

NOTES ON THIS INDEX

This Index lists the most important articles that have been published in White Dwarf from issue **68 to issue 251**. There are several points that I would like to make about this Index.

- The Index only lists the main articles published in each issue, it does not list the Games Workshop News, Mail Order or What's Happening at the GW Stores (as features in these articles will be out of date and largely irrelevant).
- From Issues 110 onwards all of the articles are categorised according to which game they are relevant to, there is a column for Warhammer 40,000 (commonly referred to as WH40K) articles, a column for Warhammer Fantasy Battle (referred to as WHFB or just Warhammer), one for Various Games (all of the other games WD features), one for Terrain articles (just terrain, not painting guides) and one for Miscellaneous Articles and Battle reports. For issues 102 and earlier there are only three columns. One for Various Games that are featured (including Warhammer 40,000 and Warhammer Fantasy Battle) one for Roleplay Games like Warhammer Fantasy Roleplay (commonly referred to as WFRP) and lastly, one for Miscellaneous Articles and Battle reports. This is because, back then, there wasn't always a WH40K and/or WHFB article. There was however, a plethora of other games produced by other companies as well as lots of Roleplay games that are just never seen now. If things carry on as they are, I might have to change the columns from Issues 248 onward to just include just WH40K, WHFB and Miscellaneous Articles, because that's what White Dwarf seems to be completely dedicating itself to these days...
- Since Games Workshop re-releases games every so often (generally Warhammer 40,000 and Warhammer Fantasy Battle), articles about such games are only relevant to the edition of the game that was around at the time when that issue was printed. Because of this I have listed (as best I can) the editions of re-released games along with the period of issues that included articles about that edition.

Warhammer 40K	Epic	Warhammer Fantasy Battle
Rogue trader: Issues 93 – 161, 2 nd edition: Issues 165 – 224, 3 rd edition: Issues 226 onwards.	Adeptus Titanicus: Issues ? - 112 Space Marine: Issues 127 - 170 Epic: Issues 186 - 198 Epic 40,000: Issues 208 onwards.	3 rd edition: Issues ? - ? 4 th edition: Issues ? - ? 5 th edition: Issues ? – 248, 6 th edition: Issues 250 onwards.

- In all issues, each article (in any column) is normally listed by the articles title (for example, 'The Artificer' issue 68 below) and then a short description of the article is included in brackets ('a new AD&D character class'). If there are multiple articles for the same game each article will be listed one after another separated by commas.
- In the Various Games column (and for earlier issues, the Roleplay Games column as well) the articles are preceded by the name of the game (in bold) to which the article is relevant, for example;
Necromunda – Gang Warfare! (An introduction to the new 40K based skirmish game).
If there are any articles about terrain or painting for these games then these are listed in the 'Terrain' and 'Miscellaneous Articles' columns respectively. The 'Roleplay Games' column lists the articles that have relevance to role-playing games (obviously), including adventures, resources Q&A and additional and amended rules.
- Battle Reports are included at the end of the Miscellaneous Articles and Battle Reports column, although they are sometimes included in their game's column (If, for example, it goes with another article like in Raid (issue 192), here there are two battle reports together with the

scenarios that were used in them). Battle Reports are always designated with *Italic* type and, unless they are special reports, they are not referred to by name, just the game and the sides fighting in the battle.

- I have not included page numbers with any of the articles because it is easy enough to find an article by its name alone from the contents page.

Disclaimer: This White Dwarf Index is not endorsed by Games Workshop in any way, I have produced it simply for the convenience of gamers wishing to find articles in White Dwarfs with ease. I have made no profit from this publication, nor do I ever intend to (and nor should anyone else), I originally made this index for my own use but I decided to allow other gamers to gain some use from it.

	Various Games	Roleplay Games	Miscellaneous Articles
68		<p>AD&D – The Artificer (a new AD&D character class), Beneath the Waves (part one – Hazards of the Environment. A series about underwater adventuring in the AD&D world), Star of Darkness (an adventure for 3-5 characters of levels 3-4), Treasure Chest (Words of Wonder – a selection of new spells).</p> <p>Call of Cthulhu – Crawling Chaos (Free the Spirit – the clergyman).</p> <p>Traveller – Lone Dragon (a gem gathering scenario for 4-7 characters).</p> <p>Heroes and Villains – Solo Series (adventuring for individual superheroes).</p>	Tabletop Heroes (The Magic Frame – part two, how to photograph your own miniatures on a tight budget).
69		<p>AD&D – Beneath the Waves (part two – Developing civilisations), Plague From the Past (an adventure for 4-6 characters of levels 5-7), Treasure Chest (Poison – a new an easy to use system for various types of poison).</p> <p>Golden Heroes – Rationale Behaviour (the application of the Golden Heroes campaign rating to other RPGs). Fiend Factory (The Starlight Pact – new characters).</p> <p>Call of Cthulhu – The Surrey Enigma (an adventure for 3-5 Investigators featuring witchcraft).</p> <p>RuneQuest – Runerites (Close Encounters – weapon lengths and animal attacks, or something).</p> <p>Traveller – Starbase (Battle Stations – alternative ship combat rules).</p>	Tabletop Heroes (a regular painting feature. Getting advice from experienced painters).
70		<p>AD&D – Tongue Tied (Language and literacy in AD&D), In Too Deep (A water & spice adventure for 3-6 characters of levels 4-5), Treasure Chest (Monstrous NPCs – monsters as characters), Beneath the Waves (part three – Aquatic adventuring continues).</p> <p>Call of Cthulhu – Crawling Chaos (The Price is Right- currency and purchasing for investigators).</p> <p>Golden Heroes – Reunion (An adventure about intelligent crystals, primitive tribesmen and a British Major!).</p> <p><i>Heroes and Villains</i> (The Coven – villainous worshippers of Necromon!).</p> <p>Traveller – Dead or Alive (the Bounty Hunter as a career in Traveller).</p>	Tabletop Heroes (useful information on how to do figure conversions).
72	<p>Talisman – The Jewel In The Crown (reviewed and expanded with new cards).</p> <p>Sleigh Wars – A one off Christmas game with present delivery and aerial combat!</p>	<p>AD&D – The Necklace of Brisingamen (A thrilling adventure for 6-8 characters of levels 7-10), Treasure Chest (All Part of Life’s Rich Pageant – out of dungeon events).</p> <p>Call of Cthulhu – Fear of Flying (a mini scenario featuring travel in a very large plane with some suspiciously dodgy characters...), Crawling Chaos (Recommended Reading – a regular column for Cthulhu players, this month, a mysterious Egyptian papyrus).</p> <p>Heroes and Villains (Scientific Method – a look at ‘the mad scientist’ style villain).</p>	Origin of the PC (the foibles of character generation systems in RP games), Tabletop Heroes (Part one of how to build and paint Dioramas), Newsboard (Blood Bath At Games Day – a report on the antics at games day ’85).

75		<p>AD&D – Gamesmanship (putting the mystery and excitement back into your AD&D games), Nightmare in Green (a plant bashing adventure for 4-8 characters of 4th-6th level), Treasure Chest (Local Boy Makes Good – character background in AD&D).</p> <p>RuneQuest III – Ruminations (thoughts on the changeover to RuneQuest III).</p> <p>Call of Cthulhu – The Heart of Dark (an ‘Illuminatingly’ different adventure for experienced Investigators).</p>	How to save the Universe (an article about how superhero role-playing can be fun), Tabletop Heroes (this month, preparing models for oil paint), Trevor’s Titbits (ramblings of some bloke).
76	Warhammer – Glen Woe (Thrilling Shakespearean mayhem, for use with the <i>McDeath</i> expansion pack).	<p>AD&D – How to Make Crime Pay (lots of useful advice for apprentice thieves), Banditry inc (a referees guide to the Thieves Guild), Castle in the Wind (an adventure set in an Arabian style land featuring a floating castle).</p> <p>Judge Dredd – You’re Booked! (Budgeting and accountancy for player Judges).</p> <p>Golden Heroes – Caped Crusades (how to run a GH campaign).</p>	Treasure Chest - How Do You Spell That? (a regular column for AD&D players about their ideas for the game. This month, spells), Tabletop Heroes (the second part of the application of oil paint).
78	Cosmic Encounter – (Paul Mason introduces four new powers in full colour).	<p>AD&D – Ashes to Ashes (a few words about resurrecting dead characters...).</p> <p>Golden Heroes – The Pilcomayo Project (an adventure based in Bolivia).</p> <p>Judge Dredd – The Spunng Ones! (an adventure for a small team of judges who are challenged with apprehending overweight, bouncing perps!).</p>	Eavy Metal (sector 306, a look at a great Mega-city one cityscape).
85		<p>AD&D – More Than Skin Deep (a look at the role of non-human races in AD&D).</p> <p>Pendragon – Swords of Pendragon (a feature on famous swords).</p> <p>RuneQuest III – A Tale to Tell (an adventure for six characters).</p> <p>Star Trek – To Boldly Go (a few suggestions on how to play the game better).</p> <p>WFRP – On The Road (two short adventures).</p>	Illuminations (a look at the work of Tony Ackland), Eavy Metal (how to paint Dragons).
86	Blood Bowl – Skaven Scramblers (rules and background for this new Skaven team).	<p>Call of Cthulhu – Curse of the Bone (a modern Call of Cthulhu adventure for 2-5 Investigators).</p> <p>AD&D – Open Box Extra (a review of the AD&D Dragonlance adventures).</p> <p>WFRP – Out of the Garden (rules for Gnome characters).</p> <p>Judge Dredd – The Trouble With Time (Time travel paradoxes in the Judge Dredd universe).</p>	It’s a Kind of Magic (a look at introducing technology to fantasy realms), Illuminations (a look at the work of Ian Miller), Eavy Metal (Dave Andrews), Dogs of War (rules for mercenaries in roleplaying games).
90	Rogue Trooper – We Gotta Traitor To Find... (nine new cards for the game).	<p>Call of Cthulhu – A Green and Pleasant Language (a collection of regional accents and slang words).</p> <p>RuneQuest III – The Magard Scrolls (rules and background for Jack O’ Bears).</p> <p>Paranoia – Fear and Ignorance (advice for GMs about tormenting your players).</p> <p>WFRP – Practice Makes Perfect (advanced rules for acquiring skills in Warhammer Fantasy Roleplay).</p> <p>AD&D – Killing in Silk (an adventure for 4-8 players, levels 4-7).</p> <p>Judge Dredd – You’ll Never Take Me Alive Cop, Aarrgh! (rules for using Perps as player characters), Tales From Mega-city One (three silly adventures to test the player character Judges).</p>	Ten Years On (A look back at the history of Games Workshop by Ian Livingstone), The Difference (Female characters in roleplaying), A Monstrous Regiment (female warriors in roleplaying), Illuminations (Stormbringer by Peter Jones), The Lay of the Land (an investigation into standing stones and ancient monuments).
91	Warhammer – Blood on the Snow (a scenario pitting Humans and Dwarfs against Orcs and Goblins).	<p>Call of Cthulhu – Ghosties, ghoulies and...squid? (an investigation into the myths behind the Myth), A Hard Act To Follow (ideas for civil disorder and riots).</p> <p>WFRP – Oops! (expanded fumble rules), Noblesse Oblige (rules for advanced Noble careers).</p> <p>D&D – A Matter of Pride (an adventure for 6-8 characters, levels 3-5).</p> <p>Paranoia – Little Lost Warbot (surreal adventures).</p> <p>Pendragon – Arise Sir Knight (character generation).</p>	Eavy Metal (model preparation, tools and modelling).

92	Chainsaw Warrior – True Confessions of a Chainsaw Warrior (optional rules for the game).	AD&D – Rescue the Paladin (an adventure for 5-8 players, levels 6-8). RuneQuest III – Demons! (how to summon the blighters and how to make deals with them). Judge Dredd – Thrice Upon A Time In Mega-City One (three new adventures). WFRP – No Psychos Needed (a racial psychology resource for Elf, Dwarf and Halfling characters), A Fistful of Misprunts (mistakes and errors in the rulebook get bagged).	Gizza Job...I Could Do That (how to get a job at Games Workshop), Illuminations (the work of Dave Carson), Eavy Metal (a basic painting guide with dos and don'ts).
93	Warhammer 40K - Warhammer 40,000 (a look at the latest tabletop game, Rogue Trader, from GW). Rogue Trooper – Lone Trooper (solitaire rules for the Rogue Trooper board game). Blood Royale – Bounden to the sea of Rome (rules for religion).	AD&D – Getting Away From Most Of It (a tournament adventure by the seaside), Vances Evocation of Arcane Delight (expanded magic rules and background). Judge Dredd – All the Lonely People (five new NPCs). WFRP – Eureka! (an adventure featuring a mad inventor and his creations). Letters from a Foreign Land – (this is an adventure that can be used with Warhammer Fantasy Roleplay, Call of Cthulhu or even Middle Earth Roleplay).	Illuminations (the work of Steve Tappin), Eavy Metal (basic painting and basing techniques by John Blanche and Rick Priestley), Sound Familiar? (background on different familiars for magicians and Spell Weavers), All This and Azaroth Too! (a report on the very first Golden Demon painting championships).
102	Warhammer 40K - Chapter Approved (Eldar War Walkers for Rogue Trader), Index Astartes (rules and background for Imperial and Squat field medics). Warhammer - Fimir (rules and background for this evil race of half-daemon lizards). Dark Future – A preview of the new game. Blood Bowl – Putting the Boot In (rules for Kickers and Kick-offs). Curse of the Mummy's Tomb (four new foolhardy adventurers).	WFRP – On The Boil (Magic Q&A).	Eavy Metal (a detailed guide to painting faces using many different techniques), Daemonic Names (background on the power a Daemons names has and how to create names for you own Daemon characters in Warhammer Fantasy Roleplay).

	WH40K	WHFB	Various Games	Terrain	Miscellaneous articles + battle reports
110	Ogryns (background and rules for using the Imperiums largest abhumans plus the final part of the Guard army list).	Dwarf Firethrower (rules for using this diabolical device in your Dwarf army).	Dark Future – Tournaments (no-nonsense rules for tournament games). Adeptus Titanicus – Space Marine! (new rules for using infantry and tanks to fight Titans), Eldar (introducing Eldar Phantom class titans, plus their dreadnoughts and vehicles). Warhammer Fantasy Roleplay – Morglums Marauders (a gang of Orcs can cause serious problems for any group of adventurers...).		Eavy Metal (simple solutions for painting squads of Imperial Guard, plus details of Chaos conversions and paint schemes).
112	Terminators (new rules for using Terminator armour), Ork Wartrak and Field Gun (rules for these Ork devices), Predator (rules for using this new Space Marine Tank), Vulture Warriors (Paranoia Trouble-shooters meet 40K Orks! Bizarre but very funny!).		Dark Future – St Louis Blues (a complete Op agency with 18 ready to use vehicles). Warhammer Fantasy Roleplay – Wardancer (part 2 of the encounter with these Wood Elves, including a Wardancer career path). Blood Bowl – Death Roller (rules for using this bizarre Dwarf secret weapon). Adeptus Titanicus – Conqueror (rules for using Imperial and Traitor robots).		Eavy Metal (a complete guide to painting horses with a look at the work of Paul Benson and Mick Beard).

113	Imperial Guard (a look at the 7 th Mordion Imperial Guard regiment), Sentinel (rules for this new Imperial walker).	Colleges of Magic (information about the colours of magic and the wizards that follow them), Realm of Chaos (rules taken from the forthcoming book which allow you to fight narrative campaigns).	Space Hulk – (a look at some of the background and artwork from the game). Dungeon Bowl – Wandering Monsters (rules for using wandering monsters).		Volskheim Brotherhood (fiction and art), Eavy Metal (Heroquest models and lots of others, plus guest painter Pete Taylor), How to paint citadel miniatures (an excellent concise guide to painting models well).
118	Orks (a short history of the Orkish race), Ork Warbike (rules for this new vehicle), Vindicator (rules for this new Rhino variant).		Blood Bowl – Magic (using spells in Blood Bowl). Advanced Heroquest – (a sneak preview of GW's latest game). Warhammer Fantasy Roleplay – Marienburg (an introduction to a new WFRP series detailing the largest port in the Old World), Ignorant Armies (characters from the book).		Ratspike (a selection of artwork from the forthcoming book), Modelling Workshop (converting a Rhino to make the new Vindicator tank), Genestealer Patriarch (fiction), Eavy Metal (Terminators and Heroquest miniatures, plus guest painters Mick Beard and Steve Mussared).
127	Eldar (a complete history of the Eldar and lots of background on their social structure and armies, plus a complete army list and aspect colour schemes).		Space Marine – Squats (rules for creating Squat battle forces in Epic).		Golden Demon '90 (a look at what went on during that day of madness...), Eavy Metal – Golden Demon Winners (a selection of the painting competitions victors, plus a page of Terminators by guest painter Rob Baker).
129	Space Marines (a close look at the Power Armour of marines through the ages, plus new rules for marines and some colour schemes for three chapters), Vehicles (four new data sheets), Ork Painboyz (background and rules for bionik bitz).				Eavy Metal – (a look at the new Bretonnian models, Ork Painboyz, Chaos Renegades, Chaos Marines and Imperial Tactical Marines).
130		Chivalry (a Warhammer card game that pits knights in single combat, cards included).	Confrontation – Necromunda (everything you ever wanted to know about the Hive cities of Necromunda, a great resource). Space Marine – Praetorians (new rules for the Capitol Imperialis and Hellbore). Mighty Empires – (an introduction to the new campaign system). Warhammer Fantasy Roleplay – The Great Hospice (a look at a lunatic asylum run by the sisters of Shallya).	Modelling Workshop (fantasy cottage).	Eavy Metal – Studio Staff (some beautiful models painted by the Eavy Metal team, plus Eldar Aspect warrior squads and Space Marines with guest painters Richard Pickup and Frances Ellyard), Inquisitor Kryptman (fiction).
135	Freebooterz (a look at the forthcoming Freebooter army list book), Kustom Weapons (rules for building your own shooty Ork weapons), Vehicle Points Values (revised points values), Vehicle Data Records (new rules for Jet bikes).	Wayne England's Dwarf Longbeards (a look at how to paint them, the Longbeards not Wayne, obviously).	Mighty Empires – (This article looks at using agents and battle results). Space Hulk – Genestealer Invasion (Three new missions which can be played individually or as part of a linked campaign). Warhammer Fantasy Roleplay – Marienburg (another visit for Potion Square in the busy port-city of Marienburg...)	Modelling Workshop (ruined temple).	

136	Eldar Guardians (how to paint Guardians from the four major Craftworlds), Ork Freebooters (a complete army list for the outcast Orks), Ork Stormboys (How to paint...).	Bretonnian Knights (a look at Bretonnian heraldry and how to paint simple but striking designs on your knights), Warhammer Q&A, Marauder Undead (painting skeletons using dry brushing).			The Magicians Son (a classic Warhammer short story), Modelling Workshop (building an Ork Battlewagon with four different variants).
137		Bretonnian Retainers (a look at some simple colours for Bretonnian regiments), Bretonnian Army List (an updated list), Skaven Army (a special feature on Andy Chamber's Skaven horde).	Space Hulk – The Last Stand (four linked missions which can be played as stand alone missions if you wish).	Modelling Workshop (fantasy town-house).	
140			Space Fleet – (this article provides a vast resource of information concerning space travel, Navigators and the Warp itself, plus rules for four Imperial ships and an Eldar one), New Rules (advanced rules for crippling ships, repairing damage and boarding actions). Warhammer Fantasy Roleplay – Beasts in Velvet (characters from the aforementioned novel for use in the game).	Modelling Workshop (fantasy Barn).	Warhammer Novels (a close look at the range of fantasy novels, plus a map of the old world and a complete timeline), Golden Demon '91 (a showcase of all the winning models),
146	Dreadnoughts (a detailed look at Imperial, Ork, Eldar, Chaos and Tyranid dreadnoughts and the new special rules for them).	Empire Army (a look at the armies of the Empire and a detailed guide to the banners and uniforms of this powerful nation).	Space Fleet – Tyranid Hive Fleets (rules for using the new Tyranid bio-ships).		Eavy Metal – Tim Prow (some of this talented lad's fine miniatures, I quite like his Chaos Centaurs...).
147		Empire Army List (a complete army list for the Empire, with flags, banners and uniform guides), Empire Artillery Rules (a new rules system for empire artillery).	Space Fleet – Constellation Targeting Ship (rules for this new Imperial vessel). Space Marine – Eldar War Walkers and Avatar (rules for including these units in your Epic Eldar army), Craftworld Colour Schemes (a guide to the colour schemes of the five main craftworlds). Space Hulk – The Wolf's Lair (a new five part campaign featuring Wolf Guard Terminators).		
152	Commissar Yarrick and Warlord Ghazghkll (background and rules for these two famous leaders).	Imperial Outriders (rules for fielding these new empire cavalry troopers), The Dwarf Realms (a look at the history and culture of the Dwarfs, including their ancient Runic Script).	Space Marine – Commissar Yarrick and Warlord Ghazghkll (background and rules for these two famous leaders).	Basic hills and woods.	Eavy Metal – Massimo Colombari (a look at the work of this very talented Italian painter), Using Citadel Transfers (tips on how to apply transfers, technically and artistically), Skaven's Claw (the first part of this Warhammer short story).
157	Space Wolves (a complete army list for the Space Wolves chapter).	The Grand Theogonist (rules for using Volkmar and the war altar in your Empire army).			<i>Warhammer – Empire vs Orcs and Goblins.</i>

158	Njal Storm Caller (background and rules for the legendary Rune Priest).	Eltharion (background, rules and magic cards for the Elf prince).	Space Marine – Space Wolves Characters (rules and special cards for Ragnar Blackmane, Ulrik the Slayer and Njal Storm Caller). Tyrannid Attack – A look at the new boardgame. Space Hulk – Return to Kalidus (a special three part campaign using Wolf Guard Terminators).		<i>WH40K - Space Wolves vs Orks.</i>
159	Scouts (rules and background for Eldar and Space Marine scouts).	Gorfang Rotgut (background and rules for this infamous Orc boss).	Space Marine – Daemon Engines of Tzeentch (rules for using these awesome weapons of chaos) Advanced Heroquest – Rivers of Blood (an adventure for four experienced heroes). Tyrannid Attack – Eldar (how to use Eldar troops in the game, with a complete force list).		<i>Warhammer – Orcs and Goblins vs Dwarfs.</i>
160		Thorgrim Grudge Bearer (background and rules for including the Throne of Power in Dwarf army).	Man O' War – Preview (an exciting preview of the forthcoming game of raging sea battles in the Warhammer world), Painting Guide (a complete guide to assembling your Man O' War miniatures). Talisman – The Magical Quest Game (a look at the new <i>Dragons</i> supplement and at the history of this all time classic fantasy boardgame).		Warhammer Books (a look at the first six novels to be released by Boxtree books). <i>Space Marine – Imperial Guard vs Eldar.</i>
161	Deathwing Terminators (rules and background for the Dark Angel elite).	Chaos Dwarfs (the history of the Chaos Dwarf race), Chaos Dwarf Bestiary (a list of the warriors and creatures found in Chaos Dwarf armies).	Man O' War – Man O' War (an introduction to the game and tips for using Empire and Dwarf fleets, with a sample battle report). Space Marine – Gargants (rules, resources and background for these massive Ork war engines).		Horus Heresy (the history of the Horus heresy), Warmaster (a complete playable game based upon the attack on Horus' battle barge), Eavy Metal Reference Guide (a step by step guide to painting lots of different miniatures).
162		Felix and Gotrek (rules and background for these legendary characters), The Anvil of Doom (rules for using this ancient Dwarf artefact), Chaos Dwarf Army List (a full army list for the evil cousins of Dwarfs).	Tyrannid Attack – Dreadnoughts (rules for using dreadnoughts in your Tyrannid attack forces). Man O' War – Across the Raging Sea (tactics and advice for using High Elf and Bretonnian fleets). Dwarf Dreadnoughts (rules and back-ground for using this powerful Dwarf ship, plus a short story and Dwarf Fleet list).		Golden Demon '93 (a look at the category winners of the '93 competition).
163		Chaos Dwarf Blunderbuss (rules and background for this devastating Chaos Dwarf weapon), Chaos Dwarf Magic Cards, The Battle of East Gate (a scenario featuring the ambushing of a Dwarf army by Night Goblins).	Man O' War – Allies (how to use allies in your fleets), Plague Fleet (a preview of the forth-coming Man O' War supplement), Man O' War Q&A (answers to commonly asked questions).		Illuminations (a look at the fabulous work of Mark Gibbons), Warhammer Campaigns (how to link your Warhammer games in to a campaign using Mighty Empires), Eavy Metal Painting Guide (a look at the Citadel Miniatures Painting Guide).
164			Man O' War – Seas of Chaos (a look at the first supplement for the game, Plague Fleet, featuring Chaos, Skaven and Chaos Dwarf fleets), Wizards (advice on how to get the best from sorcerers). Space Marine – Daemon Engines of Khorne (rules for three new chaos war engines), The Banelord (rules and background for the mighty chaos Titan of Khorne).	How to build walls, hedges, fences, trees and plants.	Doom of the Eldar (a look at the latest release for the Wargames series detailing the defence of the Iyanden Craftworld against the Tyrannids). <i>Warhammer – High Elves vs Chaos Dwarfs.</i>

165	The New Warhammer 40,000 (an introduction to the new 2 nd edition of the game).	The Skaven Screaming Bell (rules for the terrifying screaming bell), Warhammer – Mighty Heroes (rules for Grom the Paunch, Squig Hoppers, King Kazador and Ungrim Ironfist).	Space Marine – Imperial Stormblade (rules for the latest Imperial super heavy tank). Man O' War – Hellhammer and Ironfist (two new warships for the empire fleet), Sea of Blood (a look at the latest supplement for Man O' War).		Space Marine (an extract from the gripping novel by Ian Watson following a group of space marines as they explore the innards of a Tyranid bio-ship).
166	How to Paint – Space Marines, Space Marines (a look at the history and background of humanity's finest warriors).	Dwarf Characters (rules and background for the Rune lord Kragg the Grim and engineer Burlock Damminson).	Man O' War – Norse Raiders (rules and background for Norse Longships and Kingships).		Illuminations (some brooding, gothic images from John Blanche). <i>WH40K - Orks vs Blood Angels.</i>
167	Space Marine Dreadnoughts (rules and background for these deadly space marine machines),	Warhammer One Year On (a look back over WHFB and future developments), Flying Monsters (tactics for using and countering flying beasts in Warhammer).	Man O' War – Shoreforts (rules and background for coastal defences in the games of sea battles).	Islands and Sand-bars for Man O' War.	Games Day 93 (a look at some of the highlights). <i>WH40K - Orks vs Blood Angels (again).</i>
168	Blood Angels Death Company (background and rules for these close combat maniacs), Assault Squads (tactics for getting the most from you assault troops).	The Origins of the Skaven (an extract from the Skaven Armies book detailing the Skaven race), Map of the Under-empire (a map of the Skaven tunnels), The History of the Skaven a concise history of the evil race of ratmen).			<i>Epic – Orks vs Chaos.</i>
169	Adeptus Arbites (rules for the Imperial Lawmen), Battle Bunker (rules for using the free card bunker), The Strongpoint (scenario using the bunker), Assembling your Battle Bunker.	Arkhan the Black, The Liche King (rules and background for the dread undead general), Skaven Monsters and Characters (rules for the Vermin Lord, Rat Ogres and Lords Skrolk and Queek).			Warhammer 40,000 Painting Guide (how to paint Eldar and waystones). <i>Man O' War – Empire vs Dark Elves.</i>
170	Dark Millennium (a look at the forthcoming supplement for 40K), Chaos Space Marines (a short article on these twisted renegades).	Skaven Characters (rules and history for Grey Seer Thanquol and Deathmaster Snikch), Sneaky Gits (rules and background for Hob-goblin Sneaky Gits), Black Orcs (a look at the toughest Orcs around).	Space Marine – Squat Cyclops (rules and background for this massive Squat war engine). Epic Eldar Armies (a look at the pros and cons of the Eldar army in Space Marine).		<i>Warhammer – High Elves vs Chaos Dwarfs.</i>
186	Imperial Chimera (background and rules for the Imperial Guard APC), Ratling Snipers (rules for these lardy Imperial snipers).	Wizards (what to do with your free wizard model).	Talisman – Dragons Tower (about the new supplement). Warhammer Quest – Flames of Khazla (six new adventures for your warriors to face). Epic – Eldar Revenant Titans (rules for these swift and deadly Eldar scout titans).		Golden Demon Categories (Mike McVey talks about choosing and painting models for this prestigious competition). <i>Warhammer – Empire vs Chaos Dwarfs.</i>
187	Leman Russ Demolisher (rules for this powerful new Imperial Guard vehicle)	Naggaroth (A look at the dark and unexplored land of the Dark Elves and of their cities).	Epic – Imperial Airpower (history and rules for the Imperial Thunderbolt fighters and Marauder Fighter-Bombers). Warhammer Quest – Lair of the Orc Lord (a look at the new adventure pack).		<i>WH40K - Space Marines vs Rebel Imperial Guard (this is the Heretic battle report featuring lots of tanks!).</i>

188	Across the Void (Codex Tyranids has arrived!!!), Death Company (history and rules for these Blood Angels maniacs).	Arbaal the Undefeated (history and rules for Khornes chosen), Dark Elf Battle Tactics (how to win with Dark Elves).	Epic – Plague Engines of Nurgle (rules for the rotting war engines of Nurgle). Warhammer Quest – Creatures of Darkness (Create your own monsters for the game).		<i>Epic – Imperial Guard vs Orks.</i>
189	Vindicare Imperial Assassin (rules for this master marks-man), Imperial Griffon (rules for the Imperial heavy mortar).	The Beastlord Rakarth (back-ground and rules for this powerful Dark Elf special character), Cold One Knights (rules for the savage Dark Elf cavalry). The Brave and the Valiant (tips for getting the most out of your characters).	Epic – Irresistible Onslaught (rules for the terrifying Tyranid Bio-titans). Warhammer Quest – The Darkness Below (how to build you own dungeons in many different and exciting ways).		<i>WH40K - Imperial Guard and Eldar vs Tyranids</i> (this is the thrilling The Great Devourer battle report!).
190	Callidus Imperial Assassin (background and rules for this femme fatale), Tyranid Warriors (background and rules for the weapons used by Tyranid Warriors), Follow Me Men! (rules for Imperial Guard Command sections).	Eavy Metal (Dark Elves).	Necromunda – Gang Warfare! (An introduction to the new 40K based skirmish game). Warhammer Quest – Dark Secrets (a look at some new rules to add flavour to your warriors). Epic – Slaanesh Daemon Knights (background and rules for these fast and lethal Chaos scout titans).		Da Eavy Metal Brush Boyz (a showcase of models from the studios own painters). <i>Warhammer – Wood Elves vs Orcs</i> (the Warhammer tournament final!).
191	Assassin! (background and rules for the Eversor Assassin), Legions of Steel (Imperial tank tactics), Ichar IV – Tyranid Invasion (information about the global WH40K campaign against the Tyranids).	Dwarf Tacticus (tactical advice for Dwarven Generals).	Necromunda - Wanna Join? (gang selection). Epic – Ordinatus (background and rules for these huge Adeptus Mechanicus war engines). Warhammer Quest – A Horror Awakens (a campaign that will pit your adventurers against a foul Necromancer).	Modelling Workshop (Necromunda terrain).	'Eavy Metal (Warhammer Quest diorama by Mike McVey), Painting Masterclass (how to paint hair, fur and armour effectively), Tales of Victory (an interview with Gareth Hamilton). <i>Necromunda – Orlock vs Goliath.</i>
192	Evolved to Destroy (background and rules for Tyranid Zoanthropes and Ripper swarms), Fast Attack (light vehicle tactics), Ichar IV (the campaign results are in).	Raid! (playable campaign featuring <i>Dark Elves vs Orcs</i> with battle reports from the first two scenarios).	Necromunda - This is the Plan (tactics for four different scenarios). Epic - Death from above (Flyer tactics for the Epic system). Warhammer Quest – Into the Depths (tips on using the new floor plans).		Paint an Army (how to assemble a High Elf army), Review of Shadow of the Horned Rat, Q&A, Exquisite Brutality (Interview with John Blanche), Painting Masterclass (painting eyes and faces). <i>Epic – Eldar vs Chaos.</i>
193	Pyromania! (background and rules for the Hellhound tank), Target in Sight (tips on using mission cards), Dark Angels (Dark Angels special characters; Azrael, Ezekiel and Asmodai).	Raid (The Final Clash; the last scenario, plus battle report), The Bigger they are... (tactics for dealing with powerful characters).	Epic - Unsung Heroes (Infantry tactics and advice for the Epic system). Warhammer Quest – A Dungeon of Your Own (using event cards).	Field of Battle (tables and hills).	Just an old hack (running a newsletter for a Necromunda campaign), Masterclass (Q&A), Stillmania (collecting an army), Golden Demon winners, Q&A, In Communion (interview with Andy Chambers). <i>Warhammer – Dark Elves vs Orcs.</i>
194	Lords of Baal (background and rules for Blood Angels special characters, Corbulo and Mephiston), Kerboom! (background and rules for the Basilisk Assault gun).	Wizards (a look at the Warhammer magic system), Fortunes of War (creating your own Warhammer scenarios), Lord of Chaos (background and rules for Egrimm van Horstmann and the Chaos Dragon Baudros).	Necromunda – Scumsuckin' Muties (a look at the forthcoming supplement 'Outlanders'). Epic – Abominatus (converting an Imperiator titan to a <i>Chaos</i> Imperiator Titan...), Tyranid Assault (Tyranid army tactics). Warhammer Quest – Well Met! (a look at party compositions and the warrior types themselves).	Can't see the wood... (Making woods).	Base Instincts (how to decorate your slottabases effectively), Masterclass (tips on using transfers properly), Q&A. <i>WH40K – Dark Angels vs Orks.</i>

195	Centurius (background and rules for the Legion of the Damned veteran sergeant), That's An Order! (background and rules for legendary Imperial Guard Captains Chenkov and Al'Rahem, Ultramarines Chapter (a look at the entire chapter display from Games Day!)).	Frothing Loonies (tactics for using and countering <i>Frenzied</i> troops),	Necromunda - Spyre Hunters (background and rules for using these sinister hive hunters). Warhammer Quest – Domain of the Horned Rat (scenarios featuring Skaven).	Imperial Firebase, Modelling Workshop (making rivers).	Join the Club (how to set up a games club), Masterclass ('The Rock', a Dark Angels diorama by Mike McVey), Q&A, Ancient Writings (scenarios for WH40K, WHFB and Epic based on Custer's last stand). <i>Warhammer – High Elves vs Chaos.</i>
196	Thunderhawk (a look at the huge WH40K version of the Space Marine gunship).	Accursed Wizards (tips on combating sorcerers), Fear and Loathing (how to deal with Psychology), Guardians of the Forest (background and rules for Wood Elf Dryads).	Necromunda – Beastmasters (background and rules for Wyrds, Beastmasters and their 'pets'). Epic - Mission Briefing (a look at objectives). Space Hulk – A look at the return of the game. Warhammer Quest – On the Waterfront (adventures in Seaport settlements, part 1).	Modelling Workshop (making bridges).	Clubbing together (Setting up a club at school), The J Files (creating and using special characters), Masterclass (A look at the work of Jose Antonio Romero).
197	For they Shall Know No Fear (creating your own Space Marine chapter), Incoming! (rules for using Comm-links in Imperial Guard armies), Painting Armies (painting WH40K armies quickly and neatly).	Warriors of Loren (A look at the forthcoming book Warhammer Armies: Wood Elves), Stillmania (tactics on using very big and very small units).	Necromunda – On the Warpath (background on Ratskin renegades). Warhammer Quest – Lost Kingdoms (explore unknown lands from Seaports in part 2 of this article). Space Hulk – Defilement of Honour (a three adventure linked campaign).	Modelling Workshop (making hedges, walls and razor wire)	The J Files (A look at the grand tournament), Masterclass (painting horses), The many faces of Gary Morley (interview with Mr Morley). <i>Epic – Blood Angels vs Orks.</i>
198	Storm Troopers (background and tips on the new Imperial Guard elite unit).	Dragonfire (optional revised rules for Dragons), Discovering Warhammer (Adrian talks about starting up in the Warhammer game), Dawn of the Restless Dead (part 1, advice on creating your own special characters).	Necromunda – Scavvies (a look at the new gang with advice on choosing one). Epic – Honour and Glory (scenario and veteran regiments). Warhammer Quest – Q&A.	Warhammer town buildings.	Masterclass (Wood Elf diorama by Mike McVey), Mark of Chaos (interview with Jake Vlemmix with a showcase of his 40K Chaos army). <i>Necromunda – Escher vs Ratskins</i> (plus scenario rules).
199	Codex Chaos (a look at the new book), Adrian Wood's Waaagh (Adrian rants on about Orks), Chambers of the Horned Rat (Andy's talks about his campaign), The Warmaster of Chaos (background and rules for Abbadon the Despoiler).	Swift Death (background and rules for Wood Elf Warhawks), Dawn of the Restless Dead II (the second part of this article details a scenario between Wood Elves and Undead).	Necromunda - Zombie Master (background and rules for Karloth Valois). Warhammer Quest – Getting Out Once in a While (rules for transferring WQ characters into WHFB characters, part 1). Space Hulk – Bringer of Sorrow (a three adventure linked campaign).	Play Your Cards Right (the joys of card terrain).	Masterclass (how to paint horses), Fred Macarini (A look at the work of this talented photographer), Winning at Golden Demon (tips on how to improve your chances of winning a prize).
200	An Eternity of Madness (background and rules for Chaos Dreadnoughts), Manflyer (background and rules for Fabius Bile).	The White Dwarf (background and rules for the ultimate Dwarf special character), Assault on Black Skull mountain (scenario featuring the White Dwarf against the Chaos Dwarfs).	Necromunda – Tales from the Underhive (making scenarios using old b-movies as inspiration). Warhammer Quest - Getting Out Once in a While (part two). Space Hulk – Fangs of Fenris (a three adventure linked campaign).	The Wargames terrain book.	Faith in the Emperor (sticking to the background when selecting armies), Waynes World (interview with Wayne England), Meet the Dwarfers (A look at the people who (used) to make White Dwarf), A word from our sponsor (A look back at the White Dwarf saga). <i>WH40K - Chaos Space Marines vs Orks</i>

201	Legions of Darkness (back-ground and rules for Chaos terminators), Rapid Assault (tactics for Space Marine bikers), Kharn the Betrayer (background and rules for this Khorne champion, Waaagh Grishnak (Ork army tactics).	Warhammer (a look at the forthcoming Lizardman and Bretonnian armies), The Lord of Loren (background and rules for King Orion of the Wood Elves), Born to Rune (tips on using Dwarf runes), Thundering Hooves (cavalry tactics)	Necromunda - It Came From The Sump ('monster on the loose' scenarios). Warhammer Quest – A Green and Pustulant Land (A mini-campaign featuring a Nurgle sorcerer).	Making terrain from packing trays	Three men and a games day (A report on Games Day USA). <i>Warhammer – Dwarfs vs Chaos Dwarfs.</i>
202	The Sorcerer (background and rules for the Chaos special character Ahriman), Lost in the Warp (ideas for making your own Chaos conversions).	Warhammer (A look at the new revised game), Lords of Lustria (The Lizardman army), We Will Rock You (tactics for using war machines), Lion of Bretonnia (background and rules for Louen Leoncoeur, king of Bretonnia).	Warhammer Quest – Out of the Darkness (ideas for adventures outside dungeons).	Modelling Workshop (how they made a crashed spaceship).	Masterclass (banners and standards). <i>WH40K – Imperial Guard vs Eldar.</i>
203	Wrath of Ulthwe (a detailed scenario about an Eldar attack on an Imperial planet).	Code of Chivalry (A look at the code by which Bretonnian knights fight), Emissaries of the Old Ones (background and rules for Slann Mage Priests), The Enchantress (background and rules for Morgiana La Fay), Fists of Hashut (tips on selecting a Chaos Dwarf army).	Space Hulk – The Fate of the Sword of Halcyon (a five mission linked campaign).		What I did at the Grand Tournament (A report from Paul Whittaker detailing how he went about selecting his Undead force), Fred Reed (A look at the Bristol store manager's fabulous Imperial Guard army), Des Hanley Illuminations (Warhammer art), Masterclass (painting models in the studio style). <i>Necromunda – Escher vs Delaque.</i>
204	Plague Marines (background and rules for the Death Guard), Anti-tanktics (tips for dealing with tanks plus a short scenario), Chambers of the Horned Rat (continuing Andy's campaign from issue 199).	Warhammer Magic (a look at the new rules), The Lance and the Arrowhead (background and rules for Bretonnian formations), Wrath of Tlaxtlan (scenario), The Merry Men of Bergerac (background and rules for this special regiment)	Necromunda - Home Defence (rules and scenario for attacking sleeping Spyrers!). Warhammer Quest – Room for Improvement (tips for getting the best out of the floor plans and a scenario featuring Slaaneshi followers).		What I did at the Grand Tournament (part II, how Paul's Undead fared), Games Day Report (photographs from the day), Q&A (WH40K this time). <i>Warhammer – High Elves vs Bretonnians.</i>
205	Dreadnoughts (tactics for using Dreadnoughts), Treadheads II (advice on how to make your tanks look good), I have a Brilliant Strategy! (tips on using strategy cards), The Foulest Mutations (background and rules for Veteran Chaos space marines).	In Bright Armour Arrayed (Bretonnian Knight tactics), A Dark Conspiracy (information on a huge global campaign with the Lizardmen at the centre of it), Ever Onwards (A look at the future of Warhammer).	Necromunda – Once Upon a Hive (how to recreate the historical battle against the Zombie Master). Talisman – Talisman Revisited (A look back at the old classic).		Golden Demon (the winners from the '96 competition), The Secret Diary of Steve Anastasoff (collecting a goblin army for the Grand Tournament in 11 weeks). <i>WH40K – Space Wolves vs Tyranids.</i>
206	Small is Beautiful (the joy of playing small games of WH40K), Requiem of Pain (background and rules for using Slaaneshi Noise Marines).	Here be Dragons! (revised rules for White Dragon), Lizardmen! (a huge Lizardman army resource with colour schemes, marks of the Gods, artefacts, basing ideas, etc), Dark Conspiracy II (information on the Siege of Antoch)	Epic 40,000 – Epic Preview (A look at the new game with pictures of the fantastic new models and the artwork).		Book of Days (the history of the Warhammer world), Eavy Metal (Dwarfs, Bretonnians, Chaos marines and the Green Knight), Stillmania Abroad (Nigel goes to Italy). <i>Warhammer - Orcs vs Shaven.</i>

207	Aerial Supremacy (background and tips for using Eldar Vyper Jetbikes), Space Marine Attack Bikes (tactics for using these light vehicles).	Forging Alliances (how to use allies properly), Dark conspiracy III (The truth revealed), To Waagh or not to Waagh (collecting an Orc army), The Great Unclean One (rules for this foul greater daemon).	Epic 40,000 – Preview (more details of this game are given away).	Top Terrain Tips (tips sent in by readers).	Meet the Figure Painters (The 'Eavy Metal team), And That'll be Corkin' (a massive multi-levelled, 3D battle board for Necromunda and Space Hulk), Eavy Metal (Bretonnians, Dwarfs and Elves). <i>WH40K – Eldar vs Ultramarines.</i>
208	Over the Top (tips and tactics for using infantry), Faith and Vengeance (background and rules for Space Marine Chaplains).	Dark conspiracy IV (the results of the war are in), The Land That Time Forgot (Lizardmen war machines and army tactics).	Epic 40,000 – Epic Is Here (Review of the game) Warhammer Quest – Two Years On (A look at how the game has evolved over the past 2 years).		Making Citadel Miniatures (a look at how citadel miniatures are created), The Oldest of Enemies (a concise history of the incessant conflict between the Orcs and the Empire), Illuminations (art from Toby Hynes and Paul Smith). <i>Epic 40K – Orks vs Imperial Fists.</i>
209	Space Marine Heroes (creating your own Space Marine chapter masters and rules for using five-man combat squads).	The might of the High Elves (A look at the revised High Elf army book), Dark Elves (background and rules for the Cauldron of Blood), Armies of the Empire (a showcase of Empire models), Magic and Mischief (all about Orc Shamans).	Epic 40,000 – Ready for Battle (choosing Space Marine detachments), For the Emperor (background about the forces of the Imperium).	Modular ash waste terrain for Epic 40K.	Wot is mail order? (A report on what goes on at GW mail order). <i>Warhammer – Lizardmen vs Skaven and the followers of Nurgle.</i>
210	Bloodscent (a scenario where Blood Angels must break through a Tyranid Horde to get back to their Thunderhawk).	Warriors of Ulthuan (a huge High Elf army resource with colour schemes, banners and information on the land of Ulthuan itself), Maidens of Battle (background and rules for Repanse de Lyonesse and Bretonnian Sorceresses).	Epic 40,000 – Supreme Warriors (background and rules for Death Company, Ravenwing, White Scars and Space Wolves detachments), The Emperors Tarot (background and rules for using the new set of Fate cards for Imperial armies).		Oxford Street (a look inside the most successful GW store in the country), Inferno (Issue Zero of the new short story magazine). <i>Warhammer – Dwarfs vs High Elves</i>
211	Sisters of Battle (background and rules for this new army of the Imperium).	The Living Dead Return (a large Undead army resource with painting guides, army tactics, etc), White Lions of Chrace (Rules and tactics for these High Elf warriors), Battle for the Vampire Coast (Undead vs High Elf scenario).	Epic 40,000 – Waaagh! Here Come Da Orks (tactical advice for Ork Warbosses).		Grand Tournament '97 (information on how to enter), Return to Thorkinsons Island (A Warhammer campaign set on a tropical island where armies fight for lost riches), Golden Demon (tips on how to win this prestigious event). <i>Epic 40K – Orks vs Imperial Fists.</i>
212	Sisters of Battle (loads of background information for the Sisters plus three scenarios to play).	Torneo Nazionale di Warhammer (A report from the Italian national tournament).	Epic 40,000 – Green is Mean (a showcase of models from the Ork army).	Modular terrain for Epic 40K.	The J Files (Jervis rants about the Grand Tournament), Thorkinsons Island II (part 2 Rick continues his campaign), Illuminations (A look at the work of John Wigley), Golden Demon (some of the previous winners).
213	Battle of the Nine (Dark Angels stuff), Purge (Dark Angels scenario), Did you see that cactus move? (Scout tactics).	Defenders of Avalorn (background and rules for The Maiden Guard),	Epic 40,000 – Attack of the Tyranids (The alien horde has arrived...Run away!). Gorkamorka – Preview (Bad Makz tells the story of Gorkamorka).		Thorkinsons Island III (The campaign continues). <i>Warhammer 40K – Sisters of Battle vs Orks, Chaos and Eldar (in three different scenarios).</i>

214	Might of the Imperium (a showcase of Imperial Guard armies).	Diary of a Cold Hearted Slaughterer (Dark Elf shenanigans on Thorkinsons Isle).	Gorkamorka – (Huge amounts of stuff; collecting, painting and playing with Mobs). Epic 40,000 – Path of the Eldar (a showcase of models from the Eldar army), The Hand of Fate (new race specific Fate cards), Air Superiority (tactical advice on using flyers from all armies).		Thorkinsons Island (part 4, new locations and some new Magic items). <i>Gorkamorka – Gazgrims Danger Boyz vs Da Leg Snappas.</i>
215	The Eldar Falcon Grav Tank (a report on how this vehicle came into being), Big Toof River (how the giant display was made), Silent Menace (a look at the new Space Marine scouts, including a short battle report).	The Last of the Montecannes (scenario with Wood Elves vs Bretonnians), Full Tilt (Jousting game using Bretonnian knights).	Epic 40,000 – Chambers of the Horned Rat (running Epic campaigns), Are You Experienced? (an experience system for Epic units), The Eternal Crusade (A campaign with Imperial and Eldar forces fighting Tyranids).		The Grand Tournament (a report on what happened), US Games Day (a report from Games Day USA). <i>Gorkamorka – Da Badskars vs Da Fangs, Soreblag’s Skinnerz and finally Grishmak’s Bikeboyz!</i>
216	Lightning Attack (background, rules and scenarios for Grav Tanks), A Great Undertaking (Assassin fiction).	Realm of Chaos (a preview of the new Realm of Chaos supplement), Lord of Change (the new Greater Daemon), Warhammer Regiments (a look at the new plastic Chaos Warriors).	Epic 40,000 – The Imperial Guard (a look at the new Imperial models), How to Paint Tanks (a painting guide for Imperial vehicles). Gorkamorka – Get Scroppin’ (three new scenarios to play).		The Life of Brian (an interview with sculptor Brian Nelson), Games Day & Golden Demon (a report from the ’97 event), The J2 Files (about games clubs). <i>WH40K – Eldar vs Chaos.</i> <i>Epic 40K – Imperial Guard vs Eldar.</i>
217	Necron Raiders (background and rules for the new race of robots), Imperial Guard Praetorian XXIV (a look at the limited edition regiment).	Realm of Chaos (a showcase of the new Chaos army lists), Painting Chaos Warriors (a painting guide).	Epic 40,000 – Tactica Imperialis (tactical advice for Imperial Generals). Gorkamorka - Mad Meks (ideas for gubbinz), Digganob is coming (a preview of the new supplement).	Battlefield Terrain (terrain you can buy).	<i>Warhammer – Beastmen vs Undead.</i>
218	Necron Onslaught (more rules for the metallic ones). Massacre at Big Toof River (the Games Day ’97s huge display in all its glory).	The Minions of Chaos (a showcase of Chaos miniatures), Army of Darkness (a huge Undead Army by the Scandinavian sales team).	Epic 40,000 – The Coming of the Great Devourer (Tyranid scenarios). Gorkamorka – Digganob! (a look at the new supplement), How to paint your Diggamob (a painting guide to Diggas).		A Tale of Four Gamers (four staff members set about collecting and gaming with a new Warhammer army), Golden Demon ’97 (the winners), The J Files (Multi-table battles). <i>Gorkamorka – Da Badskars vs Zogs Bad Unz,</i> <i>WH40K – Sisters of Battle vs Necrons,</i> <i>Warhammer - High Elves vs Chaos Daemons</i>
219	Eldar Fire Prism Grav Tank (background and rules for this powerful vehicle).	Khorne Karnage (advice on how to collect a Daemon army, including the Great Bloodthirter!), The Minions of Chaos (a showcase of the mortal minions of Chaos).	Gorkamorka – Startin’ da Revolution (background and rules for mobs of Grot Rebels), How to paint your Grots (a painting guide).	Gorka-Morka desert terrain.	A Tale of Four Gamers part II, You and whose army? (a review of the computer game Dark Omen), Stillmania: Questing for the Grail (Nigel collects a Bretonnian army). <i>WH40K – Eldar vs Blood Angels.</i>
220	Phew! What a Scorcher! (rules for the new Ork scorcher), Tsarargrad (a look at the ruined Imperial cityscape created by Warwick and Ian).	The High Elves of Ulthuan and their Dark Cousins (rules for High Elves and Dark Elves), Realm of Chaos (Chaos Chariot and Daemonettes of Slaanesh).	Gorkamorka - Mad Meks II (More gubbinz for your Trukks). Blood Bowl – Its Back! (a look at the re-release of this classic game plus tactics for Orc and Human teams).	Necron scenery.	Stillmania: Questing for the Grail (part 2), A Tale of Four Gamers (part III). <i>Warhammer - Dark Elves Vs Chaos.</i>

221	Speed Freaks (rules for War Trukks and Wartraks).	Champions of Chaos (a preview of some special characters from Realm of Chaos), Arena of Death (special characters fight to the death!), Spirit of the Game (how to play fairly...).	Gorkamorka – Doc’s Serjery (Bionik bitz for your boyz). Blood Bowl - Death Zone (a look at the forthcoming supplement), Things that go bump... (tactics for Undead coaches).		Stillmania: Questing for the Grail (part 3), A Tale of Four Gamers (part 4), Enter the Black Library (a look at GW publishing). <i>Warhammer - A Call To Arms</i> (a special, mammoth battle with the Orcs and Goblins taking on the Empire).
222	Tactica Imperialis II (Imperial Guard tactics), Sentinel (rules for the new Imperial walker).	Warhammer Magic Revisited (revised magic items and magic Q&A), Realm of Chaos (a quick look at some more Chaos special characters).	Epic 40,000 – Green is Meaner (Ork Clans and tactics for using them). Bomberz Over Da Sulphur River - (a review of the new game).		A Tale of Four Gamers (part V), Wargame Armies (a review of the book on how to collect an army). <i>Warhammer – Praetorian Imperial Guard vs ‘Feral’ Orks</i> (in a ‘Zulu’ inspired battle report). Gorkamorka – <i>Muties vs Diggas</i>
223	Legion of the Damned (background and rules for using this mysterious Space Marine legion).	What is a Wargame? (an introduction to the wargaming hobby), Warhammer Regiments (a look at future releases), Once more into the Breach (a preview of the new Warhammer Siege book).	Epic 40,000 - Blood Reavers (a look at Chaos armies). Blood Bowl – Beer ain’t everything, it’s the only thing! (a look at Norse teams). Mordheim - City of the Damned (an introduction to the development of a new game)	Jungle Fever (Lizard-man terrain).	How to Paint... (a painting guide to the new Empire soldiers), A Tale of Four Gamers (a battle report ends this nice little series; <i>Warhammer - Beastmen and Skaven vs Bretonnians and Wood Elves</i>).
224	Legion of the Damned (an army list for the Legion), Imperial Fists Supremacy Force (a look at what’s in the new boxed army), Chaos Cultists (making a Chaos cultist army with the new cultist models).	Siegeworks (a look at the new siege models), First encounters of the Warhammer kind (how to introduce new people to the game in Mike Walkers unique style), Gorthor the Beastlord (rules for the most fierce of Beastmen Lords).	Necromunda - Pit Slaves (rules for this new gang type). Epic 40,000 – Lords of Battle (tactics for using Titans) Mordheim – City of the Damned (the first of the rules for this Warhammer skirmish game).	Siege-works (how to build moats).	Interview (with Ed Spettigue and his Imperial Guard desert army from GW Canada), Games Day ’98 (a preview of what’s going to be happening at this years event). <i>Warhammer – Empire vs Orcs</i> (the siege of Castle Ravenburg).
225	Da Dreads! (how to build Ork dreadnoughts), Space Marine command squad (a look at the new command models).	Dogs of War (background and rules for hiring mercenaries with lots of mercenary units for armies to hire), Fortresses of the Warhammer world (a look at forts from several races), Call of the Wild (Dave Taylor builds a Beastman Fortress).	Blood Bowl – Dungeonbowl (revisiting the classic underground Blood Bowl rules). Mordheim – City of the Damned (more rules for weapons and warbands for the new skirmish game).	Jungle Fever II (Lizard-man castles).	Chambers of the Horned Rat (A taster of the new Battlefleet Gothic Rules), How to Paint... (Orc Big ‘Uns), Gareth Hamilton Tournament Junkie (interview with a tournament obsessive). <i>Warhammer - Beastmen vs Dogs of War</i>
226	Warhammer 40,000 (A look at the new edition), In the Pipeline (things to come for the new edition), Ain’t Space Marines Brilliant! (check out the new look Space Marines).	Dogs of War (more units to hire), Skeleton Warriors (collecting an Undead army), Dem Bones (other uses for the skeleton sprue), The Battle of Ironaxe Ridge (Mike Walker with a Dwarf scenario).	Mordheim – City of the Damned (three scenarios for your warbands to try).	Changing Forts (the new Warhammer fortress).	How to Paint... (Dark Eldar and Skeleton Warriors), Chaos Gate (Mindscapes new WH40K computer game), Forgeworld (GWs new department show off their new gear). <i>WH40K – Orks vs Imperial Fists</i> .
227	Dark Eldar (a look at the new WH40K army including the Wych Cult), Ain’t Dark Eldar Brilliant too! (a look at the new Dark Eldar models), Space Marine Landspeeder and Devastators (the new models are out).	New Recruits (Empire hand-gunners), Dogs of War (more new units to hire), Collecting an Empire Army, Tomb Kings of Khemri (A new Undead army list from the distant land of Nehekharu).	Gorkamorka - Perils of da Desert (treacherous conditions in the deserts of planet Angelis). Mordheim – City of the Damned (special equipment for warbands, plus a comic strip).		Chapter Approved (a new, regular feature, this month; Eldar Fleet of Foot rules, a scenario and updated rules for most WH40K special characters). <i>WH40K - Dark Eldar vs Imperial Guard</i>

228	Angels of Death (a look at the new Blood Angels codex and tactics for them), Baal Predator (the new Blood Angels tank), Dark Raiders (the Raider transport).	Dogs of War (more units), It's all in the Mind (Dave Cain talks about using psychology to get the best from your troops). Siegeworks II (Siege towers). <i>Battle of the Beards – Lizardmen vs Wood Elves battle report.</i>	Mordheim – City of the Damned (Dwarf Warbands).		Born in the USA (interview with miniature sculptor Chris FitzPatrick), Grand Tournament '98 (the Winners), Chapter Approved (Marks of Chaos and a Legion of the Damned army list). <i>WH40K – Eldar vs Blood Angels.</i>
229	Raining Death (Assault Marines), Black Scourge (Talos and Wyches), The Black Rage (the Death Company), Arena of Blood (a free Wych gladiator game).	Da Goblins iz 'ere (the new Goblin regiment), They're Green They're Mean And They've Got Big Balls (Goblin Fanatics), Collecting Goblins, Empire Crossbowmen.	Mordheim – City of the Damned (skills for your warriors).		Games Day '98 (what happened at that event including The Siege of the Emperors Palace display), Golden Demon USA (winners), Chapter Approved (rules for the Death Company and Ork warbikes). <i>Warhammer – Goblins vs Empire.</i>
230	Bitter and Twisted (Chaos Marines), The Keeper of Secrets (the new Slaanesh Greater Daemon), Grotesque (new Dark Eldar troops).	Skaven (the new Skaven regiment), Collecting a Skaven Army, Gareth Hamiltons Skaven army, Thump and Grind (defeating Skaven by Mike Walker), Dicile of the Horned Rat (Skaven tactics), Dogs of War (Lumpin Croop).			Golden Demon '98 (the winners), Chapter Approved (Necron rules and army list, and rules for Chaos 'Cult' Terminators). <i>WH40K - White Scars Vs Chaos Marines.</i>
231	Mad for It! (Khorne Berserkers), Don't Lose Your Head (history of the World Eaters), Fallen Angels (history of the fallen and rules for Cypher), Charge! (Assault troops tactics), Vindicator, Raptors.	Dogs of War (Oglah Khans Wolfboyz), Putting the Ploy back in deployment (theories on deployment by Mike Walker), And Time Will Tell (Warhammer world timeline), Realm of Chaos (Dechala and Scyla).	Battlefleet Gothic – Preview of the new game.		Chapter Approved (history and army list for the Space Wolves), It's the taking part that matters (the GW staff tournament), The Wrath of Kharn (Kharn the Betrayer fiction). <i>WH40K – Ultramarines and Imperial Guard vs Tyranids.</i>
232	Chaos Rhino, Best of Fiends! (Nurgle 40K army), There can be only one (Chaos Marine Lords), Fred or Dead (Fred's Chaos Marine army).	Spawn Again (Collecting a Lizardman army), New Spawn (Oxayotl, Inxi-Huinzi and Tenehuini), Fighting with Cold Blood (Lizardman tactics by Mike Walker), Dogs of War (Tichi-Huichi's Cold One raiders).	Battlefleet Gothic – Battlefleet Gothic Open Box (what you get in the new game), De'Aynes Fighting Ships of the Gothic Sector (a guide to Chaos and Imperial ships).	Jungle Fever III	<i>Battlefleet Gothic – Chaos vs Imperial.</i>
233	Company of Angels (Dark Angels), Raven Loony (Dark Angels army), The Lion and the Wolf (the story of the Dark Angels and the Space Wolves), A Secret War (scenario), Watch the Shadows (Dark Eldar Mandrakes), Chaos Predator.	Dogs of War (the Giants of Albion), The mines of Knig Zak-Lomok (Dwarf diorama), Burn the Witch (the witch hunter Johann van Hal and priest Wilhelm Hasburg), Elfincourt (Wood Elf vs Bretonnians scenario).	Battlefleet Gothic - De'Aynes Fighting Ships (a guide to the Eldar ships), Fighting the Eldar (tactics on defeating the Eldar fleets), New Contacts (newly released Battleships and the Blackstone Fortress).		The Grudge (Dwarf comic strip), Bad moon rising (a report of a rematch between the Goblins and the Empire). <i>WH40K – Dark Angels vs Chaos. Battlefleet Gothic – Eldar vs Imperial.</i>
234	Swift Death (Dark Eldar tactics), Burning Rubber (Bike tactics), Company of Ravens (the Ravenwing), Kruellagh the Vile, Ravager.	Vampire Counts (the new Undead army), The Black Coach, Creatures of the Night (horrors of the Undead), Wings of Darkness (Undead tactics), Knights of Blood (Blood Dragons vampires), Mercenary Generals.	Battlefleet Gothic - De'Aynes Fighting Ships (a guide to the ramshackle Ork fleets).	Ruined (WH40K ruins).	The J-files (What happened at the Warhammer Empires event), Chapter Approved (Grey Knights, Tzeentch summoning and house rules), Loss of contact with Vidium (fiction). <i>Warhammer – Vampire Counts Vs Empire.</i>

235	Codex Orks (the Orks are here), Ork Invasion (the new Ork models), Wazneks Warboyz (Ork army), Wheels of fire (Doomrider), Covert Ops (Sargeant Naaman).	Masters of Alchemy (Necrarch Vampires), Fresh from the Grave (the new Undead models), Battle of Wolfen River (Undead scenario), Zombie Regiment, Collecting a Vampire Counts army.	Battlefleet Gothic – To cleanse the Stars (Space Marine Battle Barges and Strike Cruisers), Torpedoes Away! (Special Torpedoes), Brace for Impact (Battlefleet Gothic Q&A).		Bloodied Fist (Fiction telling the story of the Ork invasion of Rynns World, home of the Crimson Fists), Chapter Approved (space marine chapter names and Sisters of Battle). <i>WH40K - Crimson Fists vs Orks.</i>
236	Codex Eldar (the Eldar return), Eldar Guardians, Path of the Warrior (The Biel-Tan Eldar), Rebirth (Eldar fiction), Orky taktiks (Ork army tactics), Razorback.	The oldest of Enemies (Witch hunter vs Vampires fiction), Mannfred von Carstein (the last of the von Carsteins is back), Top Gear? (Mike Walker test drives chariots).	Battlefleet Gothic – Out of the Warp (Chaos fleet tactics).		Black library novel review, Games Day 99 (a preview of the big event). <i>WH40K - Biel-Tan Eldar vs Imperial Fists and Legion of the Damned.</i>
237	Collectin' Da Orks (collecting an Ork army), Spears of Khaine (Shining Spears), Jetbike Duel (rules for Jetbike chases!), The Path of Victory (Eldar tactics), Orky Armies (Ork Clans).	Exquisite Evil (Lahmian Vampires), Da Boyz is 'ere (the new Orc regiment, Lords of the Night (Undead characters and three way battles).	Battlefleet Gothic – Death from the Skies (rules for combining Battlefleet Gothic with WH40K and Epic 40K). Mordheim – City of the Damned (preview of the forthcoming boxed game).		Fanatic Press (what it's all about then?). <i>WH40K - Ork vs Ork vs Ork!</i> <i>Warhammer - High Elves vs Undead.</i>
238	Aspects of War (collecting an Eldar army), Farsight (Shining Spear Exarch and Farseers), Ork Oddboyz (a closer look at these strange Orks), Land Speeder Typhoon.	Warhammer Chronicles (Grapeshot for cannons and Undead Liche priests).	Battlefleet Gothic – Space is Green! (Ork Space hulks and Roks). Mordheim – In the Dark (a look at the new game), Aenur the Sword of Twilight (a hired sword), In the Box (what you get in the box), Warhunters (collecting Skaven), Finest of Men (collecting Reiklanders), Painting your Warband.	Mordheim Architecture 1.	Masterclass (building an Eldar Wave Serpent), Chapter Approved (Roads, craters and chaos cultists), Rites of War (SSIs new computer game). <i>Mordheim - Skaven vs Reiklanders.</i>
239	Codex Imperial Guard, New Catachan Jungle Fighters (the new plastic Imperial Guardsmen).	Raising a Waaagh (collecting an Orc army), Warhammer Chronicles (Tunnel troops and Tomb kings of Khemri).	Battlefleet Gothic – The Slayer of Worlds (the huge Chaos Planet Killer). Mordheim – Before the Comet (fiction), Sisters of Sigmar, Dark Brotherhood (the Possessed), Opulent Goods (Items for your warbands to buy), New in town (Rat Ogres and Johann the Knife), City of Gold (collecting a Marienburg warband).	Mordheim Architecture 2.	Chapter Approved (Necrons, Battle statistics and Advanced mission selector), Glorious Battles of the Imperial Guard (part 1, fiction), Bringing Our Worlds to Life (What the Black library is all about). <i>WH40K - Imperial Guard vs Orks.</i>
240	Colonel Schaeffers Last Chancers, Battle Tanks (tactics and paint schemes), Catachan Devils (collecting Catachans), Lord Solar Macharius (a fantastic model), Furioso (the Bloods Angels Dreadnought).	Ghostly Apparitions (Undead ethereal horrors).	Battlefleet Gothic – Imperial Navy landing parties (fiction), Waaagh Fleet Gorbag (Andy Chambers' Ork fleet). Mordheim – Burn the Witch (Witch hunter warband), New in Town (Bertha Bestraufung and a Warlock), Men of the North (Middenheim Warband), Random Happenings (Random events table), Black shields (Skaven warband).	Mordheim Architecture 3.	Troop transport (the new figure case), Fanatic Press Special (the new issues of the Journal, Firepower and Gang War), Glorious Battles of the Imperial Guard (Part 2), The Warhammer 40,000 Grand Tournament (the winners). <i>WH40K - Schaeffers Last Chancers vs Chaos Space Marines.</i>

241	A Torturers Tale (Dark Eldar fiction), Vanquisher of Worlds (Dark Eldar characters), Studio Dark Eldar army, Storm Troopers, Imperial Guard garrison forces.	A Touching Dilemma (the finer points of hand to hand combat, by Mike Walker).	Battlefleet Gothic – Lord Rethmons masterclass (Imperial Fleet tactics). Mordheim – Hired Swords (Troll Slayers, Halfling cooks, Witch hunters, Sigmarite priests and Warhounds) Dwarf treasure hunters (Dwarf warbands), Purge the Unclean (Witch Hunter warband), Immortal threat (Undead warbands).		Glorious Battles of the Imperial Guard (part 3), <i>WH40K - Dark Eldar vs Biel-Tan Eldar.</i>
242	What's that in the bushes? (Codex Catachans), Waaagh Fingduffa (a massive Ork army), Covering Fire (Storm Trooper assault weapon specialists).	Death from the shadows (Skaven Assassin tactics).	Battlefleet Gothic – Wolf Pack (fiction), Advanced rules and Q&A. Mordheim – Followers of Dark Gods (Possessed warbands), Chaos on the Streets (multiple warband scenarios), In the Ruins (Vampires, pit fighters and Elf rangers).	Death world terrain.	Chapter Approved (rules for Lictors), Eternal Champion (Steppenwolf in his various guises), Writing for White Dwarf, Green Stuff (how to use it). <i>WH40K - Dark Eldar vs Catachans. Mordheim - Possessed vs Witch Hunters.</i>
243	Imperial Guard Sentinels (the new model), Siren Song (fiction), Slave Raid at Melfa River (huge display), Sly Marbo (the one man army).	Vengeance of the Vampire (huge display), The Quest for the Invincible Army (beardiness at its best), Warhammer Chronicles (Things for your General to do before the battle).	Warmaster! – Something Completely Different (Review of the new game), We are Legion (the Undead army), How to Base your units, Heroes of Ulthuan (the High Elf army). Mordheim – Kidnapped! (scenario), Da Mob Roolz (Orc warbands), The Hands of Fate (a great Possessed warband), Show me the Money (Assassin and Marksmen), Warriors of Cold Steel (Kislevite warbands).		Games Day Review (what happened at the big event). <i>Warmaster – Undead vs High Elves.</i>
244	Codex Space Wolves, Sons of Russ (a look at the new codex), Super-interchangeable Space Wolves (the new Space wolves marines), The Battle of the Fang (fiction and scenario), Making a Sentinel (the designers talk about how they made it).	Civil War (battles between armies of the same race, with a scenario for Skaven infighting), Grand Pageant 99 (a showcase of some armies from the event).	Warmaster – Men of the Empire (the Empires forces have arrived), Painting Warmaster armies (painting tips). Mordheim – Nicodemus (rules for a cursed wizard up for hire).	Warmaster terrain.	Golden Demon '99 (the winners), Gaunts Ghosts (comic strip). <i>Warhammer - Empire vs Beastmen.</i>
245	The Land Raider thunders in, The Making of the Land Raider (the design and development of the tank), Armoured Fury (history of the Land Raider), Lone Wolves (the Space Wolves 'lost' companies), Blood Claws, Venerable Dreadnoughts, Khorne Daemons (conversions).	Holding Out for a Hero (creating your own Warhammer heroes), Ancient Lore (creating Dwarven Runic magic items).	Warmaster – Grudge Bearers (Dwarf armies), Battle of Deaths Gate (Undead scenario).	Building Deaths Gate.	Inquis-Exterminatus (the new WH40K art book), Citadel Modelling (a look at Nick Davis' modelling desk). <i>WH40K - Space Wolves vs Orks.</i>
246	Craftworld Eldar (the new codex), Genesis of the Eldar (a look back at the evolution of the Eldar), The Great Wolf (Logan Grimnar), Fangs of Fenris (Long Fangs), Collecting Space Wolves, Armoured Assault (Land Raider tactics).	The Gentle Art of Getting Fired (tactics for using missile troops by Mike Walker), The Powers That Be (scenario for a 4-way battle between the powers of Chaos), Da Big Green fort (Orc forts).	Warmaster – Army of Darkness (the Chaos horde), The Battle of Gaping Moor (scenario).	The Woods of Gaping Moor.	The Emperors Champion (a new limited edition model together with special rules), Codicium Imperialis (Space Wolves background info), Ragnar Blackmanes Great Company, Painting the Land Raider. <i>Warmaster – Empire and Dwarfs vs Chaos.</i>

247	The Warrior Aspect (a look at the new Aspect Warriors), Armageddon (the Imperium is under threat again), Designs on a Sentinel (Sentinel tactics and conversions), The Ghost in the Machine (collecting Iyanden ghost warriors).	Horde of the Damned (Chaos army), Enter the Dragon (a look at Dragons).	Warmaster – The Green Horde (Orc armies), Painting Warmaster Orcs (a painting guide), The Future of Warmaster (things to come). Mordheim – Wild Magic (special scenario and scenario generator).	Warmaster resin terrain.	Index Astartes (the creation of a Space Marine), Heroic Actions of the Land Raider (Land raider fiction). <i>WH40K - Ulthwe Eldar vs Alaitoc Eldar.</i>
248	Index Astartes (an in depth look at the Salamanders chapter of Space Marines), Third War of Armageddon (info and back-ground about the new conflict), Power of da Waaagh (Ork Warlord Ghazghkull Thraka), Best of Enemies (history of Thraka and Yarrick), Speed Freaks (the Ork Kult of Speed), The Armageddon Steel Legions (about the new regiment), Line Breaker (the Land Raider Crusader).	The Grand Mustering (a huge Empire and Dwarf army by Mark Roberts).			Arena of Death (Yarrick vs Thraka!), Golden Demon Survival Guide (useful details to help you win at Golden Demon), Welcome to Fanatic (Jervis Johnson talks about the re-launch of Fanatic Press). <i>WH40K - Warzone Tempehora</i> (this is the massive, multi-table battle for possession of Hive Tempehora).
249	Index Astartes (the chapters involved in the Armageddon War), Index Astartes (The Black Templars), Armageddon (an update on the global conflict), Big Gunz (Ork artillery), Armoured Fist (new units for the Steel Legion), And They Shall Know No Fear (space marine scout bikers and Black Templars), Chapter Honours (customising Land Raiders).	The Invincible Army – the quest is over (Alessio judges the hundreds of entries and reveals the bearded army ever conceived!), Bigger, Better, Badder! (an introduction into the new edition of Warhammer Fantasy Battle).			Cometh the Hour... (a short story about an Imperial assault on a might Ork Rok, led by Commissar Yarrick), The Warhammer 40,000 Grand Tournament 2000 (the results of the massive tournament), Historical Actions of the Imperial Guard (a look at four of the regiments fighting on Armageddon), Alien Menace (a look at the Ork tribes on Armageddon). <i>WH40K - Warzone Tempehora</i> (the conclusion of the battle for Hive Tempehora).
250	In the Grim Darkness of the Far Future... (an introduction to Warhammer 40K for newbies), Ancient Threat (Chaos Land Raiders), Alien Menace part 2 (more on the Ork tribes on Armageddon).	What's new about Warhammer then? (a look at the new edition of the fantasy battle game), Inside the Box (what you get in the box), Waaagh da Orcs (a look at the new Orc models), Men of the Empire (a look at the Empire army book plus a showcase of new Empire models), Collecting an Empire Army (a guide to collecting the Empire).		Hobby Projects – building a Warhammer 40,000 bunker.	A Rough Guide to the Warhammer World (a concise guide to the nations and races of the Warhammer World), Citadel Scenery (a look at the new ready made terrain), Chapter Approved (Terminator improvements, Dark Eldar vehicle upgrades, Eldar Q&A and expanded night-fighting rules). <i>Warhammer – Empire vs Orcs.</i>

251	Index Astartes (a look at the Flesh Tearers chapter), Twisted Evolution (Simon Shukers Tyranid Army), Armageddon – the Aftermath (a roundup of the fate of the many warzones on Armageddon).	Waaagh Da Orcs (a look at the new Orcs and Goblins army book), Da Orcs of the Iron Claw Tribe (a showcase of Orc models), Grimgor Ironhide (the awesome new Black Orc special character), The Teeth of the Empire (a showcase of the Empire militia and Flagellants), Dogs of War (rules for using mercenary Regiments).			Chapter Approved (Expanded rules for Space Marine command groups and Codex Orks Q&A). <i>Warhammer – Empire vs Orcs</i> (featuring Grimgor Ironhide getting stuck in!).
252	Tactica: Ulthwe Eldar (tactics for using an Ulthwe army), Index Astartes (Codex Astartes, the organisation of a standard marine chapter).	Arcane Lore – Characters (a look a powerful leaders in Warhammer), Regiments of Renown (stopgap rules for fielding mercenaries), HUUUGE! (the new Giant model), Balthasar Gelt (background and rules for the supreme Patriarch), Luthor Huss (background and rules for the Prophet of Sigmar), Wot No Orcs? (all Goblin armies).		Terrain Workshop (Making trees and woods).	Chapter Approved (Vehicle design rules), The Battle of Meinhoff (Empire vs Orcs fiction), The Fall of Karak Eight Peaks (Dwarfs vs Goblins fiction), Fanatic (new stuff for classic games), Spotlight on: Brian Nelson (an interview with the man who made the greenskins), The Incredible Space Hulk (building a space hulk game board in just four days!).
253	Tactica: Sisters of Battle (tactics for using the Battle Sisters),	Thorek Ironbrow and the Anvil of Doom (background and rules), Grudge Bearers (a look at the new Dwarfs), Wurrzag Zahubu (rules for the ‘special’ Savage Orc shaman), Dicing with Magic (Mike Walker’s view of the new magic system), Arcane Lore (Gav discusses his work on the new Dwarfs).		Scenery Workshop (Hills)	The Reclamation of Karak Eight Peaks (fiction), The Warhammer Grand Tournament (highlights of this years event), Chapter Approved (Imperial Guard Armoured Company and advanced transport vehicle rules), Spotlight on: Colin Dixon (an interview on the man behind the new Dwarfs).
254	The Tyranids Are Coming! (an overview of the Tyranid race and their galaxy spanning invasion), Index Astartes (a look at the Dark Angels),	Unnatural Selection (Mike Walker takes a look at army selection), Arcane Lore (Gav takes a look at the role of skirmishers).		Scenery Workshop (hedges and walls).	The Fall of Malvolion (fiction, the Tyranids invade), Warhammer Grand Tournament (a showcase of the 9 best armies), Chapter Approved (Andy talks about his Tyranids...), Spotlight on: Alex Boyd (an interview with one of the talented artists). <i>Warhammer 40,000 – Crimson Fists vs Tyranids.</i>

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