

WHITE
DWARF

GAME WORKSHOP'S MONTHLY GAMING SUPPLEMENT AND SOURCEBOOK - UNBROKEN CATALOGUE

WHITE DWARF

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01



Even the air above the Forest of Loren is protected from invaders!



Under covering fire from her comrades Jain Zar leads the charge against the Night Lords.

WHITE DWARF

Even though the tell-tale signs have all been apparent (the Baltimore weather has grown cold, there is a Santa Claus in every mall, and the Mail Order Trolls are buried beneath mounds of boxes!) the holiday season has managed to sneak up on us once more.

Always looking for any excuse to storm the bastille and take over the editorial page, the U.S. White Dwarf staff (in the clever guise of holiday cheer!) has struck again. Before we go any further, we'd like to say "Happy Holidays and best wishes for the New Year!" to all our readers out there, from everyone here at Games Workshop!

Like we said earlier, there is a lot of stuff going on! First off, there have been some major releases for Warhammer, including the whole new Magic system, which was quickly followed by the first of the great-looking new

Campaign Packs. And speaking of Warhammer, the entire office has caught the army-building bug! Thanks to some wily taunting, every department has decided to field an army and battle it out for company glory! There are Skaven (Customer Service), Chaos (Mail Order - hey, no surprise!), Dark Elves (Accounting?), and more. Nearly every army is represented and growing quickly.

Of course the excitement is also building for the upcoming Grand Tournament in March. At long last we will finally have a yearly Warhammer and Warhammer 40,000 North American champion! For some good insight on how the Tournament went in the U.K., check out Paul Whittaker's Journal in this issue.

As for our picture at right, no, the U.S. White Dwarf team isn't working on a Skaven army! We do gather every Monday night (oddly coinciding with Football) to paint Lizardmen! The Cheeseheads are for celebrating Superbowl season and we're predicting Green Bay all the way (Okay, Jeremy says Pittsburgh, but still couldn't resist the hat!).

Finally, thanks to Schumanns Printers, Inc. (our printer in Wisconsin) for hooking us up with the headgear! See ya all next month!



Jake Thornton,
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Editor



Steve Anastasoff
Ian Pickstock



Thomas Pirinen



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THE SWORD AND THE SHIELD – Rick Priestley & Nigel Stillman

The thunder of hooves, the clash of steel, the groans of the wounded. Warfare in **Warhammer** becomes an art form when the two noble armies of Bretonnia and Ulthuan take to the battlefield to face one another. A grim time indeed for the mighty forces of light, this war.



**WHITE
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WARHAMMER



GRUDGE OF DRONG!

The first Warhammer Campaign supplement is released this month - the **Grudge of Drong!**

This fantastic supplement gives you loads of background and scenarios to fight out a running series of inter-linking battles.

The story itself is a true classic: two feuding Dwarf clans, some ancestral birthrights, and of course that meddlesome High Elf army (Hey - no taking sides - Editor!). A must-have for all Warhammer fans!



Not only is she a Queen, but it is rumored that Helgar can outdrink a Trollslayer.



A battle ready unit of Bretonnian Men-at-Arms with spears

ARMY SUPPORT

The release of the Grudge of Drong is a perfect time to release new models for the Dwarfs and the High Elves.

In the following weeks you can look for a slew of new models, the first of which are the incomparable **Dwarf Lord Drong** and **Queen Helgar** herself. There is also the long-awaited release of a **High Elf Mage**! Look for more in early February. Remember, it ain't over until the fat lady sings!

JANUARY'S RELEASES

0112	GRUDGE OF DRONG (Boxed campaign supplement)	\$24.99
0665	Brettonian Knights of the Realm (Boxed set of two plastic models)	\$9.99
8567A	Brettonian Men-at-Arms with spears (Two miniatures per blister)	\$5.50
8567B	Brettonian Men-at-Arms Command (Three miniatures per blister)	\$9.99
8599R	Bertrand the Brigand (Three miniatures per blister)	\$14.99
8505D	High Elf Mage (One miniature per blister)	\$4.50
8597A	Dwarf Lord Drong (One miniature per blister)	\$6.50
8597B	Dwarf Queen Helgar (One miniature per blister)	\$6.50
1030	1997 WARHAMMER CATALOG (Massive Citadel Miniatures Catalog!)	Free

KNIGHTS

If you are building a big unit of Knights, then this month's release of the **Knights of the Realm** boxed set is just in the nick of time.

Each box comes with two plastic Knights, a sheet of self-adhesive pennants, and a sheet of waterslide transfers. Fill out those ranks!



MEN-AT-ARMS

Knights aren't the only thing in a Bretonnian army. After all, who is going to polish all that armor, and do all the grunt work? Enter the loyal Men-at-Arms. Armed with spears, this unit and command offers serious cavalry support.

HERO OR VILLAIN?

Bertrand the Brigand and his followers are great models, but are they heroes or not? Look for Nigel's colorful history on page 73 of this issue and decide for yourself.

EPIC WARHAMMER 40,000



Above: Ork and Imperial forces in a desperate battle over a ruined cityscape. This is one of John Blanche's amazing new Wide Screen Epic Warhammer 40,000 pictures, an idea that has been picked up and developed by the rest of the Studio art team.

The new Epic is coming, and it's looking absolutely brilliant! In fact, it was far too brilliant for us to keep to ourselves any longer, so here is a sample of what we've been up to: new art, new models, and a whole new game!

Right: One of the major departures from the old game is the basing up of miniatures in strips. I'm sure you'll agree that this looks great, and is a welcome improvement on the original square bases. Note as well the new Vindicator model. The range of Epic Warhammer 40,000 miniatures is being heavily revised, with excellent results.



Robin Dews puts the finishing touches to his ash-waste modular gaming boards. Robin's terrain, with its mixture of wasteland, city sections and oozing rivers of chemical effluent has proved invaluable.



Ork and Imperial forces in a desperate battle over a ruined cityscape.

Robin's tactical skills prove to be rather less impressive than his terrain building, as he commands his Blood Angels Space Marines in a suicidal assault against Rick Priestley's Ork horde.

An Epic Warhammer 40,000 battle scene by Wayne England





Imperial Demolisher
by Paul Smith



GAMESDAY & GOLDEN DEMON 97

COMING SOON!

Games Day 1997 will be held on **June 20 and 21st**. While that may not exactly be soon, it is not too early to start your Golden Demon entry or to firm up your plans for attending this year's mega-event in Baltimore.



One of the hundreds of games battled out over the course of last year's fantastic event.

THE 1997 U.S.A. TOURNAMENT



IN THIS ISSUE!

All the rules for the **1997 Tournament** and the official Entry forms can be found later in this issue - so what are you waiting for? Speed counts, so flip to page 14 and get your entry form all filled out and postmarked before the final February 1st cut-off date. Good luck!



Studio Manager and ex White Dwarf Editor Robin Dews fields questions and shows off upcoming releases!

GAMES DAY

If you have never been to a Games Day, then you might not know what all the excitement is about.

The biggest Games Workshop event of the year, Games Day is a weekend-long celebration of the hobby. There are hundreds of participation games, demonstrations, fun events, and the Golden Demon Painting Competition which brings the best miniature painters from all across the country. Start making plans to attend!

UK GUESTS

Every year at Games Day we invite some of the UK staff to join us for the event. This is a great chance to meet and talk to some of the Game Designers, Miniature Painters, and Artists themselves (and also get a sneak peek at all their latest projects!).

As of yet, there are no definite guests, so if you have an idea of who you'd like to see, why don't you drop a line or give a call to our Customer Service Department (see below for address and phone number).

CUSTOMER SERVICE

Games Workshop has a toll free Customer Service number. This often sparks the following question: "What can the Games Workshop Customer Service department do for me?" Well, if you have rules questions or you want some news about upcoming releases, then the hard-working lads that man the customer service lines can help you out. This is also the place to report any missing or damaged product.



Over the next few months we will also be taking opinions on which artists, games designers, or sculptors you'd like to see at Games Day 1997. Call at:

1-800-492-8820

or write to us at:

Games Workshop Customer Service
3431-C Benson Avenue
Baltimore, MD 21227

SHADOW OF THE HORNERD RAT

SONY PLAYSTATION

When **Shadow of the Horned Rat** came out it made quite a splash, but only with those fortunate to have a PC.

Well, those without an expensive PC have had their patience rewarded - Shadow of the Horned Rat has now been released for the Sony Playstation.

Is it fun? Well, when asked to do a review, White Dwarf staff member Ian Pickstock managed to play for 12 straight hours. Of course he claims he was "just trying it out!"

EVEN BETTER!!!

Making matters even better, the chaps at Mindscape have taken the time to rework the game for the Sony Playstation, rather than just keeping the same PC version. Now you'll get better graphics, sound, control, full screen views, and more. Sound the charge!

Below right and left are some sample screen shots of the action going on in Mindscape's *The Shadow of the Horned Rat*.

FAME

Shadow of the Horned Rat recently won fame and glory at the Computer Gaming Premier Awards, even becoming a finalist in the Strategy Game of the Year Award.



WARHAMMER

1997 CATALOG

THE 1997 WARHAMMER CATALOG

It's big, it's loaded with color shots, and it's FREE. The **1997 Warhammer Catalog** will be available in late January. This is the comprehensive catalog, showing the entire range of Citadel Miniatures for Warhammer. Don't build your army without it!



Look for the 1997 Warhammer Catalog at your local Games Workshop store. Chapter Approved shop, or better gaming stores anywhere across North America. If you aren't fortunate enough to live near a shop, then give our Games Workshop Mail Order guys a call at 1-800-394-GAME (in the United States) or (905) 795-8091 in Canada.



GAME PARLOR NEWS

To our extreme horror the map in issue 202's Store Tour article was missing the **Game Parlor** in Chantilly, Virginia. We apologize but rest assured, Chris Gohlinghorst was severely punished. It wasn't his fault, but he is the new guy in the department (is that Ork logic? - Ed). Even though not on the map, the Game Parlor has continued to run great battles and events, like the painting contest they recently held in October.

From left to right, the Game Parlor's Painting contest winners were: Parris Cather, David Bell, Don Hawthorne, and John Haire. Congratulations and start getting ready for the Golden Demon!

THE ESCAPE OF...

WARHAMMER MAGIC

FILE 105035

Rumours that Warhammer Magic is to be released early due to good behaviour are not to be believed. Experienced players will know by now that Warhammer products are not so much released as sprung from incarceration by desperate and nameless men clothed entirely in sinister black. So, without further ado, lock the doors, pour yourself another cup of cocoa, and let's hear the story of the latest escapee prisoner: 105035 Warhammer Magic.

WARHAMMER MAGIC

Inside the box you'll find the new magic rulebook, templates, and cards. Lots of cards. Lots and lots of cards. The cards divide into separate decks, broadly into three types: the Winds of Magic cards, Spell cards and Magic Item cards.

If you're already a Warhammer player then you'll find much that is reassuringly familiar in the new Warhammer Magic. Our intention wasn't to scrap the existing magic and start again, but to carefully redesign the way magic works so that all the existing Warhammer Armies books remained compatible with the new rules. At the same time, we wanted to make the cards easier to use, and tone down the sometimes overbearing effects that magic has on the game itself.

Most importantly of all, we were determined that the new set of Warhammer Magic would provide, in a single box, all the magic items and spells available in the

Warhammer game. This is why the supplement includes magic items specific to the as yet unreleased Lizardmen and Bretonnians. The idea is that every magic item available generally to every army, or to ordinary characters in a specific army, should be included in the Warhammer Magic box. The exceptions, if they can be considered to be such, are Chaos items and spells already available in the Chaos Armies book, items associated with special characters, and items invented for specific scenarios or campaigns... more of these later.

WINDS OF MAGIC

The Winds of Magic cards are used to cast spells and counter those of your enemy. There are 36 cards: 22 *Power* and 1 *Total Power*, 8 *Dispel* and 1 each of *Mental Duel*, *Destroy Spell*, *Rebound* and *Drain Magic* constituting the counter magic cards, plus a single *Escape* card.

The greatest difference between the new and old magic systems is that players only cast spells in their own turn (previously spells could be cast in the enemy's turn as well). Another important difference is that power cards can be used to boost counter magic or reinforce spells, although a counter magic card will always work on the roll of a 6 and will always fail on a 1 regardless of how much power is used. A third and almost equally important change, is that a player can only attempt to counter a spell once when it is cast – you only get the one chance whether



By Rick
Priestley

*It's the return
of the escaped
Galley slave!
Rick introduces
the latest
Warhammer
supplement:
Warhammer
Magic.*





Warhammer Magic contains cards, lots of cards! The box is packed with 225 magic item cards, 36 winds of magic cards, and hosts of tokens, counters and templates, not to mention the 80-page rulebook.

from a counter magic card or a magic item which confers a dispel. Dispels from the magic items always succeed on a flat roll.

The counter magic cards are variants of the dispel. A dispel card simply dispels the spell being cast on the basic dice roll of 4 or more. The other counter magic cards work in exactly the same way, except that if they are successful they have a secondary effect as well. In the case of a *Mental Duel*, for example, both caster and dispeller roll a dice and the lowest scorer takes a wound. In the case of *Destiny Spell*, the caster's spell is removed from his hand altogether on the D6 roll of 4 or more. *Drain Magic* is unusually powerful because it automatically dispels the enemy's spell, but the user suffers the loss of an entire magic level on the D6 roll of 4 or more.

The Winds of Magic cards are shuffled and returned to the deck after each Magic Phase, except that each side may retain 1 card for each wizard in the army. By retaining a card it is possible for a player to either hang on to a powerful card thus taking it out of circulation (Total Power or Drain Magic for example) or to build up his hand

for the following turn. A careful player might wish to hang on to the *Escape* card which allows the player to bring back a wizard from the dead.

SPELLS

There are 7 separate spell decks. These are printed in playing card style packs and are: Battle Magic, Waaagh!, Skaven, High Magic, Dark Magic, Necromantic, and Chaos Dwarf. Each deck includes 10 spells for a particular race or group of wizards, except the Skaven deck which has 13, and the Battle Magic deck which has 20. Hardened veterans will find the spells mostly unchanged, merely slightly rewritten to bring them into line with the new play sequence. The main change is that there are now no college magic cards – all the old colour based magic cards have been replaced with a single deck of Battle Magic cards. These combine some of the abilities of the old college spells, and are used to represent

the magic of all Empire and other human wizards, and can also be used by Elves, Slann Mages and so on.

Fans of the old colour magic will be pleased to know that the spells have

"Experienced players will know by now that Warhammer products are not so much released as sprung from incarceration by desperate and nameless men clothed entirely in sinister black."





Across the bleak chasm, rival sorcerers shout their challenges.

Another feature of High magic Mages is that they can use *Power* cards as dispels should they wish to do so. In effect this means a High Mage need never keep a dispel card from turn to turn, as power cards can be used instead, which makes High Magic Mages more flexible than other wizards. Dark Magic Sorcerers, on the other hand, can use a *Dispel* card in order to cast or reinforce a spell. This makes Sorcerers very dangerous indeed, as they can usually cast spells however poor their hand.

The rulebook includes full spell summaries for ease of reference, as well as general notes on targets and line of sight which should prove useful.

MAGIC ITEMS

The Magic Items are divided into seven separate colour-coded decks: Magic Armour, Bound Spells, Enchanted Items, Magic Standards, Wards, Magic Weapons, and Wizard Arcana. A section of the rulebook introduces each type and explains some general rules and principles. The rulebook also

includes a complete set of summaries to make it easy to look things up during your games.

Existing Warhammer players will recognise most of the magic items included, but there are some new ones too and a few old friends (and foes) have new rules. There are far too many detail changes to go into these at length here, but players will

no doubt be

interested

to learn

that a few

of the stock

troublemakers such

as the *Black Amulet*

and *Book of Ashur*

have been severely

reprimanded. The

Book of Ashur cannot

now take a wizard's

magic level above 4, for

example, whilst the *Black*

Amulet can run out of power when it

is used to rebound wounds in hand-

to-hand combat.



"Necromancers simply choose which spells they want – Undead armies are so dependent upon magic that it's necessary to build an army around its magic spells."

been included in the rulebook in a revised form compatible with the new sequence. Players can use them with mutual consent, should they wish to do so, and the same goes for the Ice Magic spells used by Kislevite wizards. However, for competition games and general purposes the Battle Magic cards replace the old college spells.

Spell are dealt randomly to each wizard at the start of the game – each wizard having 1 spell per level. This differs from the earlier rules in that players were allowed to swap cards and change their hands once dealt. No longer! Now you must use what you are dealt and so cannot rely upon receiving specific spells to the extent that was possible in the old magic rules. The exceptions are High Magic and Necromantic magic. Necromancers simply choose which spells they want – Undead armies are so dependent upon magic that it's necessary to build an army around its magic spells. In the case of High Magic Mages, these are dealt one more card than they are entitled to and can discard any one of their choice. This deliberately favours High Magic (supposedly the most powerful in the Warhammer World).





WARHAMMER CAMPAIGNS

Warhammer campaigns are a new development in the Warhammer game. The Campaign packs contain cardboard buildings, four linked battles, unique characters, special scenarios and more.

The first campaign, the Grudge of Drong, is just around the corner. This campaign pack features a bitter struggle between High Elves and the Dwarfs. Campaigns pitting the Empire versus the Orcs and the Undead against the Bretonnians are coming up soon after. Many others are planned for the future, so watch this space!



Several new items have been invented for the Bretonnians and Lizardmen. As with all items specific to a particular army or troops type, the cards have been separately colour coded to make them easier to recognise. Thus, cards which are Bretonnia only, High Elves only, or otherwise specific are distinguished by a blue background. This, together with the division of the deck into seven, makes it much easier to sort and choose magic items.

Although cards are not included for magic items which are specific to special characters, all the items existing at the time of publication have been included in summary form in the rulebook. Obviously, as more special characters are invented this will mean the summary is no longer complete, but nonetheless we felt it was worthwhile to have the summary at this point as it will allow players to consider items likely to be used against them.

The rulebook also includes a summary of Chaos Rewards, Dwarf Runes, and a full reference section at the back.

CHAOS

Chaos players have their own additional spell decks in the Warhammer Armies Chaos supplement, as well as specific Chaos magic items. These remain part of the game. Summaries of the Chaos Spells, Rewards and magic items are included in the rulebook together with brief explanatory notes where minor differences in the old and new magic systems might lead to confusion. The Nurgle spell *Stream of Corruption* now has its own template, which is included in Warhammer Magic.

SPECIAL CHARACTERS & CAMPAIGNS

Inevitably we'll want to make a few stonking new special character in the years to come. In fact, the new range of campaign packs are bound to

introduce some new characters. The first of these, *The Grudge of Drong*, includes a flaxen haired Dwarf Warrior Queen by the name of Helgar who drinks like a fish and will stop at nothing to preserve her inheritance.

Where we invent new magic items, either for special characters or for use in a campaign, then they'll be specifically tied in to either that character model or to the campaign itself, in the same way as many items are tied to special characters already. This will enable us to invent more items and develop entertaining scenarios, but there won't be a deluge of new, generally available magic items to swamp those in Warhammer Magic.

WHO COMES OFF BEST

Aha! I've hidden this bit away here right at the end after all the dry descriptive stuff. Only those heroic few who have struggled right to the very end will therefore learn the greatest secret of all... the knowledge of which army now enjoys Total Magic Supremacy in the Warhammer game!

At first we wondered if the Undead would suffer from only being able to cast magic in their own turn. However, many games fought with the new magic proved that this was not the case, the Undead remain in contention. Hurrah!

We wondered too if the Dwarfs would be disadvantaged because they could only attempt a single dispel. This certainly makes some of the runes less attractive, but the overall reduction in the number of spells cast tends to balance out any vulnerability. Drunken Cheers!

So which army enjoys total magical supremacy? The balance remains pretty much as it was before – so I'll let you decide for yourself. I reckon a general who uses mixed magic to support his troops will be the greatest beneficiary of the new rules, particularly those who make good use of the new Battle Magic spells.



Only those heroic few who have struggled right to the very end will therefore learn the greatest secret of all...

1997 U.S.A. GRAND TOURNAMENT

DO YOU HAVE WHAT IT TAKES?

Following England's lead, we are holding a Grand Tournament to find a national champion for both Warhammer and Warhammer 40,000.

The 1997 U.S.A. Grand Tournament will be held on the 15th and 16th of March, at the Holiday Inn at BWI (that's the Baltimore/Washington

International airport) which is located just south of Baltimore, Maryland.

On the following pages you will find rules, costs, and directions on how to enter. We hope to see you there!

WHAT'S IT ALL ABOUT?

Simply put, the Grand Tournament is the ultimate challenge to the ardent Games Workshop hobbyist. The Tournament is not only about being the best General, but it is also about good sportsmanship, miniature painting, and army selection - are you picking a force that is consistent with the background, or are you putting together an improbable army? This is a total quest for the best!

WARHAMMER GRAND TOURNAMENT RULES

The following special rules apply to the games played in the Warhammer tournament:

1. The following special limits apply to the armies used in the Warhammer tournament:

- No special characters may be taken at all.
- Wizards with a magic level of 5 may not be used, even if the 5th magic level is gained from a Magic Item (like the *Book of Ashur*).
- No more than one Greater Daemon may be used in any one Chaos army.
- Allies may not be included in your army.
- No Magic Items or Chaos Rewards with a value greater than 50 points may be used. Dwarf Rune items may not bear Runes with a total value over 50 points.
- No riderless monsters may be used. Swarms may be taken, even though they are usually found in the Monster section of the army list.

• No more than one

war machine or chariot may be chosen for each regiment of troops included in the army.

2. No spells that require 3 power to be cast will be used. Remove any such cards from the spell decks at the start of the battle before any cards are dealt out. Players draw spells from their own deck, even if their opponent draws from this deck as well (ie each player draws spells from his own deck rather than both players drawing from a single deck).

3. All models used must be of the appropriate type for the troops they represent, ie you may not use models to substitute for something else from the army list. You may use converted miniatures to represent troop types that are in the army list, but are not yet available in the Citadel range. In addition, special character models may be used to represent normal characters chosen from the main army list (ie you could use Teclis to represent a High Elf wizard), as long as what the model is meant to represent is obvious from its appearance. The intent of this rule is to make sure that when an opponent looks at your army "what he sees is what he gets".

4. Only material from the new Warhammer boxed game, Warhammer Magic, the Warhammer Armies books, and White Dwarf magazine may be used. You must bring along a copy of the army book or army list you will be using, as well as copies of any material you will be using from White Dwarf magazine, so that your opponent can check the rules and characteristics that apply to your troops.



WARHAMMER 40,000 GRAND TOURNAMENT RULES

The limitations for the Warhammer 40,000 Tournament are broadly similar to the limits imposed on the Warhammer Tournament, as follows:

1. The following special limits apply to the armies used in the Warhammer 40,000 tournament:

- No special characters may be taken at all.
- No more than one Greater Daemon may be used in any one Chaos army.



- Allies may not be included, with the exception that Space Marine and Imperial Guard armies may include Assassins using the new rules from White Dwarf issues 189, 190 and 191.

- The rules for Unique, Rare and Uncommon Wargear cards in White Dwarf 195 will be used.

- No more than one of each type of Vehicle card may be taken.

- No more than one vehicle or support weapon (or any other item, for that matter) can be chosen from the Support section of the list per squad included in the army.

2. No psychic powers that require 3 force cards to be cast will be used. Remove any such cards from the psychic power decks at the start of the battle before any cards are dealt out. Players draw powers from their own deck, even if their opponent draws from this deck as well (ie each player draws powers from his own deck rather than both players drawing from a single deck).

3. All models used must be of the appropriate type for the troops they represent, ie you may not use models to substitute for something else from the army list. You may use converted miniatures to represent troop types that are in the army list, but are not yet available in the Citadel range. In addition, special character models may be used to represent normal characters chosen from the main army list (ie you could use a Marneus Calgar model to represent an Ultramarines commander), as long as what the model is meant to represent is obvious from its appearance. The intent of this rule is to make sure that when an opponent looks at your army "what he sees is what he gets".

4. Only material from Warhammer 40,000, Dark Millennium, the Codex books, Warhammer 40,000 Battles, and White Dwarf magazine may be used. You must bring along a copy of the Codex book or army list you will be using, as well as copies of any material you will be using from White Dwarf magazine, so that your opponent can check the rules and characteristics that apply to your troops.

THE BATTLES

We will be using a Swiss System for both the Warhammer and the Warhammer 40,000 Tournaments. No this isn't some obscure reference to cuckoo clocks or hot chocolate, but rather it is a way of deciding who plays who in each round of the tournament. Believe us, by the time the final winner plays his/her last match, they will have faced some *tough* opponents!

You will take part in five games, each against a different opponent, using a 2,000 point Warhammer army or a 1,500 point Warhammer 40,000 army. **You must use the same army for all five games, all models must be Citadel Miniatures, and they all must be painted!!!**

WINNING IT ALL

The way we see it, win or lose, the Tournament will be a great chance to come and game against enthusiastic and worthy opponents.

There will be trophies for the Best General, Best Painted Army, and the Overall Winner. What is more, the overall winner for both Warhammer and Warhammer 40,000 will be invited to Baltimore for Games Day 1997 (as a paid for guest of Games Workshop!) to compete against the Canadian Overall Winners for bragging rights as the North American Champion!

WHAT ELSE WILL GO ON?

Once you've got a horde of hobby enthusiasts together for a non-stop weekend of gaming, the fun is just starting! What else will be going on?

Jervis Johnson, games designer and the man behind the international Grand Tournaments, will be imported over for the weekend to help judge. Not only will he be on hand to answer questions, but he has also promised to raid some samples of all the latest releases from the studio in England. There will be plenty of stuff to check out, and perhaps even playtest!

But wait (excuse the cliché) there is more! Since there is a bar/restaurant right in the Holiday Inn where everybody will be staying and fighting their battles, there will naturally be the infamous "pub quiz" after the tournament games are done. There will certainly be plenty of great pick-up gaming into the wee hours of the morning as well.

You can sneak a peek at some of this year's fantastic Games Day terrain, and even get involved in some scenarios if you can pack any more gaming into a single weekend! If all this sounds like a good time to you, then read over the entry form and get it in the mail as soon as you can - then get ready for your marching orders!



Jervis Johnson will be on hand to help judge the contest winner. When asked for advice on winning the Tournament, Jervis reminded everyone that the overall champion is judged not only on wins and losses, but also on good sportsmanship, model painting, army selection, and of course, the dreaded knowledge test!



ENTERING THE TOURNAMENT

In total we will be accepting 100 entries, that is \$0 for Warhammer and 50 for Warhammer 40,000. You may not enter for both tournaments. The tournament will be held over two days and you cannot enter for just one day. Unfortunately due to the size of our gaming hall, your entry fee will not entitle attendees to bring friends and relatives to the tournament. There is simply not enough room!

REGISTRATION

Costs to enter the 1997 U.S.A. Grand Tournament will be \$135.00 per person. This includes one nights lodging (Saturday night), lunch on both Saturday and Sunday, admission to the Tournament on both days, and a Free Tournament T-shirt. Extra nights lodging can be arranged at \$89 a night.

Due to all sorts of good reasons that invariably you won't understand if you're under 16, **NO ONE UNDER THE AGE OF 16 IS ALLOWED** to enter the Tournament. Anyone under the age of 18 **MUST** get their parent's permission (see signature on application).

MORE TECHNICAL STUFF

You can pay for your entry by any of the methods listed on the Entry form. All monies will be returned to any individual who cancels, or for those people who did not place in the limited space in the February 7th drawing. If you enter the Tournament and then decide to cancel, you must cancel at least two days (48 hours) prior to March 15th in order to receive a full refund.

ENTRY SELECTION PROCEDURE

All applications for the 1997 Grand Tournament must be mailed to Games Workshop (see sidebar for address). The first 40 people in each category will be chosen on a first-come, first-serve basis (so act quickly!). Once we have confirmed your entry, we will send you a packet including ticket, information pack, and rules.

The final 10 people from each category will be chosen by lottery from all remaining applications on Feb. 7, 1997. We will also draw three alternates for each category. Each application must be postmarked by no later than Feb. 1 to be eligible for the final drawing.

Send your applications to:

Games Workshop
Grand Tournament Entry
3431-C Benson Avenue
Baltimore, MD 21227-1072

For any further questions,
please feel free to call our
Customer Service line at:

1-800-492-8820

1997 GRAND TOURNAMENT USA ENTRY FORM

NAME: AGE:

ADDRESS:

COUNTRY: ZIP CODE: Tel:

In which tournament will you be participating? (Only tick one box)

Warhammer ☐ Warhammer 40,000 ☐

What army will you be entering?

Will you acquire any additional nights stay? Friday Night ☐ Sunday Night ☐

Do you require disabled access? Yes ☐ No ☐ Smoking/? Yes ☐ No ☐

Method of Payment: Check ☐ Money Order ☐ Visa ☐ MasterCard ☐ American Express ☐ Discover ☐

Card No:

Card expiration date: Cardholder Name:

Cardholder
Signature:

I declare that all of the information given above is correct and enclose payment of \$135.00 to enter the 1997 Grand Tournament, plus \$89.00 per additional night's accommodation ticked above. I agree to abide by the decisions of the umpires and to conduct myself in a manner that will not bring our hobby into disrepute.

Signed: Date:

Parent Signature: Date:

*Unfortunately we can't allow players younger than 16 years old to take part in the tournament for insurance reasons.

Applicants under the age of 18 years, must have their parents or legal guardians signature on this application.

We'd love to send you details of our special offers and promotions, but if for some reason you don't want us to, please tick ☐

CHAMBERS OF THE HORNNED RAT

Welcome back to my Chambers! Some time ago (back in issue 199) I wrote an article about a Warhammer 40,000 campaign I'd been running. This seemed to go down pretty well, and several people at Games Day told me that it had inspired them to start their own campaigns.

Unfortunately this has prompted Jake to start hassling me for a follow-up piece to fill you all in on how the campaign has been progressing. You'd like that wouldn't you? Yes? Well I'm going to tell you all about it.

The campaign I've been running is a narrative campaign. That means it's worked out by making up a story for each battle that's fought, to string them together into an ongoing campaign. I've acted as a campaign moderator by supplying the players with a rough outline of events and a map so that they can formulate a strategy and get the ball rolling. As the campaign progresses the results of the battles throw up further fights to resolve as the players vie for the upper hand. So here's what we've been up to...

PART 2 THE STORY SO FAR...

Just in case you missed part one, or have forgotten the story, here is a brief summary of the campaign background and action thus far.

The campaign is set on Piscina IV, an Imperial world beset by the foes of mankind, namely Orks. These are led by an unholy union of the two infamous Warlords, Ghazghkull Uruk Thraka and Nazdreg, under the control of the equally infamous Slim. A smaller thorn in the side of the Imperium is a warband of Iron Warriors Chaos Space Marines under my control. Defending the citizens of the Imperium with righteous fervour are Space Marines of the Dark Angels Chapter (commanded by Jaime), and of the Harbingers Chapter (commanded by Big Pete), ably assisted by Colonel Rob and his Mordian Iron Guard.

The Orks enjoyed many early successes, surprising the forces of the Imperium with attacks which seemed to literally materialise out of nowhere. After a series of bloody clashes, the Dark Angels succeeded in getting close enough to the Ork's camp to spot a gigantic teleport beacon pointing up into space. The Dark Angels prepared to teleport in a force of their own to reconnoitre the site and destroy it if they could. Before they could a

Warriors captured a nearby

defence laser silo from the Harbingers who were defending it. This was a worrying development as the Dark Angel's ship would have to move within range to teleport in the attack force.

This was the situation as reported back in White Dwarf 199, things have moved quickly since then.



Andy continues his ongoing Warhammer 40,000 campaign on Piscina IV...



CHAOS SPACE MARINE BIKES



Night Lords Chaos Space Marine bike

Chaos Space Marine bikers are deadly and highly mobile close assault troopers. They employ the speed and manoeuvrability of bikes in the same way as their Imperial enemies, and are always armed to the teeth with powerful close combat weapons. Their bikes are engraved with the icons of Chaos and are draped with gruesome trophies of war. Chaos Space Marine bikers undertake dangerous reconnaissance missions, often close to the enemy lines, in order to spy out enemy positions. They then launch lightning raids against their surprised opponents, cutting communications, scattering troops and crippling supply lines. One second they are wreaking havoc amongst the enemy, the next the mounted raiders are gone, leaving nothing but destruction in their wake.



Note the extensive conversion work that Dave Perry has done on this bike. As well as the decapitated head banner pole and extra scythe blades, Dave sculpted on extra details to the bike itself.



Night Lords Chaos Space Marine biker armed with a power fist



Night Lords Chaos Space Marine biker armed with a power sword

THE TABLES TURNED

As the Iron Warriors slipped in a ship full of reinforcements to the spaceport and defence laser they now held, there was an unexpected development. Slim dispatched a fast moving warband of Evil Sunz and Boarhoyz led by Warboss Zagwazza Tinboss (some monstrous Painboy creation with a Cybork body and a gyro-stabilised monowheel) to grab the defence laser for himself!

My Iron Warriors were driven out of the silo in short order, despite their recently constructed bunkers, traps and razorwire entanglements (damn those Squig Katapults). Worst of all, my Tzeentch Sorcerer Lord on a Flying Disc was shot down in flames by Ork heavy weapons just for being, as Slim put it, "outrageously cocky" and not having the luck to get away with it. This second battle of North Port was fought as a *Take and Hold* mission for the Orks and a *Hold The Line* mission for the Iron Warriors, the Orks winning by 10 victory points to 2 (ouch!).

PREPARE TO TELEPORT

Unaware of the ruckus at the defence laser silo, the Dark Angels' assault force of Terminators, supported by Master Inquisitor Basto and a squad drawn from the Blood Angels Death Company, teleported in to visit the Orks. Slim had noted the location of his Boyz before the Space Marines turned up (though a lot of the Orks were kept off table as reinforcements) and Jaime then had to select his teleport target before any Orks were deployed on the table. I gave Jaime only the vaguest idea of how the site functioned, and gave him orders to act at his own discretion once he had arrived. Jaime dispatched the Death Company squad, Inquisitor Basto and Codicier Lastor to deal with Orks in dugouts to the north, while his Terminators assaulted the shack by the teleport grid. Heavy Ork casualties ensued, but the Weirdboy Warhead lurking in the dugouts defeated Inquisitor Basto and Codicier Lastor in psychic combat (aided by the powerful 3D6 warp flux generated by the Telly Porta).

Meanwhile a steady stream of Ork reinforcements, including a Battlewagon full of Nobz teleporting down onto the grid itself, kept Jaime busy. To make matters worse, the Orks' recently captured defence laser started banging shots off at the Dark Angels' ship. Just as the beleaguered Dark Angels commander determined to try and wreck the Telly Porta control shack before teleporting out, the Orks raised a kustom force field to protect it, and the Space Marines' ship took a serious hit. Jaime was forced to teleport out immediately. Though a lot of the Orks got wasted, they managed to keep the Telly Porta site, still in working order, with more Orks continuing to pour down onto the planet's surface.

ORKS ON THE RAMPAGE

The Orks moved onto the offensive once more, opening up with an attack on the Vartoth Mine in the north. Unknown to Big Pete, whose Harbingers were defending the site, Slim hoped to seize a third power house there to give him enough juice to teleport down Gargants and other ordinance (basically giving us an excuse to fight some Epic scraps). When the attack came, most the Harbinger's force was out probing towards Kothi Ridge in an attempt to connect up with the Imperial Guard defending it. This left the Harbinger's HQ, headed by Chapter Master Nimrod Grudge, to fend off the Ork warband pouring out of Barrak Gorge.

By staying back within the mine complex itself Big Pete managed to keep the Orks fighting on a narrow front as they attempted to storm the entrance. The Orks could make no headway in the face of the Harbinger's storm bolter's, and the game ended more or less in stalemate. Still ignorant of the Ork's true objective, the Harbingers used the lull in the fighting to pull out and join their forces moving south. Far out in space aboard the Ork's space hulk, giant Telly Porta projectors thrummed into life once more...

Meanwhile, Slim decided to put in an assault to break through the Imperial defence line on Kothi Ridge. The sector targeted was held by Rob's Imperial Guard, the 1st battalion of the Tzar's Light Infantry to be precise. The Orks used a single minded frontal assault on the Guard's entrenched bunkers and were cut to pieces when their supporting Boyz with heavy weapons and Shokk Attack Gun were wiped out by flank marching Rough Riders. The Ork commander, Warboss Garguruk, crested the ridge eventually, but was heroically "intercepted" by Colonel Kossov (a cynical observer might note that he was propelled into combat by his displacer field rather than devotion to the Emperor, but thus are legends made). The lone Nob who had also survived the long run up the hill quickly fell victim to Commissar Jordreth after he failed to clomp a melta bomb on a bunker, and that was that. Garguruk managed to escape the destruction of his entire warband, although the Guard suffered heavy casualties (even the Ratlings got shot up).

Back in Kadillus I had a skirmish with a prospective new player, Ritch, and his force of Templar Space Marines supported by a retinue of their own planetary defence forces, Veteran Chaos Space Marines and, shortly afterwards, summoned Bloodletters seized Ritch's right flank early on. His Terminators in the the centre then





Here you can see the forces' movements on the map compared to last time (see inset map). The Orks (in green) are attacking in force, although one line of assault has been broken. The Space Marines (in red) and the Imperial Guard (in blue) are now counter attacking, against the Orks and Chaos Space Marines (in black). Terminators (red circle) have teleported near the rear of the Ork forces.

fell victim to a wicked crossfire from the surrounding buildings, and a Reaper autocannon in the hands of my newly painted Chaos Terminator squad. The only fly in the ointment was my Chaos Lord, Puturus, being felled by a lascannon when he charged out from the midst of his Plague Marine bodyguard in a rather foolhardy fashion. Repeat one thousand times, "I will not stand my toughest character in front of heavy weapons, I will not stand my toughest character in front of heavy weapons, I will not..."

The next game we were scheduled to play was an Epic battle between Slim and Big Pete. Big Pete had told me he wanted to hurl his strength into a direct attack to get close to the Telly Porta on the East Barrens.

As Slim was now bringing down Gargants from the hulk, I decided it would be a good time for the Imperials to find this out the hard way. After Rob and Slim's game, they decided to have another one soon afterwards in less of a trench warfare mode. Rob was keen to use some Leman Russ tanks and Chimeras, so they decided to make the scenario an armoured thrust from the Imperial Guard aimed at linking in with the Harbinger's attack. I decided to allocate in some Imperial Guard support to Pete's attack if Rob won. The battle took place at Slim's house so I didn't get to witness it, but by all accounts it was a bloody affair. The Guard armour was repulsed in a mobile skirmish with Ork Boarboyz, buggies, bikes and Battlewagons, so the Harbingers would have to attack alone.

DAWN ASSAULT

We fought out the Harbinger's attack using the new Epic 40,000 rules we're working on at the moment. Big Pete selected a highly mobile force of mixed units of Devastator, Assault and Tactical squads. These were supported by Terminators and Dreadnoughts, which were flown in by Thunderhawk Gunships (the new Epic game features flexible army lists which allow you to custom build detachments like this). Pete also just about emptied

Piscina's theoretical stores scraping up thirty Land Speeders for his reconnaissance squadrons. Slim more modestly adapted his Warhammer 40,000 warbands directly into detachments more or less mob for mob, but with the addition of Nazdreg's shiny new Great Gargant, Gargork.

We've been working on a lot of different scenarios to play with the new Epic rules and I chose a Dawn Assault for this one. The Orks started out with a number of their warbands and Gargork in reserve, and the rest of their warbands hidden in dugouts around the Telly Porta pit. The Harbingers swept around the left flank of the Orks with their recon squadrons and scattered the nearest warbands with the aid of Thunderhawk's.

SMELLS LIKE... VICTORY?

Right: The Telly Porta pit from the northern end.



The most recent game we fought was another one between Pete and Slim, with the Harbingers making a push to seize the Telly Porta pit itself. After his game with Jaime, Slim had told me that he wanted the Porta arva fortified with three bunkers and some entrenchments. During the Epic game, one of these bunkers had been destroyed which conveniently left me with two bunkers to place and some trenches. As you can see from the photos (which Ian Pickstock was good enough to give up his Sunday to come and take), I managed to improvise a pretty good table for this game. The Harbingers played a *Bunker Assault* mission while the Orks went for plain old *Engage and Destroy*.

Aided by a *Flank March* strategy card for his Tactical Squad, and supported by a Devastator squad, the Harbingers advanced around the right flank of the Ork's position on foot. Slim moved his Orks decisively to counter attack, but the raking fire of the Space Marines took a heavy toll on the mobs as they were fed into the firefight. Fabian Cross, blessed as he was with the *Teleport* psychic power, managed to gain entry to one of the bunkers towards the end of the battle. Then, with a pyrotechnic show of *Smite*, *Salamander* and the *Hood of Hellfire*, he cleared out the alien scum.

The Orks surrounding the bunker poured fire in through the slits to try and nail him, but a timely playing of the *Saved!*

Right: 'Ere Arik, me gunz jammed, shoot 'em wiv yer plasma gun...



Left: Slim's Gretchin Blunderbuss mob head off on the long trek to the southern end. (The planking in the trenches was made by cutting up old place mats, neat eh?)



strategy card kept the resilient Cross in action. On his last turn, Slim managed to get Nazdreg (the real one this time) into position to tear the bunker door off with his power fist before following up into close combat with Epistolary Cross. Even though that was the last turn I ruled that we should fight out a round of hand-to-hand combat between the two as it seemed unthinkable to leave it there. Despite a spirited fight, Fabian Cross fell beneath Nazdreg's power claw, leaving the Orks in possession of both the bunkers.

But outside the carnage had been immense, and although the Harbingers suffered heavy casualties, the Orks were a spent force. More importantly, Slim had only eliminated Cross himself, so he picked up virtually no victory points for his mission. Once more the Harbingers had prevailed and driven the Orks back.

Left: Slim's Kustom Force Field protects the notorious "Bouffant Boyz" as they sally forth...



...but not for long!



We decided that Fabian Cross had escaped death by teleporting away with his last reserves of energy, though I got Big Pete to roll up his injuries on the Necromunda serious injuries table (making three rolls and picking the least severe - he's a Space Marine after all). The results were captured, full recovery and bitter enmity against Nazdreg. Pete was more than happy to have Cross suffering the psychology rules for Hatred against Nazdreg, and has even talked about giving Cross a displacer field in place of his rad grenades so that he can stand a better chance battling the Orky arch-fiend.

Right: The Telly Porta pit from the southern end.



WHERE NEXT?

Depleted Ork forces remain lurking beyond the Telly Porta on the East Barrens, and Ghazghkull still holds a sizable chunk of Kadillus Harbour. However, Nazdreg is cut off from his space hulk, and he's not very happy about it. Big Pete has plans to try and use the Telly Porta to get some of his men onto the Ork hulk (dangerous, but feasible) in order to plant a very large bomb on it...

This means more potential battles we have coming up are:

A Space Hulk style scenario with the Harbingers, possibly with some Dark Angels and Blood Angels, staving off hordes of Orks while they try to plant and prime the bomb.

Slim wants to try some Necromunda skirmishes in Kadillus with Ghazghkull and his Boyz expanding their holdings.

The Orks from the East Barrens attempting to infiltrate past Koth Ridge to link up with Ghazghkull.

The Imperial Guard assaulting the Iron Warriors fortifications around the spaceport (what have they been up to recently? Something to do with the fluctuations of warp energy around the Telly Porta perhaps? Is the fact I'm painting a great Unclean One relevant? Maybe so...)

strikes. As the Ork reserves and Gargork rumbled into view, the Thunderhawks landed the Space Marine infantry among the high crags at the edge of the barrens. The Space Marine's concentrated fire drove the Orks back, and then ravaged Gargork as it came into range. The Gargant's big guns blasted gaping holes in the Space Marine's ranks as it clanked closer, but more air strikes and a withering burst of fire from the Space Marines and their supporting Land Speeders halted it just short of them, burning fiercely.



A spirited charge by Boarboyz drove all of the Harbingers except Nimrod Grudge, their Chapter Master, from the crags. But the Boarboyz were pushed back in turn by the fire of the Land Speeders beyond. The loss of the Gargant proved too great for the Orks to bear and their army morale broke, leaving the Harbingers holding positions dangerously close to the Telly Porta pit.

Slim and Big Pete enjoyed the game immensely, and were particularly taken with the way in which infantry combats under the new rules had results much like Warhammer 40,000 battles. This was most encouraging as that's precisely what we've been aiming for. They decided that they would like to fight a follow up Warhammer 40,000 game for possession of the burnt out hulk of Gargork. Whoever won the Gargant would have a ready made fortress in a position which would dominate (or protect) the Telly Porta site.

I THOUGHT YOU WERE DEAD...

For this battle we fought out a modest 1,000 point skirmish down the length of the table, with the Wrecked Gargant stuck squarely in the middle. Blood Axe Kommandus grabbed the Gargant early on in the hopes of holding it, while Nobz and Death Skull Lootas rushed up to consolidate their foothold. Meanwhile, the lone Harbingers five man assault squad (we allowed Pete to buy combat squads in this scenario) leapt forward and destroyed the Ork's supporting Flakwagon (a Battlewagon converted to carry quad autocannons!). Under the cover of this mayhem, the irrepressible Nimrod Grudge and Epistolary Fabian Cross gained entry to the Gargant and started blasting out the Blood Axes.

The assault squad was overrun by Boarboyz, but the Harbingers risked their ship against the Ork's defence laser to teleport down a squad of Terminators, using Grudge's teleport homer to lock on to. The Terminator squad scattered off target, but by good fortune ended up outside the Gargant on the side the Orks were coming from. Nazdreg, the Ork's Warlord, barely disappeared into the Gargant before a veritable curtain of storm bolter fire descended, annihilating the Ork Nobz nearby (whose own heavy weapons were singularly ineffective against the Terminator's ultra-tough armour).

In true comic book tradition, Nazdreg fought Grudge man-to-man (or Space Marine to Ork, to be more accurate), powerfist against power claw, until Fabian Cross unsportingly leapt in to hack down Nazdreg with his force sword. Only at this point did the Space Marines realise that this was not in fact Nazdreg, but some other Ork impersonator sent out in Nazdreg's armour (fiendish, eh). Outside, the Boarboyz discovered that their bolt pistols and chainswords were also singularly ineffective against Terminators and the Orks were almost entirely wiped out. The Harbingers held the field as the tide seemed to be turning against the tide.

WARHAMMER

The Grudge of Drong



CONTENTS

3 CARD BUILDINGS
SCENARIO BOOK
20 SHEET ROSTER PAD
4 ELF AND 5 DWARF
SCENARIO HANDOUTS

The Grudge of Drong is the first in a series of Warhammer Fantasy Battle campaign series. This scenario is set in the time leading up to the Great war between the High Elves and the Dwarfs.

The campaign is based on the heroic Dwarf *Saga of Drong and Helgar*, which tells the story of how Eldroth's High Elves found themselves caught between the feuding Dwarf clans of the Thundrlings and the Bronnlings. Three dramatic battles lead up to the climactic final battle before the gates of Krag Bryn, where the doom of the mighty Drong and the proud and warlike Queen Helgar is sealed.

It is a tale of Dwarf pride and Elven cunning, in which Queen Helgar is determined to fight to the last Elf to hold on to the throne of her ancestors, so bitterly begrudged by her ancestral enemy, Drong.



THE BREW
HOUSE, ONE
OF THE
THREE CARD
BUILDINGS.

BRETONNIAN MEN-AT-ARMS



Champions



Standard-Bearers



Trumpeter



Trumpeter



Spearmen



As the Goblin wolf riders pour into the village, they are met by the grim determination of the Bretonnian Men-at-Arms.

THE LANCE AND THE ARROWHEAD

Of all the warriors of the Warhammer World, only the Bretonnian Knights know how to fight and manoeuvre in the Lance formation. Their Commoner levy has also perfected a unique fighting formation, called the Arrowhead, that allows the maximum number of archers to draw a bead on an enemy. It is a formidable formation in defence.

So rank up, chivalry of Bretonnia, and raise your standards! To Lance formation! CHARGE!



By Nigel Stillman

This is a public service announcement.

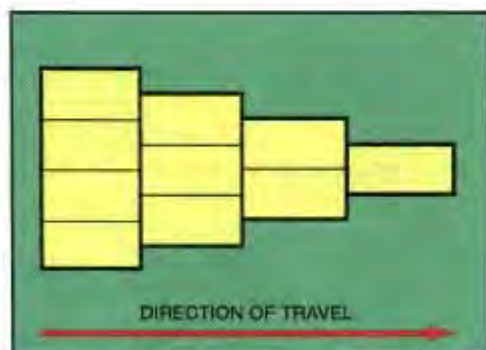
The Bretonnians are out there, and they've a new and rather nasty trick to pull on you.

BE WARNED!
The Lance and Arrowhead can be bad for your health!

The Bretonnian army is able to make use of two infamous special fighting formations: the Lance and the Arrowhead.

THE LANCE

The Lance is a formation of Bretonnian Knights, consisting of a single valiant Knight at the front, with two Knights behind him, three behind them, and so on forming a pointed wedge. At full charge the Lance can burst an enemy formation apart and send foes scattering from the field in rout.



FORMING A LANCE

A unit of Knights can deploy in a Lance formation at the start of the game. Alternatively, a unit of Knights can adopt a Lance formation during their movement phase by reforming. The Knights' leader remains where he is and the unit is rearranged behind him. Knights in a Lance formation can adopt a normal formation in the same way, the unit reforming around the leader model. A reforming manoeuvre takes a unit its entire movement phase – so a unit which forms into or out of a Lance cannot move any further than turn.

When arranging the Lance formation the unit's leader is always placed in the front. If the unit is led by a character then he must take the front position. The unit's standard, musician, and any other characters are placed as near to the front as possible. The rearmost row may be lacking sufficient Knights to fill it. In this case place models to either edge first, and leave any gaps in the middle of the rank.

MANOEUVRE AND MOVING

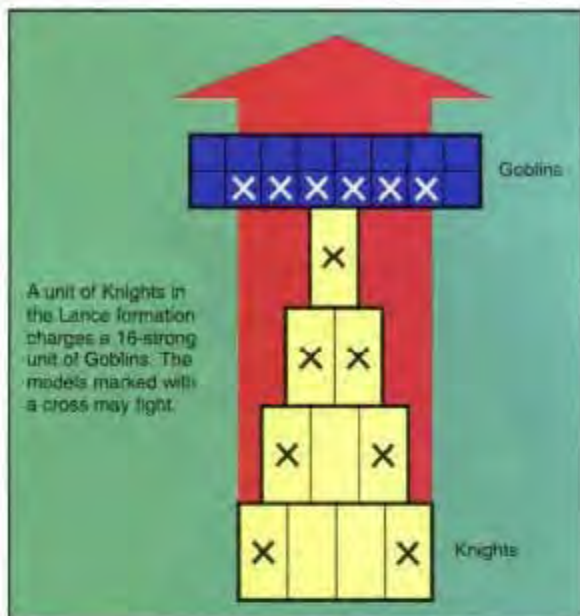
A Lance can manoeuvre by wheeling – it cannot turn. When wheeling, measure from the widest rank. Otherwise, when moving the unit make all measurements from the front model in the formation.

When the Lance charges, the model at the front must be able to see the target – it does not matter whether other models can see or not as they simply follow their leader.





"A Lance formation has no flanks as such – the long sides of the wedge are counted as its front."



CLOSE COMBAT

In combat the Lance formation is positioned against the enemy unit with the leading model in contact and the wedge arrayed behind him. This represents the moment of contact – we might imagine the Lance piercing the enemy ranks and breaking through, or that the Lance is scattered by the enemy's stout resistance. Only the combat will tell!

All the models at the edge of the Lance can fight if there are enemy directly in front of them, as shown on the accompanying diagram. All enemy models directly in front of the wedge can fight back. All fighting models are considered to be "touching" the enemy where such a distinction is called for.

RANK BONUS

In a Lance formation the Knights get +1 combat bonus for each full rank behind the first, up to a maximum of 3 extra ranks (+3 bonus). A rank which is not full does not count.

FLANKS

A Lance formation has no flanks as such – the long sides of the wedge are counted as its front. An enemy is not permitted to overlap onto the sides of the formation.

An enemy charging the sides of the Lance does not count as charging the flank of the unit. No bonuses are earned on combat results, and no Panic test is required for a flank charge.

If a Lance is already engaged in combat and it is charged from the side, the enemy is aligned against the side of the Lance formation. In this case enemy models aligned against the side are allowed to fight, and models directly in front of the Lance can fight as normal. The Knight models

facing both enemy units can fight either the original unit to their front or the unit to the side, and they can divide their attacks if you prefer.

CASUALTIES

Casualties are removed from the rearmost rank in the usual manner, assuming that Knights who fall in combat are replaced by those pushing forward from behind. When removing casualties leave models at the edge of the formation so that they can continue to fight.

If a character is slain his position can be taken by another Knight once the combat is over.

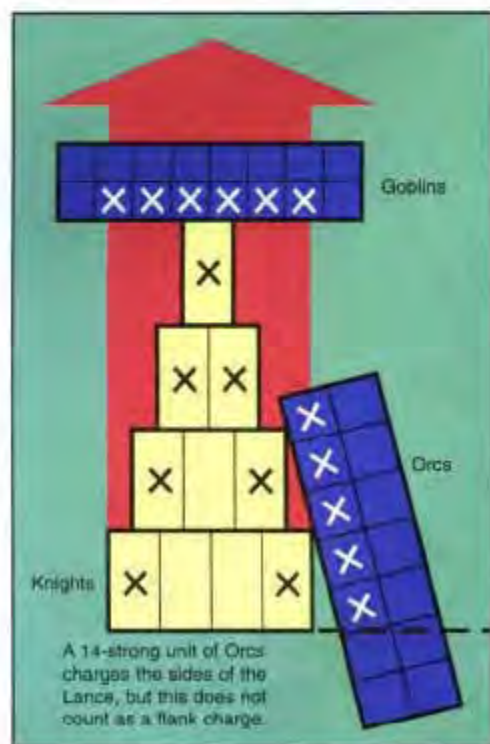
COMBAT RESULTS

After a round of combat is completed, Knights can maintain their Lance formation or adopt a regular formation of

one or more ranks. To adopt a regular formation move the Knights forward, dividing the unit equally to the left and right of the leader.

Knights in a Lance formation cannot lap round an enemy's flank as a regular unit can. However, if Knights adopt a regular formation they can lap round that turn, assuming, of course, they won the combat and that their new formation extends to the enemy's flank.

If the Lance succeeds in breaking the enemy unit, the Knights can either maintain the Lance formation or adopt a regular formation as they either hold or pursue.



THE ARROWHEAD

The Arrowhead is a formation of Bretonnian Bowmen, consisting of a single Bowman in the front, with two Bowmen behind him, three behind them, and so on, forming a wedge shape exactly the same as the knightly Lance. The Arrowhead is designed to enable as many Bowmen as possible to concentrate their withering fire upon an enemy. Where the Lance is a mobile attacking formation, the Arrowhead is a defensive formation designed to withstand an enemy's assault.

The Arrowhead rules are broadly similar to those already described for the Lance, but they are repeated in their entirety for the sake of clarity.

FORMING THE ARROWHEAD

A unit of Bretonnian Bowmen can deploy in an Arrowhead formation at the start of the game. Alternatively, a unit of Bowmen can adopt an Arrowhead formation during their movement phase by reforming. The leader remains where he is and the unit is rearranged behind him. Bowmen in an Arrowhead formation can adopt a normal formation in the same way, the unit reforming around the leader model. A reforming manoeuvre takes a unit its entire movement phase – so a unit which forms into or out of an Arrowhead cannot move any further that turn.

When arranging the Arrowhead formation, the unit's leader is always placed in the front. If the unit is led by a character then he must take the front position. The unit's standard, musician, and any other characters are placed as near to the front as possible. The rearmost row may be lacking sufficient Bowmen to fill it. In this case place models to either edge first, and leave any gaps in the middle of the rank.

MANOEUVRE AND MOVING

An Arrowhead can manoeuvre by wheeling, it cannot turn. When wheeling, measure from the widest rank. Otherwise, when moving the unit make all measurements from the front model in the formation.

Bowmen in Arrowhead formation cannot charge. Their formation is primarily defensive, and in order to charge an enemy unit they must first adopt a normal formation.

Bowmen in Arrowhead formation cannot march. Just as they are unable to charge because of their formation, so they are unable to move at march rate unless they adopt a normal formation.

SHOOTING

Bowmen in an Arrowhead formation can concentrate their fire over a relatively narrow front. The lead model plus all the models along the edge of the formation shoot normally.

If the Arrowhead remains stationary in the turn, remaining models in the formation can also shoot over the heads of their fellows, even though they cannot see their target themselves. They simply add their arrows to the volley following the aim of their neighbours.

If standing and shooting against a charging enemy the Arrowhead can shoot with all of its Bowmen, including those inside the formation.

CLOSE COMBAT

The Arrowhead has no flanks as such, the front extends along either side. Enemy charging from the flank are positioned against the side of the formation in the same way as described for a Lance attacked in the side while fighting a combat. See the diagram on the facing page.



"The Arrowhead is a defensive formation designed to withstand an enemy's assault."



HEAVY METAL™

Heavily armoured Knights of the Realm form the core of the Bretonnian army. In battle, their devastating charges sweep aside all but the most stalwart of defenders, leaving their enemies battle line in tatters.



Knight of the Realm champion



A selection of metal Knights of the Realm

HEAVY METAL™

KNIGHTS OF THE REALM



A selection of plastic Knights of the Realm from the Warhammer boxed set

Here you can see both the Knight's Lance and Archer's Arrowhead formations in action.



All the models that are at the edge of the Arrowhead can fight if there are enemy directly in front of them in the same way as Knights in a Lance. All enemy models that are directly in front of the wedge can fight back.

RANK BONUS

In an Arrowhead formation the Bowmen get +1 combat bonus for each full rank behind the first, up to a maximum of 3 extra ranks (+3 bonus). A rank must be full to count.

FLANKS

An Arrowhead formation has no flanks in exactly the same way as a Lance. The long sides of the wedge are counted as its front. An enemy is not permitted to overlap onto the sides of the formation.

An enemy charging the sides of the Arrowhead does not count as charging the flank of the unit. No bonuses are earned on combat results, and no Panic test is required for a flank charge.

If an Arrowhead is already engaged in combat and is charged from the side, the enemy will end up aligned against the side of the formation. In this case enemy models aligned against

the side can fight, and models directly in front of the Arrowhead can fight as normal. The Bowmen can fight either enemy unit, the original unit to their front or the unit to the side, and they can divide their attacks if you prefer.

CASUALTIES

Casualties are removed from the rearmost rank in the usual manner. When removing casualties leave models at the edge of the formation so that they can continue to shoot or fight.

If a character is slain his position can be taken by another Bowman once the combat is over.

COMBAT RESULTS

After combat is complete, Bowmen can maintain their Arrowhead formation or immediately adopt a regular formation of one or more ranks. To adopt a regular formation move the Bowmen forward, dividing the unit equally to the left and right of the leader.

Bowmen in Arrowhead formation cannot lap round an enemy's flank as can a regular unit. However, if Bowmen adopt a regular formation they can lap round that turn, assuming, of course, they won the combat and that their new formation extends to the enemy's flank.

If the enemy unit breaks and flees, Bowmen automatically adopt a regular formation if they pursue. Bowmen do not pursue whilst in an Arrowhead formation. If Bowmen hold they can adopt a regular formation or maintain their Arrowhead formation.

NECROMUNDA



REDEMPTIONISTS



RATSKIN RENEGADES



SCAVVIES

Miniatures supplied unpainted.



Each boxed set contains 8 finely detailed Citadel Miniatures. These models require assembly and painting. We recommend that parts are cleaned and trimmed with a modelling knife, and that the models are undercoated before painting with Citadel Colour paints.

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**GAMES
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PLAGUE MARINES

It is amidst the rotting and putrefying remains of their enemies that the followers of Nurgle rejoice. Their own bodies are swollen and bloated with disease and corruption by their patron deity – Nurgle, the god of pestilence and decay. They relish the task of spreading their fatal maladies amongst the healthy so that their god should have more souls to gorge himself on.

The Traitor Legion most commonly associated with this revolting power of Chaos is the Death Guard, amidst whose ranks are none but the most fanatical of Nurgle's devotees. Followers of Nurgle can be easily recognised by the filth and putrefaction which covers them, and often the large clouds of attendant flies. The sickly-sweet stench of death and decomposition hangs heavily in their presence. They may also be recognised by their characteristic symbol, which often incorporates three skulls, three flies or other such unpleasant icons of plague and decay.



Plague Marine Icon Bearer



Plague Marine Champion with plasma pistol



Plague Marine with Mk 1 plasma gun



Plague Marines storm an Ork settlement, spreading disease and pestilence throughout the camp.



PLAGUE MARINES

DEATH GUARD

The Death Guard Legion was one of the original twenty Space Marine Legions founded by the Emperor. During the Horus Heresy the Legion joined the rebel Warmaster Horus and took part in many battles against the Emperor's forces. When Horus led his attack on the Emperor, the rebel Death Guard Legion was marooned in the warp while attempting the long journey to Earth. Days passed while the fleet's Navigators searched for a warp-tide that would bring them back to the material universe. Meanwhile, a mysterious contagion began to spread from ship to ship. The stinking pestilence bloated the gut, distended the flesh, and turned its victims rotten from the inside. Eventually even the Legion's primarch, Mortarion, became infected and in his delirium he called upon the Powers of Chaos to aid them. Mortarion's fevered ravings were answered by Nurgle, and Mortarion became his Champion.

The Death Guard, newly dedicated to Nurgle, arrived in time to take part in Horus's attack on Earth and fought in all of the major battles of the campaign. As disease began to disfigure the Death Guard, their appearance changed into the disgusting form they still bear today, and the once tall and noble Space Marines of the Death Guard became Plague Marines of Nurgle.

Of all the Chaos Space Marines, Plague Marines are the most physically horrible to look upon. Their flesh pulses with corruption, their innards spill through lesions in their putrid skin, and their bodies ooze with sticky slime. The sheer stench their rotting bodies exude fills the air around them with the sickly sweet scent of death for hundreds of yards in every direction. The sight of living creatures so foul is an abomination to nature, and of all the Plague Marines, those of the Death Guard are the most foul and disgusting, the most corpulent and corrupt.

Following Horus's defeat, Mortarion led his Death Guard in a merry dance of destruction over a score of planets until finally retreating with the remnants of the Legion into the Eye of Terror. Here he received Nurgle's ultimate reward and became a fully-fledged Daemon Prince ruling over one of Nurgle's greatest Plague Worlds in the Eye of Terror.

The Plague Planet Mortarion rules over lies deep inside the Eye of Terror. From this dark and slimy orb Mortarion launches fleets of plague ships into the warp to carry their contagions through the galaxy. On board are Champions of Chaos and their followers from the Plague Planet accompanied by warriors of the ancient and dreaded Death Guard, the heinous Plague Marines of Nurgle.



By Andy Chambers

The onslaught of Chaos continues this month with the release of the new Plague Marines. Andy bravely delves into the depths of Nurgle's realm to present these putrefying servants of the Lord of Decay.

NURGLE

Nurgle is the Great Lord of Decay who presides over physical corruption and morbidity. Disease and putrefaction attract his daemons like flies to a rotted corpse. For his amusement he devises foul and diverse contagions that he inflicts upon mortals. Many of the most horrible diseases are Nurgle's provident creations. Mortals who perish in their grip are claimed by the Plague Lord so that their souls are caught in the eternal bubbling foulness of his realm.

The god's immense body is bloated with corruption and exudes a sickly, diseased stench. His skin is greenish, leathery and necrotic, its surface pock-marked with running sores, swelling boils and infestations. His inner organs, rank with excremental decay, spill through the ruptured skin to hang like bunches of scrofulous grapes around his groin. From these organs burst tiny daemons which chew and suck upon the nauseous juices within. This then is the appearance of the Chaos God Nurgle, though mere words cannot do justice to his truly monumental foulness.

Although Nurgle is ranked behind Khorne and Tzeentch, the truth is that his power is more variable than that of the other gods. His passion is to unleash ghastly pestilences into the material universe, and when he does his power rises to a peak. Like a plague his power waxes greater and greater, reaching epidemic levels as it temporarily overshadows all of the other gods put together, before waning again. At these times the great corrupted legions of the God of Decay are swollen by the uncountable millions of plague-struck dead, rusting war engines thunder out a dirge of destruction and the tattered banners of Nurgle are raised against life itself.







The Tullarn Desert Raider sentries recoil in horror as Plaguebearers materialise from the warp to support Nurgle's disease-ridden Plague Marines.

The Plague Planet itself is a place where sickness and pestilence are the norm, where miasma clouds bring contagion and death and where the diseased pray to Nurgle for relief from their constant agony. Some of them are favoured and become Champions, and then fight among themselves for mastery and the chance to become Daemon Princes in their own right. The Plague Marines rarely interfere in battles between rising

Champions. In fact, they are not commonly seen by the world's inhabitants except during the time when new Champions are selected and enter the ranks of the Plague Marines. Most of their time is spent attending on Mortarion or carrying out his wishes, spreading new diseases and travelling to other unsuspecting worlds to carry Nurgle's plagues to new victims.

PLAGUE MARINES

35 points per model

Plague Marines are Chaos Space Marines that have dedicated themselves to the Chaos God Nurgle. They are diseased and pus-ridden, but incredibly tough and difficult to kill.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Plague Marine	4	4	4	4	4(5)	1	4	1	8

SQUAD

The squad consists of 3 to 9 Plague Marines. In addition, the squad may be led by an Aspiring Chaos Champion bought at additional points cost from the Characters section of Codex Chaos. Aspiring Chaos Champions leading Plague Marines must be given Nurgle's Mark of Chaos.

WEAPONS

Bolt gun, blight grenades and plague knife.

ARMOUR

Power armour (3+ save).

WARGEAR

Up to one model may be equipped with a weapon chosen from the special weapons section of the wargear list.

SPECIAL RULES

CHAOS SPACE MARINES. Plague Marines are Chaos Space Marines and the usual Rapid Fire rules apply.

MARK OF NURGLE. All Plague Marines bear Nurgle's Mark of Chaos, which means they add +1 to their Toughness (this is included in their profile).

PLAGUE KNIFE. The plague knife used by Plague Marines in close combat is infected with a deadly disease. Any living opponent that is wounded by it will die on a roll of 6 no matter how many wounds they have.



Warhammer Quest



In Warhammer Quest you take the part of a brave adventurer, exploring the danger-ridden catacombs that lie deep beneath the Old World, fighting hideous Monsters for fabulous treasures and undying glory. Further adventures are detailed in the Lair of the Orc Lord and Catacombs of Terror packs which introduce new Monsters and even more perils. In addition, the Warrior packs contain eight new heroes, each with unique special abilities, skills and weapons. Dare you face the challenge of Warhammer Quest?



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**GAMES
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WRATH OF TLAXTLAN

A BRAVE NEW WORLD

The mysterious land of Lustria holds an almost irresistible lure to the men of the Old World. Legends of seven golden cities, and tales of pyramids filled with the riches and magical artifacts of ancient times abound. They attract adventurers and fortune-seekers from the Empire and Bretonnia, as well as from Tilea and Estalia, and even from the great Dwarf realm of the World's Edge Mountains. Tales of untold riches haunt the dreams of men and make them abandon their relatively secure lives in the Old World and set sail to the west.

During recent times, Bretonnians have sailed over the Great Western Ocean in ever increasing numbers. Barons and other Bretonnian nobles have taken their entire retinues of Knights, Men-at-Arms, serfs, merchants, peasants and masons to carve domains for themselves in the legendary lands of Lustria. Many such expeditions are lost to storms, or to the many monsters of the deep that plague the seas of the Warhammer World. Other vessels are sunk by the High Elf navy that jealously guards the waters around Ulthuan. But some still make it to Lustria. Even when they have crossed the seas the diseases, beasts and storms of the jungles take a heavy toll, but the land is rich, fertile, and bountiful, and the fields yield a plentiful harvest twice a year.

While their subjects struggle with the fields, the Bretonnian Knights busy themselves by exploring the deep jungles, searching for lost riches. Sometimes they come into contact with the outposts of the Lizardmen empire. These encounters often lead into conflict as the Bretonnians regard the Lizardmen as unfathomable monsters, and the Lizardmen view the Bretonnians as invaders and a threat to the order that the Old Ones had decreed before the dawn of time. The Wrath of Tlaxtlan describes one of these violent conflicts.

BARON MARCEL

In the year 2510 of the Imperial reckoning, Baron Marcel, along with his entire

household, left the shores of Bretonnia and set sail for distant Lustria, guided by a Norse map.

Unlike so many others, his galleons sailed safely across the turbulent seas of the Great Western Ocean, and made landfall near the city of Tlaxtlan. Once ashore, the Bretonnian Commoners busied themselves by building villages and fortifications, and ploughing fields to feed the nobility.

Baron Marcel and his Knights, lacking foes to fight and finding Lustria somewhat too hot for tournaments, explored the deep jungles and found many abandoned temples and shrines. They uncovered many treasures from the tombs of the Saurus heroes and Skink scribes. But the most prized discovery was a burial chamber of an ancient Mage-Priest. The venerable Slann was bedecked with golden artefacts of stunning craftsmanship. Impressed beyond words, Marcel ordered his men carry the treasures to his fort.

Unfortunately, amongst the treasures were glyph plates of great importance to the Lizardmen, artifacts left by the enigmatic Old Ones. With his magical powers, Lord Klaqulxol of Tlaxtlan detected the disappearance of the holy objects from their resting place. After long meditation the venerable Mage-Priest ordered the treasures to be returned to the great pyramid of Tlaxtlan, using force if necessary. Because of the constant danger of the Dark Elf invaders,



By Tuomas Pirinen

By using the armies and magic items straight out of the Warhammer box, you can recreate this exciting struggle between Lizardmen and Bretonnians.

LIZARDMEN OF TLAXTLAN

Quatl of Tlaxtlan Saurus Hero

133 Points

Quatl "the Claw of Tlaxtlan" is the Lizardman General. He is armed with the magical *Blade of Leaping Bronze*. He wears the *Armour of Meteoric Iron*. He leads the Gold Claw regiment.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Quatl	4	5	0	5	5	2	3	4	9

Hapacoytl Saurus Warrior Champion

43 Points

Hapacoytl is armed with a hand weapon and carries a shield. He is equipped with the *Strength Potion*. He leads the Bronze Claw regiment.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Hapacoytl	4	4	0	5	4	1	2	3	8

Gold Claw Saurus Warriors

195 Points

The Gold Claw regiment consists of eleven Saurus Warriors, including a standard bearer and a musician. They are armed with hand weapons and carry shields.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Saurus	4	3	0	4	4	1	1	1	8

Bronze Claw Saurus Warriors

165 Points

The Bronze Claw regiment consists of seven Saurus Warriors including a standard bearer and a musician. They are armed with hand weapons and carry shields.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Saurus	4	3	0	4	4	1	1	1	8

Xaltax Skink Champion

22 Points

Xaltax is armed with a hand weapon and a short bow with poisoned arrows. Xaltax leads the Fangs of Sotek Regiment.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Skink Champ	6	3	4	4	3	1	5	2	6

Acytacl Skink Champion

22 Points

Acytacl is armed with a hand weapon and a short bow with poisoned arrows. Acytacl leads the Fangs of Sotek Regiment.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Skink Champ	6	3	4	4	3	1	5	2	6

Fangs of Sotek Skinks

60 1/2 Points

The Fangs of Sotek unit consists of eleven Skinks. They are armed with short bows, poisoned arrows (S 4) and hand weapons. They are led by Xaltax, a Skink Champion.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Skinks	6	2	3	3	2	1	4	1	6

Jungle Braves Skinks

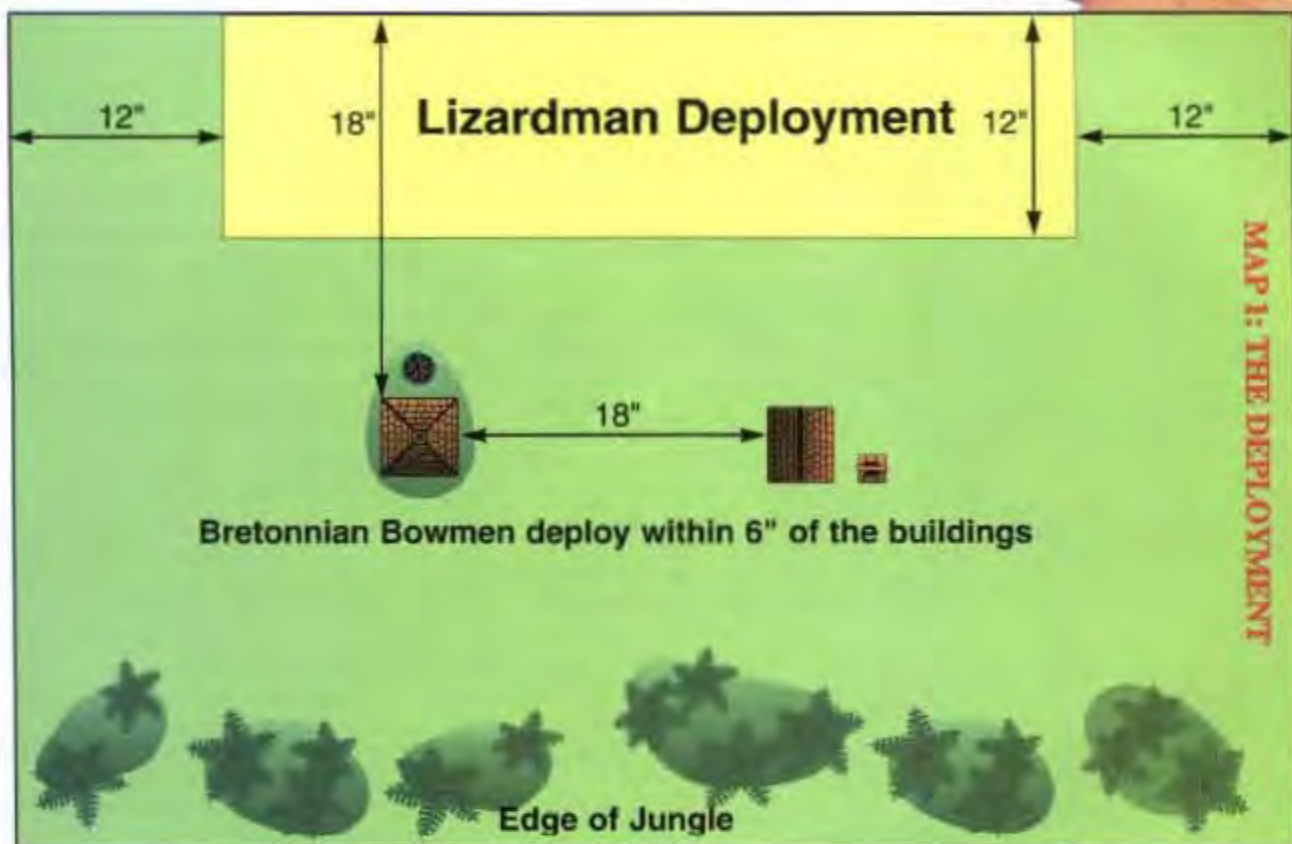
115 1/2 Points

The Jungle Braves unit consists of nineteen Skinks including a standard bearer and a musician. They are armed with short bows, poisoned arrows (S 4) and hand weapons. They are led by Acytacl, a Skink Champion.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Skinks	6	2	3	3	2	1	4	1	6

The Lizardmen arrayed for battle. For the sake of convenience, we used the new metal Bretonnian and Lizardman command groups for these photos.





Klaquxol decided that only a small force could be spared for this mission. He gave this task to Quatl, a trusted leader of Saurus Warriors who had proven his value during the long years of bitter warfare. He was to raid the Bretonnian keep and recover the artefacts.

Quatl performed the rites of Sotek, his totem god, and left Tlaxtlan at the head of a small force of Lizardmen. Marching by night and using the jungle as cover, he completely evaded the Bretonnian lookouts. After two weeks of travel, the Lizardmen reached the fort of Baron Marcel. Biding his time, Quatl waited until night fell. He then sent his Skinks swimming across the moat to scale the walls. This worked perfectly, and the small Lizardmen quickly overpowered the Men-at-Arms that were on guard duty. They then scuttled to open the gates and lower the drawbridge for Quatl and his Sauruses. These stronger Lizardmen then broke the door of the treasury and after a frantic search they recovered the holy objects and Quatl distributed them amongst his followers. As the Knights stirred from their sleep, Quatl and his troops rushed out through the gates and disappeared into the night.

BREAKTHROUGH

The horns of the fort called the Bretonnians to arms, and Baron Marcel quickly divided his

Knights into two regiments. One, led by his faithful henchman Etienne, was sent to pursue the Lizardmen. He personally led rest of the Knights and galloped off to outflank and intercept the Lizardmen before they could reach the jungle where the heavy cavalry could not pursue.

The nearby hamlet of Bregonne was alarmed by the blare of the horns. The Commoners grabbed their longbows and gathered to the village square to find out what had happened.

But no messenger came from of the Baron's castle. As the first rays of the rising sun coloured the roofs of the Bretonnian hovels, the Lizardmen warband rushed into the village screeching their battle-cries. Before the Commoners realised what was happening the Skink vanguard peppered them with poisoned arrows. The mighty Saurus Warriors, led by Quatl himself, smashed a unit of warmbloods foolish enough to stand in his way. But Quatl knew that he had only few moments to escape to the cover of the jungle before the wrathful Knights would be upon them. Already he could feel the earth trembling under the hooves of the great Bretonnian warhorses.

Determined to save the the holy treasures of the Old Ones, Quatl ordered a regiment of the mighty Saurus Warriors to turn back and intercept the pursuing Knights, putting his trust on his own

strong right arm to punch through the feeble line of peasants facing him. There was precious little time left. Crying out to Sotek for aid against the barbarians, Quatl readied himself for the last struggle before he could reach safety.

THE SCENARIO

The Wrath of Tlaxtlan enables you to re-create this battle between the Bretonnians and the Lizardmen. What will happen in the hamlet of Bregonne will be decided by you and your opponent. One player takes command of the Bretonnians, while the other player will play the role of Quatl, the leader of the Lizardmen strike force. The Bretonnian player must try to slow down and destroy the Lizardmen, while the Lizardmen seek to fight their way through the Bretonnians and flee to the safety of the jungle.

THE BATTLEFIELD

The scenery required for the battlefield is shown on the accompanying maps and is pretty straightforward. The most important features of the battlefield are the village of Bregonne and the watchtower. The buildings in the Warhammer box should suffice for this battle. If you don't have

enough woods to cover the southern table edge, these can be represented by suitably coloured paper cut to the appropriate size.

FIGHTING THE BATTLE

DEPLOYMENT

The Bretonnian player deploys the Bowmen first, and then the Lizardmen player deploys his army. The Commoners are deployed anywhere within 6" of the buildings of the village, as shown on map 1. The Lizardmen are deployed in their deployment zone as shown on map 1. Once both sides are deployed, the Lizardmen player has the first turn.

REINFORCEMENTS

At the beginning of the battle the Knights were in hot pursuit of the Lizardmen. The weaker regiment of Knights, Chevaliers d'Noblesse, will arrive on Bretonnian turn 2. The second force of Knights, led by Baron Marcel will arrive on turn 4. Roll a D6 and consult map 2 to see on which flank the Knights arrive. The reinforcement units may take a normal turn but may not charge, as they will have missed the opportunity to declare charges. Measure all movement from the edge of the table. The flanking unit may be no closer than 12" to either long table edge.

WINNING THE GAME

If all the troops belonging to a player are slain or routed, then his opponent wins an outright



QUATL OF TLAXTLAN

QUATL 133 points

The Lizardmen army is led by Quatl of Tlaxtlan. Quatl is a Saurus Hero with the profile given below.

Quatl carries many scars, a proof of his long years of warfare against Dark Elf reavers and the Undead of the Vampire coast. He gained much fame amongst the Lizardmen by slaying Vampire Count Decos in the Battle of the Pyramids. Lord Kalquxol chose Quatl to lead the Lizardmen force due to his experience and frightening prowess in battle. Quatl carries enchanted relics of great potency, a testimony to the faith his master has in him.

PROFILE	M	WS	BS	S	T	W	I	A	LD
Quatl	4	5	0	5	5	2	3	4	9

EQUIPMENT: Quatl carries a sword and a shield. He wears the *Armour of Meteoric Iron*.

SAVE: 2+

Like all Sauruses, Quatl has **scaly skin** which counts as heavy armour. Sauruses always have an armour save of at least 6+, regardless of strength modifiers.

SPECIAL RULES

COLD BLOODED: All Lizardmen are cold blooded and naturally slow to react to psychology, if they react at all! Roll 3 dice when testing against Leadership and choose the two lowest scores.

ATTACKS: Quatl has four attacks. Note that only three of these attacks are made with a weapon. One attack is a "bite" attack. Bite damage is always resolved using the model's normal Strength characteristic.



MAGIC ITEMS

ARMOUR OF METEORIC IRON: Quatl wears the magical *Armour of Protection*. The card for this magic item is included in the Warhammer box itself. The armour gives Quatl a 2+ save.

BLADE OF LEAPING BRONZE: Quatl is armed with the magical *Blade of Leaping Bronze*. The card for this magic item is included in the Warhammer box itself.



victory. Otherwise, the battle lasts for 6 turns. Calculate the victory points to see who has won in the normal manner as detailed in the Warhammer Rulebook, except no victory points are awarded for holding table quarters. In addition, the Gold Claw regiment are carrying the rescued treasures. If Quatl and at least one of the Saurus Warriors of the Gold Claw regiment leaves the battlefield by the southern table edge (the edge of the jungle), then the Lizardmen are awarded a bonus of 5 victory points.

TACTICAL ADVICE

Players may appreciate this tactical advice, which we discovered in the course of our own games, fighting the Wrath of Tlaxtlan several times with different players on each side. Below are some tips for both Bretonnians and the Lizardmen. The first four tactics are for the Bretonnians, and the last three are for the Lizardmen.

CONCENTRATE YOUR FIRE!

Skinks are more of a nuisance than a real threat. Concentrate your fire on the Saurus Warriors, especially on the regiment that accompanies Quatl. Even a single casualty will make the work of your Knights easier.

HUNT DOWN QUATL

Do not let Quatl escape! Don't get distracted by the Skinks or Sauruses. Only killing or stopping

Quatl matters. If you manage to do this, your Knights should scatter all resistance before them with their devastating charges.

USE THE LANCE AND THE ARROWHEAD!

Bretonnians are able to use two special formations, the Lance and the Arrowhead. Both of these are extremely powerful, and should be used to their fullest.

DEPLOY YOUR BOWMEN CAREFULLY

Decide very early how you intend to use your Bowmen. If you want to use them to slow down the Lizardmen, hoping that the Arrowhead formation they use would enable you to beat the incoming Lizardmen, deploy them in the middle of the battlefield. Try to concentrate your shooting at the mighty Saurus Warriors to make the job of your Knights easier.

QUATL IS ALL IMPORTANT

Winning the game by victory points alone is very difficult for the Lizardmen. However, with cunning use of your troops, you should be able to buy time for Quatl to escape from the field. He is also extremely powerful in combat! If you are reasonably confident that he is in no real danger,

BRETONNIAN WARHORSE

Bretonnian Knights have earned a rightful reputation for invincibility, and few other mounted troops can stand against them in fair combat. It is even said that a charging Bretonnian Knight at full gallop could smash his way through the walls of Karaz-a-Karak! The Bretonnians owe this renown to their own knightly ardour and valour, but also to the magnificence of their mounts, the mighty and powerful Bretonnian warhorses.

The Bretonnian warhorse is the finest breed of warhorse in the Old World. This is because the Bretonnian

warhorse is in part descended from the Elven steeds of the former Elven colonies which flourished centuries ago in the land that is now the fair Kingdom of Bretonnia, the land of Chivalry.

SPECIAL RULES

For generations, the Bretonnian Warhorse has been bred to bear the weight of a fully armoured Bretonnian Knight. Because their horses are so strong, Bretonnian Knights do not suffer the movement penalty for wearing armour and warhorse barding. They may move, march and charge at their full movement allowance unlike normal steeds of lesser breeds.

then use him by any means! The Bowmen regiments should prove easy prey for your Saurus Warriors. Once you break them, you'll be able to pursue them as well, and this extra boost to your move might make the difference between your escape or being trampled underfoot by the pursuing Knights! Always try to estimate the distance between the Knights and Quatl. If you can not escape the vengeful Bretonnians, then turn around and face them!

USE YOUR SKINKS!

Skinks have a reasonable Ballistic Skill of 3, and their poisoned arrows have a high Strength of 4. This can hurt even heavily-armoured Knights! If you deploy them as skirmishers, more of them can draw head at the foe, and this makes the fire of the Bretonnian Bowmen less effective as well. The larger regiment is also useful for supporting the Saurus Warriors with its rank bonus.

BEWARE OF THE KNIGHTS!

The pursuing Knights of Baron Marcel will be the most dangerous part of the enemy forces. You must deal with them one way or another. You can

either send Quatl and his regiment ahead of your forces and leave the other Saurus Warrior regiment behind, ready to ambush the Knights as they ride in pursuit. Alternatively, you can send Skinks to slow them down and push to south with your larger Saurus Warrior unit. While Skinks can do little in melee, their mere presence within 8" prevents march moves. Whatever you do, don't ignore them! Charging Knights can crush you!

BARON MARCEL OF PARRAVON

MARCEL 123 points

The Bretonnian army is led by Marcel of Parravon. Marcel is a Bretonnian knightly hero with the profile given below.

Even as a youth, Marcel was well known for his thirst for exploring the unknown. His Knight's quest took him deep into the unexplored regions of Orca Masif. Once he inherited his father's wealth and holdings, Marcel equipped three great ships and sailed across the Western Ocean to Lustria, a mysterious land that had always fascinated him. He is prepared to defend his new domain against any foe.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Marcel	4	5	5	4	4	2	5	3	8
Bretonnian warhorse	8	3	0	3	3	1	3	1	5

EQUIPMENT: Marcel carries a sword, lance and a shield. He wears heavy armour and rides a barded Bretonnian warhorse.

SAVE: 2+

SPECIAL RULES

KNIGHTLY VIRTUES: Baron Marcel has the Knight's Virtue which makes him immune to panic caused by fleeing Commoners or allies. In addition he has the Virtue of Joust.

This enables him to hit automatically when he charges into hand-to-hand combat.

MAGIC ITEM

ENCHANTED SHIELD: Marcel carries the magical *Enchanted Shield*, an heirloom of his house. The card for this magic item is included in the Warhammer box itself.



BARON MARCEL'S MUSTER

COMMONERS

Régiment de Pierre
Bowmen

96 Points

Régiment de Pierre unit consists of twelve Bowmen. They are armed with longbows and hand weapons.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Bowmen	4	3	3	3	3	1	3	1	7

Régiment de Louis
Bowmen

96 Points

Régiment de Louis unit consists of twelve Bowmen. They are armed with longbows and hand weapons.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Bowmen	4	3	3	3	3	1	3	1	7

KNIGHTS

Baron Marcel of Paravon
Knight Hero

123 Points

Sir Marcel is the Bretonnian General. He is carries a sword, a lance and the *Enchanted Shield*. He wears heavy armour and rides a barded Bretonnian warhorse. He leads the Chevalier d'Lys regiment.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Marcel Bretonnian Warhorse	4 8	5 3	5 0	4 3	4 3	2 1	5 3	3 1	8 5

Chevalier Etienne Armand
Knight Champion

53 Points

Sir Etienne carries a sword, a lance and a shield. He wears heavy armour and rides a barded Bretonnian warhorse. He leads the Chevalier d'Noblesse regiment.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Etienne Bretonnian Warhorse	4 8	4 3	4 0	4 3	4 3	1 1	4 3	2 1	7 5

Chevaliers d'Lys
Knights of the Realm

220 Points

Chevalier d'Lys regiment consists of five Knights of the Realm including a standard bearer carrying the *War Banner*. They are armed with swords and lances and carry shields. They wear heavy armour and ride barded Bretonnian warhorses.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Knight Bretonnian Warhorse	4 8	4 3	3 0	4 3	4 3	1 1	3 3	1 1	7 5

Chevaliers d'Noblesse
Knights of the Realm

195 Points

Chevaliers d'Noblesse regiment consists of five Knights of the Realm. They are armed with swords and lances and carry shields. They wear heavy armour and ride barded Bretonnian warhorses.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Knight Bretonnian Warhorse	4 8	4 3	3 0	4 3	4 3	1 1	3 3	1 1	7 5



SPACE HULK

A BATTLE TO THE DEATH IN THE CHILLING DEPTHS OF SPACE



In the depths of space, vast derelict spacecraft drift ever closer toward the Imperium. These space hulks harbour the terrible menace of the Genestealers - savage alien monstrosities, whose only purpose is to destroy. The fate of all mankind lies in the hands of the Space Marines - the galaxy's finest warriors and the only force that stands between humanity and the aliens' relentless onslaught. Clad in mighty Terminator armour, the Space Marines must obliterate all trace of the Genestealers or die in the attempt.



Contents and components may vary from those illustrated. Plastic moulding may vary due to the complexity and detail of the mould.

In Space Hulk two rival players control squads of Space Marine Terminators or vast hordes of Genestealers in savage combat amongst the cramped corridors of derelict space vessels.

Not suitable for children under 36 months due to small parts and essential pointed components.

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**GAMES
WORKSHOP**

HOME DEFENCE

BY MARK BRENDAN



Have you ever wondered what Spyrrers get up to when they aren't being sinister and deadly killers? Perhaps you have occasionally mused over what their home bases look like? You may even be contemplating just what would happen if a resourceful ganger

was to follow a Spyrrer, somehow managing not to be detected, and check out their headquarters. Wouldn't it be great if you could make a daring assault as they sleep? If they sleep.

Sit up and pin back your ears for some cautionary advice on letting sleeping Spyrrers lie. You might just live longer!

As any canny Hiver will tell you, Spyrrers are something more than human. They don't eat like us, they don't sleep like us, and their world revolves around an arcane and immensely powerful battle suit whose origins are shrouded in the mists of time. Let those who have understanding of such things not forget that these devices seem to learn by themselves, and increase their destructive potential with the passing of the days spent on the hunt. And when the blood craving is briefly satisfied? Then is the time for the very armour itself to become dormant and assimilate it's experiences. During this time the Spyrrers enter a state of sleep of sorts, becoming limp and immobile for about a day. Do not be fooled, for they are far from vulnerable...

Contained within a Spyre Hunter's suit is a miraculous set of devices which are fully capable of preventing serious harm



befalling the occupant of the armour as it lies in its unnatural slumber. Through the extensive researches of Guild Technicians, some of the secrets of this mechanism have been revealed. It is known that when the Spyrrer shuts down to absorb its recent experiences, certain functions of the suit remain active. Life support obviously, but there is also another system which is only ever seen when the Spyrrer is in this state. Millions of microscopic machines, tiny enough to be able to manipulate the very molecules of substances they come into contact with, flood from vents in the armour to pour across the floor of the Underhive. The refuse and scrap in the general area is rapidly transmuted into a nest of wires and conduits linking the recumbent Spyre Hunter to a number of small silver globes. Each of these devices contain a single defence system to be activated when an unwelcome visitor strays too close. And these range from a big gun which blasts the intruder into the middle of next week, to an alarm routine triggering the awakening of a highly irate Spyrrer itching to have a word with the unfortunate individual responsible. Each type of suit contains its own unique set of defences, some of which are linked into the weapon systems on board. The following set of rules details their uses in a scenario depicting a raid on a Spyrrer home base as they sleep.

"I KNOW WHERE YOU LIVE.."

This scenario may be played if the Spyrrer's opponent gets choice of scenario.

Mark made some models of defence counters out of parts from his bits box.



Inspired by Mark's article Adrian had a go at making some counters of his own. Although you don't need models of defence counters to play, modelling them is easy and fun!



ORRUS DEFENCE SYSTEMS (Roll 1D6)

- 1 **Malformed Construct.** The globe contains nothing more than a puddle of unresolved goo and wires. No effect!
- 2 **Alarm!** The Orrus awakens and may be used from the next turn onwards.
- 3 **Sentry Gun.** A cluster of bolt launchers mounted on a turret springs from the globe, and fires as if on overwatch. It will do this every turn, shooting at the first target to move within range and line of fire, and uses the same BS, ranges, and bolt launcher power boosts as the Orrus.
- 4 **Frag Belt.** This device hurls 1D6 small explosive mines towards whatever activated it. Roll the Artillery dice and place a frag grenade marker that number of inches away from the counter in a straight line between the *Frag Belt* and the source of its activation. Now roll the Scatter dice for each extra minelet and place a blast marker 1D6 inches away in the direction shown by the arrow. Each minelet has the same profile as a normal frag grenade.
- 5 **Improved Alarm!** As 2, above, but will also awaken a second Spyrrer of your choice on a roll of 4, 5, 6 on a D6.
- 6 **Piggy Back System.** Make two rolls on this table ignoring further rolls of 6



SETUP

The Spyrrer Hunter player sets up the scenery and deploys their forces in hiding within a six inch radius of the exact centre of the board. Then place defence counters (see below).

The attacking player then chooses which side of the board they wish to approach from and deploys along that table edge. Since the terrain here represents the nerve centre of the Spyrrers' territory, security is thorough and the attackers may not use any means of infiltration.

ATTACKERS

Since this scenario requires a great deal of stealth and subterfuge on behalf of the attacker to actually follow the Spyrrers all the way to their hideout without being spotted, only a small assault force can carry out the job. Therefore, the attackers are limited to 1D6 gang members on this mission. The attackers may not use any special detection equipment to spot the Spyrrers in their hiding places, since the anti-surveillance devices of the Spyrrers put anything the Underhive has on offer to shame. Sleeping Spyrrers can only be spotted by models within a range equal to their Initiative in inches. Shooting, but failing to injure a sleeping Spyrrer will automatically wake it up! The Spyrrer may be used normally from the next turn onwards. This is the only way Spyrrers can become active, aside from the triggering of an alarm.

I once knew a whole bunch of young braves, just like you they was: proud, honourable, courageous. Not too smart.

Well, one day, as ah recalls it, they all heard tell of a bad place in the Underhive, where wicked spirits had come to live. This place was a big old ruin and it was on the outskirts of their territory. Somethin' made that place its home, somethin' real evil like, and folks out by the border of the territory started windin' up missin'. So these youngbloods gets all hot-headed, and tool up to go out there. An you know what? Those bad ol' Hive spirits just swallowed them right up. Never seen those boys again.

Well, shortly after this, me an the Chief got up a war party of scouts and braves, and we all went in there together. Ah ain't gonna say what we seen in there, cos it's too horrible for a young 'un like yourself. But we cleared the place out that day, an' lost a lot o' good scouts doin' it.

Ah've seen a lot of strange things and a lot of bad things, but if ah was to choose a day not to repeat in ma life, that would be the one. Now, you remember this talk before you get any fancy ideas about glory an' bein' a hero. Fight well and bring honour to your tribe, but know your limits. Oh, and know what your gettin' yourself into before you gets into it.

Danny Clearwater - Ratskin Shaman

JAKARA DEFENCE SYSTEMS (ROLL 1D6)

- 1 *Malformed Construct.* The globe contains nothing more than a puddle of unresolved goo and wires. No effect!
- 2 *Alarm!* The Jakara awakens and may be used from the next turn onwards.
- 3 *Mirror Shield Unit.* This defence can only be activated when it is fired on by intruders. Rather than being destroyed, it may reflect missile fire directly back at its assailant, exactly like the mother system which it works off. It uses the same BS and mirror shield power boosts as the Jakara.
- 4 *Energy Sink.* When activated, the panels dotting the surface of this device quickly convert energy emissions in its surroundings into plasma. This weapon then fires in exactly the same way as a normal plasma gun and uses the Jakara's BS. As with the Orrus' *Sentry Guns* above, it shoots as if on overwatch, attacking the first target to move within range and line of fire. The shots fired by this plasma gun are all considered to be low power.
- 5 *Improved Alarm!* As 2, above, but will also awaken a second Spyrrer of your choice on a roll of 4, 5, 6 on a D6.
- 6 *Piggy Back System.* Make 2 rolls on this table, ignoring further rolls of 6.



MALCADON DEFENCE SYSTEMS (ROLL 1D6)

- 1 *Malformed construct.* The globe contains nothing more than a puddle of unresolved goo and wires. No effect!
- 2 *Alarm!* The Malcadon awakens and may be used from the next turn onwards.
- 3 *Sentry Gun.* A turret sporting a set of spinners springs from the globe and fires as if on overwatch. It will do this every turn, shooting at the first target to move within range and line of fire, and uses the same BS, S, ranges, and web spinner power boosts as the Malcadon himself.
- 4 *Nasty Surprise!* Using Malcadon spinner technology, this device has trapped one of Necromunda's Underhive critters. It has been kept trussed up like a turkey and in a bad mood, waiting just for you to come by and release it! Roll a D6 on the following table: 1-2 Necromundan Rat, 3 Milliasaur, 4 Ripperjack, 5 Giant Spider, 6 Dead! No Effect. The enraged beast will always move towards the nearest target, charging if possible.
- 5 *Improved Alarm!* As 2, above, but will also awaken a second Spyrrer of your choice on a roll of 4, 5, 6 on a D6.
- 6 *Piggy Back System.* Make 2 rolls on this table, ignoring further rolls of 6.

DEFENDERS

The Spyrrers have, by the point at which the attackers strike, entered temporary shutdown to assimilate new information regarding their suit's running. They may do absolutely nothing until specifically awakened by either getting shot at, as detailed above, or by an Alarm defence function as detailed in the following section.

Each Spyre Hunter suit may run up to 1D3 defence routines when it is first worn. Although all the information for all the upgrades are contained in the suit, like the weapons subsystems, the Spyrrer can only access more through experience. The difference is that the defence routines are chosen randomly by the suit every time it is used in this way, and are rarely the same twice. The only limiting factor is the amount of defences the suit can muster at any one time. When the Spyrrer gains a power boost from the experience table, you may choose to take this advance on your defence system rather than on the normal power boost tables. This has the effect of increasing the amount of defences you can run by one. These defences are represented in the game by defence counters, which are placed within a twelve inch radius of the Spyrrer at the beginning of the scenario. The counters are activated if an enemy model moves within six inches of them. They can be shot at, counting as small targets (-1 to hit) and have a



Even the natural stealth and cunning of the Ratskins could not prevent the alarms ringing out their death knell as they crept into the domain of the Spyrrers.

YELD DEFENCE SYSTEMS (ROLL 1D6)

- 1 Malformed Construct.** The globe contains nothing more than a puddle of unresolved goo and wires. No effect!
- 2 Alarm!** the Yeld awakens and may be used from the next turn onwards.
- 3 Sentry Gun.** A turret armed with a duplicate of the Yeld's laser gauntlet pops up and fires as if on overwatch. It will do this every turn, shooting at the first target to move within range and line of fire, and uses the same BS, ranges, and laser gauntlet power boosts as the Yeld.
- 4 Psychotropic Gas.** When activated, the hallucinogenic fumes distilled from Hive fungi are squirted at the intruder (use a flamer template). Anyone caught in the cloud should be treated as if they suffered a hit from an hallucinogen grenade (Necromunda Rulebook, p59).
- 5 Improved Alarm!** As 2, above, but will also awaken a second Spyrrer of your choice on a roll of 4, 5, 6 on a D6.
- 6 Piggy Back System.** Make 2 rolls on this table, ignoring further rolls of 6.

Toughness of 5 with 2 Wounds. A defence counter that is hit but not destroyed will be activated automatically. The destruction of a counter will awaken the Spyrrer it is linked to, in the same way as an alarm, if the Spyrrer player can roll a 5 or a 6 on a D6.

You can use pretty much anything you feel is appropriate to represent defence counters – pennies, pieces of card, bits of coloured plastic, or whatever. The more adventurous amongst you might even consider modelling your own, like we did.

When you place the counters you must keep track of which defence belongs to which Spyrrer. Then, as they become activated, roll for their effect on the appropriate table.

ENDING THE GAME

The game continues until either one side bottles out, or has no remaining gang members who can fight. The Spyrrers will not bottle whilst any of their number remain asleep, and therefore do not have to make tests until they have all been awakened.

EXPERIENCE

+10	Winning gang leader
+5	Per wounding hit
+1D6/+2D6*	For each surviving gang member

***Special:** If the Spyrrers lose this battle, they gain no experience and must generate a new territory due to the capture of their base camp. However, winning the battle gains them an additional +1D6 each.

GAMES WORKSHOP

RETAIL STORES MEGA EVENTS

SPRINGFIELD

**Sunday January 5th:
Tyrannid Attack!**

Captain Chenkov leads the Imperial Guard and their Eldar allies in resisting a Tyrannid invasion. Bring 300 points to assist him to ensure his destruction.

**Sunday January 12th:
Meeting at Chateau du Guillaume.**
With their scouts on another mission a Bretonnian army meets the combined might of Dark Elves and Skaven. Bring one regiment with a champion and warmachine to participate in this clash in the once-peaceful chateau country.

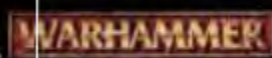
**Sunday January 19th:
Return of Kharn!**
From out of the warp the Black Crusade issues forth with Kharn rending all asunder! Can the valiant Space Marines Survive? Bring one squad and one vehicle and find out.

**Sunday January 26th:
Death on the Highlands!**
Good and evil clash in this struggle upon a field of rolling foothills. With no-where to hide only the truly brave need appear for this battle. Bring one good or evil regiment with a champion if you dare!

For more details, or if you have questions call:

**Springfield:
(703) 719-9300**

or
**Fairfax:
(703) 503-9284**



FAIRFAX

**Saturday January 4th:
Rebellion!**

The gangs in the Underhive have rebelled against the Hive Lord! You as the leader of a gang must try and survive the righteous onslaught of the Imperial Space Marines. Bring any Necromunda gangs, Space Marines or Imperial Guard. Begins 2:00 p.m.

**Sunday January 12th:
To Control the Paths of Destiny!
Trial by Fire: Chapter II**

The malign sorcerer known as Kain is moving his forces to secure the destiny bridge and cutting the forces of light in two! Bring a regiment and a war machine of Chaos, Dark Elves, Empire, Bretonnians, High Elves, or Dwarves. Begins 2:00 p.m.

**Sunday January 19th:
The Terror Below!**
The forces of Chaos have taken Cestus III! Bring one squad of Space Marines or Chaos to fight in an underground battlefield. The battle begins at 2:00 p.m.

**Sunday January 26th:
From the past to the Present!**
Near the forests of Loren, in the Grey Mountains the ancient wym Ogurin the Black has awakened from his long slumber. The Wood Elves sensing their peril have gathered an army to stop this new threat. Bring one regiment of Orcs, Goblins, Chaos, Wood Elves, or Bretonnians. Begins 2:00 p.m.





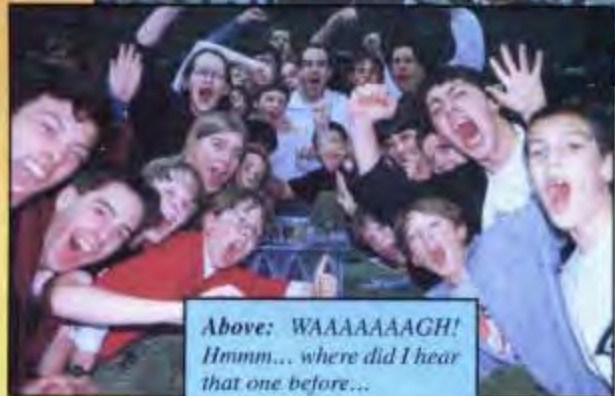
Left and right: 3... 2... 1... Games Day! This year nearly 10,000 gaming enthusiasts turned up to take part in Games Day '96!



Above: The participants in the speed painting competition get down to some serious business.



Above and below: The proud Formula Waaagh! team and their lavish racing track.



Above: WAAAAAAAGH!
Hmmm... where did I hear
that one before...



Below: Warhammer players battle it out over a scorching desert landscape.

WARHAMMER

WARHAMMER ARMIES Bretonnia

BRETONNIA

Heed the call to arms of the valiant Knights of Bretonnia, noblest of men and guardians of a kingdom founded upon the principles of chivalry and the protection of the weak. Mighty Knights, loyal Bowmen and steadfast Men-at-Arms do battle in the name of the Lady of the Lake and for the glory of the King, crusading against the forces of evil and smiting the unholy with righteous fury.

THE LAND OF CHIVALRY

Warhammer Armies – Bretonnia delves into the history and background of the kingdom of Bretonnia and its unique chivalric and heraldic traditions.

SPECIAL RULES

The Bestiary describes the warriors of Bretonnia including Knights Errant, Knights of the Realm, Questing Knights, Grail Knights, Men-at-Arms, Bowmen and Squires. Also included are the new special rules covering the various Knightly Virtues.

ARMY LIST

The book also contains a complete army list for Bretonnia, detailing all the basic troop types, as well as special characters such as Louen Leoncoeur, the heroic King of Bretonnia, the Fay Enchantress Morgiana Le Fay and Bertrand the Brigand and the Bowmen of Bergerac.

EAVY METAL

Dozens of colour photographs show the Bretonnian army painted by Games Workshop's 'Eavy Metal team, plus there are extensive painting tips and an in-depth look at Bretonnian heraldry.

WARHAMMER ARMIES – BRETONNIA IS NOT A COMPLETE GAME.
YOU WILL NEED A COPY OF WARHAMMER TO USE THE CONTENTS OF THIS BOOK.

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**GAMES
WORKSHOP**

'EAVY METAL

Treadheads: Part I

TAKING OVER THE ASYLUM

Okay ladies and gentlemen if you'd just like to stay in your seats and remain calm, nobody will get hurt. I'm here to inform you that this article has been hijacked! My colleagues and I represent the Tank-frothers Revolutionary Executive Against Dull models (TREAD) and over the next few months we will be telling you how to paint and model your tank kits to the highest standard. Now I hope nobody is going to try anything silly. We are armed with the mightiest war machines in the galaxy and are quite prepared to use them. In fact some of my colleagues are just a bit unstable, so I wouldn't make any sudden movements either! If there are any John Waynes or Charlie Bronsons out there, and you want to see any more of McVey's beautiful dioramas again, you'd better just sit tight! When, and only when, we are satisfied that you have received all of the necessary information will we be prepared to release Mr McVey.

ARMoured MIGHT

Tanks are some of the largest models that we make, and the task of putting together and painting one can be quite daunting. You will often read about these large models forming the centrepiece of your army. This is because their large size towers over even mighty Space Marine heroes, drawing your eye towards them. Naturally this means that all big models deserve your utmost care and attention when it comes to painting and modelling them up.

Fortunately painting tanks is surprisingly easy, and this is what we are going to be concentrating on this month. Now I know what you're thinking, Mike says that everything is easy. Judging from his dioramas it's anything but easy. But seriously, there couldn't be anything simpler than painting a battle tank.

Blimey, what a lot of stuff! If you're not careful it's all too easy to glue things together wrong. Don't think this is a warning aimed at rookie treadheads either; hardened veterans can make mistakes too. Always read the instructions!

Before you even think about breaking off any components, the first thing to do is to check that everything in your kit is complete. Look at the plastic sprues, checking to see if any components are missing or have been badly cast. If anything is missing, it's time to get a replacement kit.

Next the tank needs to be assembled. For this I have only one recommendation and one that I always follow myself. After having managed to botch a couple of plastic kits by assuming I knew how the components went together, I always follow the instructions (or at least give them a read through). You have to be especially careful with parts that move, like sponsons and turrets. If you're not careful you'll end up gluing something together that shouldn't be glued, leaving your guns stuck in place.

WORST CASE SCENARIO

The worst case of not reading the instructions I have seen was Gav Thorpe putting together an Eldar War Walker. Having managed to stick the legs where the guns should go, and vice versa, Gav sat back admiring his handy work, trying to convince me that the new arrangement was actually an improvement upon the original design. Unfortunately for Gav, the whole unstable structure fell to bits under its own weight while he was playing a game against Alan Merrett, our Design Manager!



By
Ian Pickstock

The Tank-frothers Revolutionary Executive Against Dull models (TREAD) is a genuine 'political' force devoted to bringing you the very best in tank modelling.

If you think you've got what it takes to become a member of TREAD (a treadhead) then drop us a line and tell us why at

TREAD
GW Design Studio
16 Castle Boulevard
Nottingham
NG7 1FL



PAINTING TIP – You may find it easier to paint your tank if you don't glue things like aerials, bulldozer blades and storm bolters onto it to begin with. Not only can these components be fiddly to paint if attached, they are also quite fragile and can be easily broken off while you are drybrushing the tank's hull. It is far easier to paint up both the tank and the smaller components as normal, then glue everything together in the final stage.

So you've assembled your tank. Now while our kits are fairly well constructed you will probably spot a few areas that require a little filling. For this I recommend using a Milliput-type filler and not the Green Stuff that the figure sculptors use. The reason for this is that, unlike Green Stuff, after Milliput dries it can be sanded and worked. Just push a sausage of filler into the join or area

that needs to be filled. Press it down with the point of a sculpting tool or a cocktail stick. Don't worry about making it smooth, you can file it smooth once the filler has dried out thoroughly.

UNDERCOATING

Now your tank is ready for painting. I always start with a spray undercoat, usually white. The next bit is probably the most difficult, choosing which colour to paint your tank. If you're painting Space Marine tanks then the decision is more or less made for you. Simply paint the tank in the colours of your Space Marine chapter. If you collect Ultramarines, Blood Angels, Dark Angels or Space Wolves you can use one of our coloured spray undercoats. Even if you don't collect one of these chapters you may still be able to make use

of one of these sprays. The Dark Angels spray is particular useful for doing Imperial Guard tanks. If you're painting an Imperial Guard tank, decide which platoon in your army the tank belongs to and paint it so that it matches the colour scheme of the Guardsmen in the platoon.

WASHING

The next stage is entirely optional and I often use it on Imperial Guard tanks to give them a slightly grotty feel. All the armoured areas of the tank are given a coating of brown wash. If you are painting your tank a light colour, especially one with lots of red or yellow in, remember that these colours do not paint well over darker colours. In these cases you will have to paint the wash into the recesses, rather than splashing it all over the armour of the tank.

DRYBRUSHING

It is most important that you drybrush your tank and not apply individual highlights. There are three main reasons for this. Firstly it is a lot quicker than applying individual highlights. Secondly, highlighting large, flat surfaces is very difficult, and although it is possible you have to be absolutely spot on and use lots more stages than you would on a normal miniature. Thirdly, the whole drybrushed effect is a lot more desirable because, if done properly, you can pick

The secret of drybrushing tanks is to use a 3/8" round brush (available from art shops). This brush has long bristles which make it ideal for picking up raised detail, while its large size allows you to cover the large areas of a tank fairly quickly.

DRYBRUSHING A TANK - STAGE BY STAGE

PREPARATION: I find that showing stage-by-stage photos of a particular technique an excellent way of communicating painting ideas to people. Unfortunately Simon Tipt and his 'Eavy Metalers are far too busy painting other stuff (classified Top Secret) so I have had to do it myself. Having painted loads of tanks for my Space Wolves, I haven't really got round to seriously painting any of the Imperial Guard tanks. This is a great shame really as they are brilliant models. Well now was my chance to set the record straight. I've had this idea for painting an Imperial Guard regiment from the Adeptus Mechanicus planet of Mars, so I took this opportunity to start one.

Once you have completed the construction of your tank, you need to undercoat it. This is best done with a spray paint as it gets the most even coverage possible. I am going to paint my Lemm Russ tank a Martian red colour, so I have decided to use a white undercoat. You might like to consider using one of our coloured sprays if it is appropriate to your chosen colour scheme.



STAGE 1: First you must apply your base colour. I have chosen a special paint mixture as a base for my Martian Lemm Russ tank. As I intend to make this colour the basis for an army I decided the best plan was to mix up a bulk batch. I took two pots of Blood Red, two pots of Bestial Brown, one pot of Vermin Fur and one pot of Snakebite Leather. This was mixed together in a plastic beaker and then poured back into the empty paint pots after they had been washed.



STAGE 2: This stage is entirely optional depending on the type of end result and colour scheme you have chosen. You can give your tank a grotty feel by giving it a coat of Brown Wash. I decided to just paint the wash into the recesses.

out the texture of the spray undercoat. This lends a weathered air to the finished tank and gives it more solidity.

Still not convinced about drybrushing your tanks? Well you soon will be. The secret of drybrushing tanks is to use a 3/8" round brush (available from art shops). This brush has long bristles which make it ideal for picking up raised detail, while its large size allows you to cover the large areas of a tank fairly quickly.

Just like when highlighting a miniature, with drybrushing you have to slowly build up the colour. Start with a dark colour and finish with a lighter colour. You can do this by simply adding white to your base colour, but if you're clever you can play around with using different colours to highlight your tank. For example, if you are painting a tank with a green colour scheme try adding a little yellow as well as white to each stage of drybrushing.

As with highlighting, each stage of drybrushing should cover less of the tank, until the final stage which only pick up the very edge of the hull, rivet detail and so on. The way this is achieved with drybrushing is to have a progressively dryer brush. I find with the first drybrush, you should wipe the brush backwards and forwards on a paper towel, just to get the majority of the paint off. This will give you a first stage that will cover the whole tank, apart from the recesses, around



A completed Leman Russ Demolisher ready for your next battle.

rivets, etc. With the final stage, I usually have to squeeze all the paint out with a tissue and then run the brush backwards and forwards across the back of my thumb, until the brush is totally dry. But that's about all the advice I can give you. All you can really do is practice a lot and get a feel for how wet or dry the brush has to be at each stage. As with all things there are no set rules. I know



STAGE 3: Drybrushing. Use at least four of five stages of drybrushing. I find it a good idea to plan the stages I'll use in advance. On my Martian Leman Russ, I am going to need a couple of really heavy drybrushes of a fairly earthy red. This is followed by several progressively lighter drybrushes that build the colour up to a golden yellow on the edges of the tank. In all I needed about eight stages and these three photos show some of the stages in this process.



FINISHING: All that remains now is to paint in the weapons, apply transfers and sticky banners. The trucks I painted earlier can now be added.

I've decided to leave my Martian tanks with a single colour, as I feel this is more appropriate to the desert-like terrain of Mars. Of course if you want to have a camouflaged tank of some sort see the box on camo schemes for more details.

CAMOUFLAGE SCHEMES

When you are creating camouflage schemes for your tanks there really are no limits in the Warhammer 40,000 universe. It gives you the opportunity to think more about the background of your Imperial Guard regiment. After all, camouflage is designed so that your troops blend into their surroundings. So a camo-scheme isn't just a nice colour scheme for your army, it says something about where your army is. Where do they come from? Where are they fighting? Are you about to play a long campaign? All of these questions could lead to an exciting theme for you to follow and base your camo scheme on. Take my Martian Leman Russ, Already I'm thinking about building a Martian games tables and which miniatures I am going to use to convert into my Martian Guardsmen. Throw in some bad guys and a campaign, and I know that I am going to be busy for the next few months...



Outside the shelter of the Hive Cities, the surface of Necromunda is covered in vast deserts of ash belched out by the massive manufactoriums that form Necromunda's thriving industries.

As you can see this Leman Russ with its ash coloured camo scheme is ready for operation in these inhospitable conditions.



I have included a few samples to show a selection of the different colours and patterns that can be used. As always, looking through books on military vehicles is also a big help. You can mix and match the patterns and colours to make an infinite number of combinations. So you could get the pattern of a modern day British tank from Western European theatre and substitute the colours for, say, a jungle Death World.

Anyway, whatever colours you decide to use, I find it best to paint the whole tank with the lighter colour, drybrush this as shown above. Next take the darker colour and paint this on in your chosen camo scheme. You can do large blobs, or small blobs, jagged lines, or wiggly lines. Anything really. All that remains now is to simply drybrush the dark areas as before. Only this time you have to be careful not to get any of the second colour onto the lighter areas.

that Aly Morrison prefers to get the colour that he wants with spray paints and then finishes the tank off with several light drybrushings. You just have to practice and develop a style that suits you best.

TRACKS

On the tanks that use the separate track link sprue, painting the tracks is simplicity itself. Simply spray the tracks black on the sprue. Drybrush them with boltgun metal and chainmail. Brown and flesh washes can be used to create rust effects. Once you've finished painting your tank, cut off the track links that you need and glue them to your tank. On tanks which are based on the Rhino you'll have to paint them black by hand.

JUST A BEGINNING

That's all there is to it really and I think you'll agree that it is relatively straightforward, if time-consuming process to paint your tanks to a very high standard. Once you've got the knack of drybrushing you can happily paint tanks 'til the cows come home. However, it's worth noting that this is just the basics of tank modelling, in fact this is just the tip of the iceberg. You've probably noticed that your tanks look a bit clean, like they just rolled off the production floor of an Adeptus Mechanicus manufactorum on Mars.

Unfortunately tanks don't stay in this mint condition for very long. Being tracked vehicles they have a habit of driving into rivers, over sand dunes, and through muddy swamps. Not to mention that while this is going on, the tank is probably under heavy fire from the enemy. It doesn't take much to imagine how this leaves the tank looking. In addition, tanks aren't just machines of war, they have crews that rely on their vehicle to protect them from enemy attack. The crew must care for their tank if they are going to survive very long. Many crews give their tanks names, or inscribe lucky symbols or slogans upon their hulls. In long campaigns the crew must live in the tank, carrying food, bedrolls, camo netting, tool kits, spare track links - everything that they need to remain self sufficient and survive on a hostile battlefield.

All of these are things that you can add to your tank models to give them the look of a battle hardened veteran. It is these little details that transform your tank from being just well painted to a superb, personalised, model vehicle! Over the next few issues we will be showing you a number of tank modelling projects, highlighting all the useful hints and tips so that you can build top class tank models.

Finally, before I go, here are some photos of some tanks to show the sort of thing we'll be looking at.

ALY MORRISON

Aly tells me that his Predator is designed to show how only a couple of additions to your tank can create a highly personalised and totally unique tank. I'll think you'll agree that the result is nothing short of superb. Even more incredible is that once it has been given a coat of spray varnish the Predator will be ready to use on the games table!

Aly took the basic kit and added a camo net and blanket roll to the turret, plus two radio aerials. We'll be showing you how Aly did all of this in the next issue. Finally, if you think this Predator is good, Aly has started work on a second one which he intends to super detail! This involves really going to town, adding tiny grab handles, working hatches, interior details, crew miniatures, travel scrabble, and anything else he can think of,



the games table. This means Mark cannot afford to have too many frail components, his tanks must be able to take the rough and tumble of being flipped over, or assaulted by armour piercing dice and clumsy (annoyed?) opponents. Even so, I think you'll agree that Mark has made a good job of giving his tanks that individualistic touch with extra sand bags, bits of camo netting and additional weaponry. Mark has also made his tanks look really war-torn with some nice weathering and battle damage. Look at the trails of bullet holes, the scorch marks, and the areas where the paint has been chipped away to reveal bare metal.



MARK BEDFORD

Mark (of Bright Light Studios fame) has been working on a number of tanks for his Valhalla Imperial Guard army, a couple of which we have shown here. If you were at Games Day you may have had a chance to see them on display in the Black Library. Unfortunately for him an elite TREAD squad struck, and stole his tanks so that we could show them off in the magazine. Mark's first priority is to have tanks that he can play with on



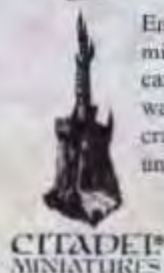
WARHAMMER

THE GAME OF FANTASY BATTLES

Minimatures supplied unpainted. Contents and proportions may vary from these illustrations. Plastic modelling may vary due to the complexity and detail of the models.



Enter the world of Warhammer, a world of conflict in which each player controls mighty armies. Great heroes lead regiments of knights and spearmen into battle, carefully manoeuvring for position as huge winged monsters fly overhead. Mighty war machines smash gaping holes in the enemy lines, and magical energies crackle across the battlefield as rival wizards struggle for mastery. Finally, you unleash your army in a devastating charge which will trample the foe beneath your massed ranks...



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**GAMES
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WHAT I DID AT THE GRAND TOURNAMENT II



THE BATTLE IS JOINED

Picking up the story where we left off last month, we return to witness the exploits of Necromancer Lord Whittaker and his Undead as he prepares to fight against the might of the Bretonnians...

My first opponent turned out to be a very amiable bloke, and we soon got to talking about our mutual interest in Warhammer. I found out he had been playing for about ten years, so he had about five or six years edge over me there.

The game was fought in a competitive, but fair spirit. Whenever we couldn't decide on how the rules should be interpreted, we rolled a dice. Inevitably, we each played to a different set of "house rules" in our games. Whenever we found that these were different, we agreed amicably which one we would follow. For example, whenever I play Warhammer the magic deck is shuffled once at the start of the game and played through, then shuffled again if necessary and played through again. Some players prefer to deal the cards, play the magic round, then shuffle the magic cards back into the deck. Both methods are valid, neither one is more correct than the other, it's simply a matter of personal choice. All my opponents agreed to stick to the method I usually

employ, though if any had wanted to do it a different way, we would have rolled a dice or tossed a coin to decide. It's that easy to be fair.

At the end of the game, we discovered that it was a draw. I think we were both relieved not to lose the game and were happy with the result. Thinking back, I should have felt more aggrieved as I had him on the ropes. His general was skulking at the back of his army with just one wound remaining, and his biggest and best unit had fled in the first turn after suffering a direct hit from my Screaming Skull Catapults. But I had lost my Vampire and Zombies in inflicting damage on his general, so it was a fair result.

It was time for lunch, so we all retired to the dining hall for a short break and a chat among fellow wargamers. However, it wasn't long before the next battle was scheduled, so there was no time to sit back and relax. I made my way back to the battle hall. After a slight mix-up (in which I was mistakenly pitted against my first opponent again), I found that my next opponent was commanding a Dwarf army. This would be a challenge. Dwarfs are possibly the hardest army for the Undead to beat. Their high Leadership means they seldom fail any psychological tests. Their Toughness and solid fighting ability makes

By Paul Whittaker

This is the second part of Paul's account of his time at the 1996 Grand Tournament. Last issue he described his preparations and his adventures in finding the venue. This time it's war!



Across dozens of gaming tables the sound and fury of battle rages, as the top Warhammer generals face each other in the Grand Tournament.



"To kill a Dwarf general is no mean feat."

it hard for any opponent to beat them in hand-to-hand combat, let alone with the feeble troops in my regiments. I knew this would not be easy.

A bad general blames his luck. We all think that, when our thrashed opponent bemoans his bad dice throwing or accuses you of having lucky throws. But I have to say, that in the second game my opponent was lucky! He was wearing a t-shirt with a picture of a Dwarf cannon, the crew shouting "Misfire!". This was because, he explained, his artillery always misfired. Still, I couldn't help feeling nervous as he lined up three organ guns for his first round of shooting. All my troops were out in the open due to the minimal amount of scenery available, I waited for the expected misfire.

Fifteen barrels later (three organ guns with five barrels each), I told him he should take his t-shirt off. Not one misfire! I needed an extremely large brush and pan to deal with my casualties. The large unit of Skeletons protecting my general was down to three figures – the general, his Wight bodyguard and the standard bearer. It managed to replenish itself in later magic phases, but it was a sorry sight at the time. I never really recovered from this early barrage. The high point of the game came when my Vampire killed his general. It was the first time my opponent had ever lost

his commander. To kill a Dwarf general is no mean feat. Of course, my Vampire had been destroyed in the process by the *Heart of Woe*, so victory points were fairly evenly distributed. But, by the end of the game, his cursed artillery had picked off my own, his high Leadership had seen off my psychology threat, and so of course he beat me pretty convincingly.

Strangely enough, I was not that disheartened. Both my opponents had been fair-minded but competitive. I had enjoyed both encounters. There was just an hour to prepare for the next battle. But before that, there was the small matter of the background knowledge test. This took the form of a set of twenty multiple choice questions that had to be handed in by the end of the third battle. I rushed back to my room to ponder over the answers. It was perfectly legal to look up answers in any reference material you had to hand. All I had was the Undead army book, the Warhammer rulebook and the Arcane Magic rulebook. Some of the answers I knew, some I looked up in the three reference books I had with me, and the rest (about five or six questions) I tried to remember from my other army books, or I guessed. With my answer sheet completed, I headed back to the hall for my final encounter of the first day.

My third opponent fielded a familiar and popular army, the Orcs and Goblins. I fancied my chances here. With their low Leadership and Animosity I felt that my enemy would be dreading facing me. But his army contained just a few regiments led by Black Orcs, so there was no Animosity to worry about. And he too seemed able to pass all his psychology tests. Worse than that, he had two Snotling Pump Wagons heading straight for the centre of my line. However, my regiments plodded steadily onward, my Zombies stood firm against the Pump Wagons and the tide of battle turned my way. I managed to kill his Shaman Lord and hang on to my Vampire in this game. The final result was my first win of the tournament, and a very convincing one at that.

The first day of battles had ended with a draw, a loss and a win under my belt. The gaming hall was to remain open until I am for die-hard gamers. I decided that three

Three of the glittering trophies await their worthy champions.



battles in one day was enough for me, and that I would attempt the intellectual challenge of the trivia quiz in the bar instead. If I had to drink a few pints whilst there, then so be it!

But before that there was a Warhammer brainstorming session with Jervis in one of the seminar rooms. Though it sounds very academic, it was more like a friendly chat. Jervis revealed some future plans for the game, such as a new boxed edition (*which has since come out* – Ed), rules changes, new army lists, etc. There were also a number of comments from the audience. It was a most interesting and illuminating hour.

The next day I rose bright and early – well, early anyway. The queues in the dining hall for breakfast were long, so I decided to amble around the University grounds and think about the remaining day. I would have to fight two more battles, and we still had the results of the painting and knowledge test to come. After reviewing in my mind the previous day's efforts, I decided that I was on the right track and that I would stick to my plans. Somebody would flee from my units eventually, the law of averages had to be true!

After a leisurely breakfast, I made my way once more to the gaming hall. The results of the previous day were pinned up. I pressed through the throngs to find my name. I was quite surprised to find myself in about thirtieth place (out of one hundred). I had scored the maximum 20 out of 20 for the knowledge test, which surprised me given the number of guesses I had made. In the painting I scored only 22.7 out of 40. This was a bit disappointing. I'm no Golden Demon winner, but I did consider my army to be above average. Still, with two more battles to fight and a possible 40 extra points up for grabs, I could end up in the top twenty. My next opponent had an Empire army. I prayed that he did not have a steam tank. If he did not, I reckoned I had a good chance of a win.

We set up for the penultimate battle. My opponent did not have a steam tank, though he did have a helblaster volley gun which he mysteriously deployed in the middle of a wood. He also had two mounted wizards. I got the feeling I was about to face a magical barrage!

I was right. The first spell he cast was *Grey Wings* on the helblaster volley gun, transporting it from the cover of the wood to the rear of my lines, pointing at my main regiment. He can't do that, I thought. I queried it with him but he was convinced that he could. Rather than call in an umpire and risk losing tournament points (which is what happens if you lose an adjudication), I agreed to let the spell be cast. In the shooting phase my unit was virtually destroyed. This was a bit too much like my game against the Dwarfs. However, the unit survived, and my general was unharmed. It was time to pay him back. Which I did. My Vampire punched a hole in the middle of



"Brainstorming" Jervis Johnson answered dozens of questions from fanatical gamers.

his army, one of my Wraiths sent his

Knights fleeing off the board, and I began to dominate. In a last desperate attempt, my opponent sent his general into single combat against my Necromancer Lord. Pah, I knocked him about a bit and sent him fleeing off the board. He tried one last time with his Amethyst wizard but I simply avoided him for a comfortable victory. My carefully planned tactics had come to fruition. I was on a roll. With only one battle to fight, that top twenty place was within my grasp.

My next opponent was another Orc and Goblin general. I noticed on the fixture list that he had scored quite poorly for his army selection – this suggested that he might be a "power gamer". You know the type, the one that selects his army to maximise his chance of winning, with no thought to the army backgrounds and the idea of sporting play. My fears were confirmed when he deployed his army. It looked rather small for a typical 2,000 point greenskin army. I suspected there were a few mighty strong characters dotted about.

This turned out to be my worst performance. I was struggling from the outset, as I was charged by a unit of Goblin Wolf Riders with three Big Bosses in the front rank! Even so, I managed to defeat them and send them fleeing, but they easily rallied as one of the Gobbo Big Bosses was wearing the magical *Crown of Command*. The

"My Vampire punched a hole in the middle of his army, one of my Wraiths sent his Knights fleeing off the board, and I began to dominate."





next turn they teamed up with a Giant to really pile on the pressure. I made a fatal error and lost my Vampire to a spell. He exploded and took the Zombies with him (as usual), but this time he took no enemy with him. I was then hit from all sides and suffered massive defeats in each hand-to-hand combat phase. Finally, I was down to my last unit, which suffered another huge defeat. My general fled and was easily caught by the Wolf Riders. I had been totally annihilated. It was the low point of the tournament. My chances of finishing in the top 20 lay scattered around me, like a pile of broken bones.

Oh well, I thought, you can't win 'em all. I consoled myself with the fact that I could have a quick peep at the two leaders of the tournament, who were battling it out on table number one to decide who would be the supreme champion. I was stunned. Both their armies were superbly painted. That was the standard I had to aim for in the future. There was quite a crowd gathering to watch the final moments. I slipped away to try to get a look at some other armies. This was one of the things I had most looked forward to, viewing other player's armies, but the gaming had been so fast and furious that I had not had a chance before now. Maybe I should have got thrashed more often! Or maybe not...

There were a few more events still to attend, question and answer sessions, the chance to view forthcoming releases, and the final presentation ceremony. All the winners got a big round of applause, as did all the organisers. In fact, I seem to recall we even gave ourselves a big hand. I think everybody I spoke to had enjoyed it. One or two lamented their losses, but most seemed happy to take part, win, lose or draw. We all gathered for a huge group photo, then that was it, the tournament had ended.

The thing I enjoyed most about the tournament was the chance to talk with and play against Warhammerers like myself. It was both interesting and educational to come up against several totally unknown opponents with totally unknown armies. One of my aims before I went was to make some contacts, to find new players to battle with. And I did. My Undead will resume their march, shuffling up the M61 to Preston to play against one of my tournament opponents (and all his club mates). Come to think of it, he was the Dwarf general that gave me my first taste of defeat. Revenge will be mine - I will grind his army into the dust, pile his weapons and armour at my feet, make dusters out of his beards (perhaps).

I am already looking forward to the next tournament. In the best tradition of an Undead general, I will be back. I have analysed my army and decided on a few changes. Of course, I can't tell you what they will be, just in case we meet in battle at the next tournament. Or maybe I will manage to get that High Elf army ready. Then again, I've always liked Chaos, and the Empire. That's the one complaint I have about Warhammer: all the armies are tempting in one way or another, and I just can't decide which one to go for.

THE WINNERS

WARHAMMER CHAMPION

Massimo Torriani Dark Elves ITA

WARHAMMER 40,000 CHAMPION

Stefano Gemi Orks ITA

NECROMUNDA CHAMPION

James Brown Vnn Saar GBR



The winners pose for the camera. They fought all comers and emerged victorious. Congratulations!

WARHAMMER 40,000

CHAOS BOXED SETS

CHAOS DREADNOUGHT



CHAOS SPACE MARINE BIKE



JUGGERNAUT OF KHORNE



These models require assembly and are supplied unpainted. We recommend that the parts are cleaned and trimmed with a modelling knife before being painted with Citadel paints. The Chaos Dreadnought and Juggernaut of Khorne are Citadel Miniatures expert kits and require a degree of modelling skill to assemble. We do not recommend these kits for young or inexperienced modellers. In addition, the Chaos Dreadnought and Chaos Space Marine Bike contain waterslide transfers. The Space Marine Bike also contains a set of full colour banners.

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In this month's Questions and Answers the Roolz Boyz have given us some of the most commonly asked Warhammer 40,000 questions of recent months. Here are the answers...

& Questions Answers

CHAOS

Q Which psychic deck do Chaos Magi use?

A A Chaos Magus' primary discipline is either the *Slaanesh*, *Tzeentch*, or *Nurgle* deck. The tertiary discipline is the *Adeptus* deck. For more details see page 6 of *Dark Millennium* or page 66 of *Codex Chaos*.

Q In the Marks of Chaos section, it states that only Chaos Lords may have more than one mark. However, in the army list it says the Icon Bearer may have one or more Marks of Chaos. Which is correct?

A An Icon Bearer can have more than one Mark of Chaos, however he can only bear the marks of Khorne, Slaanesh and Nurgle, not Tzeentch.

Q The Noise Marine's sonic blaster has a range of 36" in the codex description, but 24" on the summary sheet. Which is correct?

A 36".

Q It is stated that Abaddon's sword, *Drach'nyen* cuts through everything. Can it still be parried by other swords?

A Yes.

Q Can Chaos Terminators teleport into battle even if they are not part of Abaddon's bodyguard?

A Only if part of a post-heresy Chaos Space Marine chapter and at an additional +50% cost to the points paid to teleport. Essentially this means that post-heresy, Chaos Terminators must pay an extra +75% on top of their basic points value, instead of the usual +50% of the basic cost paid by their Imperial counterparts.

Q How can a Chaos Cult army have daemons when there is nobody in the army that can summon them?

A They can summon daemons by using the *Warp Banner* or by fielding Chaos Space Marines as allies. In addition, you should note that we've included the Cult list to allow players to run campaigns and invent their own scenarios. In these circumstances it is quite in order for players to come up with special rules for summoning Daemons. Perhaps the Cultists are performing an arcane ritual which will summon the Daemons in the third turn of the battle, or they may have an artifact which will... I'm sure you get the idea!

If you have any questions or comments about any of our games or other aspects of the hobby, why not write to the Roolz Boyz at:

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ASSASSINS



Q Does the Eversor Assassin's *Neuro-gauntlet* affect Tyranids?

A Yes.

Q Can a Vindicare Assassin shoot a detected Lictor, as neither of his Exitus weapons have a blast marker?

A Yes, they expect their targets to try and hide from them!

Q Can Imperial Agents such as Assassins be used against Space Marines?

A Yes in theory, but not really if you think about the background. Imperial Assassins attacking Space Marines would be a very, very rare occurrence, though perhaps as part of a special one-off scenario.

ORKS

Q The profile for Cyboars given on page 28 of *Codex Orks* is different from the one given on page 60. Which of the profiles is the correct one?

A The one on page 28.

PSYKERS

Q In *Codex Imperial Guard*, it states that Primaris Psykers can only have one Wargear card even if you make them a Psyker Lord. Is this correct as it makes them less powerful than other psykers?

A Yes, I'm afraid that was very much our intention. The Imperial Guard Primaris Psykers simply aren't as good as Space Marine Librarians and such like.

Q Does Njal Stormcaller have 3 or 4 wargear cards?

A *Codex Space Wolves* says correctly that Njal only has 3 wargear cards, even though Chief Librarians and Rune Lords can take up to 4. Special characters are just that – special! Sometimes they have more or unique wargear cards, more armour, etc, sometimes less.

Q Can Mephiston suck the blood of Tyranids or the Avatar?

A Yes (one might imagine that he is sucking out their life force in these cases).

VEHICLES

Q Can Wazdakka Gutzmek and Bjorn the Fell Handed take vehicle cards?

A Yes, but they must be shown on the model. Indeed, Wazdakka's bike already has 4...

Q Can Imperial Guard squads with the *Tank Hunters* veteran ability use their skills against bikes and buggies?

A No. As bikes and buggies are open topped vehicles the crew must be attacked in hand-to-hand combat and therefore the Imperial Guard Veterans cannot use grenades. However, they are still immune to any psychological effects caused by the bike or buggy.

Terminators may not have jump packs, neither may they ride bikes. They certainly cannot do both at the same time! They are also rather poor at pole vaulting and can't skip...

LAI'D TO REST...

Q Can mega-armoured Orks ride Cyboars or Warbikes?

A No. (The special character Wazdakka Gutzmek is an exception, it's one of the things that make him a special character, as mentioned above).

Q Can Space Marine Terminators have jump packs and ride bikes?

A Terminators may not have jump packs, neither may they ride bikes. They certainly cannot do both at the same time! They are also rather poor at pole vaulting, and can't skip...



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January 4th

Terrain fabrication and painting demonstration at 1:00 p.m. Featuring our in house specialist Josh Lemire. All materials will be supplied by Hardcastle.

January 7th

Warhammer 40,000 "Capture the Flag" at 5:00 p.m. Come and see whose tactics will prevail.

January 14th

"Assault on Hardcastle" at 5:00 p.m. Who can penetrate the fortress Hardcastle in this brutal all or nothing Warhammer Fantasy scenario. For those who have it, the treasure awaits.

January 21st

"Undercity Olympics" at 5:00 p.m. Necromunda players must choose their champion who will run the gauntlet of tricks and traps through the undercity. This will be a timed event.

January 25th

Miniature painting clinic at 1:00 p.m. Bring a miniature and learn advanced techniques in dry brushing, washing, and detailing.

January 28th

By popular demand "Squig Hopper Racing" at 5:00 p.m. Post time 6:00 p.m. All "squigs" will be tested for illegal stimulants. There will be three heats and a main.



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January 4th

Warhammer Fantasy, 10:00 a.m.: "Battle at Skull Pass" - A large Skaven force have taken this valued trade route and claimed it for themselves. Bring your best 2000 point force and liberate the pass and restore free trade to your kingdom and the rest of the realm. Who knows what treasures await the survivors.

January 5th

Necromunda, 12:00 p.m.: "Food Riot" - The people of the Underhive are hungry and they're looting the Guilders. Your mission is to protect your guild from the onslaught if you can. Bring your standard 1000 credit gang. No Hired Guns! The Guilders will reward the best gang when the smoke clears!!

January 11th & 12th

Games Workshop Appreciation Day, All Day! - Is there a Games Workshop game you've always wanted to play but just did not know how to get started? Well, now is your chance. We are going to have EVERY current Games Workshop product set up for demonstration. Warhammer Fantasy, Warhammer 40,000, Necromunda, Warhammer Quest, and Space Hulk. Also there will be a painting seminar, conversion classes, terrain making lessons. All models will be provided for all demo games. Door prizes and drawing all weekend long. We are going to have a real good time!! See you there!!

January 18th

Warhammer 40,000, 12:00 p.m.: "Siege of Guraden VII" - An Imperial transport ship has crashed on the planet of Guraden VII, its cargo a value beyond comprehension to the Imperium. Bring 2000 points of your most elite troops. Maybe you'll survive to reap your reward.

January 25th

Space Hulk, 12:00 p.m.: "Cleanse and Burn" - Your forces must cleanse the Genestealer infestation and retrieve valuable information. Bring your five man Terminator Squad and assist in the cleansing. No Cyclones!!

Every Thursday night we have a Free Painting Class. All you need is some paint, brushes, and your favorite model. Every Saturday is for Youngbloods. If you're a beginner and want to play your favorite Games Workshop game, but you're not sure how to get started, then Youngblood night is what you need. We provide everything, just show up and play!



BERTRAND THE BRIGAND



*The renowned Bertrand
the Brigand of Bergerac*



Hugo le Petit



Gui le Gros

The feats of Bertrand, known far and wide as "le Brigand", are truly legendary. Indeed, the facts are often stranger than the ballads. To this day, Bertrand, with his trusty Bowmen of

Bergerac, continue to right wrongs and punish the wicked and dishonourable. Whilst the great strength of Hugo le Petit is admired amongst Bertrand's men, the drink carried into battle by his companion Gui le Gros is of greater note. One swig and the Bowman become merry and carefree in battle (though only at the cost of their aim!).



Just as the Bretonnian regiment is engulfed by ravening Ghouls, Bertrand and his trusty Bowmen arrive to save the day!

THE MERRY MEN OF BERGERAC

BALLAD OF BERTRAND

They seek him here, they seek him there, the Bretonnians seek him everywhere! So it is said of Bertrand le Brigand. There are so many different rumours concerning the identity and origins of this renowned rascal that it is difficult to disentangle fact from fantasy. The version recounted here is that told by the peasants of Bergerac themselves, because they ought to know better than anyone.

It is said that Bertrand, now known as "le Brigand", was originally a poor peasant in the feudal domain of Bergerac, in the deeply forested heartland of Bretonnia. All was well until the old Baron de Bergerac went off on the Grail Quest and never returned. That was a long time ago. While the old baron was away, Orcs came out of the forest and ravaged the entire domain. The situation for the peasants was increasingly desperate.

By all the traditions of Bretonnian chivalry, a Knight Errant should have been called for, to rid the domain of the Orcs and thereby prove himself worthy to succeed the old baron. It was the duty of the baroness to send out her son to win his spurs or failing that, offer the hand of her daughter to whosoever proved himself worthy of the domain by feat of arms. The baron's son was generally feared and disliked for his cruelty and disdain of the peasants. As well as this he showed nothing but cowardice in the face of the Orcs and showed no inclination to go forth as a Knight Errant to secure his father's lands. Everyone in the village thought that the brave and handsome ploughman, Bertrand, should be given the chance to prove himself as a Knight Errant. It was rumoured that even the baron's daughter favoured Bertrand, but her wicked brother had imprisoned her in a tower. Every day her face could be seen gazing down from the arrow slit towards the muddy field where Bertrand ploughed with his ox team. Meanwhile the Orcs pillaged the land.

BERTRAND THE Bowman

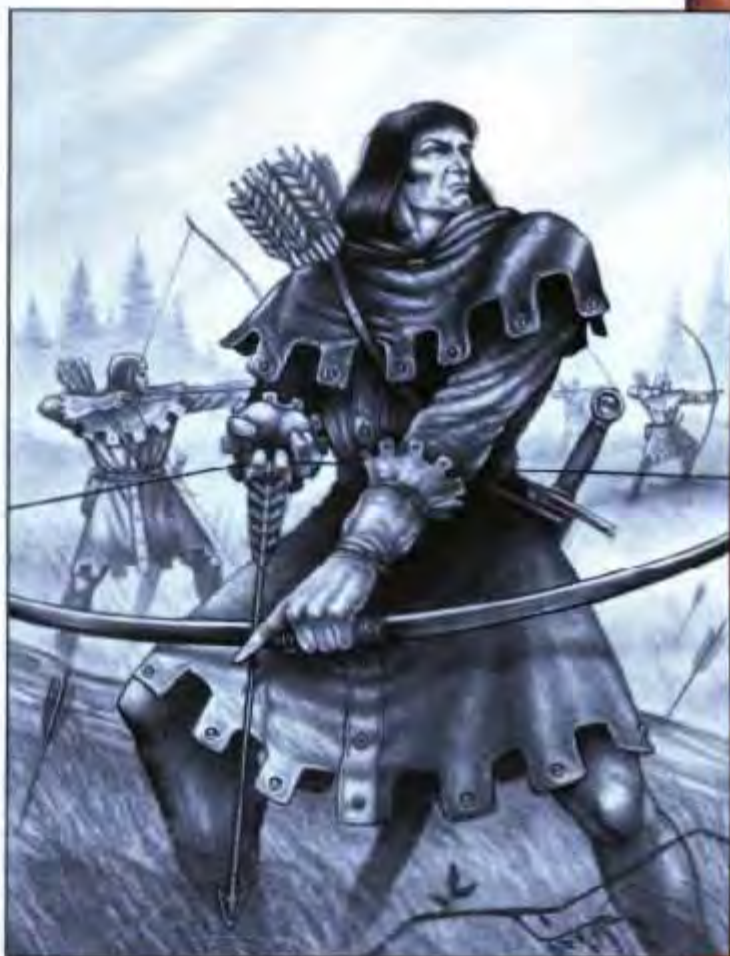
Bertrand soon assumed the leadership of the peasants. While the nobles shut themselves up in the castle, he organised the villagers. They practised archery every day until they were all marksmen. Bertrand made sure that every approach to the village was watched, and soon the Orc raiders were being driven off empty handed. Sometimes they were even pursued into the forest, the villagers felling Orcs as they fled.

However, instead of recognising Bertrand's courage, the baron's son, encouraged by the baroness, demanded higher tithes and feudal dues from the peasants. Soon all the surplus that had been saved from the predation of the Orcs had been frittered away by the extravagance of the old baron's unworthy heirs. Rumour began to spread among the villagers that the old baron had not



By Nigel Stillman

The story of Bertrand is the most famous ballad in Bretonnia. Nigel recites this tale of bravery, betrayal and heroism.



really disappeared on the quest, but had returned, only to be poisoned by the baroness who was thought to be a sorceress. Was she not a descendant of the cursed lords of Mousillon? Did she not follow some strange outlandish cult? Indeed, she was never to be seen at the Grail chapel, which she had allowed to fall into decay. The son took after his mother, totally subject to her influence and the tool of her ambition, whatever that was, whereas the daughter took after the old baron and still retained her dignity and honour.

THE FLAPPING MONSTER

Whatever evil was lurking in the castle of Bergerac, now known far and wide as "Chateau Mal", it soon brought about the doom of those who had invoked it. One day the villagers awoke to hear plaintive cries for help coming from the

tower in which the baron's daughter was imprisoned. The masonry of the castle could be seen cracking and crumbling around her. Then suddenly, against the dark sky, a huge and evil creature burst its way out of the shattered keep, like a monster hatching from an egg. In its mouth were the blood-drenched corpses of the baroness and her son. Who knows what strange ritual they had been performing, but it had brought about their own doom. Hearing the cries of the baron's daughter, the creature which was over 100 feet tall with a single red glowing eye and huge flapping wings, smelt more food! It clawed open the tiled roof of the tower and plucked out the terrified damsel!

Just as the vile beast was about to swallow this delicious morsel, an arrow dispatched from Bertrand's bow struck the monster in its eye. The monster reeled and dropped the damsel, who was

BERTRAND THE BRIGAND

BERTRAND 83 points for Bertrand, Hugo, and Gui
+1 extra point per Bowman in the regiment

Your army may include Bertrand the Brigand as a Commoner Champion. Bertrand may only be chosen as a Champion of a unit of Bowmen, and the regiment he leads becomes the "Bowmen of Bergerac", at an extra points cost of +1 point per Bowman in the regiment. Bertrand is always accompanied by his faithful comrades Hugo le Petit and Gui le Gros. Note that Bertrand's two henchmen are also paid for from the Characters' points allowance and are included in his point cost value, but the cost of the extra Bowmen is paid for from the allowance for regiments.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Bertrand	4	4	5	4	3	1	4	2	8
Hugo le Petit	4	3	4	5	4	1	3	1	7
Gui le Gros	4	3	4	3	3	1	3	1	7
Bowmen of Bergerac	4	3	4	3	3	1	3	1	7

Weapons/Armour: Bertrand and his henchmen are armed with swords and longbows.

SAVE: None

Magic Items: Bertrand may carry up to one magic item, which is always the *Black Arrow*.

SPECIAL RULES

Bertrand's Marksmanship

Bertrand is an expert archer who won fame when he slew the "Great Flapping Monster of Chateau Mal" with his longbow. Bertrand is able to re-roll his to hit roll once in any turn if he is shooting with his longbow.

Hugo le Petit

Hugo le Petit is known for his immense size and great strength. He is Bertrand's right hand man and always fights

with a huge staff and shoots with an enormous longbow. If he scores a hit with his powerful bow, the arrow, which is like a javelin, hits with a Strength of 5.

Gui le Gros

Gui le Gros is noted for his enormous girth which is not unconnected to his considerable appetite for venison, meat pies, capons and beer, among other things. Gui has the same profile as the other Bowmen and is armed in the same way.

Gui carries a huge wine flagon slung over his back to refresh the Bowmen in the midst of battle. He can choose to pass around the wine flagon at the start of any turn. There is only enough wine for the Bowmen to have one drink each, so the wine flagon can only be used once. However, the effects of the wine last for the rest of the battle. The unit becomes exceedingly merry and becomes immune to panic. Unfortunately marksmanship is badly affected and the unit suffers a -1 to hit for the rest of the battle!

The Black Arrow

The *Black Arrow* is tipped with a Dragon's tooth and has black feather flights from a carrion crow. Bertrand only ever uses one *Black Arrow* in a battle which he reserves for a fitting target. The arrow always wounds if it hits, and no ordinary armour can save against it, though magical armour saves as normal. The *Black Arrow* is worth 5 points, which has already been included in Bertrand's points value.

The Bowmen of Bergerac

The rest of Bertrand's regiment is chosen from the Bowmen in the main Bretonnian army list. However, certain special rules apply to the famous Bowmen of Bergerac which distinguish them from ordinary archers, and so they cost an extra 1 point each.

Unlike ordinary Bowmen, the Bowmen of Bergerac may skirmish. If they do not skirmish they may use the Arrowhead formation just like other Bowmen. They never wear armour and so ignore this option which applies to other Bowmen. The unit can, of course, have a standard bearer and musician in the normal way.



"None shall pass!" Together with Bertrand the Brigand and Gui le Gros, Hugo le Petit challenges a Savage Orc Boss to a contest of strength for the right to cross the river.

caught in the arms of Bertrand's faithful companion, Hugo le Petit. While the monster thrashed about, knocking blocks from the battlements, but unable to struggle out of the shell of the keep, Bertrand shot burning arrows into the castle. Soon the ruin was ablaze and the dreadful creature was consumed in the flames. Later the peasants heaped up rubble over its bones and made a mound where the castle had once been.

There was now no castle in Bergerac, and no baron. The baron's daughter declared that Bertrand's feat of arms was a worthy errand, as was her right, and they were wed. However there was no castle for Bertrand to hold, and the entire domain was surrounded by Orcs. There was no way that Bertrand could be properly invested as a Knight of the Realm. Instead, Bertrand led the peasants away from the cursed village, taking a few relics from the Grail chapel with them.

BERTRAND THE BRIGAND

Bertrand had no desire to become a knight and join the ranks of the nobility and his followers were thoroughly fed up with paying feudal dues. They liked the idea of keeping everything they grew for themselves. If Bertrand

took the vows of chivalry he would also have to forsake his beloved longbow as a dishonourable weapon, and that is something he would never do. Instead, Bertrand and his folk took to wandering through the wilderness regions of Bretonnia, righting wrongs and sticking up for the peasants wherever the need may be. Most often this means fighting against raiders and Orcs, but sometimes there is a bad baron or knight, lacking in honour, who needs to be chastised!

As for the nobility of Bretonnia, roughly half of them think that Bertrand is a hero, the rest think that he is a scoundrel. It is known that the king desires to meet him, but he has not divulged whether he intends to reward or punish him! Knights Errant are sometimes sent out to find Bertrand, but the wily Bertrand keeps well out of their way. Those barons and dukes who favour Bertrand can always count on his support in time of need. Suddenly, out of the forest comes Bertrand and the Bowmen of Bergerac. He never asks for much reward, except for some barrels of the lord's best vintage wine for Gui Le Gros, and requires that whatever lord he fights for lets his peasants off any feudal dues for a year! Bertrand is a very popular man among the common folk of Bretonnia!



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ANTI-TANKTICS

To be absolutely honest, this article is about beating the Imperial Guard. I think it is very cowardly to have an army full of tanks, (especially when they all start in reserve), so over the years I have developed tactics to deal with them. Mind you, this irrational grudge is not just reserved for the Imperial Guard. Space Marine commander tank enthusiasts are also in the firing line, together with any Eldar players who take tank allies, the alien heretics!

There are many ways to deal with tanks. Your favourite will depend on which army you collect and what kind of player you are. I personally like to shoot at them, but adventurous Space Marine players often like to destroy them in close combat or at close range. It doesn't matter what you like best as long as you are destroying the hated tanks, but, just in case you are finding it difficult, here are some useful tips.

SHOOT AT THEM

This is a job for all those heavy weapon squads. A unit armed with lascannons, missile launchers, and autocannons (yes, autocannons!) can easily take down any battle tank your opponent throws at you. However, all the heavy weapons in the

world will not help you if a tank comes skidding around a building and blows you away first! There are a number of tricks you can use to stop this happening.

The first is the well known tactic of using a screen of cheap troops to go in front of your heavy weapon squad, so when the tank does arrive it will have to shoot at the nearest target. This gives your heavy weapon squads some breathing space to launch more firepower at the tank. Tanks will eventually go down under weight of fire, you just have to keep shooting until something happens.

The second is overwatch. Your opponent will think twice about moving his expensive and newly painted tank out of cover if they know that a battery of lascannon, or equivalent, is waiting for it. Remember that some vehicles count as large targets so you get +1 to hit, (in the Studio we normally count vehicles with a ram value of 7+ as large targets). Overwatch can also be particularly effective when it is time for the Imperial Guard reserves to arrive on the board. You can normally guess where your opponents reserves are going to arrive (that tank width gap in the woods maybe), so if you place a heavy weapon squad opposite on overwatch, this can deter your opponent from entering there.



By Andy Kettlewell

Andy is one of our Assistant Game Developers, and is currently helping Andy Chambers with the new Epic game.

Imperial Guard armies have greater opportunities to field massed battle tanks than any other army. This means that if you are to defeat them you'll have to come up with some winning tactics.



On the bright side, if your opponent's tanks are loaded up with extra vehicle cards it probably means that they cost a lot more and you can get more victory points for destroying them.

The most useful job your heavy weapon squad can do for you is to act as a deterrent. I've had many battles in which my Deathskull Lootas mob has kept a Leman Russ behind a building with nothing more than ballistic skill 3 and a lascannon or two (or five)!

Shooting at tanks is my favourite way of destroying them. It's probably not the most effective method, but I always feel a lot safer with a lascannon than I do advancing into close range. When I pick up the courage to advance and deal with tanks in close combat, my Ork mobz normally do more damage. Unfortunately they also take more casualties.

GET IN CLOSE

Close combat may not be the most appealing of tactics, but it is the best way of destroying tanks. If you choose to attack vehicles in close combat then you (ideally) need a squad that moves quickly, is well armed, and has lots of armour. If you haven't got these then large numbers always help too!

Equipping your squads correctly is the first step in a successful plan. You must be sure that if any of your prized troops do get to the tank they will (ignoring very bad dice rolls) penetrate the tank's armour and do some damage. With the bonus penetration dice squads receive in close combat, together with the power to choose which location to attack, even the humble krak grenade and melta-gun can easily rip through any tank. A selection of power gloves, melta bombs, krak grenades and melta-guns will make your squad very capable scrap metal producers while making your opponent very nervous! I should also say that troops with strength 6 or more make excellent tank hunters, this means that Tyranid creatures are as good at destroying vehicles in close combat as they are at carving through normal troops!

After I have chosen and equipped my squad for tank hunting I always daydream about them heroically leaping into close combat, destroying all the tanks on the board, and winning the battle single handed! In reality your prize squad is going to face a lot of problems on the battlefield, and leaping in without a plan will accomplish nothing (except getting them all killed). There are ways of getting round all the dangers, and here are a few of them.

Charging models have to attack the nearest target, so if your opponent has a squad in front of his tank you have a problem. The best solution to this problem is to somehow avoid the squad - Eldar forces are particularly good at this with Swooping Hawks and Warp Spiders. If you do not have the luxury of such troops then you're going to have to use two waves of chargers. The first wave will be made up of cheap troops to charge the supporting infantry, and the second wave, the tank hunters, will charge past the engaged supporting troops and onto the tank. This tactic requires a fair amount of thought, your squads have to be in the right place at the right time, but it is very satisfying if it all goes to plan. The final solution to the supporting infantry problem is to shoot them all before you charge, and I think everybody knows how to do that, (with the exception of Warhammer players)!

If the target tank is on overwatch then your attacking squad is likely to suffer large casualties. This can cause some commanders to give up their attack and send their tank hunting squad to seek another target. Though this may well be a sensible solution to the problem it will not win you the game. To get rid of overwatch you must shoot the overwatching tank before you charge it. When you shoot at troops in overwatch they must take a leadership test. If they fail they lose overwatch. Most tanks have Imperial Guard crew who only have Leadership 7, so you have a fairly good chance at succeeding. Remember you don't have to damage or even hit the tank, (though you must be within range), to force a leadership test. Only one leadership test is taken for each unit that shoots at a squad in overwatch, not one for each model that shoots. If you are unable to shoot at the tank try and position your squad so that when they charge they are overwatched by the minimum number of heavy weapons possible.

Vehicle upgrades allow every tank commander to improve any areas of weakness of his tanks, and the addition of an electro-hull and frag defenders can cause real trouble for your close combat squads. There is very little you can do about this, except to ensure that you either get large numbers of troops around the tank so some of them will get through, or take units who can survive all the various defences. On the bright side, if your opponent's tanks are loaded up with extra vehicle cards it probably means that they cost a lot more and you can get more victory points for destroying them.

ANYTHING YOU CAN DO...

To counter the threat of the enemy tanks you can always take your own. I don't particularly like doing this myself because you soon become the thing you most hate. It all ends up with everybody collecting an Imperial Guard army with lots of tanks, playing on a gaming board with no scenery. Not my idea of fun! Personally I like to use light vehicles and transport vehicles, both of which





An excellent example of how effective close combat is at smashing tanks can be found in the Heretic battle report. Three Leman Russ tanks fared badly at the hands (or is it powerfists?) of the Deathwing Terminators.

definitely have their uses in destroying battle tanks. Transport vehicles can cause great problems for your opponent after they have dropped off their squad. If you equip your Rhino, for example, with blind grenades for its auto-launchers then you can roar forwards and fire them right in front of your opponent's Leman Russ to block their line of sight. Transport vehicles and their squads should stick together on the battlefield to benefit from each other's support. Vehicles can be used to protect your tank hunter squad from enemy fire by advancing in front of your squad to give them some cover. Again, upgrades such as blind grenade auto-launchers can be used very effectively in this way. If your vehicle has some guns on it then you can pin down the enemy with fire while you advance. Sustained fire weapons are particularly useful for this task as the sheer number of shots you get can often scares your opponent. I'll stop now as using transport vehicles is another article for another day. Let's get back to the real stuff: how to destroy tanks!

Light vehicles can be devastating if used correctly. Land Speeders, bikes, and buggies with heavy weapons such as lascannons and multi-meltas can speed round the flanks and attack enemy tanks, preferably hitting the weaker side armour. Light vehicles can move very fast and so are harder to hit, but they are also very fragile. Take good care of them and attack when the time is right. Another role of bikes, and especially skimmers, is making hit and run attacks. Hit and run attacks represent fast moving troops trying to land a blow on an enemy while they hurtle past. This tactic can also be used against vehicles to great effect. As bikes can go from slow to fast speed in one turn, you can let them wander around

in safety until the time is right and then zoom across the board to make a hit and run attack on a tank. All the notes on close combat apply equally to hit and run attacks, but if you are using light vehicles they are far more flexible than foot troops (and far more expensive). Once you have destroyed the tank all you have to do is survive the next turn's fire. You should be moving very fast so your opponent will find it hard to hit you. Just make a cool skid turn, and speed back behind your main battle line – easy! If anybody has tried this and survived please send a post card to me at the Studio telling me about it, I never get any post!

Dreadnoughts equipped with close combat weapons are very effective at destroying tanks. They can take a fair amount of heavy weapon fire, are generally immune to vehicle card defences, and can simply walk through squads to get to the tank. Perfect? Alas, as with all things in the Warhammer 40,000 universe, nothing is perfect and Dreadnoughts too have their downfalls. Incidentally, all the tactics for killing tanks apply equally when fighting Dreadnoughts, except that it is far harder to kill them in close combat.

OUT-THINK THEM

Tanks aren't renowned for their intelligence and are fairly easy to outwit if you're careful. With this in mind, you should take along a psyker or two if you're battling against tanks, as their powers of the mind can often give you an edge over those imbecilic machines.



Psychic powers can be powerful if used well. However, you should never put all your faith in psychic powers – they will always go wrong when you most need them. Always have a plan B.

Psychic powers are a simple way of getting rid of battle tanks. Powers such as *Machine Curse* and *Vortex* are obviously useful and so are all powers that have a strength attack. If you attack a tank with a psychic power that has a strength value, then you get bonus penetration dice, so powers such as *Destructor*, *Lightning Arc*, and *Da Krunch* are very effective.

Other powers, used correctly, can cripple and even destroy tanks. Powers such as *Carminie Assassin*, *Brain Burst*, and *Mind War* can kill vehicle crew, and many powers can send vehicles out of control, *Heilfire*, *Eldritch Storm*, and *Force Dome* can block line of sight if you feel threatened by a tank's firepower. Psychic powers can be powerful if used well. However, you should never put all your faith in psychic powers – they will always go wrong when you most need them. Always have a plan B.

SPECIAL ISSUE

Characters can be equipped with a whole range of wargear that is not available to the average trooper. White Dwarf 195 describes new rules on the amount of wargear that characters can take. The obvious items to mention are vortex and haywire grenades. Through I rarely take one shot weapons, (you will always roll a 1 to hit), haywire grenades are classed as uncommon which means you can have a few of them.

There are many other items that are useful such as force weapons for psykers and armour piercing ammo, but the useful equipment is not all on wargear cards. The wargear list for every Codex

book allows characters to take large amounts of very useful equipment. If you choose to have any characters as close combat tank hunters you should follow the suggestions for close combat squads. Characters also have the luxury of being able to shoot at what they please (unless they have a heavy weapon in which case they follow the normal targeting rules), so if you equip your hero with a particularly good gun you can pick on what you like!

Generally I like to equip my characters to be capable of dealing with all situations that may arise in a battle, so they can plug any gaps in the battle line.

FINISHING TOUCHES

Once you start regularly destroying tanks you should have a psychological edge over your opponent. Instead of wondering how many models they can kill with their prize tank they will start worrying about keeping it alive. This can and will deter your opponent from using their tank so boldly and will generally make it less effective.

House rules for vehicles are common. I regularly use some of Ian Pickstock's rules, (published back in Citadel Journal 7), when using blast markers and close combat against vehicles because I think they show how tough vehicles really are in the Warhammer 40,000 universe.

I have written a small scenario for a small Necromunda-style skirmish game involving a Predator Tank which uses some of Ian's rules. Feel free to expand it to fight larger battles with similar rules, or make up your own – it's a big universe out there and anything can happen!

Here is a good example of how not to attack a tank. The Blood Axe Kommandos armed with their power axes will have to charge the Arbitrator first before they can attack the tank. It would have been better to charge the Imperial troops with cheap grunts like Gretchin first, then the Kommandos would be free to charge the tank itself.



LEVILNOR IV

On the planet of Levilnor IV, a small rebellion has effectively been put down by a force of Salamander Space Marines. After a brutal battle for the planet's armouries, the rebel forces have been broken and scattered, and the Planetary Governor, a rebel supporter, has been killed. Despite this, the surviving rebels continue to harass and provoke the Imperial forces. The cult leader responsible for the uprising, a man named Darad Hargile, managed to escape during the battle for the armoury, and led the surviving rebels into hiding amongst the vast cities of the planet. From here, Hargile continues to coordinate the actions of the rebel cultists. Although they present little immediate threat, the loyal new Planetary Governor is keen to see the rebels eradicated once and for all.

For their apostasy, all cult members have been ordered to surrender and repent, or be hunted and killed by the servants of the Emperor, protector of all mankind. After three days no cult members have surrendered, so small units of Salamander Space Marines are being used to patrol the planet's cities. They have orders to search for the remaining cult members and eliminate them.

THE SPACE MARINES

The Imperial Player has a combat squad of 4 Tactical Space Marines, led by a Sergeant, and a single Predator Tank. The Space Marines are armed with bolters, bolt pistols, frag grenades, and power armour. The Predator is fitted with a turret mounted autocannon, sponson mounted lascannons, and a searchlight.

THE STAR CULT

The cult player has 4 squads of 10 cult members, each armed with a knife, lasgun, krak grenades and flak armour. Cult members have the following profile:

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Cultist	4	2	2	3	3	1	3	1	7

The cult is led by Darad Hargile. He has the profile shown below and is also subject to the rules for frenzy. Although a charismatic leader, and a fearsome fighter, Hargile lacks the tactical and strategic foresight of a battlefield commander. He is also completely crazed, and cares little for the lives of his followers – cult members obey him because they are too scared not to! To reflect this, other cult members will only benefit from his Leadership if he is personally leading their squad – he does not have the normal 12" command radius of an army commander.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Hargile	4	4	3	4	3	1	5	1	10

THE SET UP

The Space Marines have orders to patrol a section of the city, and eliminate any remaining resistance. During a routine patrol, the Space Marines have moved near to Hargile's hiding place which is guarded by large numbers of Star Cult members. The Space Marine player has to set up his force first. The Predator is placed in the centre of the



battlefield and the Space Marines are placed within 4" of it. The Predator starts the game moving at slow speed. The cult members may be placed anywhere on the board, out of sight. Darad Hargile is not placed on the board. The cult player notes down, in secret, which building he is in.

The Space Marines get the first turn.

TERRAIN

All buildings on the board are assumed to have armour value 20, (solid timber/stone). If any bunkers are used then they are assumed to have been so damaged during the rebellion that their armour rating is also 20.

FINDING HARGILE

Darad Hargile is not placed on the board at the start of the game, so the Space Marine player has to find him. The searchlight can be used as normal to try and find Hargile. In addition, if the searchlight is directed at the building that Hargile is in, then he must be placed on the board in the building and counts as detected.

Hargile is only effected by frenzy after he is placed on the board. When he is in hiding he just keeps his head down.

If any Space Marines enter the building in which he is in, or move within initiative range of Hargile, then he must be placed on the board as described above.

IAN'S VEHICLE RULES

If any model on foot charges a vehicle which is moving at a speed of 10" or over, then they must roll equal to or under their Initiative on a D6 (6 always fails). If the model passes the test then it may attack the vehicle normally. If it fails then it takes a hit using the vehicle's ram value, and may do nothing else for the remainder of the turn.

VICTORY CONDITIONS

The cult wins if they kill all the Space Marines and destroy the Predator. The Space Marines win if they kill Darad Hargile. If Darad is killed the remaining cult members rout off the battlefield.



IMPERIAL BASTION



Citadel Miniatures not included.



Contents and components may vary from those shown.
Plastic moulding may vary due to the complexity and detail of the mould.

Few are those who do not know the power of the Imperial Bastion. From the barren plains of the Necromundan Ash Wastes to the frozen mountains of Armageddon, these imposing, solitary outposts litter the vast wildernesses of the galaxy, staking the boundaries of Imperial authority. The mere presence of a Bastion on a world is often enough to ensure the continued loyalty of the masses. Its thick, ceramite walls can repel the blasts of the heaviest weapons, and many a frenzied assault has broken against its armour without inflicting any damage. The corpses of those who have tried to gain entrance to the Bastion invariably end up as grotesque ornaments adorning its walls. They are a grim reminder of the fate of those who would oppose the Emperor's will.

This boxed set contains a complete Imperial Bastion plastic and card model including detailed assembly instructions. The highly detailed plastic components are moulded in a hard styrene compound which is particularly suited to modelling and painting. This model requires assembly. We recommend that the parts are cleaned and trimmed with a modelling knife before being painted with Citadel paints.

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AMES
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Warhammer Quest

DUNGEON ADVENTURES IN THE WARHAMMER WORLD

ROOM FOR IMPROVEMENT

By Steve Anastasoff

Making your adventures more individual has been a common theme throughout many of our Warhammer Quest articles. In previous issues we've looked at Monsters and Events, now we have a go at the Dungeon itself.

A LITTLE MORE ROOM

So far in your adventures, the character and flavour has been set up in one of three ways. Firstly by something special in the Objective room, like the gemstones containing the Warriors' souls in the *Fountain of Lost Souls* adventure. Secondly, by something affecting the Warriors such as starting off with no weapons or armour as happens in *The Beast*. Lastly, by some other circumstance or situation, like a captured relative who needs to be rescued (*Sacrifice?*).

In each adventure you reach your ultimate objective by fighting your way through the maze of corridors, passageways and rooms, hopefully overcoming whatever foes block your path (and if you

can't do that then you're usually dead). This takes you into the grand hall where you fight out the final climactic battle.

Well, in many ways the Dungeon rooms you pass through are just as characterful as the Objective rooms themselves, if a little smaller. These chambers are packed full of discarded weapons, beer barrels, magic circles and the like, all begging to be used in your Warhammer Quest games. There are so many details on Richard Wright's floor plans that it is frankly impossible to write specific rules for all of them. Anyway, you might not want the well, magic circle or whatever, to be the same in every adventure.

NOT JUST ANOTHER DUNGEON

This article gives some pointers and tips for cunning ways to get the most out of your Warhammer Quest floor plans, so you can create customised adventures of your own.

Here's a trick that you can use to add significance to any room. When you make up your initial Dungeon deck, pick a specific room and make sure that this is shuffled in with the rest of the cards. You must reach this room before you are allowed to enter your final Objective room and complete your Quest. You'll have to think up some background for this. For example, you might have to reach the Torture Chamber before you can complete your Quest. This could be because the dungeon denizens have taken a Bretonnian emissary prisoner, and are holding him in the Torture Chamber while their "information retrieval technicians" go to work on him. He must be rescued so he can tell the Warriors about the fatal flaw in the Chaos Idol (their final Objective) which will allow them to destroy it.

Unspeakable horrors set upon the Warriors as they explore the dark halls of a lost temple.



INTO THE SEWERS

The Sewer board section from this month's card can easily be incorporated into any quest. Just shuffle the card in with the rest of your Dungeon cards when you come to preparing your Dungeon deck. On entering the Sewer you should draw an Event Card, just as if it were a Dungeon Room.

The Warriors emerge in the sewer itself, on the left hand side of the board section as pictured. They must climb out and work their way round to the exit.

To move around in the water filled sewer section of the board, you'll have to imagine that it is divided into six "squares". It's actually fairly obvious where the lines should be, but if you're having any trouble, remember the room is six squares long by three wide. Every time a Warrior enters a new square in the water, you should roll a D6. On a roll of 2-6 the Warrior may continue moving as normal. However, on a roll of a 1 the Warrior has encountered something unexpected (and probably horrible and slimy) beneath the sludge. Roll a dice on the following table to find out what happens to him:

1-2: The Warrior feels something brush up against his ankle. Something is definitely moving through the water. Before he has time to react, a tentacle wraps itself around his leg, grabbing hold and pulling the victim down beneath the surface of the sludge. The Warrior suffers D6 Wounds with no modifiers for Toughness or armour, before managing to fight the creature off.

3-4: Suddenly the floor gives way beneath your Warrior, as he steps into a sink hole. By the time he regains his footing, he realises that he has dropped something down the hole. Discard one random Treasure card.

5-6: Beneath the surface of the sludge, years of slime have built up, making the floor extremely slippery. The Warrior is unable to keep his footing, and slips beneath the surface, taking in mouthfuls of extremely unpleasant effluent. He may do nothing further until the end of the next Warriors phase, as he is too busy retching.

To climb out (or indeed in), a Warrior must spend an entire Warriors phase climbing. Move the Warrior from the square he is standing on in the sewer, to any adjacent square on the path (or vice versa, if the Warriors want to climb back down).

However, if the Warriors try climbing the wall from which the two pipes can be seen emerging, then there is a chance they will be knocked back down by a sudden gush of effluent rushing out of the pipes. Roll a D6 for any Warrior trying to climb past the pipes. On a roll of 1-3 they manage the climb before the pipes wash them back down. However, on a roll of 4-6 they are caught by a sudden and unexpected gush of effluent, which throws them back down into the sewer. Roll immediately on the table above to see what happens as they land in the sewer.



The Dungeon Cell & Torture Chamber

The Dungeon Cell and Torture Chamber are perhaps the most unpleasant places to come across in any dungeon. They are grim reminders of the fate that awaits the Warriors if they should fail in their Quest. Even the most hardened adventurer cannot help but cringe at the torture instruments that litter the floor, and the stricken remains of the former agonisingly tormented victims. Any Warrior spending too long in these rooms may begin to lose hope, or then again they may be

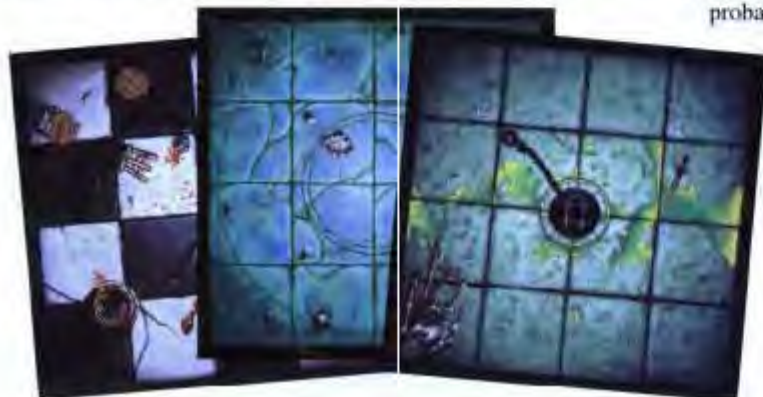
driven onwards to avenge those who suffered and died in such terrible places. To reflect this, you might decide to roll a D6 for each Warrior standing on either of these board sections in the Exploration Phase. On a roll of a 1, they are beginning to despair, and must lose a single Wound as it gnaws away at their will to continue. On a 6, the desire for vengeance fills the Warrior with strength, and they may recover a single Wound.

The Monster's Lair

Stepping into a Monster's lair is going to be dangerous. Just wandering around in the general vicinity of a monster's lair is probably going to be dangerous, so actually stepping inside... There are lots of ways that you could reflect this when you draw the Monster's Lair Dungeon card. You could just add one to the number of Monsters appearing, or you could perhaps say that any Monsters encountered there will always be at maximum numbers. So, for example, if you were to draw an Event card saying that you encountered 2D6 Giant Rats, then you would always encounter 12.

The Circle of Power

The Circle of Power is the focus for all the magical powers that flow through the dungeon. It is a



concentration of pure magical energy, that can be tapped for the benefit of the party, or can consume them in a sudden burst of fiery mystical power. If a spell caster is standing in this room then you could allow him to add one to the die roll for determining the strength of magic. You could say, however, that if he rolls a 6, the magical energies are beyond those that normal mortals are used to controlling, and there is a chance that any spellcasters will be overcome by the strength of the magical energy. Any Warrior who tries to cast any magic in the turn that a 6 is rolled must immediately take D6 Wounds as the magical energies start to tear at their bodies.



might be that every time you roll to see how many Monsters turn up as the result of an Event card, add 1 to the result. This would apply to all board sections after the Stairway. If the Warriors decide to return back upstairs, then they may revert to normal.

PUTTING IT ALL TOGETHER

So now that I've given you a few of my ideas, I thought it would be worthwhile demonstrating just how you can put all these things together to make an interesting and characterful (and lethal) adventure. In this quest, the Warriors must infiltrate the palace of a Slaanesh Sorcerer. They must first find a way into the sewers beneath the palace, before battling their way through to emerge in the palace itself and kill the Sorcerer. The quest uses the Sewer board section, from this month's card, as well as incorporating special rules for several of the Dungeon rooms. Additionally, I've made up an extra Event card, to help give the feel that the Warriors are dealing with the powers of Slaanesh. It's amazing how adding just one or two Event cards can change the whole feel of an adventure!

The Well of Doom

Who knows what horrors might lurk at the bottom of the Well of Doom? And who would dare pull the ominous looking chain that reaches down into the depths of the well? Your Warriors, no doubt! Perhaps the chain is attached to some horrific beast. Giving it a good tug is only likely to waken it, or enrage it. Soon, foul tentacles will start reaching up through the grate at the top of the well, wrapping themselves around the Warriors' ankles, pulling them to be crushed against the grate.

Then again, perhaps the chain is simply there to allow access to a secret vault. The Warriors could open the grate and climb down to the vault, finding an unguarded treasure horde!

You might decide to roll a dice if one of the Warriors wants to try the chain. On a roll of 1-3, you could have them awaken a monster. They suffer D6 Wounds with no modifiers for Toughness or armour before they manage to fight it back down into the well. On a roll of 4-6 you could have them find access to a secret vault, giving the Warrior a free Treasure card. Obviously, the chain may only be tried by the Warriors once per adventure.

The Stairway

The Stairway leads down deeper into the heart of the dungeon. The deeper the Warriors go, the more dangerous the dungeon will become – only the toughest monsters can survive and thrive in the depths. One idea

MARIUS THE SUFFERABLE

Marius is a Chaos Sorcerer of Slaanesh, with the profile of a standard Chaos Sorcerer as follows. Note that, as presented, he is about battle level 3 and will slaughter novices.

Wounds	15
Move	4
Weapon Skill	6
Strength	4
Toughness	5 (6)
Attacks	2
Gold	840

At the start of each Monster phase, Marius can cast one spell. Roll on the Slaanesh magic table to determine which spell he casts each turn. In addition, Marius is particularly able to resist the effects of magic. He may shrug off the effects of any spell cast at him on a roll of 4+ on a D6. Also, Marius may parry the Warriors' attacks. Any attack will be parried, negating all its damage, on a roll of 5+ on a D6.

Marius has been blessed by his Chaos deity with the *Allure of Slaanesh*. Any Warrior attempting to attack Marius in hand-to-hand combat must subtract 1 from their roll to hit.

Marius carries a *Destroy Magic Scroll*. The first time a spell is cast at Marius, roll one dice for him, and one dice for the spell caster. If Marius' roll is higher than the Warrior, he has used the scroll successfully. The spell will have no effect, and may not be cast again for the duration of the adventure.

Marius wears *Chaos Armour*, increasing his Toughness by 1.

The Warriors may not take any of these items as they are so evil and corrupted that they would destroy any Warrior who tried to make use of them. Shame on you for even thinking about it!



CHAOS SORCERER OF SLAANESH MAGIC

At the start of each Monsters' Phase a Chaos Sorcerer of Slaanesh may cast one of the following spells. Roll a D6 on the following table each turn to determine which spell is cast. If a spell affects only a single Warrior then pick a Warrior counter at random to determine who is affected.

1 Acquiescence: The Chaos Sorcerer reaches out his hand and touches his victim, casting the dread power of *Acquiescence* upon him! Randomly select one Warrior standing adjacent to the Sorcerer. The victim must roll under their Initiative on a D6 or be overwhelmed by waves of euphoria. An affected Warrior will have all his characteristics halved, rounding fractions up. The spell will last until the Sorcerer is slain.

2 Pavane of Slaanesh: The Sorcerer unleashes the *Pavane of Slaanesh* against a random Warrior on the same board section as him. Roll a D6. On a roll of 1-3 the Warrior overcomes the Pavane, and it has no effect. On a roll of 4-6 the Warrior starts to dance and cavort with uncontrollable joy. An affected Warrior cannot shoot any missile weapons, or use any magic, and their movement is reduced to a single square. However, they may still attack and defend normally in hand-to-hand combat. The spell lasts until the Sorcerer is slain.

3 Cacophonous Choir: A hellish sound is conjured up by the Sorcerer, of such intensity in its wailing discord that it overloads the senses, burning out minds and shattering bones. All Warriors on the same board section as the Sorcerer immediately suffer 1D6+5 Wounds, modified as normal for armour and Toughness.

4 Cursed Caress: The Chaos Sorcerer casts the *Cursed Caress* against a random Warrior standing adjacent to him. The victim is overcome with waves of excited ecstasy, and quickly reaches such a state of overwrought passion that his heart explodes! The affected player rolls a D6. If the roll is equal to or greater than the number of Wounds the Warrior has remaining, then the victim is dead. If the roll is less than the number of remaining Wounds then no damage is caused. Note that a Warrior killed by the *Cursed Caress* cannot be healed back into the game – they are dead for good!

5 Whip of Slaanesh: A quivering lash uncoils from the Sorcerer's outstretched hand and strikes his foes with a mighty crack. A random Warrior on the same board section as the Sorcerer is struck for a punishing 2D6 Wounds, but this may be modified as normal for armour and Toughness.

6 Succour of Chaos: When cast, the *Succour of Chaos* will invigorate all monsters currently in play. For the duration of the next Monsters' phase, all Monsters gain a +1 bonus to hit the Warriors.



manner of foul and evil creatures, who will be all too intent on devouring the Warriors (or worse!).

The Scenario

The first stage in preparing for this scenario is to assemble the Dungeon deck. This is done as normal, using the Sewer section as the Objective room. Once the Warriors reach the Sewer, they must exit it to reach their final objective, the Idol Chamber. This is where the hooded man's daughter is to be sacrificed. Roll as normal on the Objective Room Monster table, but in addition you should also include Marius the Sufferable, the leader of the Slaanesh cult.

If the Warriors come across the Well of Doom before reaching the Sewer, then they are able to peer down the Well and see what is happening in the Sewer. Forewarned of any danger, the Warriors need not draw an Event card when they enter the Sewer board section.

If the Warriors find the Torture Chamber before they reach the Sewer, then they may rescue the ragged prisoner who has been captured and tormented by Marius the Sufferable. After completing any events in the room, the Warriors may cut the prisoner free from his shackles. Grateful to his rescuers, he will help show the Warriors the way into Marius' palace. To represent all this extra information, you may look at

the top card in the Dungeon deck and discard it if you wish.

The Guard Room is particularly heavily manned at this time, due to Marius' concerns about a possible rescue attempt on his sacrificial victim. Draw two Event cards, instead of the usual one, when you come to the Guard Room.

You can shuffle in the new Event card, *Fascination of Slaanesh*, to your Event deck if you want to get a bit more of an appropriate feel for the adventure. Better yet, you can make up a whole bunch of suitable Event cards yourself. This way, you can encounter Daemonettes, Fiends of Slaanesh, and other such monstrosities during your quest.

Once the Warriors have killed Marius, all the other Monsters will become disheartened and flee. The Warriors may then grab the girl and leave by a secret entrance in the back of the chamber. Returning back to the hooded man, each surviving Warrior is rewarded with a single Treasure card for rescuing his daughter.

Strange Goings On

A dark stormy night, the Warriors sit around the tavern fire, telling tales of their recent exploits. They know a quest will turn up soon. A quest always turns up when they go to tell tales in the tavern on a dark and stormy night. And they're not to be disappointed. A mysterious, hooded man approaches them, offering a great reward if they will help him. It seems his daughter has been kidnapped by a cult dedicated to the Chaos god of pleasure, Slaanesh. She is to be sacrificed in his name, unless the Warriors can rescue her. A frontal attack on the Slaanesh palace would be fruitless – it is just too heavily guarded. Instead, the Warriors will have to find an entrance into the foul tunnels beneath the palace, battle their way through these sewers, and emerge right in the middle of the domain of the Slaanesh cultists. Once there, they can slay the Sorcerer who leads the cult, and with its members in disarray at the death of their leader, they can rescue the hooded man's sister. The only problem is that the caves leading to the sewers, as well as the sewers themselves, are inhabited by all

WARHAMMER

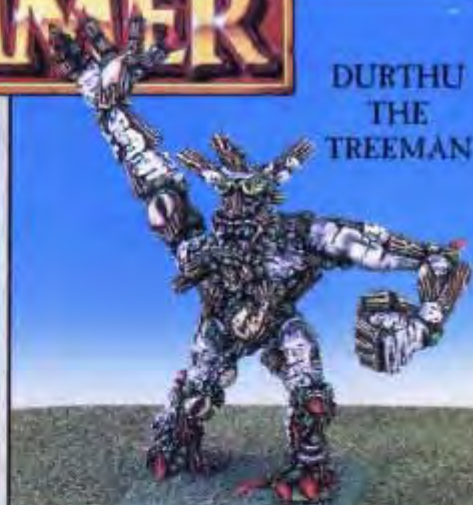
WOOD ELF
DRAGON

Model designed by Trish Morrison and Gary Morley.



DURTHU
THE
TREEMAN

Model designed by Trish Morrison.



WOOD ELVES



WOOD ELF GLADE RIDERS



ARIEL MAGE QUEEN OF LOREN

Model designed by Gary Morley.



ORION THE WOOD ELF KING

Model designed by Gary Morley.



All models supplied unpainted. Ariel, Durthu, the Dragon and Orion are multi-part expert kits which require a degree of modelling skill to assemble. We do not recommend these kits for young or inexperienced modellers.



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**GAMES
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It's been ages since we last published an index of White Dwarf articles, so here is the first of two! This month we have the Index Astartes, covering all the articles related to the Warhammer 40,000 universe since White Dwarf Issue 154.

Next month we'll feature all of the Warhammer, Warhammer Quest and Blood Bowl articles.

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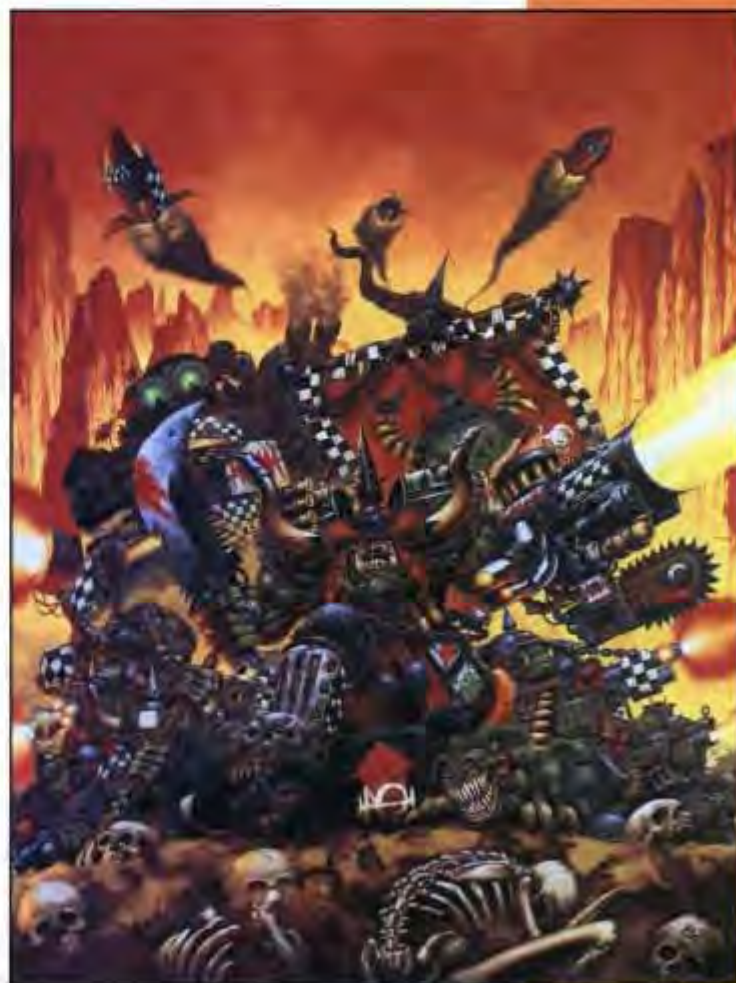
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**GAMES
WORKSHOP**

THE SWORD AND THE SHIELD



By
**Rick Priestley
and
Nigel Stillman**

This month's battle report features a violent clash between Nigel's Bretonnians and High Elves under the command of Rick Priestley.

Jake: With the release of the new Warhammer Magic and Warhammer Armies – Bretonnia, we thought it was time to get the respective authors, Rick Priestley and Nigel Stillman, to fight a battle featuring both the new army and the new magic rules. To keep things fair, we decided to use the Tournament Battle scenario from the Warhammer Battle Book. This would limit magic items to a maximum of 50 points each, disallow wizards over level 3, and stop the players from fielding unriden monsters, amongst other things. The battle unfolded into a legendary conflict, and as is only proper for such a battle we chose to tell it in an heroic style. The events are described from the point of view of an envoy from the Empire who was present at the time, observing the battle. It is up to the gentle readers to work out such things as when the dice were unkind to one of the players, or when the winds of magic blew strong.

MUSTERING THE BRETONNIANS

Nigel: I have a very idiosyncratic approach to choosing my armies these days, some would just say idiotic! I have developed some very strong views on what makes a good army and I intend to stick to them, unless a long series of total defeats convinces me to change, but I am pretty obstinate! As I fight battles, I hone my doctrine to perfection with slight adjustments here and there in the light of experience. I do not claim that my principles of the art of Warhammer are the best for everyone, they just reflect the way I like to fight. I chose the Bretonnian army for this battle according to these principles. Basically, they may be summarised as follows:

1. Throw the most dice with the most model soldiers. This is my first principle of Warhammer. In my crude way of thinking, roughly half the dice you roll to hit, will hit. Roughly half the scores to hit, will wound. Roughly half the wounds will be

saved. All you have to do is point your unit at the opposition where you think the odds will be better than this and shoot or charge. If a unit encounters opposition where the odds are worse, expect trouble! Or send in two units.

2. Average troops are average! Human warriors may be taken as the average, especially on Leadership. This means that it is rare for them to flee unless there is a good reason, and if they do, they will probably rally soon afterwards. That is why it is important to advance into the middle ground of the battlefield. Average or better troops who flee off the table on an odd bad roll of the dice have been wasted.

3. Big battalions! elite shock troops are for hitting the enemy's elite shock troops. This is where the crux of the battle lies. Using them anywhere else is a waste. It therefore follows that you should outnumber the enemy's shock troops at any point of contact so as to be more likely to destroy them according to principle number 1. Average troops can be made more resistant by their rank bonus. This is important to bear in mind regarding Bretonnian Men-at-Arms. In this way average troops can be made almost the equal in defensive power to the offensive force of double or treble their points (it's getting scientific isn't it!). In other words, big blocks of infantry can stop the best enemy troops in their tracks.

I therefore opted for a big unit of Knights of the Realm and a lesser, but still hefty, unit of Knights Errant. I gave them characters and banners which I thought would be most useful to them. I was limited to magic items of up to 50 points each, but that is good enough for me, any more is too much. If the big unit was of Questing Knights, they would have a slightly better edge for not many more points, but there were not enough Knights displaying the fleur de lys for me to make a big battalion. As for Grail Knights, I think they are best used as a small(ish) "reserve" in armies of a



greater total points value. I like Knights Errant, but their inexperience (average WS) is a risk in combat. However, a regiment under the *Errantry Banner* is an excellent unit of impetuous and reckless shock troops, who won't flinch from charging into a hail of Elven bolts and arrows.

I decided that the Lance formation, although more manoeuvrable, was too vulnerable to use in the face of the bolt throwers. So I deployed the Knights in a deep line. This was too deep a formation for my liking, but there was not enough space for a wider formation. In my opinion, the Lance formation is best for units of ten or less Knights, which brings out its manoeuvrability and precision. An excellent formation for a strategic reserve. Larger units in line can hit more than one enemy unit, and thus can smash an entire enemy wing in one charge. A pleasing prospect!

For the infantry I chose two blocks of Spearmen and one of Halberdiers. I intended to take advantage of the massed ranks of the Spearmen to confine the enemy. It's always a good idea to reduce the mobility of an Elven enemy. I had a mind to use the Halberdiers in a linear formation, in part to bottle up the foe, but also to tempt him into an awkward position, which in a strange roundabout way is what happened in the battle.

I had two units of Bowmen deployed in Arrowhead formations. This is a strong formation which can concentrate its shooting, but it is slow. On a confined battlefield, dominated by a central feature, slick deployment and speed counts for a lot, especially if the battle only lasts for a few turns. I hoped that the archers would shoot down the bolt thrower crews, but am now convinced that this is a futile task to ask of them. The crews are too well sheltered. I soon realised that this battlefield was perhaps the wrong place to bring out the advantages of the Arrowhead formation and ordered one unit to break formation. This was so that they could swing round and enter the central wood and engage, or at least face off, the

threatening Shadow Warriors if necessary. This would help protect the big unit of Knights as it wheeled around. I never forget that Bowmen have swords and am quite prepared to ask them to use them when necessary!

4. Commandos! I am referring here to the use of one or two small units of light troops, fast cavalry, flyers or skirmishers. Their task is to seize and dispute difficult ground, so as to neutralise its usefulness to the enemy, and to strike rapidly at irritating and potentially threatening enemy units, like the accursed High Elf repeater bolt throwers. Small strike units like this often escape attention while the enemy concentrates to no avail on the big battalions. Therein is their opportunity to





"Honor is more important than victory."

stealthily creep up and strike. Unfortunately such troops did not attend the muster before the battle!

As for bolt throwers, my doctrine of big battalions should guard against the worst effects of these weapons. However, over several battles, I have taken on a typically Bretonnian disdain for such dishonourable devices to the extent of fanatical obsession. I usually realise too late in the battle that it only serves the enemy's purpose to react to them. The correct approach is to advance relentlessly regardless. It is all too easy to be torn between the desire to minimise casualties among your best shock troops, and the temptation to make the chastisement of three bolt throwers the objective of the battle! Unfortunately in this battle my discipline failed me and I succumbed!

I would have liked to include a unit of mounted Squires and a unit of foot Squires in my Bretonnian army, but the models are not yet ready and painted. I think I would have used them instead of one unit of Men-at-Arms and one unit of Bowmen. They would have proved especially useful given the nature of the terrain. They should be a regular feature of the army because you are quite likely to encounter threatening terrain features either on the flank or the centre of the enemy deployment zone. Such troops would provide me with the "commandos" that I require.

5. Only a few well chosen characters. I resist the prevailing view that you should include lots of characters and special characters. I chose only two characters for this Bretonnian army, the

General and the Battle Standard Bearer, which is perhaps just under half as many as the maximum I would consider worth having. It would certainly make my big unit of Knights more powerful to include many characters, but observers were already saying "all the eggs in one basket" when they saw the big unit, so would this not be doubly true if I packed it with more characters? In hindsight I would have included a level 1 Wizard and a couple of Heroes in the army. I favour Heroes rather than Champions to lead units. One of the main reasons for limiting the points I spend on characters is, I admit, artistic rather than tactical. I just like to see a lot of rank and file warriors on the battlefield, looking resplendent. Too many odd characters prancing or flitting about here and there do not satisfy me. Also, like gunfighters, they are vulnerable to whatever opposing character turns up who is quicker on the draw with better magic items.

6. Only a few well chosen magic items. Some magic items which others swear by, I seldom use. Some players like to guard against all threats to feel secure. I like to weigh up what the risks are and whether it is worth the points to counter them. Enemy magic often seems to me to turn out to be less of a threat than you might think. Wizards can cost a lot of points, especially if they have a lot of artefacts, but they only succeed in destroying a unit now and again. My doctrine of hitting fast with big units is a lot less at risk from hostile magic than if I invested in small units and lots of characters to do the same job.

All in all I think this is in the spirit of the Bretonnian army. Bretonnian Knights rely on faith more than magic. Honour is more important than victory. Trickiness is not their style. Also, I like to limit myself to traditional Bretonnian magic items and those which the Bretonnians might have. Is this the Virtue of Purity? I take it as a personal challenge and a quest to be true to the spirit of my army and then to try and win with it, rather than giving in to what everybody tells me are the "right" tactics. They probably are right, but I don't care, it's not honourable!

I favour magic banners above all, because their magic protects and enhances an entire unit, which of course in my army, is often a big unit. The magic of the banner protects the unit long enough for it to get to grips with the enemy or makes it extra deadly when it does. Other players tend to put their faith in Champions with magic weapons of various effect, to make the unit do more damage in combat. This is an approach I shall explore, but I think the lower cost weapons in the hands of Heroes will do the job well enough for me. It seems futile to create a potentially powerful character and then load on the points to protect him. Dare you commit him to battle? Often when he is committed to the attack he seeks the flank. Well a small cheap unit of nippy troops can do that, perhaps led by a Champion, with a modest magic weapon.





WAR HOST OF LYONESSE

2000 point Bretonnian Army



Chevaliers Lyonesse – 20 Knights of the Realm with heavy armour, shields, lances and swords, standard and musician. They ride barded Bretonnian warhorses. The regiment is led by **Duke Francois**, the Bretonnian General. He wears heavy armour and carries a shield, sword, lance and the *Tress of Isoulde*. He rides a barded Bretonnian warhorse. He has the *Grail Virtue* and the *Virtue of Devotion*. The regiment is accompanied by **Sir Deric**, the Battle Standard Bearer. He wears heavy armour and carries a shield, sword and lance. He rides a barded Bretonnian warhorse. He has the *Knightly Virtue* and the *Virtue of Purity*. He carries the magical *Valourous Standard*.



Chevaliers Rampant – 10 Knights Errant with heavy armour, shields, lances and swords, standard and a musician. They ride barded Bretonnian warhorses. The standard carried is the magical *Errantry Banner*.



Guerrier Régiment – 20 Men-at-Arms with halberds, light armour, shields, standard and musician.



Régiment de Militaire – 20 Men-at-Arms with spears, light armour, shields, standard and musician.



Régiment de Mener – 20 Men-at-Arms with spears, light armour, shields, standard and musician.



Régiment de Lyonesse – 15 Bowmen with longbows, standard and musician. The unit is deployed in the Arrowhead formation.



Régiment de Noeud – 15 Bowmen with longbows, standard and musician. The unit is deployed in the Arrowhead formation.

HAVE AT YOU!



"My three rock units pretty much establish the tactic for this game, namely - charge! charge! charge!"

Rick: Having played quite a few games against Nigel and the Bretonnians, I knew my glorious High Elves were in for a tough time. We'd already decided that the battle would be fought as a Tournament Battle scenario as described in the Warhammer Battle Book, limiting both sides to 2000 points with no special characters, wizards limited to level 3, and magic items restricted to 50 points. Fortunately for me, ace High Elf player and stalwart White Dwarf Tuomas Pirinen was on hand to offer advice with choosing the army. Shamelessly taking advantage of Tuomas's expertise I found myself commanding a tiny, but extremely well-thought out force of High Elves.

It's rare that I get to command an army that's "geared to win". Normally my own armies are fielded complete with all the units painted because I happened to like the look of them, plus all my favourite magic items, and as a many of the machines and troops that I simply enjoy using. Yes! I'm a greenskin at heart, I have to admit. This was something different. A Tournament Battle is, by definition, first and foremost a tactical challenge, and with only 2000 points to play with an army must be tightly focused. I have to take my hat off to Tuomas who was cunning enough to provide an army that was both tactically very sound and also fun to play.

The army breaks down into three parts: a core group of hard-hitting troops of the kind Jervis likes to call "rock units", a small defensive unit based around my solitary wizard, and diversionary elements in the form of two repeater bolt-throwers and a unit of Shadow Warriors.

ROCK AND MAGIC

The "rock units" are headed up by the general, christened Lord Aenur for the occasion, sitting atop Swiftwing his trusty Pegasus, and tooled up to inflict the maximum amount of destruction on the nasty old Bretonnian Knights that I knew Nigel would field in abundance. With the *Dragonblade Lance* (hits automatically and +2 Strength) and *Strength Potion* (+3 Strength once) I could count on Aenur inflicting his full quota of 4 wounds on any unit he charged. To make him a bit more durable, he wore the *Golden Crown of Atrazar*. This is a slightly modernised

version of the original *Golden Helm of Atrazar* - offering a 3+ save unmodified by Strength, although with a chance of becoming exhausted when it is used. Magic items which offer unmodified saves are now grouped together as "wards", as described in Warhammer Magic.

Backing up the valiant Lord Aenur were the Silver Helms, who included a standard bearer with the *Banner of Might* (+1 to hit), and were led by a Hero, called Sadrian, whose offensive capabilities were augmented by a *Gromril Blade* (doubtlessly taken in just recompense for some heinous misdeed of the barbarous Dwarfs during the War of the Beard. This item cancels the enemy's armour save and should prove useful against those Knights). With eight models in total the unit was set up for a rank bonus, standard bonus, and +1 to hit on all fighters, including the Hero who also ignores saves, all of which amounts to a hard-charging, combat-winning "rock" unit.

Last of my big three is the relatively modest Tiranoc Chariot. Although tremendously vulnerable to bowfire and almost completely useless if charged, the chariot is capable of delivering a shattering hammer blow when it charges (D6+2 automatic "impact hits" at Strength 7 should take care of even the hardest Bretonnian Knights). Take that, you tin men!

My three rock units pretty much establish the tactic for this game, namely - charge! charge! charge! If I can get all three units charging together against the Bretonnian's hardest unit I think I can win the game in a single combat. With any luck the Bretonnians will lose their biggest and best unit of Knights with no loss to me, and with only four turns to play that should be enough to ensure victory.

DEFENSIVE BLOCK

The second element to the army is a unit of 16 Phoenix Guard led by a Hero, Menethal. These will sit at the back and make sure nothing gets behind the army whilst simultaneously providing shelter for my Wizard, Irion. These will be deployed 4 deep across a minimum frontage. With a *Banner of Defiance* (double rank bonus) they should be able to make a decent stand even against charging Knights, though it'll be touch and go against a well





LORD AENUR'S COMMAND

2000 point High Elf Army



Lord Aenur – General of the High Elf Army. He wears heavy armour and rides the Pegasus, *Swiftwing*. He carries the *Dragonblade Lance*, the *Golden Helm of Atrazar*, and a *Potion of Strength*.



Reapers – Battery of 2 Repeater Bolt Throwers. The crew wear light armour and are armed with hand weapons.



Nagarythe Patrol – 9 Shadow Warriors with light armour, shields and longbows.



Silent Flame – 15 Phoenix Guard with heavy armour, halberds, and a musician. The regiment includes a standard bearer carrying the *Banner of Defiance*. The unit is led by the **High Elf Hero, Menethal**. He is armed with a halberd and the *Bow of Loren*. He wears heavy armour and the *Crown of Command*. Also with the unit is **Irion, High Elf Master Mage**. He carries a sword, the *Skull Staff*, the *Potion of Knowledge*, and a single *Dispel Magic Scroll*.



Lords of Ellyrion – 7 Silver Helms with light armour and shields. They ride barded Elven Steeds and are armed with lances and swords. The regiment includes a standard bearer carrying the *Banner of Might*. The regiment is led by a **High Elf Hero, Sadrian**. He is armed with the *Gronril Blade* and wears the *Armour of Fortune*. He rides a barded Elven Steed.



Blade of Tiranoc – Tiranoc Chariot. The charioteer wears light armour and carries a bow and a halberd. The chariot is equipped with scythed wheels.

"Repeater bolt-throwers... yes every High Elf army has them."

led unit in Lance formation. With standard and rank bonuses I start with a combat result of +7!

Menethal has the *Bow of Loren* (3 shots per turn and strength 4) to irritate and hopefully wear away at enemy in range, and the *Crown of Command* (break tests are taken against unmodified 10) to make sure they stand their ground even if horribly beaten. Master Mage Irion goes in the front rank of this unit displacing a single trooper to the rear. He has High Magic (of course) and three magic items. The *Skull Staff* adds +1 to his dispel and also allows him to scan for dangerous enemy magic items within 12". A *Dispel Magic Scroll* is always handy, and gives me a back-up should the Bretonnians dare to lob spells at my glorious army. Thirdly, and most entertainingly, Irion has brought along a *Potion of Knowledge*, a decidedly dodgy brew that allows him to cast a spell without using power, but with limited use and the chance of him going stupid. I have high hopes for Irion (no pun intended... honest) as High Mages now count as superior to all other wizards when casting, and High Magic spells remain amongst the most dangerous magic.

DIVERSION

The remainder of my force consists of a battery of two repeater bolt-throwers and a small unit of Shadow Warriors. The Shadow Warriors, the Nagarythe Patrol, are there to neutralise any lightly armed peasantry the Bretonnians throw to their front, either by delaying them or inflicting enough casualties to drive them away. These are good, flexible troops, and the only High Elves able to skirmish – an ability I absolutely intend to exploit to the full.

Repeater bolt-throwers... yes every High Elf army has them.

However, with the Lady's Blessing the Bretonnians could screw up any hopes I have of

scything down all the Bretonnian Knights, so their main purpose is to sit at the back and look menacing. I've played Nigel before and I know that



Closely observed by Michael Perry, Rick tests his tactics out on the battlefield.

bolt-throwers make him go all stare-eyed and foamy at the mouth, so they're worth including for that alone. More importantly, any damage they do will contribute towards overall victory. At 50 points each they're as cheap as chips too.

Nigel's huge army was going to have a hard job manoeuvring into position against my left flank – bearing in mind we were playing only four turns (standard in a Tournament Battle). I felt I could largely ignore my left flank – harassing the Knights with bolt-throwers and magic when I got the chance. I don't know why Nigel chose to deploy his Knights in a single huge unit, but it was certainly going to make it hard to win decisively. I simply couldn't get near them because of the distance and all the infantry in the way. On the other hand, the Knights were going to have a devil of a job reaching me! I felt that I had little option but to use my original plan against the Bretonnian infantry on my right – a bit like using a hammer to crack a walnut really.

The most interesting aspect of deployment was that the larger Bretonnian army was able to force me to deploy my own units whilst keeping their own core troops off the table until my positions were committed. The hill provided the ideal spot for my repeater bolt-throwers, with line-of-sight over the entire battlefield. The wood was always going to split the battle, so I deployed the Shadow Warriors in a position to take and hold the wood in the first turn. The chariot and Silver Helms had to go together, and in the end I plumed for my right flank where Nigel had left a good-sized gap which I assumed he'd deploy his Knights into. When Nigel deployed his Knights behind his infantry on the opposite flank I knew I'd have to re-think my original plan.

So, the plan. Shadow Warriors take the wood and stall the enemy advance by stopping the Bretonnians marching. Bolt-throwers, magic, and Menethal with the *Bow of Loren* will cause as many casualties as possible and provide support where they can. The "rock" units will strike all at once, break the Bretonnian infantry to the front, and hopefully sweep away the troops nearby.



Siegfried Wagner was an envoy and emissary of the Emperor Karl Franz during the reign of Louen Leoncoeur. He was in the middle of complex negotiations about the trade rights with Bretonnia when the court of Lyonesse received rare visitors: a High Elf Dragonship made a landfall at the coast, near some old ruins that dated back from the times before the birth of Bretonnia. The messengers of Sir Francois le Noir, the Duc de Lyonesse, rode out to enquire the reason for the presence of the Elves. The Knights returned with their answer: the High Elves had come back to reclaim ancient artifacts of the Elves from the ruins. These treasures had been left there when the Elves abandoned the Old World after the war against the Dwarfs.

The High Elves now laid claim to this ruined coastal city, but Sir Francois regarded it as part of his own lands. Both the High Elves and the Bretonnians were proud and unyielding in their attitudes, and the negotiations came to nothing. As no agreement could be reached through talks, the High Elves and the Bretonnians decided to solve the dispute by a trial of combat. Lord Aenur represented the Elves and Duc Francois named a champion from amongst his Knights. This was Sir Eduard, his youngest son, well known for his skill with the lance. The battle was swiftly over as lord Aenur unhorsed the Bretonnian champion with one uncannily accurate thrust of his lance. The Bretonnians were forced to concede, and Sir Eduard left the Duchy in shame, vowing to do some great deed to restore his honour.

Days afterwards, the court magician of Duc Francois revealed that the lance of the High Elf noble was an enchanted weapon. This of course was a breach of the rules of honour that govern the tournaments of Bretonnia. Sir Francois immediately sent a message to the High Elves that the result was void and that he demanded compensation for the dishonourable behaviour of the Elves. Lord Aenur bluntly answered that no rules banning magical weapons in tournaments existed in Ulthuan, and that "defeated warriors had no right to make demands."

Outraged, Duke Francois gathered his Knights and Men-at-Arms, and marched to Athel Menya, as the ruined Elf city was called. He then issued an ultimatum: the High Elves would have to leave within the week or suffer his wrath. In response Aenur the Tall, the commander of the High Elves, ordered the repeater bolt throwers moved from his ship, weapons to be distributed amongst the crew and Elven steeds to be saddled. In times of need every Elf is a warrior, thanks to the training that each receives in their home country. He then marched to intercept the Bretonnians before they could reach the ruins, where his men were still searching for the grand relics of past ages.

As the Bretonnians marched westward, they found their way blocked by the silent ranks and shining halberds of the Phoenix guard. Duke Francois took this as an act of war and ordered his men to form a battle line. The small High Elf army did likewise, and so the battle became inevitable, neither side willing to back off. What resulted was an intense contest between the small elite force of Elves, and the mighty throng of Knights and infantry that made up the army of Lyonesse.

Siegfried Wagner was invited to join "l'escarmouche" as the Bretonnians called this battle, and told only to observe so he would not get a chance to steal any of "l'honneur". Siegfried, armed only with his journal, quill and a bottle of ink, recorded the events as they happened, from a nearby hill that provided an excellent view over the whole field. Siegfried was skilled in drawing as well, schooled in the University of Nuln, and thus he made maps that roughly showed the movements of the troops.

What follows is an account of the events in this battle, as reported to the Imperial court in Altdorf. The reader does well to remember that Siegfried observed the battle from some distance, and that as he was a guest of the Bretonnians he took great care not to offend them in the account of the battle. If the document ever fell into the hands of the Bretonnians he wouldn't want to find an angry army of Knights at the gates of his home city of Nuln!

THE GAUNTLET IS THROWN

Siegfried: As the first rays of the sun lit the field, both armies formed up in their full battle-array. The regiments of the High Elves shone in the early morning sun, gleaming white against the retreating dark, but it was the resplendent Knights of Bretonnia who held my gaze. With banners flying and pennants fluttering, the armies advanced.

For a long while the two master tacticians struggled to gain supremacy. But the High Elf force was somewhat smaller and more manoeuvrable, and the Bretonnians were hindered by the Commoners that were crammed in front of them. Neither the shouts of the Knights, nor the signals of the horns seemed to have any effect on these stubborn farmers. An arrogant smile played on the lips of the High Elf General as his small force formed a classic High Elf battle line. The initiative was in his hands.

Then something amazing happened. The whole Bretonnian army dismounted and knelt. I could barely make out the words as the Knights

vowed to fight to the death for honour and justice. I saw how a silvery mist seeped from the ground and enveloped the Bretonnians in response to their faith. I saw a glow which grew ever more intense, breaking through the clouds, until it was so bright that I could barely gaze at the Knights. At that moment I could have sworn that I heard an



RICK'S REACTION

Rick: Arggh! When I saw the Bretonnian army swarming across the field of battle, I have to admit I was frightened witless. Fortunately, this is a fairly normal state of affairs for me, so I was able to bluff my way through without anyone noticing. Courageously, I pointed out that the enemy were trespassing upon lands that rightfully belonged to the Phoenix King, who had neither the time nor the patience to parley with uncultivated ruffians. Still... there were an awful lot of ruffians and pitifully few High Elves to administer the drubbing I knew they deserved. In the face of Nigel's "wall of steel" I sat down and poured another cup of tea.



otherworldly chorus from the very earth itself. But surely that was just my imagination. Swiftly the Knights formed their battle line again, and their cry rose until it seemed that the heavens would shake as they praised the Lady of the Lake.

Meanwhile the High Elves, seizing their chance, advanced in echelon, which showed their long years of training. I was expecting the bolt thrower crews to scythe down the Knight regiments at any moment, but no whizzing bolt soared through the air. How was this possible? I had witnessed the power of these reapers before, and I knew just how deadly they were. I turned to see what was happening. The High Elf artilleryist, transfixed by a vision I could not see, stood unmoving, as if struck by an enchantment. I shuddered and quickly made the sign of the hammer to ward off the magic.

A High Elf dressed in magnificent ithilmar armour and bedecked with glittering jewels, obviously a noble of great importance, stepped from the ranks of the Phoenix Guard. He carried an elegant longbow of great antiquity, and he released not one or two, but three arrows faster than my eye could follow. I saw two Men-at-Arms go down, and suddenly the air was filled with the warsong of the High Elves. I do not understand the language of the Elves, but the message was clear: first blood for Ulthuan!

I saw how the Elf wizard, his fey eyes glittering with power, drew a complex design in the air with one delicate hand. Flames leaped from the ground towards the Bretonnians. I heard the Commoners cry to the Lady of the Lake for aid, and lo! Suddenly the flames flickered and died! I rubbed my eyes in amazement. High Magic was the strongest of all sorceries, as I had learned during my studies at the University of Nuln. Surely it must be some miracle that I was witnessing?

Now the trumpets blared and the massed ranks of Bretonnians started to move. The Knights Errant, eager for battle, thundered ahead of the rest of the army, picking the distant Phoenix Guard regiment as their chosen foes. The Commoners tried their best to give way for their lords, but contradictory orders and confusion hindered them, and the impetuous Knights of the Realm were forced to advance at a snail's pace.

The air was thick with missiles, but the excellent armour of the Phoenix Guard, forged from the

In Bretonnia, questions of honour are matters of life and death, as the High Elves learn when the host of Lyonesse marches against them.





Led by their General, Aenur, the Silver Helms and Tiranoc Chariot charge against the halberd-armed Men-at-Arms on the Bretonnian left flank.

unimaginably precious ithilmar, proved too strong for the three-foot Bretonnian arrows.

ATTACK ON THE RIGHT FLANK

In moments, the face of the battle changed and the field erupted in sudden violence. A silver-white thunderbolt struck. The High Elf General, mounted on his snow-white Pegasus descended from the skies like an avenging angel. The Silver Helms, Aenur's kinsmen from Ellyrion, charged too, as did the proud Tiranoc noble in his chariot. My eyes scanned the battlefield to find their target. Then I realised where they were headed. The thin halberdier line on the Bretonnian left flank was to suffer their attack. I expected these men, the common folk from Artois and Lyonesse, to flee for their lives, but instead they gripped their halberds and formed a battle line. Never have I seen such bravery, nor do I expect to see it again, in all the days of my life. The Tiranoc Chariot, Silver Helms and the General all crashed against the life of the Halberdiers. I saw brave Men-at-Arms skewered by lances and cut down by the glittering scythes of the chariot. I averted my eyes from the slaughter. These men would not return to tend their fields in the fair land of Bretonnia.

Brave though they were, the awful pressure that was piled against the regiment proved too great and the commoners fled, throwing down their halberds. Their spear-armed

comrades, seeing the left flank of the Bretonnian army begin to crumble, gave up the battle as well and ran for their lives. Aenur, the tall High Elf Lord, spurred his Pegasus and soared after the fleeing Halberdiers, closely followed by the Silver Helms. Now that their formation was broken the Halberdiers proved easy prey for the High Elf lances and swords, and I doubted that any of the brave Men-at-Arms would survive. But at the last moment the Silver Helms turned their steeds and wheeled to their left. The ruse worked, and suddenly the Men-at-Arms who had held their ground found themselves fighting against a regiment of grim-faced High Elf Knights!

I saw how the High Elf Mage reached inside his flowing cloaks and produced a flask, doubtless



The relentless Knights Errant assault the High Elf repeater bolt thrower battery, defended by the Phoenix Guard. After a round of melee they are repulsed by the tight ranks of the elite infantry (map).



filled with some enchanted brew. As the Elf sipped the liquid, even I, untrained in the ways of magic as I am, could see a terrible nimbus of power playing about his high brow. He then chanted in a language unknown to me, and drew a complex shape into the air with his slim sword.

WIZARD AND THE WARRIOR

The Knights Errant, continuing their headlong attack, charged against the Phoenix Guard regiment. With lances decorated with frippery from the damsels who favoured them, they crashed against the elite guard of Ulthuan.

The gigantic regiment of Knights of the Realm formed into formation three ranks deep, and the Bretonnian General urged his infantry to hurry and make way for the Knights. But the

Commoners, confused and frightened by the clatter of the battle, reacted slowly. Only the Bowmen regiment on their right flank moved quickly and efficiently, and made way for the unstoppable juggernaut regiment of Knights.

The youngest and the rashest of the Knights Errant, (who, as I later found out, was their leader) picked out the wizard from the ranks of the Phoenix Guard. They exchanged numerous blows, the wizard and the warrior, and finally the warhorse of the Knight, a great beast of some eighteen hands tall, smashed its hooves against the head of the magician. I saw a trickle of blood running down the brow of the Mage and could read the terror in his eyes. The Knight yelled in glee and raised his sword to deal the deathblow, but then the flow of the battle threw the wizard and the warrior apart. The sheer pressure of the ranks of the Elves proved too great for the Knights. Their trumpeter sounded the retreat and they wheeled away.

With that skirmish resolved, at least for the moment, I now sought out the Silver Helms who were engaged with one of the spear-armed regiment of Commoners. Lances clashed against shields, and spears stabbed upwards from closed ranks. I saw how the lance of a High Elf noble skewered one of the peasants. The arrogant High Elf Knight lifted his lance and tossed the pierced corpse aside like a broken doll. But the Spearman next to him (who had just lost his brother Pierre as I learned after the battle) cried out in rage and pain, and stabbed with all his might. The High Elf noble twisted in the saddle to avoid the spear tip, but to no avail. He tumbled down from his saddle to join the man he had just slain. The sheer numbers of the Spearman forced the Elven Steeds to stumble backwards, and the Spearman quickly surrounded the High Elf regiment.

THE STRUGGLE

As the regiments became entangled in a swirling melee, the flow of the battle became increasingly difficult to follow. The fog of war, the cries of the wounded, and the awful, thunderlike clash of the weapons filled the air. I rode closer to get a better view of the battlefield.

Overhead, I heard the beating of mighty wings. When I gazed upwards I saw that the great Pegasus Swiftwing was soaring over the battlefield once again, carrying the lord of the High Elf host, his long banner flowing in the wind. I could just make out the form of the High Elf rune *Senlul*, that symbolised



swiftness and accuracy. On the ground, the Shadow Warriors emerged from the cover of the woods and peppered the Bretonnians with arrows. And yet the Elven archery, normally so deadly, proved surprisingly ineffective. Perhaps the Bretonnian legends were true and the Lady of the Lake indeed disapproved of missile weapons as dishonourable and cowardly?

The Silver Helms, surrounded by an angry mob of Spearmen, struck left and right. In the tight press of bodies they could hardly miss and I counted at least three dead Bretonnians. Their steeds, regaining their footing, barged the Spearmen to ground, and seeing so many of their comrades fall, the Men-at-Arms started to retreat. As I have seen so often, the orderly retreat turned into panic, and panic turned into outright rout. The Silver Helms fanned out into a pursuit formation, and one rider, in an amazing show of horsemanship, plucked the fallen Bretonnian standard from the ground so he could display it as a trophy in the magnificent victory celebrations that the High Elves are so fond of.

BRETONNIAN COUNTERATTACK

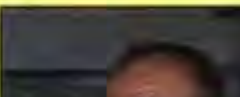
Even the patience of Duke Francois was at its end. The Commoners were still trying to scramble out of the way of the Knights, bumping into each other, and tripping over their weapons. The Duke realised that he would still be here when Gilles le Breton returned if he had to wait for the Commoners to clear the way. He turned his eyes to the east and saw the proud standard of the Silver Helms. Now here was a worthy foe to test his mettle against! He ordered his men to turn their steeds around and wheeled to face the flower of the High Elf cavalry.

The young Knights Errant halted their fleeing warhorses, and following the rallying cry of their leader, they formed into the dreaded Lance formation in a brilliant show of martial discipline and precision. The perfect execution of this manoeuvre was hindered only by the magical flames conjured by the High Elf mage. I saw two horses throw their riders to ground and three others tumbled from their saddles, roasted alive by the magical fires. But the remaining Knights, showing their scorn for the dishonourable magic, raised their voices and started to chant the Chanson of Gilles le Breton. And as their voices grew stronger, the flames gradually grew dimmer until they flickered and died. I saw how the eyes of the Elf mage blazed with cold fury, and yet there was nothing he could do. The faith of the Knights in their protector, it seemed, was a shield stronger than any enchantment.



RICK'S TIPS

Rick says: When pouring the tea, always pour the tea in first. If the tea is strong enough then you can't see the bottom of the cup. If you can see the bottom of the cup the tea's not properly mashed, in which case pour it back into the pot and wait a few minutes. (Actually, this is one of Big Boss Tom Kirby's tips really, but it's such a good one I thought I'd steal it and pass it off and use it as one of my own.)

A photograph of a man with glasses and a beard, wearing a red shirt, drinking from a white cup. The cup has some colorful patterns on it. He is looking down at the cup while drinking.

Plummeting from the skies, the High Elf General struck against the last Spearman regiment, and the Tiranoc charioteer, seizing his chance, wheeled and charged the hapless Commonsers in the flank. For the first time in the battle, the dreaded repeater bolt throwers struck

The High Elf General swoops down from the skies. Supported by the High Elf chariot, he attacks a regiment of the spear armed Men-at-Arms.



The thunderous charge of the Bretonnian Knights sweeps away the Silver Helms, while the Men-at-Arms drive away Lord Aenur on his Pegasus.



against the Knights of the Realm. Like so many times before, the casualties were horrendous. Knight after Knight fell from the saddle, pierced by the deadly bolts, their armour useless against the lightning-fast missiles that could penetrate any protection. The Knights screamed at the Elves, accusing them of being cowards and daring them to fight the Knights fairly in hand-to-hand combat. The High Elves ignored them and reloaded their weapon.

The clamour of war drew my attention to the right flank of the battle. Here, the Men-at-Arms struggled with Lord Aenur mounted on his Pegasus. The Spearman suffered horrendous casualties, as the scythed wheels cut down men like wheat, and the General pierced others with his lance. The terrible weapon glowed with

white-hot flames, and no man struck by it recovered. One of the Men-at-Arms, by skill or by luck, struck down the driver of the Tiranoc Chariot, eliminating this deadly threat. Even so, I was convinced that the Commons would run because of the horrendous casualties they had suffered here. But amazingly, against all odds, they held.

RULE BRETONNIA!

The young leader of the Knights Errant

The Bretonnians launch an all-out attack, risking everything to win a decisive victory. The Knights of the Realm break the Silver Helms, while the Knights Errant are once again repulsed by the Phoenix Guard.



Over the piling corpses of the Spearman, Duke Francois could see the glitter of the Elven armour. Yelling in glee, he spurred his steed, and his brother Knights followed. The earth shook under the thundering iron-shod hooves of the magnificent Bretonnian warhorses. The distance seemed impossibly far, and yet the Knights of Bretonnia prevailed. The Knights of the Realm crashed against the Silver Helms, lances lowered, a battlecry on their lips.

Bloody melee raged across the battlefield. The Knights Errant struck with all their might, picking the wizard as their target to show their distaste for the ignoble user of magic. But the mage, evidently

protected by the Elf gods, escaped unharmed. The highly trained Phoenix Guard pressed forward, and the Knights were forced back by the tight ranks of the High Elves.

On the other side of the battlefield, the Silver Helms desperately tried to turn their horses to face the attacking Knights of the Realm, but to no avail. They had to discard their lances and draw their swords. I did not see any warriors fall on either side, but no regiment can withstand such a powerful flank charge and hold their formation. The High Elf General, himself badly pressed by the Bretonnian Spearman, shouted to his men to reform and close their ranks. However, under the flailing hooves of the Bretonnian warhorses, and the blows of the puissant Knights, their formation gave in. The Silver Helms fled across the battlefield, closely pursued by the vengeful Knights of the Realm. Duke Francois personally picked up two trophies: the silk banner of the Silver Helms, and the standard of his own Men-at-Arms, captured earlier by the High Elves, but now restored to its rightful place of honour in the ranks of the Knights.

Meanwhile, the High Elf Lord Aenur, surrounded by Men-at-Arms, stuck left and right, hopping off the head of a Spearman. His Pegasus crushed a skull of another with its silver-shod hooves. In retaliation the Bretonnians struck with their spears and one of these buried itself deep into the flank of the Pegasus. Whinnying in terror the Pegasus spread its wings and, ignoring the shouts of Aenur, left the battle. A huge cry rose from the ranks of the Commonsens, for this heroic act would surely be rewarded by their masters. Lord Aenur regained control of his Pegasus and raised his lance to show that he was still in control and not defeated. The setting



"Where did you come from?" The surprise charge of the Knights Errant momentarily confuses Rick.



sun reflected from the enchanted weapon, and for a moment I was blinded by the dazzling colours reflecting from the blade. But this was the last act – the battle was over.

As the day darkened, the two armies disengaged and drew back. I breathed a silent prayer to Sigmar, thanking him for allowing me to live through this terrible day. The following morning Duke Francois and the High Elf Lord Aenur resumed their negotiations, which eventually allowed the Elves to recover their artifacts in return for a promise that the High Elf Lord would return in a year's time to fight again. This time they would pay homage to the rules of Chivalry, so the Bretonnians would have a chance to regain their honour. Before taking his leave, the High Elf noble presented Duke Francois with an enchanted sword and a chest full of jewels in recognition of the battle prowess of the Bretonnians. Thus my report draws to a close. I beg your Imperial Majesty to reconsider any further actions against the realm of Bretonnia. Never have I witnessed such a frightful show of bravery, and never have I met men who so totally despise death.

Siegfried Wagner, envoy to the land of Bretonnia.

Nigel commanding his Bretonnians in battle.



FINAL VICTORY POINTS

HIGH ELVES: 8
BRETONNIANS: 8



"Fortunately the Knights Errant, true to form, charged recklessly at the first opportunity."

IN THE COURTYARD OF CASTLE LYONESSE

Nigel: The battlefield had terrain features on the flanks, and a wood in the centre. This wood was awkward for my preferred deployment, and the only way to use it creatively in the plan was as a pivot for the wings of my army. This meant deploying a preponderance of cavalry on one wing of the army and a preponderance of infantry on the other. This is, in fact, my favourite strategy, because I like bringing round the massed shock troops to hit the enemy army in the flank, thereby securing three quarters of the battlefield. Usually there is enough weight on the advancing wing to roll over any opposition, but it is better if the slow flank reliably stands firm. You can instead, plan for the slow flank to give way, but if so, it is a good idea for it to do so reluctantly. Therefore, the troops should be able to mutually support one another. They must move forward initially so as to have time and space to rally, and you need a reserve to hit the advancing foe as they chase after your holding troops if they give way.



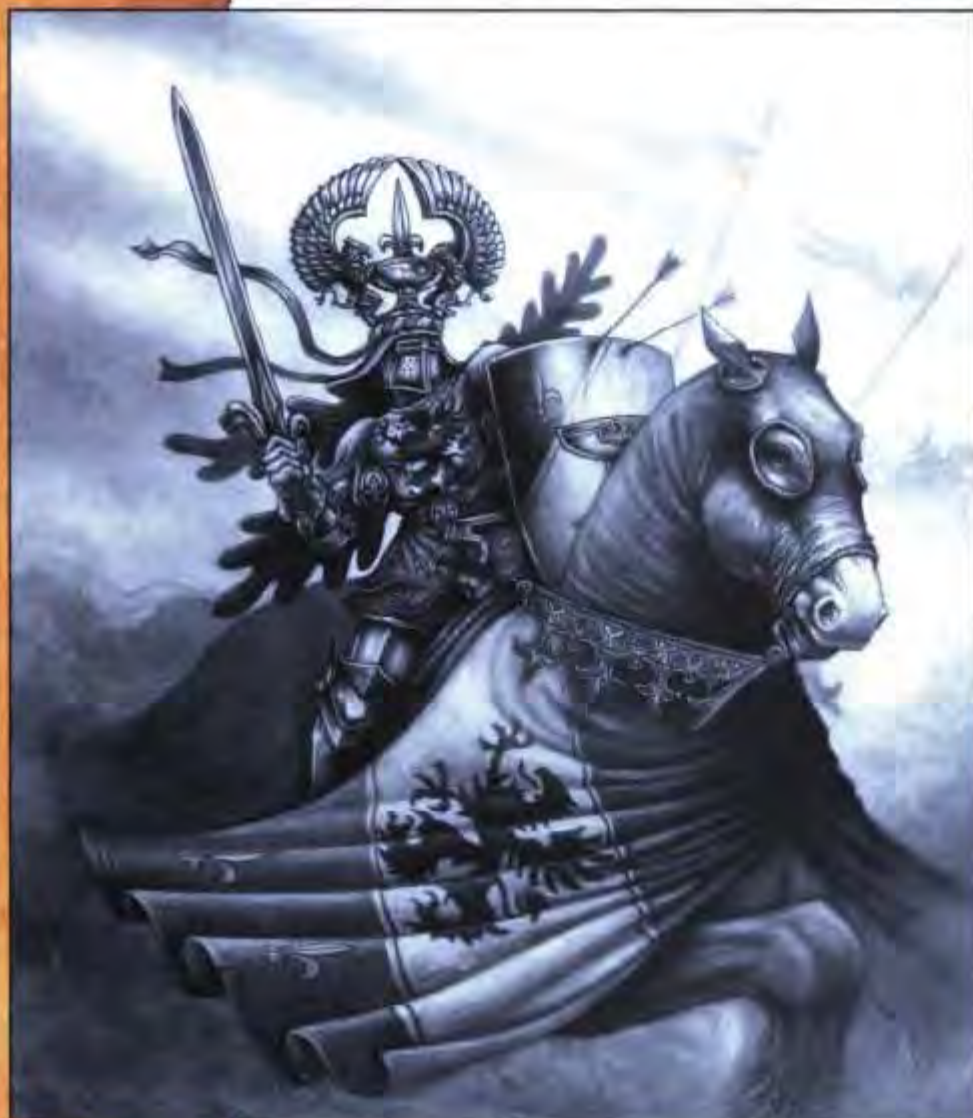
The central wood was therefore the hub of the wheel and a crucial terrain feature to either control or neutralise. It was obvious that the dangerous Elven Shadow Warriors would go for this. So

I was prepared to throw Men-at-Arms and Bowmen into the wood just to thwart them, even though my troops would be slowed down and might not get a chance to fight. As it happened, the threat of the Shadow Warriors was contained and the only menace posed by the wood was that it forced the Knights to mass together.

The holding flank was composed of Men-at-Arms and Halberdiers and these did hold up the main enemy attack for a while. A unit of Men-at-Arms which ran when the Halberdiers were cut down, rallied a few yards further back. This meant that my flank and rear were still well guarded.

All the Knights were massed on the other wing. This was risky since the enemy bolt throwers could reach them. I hoped to move forward quickly and take advantage of the speed of the Bretonnian warhorses. The Knights were flanked by Bowmen who had the task of shooting at the bolt throwers with their long range. In hindsight, they got in the way of the Knights a bit too much and so my resplendent shock cavalry had to spend much of their valuable time manoeuvring too slowly, within range of the deadly bolt throwers.

Fortunately the Knights Errant, true to form, charged recklessly at the first opportunity and struck the Phoenix Guard. They were repulsed, but were still capable of charging again later, this time in lance formation. The main body of Knights were ready to follow up behind, but it was getting a bit late in the day for them to be effective. At this point, while the battle hung in the balance, with if



anything, the advantage slipping away to the Elves on losses alone, the enemy's best troops appeared on the left flank having broken through the massed infantry. This enabled my main body of Knights to act as the reserve I just mentioned. They turned, wheeled around and charged, hitting the Silver Helms in the flank. A little closer and they would have hit the rear. This forced the enemy shock troops to flee and one of my fallen standards was recaptured. It was fortuitous that the Knights had been slowed down in their intended advance so as to be well placed when the enemy main force appeared on the flank. Had the Knights continued to advance they would have found few enemy to fight. I am left with the view that perhaps three big units of Knights are better than two, and that one of these should be held in reserve. There were too many units of infantry to be useful, but enough to cramp my own manoeuvring!

I managed avoid the worst of the enemy magic, but it did do some damage to the Knights. In true Bretonnian fashion I shall shrug it off as just another kind of "shooting" and not change my traditional disdain for it. It is true that the units of Knights could do with the odd Hero to give them an edge in combat against good fighters like Elves, especially the Knights Errant, who seem destined to get in to hand to hand combat quickly and often, usually on their own with not much in support. Some of my Bowmen and Men-at-Arms will soon be in the castle courtyard being taught to skirmish and to ride (as Squires)!

AS THE DRAGONSHIP SAILS...

Rick: With the game over I thought the overall plan had worked well. The battle went pretty much as expected and the High Elf army itself performed to par. The "rock" units smashed the enemy to their front, but my pursuit was poor and I was hopelessly optimistic to attack a whole Bretonnian regiment with my general alone. It was my failure to keep at least two of my three "rock" units together that cost me victory. After my early success, why did I pursue with my general? Why? Why? Even as I did it I knew it was a stupid thing to do, but I just couldn't help myself. I suspect the tricky Bretonnians put something in my tea.

The clincher was the loss of my Silver Helms — were they in range of the Bretonnian charge or not? Well, I thought I was safe, but it was pretty touch and go



when it came to it. Gosh those Knights are powerful beasts when they charge. What else could I have done? If I'd run from the charge I'd still have lost the points and the banners, but at least Nigel wouldn't have captured my standard so I'd have been a point up on the deal. However, I couldn't sleep at nights if I was forced to adopt such craven tactics to win a game of Warhammer — so fight on and damn the victory points I say!

I thought Nigel's army would have been far more effective if the Bretonnians had fewer troops and some decently equipped characters leading them. Mind you, I know Nigel's hand's were tied somewhat by the army we have painted, which isn't completely finished yet and really needs more characters and more of the most powerful types of Knights. I would have taken a wizard, no matter how modest, just to force me to expend power or dispel cards defending myself. As it was I was able to cast spells pretty much as I wished. The Knights were horribly effective when they did eventually get stuck in. The damage done by my bolt-throwers caused Nigel a lot of heartache, but the Lady's Prayer considerably reduced their effect on the battle. My Shadow Warriors did very well and Nigel really needed troops capable of dealing with them, such as the Bretonnian Squires. Luckily for me the models for these troops weren't ready in time for the battle and Nigel is far too much of a purist to improvise with other miniatures. It's against the Code of Chivalry you see.

"I suspect the tricky Bretonnians put something in my tea."



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WARHAMMER 40,000

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WARHAMMER MAGIC

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**GAMES
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With greedy eyes, the Savage Orca of the Broken Fang keep watch over the Empire wagon trail, waiting for a chance to spring their trap.



CHAOS SPACE MARINE BIKE

VEHICLE DATA

CREW:

1 CHAOS
SPACE MARINE

RAM VALUE:

STRENGTH 5
D4 DAMAGE

-2 SAVE

MOVEMENT:

SLOW SPEED: 10"
COMBAT SPEED: 15"
FAST SPEED: 30"
TYPE: BIKE



WEAPONS:

Twin linked **bolters** firing forward in a 90° arc of fire. The Chaos Space Marine bike may be fitted with a set of **assault launchers** carrying **frag grenades** at an additional cost of +5 points.

WEAPON DATA

WEAPONS	RANGE		TO HIT		SAVE		ARMOUR		SPECIAL
	SHORT	LONG	SHORT	LONG	STR.	DAM.	MOD.	PENAL.	
Bolters	0-12	12-24	+1	-	4	1	-1	D6+4	-
Assault Launcher	6	-	-	-	3	1	-1	D6+3	1st Blast Marker

POINTS COST: 20 points + rider



E FASCINATION OF SLAANESH E

Soft, seductive voices gently whisper the promises of Slaanesh to the Warriors, while ambrosian scents fill the air, blinding them to their surroundings.

Each Warrior should immediately roll 1D6. Any Warriors who roll higher than their Toughness will succumb to the Fascination and will become incapable of action (their minds being otherwise occupied!). These Warriors may do nothing until they are next struck in combat. This is then sufficient to shock them out of their trance.

Draw another Event Card immediately.

NO TREASURE CARD FOR COMPLETING EVENT

D6	Location	Armour	Front / Side	Rear
1-2	Chaos Space Marine Rider	See Below		
3-6	Bike	10		10

D6 Bike Damage Table

- 1 The bike's twin boilers are destroyed and may no longer be used.
- 2 The wheel and mountings are badly buckled. From now on the bike's maximum speed is reduced to its slow rate only.
- 3 The bike's controls are damaged making it difficult to control. Roll a D6 at the start of each of the bike's movement phases. On a roll of 4, 5 or 6, the rider is able to control the bike and it moves normally. On a roll of 1, 2 or 3 the bike moves out of control for that turn.
- 4 The bike's front wheel is blown off and it flips over, killing the rider. The wreck comes crashing to the ground D6" away in a random direction. Anybody under the bike when it lands takes D3 Strength 6 hits with a -2 saving throw modifier.
- 5 The bike's engine explodes, killing the rider. The wreck hurtles out of control next turn before coming to a permanent halt.
- 6 The bike's fuel catches fire, killing the rider. The flaming wreck hurtles out of control next turn and then explodes, causing D3 Strength 8 hits with a -3 saving throw modifier on all models within 3".

Rider Damage Table

Roll to see whether the rider is killed using the normal shooting rules by comparing the attacking weapon's Strength to the rider's Toughness, and making any armour saving rolls as normal. If the rider is killed then the bike will move out of control for one turn and then flip over and be destroyed.



