trinkets.

"Nar, ain't gold," Gorbblum said eventually. "Unless it's dat funny grey gold. Dose stumpy glitz has fooled us."

Borzag winced. Gorbblum was as stupid as he was vain. "I fink I see what da Boss means," he said.

"You do?" said Gorbblum, a trifle amazed.

"Yer. Dose stunties couldn't fool yer. Youse seen right through 'em."

"I 'ave? I mean I 'ave."

"Yer day has 'idden it. Down dere. In dat maintown. You saw it right away. No wonder dey calls you Gorbblum da Magnificent."

"Yere. Dat's right. Wot woz my brilliant plan again?"

"Well, we should go down dere and give da stunties a taste of bootlevver. Den we'll find da 'idden gold."

"Mork's teef. I comes up wiv some brill plans, don't I mate?"

"Yer," muttered Borzag between gritted teeth. "Lez go."

At Gorbblum's howled command, the axes and goblins formed up in slovenly ranks. Sleekid's boys began to spit and make faces at Wa-Kurran's lads. Within moments a great scrap had broken out. Gorbblum stood around and watched, amused by the great ruck. Borzag began to get a sore head, and his eyes began to glow as they always did when the lads got into a bit of violence. Now was not the time though.

"Dat's enough!" he bellowed. Wading into the ruck he picked up Sleekid and Wa-Kurran by the scruff of their necks and tossed them out of the melee. The two rival goblin leaders landed in front of Borzag's wyvern. It hissed and they fell quiet, petrified with fear. Slowly the melee abated.

"Save it fer da stunties," shouted Borzag. "Now, lez go!"

Chanting and gibbering, the greenskin army marched down towards the unsuspecting village.



DAVE GALLAGHER

On the day after Geheimnisnacht 2510 it was business as usual in the sleepy little village of Eisenhof. The mixed population of Dwarfs and Men loaded barges with iron ore destined for the great cannon works at Nuln. From the docks the heavily laden craft pushed out onto the Veiss, a minor tributary of the mighty Reik, and made their way down river towards the distant city. A caravan of ore had just arrived and the stocky Dwarf miners heaved the heavy sacks of raw metal from the backs of their pack mules and stacked them neatly on the wharves.

In the market square traders haggled over the price of a hundredweight of rock. The village drunk lurched from the tavern and loudly sang an old sad song. For the folk of Iron Mountain it was a typical day, in a typical month, in a typical year. Little did they know that a terrible doom was fast approaching the little hamlet.

From the bleak, desolate mountains to the east, a horde of Goblins had marched relentlessly down the windswept valleys to arrive at the outskirts of the village. To the fore was Gorbium the Magnificent, mounted on his great spider. Behind him marched his regiments of red-eyed Night Goblins and to the rear of the column, sweating goblins tugged a huge rock lobber. Standing tall amidst the green mass, three giant river trolls grumbled and yawned, revealing endless rows of serrated teeth in their huge gaping maws. Overhead, mounted on his mighty wyvern, the dreaded Orc shaman Borzag soared on the wind, scanning the horizon with his malevolent keen-eyed gaze.

They had already destroyed two of the isolated Dwarf mines, and slaughtered dozens of Dwarf miners. Now they were drawn by the chimney fires of the town of Eisenhof and the prospect of considerable loot.

A single pedlar making his way up to the mines spotted their approach and fled back down the slopes to give warning. Hastily the innkeeper and the merchants packed their families into their carts and fled. The dock labourers took to the barges and headed down river taking all that they could carry.

When the Goblin horde arrived they were enraged by the absence of plunder. Cursing with frustration, they swiftly put Eisenhof to the torch. Drunk on the last sour ale, they rioted through the streets, looting the burning buildings and scavenging scraps and debris from the dunghoops.

Meanwhile, other eyes had spotted the blaze. Thorgrim Greybeard, clan lord of the Dwarfs of Iron Mountain had received word of the Goblin marauders and hastily summoned his warriors to battle. Thorgrim had sworn an oath to avenge his fallen kindred and every Dwarf with him had pledged to aid him in this task. Grunnir Thorbalsen and his band of Troll Slayers, who'd been feasting in Thorgrim Hall, joined the band, for Borzag seemed a mighty foe to test their fates against.

So it came to be that late in the afternoon the forces of Thorgrim and Borzag confronted each other outside the burning remains of the village of Eisenhof.

CHOOSING THE ORC ARMY

(Jervis Johnson)

Fighting Dwarfs with an Orc and Goblin army is never easy. The Dwarfs have two significant advantages over Orcs which you must do your best to neutralise if you want to have any chance of winning. The first of these advantages is the quality of their infantry. A typical Dwarf warrior has a higher weapon skill than an Orc. Is just as tough, and comes on a smaller base (20mm as opposed to 25mm). Formed four ranks deep and with a banner, it is next to impossible for Orcs (let alone Goblins!) to beat a Dwarf infantry unit. This problem is compounded by the Dwarfs' second advantage, which is that they *hate* Orcs and Goblins. This means that even if you do by some miracle win a round of combat it is very unlikely that the Dwarfs will break.

My knowledge of the fighting ability of Dwarf infantry had been learnt through bitter experience in the other games that I'd played against Bill's Dwarf army. In that game I fielded a fairly typical Orc and Goblin army and tried to counter the Dwarfs' superior skill with my larger numbers. It simply did not work. The Dwarf infantry soaked up all the casualties my fairly limited selection of ranged weapons were able to inflict, leaving them with the same rank bonus as my big blocks of troops. My superior numbers made no difference under such circumstances and my army was soundly thrashed.

Smarting from my defeat, I determined to come up with an army that could defeat the Dwarfs. In this I did have one very significant advantage over Bill. I knew that in order to field a 2,000 point army, he would have to use more or less exactly the same troops that he had in the previous game, as these were just about all of the models that were available. The Studio's Orc army, however, is considerably larger than 2,000 points, so I would be able to tailor it to suit my plans.

And what were my plans? Well, they rested on a two-pronged strategy. First of all I wanted to whittle down the size of Bill's large infantry blocks *before* I had to fight them. This would reduce their rank bonus considerably and give my infantry a better chance of winning. Because Dwarfs are tough and protected by good armour, missile fire from bows and short bows is unlikely to do them much damage. No, what I needed to ensure maximum damage to Dwarf infantry was artillery and of course, Goblin fanatics. I took as much of each as I could lay my hands on: an Orc man mangler, two Goblin doom divers and six Goblin fanatics.

Now I turned my attention to the more tricky part of choosing my army. The second 'prong' of my strategy was to pick fighting units that could battle head-to-head with Dwarfs. To create such units would cost me a lot of points, but I was determined to go for quality rather than quantity. However, before I could pick my elite units, I needed two regiments of Night Goblins so that I could field the six Goblin fanatics (you may not take fanatics on their own, but you can add up to three to each regiment of Night Goblins). I decided to take two regiments of 20 Night Goblin archers. These had the dual advantages of being cheap (78 points including champion and standard!), while being large enough to soak up a few casualties. In addition, as Night Goblins *hate* Dwarfs I could use them to tie up a Dwarf unit in hand-to-hand combat if necessary – the Goblins wouldn't win, but they probably wouldn't run away either!

I could now concentrate on buying my elite troops. First of all I selected my major characters. I would like to have had an Orc general and standard bearer, but unfortunately the models aren't ready yet, so I had to make do with my Goblin general 'Gorbium the Magnificent' mounted on his gigantic spider

and my trusty Goblin standard bearer 'Mikira'. I gave Gorbium the *Crown of Command* magic item card in order to increase his leadership characteristic to ten, and resolved to keep both these characters out of the front line, to ensure they both survived the battle. You need the general's leadership bonus and the army standard's dice re-roll when you field an Orc and Goblin army, believe me!

The fact that Gorbium and Mikira were so cheap allowed me to spend 542 points on Borzag, an Orc Shaman Lord riding a war wyvern and armed with a *Blade of Darting Steel* – an elite fighting unit if ever there was one, and obviously the power behind Gorbium's throne. Hopefully Borzag's spells would help to whittle down the Dwarfs, while his power in hand-to-hand combat would certainly help to finish them off!

Borzag could not deal with the Dwarfs on his own however, and I was determined to include one really tough unit of Orc Boyz to take on the Dwarfs and show them what for. I picked a unit of 20 Orc Warriors, and strengthened it considerably by adding a magical *Battle Banner*, a unit champion and an Orc Big Boss armed with a *Shrieking Blade*. The *Battle Banner* would add 1D6 to the number of wounds I scored in combat, thus greatly increasing my chance of winning a melee. The *Shrieking Blade* causes fear, which means that if I win a round of close combat against a unit of the Dwarfs that were outnumbered by my Boyz, the Dwarfs would *automatically* rout. Because Dwarfs *hate* Orcs and Goblins, they take a break test on an unmodified roll of 10 if they lose a round of combat. Without the *Shrieking Blade*, I would have next to no chance of routing them even with the *Battle Banner*.

I was now left with just over 200 points to spend. Now to me, an Orc and Goblin army just doesn't seem right unless it includes a few trolls, so I took as many as I could afford with the points I had left (three, to be precise). Trolls can be extremely effective in close combat as long as they don't go 'stupid' on you. However, by using Gorbium with his leadership of 10 to direct the unit, I was fairly certain that this wouldn't be a problem.

I now had a few points left over, which I used to buy a *Potion of Strength* for Skargash (the Orc Big Boss with the *Shrieking Blade*). An extra +3 to your strength can be very useful, even if it is only for one round.

All that now remained was to choose the spell cards for Borzag. As a Shaman Lord, Borzag was entitled to four cards selected from the *Waaagh!* deck of spell cards. When you choose magic, the ability to discard any of the spell cards you are first dealt for replacement cards is vitally important. This allows you to try to make sure that you get the spells that you feel are most important. The only card that I really wanted to get was *Hand of Gork*, and I would have been willing to discard all four cards I was first dealt to try and get it. As it turned out, I was dealt *Hand of Gork* along with *Da Krunch*, *Gaze of Mork* and *Waaagh!*, and so was quite happy with the first four cards I received. With the selection of Borzag's spells, my army was complete.

THE ORC BATTLEPLAN

Although my overall strategy was already decided – pound the Dwarfs with artillery, spells and fanatics, then finish them off with the Orcs, trolls and Borzag – there were a number of important decisions to be made before I could put it into effect. The first of these was where I was going to set up. In the end I decided to set up on the right hand side of the table for the simple reason that it allowed me to set up Borzag under cover! The way we play, flying units must set up on the table, so you can't begin the game with them flying high above the battlefield where they will be safe from attack. If I placed

GORBLUM'S ORC AND GOBLIN HORDE



Borzag: Orc Shaman Lord riding a War Wyvern armed with a *Blade of Daring Steel*.



Gorblum the Magnificent: Goblin General riding a *Gigantic Spider* wearing the *Crown of Command*.



Mikira: Army Standard Bearer



3 River Trolls



Sleekid's Boyz – 20 Night Goblins: armed with short bows plus 3 Goblin Fanatics.



Wa Kurrin's Boyz – 20 Night Goblins: Armed with short bows plus 3 Goblin Fanatics.



2 Goblin Doom Divers



Ore Regiment: 19 Ore Boyz armed with swords, light armour and shields and carrying a *Battle Banner*, *Skargash*, *Big Boss Orc* – heavy armour, *Potion of Strength* and *Shrieking Blade*.



Man Mangler: Orc stone thrower with 3 crew armed with hand weapons.

Total Points

2003

Borzag where Bill could see him and the Dwarfs got the first turn, I could almost guarantee that a Dwarf cannon ball would be whizzing towards my shaman before I had the chance to get him airborne. With just a little bit of luck Bill could wipe out over a quarter of the points in my army on the first turn and that I could live without! Fortunately, there was a large house behind which I could place Borzag where the Dwarfs couldn't see him. He could remain here until my first turn, when he would be able to fly up to safety. Once airborne, he could hover above the battlefield until I was ready for him to dive back down to deal with Bill's cannon!

The rest of my army set up on and around the large hill close to Borzag's lair. My artillery was positioned on the hill itself, from where it would have a commanding view of the battlefield. When it was set out, my battleline consisted of the trolls and Gorblum on the right, then a regiment of Night Goblin archers. Next to them were the Orcs, and finally the second regiment of Night Goblins on the left. The trolls were on the right of the line so that they could work round the Dwarfs' flank if they got the chance. Trolls are almost as fast as cavalry, and can be used to threaten an opponent's flank in much the same way as mounted troops. The Night Goblin archers were set up evenly along the line to make sure that I

would be able to launch some Goblin fanatics at the Dwarfs wherever they might set up. In addition, as they were subject to *hated* of Dwarfs, the Night Goblins on the left flank should hold out against any enemies that might attack them as they hopefully wouldn't break even if they were beaten in hand-to-hand combat. The Orcs simply fitted into the gap left between the Night Goblins. The final model I set up was 'Mikira' – my army standard bearer, who I carefully positioned to be within 12" of all of my troops (with the exception of Borzag, who was quite capable of looking after himself).

When I saw Bill's set up I was more than pleased as it fitted in perfectly with my plans. Hopefully I would be able to ignore the Troll Slayers, Crossbows and Thunderers off to my left, and concentrate all of my attention on the three regiments of Dwarf Clansmen to my front. The only exception to this would be Borzag's quick flight to the Dwarfs' rear to deal with their single cannon, after which he would be able to return to the main attack. The bolt thrower didn't bother me very much, as it was not quite powerful enough to do much damage to Borzag and his lizard mount. However, as anyone will tell you, there's a big difference between having a plan and putting it into action, especially with an Orc and Goblin army...

CHOOSING THE DWARF FORCE

(Bill King)

My choice of units was pretty much dictated by the forces we have available in the Studio. Not that I'm complaining, I have long admired Wayne England's Dwarf army and was thrilled at the chance of using it on the field of Warhammer Battle.

For my confrontation with Jervis I chose to build my force around three large units of infantry. I would have liked units of Veterans or Clansmen armed with spears, but we just did not have the painted models. I wasn't too worried though, even the most basic Dwarf infantry are a match for the best combat units of most other armies. To improve them further, I upgraded each unit so that it was equipped with heavy armour as well as a shield. I then organised my troops into blocks of twenty models, including standards and champions, to enable them to get the maximum possible rank bonus. I was pretty confident that my stalwart warriors would be able to look after themselves, after all they had good armour, a weapon skill of 4 and a toughness of 4. With the addition of a few good magical items I was sure they could do the business.

My next choice was a unit of 10 Troll Slayers. They are among the most colourful and characterful of Dwarf troops and I like the look of them on the tabletop. I also fancied that their complete immunity to almost every form of psychology would come in handy when faced with any fear-causing monsters such as a wyvern or trolls.

Given a choice, I would have taken more than 10 each of Crossbowmen and Thunderers but here again I was limited by the painted models available. Missile-equipped Dwarf troops often come as a nasty surprise to their foes. Typically they are

equipped with weapons that cannot move and fire but since Dwarfs tend to fight in a stolid fashion, this is less of a disadvantage than for other races. The fact that both the guns and crossbows hit with a strength of 4 and have nasty saving throw modifiers can make them deadly when used en-masse. Tragically I just did not have sufficient miniatures available to demonstrate this fact.

Lastly I took the cannon and the bolt thrower. These were chosen on the grounds that they were the only artillery pieces available. My own preference would have been for a massed battery of cannons to pound the oncoming foe and a bolt thrower to snipe at large enemy units or models. Once again, alas it was not to be. Still, as has been pointed out before, real generals rarely have the choice of what forces to take against an enemy. I was just going to have to make do. It also has to be said that I'd fought Jervis's Orc and Goblin horde once before using this same army and given them a good sound thrashing.

As we are currently in the process of revising Dwarf Rune Magic for the Dwarf army book, we decided not to use it. Magic systems are notoriously prone to being unbalanced during the testing stage and we wanted a fair and even battle. We therefore agreed to use the tried and tested system from Warhammer Magic for this conflict. No doubt astute readers will have noticed that there is no Dwarf magic in the Battle Magic box. Could it be that I had been subtly tricked by my devious opponent? Actually no. Due to their innate resistance to magical energies, Dwarfs are able to use any dispel cards they pick up on a die roll of 4+, no matter what the magic level of the opposing wizard. While I couldn't have any spellcasters, I was allowed to choose any magical items from the Battle Magic set. And in theory, I am as capable of picking decent magic items as Jervis so although I wasn't too thrilled by the prospect of having no offensive spellcasters on my side, I consoled myself with the thought that the points I saved by having no magician could be well spent elsewhere.

Since I didn't have enough missile troops to begin a long range exchange with the greenskinned scum, I reckoned that my doughty longbeards should advance upon the Orc lines as fast as their stumpy legs could carry them. Their objective would be to carry the war straight to the enemy. I therefore picked my magic items accordingly. My general Thorgrim Greybeard was given *Armour of Protection*, and a *Giant Blade*. This magic weapon gave him a strength of 7, which would enable him to damage even the largest of monsters. The magic armour, which allowed him to re-roll any failed saving throws with a 4 or better chance of success, would also help to keep him alive.

The army standard bearer was given a *Banner of Arcane Protection*. Since I lacked a magic user and consequently any dispel scrolls, I was a little paranoid about magical attacks from any Orc or Goblin Shaman. I intended to keep this standard with Thorgrim and his Guards to ensure that I would have at least one unit with a good chance of surviving any devastating magic. It later turned out that this was a wise decision. The standard bearer was also given a *Hydra Blade* which meant that any successful hit became D6 hits. Given a warrior with 2 attacks, a weapon skill of 5 and a strength of 4, this seemed like a good bet. For the more statistically minded among you it would usually manage around 4 strength 4 hits per round of close combat. This should put paid to most foes.

I decided on a *War Banner* for Borri's Iron Helms, to give them that slight edge in battle and a *Rending Blade* for Borri himself. This doubles any damage inflicted and would give him that extra bit of killing power.



THORGRIM'S DWARF COMMAND



Thorgrim's Guard: 20 Dwarf Clansmen – heavy armour, shields and hand weapons, including a champion and standard bearer.
Thorgrim – Dwarf General, Giant Blade, Armour of Protection, Army Standard Bearer – Hydra Blade.
Gharth's Oakshields: 20 Dwarf Clansmen – heavy armour, shields and hand weapons, including a champion and standard bearer.



Iron Helms: 20 Dwarf Clansmen – heavy armour, shields and hand weapons, including **Borri** – Dwarf champion armed with a *Rending Blade* and standard bearer carrying a *War Banner*.



Dwarf Cannon: 3 crew armed with hand weapons and light armour.



Dwarf Bolt Thrower: 3 crew armed with hand weapons and light armour.



Thunderers: 10 Dwarfs armed with arquebus, hand weapons and light armour.



Crossbowmen: 10 Dwarfs armed with crossbows, hand weapons and light armour.



Troll Slayers: 10 Dwarfs armed with hand weapons.

Total Points 2000

THE DWARF PLAN

The plan was reasonably straightforward. The hill on my table edge would provide a sound firing position for my missile troops and enable them to see and hit anything advancing across the open ground towards my army. More to the point, it would enable me to bring the maximum number of missile troops to bear with the Crossbows firing over the heads of the Thunderers placed at the foot of the hill. The Thunderers were the most advanced because they have the shortest range. The cannon and the bolt thrower were also positioned on the hill in an elevated position.

I placed the Troll Slayers in front of the hill to block any enemy that might advance on my vulnerable missile troops. These fearsome warriors could be expected to tie up almost any foe for a fair amount of time.

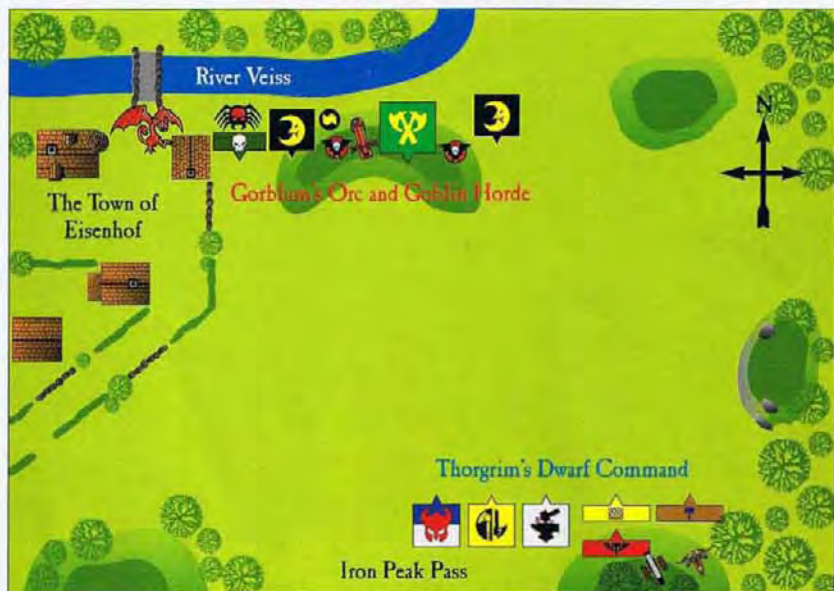
The remaining bulk of my infantry units were positioned to the left of the hill, in the centre of my table edge. They formed a compact mass that would enable them to swivel and face any threat. My general and the army standard bearer were also positioned centrally where their influence would be felt by my entire army.

As mentioned above, my plan was quite simple. I didn't have enough troops to fight a missile duel with Jervis so I planned on advancing my infantry into battle as fast as I could. Gharth's Oakshields, the central unit of the three infantry regiments, was assigned the unenviable task of drawing out any fanatics. It was to be moved slightly in advance of the rest of my army in order to do this. I did not have any cheap troops available to lure out those demented goblin fiends, so sadly it fell to these doughty warriors. They lived only to die in droves. This was why I did not give them any magic items.



I felt that if I could actually get into battle with Jervis without taking too many casualties, then my stout Dwarf soldiers were more than capable of overcoming his force in a straight fight. Warrior for warrior we were more than a match for those greenskinned scum. That was it then. Given a choice it was not the force or the plan I would have chosen but...

DEPLOYMENT MAP



THE TWO OPPOSING ARMIES LINE UP FOR BATTLE.



ORC TURN 1.

ORC AND GOBLIN TURN ONE

The Orc and Goblin army began its attack with unnerving calm and efficiency, untroubled by the animosity that so often disrupts an Orc general's plans before they have even begun. The Orcs, trolls and both regiments of Night Goblins marched forward and formed a solid battline in front of the large hill, screening the army's valuable artillery. With a triumphant yell and the slap of leathery wings, Borzag took to the air on his war wyvern, climbing high above the battlefield and circling round his advancing forces.

Meanwhile, the crew of the Orcs' man mangler had been carefully estimating the range to Gharth's Oakshields, and gleefully released the first of their rain of rocks onto the Dwarfs' heads. Unfortunately, their range estimation proved to be somewhat out and the rock landed a good dozen yards short of the target. Then with a mighty 'twaaaaang!', the first two Goblin doom divers hurtled high into the sky. The tiny shrieking figure spiralled through the air before plummeting back to the ground in a terrifying dive. Steering themselves as they fell, the doom divers proved far more accurate than the Orcs' stone thrower. Thorgim's Guard and Borri's Iron Helms were both struck and several Dwarfs were killed outright. A mighty Waaagh! echoed across the battlefield. First blood to the Orcs!

From his position high above the battlefield, Borzag could just hear the distant cries, and smiled grimly. Although he was too far away to draw on the Waaagh!

energy of the Boyz, they seemed to be doing well enough without him. In any case they would have to do without his magic until he had destroyed the only thing in the Dwarf army he feared – the Dwarfs' ancient but extremely deadly cannon...

DWARF TURN 1

With a metallic clatter of wargear, the Dwarf army advanced, the bold Oakshields forming the centre point of a powerful wedge. As they marched forward their banners fluttered proudly in the breeze but their grim expressions told of the struggle to come.

Thorgim's heart swelled as he surveyed his troops ranged out on either side. His keen eyes scanned the sky watching the circling wyvern. He knew that given a chance he would deal

death to the great lizard and its sordid rider. At the end of the line, with much jeering and shaking of fists, the Troll Slayers began their long trot towards the distant foe.

From the hilltop the cannon belched forth a cloud of smoke and flame, sending a giant granite ball bouncing through the Orc regiment's lines. The shrieks of dying Orcs filled the air. The surviving Orcs ducked as a bolt from the bolt thrower slashed through the air above their heads. Coughing and spluttering, their eyes watering from the cannon's gout of powdersmoke, the Dwarf crossbowmen and Thundersers opened fire and hit not a single thing. The Night Goblins flinched and gibbered at the sound of musket fire but their leaders drove them forward.



DWARF TURN 1.



ORC TURN 2.

ORC AND GOBLIN TURN TWO

The Orc advance, which had been working perfectly so far, suddenly ground to a halt. An almighty ruck broke out amongst the Orcs, bringing the regiment to a standstill until Skargash hashed a few heads together and restored order. Unfortunately the wild cries emanating from the Orcs confused the trolls, who stopped their march to scratch their heads and watch the Orcs fight amongst themselves. The two regiments of Night Goblins, desperate to inflict some harm on their hated enemy, carried on with the advance. As Sleekid's Boyz closed with the Dwarfs, three crazed figures broke from their ranks, dragging heavy ball and chains behind them. Slowly at first, and then with ever increasing speed, they spun the balls round their heads and launched themselves at the Dwarfs. Two of the Goblin fanatics smashed into the Oakshields, hurling broken and bloodied Dwarf bodies in the air and destroying the entire front rank at a stroke. The third fanatic headed towards Thorgim at the head of his Guards.



Wa-Kurran's Boyz also continued their advance, firing at the Iron Helms as they marched. However, the puny arrows of the Goblins' short bows proved no match for the stout Dwarfs and their thick

armour, and not a single Dwarf warrior fell to the hail of Goblin arrows that rained down upon them. The Orcs' artillery proved equally as ineffective, the stone thrower and one doom diver being wildly off-target, while the second doom diver suffered a catastrophic accident at take-off which destroyed the doom diver catapult.

Then, like a thunderbolt from the blue, Borzag plummeted down from the sky onto the Dwarf cannon. The crew tried to defend their beloved gun, but two were ripped apart by the wyvern and the third hacked down by Borzag. With a horrible squawk of triumph the wyvern grabbed the ancient cannon and effortlessly flipped it over, crushing the bodies of the Dwarf crew under the weapon they had tried to protect. Borzag chuckled

as he glanced over his shoulder back towards the Orc army's battlefield. He was still too far away to use the power of the Waaagh! just yet, but with the Dwarfs' cannon destroyed he could he could safely rejoin the Boyz. How the despised Dwarfs would suffer when they felt the power of his mighty Orc magic!

DWARF TURN 2

Gasping and panting the Troll Slayers continued to trot forward, more determined than ever to get to grips with the hated enemy. Seeing the wyvern wreaking such havoc on the cannon crew the Thunderers turned about, hoping for a clear shot at the rampaging beast. Menaced by the oncoming fanatics the Dwarfs held fast, showing stalwart bravery in the



DWARF TURN 2.



THE WAR WYVERN SWOOPS DOWN TO ATTACK THE DWARF CANNON.

face of such a deadly threat. Knowing that the gaze of their general rested upon them, not a Dwarf showed any sign of unsteadiness.

Their stalwart bravery struck fear into the Goblins' hearts. The greenskins knew that here was an enemy who stood firm in the face of near certain death.



Hastily the bolt thrower commander bellowed his frantic orders and the crew swivelled their weapon to face the wyvern. The musty leathery stench of the great beast filled his nostrils, the baleful howls of the power-drunk shaman assailed his ears, but calmly he took aim. The mighty bolt hissed through the air and for a moment the Dwarfs' hearts leapt as the bolt flew straight and true. Strong enough to tear through massed ranks, the mighty missile glanced off the beast's iron-tough hide as gasps of dismay rasped from the Dwarf lines.

Despite the sounds of battle coming from behind them, the crossbowmen held fast. Ignoring the screams of the dying and the awful inhuman din of rending metal, they took careful aim at the fanatic whirling towards their leader Thorgrim. On their sergeant's bellowed command they let fly their missiles. The fanatic fell, pin-cushioned by black feathered bolts. A ragged cheer went up from the Dwarfs.



MATT: GREENSKINS



DEADLY GOBLIN FANATICS HURTLE TOWARDS THE DWARF ARMY.

ORC AND GOBLIN TURN THREE

Having restored order among his command, Skargash marched his Orcs forward to join the rest of the battline. To their right, the trolls moved up to advance alongside the Wa-Kurran's Night Goblin archers and on the left flank, Slekid

and his Goblins stood firm, anchoring the Goblin line. As Wa-Kurran's Night Goblins closed in on the Dwarfs, three more Goblin fanatics burst from their ranks and hurtled towards the Dwarf lines. No less than five Goblin fanatics were now whirling around and amongst the embattled Dwarfs.



ORC TURN THREE

The first of them smashed into Borri's Iron Helms, crashing through their ranks and killing six Dwarf warriors. To their right, a second crazed Goblin tore through both the Oakshields and Thorgrim's Guard, but with iron discipline, the stout warriors opened ranks to create a path for the delirious Goblin and only one warrior fell to his death-dealing ball and chain. Two other fanatics failed to reach their targets and the last one span off back towards the Goblin lines in demented confusion.

Meanwhile, up on the hill to the rear of the Orc lines, signs of discipline were sadly lacking amongst the crew of the Orc stone thrower. It all started when Grotsnak (in charge of the rocks) attempted to tell Korglum (in charge of the firing lever) how to do his job. Before Korglum or the weapon's Big Boss could



DWARF TURN THREE

stop him, Grottnak had grabbed hold of the stone thrower's firing lever. "No, no, no!" said Grottnak. "You don't want to do it like *that*, you want to do it like *this*... Oooops! Look boyz... the firing lever's come off in me hand. Ur... Boss, what are you doing with that cleaver? Boss... it was only a jok... (swish-chop-THUNK)." And with that poor old Grottnak's head bounced off to join the pile of rocks he had, until recently, been in charge of. Completely distracted by the mayhem around the stone thrower, the doom diver launched from the single remaining catapult but despite a frantic flapping of his wings, he fell way off target.

On the opposite side of the battlefield Borzag took off from the hill and swooped back over the Dwarf lines to rejoin the rest of the army. Almost immediately he began to feel the Waaagh! energy course through his body. He hadn't enough power to cast any spells yet, but soon he would have, and then he knew the pitiful Dwarfs would be doomed!

DWARF TURN 3

As more and more fanatics streamed forth from the Night Goblin units, the Dwarfs resolutely held firm, determined to give no inch of ground. With grim faces, the Dwarfs paid no heed to the appalling casualties inflicted by the gibbering, ball-wielding maniacs. Though sweat beaded many a proud Dwarf brow, not a warrior flinched as heavy metal death swept by, mere inches away. Dishonour was more terrible than death for these doughty fighters and so they anchored themselves to the spot, praying for a chance to get to grips with their jeering foes, determined to

wreak revenge with axe and hammer and blade.

Seeing the wyvern alight in front of them, the Troll Slayers let out a great cry and redoubled their efforts to close the gap with the foe. On the shouted command, the Thunderers turned smartly on the spot to bring their weapons to bear once more on the Night Goblins and Borzag. Soon their guns would spit death at the Goblins!

Determined to avenge their fallen kinsmen, the Crossbows and bolt thrower crew opened fire on the wyvern. A hail of bolts buzzed through the air around the shaman, but some evil god protected him and not a single missile found the mark. Propelled from the war machine, a great bolt buried itself deep into the hide of the wyvern but failed to bring the

beast down. Bellowing with pain and anger, the terrible monster plucked the shaft from its scaly hide and cast it contemptuously upon the ground.

For the first time Thorgrim felt the grip of fear. With whispered words, he prayed to Shalva for deliverance this day.

ORC AND GOBLIN TURN FOUR

The Goblin fanatics that still besieged the Dwarf battleline made it impossible for the other Orc and Goblin regiments to do anything other than stand and watch. This they did happily, cheering on the fanatics and bellowing loud "yaaargh!" and "bleeeecagh" as the deranged gobbos smashed into the packed



ORC TURN FOUR



BITTER HAND-TO-HAND FIGHTING ERUPTS BETWEEN THE TWO ARMIES.

Dwarf ranks. Now completely out of control, two of the fanatics crashed into each other, wrapping the balls and chains around their twisted and broken limbs – much to the amusement of the rest of the Boyz. Another one careered into the Iron Helms, killing another three Dwarfs and the fourth smashed into Thorgim's Guard from behind, killing four stout

warriors. The Night Goblins added to the mayhem by firing at the Dwarfs with their short bows, and were rewarded for their persistence as one of the Borri's Iron Helms fell to their arrows. Even the Goblin doom diver was on target, smashing into the Dwarf Troll Slayers and killing two of them.

Borzag, determined to gather sufficient Waaagh! energy from the army, had moved to the centre of the Orc battle line. Surrounded on all sides by cheering Orc and Goblin warriors his body began to crackle with barely contained power.

Calling on the mighty Orc war gods Mork and Gork, he unleashed the pent up force, creating a gigantic glowing vortex of energy in the shape of a giant foot, ready to stomp down and crush his foes. But his cry of triumph quickly turned to one of despair and anguish, as the spell was dissipated by the magical resistance of the Dwarf warriors. The Orc shaman cursed and spit, but he knew their resistance couldn't save them forever. Mork would smile and he would destroy them all with his next spell!



DWARF TURN FOUR



ORC TURN FIVE.

DWARF TURN 4

Hearts pounding and breath coming in heavy gasps, the Troll Slayers continued to jog towards their opponents. They gnashed their teeth, shook their fists and jeered at the wyvern as it fled to its perch amid the Goblin horde but were unable to close the distance. As they moved forward, Grunnir, their leader, spat a great moist goblet of saliva in the direction of the approaching Night Goblin fanatic and gripped his axe. On Thorgrim's command the rest of the now depleted Dwarf army readied itself to receive the charge of the howling greenskins and their shambling troll lackeys.

For the first time in the battle the Thunderers discharged their weapons. A hail of iron cut down the fanatic who was now menacing the Troll Slayers. With a desolate scream, the dying Goblin fell to the ground. As he released his grip on the great metal hall, it arched towards the Troll Slayers, thudding into the ground near Grunnir's feet.

Back on the hill, the Crossbows attempted to cover their embattled brethren. Some of them killed the fanatic whizzing about in the open ground between the two armies, while a volley from the remainder only managed to cut down a solitary Night Goblin archer. Behind them, the commander of the bolt thrower took careful aim as he lined up his war machine on the Orc shaman. Quickly he performed the complex calculations of range on his fingers and then let fly. As the deadly missile flew straight and true, the triumphant Dwarf punched his fist into the air, only to have his hopes dashed to despair when the bolt glanced off the shaman's armour. Long and loud were the curses that scorched the air round the Dwarf war engine.

As if in answer to this close call the shaman raised his arms and howled an invocation to Gork and Mork. His eyes glowed green, a nimbus of light played round his body and his guttural words reverberated like thunder over the battlefield. An enormous scaly foot took shape over Thorgrim's unit and then began its inexorable descent. The runes on the Dwarf army standard glowed bright as the nightmare magic came down. For a moment the foot hovered there, like a multi-ton weight suspended from a crane, then it vanished in a disintegrating cloud of jade sparks.

ORC AND GOBLIN TURN 5

As if realising that his job was now over, the last Goblin fanatic collapsed, his ball and chain wrapped firmly round his neck, leaving the path clear for the Orcs to attack. From high above the battlefield a doom diver made his screaming descent, crashing into the Troll Slayers and killing one of the doughty warriors.

Then, with a huge cry of "Waaaaaanaaargh!" Skargash and his Boyz, and the now furious Borzag on his wyvern, charged at the Oakshields. To their right, the trolls, urged on by Gorbblum, also dashed forward into the shattered remnants of the once proud Iron Helms. The Night Goblins on each flank held their positions to

protect the flanks of the Orcs and trolls.

The trolls were the first to reach the Dwarfs, their long legs carrying them improbably quickly for such large monsters. They crashed into the Iron Helms, killing two of the remaining Dwarf warriors with their powerful fists and clubs.

The Dwarfs who remained fought back ferociously – Troll Slayer blood must have run in their veins – and, although none of the trolls fell to the Dwarfs' swords and hammers, they did stop the charge in its tracks. For the merest moment the trolls hesitated and it seemed that they might break and run, but the presence of Gorbblum and the soothing effects of his Crown of Command won the day, and the trolls returned to the fray.

The Orcs' charge was devastating. As his regiment charged the Dwarfs, Skargash swigged back his *Potion of Strength* and with one mighty blow slew Gharth One-Eye, cleaving him from head to groin. Borzag vented his frustration at the failure of his spells by smiting left and right with his *Blade of Daring Steel*, while his wyvern tore Dwarfs apart limb from limb.

The Dwarfs tried to hold the charge, but they didn't really stand a chance. Their formation shattered under the ferocity of the Orcs' attack and they were forced back. Faced by the twin



THE WYVERN DESTROYS THE OAKSHIELDS.



DWARF TURN 5.

horrors of the war wyvern and the Skargash's *Shrieking Blade*, they broke and ran. The speed of the Dwarf collapse surprised even Skargash and his Boyz and they stumbled forward only a short distance in pursuit of their beaten enemies. But Borzag, wild with rage and goading his wyvern to a peak of bestial fury, tore into the fleeing Dwarfs and backed them down to a man. The last thing on the shaman's mind was casting spells, even though his body was charged to

overflowing with Waaagh! energy. His failure to use his magical abilities very nearly cost the Orcs and Goblins the battle...

DWARF TURN 5

Crossbow bolts hissed through the air and several of the hooded archers fell shrieking to their deaths. In the gathering darkness the Troll Slayers realised that they would soon get to grips with an enemy and let out a great howl of joy.

Ignoring the fleeing remnants of the Oakshields, Thorgrim and his Guards siezed their opportunity and charged into the flank of the Orcs. Thorgrim's mighty hammer crunched into the greenskins. Bones splintered and skulls were turned to jelly by the

impact. Four howling Orcs died under its might, as the Dwarf general single-handedly tried to avenge his fallen kinsmen. Beside him his personal standard bearer hewed into the foe, protecting his leader's back and cutting down two more Orcs. In spite of their leader's brave example and the hatred they felt for their enemies, the rest of the Dwarfs failed to inflict a single casualty despite being locked in a bloody struggle to the death with the Orcs.



THORGRIM'S GUARDS ATTACK THE ORCS, AS THE IRON HELMS AND OAKSHIELDS BREAK AND FLEE.

Under the impact of the Dwarf charge the Orcs reeled back in confusion. Their magic weapons had availed them not. Their foes were terrible and their onslaught seemed irresistible. For a moment the Orcs wavered and, ignoring Gorbium's shouted commands, a few turned to flee. For an instant the scales of battle seemed about to tip in favour of the Dwarfs. Their stoic endurance was about to be rewarded. Then the Orcs caught sight of their army standard and their reverence for its crude symbol restored their faith. They would not leave it on the field to be captured by their foes. With renewed determination they threw themselves back into the fray. The moment of indecision had passed.

On the Dwarfs' left flank, the pitiful remnants of the Iron Helms faced the shambling trolls. The few remaining Dwarfs were no match for the great misshapen monsters which had ripped their comrades asunder. Watching their comrades fall to the trolls' irresistible advance, the last three Iron Helms' nerve finally broke and they turned and fled, only to be pulled down by the loping monstrosities.

Darkness had almost fallen now. By the flickering light of the still-burning village, the Dwarfs saw a great scaly hand descend and cast the wyvern and shaman into the battle against Thorgrim's Guard. Sensing the battle was lost Thorgrim and his kinsmen closed ranks and made ready for a desperate last stand. Perhaps under cover of the darkness a messenger might win free and bring word of this terrible defeat to their clan. Singing their deathsongs the Dwarfs made ready to sell their lives dearly.

'ERE WE GO, 'ERE WE GO, 'ERE WE GO! (Jervis Johnson)



For once things went almost like clockwork, and I must say that I was extremely happy with the way things worked out in the end. In Bill's favour it has to be pointed out that I was very lucky with my dice rolling for the Goblin fanatics. I never rolled less than seven on two dice, and my average roll was nine! With such dice rolls the fanatics did wonderfully well, killing nineteen Dwarfs and bringing

Bill's attack to a complete standstill. None the less I did learn a number of valuable lessons which will certainly prove useful the next time I play with an Orc and Goblin army.

On the whole the troops I selected performed well and there isn't very much that I would change. However, the fact that Borzag needed to be within 12" of an Orc or Goblin unit to draw power cards meant that he couldn't cast spells in four out of the ten magic phases in the game. I therefore wasn't able to use him as effectively as I would have liked. In future I may take an Orc general or Big Boss on the war wyvern who can concentrate on causing mayhem in hand-to-hand combat, and allow Borzag to fight on foot so that he can stay with the Boyz. All my other characters performed magnificently, especially Gorbium who kept the trolls well under control, and whose presence nearby (along with the army standard bearer) stopped my Orcs from routing on the last turn of the game!

I've already mentioned how well the fanatics did, but this needs to be measured against the lack of success of my artillery, which cost almost 300 points and managed to kill only five Dwarfs. This was partially down to my range estimation (which is usually quite good) consistently being

about an inch short. Even taking this into account, my artillery did very badly considering the inviting massed targets that they were presented with. As it was, in this game it didn't matter too much, because the fanatics made up for it, and that was a very valuable lesson for me. In previous games I have sometimes used a lot of fanatics or a lot of artillery, but I have never used a lot of fanatics and a lot of artillery. Both troops types have the potential to win the game for you, but their effect can be a bit random. However, by increasing the numbers of these types of troops you can even out the odds, increasing the chance that one or more of them will do something decisive. In this game the fanatics did well, in the next game it may be the artillery that will do well, and I can't wait for the game where they both do well...

My 'elite' regiment of Orcs performed better than I could have hoped. However, if the unit had taken just a few more casualties earlier in the game, it's less certain that they would have managed to break the Oakshields. As a result, in future games, I will definitely increase the number of models in this regiment. I am also very tempted to get a unit of Black Orcs to perform in the role of shock troops, instead of ordinary Orc warriors. Not only do Black Orcs have a higher weapon skill and strength than ordinary Boyz, but they also don't suffer from animosity, which means that you can be sure that they will do what you want, when you want.

Turning my attention to the other side of the table, there is not much I can fault with Bill's tactics – he did the best he could under very difficult circumstances. I think his only real mistake was concentrating his missile fire on Borzag, who he had very little chance of wounding, let alone killing. If my Orcs had only taken a few more casualties then they would not have automatically routed the Oakshields, and the game may have turned out rather differently. In any case, the next time I face Bill's army I am sure that it will have been strengthened by more artillery and crossbows, which will make it a much tougher nut to crack.

THORGRIM'S LAMENT (Bill King)



Curse those Goblin fanatics and the greenskins that spawned them! May carrion birds feast on their entrails and may their spirits wander endlessly through the cold dark void until the end of time. Today they cost the Dwarf realms dear. A monumental defeat must be recorded in the Book of Grudges.

At first I thought this battle a disaster so humiliating that I

was going to have to shave my head and become a Troll Slayer. But, after long hours of futile brooding and muttering, I have come to the conclusion that it was not my fault. It was those accursed fanatics that did for my proud warriors. Less astute readers might have come to the conclusion that I was comprehensively thrashed by a superior general, but let me assure that this was not so.

At first glance you might think that Jervis's plan of using large fear-inspiring forces like that band of Orcs was a brilliant masterstroke. I admit that it has a certain low cunning but you'll notice that it actually relies on his units outnumbering my units. Given the relative sizes of our forces this was actually not all that likely. My infantry blocks each had 20 warriors. After taking casualties from my cannon his Orcs

only had 21. If I had killed a few more Orcs then his entire strategy would have been neutralised. Certainly without the casualties inflicted by the fanatics, the trolls would never have automatically broken the Iron Helms. It was the fact that his fanatics whittled my units down to size that enabled him to break the two units he did.

As it was, the fanatics inflicted most of the casualties I took during the course of the battle. They weakened my force to the point where it could be overcome in melee. I reckon this was just about the only way those sneaky goblins could overcome my true-hearted Dwarf warriors.

The wyvern was a threat that I couldn't really do much about once it had eaten my cannon crew. Because of the beast's high toughness, the cannon was the only weapon that could have harmed it with any certainty. Destroying the cannon was another typically underhanded Orc trick. Jervis picked on the one thing on the battlefield aside from my general that had any real chance of hurting his pet. Where's the honour in that, I ask you? Afterwards, you'll notice, the slimy overgrown lizard kept well away from Thorgrim. And just as well for it, I might add.

I must admit I was a bit surprised by the way Jervis set up his troops. The bulk of his force faced the left flank of my army. This illustrates one of the major weaknesses of a Dwarf army – its complete lack of speed. Since the Troll Slayers could not really redeploy fast enough to meet the Orcs' advance, they effectively did nothing for the whole game. They spent most of the battle jogging towards the foe and never really got to take part in the fight.

I was also less than pleased with my missile troops. Perhaps if they had spent less time shooting ineffectually at the wyvern and more time shooting at the Orcs then the disaster that befell

the Oakshields might have been avoided. On the other hand I can understand why they did it. The wyvern was large and threatening and seemed perfectly capable of rampaging anywhere on the battlefield. Also there was the little matter of avenging the loss of the cannon.

There were some things to give praise to Grungoi. For the stalwart Dwarf infantry managed to soak up what would have been catastrophic casualties for almost any other army and still hang in there for a final melee they could have won. Thorgrim's Guard could easily have broken the Orc infantry in that last melee. Indeed the Orcs had to make a break lest of 5 or less and they only succeeded because of their army standard allowing them a re-roll. If the Orcs had fled it would have been more or less down to the trolls and the wyvern versus Thorgrim's Guard. It's possible that breaking the Orcs could have caused the Goblins to flee in panic as well. This would have given me some much needed victory points. Well – we might have won.

In conclusion, this was rather a frustrating battle for me. Basically, my army absorbed incredible amounts of punishment for four turns and then went down to glorious defeat on the fifth. My missile troops were mainly ineffective mostly due to the fact that I concentrated their fire inordinately on the wyvern and its rider. I might have been better advised to shoot up the Orcs. Conversely, everything went right for Jervis. His fanatics performed awesomely well and the 5 or less leadership test that his Orc unit made in the final melee robbed Thorgrim of his one great moment of glory. Still, lessons were learned. Next time I will be prepared.

So, a tragic defeat is recorded in the great Book of Grudges. Thorgrim and his brave warriors have gone to join the ancestors. It matters not – in the end vengeance will be mine.

The final ringing echoes of steel on steel had faded. With a crash, the last burning building fell to the ground in a shower of smoke and sparks. Eisenhof was now a smouldering ruin. Only embers and ash remained to show that a town had once stood on this site. The last dwarfs had fallen. Their mutilated corpses lay in great heaps upon the ground. Perhaps a few had fled into the darkness or had been lost beneath the piled bodies. Borzag raised his clawed hand and fitful green light illuminated the scene. He bared his tusks in a satisfied snarl. He was well pleased with the day's fighting. He had claimed more stumpy beards to be woven into his cloak. Thorgrim's army had been overcome.

Gorblum stood atop of one of the corpse mounds and ranted to his followers. A blood-spattered blue cloak draped from the shoulders of one of the dwarf captains was ripped round his shoulders. His voice was filled with mad self-confidence as he outlined his scheme for marching on the lands of men and overthrowing their cities. Only the trolls listened, hypnotised by the crown's glitter. Their eyes, great empty pits in which tiny pupils glittered, were turned on him with fixed idle attention.

All around drunken orcs and goblins strutted and pranced. Many clutched jacks of ale and foul orc brew in their fists. Slekid had a plundered stumpy helm set askew upon his head. Here and there goblins fought mock duels with captured hammers. Borzag did not doubt by the time the night was over, some duels would be being fought for real. Tempers would flare and word would be said. Borzag had seen it all before. Two orcs wrestled in the mud, locked in a

dispute over who would have possession of a captured gold chain. It was the way. To the strong went the best plunder. The weak got nothing.

From behind Borzag came a hideous gnashing of teeth and slobbering as the wyvern feasted on the last of the troll slayer corpses. Tonight it would sleep well, its belly filled with red dwarf meat. Tonight Borzag would have to be particularly careful of enemies within his own army's ranks. With the wyvern in digestive torpor, he would have one less protection against assassination.

Borzag had to admit that the stunties had fought well. He would not have expected them to hold out so long. He doubted that even black orcs would have stayed around after taking the casualties that the fanatics had inflicted. Borzag had inspected the jellied remains of one dwarf who had been hit with a steel ball. The resulting damage had been quite awesome.

Wa-Kurran emerged from the gloom. "Did you find him? Did you find the stumpy boss?" Borzag asked. The goblin shook his head. Borzag gave him a taste of boot. So Thorgrim had escaped. Well, it did not matter. Borzag was sure their paths would cross again. He could kill the stumpy chief another day. For now he was pleased. Word of this victory would spread through the woods and over the mountains to wherever orcs and goblins gathered. Soon they would flock to Gorblum's banner, and then Borzag would have an army that could trample the kingdoms of men and of dwarfs into the dust.

His day was coming. He knew it.

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 1 x WYVERN BACKREST
 1 x WYVERN SADDLE
 1 x WYVERN BODY
 1 x WYVERN NECK
 1 x WYVERN HEAD
 1 x WYVERN TAIL
 1 x WYVERN LEG
 1 x RIGHT WING
 1 x LEFT WING



EXAMPLE OF A COMPLETED ORC WAR WYVERN



RIGHT WING
ELF 1/6

LEFT WING
ELF 1/5



WYVERN TAIL
ORC 2/7



ORC SHAMAN RIDER
ORC 2/1



WYVERN BACKREST
ORC 2/2



WYVERN BODY
ORC 2/4



WYVERN LEG
ORC 2/8



WYVERN HEAD
ORC 2/6



WYVERN SADDLE
ORC 2/3



WYVERN NECK
ORC 2/5



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NET TEAMS



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SQUIG 6
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SQUIG 5
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NIGHT GOBLIN
SQUIG 4
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NIGHT GOBLIN
SQUIG HERDERS 2
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NIGHT GOBLIN
BALL AND CHAIN
FANATIC 1
075420/1



NIGHT GOBLIN
BALL AND CHAIN
FANATIC 2
075420/2



NIGHT GOBLIN
BALL AND CHAIN
FANATIC 3
075420/3



NIGHT GOBLIN
BALL AND CHAIN
FANATIC 4
075420/4



NIGHT GOBLIN
BALL AND CHAIN
FANATIC 5
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NIGHT GOBLIN
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TROLLS

RIVER TROLLS



RIVER TROLL BODY 2
075385/2



RIVER TROLL BODY 1
075385/1



RIVER TROLL BODY 3
075385/3



RIVER TROLL HEAD 1
075385/4



RIVER TROLL HEAD 2
075385/5



RIVER TROLL HEAD 3
075385/6

THE COMPLETE RIVER TROLL
CONSISTS OF:
1 x RIVER TROLL BODY
1 x RIVER TROLL HEAD

EXAMPLES OF COMPLETED RIVER TROLLS



Designed by Michael Perry

IMPERIAL DWARFS



HAMMER 4
074335/16



HAMMER 5
074335/21



HAMMER 6
074335/9



HAMMER 7
074335/7



HAMMER 8
074335/3



PISTOL
074335/7



SPEAR 1
074347/24



SPEAR 2
074347/25



ARQUEBUS
074347/13



SWORD 11
074347/23



AXE 20
074347/11



AXE 21
074347/19



AXE 22
074347/20



AXE 23
074347/17



HALBERD
074547/18



HAMMER 9
074308/9



AXE 24
074347/16



SPEAR 3
074347/21



AXE 25
074347/12



SPEAR 4
074347/22



CROSSBOW 1
074347/18



CROSSBOW 2
074347/10



CROSSBOW 3
074347/6



CROSSBOW 4
074347/7



CROSSBOW 5
074347/9



CROSSBOW 6
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CROSSBOW 7
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CROSSBOW 8
074347/5



CROSSBOW 9
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CROSSBOW 10
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IMPERIAL DWARFS



SPEAR 5
074308/60



SWORD 12
074308/1



CROSSBOW 11
074308/38



LANERN
074308/46



SWORD 13
074308/57



AXE 26
074308/51



SWORD 14
074308/33



SWORD 15
074308/41



CROSSBOW 12
074308/36



SWORD 16
074308/43



SWORD 17
074308/56



SWORD 18
074308/40



AXE 27
074308/50



AXE 28
074308/45



AXE AND SPEAR
074308/47



AXE 29
074308/35



SWORD 19
074308/59



STAFF
074308/32



AXE 31
074308/37



SWORD 20
074308/42



AXE 32
074308/52



AXE 33
074308/31



AXE 34
074308/18



AXE 35
074308/54



AXE 36
074308/48



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074308/44



HAMMER 11
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HAMMER 12
074308/58



AXE 37
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SPACE WOLVES

IRON PRIEST



IRON PRIEST
070035/1



IRON PRIEST
BACKPACK
070035/2

THE COMPLETE IRON PRIEST
CONSISTS OF:
1 X IRON PRIEST
1 X IRON PRIEST BACKPACK



EXAMPLE OF COMPLETED IRON PRIEST

SERVITORS



SERVITOR 1
072000/1



SERVITOR 2
072000/2

Designed by Jes Goodwin



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EPIC TZEENTCH

TZEENTCH FIRE LORD

THE COMPLETE TZEENTCH FIRE LORD CONSISTS OF:

- 1 X TZEENTCH FIRE LORD BODY
- 1 X TZEENTCH FIRE LORD WINGS
- 1 X PLASTIC FLYING BASE



EXAMPLE OF COMPLETED TZEENTCH FIRE LORD



TZEENTCH
FIRE LORD
BODY
076531/1



TZEENTCH
FIRE LORD
WINGS
076531/2

SILVER TOWERS OF TZEENTCH

THE COMPLETE SILVER TOWER OF TZEENTCH CONSISTS OF:

- 1 X SILVER TOWER OF TZEENTCH TOWER
- 1 X SILVER TOWER OF TZEENTCH BASE
- 1 X PLASTIC FLYING BASE



EXAMPLE OF COMPLETED SILVER TOWER OF TZEENTCH



SILVER TOWER
OF TZEENTCH
TOWER
076532/1



SILVER TOWER
OF TZEENTCH
BASE
076532/2

DOOM WING



DOOM WING
076533/1

THE COMPLETE DOOM WING CONSISTS OF:

- 1 X DOOM WING
- 1 X PLASTIC FLYING BASE



ORCS

ORC COMMAND GROUP



CHAMPION 1
075235/1



STANDARD BEARER 1
075235/3



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075235/2

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CHIEFTAIN
075240/1

ORC BIG'UNS



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WITH SPEAR 1
075230/1



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WITH SPEAR 2
075230/2



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WITH SPEAR 3
075230/3



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WITH SWORD 1
075230/4



BIG'UN
WITH SWORD 2
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ORC BOYZ



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AXE AND DAGGER 1
075220/1



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WITH SWORD 1
075220/2



ORC
WITH AXE 1
075220/3



ORC
WITH SPIKY CLUB 1
075220/4



ORC
WITH SWORD 2
075220/5



ORC
WITH SWORD 3
075220/6



ORC
WITH SWORD 4
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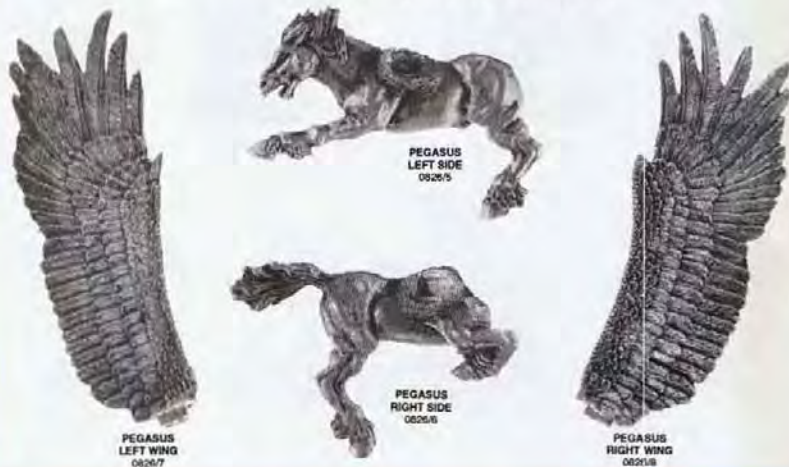
IMPERIAL HERO RIDING A PEGASUS



THE COMPLETE IMPERIAL HERO ON A PEGASUS
CONSISTS OF:
1 X IMPERIAL HERO BODY
1 X IMPERIAL HERO LEGS
1 X SADDLE
1 X BACKREST
1 X PEGASUS LEFT WING
1 X PEGASUS LEFT SIDE
1 X PEGASUS RIGHT WING
1 X PEGASUS RIGHT SIDE



EXAMPLE OF IMPERIAL HERO RIDING A PEGASUS



SCOUTS

ELDAR SCOUTS



LAS GUN 7
071630/11



2 LAS PISTOLS
071630/15



LAS GUN 3
071630/14



LAS GUN 5
071630/12



LAS GUN 6
071630/13



LAS GUN 4
071630/16

SPACE MARINE SCOUTS



BOLTER 1
070299/11



BOLT PISTOL AND
COMBAT KNIFE 1
070299/10



SHURIKEN CATAPULT
AND BIONIC EYE
070299/4



BOLTER AND HORNED
SHOULDER PAD
070299/5



BOLT PISTOL AND
COMBAT KNIFE 3
070299/1



BOLT PISTOL AND
COMBAT KNIFE 4
070299/3



BOLT PISTOL AND
COMBAT KNIFE 5
070299/2



BOLT PISTOL
070299/13



LAS GUN AND
PUNCH DAGGER
070299/6



BOLT PISTOL AND
COMBAT KNIFE 2
070299/12



BOLT PISTOLS
070299/8



BOLTER 2
070299/8



SPACE MARINES FROM THE BLOOD ANGEL'S CHAPTER BATTLE AGAINST A TYRANT HORDE