

WHITE DWARF

220

April
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NZ \$11.95

- High Elves & Dark Elves everywhere!
- Blood Bowl is back and kicking!
- New Ork Scorchers!
- Chaos Warriors vs Dark Elves battle report!
- 40K urban terrain!
- Stacks of great new miniatures!



**GAMES
WORKSHOP**

ISSN 0265-8712



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THE PLAIN OF BONES



Warhammer
Battle Report
Page 73



Wily Warhammer general and 1995 Tournament winner, David Cain, leads a horde of Chaos Warriors against the Dark Elf forces of Naggaroth commanded by Nigel Stillman.



WHITE DWARF

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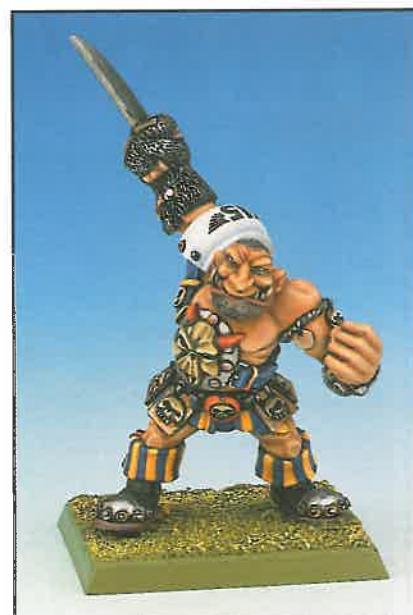
BLOOD BOWL

IS BACK!

Pages 20 and 67

Jervis Johnson waxes lyrical about one of his favourite games, Blood Bowl.

Back by popular demand, Blood Bowl became a phenomenal success when it was last published, with hundreds of teams vying for supremacy in leagues across the world. This month Jervis introduces two classic Blood Bowl articles: one explains how to use Human teams, the other how to get the best from Orc teams.



MORG 'N' THORG (Ogre Star Player)

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SOAPBOX!

Jervis Johnson goes to the cinema and is inspired to design a 40K scenario...

I went to see *Starship Troopers* for the second time last week! By the time you read this you'll have been to see the film if you're going to, so I don't think I'll be spoiling anyone's fun if I say that the huge battle for the fort is just crying out to be turned into a 40K scenario. So when Paul asked, may begged for me to write him a Soapbox, I thought why not write about how you can use inspiration like this as the basis for games of Warhammer, Epic or 40K.

For those of you who haven't seen the film, the relevant scene with the fort pits a platoon of Starship Troopers against a horde (and I do mean *horde*) of bugs. The troopers hole up in an abandoned fort, and manage to hang on until a transport craft arrives and takes the survivors to safety. Converting this to 40K is simplicity itself; swap the troopers for Guardsmen, the bugs for Tyranids, and represent the fort with a Gorkamorka fort. Set up the

fort in the middle of the table, stick the Guardsmen in it, and then play the Tyranid Attack scenario. Of course you can add in more rules than this if you wish. For example, the bugs don't really use guns as such, so you could limit the Tyranids to using Genestealers and Hormogaunts, or simply say that they can't take models armed with ranged weapons. In the film the troopers don't exactly get a wide range of weapons, so they should probably be limited to having only one or two heavy weapons at fixed points on the fort. More importantly, the Guardsmen shouldn't be allowed any vehicles, as the troopers don't get any in the film apart from their orbital shuttles. And speaking of orbital shuttles, coming up with some rules for the dramatic escape of the surviving Guardsmen in a transport craft is a must!

But you don't have to stop with special rules for a scenario, oh no! The characters in the film can

serve as great 'templates' for special characters. For example, the troopers are led by a very gung-ho commander with a bionic hand, who would make a great special character. The cowardly officer the troopers discover hiding in the fort could form the basis of an equally interesting special character, albeit one of considerably less use! Finally there are the hero and heroine of the film, both of whom prove to have quite exceptional ability when using hand grenades. However, you don't have to stop with special characters, oh no, no, no! The battle for the fort takes part of a larger storyline. Just come up with a series of scenarios based on incidents in the film, and then link them together so that the result of one game effects the next one, and you've got a great little campaign, all for very little effort on your part.

So there you have it, one two-hour trip to the cinema and you have enough material to form the basis of a whole campaign for 40K. *Starship Troopers* can also provide inspiration for games of Epic, especially the bits of the film where planetary landings take place or hundreds of troopers clash with hordes of bugs.

Alternatively, substituting the Guard for Dwarf Clansmen holed up in an old fort surrounded by a skittering horde of goblins or skaven, and you've got the basis of a great Warhammer scenario -- and all from one film! However, films are not the only source of inspiration -- books, TV, magazines, comics are all good sources of ideas too. It doesn't just have to be science-fiction material that provides inspiration either. As a designer I often draw on military history for ideas and inspiration, while our miniature designers draw on a huge variety of source materials when designing models. Real life can provide inspiration for gaming too, be it a visit to a castle inspiring you to build a model castle for your Bretonnian army, or an evening course teaching you the skills and ideas needed to make it! At the end of the day your gaming can only benefit if you draw on all kinds of different sources for ideas and inspiration -- I know that mine does, and I steal ideas from all over the place!

Have Fun.

Jervis Johnson



EDIBLE TERRAIN: The guys at the Worcester store were amazed when Warhammer 40,000 fan Grant Curzon showed them this photo. No it's not scenery for his gaming board, it's an incredible birthday cake, made by his mum!

What next -- icing world? Dessert terrain?

2



COOL NEW TERRAIN: Model Maker Mark Jones is starting work on our ice-world terrain, complete with snow-drifts, glaciers and lots and lots of ice. Fighting a battle on this lot is enough to give any army cold feet!

WARHAMMER®

This month's Warhammer releases:

Tears of Isha (Warhammer Campaign Pack) \$39.95

HIGH ELVES

Lothorn Seaguard (Three models per blister)	\$14.95
Lothorn Seaguard Command (Two models per blister)	\$13.95
Lothorn Seaguard Champion (One model per blister)	\$11.95
High Elf Mage on Elven Steed (One model per blister)	\$14.95
High Elf front rank Spearmen (Three models per blister)	\$14.95
High Elf armoured Archers (Three models per blister)	\$14.95

DARK ELVES

Dark Riders (Boxed set of four models)	\$39.95
Dark Rider Champion (One model per blister)	\$11.95
Dark Rider Standard Bearer (One model per blister)	\$11.95
Dark Elf Sorceress (One model per blister)	\$11.95

CHAOS

Daemonettes (Two models per blister)	\$14.95
Daemonette Command (Two models per blister)	\$14.95
Daemonette Champion (One model per blister)	\$14.95
Chaos Warrior Chariot (Boxed set)	\$39.95
Beastman Warband (Boxed Army Deal)	TBA

WARHAMMER 40,000®

This month's Warhammer 40,000 releases:

ORKS

Ork Scorcher (Boxed set) \$39.95

BLOOD BOWL®

This month's Blood Bowl releases:

Blood Bowl (Classic boxed game)	\$99.95
Scrappa Sorehead (One model per blister)	\$9.95
Griff Oberwald (One model per blister)	\$9.95
Morg 'n' Thorg (One model per blister)	\$19.95
Nobbla Blackwort (One model per blister)	\$9.95
Orcland Raiders (Boxed set with complete team)	\$49.95
Skavenblight Scramblers (Boxed set with complete team)	\$49.95
Galadrieth Gladiators (Boxed set with complete team)	\$49.95
Naggaroth Nightmares (Boxed set with complete team)	\$49.95

UNSEEN BLOOD BOWL FIGURES:

'Eavy Metal painter Richard Baker is busy painting up a rather tasty looking metal Human Blood Bowl team. These models were designed when Blood Bowl was last available, but weren't released. Read Jervis Johnson's article 'It's Back' for the low down on these, other new models and all the other goodies in store for Blood Bowl fans over the coming months.



GAMES WORKSHOP®

As always we have a massive variety of things going on this month in all of our stores. In addition to the furious Blood Bowl gaming and exciting Games Nights we have the following events of note taking place.

ALL AUSTRALIAN STORES:

From the 13th till the 19th of April we will be running events which feature a different Games Workshop game every day, along with a variety of different army building deals, raffles and competitions.

SYDNEY CITY:

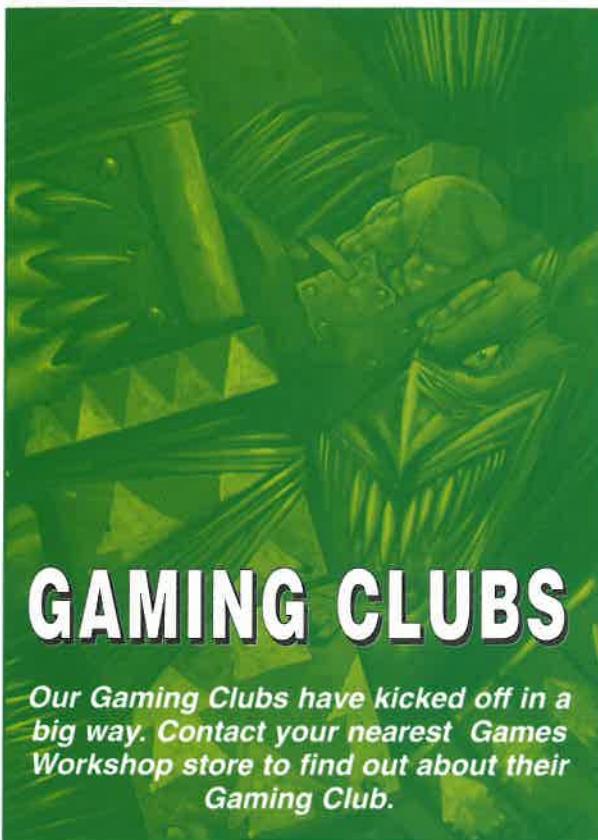
This is the first outing for our new Roadshow 'Defence of Cerberus!!' which pits the alien Eldar against a tired and battered Space Wolf force fresh from a campaign in the Eye of Terror and led by Kyrl Grimblood. Come along and see the Black Library artefacts reputed to have fallen through the Warp after this historic battle. Tour Date: April 19th.

MARION:

After the success of Marion store's Grand Opening the ladz are allowed to be open every Sunday. On the 26th of April they will be running a series of Epic 40,000 games that recreate some of the battles fought over two years ago as part of the Battle for Ichar IV worldwide campaign.



NEWS



GAMING CLUBS

Our Gaming Clubs have kicked off in a big way. Contact your nearest Games Workshop store to find out about their Gaming Club.



NEW ARTWORK: John Wigley nears completion of a Dark Angels Space Marine picture. It won't be printed for a while yet, so get out your magnifying glasses for a sneak preview!

WARHAMMER MONTHLY

This month's thrill-packed issue of Warhammer Monthly begins with the story of Imperius Dictatio, mighty Warlord Titan, and its crew. With enemy Gargants closing in fast, the aging Princeps is killed by a massive sensory overload, and Cadet-Princeps Hekate is left with little choice... If you ever wondered what it is like to command one of the most awesome war machines in the galaxy, then don't miss this stunning new comic strip from Dan Abnett, Anthony Williams and Andy Lanning.

We also have the continuing saga of Captain Leonatos' Bloodquest, from Gordon Rennie and Colin MacNeil. As the Strike Cruiser 'Exile' sets down on a distant planet to take on fresh supplies, Librarian Furion suspects that something sinister may be afoot...

Mark Gibbons makes his comic debut in Carnival of Change. A priest of Sigmar's faith is put to the test when a seemingly innocent carnival turns up in this dark tale by Gordon Rennie.

Finally, the daemon-possessed Malus and his ferocious steed Spite are heading deep into Beastman country in search of the fabled Octagram of Praan, in another action-packed episode of Darkblade by Dan Abnett and Kev Hopgood.

All this is in Issue 2 of Warhammer Monthly. Get your copy from where you get your White Dwarf.

CITADEL JOURNAL

Citadel Journal 25 is totally packed with new, exciting stuff for Games Workshop hobbyists everywhere. We've got house rules for Space Hulk,

Rumours from the Black Library

Warhammer Quest and Blood Bowl; Warhammer and Warhammer 40,000 scenarios to liven up those gaming weekends. We've got modelling guides for those addicted to electric drills, hacksaws and copious amounts of super-glue. Throw in a good measure of tips and tactics to help you onto the path to victory, plus all the news and views of what's going on right now out there in gaming country and you have the Citadel Journal. All this, written by you, the dedicated hobbyist... Oh all right then, Jervis wrote the Blood Bowl stuff and Pete Haines is best mates with Andy Chambers. But hey hol if you're a 'been down the store, seen that, done that, beaten all me mates, and written a complete campaign' sort of a person, then the Citadel Journal is just what you need.

COMING SOON TO A BLOOD BOWL STADIUM NEAR YOU...

With the most excellent Blood Bowl game about to make a re-emergence this summer, we have been working extra hard in the Black Library to put together the Citadel Journal Blood Bowl Compendium. The Compendium promises to be an invaluable book for any Blood Bowl maniac, a collection of almost all the articles ever printed on Blood Bowl in the Citadel Journal, plus new, unseen stuff including extra league rules, Q&A, reserve teams, rules for using Savage Orcs, Night Goblins, Maiden Guard and much, much more... The Compendium will be a Mail Order-only special, sold on a first-come, first-served basis, so make sure you check out next month's White Dwarf or ring our Mail Order hotline to reserve your copy.

NEW CITADEL PAINT SETS

After almost two years of research, colour trials and sheer hard work, the new Citadel paint range is almost ready for release.

Over the last year or so, Mike McVey and other members of the Games Workshop painting team have been testing hundreds of different paint formulations for colour, coverage, drying time and durability. You might say that they've spent a lot of time watching paint dry!

Well finally, their work is complete. The new Warhammer and Warhammer 40,000 paint sets are the first pre-release of a whole new 75 colour range comprised of paints, inks and metallic colours. Not only have all of the paints been re-formulated to what we consider to be the best acrylics in the world, but the whole range has been carefully structured to meet the needs of miniature painters.



The starter paint sets each contain 9 new paints, 2 high quality brushes, and either a unit of 5 Saurus warriors or a squad 5 Space Marines. Each set also contains a free handy guide to collecting and painting Citadel miniatures.

The new paint sets are available soon — priced \$34.95



Above: 'Eavy Metal painter Torben Schnoor tries out the new paint.

GAMES WORKSHOP®

Andrew Long



I've been playing Warhammer 40,000 for longer than I care to remember and Eldar would have to be my favourite army. The miniatures are so dynamic and the opportunity to go over the top with both colour and detail can't be passed up. I've chosen Iyanden as my army's Craftworld, primarily because the blue and yellow colour scheme makes for strong contrasts and the army really stands out on the battlefield. As with any army, this force is not quite complete, I already have a War Walker on the production line.



MEET DA LADZ FROM DA STORES



Andre
Old



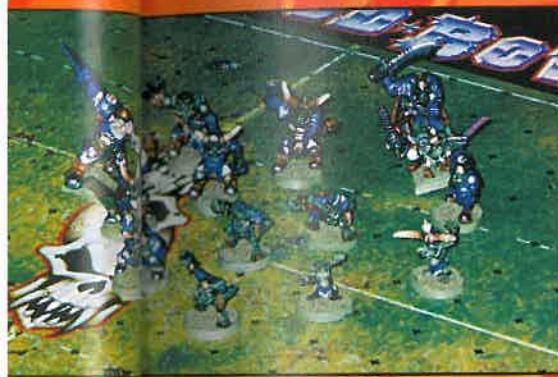
Ah finally I have been given the chance to rant and rave about the Eldar and why I love them so! Over the years I have collected a large Eldar army (from the Biel-Tan and Saim-Hann Craftworlds) and enjoy assembling a versatile battle force. First of all I take Jetbikes to assault the flanks of the enemy with a storm of shuriken death, support these with Dire Avengers, Guardians and the best Eldar support, the mighty Dark Reapers. Exarchs can provide a great anti-character and anti-tank option but remember to be moderate in their power, to ensure your personal safety and harmony amongst your fellow gamers



Ryan
Street



Having played Games Workshop games since Space Hulk in 1990, combined with my love of American Football (I play Gridiron for the ACT Astros), it was only natural I would love Blood Bowl! Of course I play Orcs, as they're the hardest toughest team in the game and hold no pretensions about being pretty, skillful gitz. I always include Morg'n'Thorg and four Black Orcs in my team - this anchors the line and wins those battles in the trenches for me!



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WARHAMMER

The High Elves of Ulthuan

This month the legions of Ulthuan see the arrival of the Lothorn Seaguard. Supporting the Lothorn Seaguard are additional models for Elven spearmen regiments, armoured archers and a mighty Elven Mage mounted on a Elven Steed.



High Elf spearman regiment including the new front rank spearmen

High Elf Spearmen and Archers

Regiments of spearmen and archers are made up of the citizen soldiery of Ulthuan. Though he may be craftsman, tradesmen or artist in peace time, every Elf becomes a resolute and deadly fighter in time of war. Both spearmen and archers are garbed in white, often with a coloured border design that proclaims their realm or city of origin. White is the colour of purity and of death, and their robes symbolise their determination to fight to the end if necessary.

Elf warriors are generally very well equipped. Spearmen have hauberks of scale armour, tall helms and spears seven foot tall. Archers carry powerful bows constructed of alternating layers of wood, which endow them with great power and range.

Profile	M	WS	BS	S	T	W	I	A	Ld
High Elf	5	4	4	3	3	1	6	1	8

Citizen Levy

High Elf spearmen are allowed to fight in one extra rank, whilst archers can shoot in two ranks. See the separate Special Rules section in Warhammer Armies - High Elves.



High Elf Armoured Archers

The High Elf Seaguard of Lothorn

Lothorn is the greatest city in Ulthuan and capital of Eataine, the most powerful of all the Elven Kingdoms. Just as the people of every Elven realm provide their spearmen and archers, so the city of Lothorn provides the majority of the fighting crews of the Phoenix King's fleet. The Seaguard can fight as well on land as on sea. They are equally resolute defending the walls of Lothorn as battling across the decks of Elven warships.

Most Elven soldiery is called to arms only in times of great need, for there are too few Elves to maintain large armies all the time. The Seaguard, however, is always kept at strength and retains a core of full-time warriors for this purpose. Their sole task is to defend Lothorn and the sea-ways around Ulthuan. They are trained with spear and bow, and carry both to battle, enabling them to shower missiles upon their enemy as well as to engage them at close quarters. At sea this is particularly useful, as space is cramped aboard a ship and by using two weapons the Seaguards double their combat effectiveness.



Citizen Levy

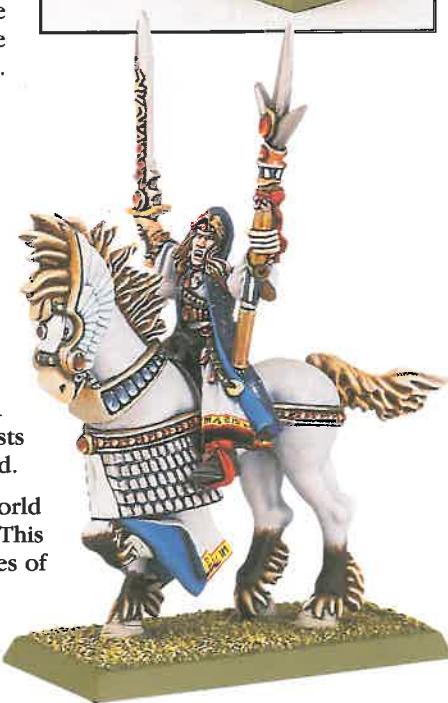
Seaguard are the Citizen Levy of Lothorn and are allowed to fight in one extra rank with their spears, and can shoot in two ranks with their bows. See the separate Special Rules section on Citizen Levy in the High Elf army book.

High Elf Mage riding Elven Steed

High Elves are the masters of High Magic, which is the greatest and most potent of sorcery. Its practitioners are the oldest and mightiest of all wizards in the Warhammer World. Their mighty conjurations and fiery blasts have won many battles when the sword and spear might not have prevailed.

Long ago the ancestors of the High Mages of Ulthuan travelled to the Old world and taught the rudiments of sorcery to the savage humans who lived there. This developed into Battle Magic and in time led to the founding of the Colleges of Magic in the Empire.

High Magic is the highest and most pure form of sorcery. As High Mages cast their arcane and powerful spells, they bring the Winds of Magic into harmony, while resisting the destructive and evil aspects.



High Elf Mage mounted on Elven Steed

The Dark Elves of Naggaroth

To combat this month's High Elf releases, reinforcements have arrived for their evil cousins, the Dark Elves of Naggaroth, in the form of an ancient and powerful Dark Elf Sorceress, and the deadly Dark Elf Dark Riders.

Dark Elf Dark Riders

The Dark Riders are heralds of the armies of Naggaroth. Mounted on black horses with glowing red eyes, the Dark Riders range ahead of the main army, spying on the enemy and spreading mayhem and confusion. They are the eyes and ears of the Dark Elf army commander, reporting back with vital information about the position and strength of the enemy's forces.

Dark Riders are expert horsemen, spending most of their lives in the saddle, and are deadly shots with the Dark Elf repeater crossbow. When called to take part in a pitched battle they are usually deployed ahead of the main Dark Elf army so that they can slow down and harry the enemy as they try to deploy for battle. If they are attacked they will normally fire off a quick volley of crossbow bolts and retreat, relying on the speed of their fleet-footed Dark Steeds to outdistance any pursuers.

Profile	M	WS	BS	S	T	W	I	A	Ld
Dark Riders	5	4	4	3	3	1	6	1	8
Dark steed	9	3	0	3	3	1	4	1	5

Hate High Elves

Dark Riders hate their ancient enemies the High Elves so intensely that they will often fight them to the death rather than run away. When fighting High Elves, Dark Riders are affected by the rules for *hated* as described in the Warhammer rulebook.

Skirmish

Dark Riders can skirmish if you wish – see the rules for skirmishing in the Warhammer rulebook.

Fire and Flee

Dark Riders are allowed to choose to 'fire and flee' as a charge reaction. The fire and flee charge reaction works by combining the stand and shoot option and the flee option. First of all the unit may fire missile weapons, but only if the chargers are more than half their charge move away when the charge is declared. All shooting suffers



the normal -1 to hit modifier for shooting at charging troops. If the missile fire fails to stop the charge (by causing the attackers to fail a Panic test), then the Dark Riders must flee. This is treated in exactly the same way as a normal flee charge reaction, except that the number of dice rolled to see how far the unit flees is reduced by one to represent the time that was spent firing at the charging unit. The Dark Riders suffer this penalty even if the unit failed to shoot because the chargers were less than half their charge move away.

Special Deployment

Dark Riders are allowed to make a free march move after both sides have deployed. Note that they may not use this free move to charge at the enemy, and may not shoot any missile weapons after making the move.

Expert Riders

Dark Riders do not suffer the -1 to hit modifier to their shooting if they moved in the same turn. However, this does not allow them to shoot if they charge or make a march move.

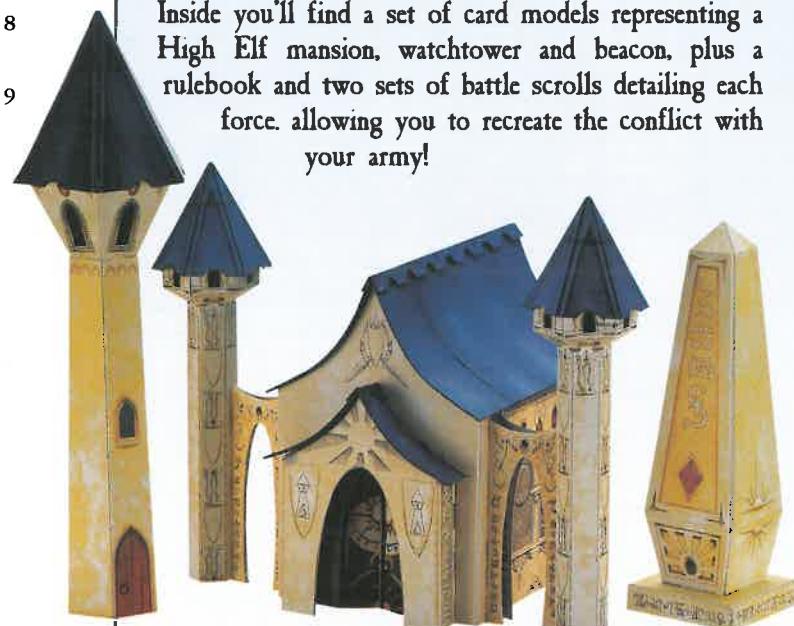
Dark Elf Sorceress

The High Elves are the greatest wizards in the whole world, and the Dark Elves are also a race touched by magic. Whereas the High Elves have always taken great care to protect themselves from dangerous magical energies, especially Chaos Daemons, the Dark Elves long ago embraced Dark Magic in all its evil majesty. The natural magic powers of Elves and the unnatural vitality of evil are mated together in the Dark Elves, so that they have become the ultimate masters of dark sorcery.

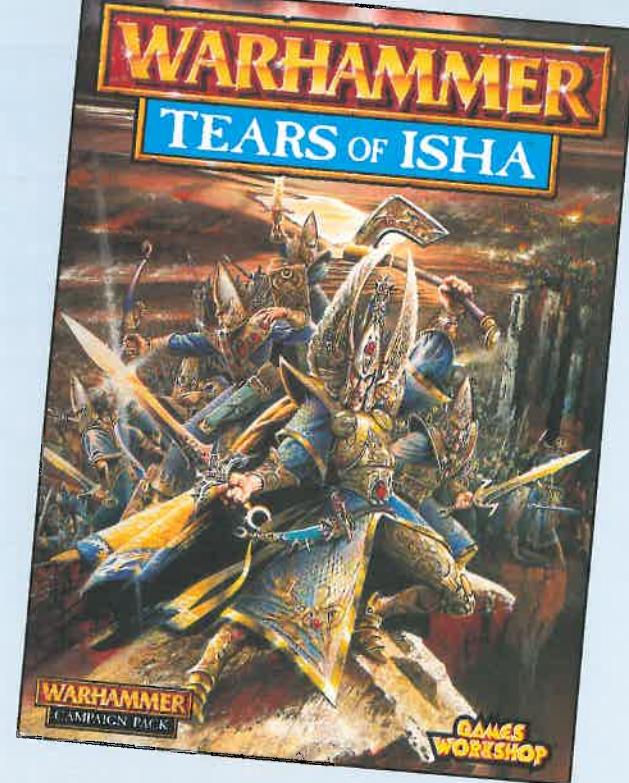


The magical energy used for Dark Magic is undivided: it contains all of the eight types of energy in a seething mass. The High Elf mages knew of the power of Dark Magic but for long ages turned their back on its possibilities, regarding it as too dangerous to use. However, the temptation eventually proved too much for some Elves, who started to experiment with Dark Magic secretly. The experiments drew many evil things into the world and corrupted its practitioners, twisting their minds and turning their hearts to evil. Thus were born the Dark Elf sorcerers and, in time, the entire Dark Elf race. Finally the Dark Elves were driven north to Naggaroth where they live to this day.

Profile	M	WS	BS	S	T	W	I	A	Ld
Sorceress	5	4	4	3	4	1	7	1	8
Champion Sorceress	5	4	4	4	4	2	7	1	8
Master Sorceress	5	4	4	4	4	3	8	2	8
Sorceress Lord	5	4	4	4	4	4	9	3	9



These High Elf buildings are ideal for use in any game of Warhammer.



The latest Warhammer campaign pack is now out! Tears of Isha pits two armies, the High Elves and Dark Elves against each other in a series of linked battles.

The campaign tells of the High Elf defence of the Shadowlands against Dark Elf raiders. This story of treachery and betrayal comes to a climax with the Battle of Brothers, where the victor will carry away the fabled Tears of Isha (magical gem stones set in twin runeswords, which were forged by Vaul the Elven god of smiths).

Inside you'll find a set of card models representing a High Elf mansion, watchtower and beacon, plus a rulebook and two sets of battle scrolls detailing each force, allowing you to recreate the conflict with your army!

HOW TO PAINT HIGH ELF ARCHERS

Adrian used the following equipment:

1. PVA Glue and Sand.
2. Varnish spray.

1 After I'd cleaned the model up I undercoated it. It's quicker to spray the model with a black undercoat spray but a layer of Chaos Black painted on with a brush will do just as well. Although white is the norm for undercoats, black can be used depending on the model. It can speed up the painting as you get instant shading. In this case the model is covered in plenty of armour which suits black undercoating.

Next I painted the armour with Mithril Silver. Normally when painting, it's best to thin the paint down a little with some water, so that the paint flows easily into all the detail. When I'm painting armour scales I don't do this, as I want to show off the detail. Don't put too much paint on the brush, and don't try and force it into the detail. The example shows the effect this achieves.



3 Next came the areas of skin. I painted the raised areas of the skin with Elf Flesh. Rather than painting all of the fingers individually, I just drew the brush across the detail, making sure I didn't have too much paint on the brush. That way, only the raised detail catches the paint. I wasn't worried about putting too much paint on and it dropping into the gaps between the fingers as I could just go back and paint in a little thinned down Snakebite Leather. On the face, I picked out the chin, nose and cheeks.



Similarly, I painted the raised areas of the cloak with Skull White. I kept the paint quite thin, so that it blended in nicely with the Space Wolves Grey basecoat.

To give the base more texture I painted the top with thinned down PVA glue (use an old brush if possible!) and dipped the base into the sand. This only took around 20 minutes to dry and then I painted the whole base Goblin Green.

Once you have reached this stage, the model is almost ready for battle. In fact, you could quite happily play a few games with a unit painted to this standard.

3. Citadel Paints: Chaos Black, Skull White, Mithril Silver, Burnished Gold, Snakebite Leather, Elf Flesh, Blood Red, Goblin Green, Space Wolves Grey, Black Ink and Blue Ink.

2 I mixed up a little Black and Blue ink along with about the same amount of water to thin the mixture down. I painted this over the areas I'd already painted silver. This brings out the detail and gives the armour a bluish tint. Next, the skin and the bow were painted with Snakebite Leather, keeping my paint slightly thinned so that it got into all the detail. I painted the decoration on the armour and bow with Burnished Gold. Finally, I gave the robes a coat of Space Wolves Grey.



4 I wanted the gemstones to be Blood Red, and to make them brighter I painted Skull White onto the gems first, as an undercoat. The hair I painted with Space Wolf Grey. I drew the brush across the hair (being careful not to have too much paint on the brush) to bring out the detail in a similar way to the fingers earlier.



If you're feeling adventurous, try painting a little thinned down black paint into the eyesocket. Then paint a small line of white across the middle of the eye, and finish with a tiny spot of black in the centre. Many gamers only paint eyes on character models, and others don't bother at all, but I think the effort is worthwhile.

Finally, you can mix white into Goblin Green, and draw it over the sanded top of the base to give it more depth. A quick blast of matt varnish will protect your models when gaming.

Bear in mind that when putting together a regiment it is a good idea to paint in batches of around five models at a time, as they'll be finished much quicker, allowing you to use them on the battlefield!

tells us
'igh Elf

Mithril
Flesh,
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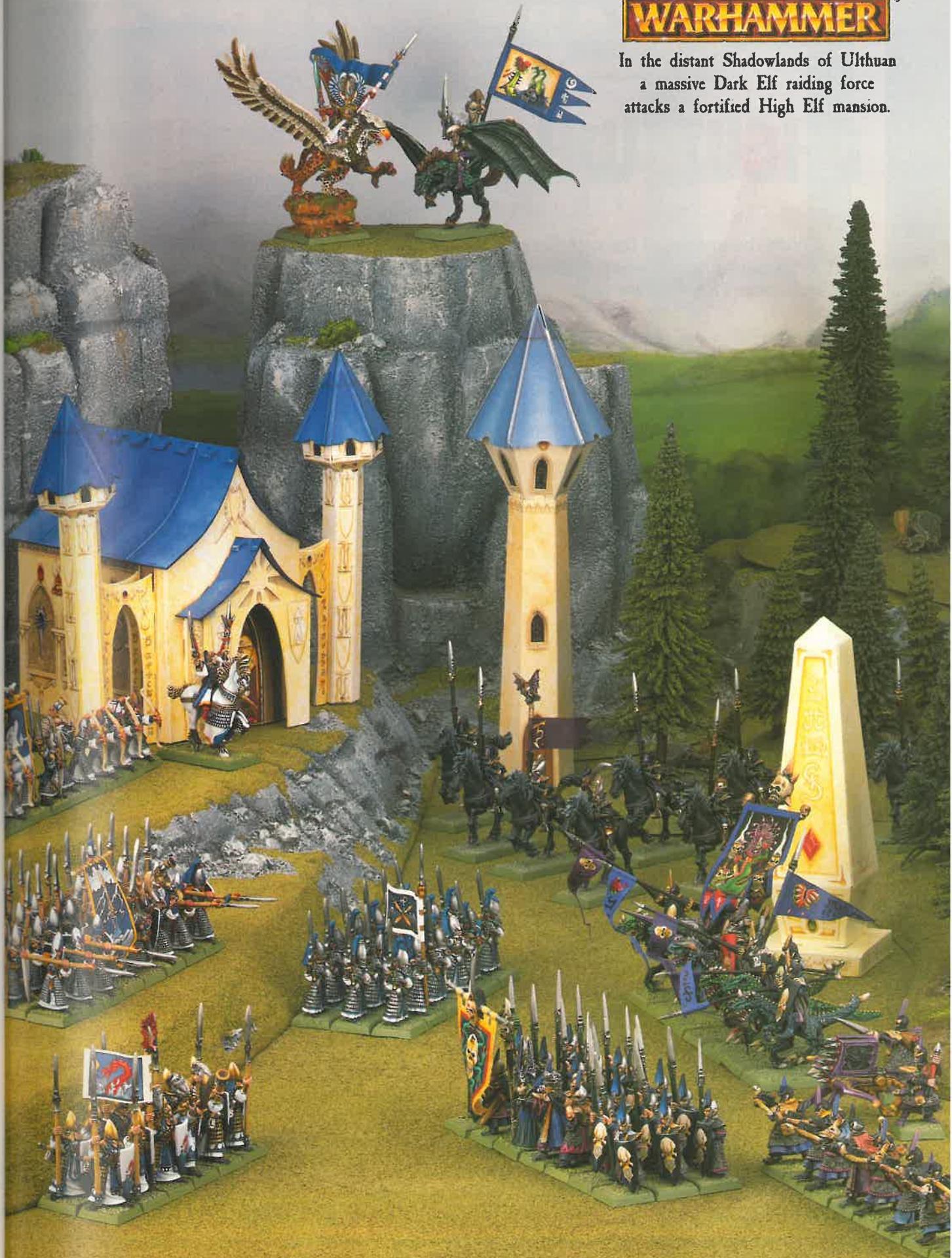
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WARHAMMER®

In the distant Shadowlands of Ulthuan
a massive Dark Elf raiding force
attacks a fortified High Elf mansion.



PHEW, WHAT A SCORCHER!

by Gav Thorpe

With the arrival of the new Scorchers, both the Orks of Warhammer 40,000 and Gorkamorka have a weapon more than capable of destroying a multitude of foes all at once. The next few pages cover everything you need to field your Scorchers.

There's nowhere left to run, nowhere to hide – the Ork Scorchers is back! An ingenious mechanical embodiment of Orky cunnin' and downright viciousness, the Scorchers races across the battlefield spouting huge gouts of liquid flame over the enemy. Fuelled with various lethal cocktails of oil, fungus brew and odorous gases, the flames of the Scorchers lap around

walls and trees, making a mockery of any cover the enemy tries to hide behind. With its high speed, the Scorchers is able to hurtle forward, quickly getting into range, forcing the Orks' foes to abandon their positions. Those who stay are engulfed in the inferno, while those who quit their defences fall prey to the guns and axes of the rest of the Ork horde!

Badnag winced as the Scorchers bounced down the rocky slope, repeatedly banging his head against the side of the turret. With a snarled curse he flung open the hatch and leaned out to bellow at the driver.

"Oi, Grindgearz! Ain't dere a softa route?"

The Scorchers lurched over a small hillock of thick grass, hurling the bizarre tracked machine high into the air for a split second. Grindgearz almost toppled the none too impressed Badnag from his firing perch.

"Yooze always whinin'! Yer sure yooze an Ork an' norra Grot?" the driver retorted with a sneer.

"Zogglin' speed freek!" Badnag growled and slammed the hatch shut again. Peering through the small vision slit, he wound the turret left and right to check the gears were working properly, and then waggled the lever that elevated the Scorchers' nozzle.

"Let's do it!" he shouted, the confines of the small turret giving his yell a metallic resonance.

"Over dere!" cried Grindgearz with jubilation, pointing off to one side. Badnag wound the turret round to look, and sure enough, a handful of humies were skulking around a clump of bushes, trying to stay hidden.

"It's roastin' time! Yeah, dakka, dakka, whoosh!" As the Scorchers sped past the thin-leaved bushes, Badnag punched the trigger button and a gout of flame soared through the foliage, spattering against the enemies within. All but one died instantly, their cries of agony swiftly silenced. The other fell out of the bushes with his legs on fire, flailing his arms around before falling to the ground. His screams were heard even over the roar of the Scorchers' engine. The bushes themselves were charred sticks, crumbling to the blackened earth as the Scorchers raced onwards.



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ORK SCORCHER



VEHICLE DATA

D6	LOCATION	FRONT	ARMOUR	SIDE/REAR
1	Driver		See below	
2	Turret	12	12	
3-5	Scorcher	10	12	
6	Fuel Tank	12	12	

CREW:

ONE ORK DRIVER
ONE SNOTLING
ONE ORK GUNNER

RAM VALUE:

STRENGTH 6
-2 SAVE MODIFIER
D6 DAMAGE

MOVEMENT:

SLOW SPEED: 8"
COMBAT SPEED: 20"
FAST SPEED: 30"
TYPE: TRACKED

WEAPONS:

The Scorcher is armed with a **heavy flamer** with a 360° fire arc.

WEAPON DATA

WEAPONS	RANGE	TO HIT	SAVE	ARMOUR	PEN.	SPECIAL
Heavy Flamer	Template	-	-	5	1	-3 D6+5 Set on Fire

POINTS COST: 50 points

Phew, what a scorcher!

Scorcher Damage Table

- 1 The Scorcher's track is blown off. The Scorcher moves out of control next turn and then comes to a permanent halt for the rest of the battle.
- 2-3 The Scorcher's controls are damaged, making it difficult to control. Roll a D6 at the start of each of the Scorcher's movement phases. On a roll of 4, 5 or 6 the driver is able to control the vehicle and it moves normally. On a roll of 1, 2 or 3 the Scorcher moves out of control for that turn.
- 4 The Scorcher's front wheel is blown off and it flips over, killing the crew. The wreck comes crashing to the ground D6" away in a random direction. Anybody under the Scorcher when it lands takes D6 S7 hits with a -2 saving throw modifier.
- 5 The Scorcher's engine explodes, killing the crew. The wreck hurtles out of control next turn before coming to a permanent halt.
- 6 The Scorcher's fuel catches fire, killing the crew. The flaming wreck hurtles out of control next turn and then explodes, causing D3 Strength 8 hits with a -3 save modifier on all models within 3".

Turret Damage Table

- 1-2 The vehicle's heavy flamer is destroyed and may not be used for the rest of the battle.
- 3-6 The gunner is hit. Roll to see if he is killed using the normal shooting rules. He has a toughness of 4, wears flak armour that confers a 6+ saving roll, and has 1 wound. If the gunner is killed then the heavy flamer may no longer be used.

Fuel Tank Damage Table

- 1 The fuel tank attendant is killed and the fuel tank's pressure starts running down. Next turn the Scorcher may fire as normal. The turn after that the Scorcher is treated as a normal flamer rather than a heavy flamer. The turn after that it is treated as a hand flamer, and the turn after that it may not fire at all!
- 2 The fuel tank starts leaving a trail of burning fuel behind the vehicle. This is not a problem as long as the vehicle keeps moving. However, if the vehicle stops for any reason then the burning fuel will catch up causing an explosion as described for a roll of 3-6 below.
- 3-6 The fuel explodes, destroying the Scorcher and killing the crew. Any models within 2D6" of the vehicle are caught in the explosion, suffering damage exactly as if hit by a heavy flamer.

Driver Damage Table

- Roll to see if the driver is killed using the normal shooting rules. He has a Toughness of 4, wears flak armour that confers a 6+ saving roll, and has 1 wound. If the driver is killed then the Scorcher will move out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or leaves the game table.

In order to use your new Ork Scorcher datafax, either cut out or photocopy the datafax and fold it in half. Then glue thin card in between (cereal packet is ideal) and your datafax is ready to use. Permission is granted to photocopy this page for personal use only.

GORKAMORKA™

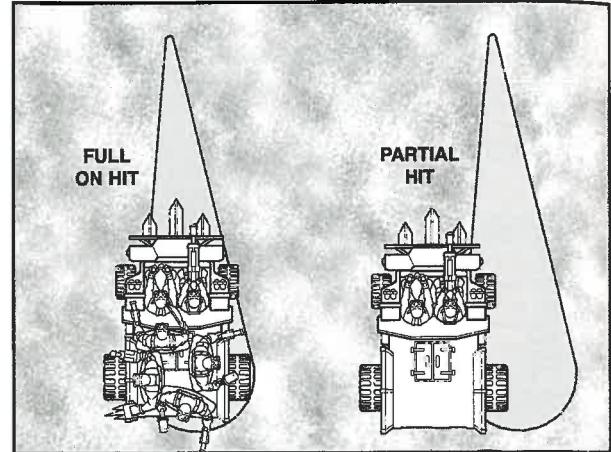
DA SCORCHA

Scorchas are very nasty weapons, especially against vehicles. They fire a blazing gout of flames which can spray across several parts of the target. If a scorcha's burst washes across the vehicle's crew carrying area the results can be horrendous – all the Boyz can do is duck behind what armour the vehicle has and hope the flames don't fry them.

HITS FROM SCORCHAS

If a Scorcha template is fired at a vehicle and placed so that it is roughly centred on it, the resulting gout of flames will score D3 hits. Roll separate location, penetration and damage rolls for each hit. A single location can be hit more than once. If a Scorcha template only partially covers a vehicle it will cause just one hit on a D6 roll of 4 or more.

In addition, if the crew location is hit by a scorcha make a separate Armour Penetration and Damage roll for each crewman onboard. For example, a Scorcha hits a trak with three crew on board. The Scorching template is centred on the vehicle so it suffers D3 hits. One of these hits the crew location so a separate roll for penetration and damage is made against each of the three crewmen as a gout of flame engulfs the vehicle.



BURN BABY BURN

Just like foot models, vehicles can be set on fire by a scorching hit and continue to burn until they go out. Roll to see whether the locations hit are set alight in the same way as for foot models. For more details see the scorching weapon description across the page.



Adrian Wood's Scorching toasts Graham Davey's Diggamob in a recent game of Gorkamorka.

BIG GUNZ

Big gunz are seriously big, heavy pieces of ordnance which are too weighty and massive to be carried by a warrior. Big gunz must be mounted on a vehicle as a fixed weapon, and a vehicle can only ever mount a single big gun because of the extra space needed for ammunition and spares.

SCORCHA

A scorcha is literally a flame-thrower, a device designed to hurl burning fuel. The fuel in question is a volatile mixture of gases and liquids compressed into a cylinder. When a valve is opened the mixture is forced through the weapon's nozzle with a staccato gurgle, and directed over the target where it ignites with a 'whoomph!' causing much hilarity all round. Scorchas are dangerous, unreliable, spectacular and, as a consequence, highly popular.

SPECIAL RULES

Ammo Test. An Ammo test is required every time the scorcha is fired. Scorchas are unreliable weapons, and can only be counted upon to fire once or twice per engagement.

Template. The scorcha's shot is represented by the Scorcha template. This is used as described in the Shooting section of *Da Roolz*, by placing the template so that it covers one or more target models. Any warriors on foot wholly under the template are hit automatically, whilst those partially beneath are hit on a D6 roll of 4, 5 or 6.

Catching Fire. If a warrior is hit by a scorcha and goes down then the target has absorbed the full brunt of the blast and the flames go out with no further effect. If the model goes out of action remove the model as normal. If a warrior is hit but does not go down or out of action, then make an immediate test to determine whether the target catches fire. Roll a D6. On a score of 1-3 the target does not ignite and there is no further effect. On a score of 4-6 the target ignites.

A burning target will continue to burn until the flames are extinguished. Test for this at the start of the target's own turn. Roll a D6:

D6 Effect

1-5 The target continues to burn and automatically sustains a further Strength 4 hit. If a warrior goes down or out of action whilst on fire the flames automatically go out with no further effect. Whilst burning a warrior staggers 2D6" in a random direction for its movement (a random direction can be established using the Scatter dice), falling overboard if he is on a vehicle. A burning warrior will not engage in hand-to-hand fighting and other foot models automatically move out of his way.

6 The flames go out with no further effect.

If there are any warriors within 1" of a burning target during their movement phase they may attempt to beat out the flames. If they do this they cannot shoot in the shooting phase. Roll a D6 and add a +1 for each extra model attempting to beat out the flames (eg, 2 models +1). If the total is 6 the flames are beaten out with no further effect.

Vehicles hit by scorchas are subject to special rules, as covered on the previous page.

Short Range	Long Range	To Hit Short	To Hit Long	Save Str.	Save Mod.	Ammo Dam.	Roll
Special rules	-	-	-	4	-2	1	4+

Special: Target is set on fire

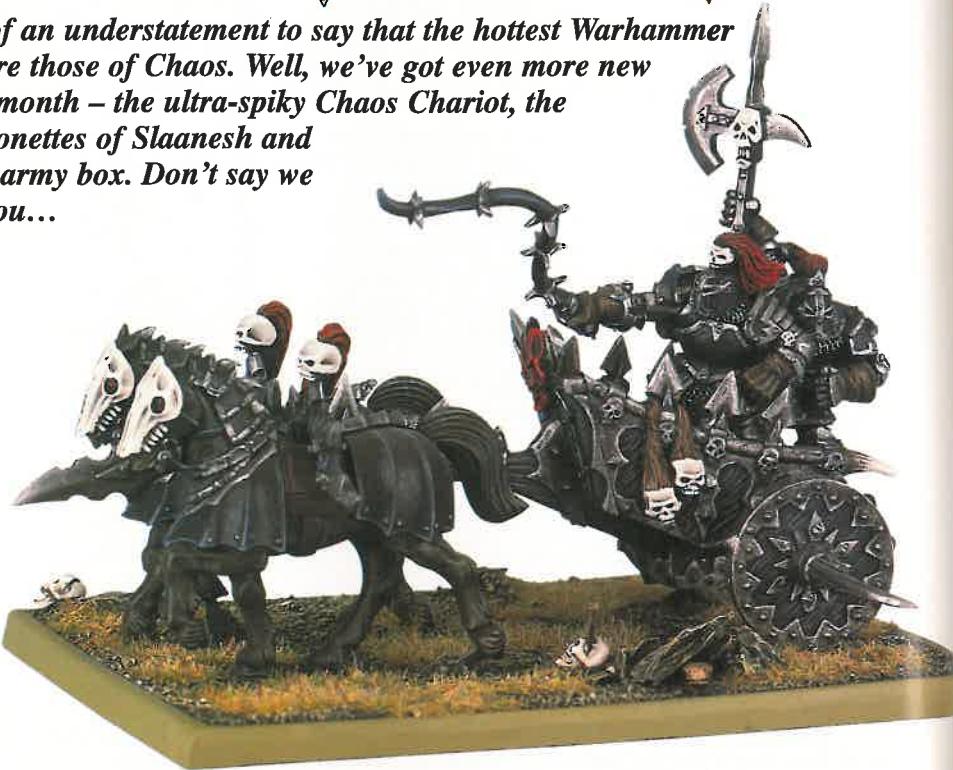


Realm of Chaos™

It would be something of an understatement to say that the hottest Warhammer armies at the moment are those of Chaos. Well, we've got even more new miniatures for you this month – the ultra-spiky Chaos Chariot, the weirdly seductive Daemonettes of Slaanesh and the Beastman Warband army box. Don't say we never do anything for you...

CHAOS WARRIOR CHARIOT

Chaos Warriors ride the Chaos Wastes in great chariots carved from the black northern oaks, and armoured with brass and steel. They use them in battle to crush the enemies of their gods under massive scythed wheels.



WARHAMMER

BEASTMAN WARBAND

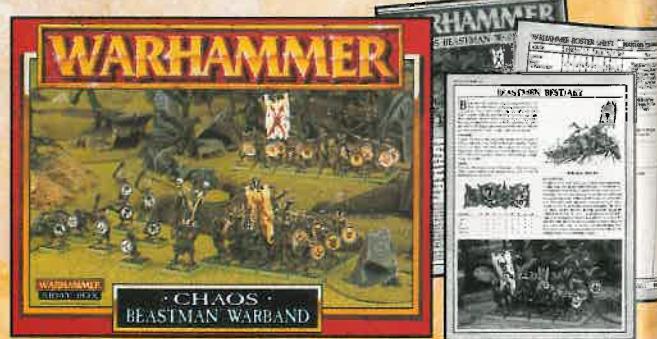
Beastman warbands are a deadly threat to any that travel the lonely roads of the Old World. From the darkest corners of the oldest forests, they come bringing death and destruction to all they meet.

Beastmen are ferocious and cruel, utterly incapable of human mercy or compassion. Their harsh existence, brawny physique and natural predilection for violence make them perfect warriors. Individually a Beastman is more than a match for most warriors. When they press forward in their ragged hordes, braying hideous war cries to their dark gods, they are an unstoppable, twisted tide of evil.

Beastlords, the savage leaders of the Beastmen are followed by warbands of such warriors. The most common are the Ungors, the lesser beastmen, who gather together into huge warrior bands to overwhelm the enemy with sheer force of numbers. The best warriors of the warband are the Gors; they are larger, stronger and more intelligent than the Ungors. It is always from amongst the Gors that Beastlords arise to lead warbands in the service of Chaos.

The Chaos Beastman Warband can be a starter force for Warhammer or an expansion to an existing army. Inside the box there is a booklet including a description of the warband, all the rules for the troops, an army list, plus tactical advice on gaming and ideas about how to expand your army.

The Beastman Warband box set contains 1 Beastlord, 1 Beastman Gor champion, 1 Beastman Gor standard bearer, 1 Beastman Gor musician, 9 Beastman Gors, 12 Beastman Ungors with spears, 1 Beastman Ungor standard bearer, 1 Beastman Ungor musician, 8 Beastman Ungor skirmishers and a booklet.





DAEMONETTES OF SLAANESH

Daemonettes are the most numerous of all Slaanesh's Daemons. They have a perverse beauty, unnatural and disturbing, but at the same time undeniably potent.

Daemonettes are fast, agile fighters, whose clawed hands can slice through flesh and pierce armour. They tend to have pallid, pink skin and their large blue eyes glow with a malevolent inner light.



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BLOOD BOWL®

IT'S BACK!

"What, me, Jervis Johnson, egotistical games designer, allowed to talk about my own game, Blood Bowl, in White Dwarf magazine? With my reputation? Are they mad...?"

March sees the re-release of Blood Bowl, a game of sporting mayhem and mindless violence set in the Warhammer world, and the first of what we hope will be a growing range of 'classic' Games Workshop titles that we'll be reprinting. If you already own the game, don't worry, we've resisted the temptation to change any of the rules and instead have simply gone for the option of re-releasing the game in a snazzy new box. If you haven't played Blood Bowl before I think you're in for a treat, even if I do say so myself. So, for all you newcomers, here's a bit of background about the game (veteran players can skip to the end of the page where I talk about plans for future releases).

TOUCHDOWN!

Blood Bowl was first released over a decade ago, and has spawned three different editions over the years. To be honest, while I've always loved the irreverential background and 'history' for Blood Bowl, it wasn't until the third and last edition of the game was released that I felt equally happy about the rules. I'd like to be able to say that Blood Bowl's current state of near-perfection was thanks to my own god-like ability as a game designer, but that would be a lie... in fact it's due to the absolutely huge amount of feedback and enthusiastic advice I've received over the years from dedicated Blood Bowl coaches. Enough self-congratulation and mutual back-slapping, I hear you cry, what's this Blood Bowl game actually about? Well Blood Bowl is a game based upon what can loosely be called a sport, that is played by most of the races that inhabit the Warhammer world. It pits two teams of ferocious players against each other in a game that is a little bit like rugby, a little bit like American football, and a whole lot like all-out warfare! The object of the game is to get a small, innocent-looking football into the opponent's End Zone at the other end of the field, thus scoring a touchdown. The team that scores the most touchdowns wins.

There are no limitations on what one player can do to another – punching, kicking, gouging, ganging up on an opponent and bundling them to the ground, biting opponents, eating opponents (much favoured by Minotaur players), digging pit-traps filled with spikes in your end zone for opposing players to fall into... the list is, very nearly, endless! Considering the dangers inherent in the sport, most Blood Bowl players wear lots a nice heavy armour, generally covered with as many spikes and pointy bits as the player can attach ('chaos death spiky bits' as they are popularly known). Not that this helps them all that much, and most games see a couple of fatalities, lots of broken bones, and all kinds of other injuries too. Let's face it, the game isn't called Blood Bowl for nothing!

As for the game rules, well I won't go on much about them as a) I'd bore your socks off, and b) you'd be much better off simply going out and buying the game if you want to know how the rules work. Of more interest is the fact that the game includes team lists for most of the major races in the Warhammer world. What this means is that Blood Bowl is a bit

like a mini version of Warhammer, with small armies (i.e. teams) of 11-16 players, and a small playing area which requires no terrain (i.e. the game board!). The various Games Workshop leagues we've run have taken place mainly during lunchtimes and after work, with games being played at the coaches' desks rather than our large gaming tables. As a full Blood Bowl team only requires a dozen or so models it's very easy to collect a team.

THEY THINK ITS ALL OVER...

As for future releases, well in a month or two's time we'll be bringing out Death Zone, a supplement for Blood Bowl which adds new teams to the game and, far more importantly, a set of campaign rules that allows coaches to set up a league and chart their team's progress from match to match. The Blood Bowl campaign rules served as the basis for the campaign systems in Necromunda and Gorkamorka, so if you've played in campaigns for either of these games you'll have some idea what to expect. In addition Death Zone adds a huge deck of Special Play cards which allow you to use all kinds of dirty tricks and illegal ploys on an opponent! As with the main game, we've resisted the temptation of adding anything new to Death Zone, mainly because there isn't really anything I'd like to change without a radical overhaul of the system!

Veteran coaches will probably be wondering by now if we'll be doing anything new for the game. Well, the answer to this is yes and no. Back when Blood Bowl was last released Gary 'Berserker' Morley modelled metal Norse and human teams which were never released – until now that is. Watch out in future issues of White Dwarf for more news on Gary's Norse team, as well as some rules by yours truly to allow you to add them to your league. The other source of new Blood Bowl material is the Citadel Journal, which has included a steady stream of Blood Bowl articles ever since the third edition came out – so much so, in fact, that they plan to bring out a compilation of all the articles, along with some unpublished material by myself.

And that's about all, apart from telling you that on the following pages you'll find a couple of classic articles on Blood Bowl tactics that will tell you how to get the most from the two teams that are included in the game – the powerful Orcs and the flexible Humans. Read these articles carefully, they were written by coaches that thrashed my own Naggaroth Nightmares just about every time they met them!

Have fun, and may you never suffer a turn-over."



by Jervis Johnson

SKAVENBLIGHT SCRAMBLERS



Gutter Runner



Skaven Stormvermin



Skaven Lineman



Skaven Stormvermin



The Skavenblight Scramblers bypass the Galadrieth Gladiators defence with a passing play during a Chaos Cup match



Gutter Runner



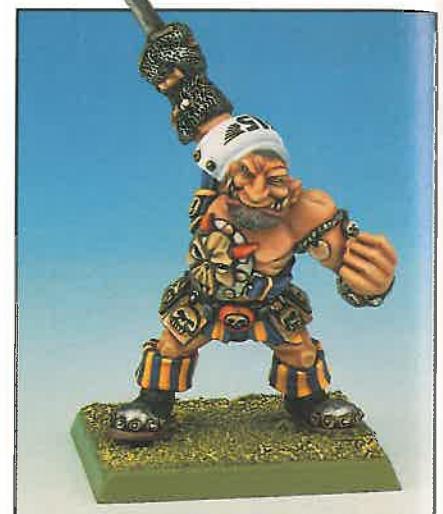
Skaven Thrower



Nobbla Blackwart



Scrappa Sorehead



Morg 'N' Thorg

THE ORCLAND RAIDERS



Orc Lineman



Orc Lineman



Black Orc



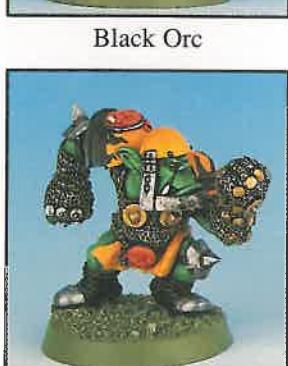
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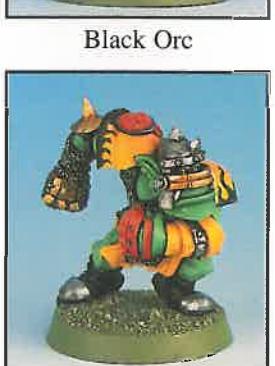
Orc Thrower



Orc Blitzer



Orc Blitzer



Orc Blitzer

BLOOD BOWL®

BLOCK AND TACKLE

By Robin Dews

Human teams offer a Blood Bowl coach an almost perfect combination of speed, strength, resilience and agility. So says Robin Dews who ran a successful team called the Deathheads in our Studio League. We asked him to convince us...

HUMAN TEAMS

Along with many other of the staff at the Studio, I jumped at the chance to get involved in the playtesting and development of the new version of Blood Bowl. I normally fight Warhammer battles with an Empire army and, true to form, have always fielded a Human team in Blood Bowl.

Although, they lack some of the super-strong or tough members of other races (such as Black Orc Blockers!) and can't field so many special weapons as some other teams, their combination of strength, mobility and toughness makes them excellent all rounders.

PICKING A TEAM

Picking a Blood Bowl team really is a matter of personal preference, but there are a number of guidelines that should always apply.

With a brand new team, try to have at least twelve players in your squad. This means that even when the inevitable casualties or even deaths start to roll in, you will still manage to keep eleven players on the pitch. It is a favourite tactic of Orc, Chaos and Dwarf teams to try to grind you down in the first half by causing as much damage to your team as possible and then overwhelming you in the second half by sheer weight of numbers!



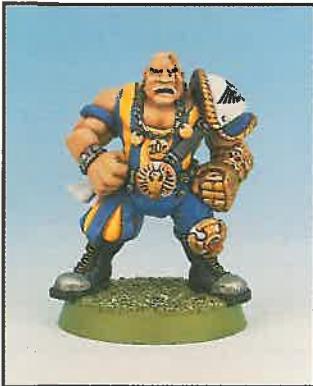
Although there are tricks you can employ to reduce the damage, nothing will stop it completely and so your only real defence is to have sufficient players in the reserve box to hold the line on the pitch.

At the start of the Studio Blood Bowl league, I therefore fielded the following squad:

4 Blitzers	360,000
4 Linemen	200,000
2 Catchers	140,000
1 Thrower	70,000
The Mighty Zug – Star Player	120,000
2 Re-rolls	100,000
Fan Factor 1	10,000
Total	1,000,000

KNOW YOUR PLAYERS

Whenever you pick a Blood Bowl team (or an army for Warhammer or Warhammer 40,000 for that matter) there just never seem to be quite enough points to go around! As I've explained, I wanted a squad of at least twelve players and I'd also decided to include the Mighty Zug in my team from the outset. Although expensive (I could have included another Lineman and a second Thrower or Catcher for the same price!), I wanted him in my squad for two reasons.



The Mighty Zug

First of all, he would put some much needed muscle into my front line when I came up against Orcs or Chaos teams with their Black Orcs and Chaos Warriors. Secondly, big, tough Star Players like Zug inevitably attract a lot of attention (and hopefully put the fear of god into your opponent). It would suit me fine if the opposing team concentrated their efforts on knocking him down. With an AV of nine, he is difficult to hurt and with his strength of five would most likely be attacked by at least two players at a time in order to even up the number of Block Dice they rolled. All this meant that for the cost of a couple of average players, I could hopefully tie up two or more of the enemy and give the rest of my team the opportunity to break through or outflank my opponent's line.

A similar logic applied to my choice of four Blitzers. These mighty players really are the stars of the Human line-up and I always attempt to play with the maximum number at all times, particularly in the early stages of a league. The main reason for this is that in addition to their movement of seven, they automatically come with the *Block* skill.

When you attack another player in Blood Bowl, in an attempt to knock them over or grab the football, it's called making a block. What happens is that you compare the strengths of the two players involved and add in any assists they might have. The attacker then rolls a number of Block Dice which determine the outcome of the block and range from merely



pushing back your opponent, to having your face smashed into the dirt as the result of a swift counter block.

In a standard attack, where the strengths of both players is equal there is a 33% chance of knocking down your opponent (unless he has the *Dodge* skill in which case your chance plummets to a miserable 16% or 1 in 6!). However, if you have *Block* your chances increase to 50% giving you a considerable advantage in most attacks.

Whilst on the subject of initial skills, there are a couple of other important points to remember about Human players. The first of these is that Human Catchers come already equipped with the extremely useful *Catch* and *Dodge*.

Catch allows you to re-roll any failed catches, hand-offs or interception attempts. *Dodge* not only allows you a re-roll if you fail to dodge out of an opposing player's tackle zone, more importantly, it also modifies the results of the Block Dice. Although on the surface, these skinny guys with their armour value of only seven might look a bit fragile, they are in fact worth their weight in gold pieces.

With their movement of eight, these players can zip around for up to ten squares, if you need them to 'go for it'. The *Dodge* skill also enables them to sprint through your opponent's line and fan out into his back field ready to receive passes. This has the desirable secondary effect of forcing your opponent to run back some of his players to mark your men thus weakening his front line.

Don't make the mistake of only using Catchers when you are attempting to score. Despite their low strength of two, if you run them together in pairs, they can quickly reach and overwhelm most other teams' players. Even if they don't make the attack themselves, their ability to slip into tight corners and lend that vital extra assist makes them just as valuable in defence.

Of Human Linemen and Throwers, there's not a lot to say. Both are standard Blood Bowl players, with stats much like any other comparable race. The only thing to remember is to either start your team off with two Throwers, or get a second one in your squad as soon as you can afford it. Throwers have exactly the same statistics as Linemen but they come with two solid skills in *Sure hands* and *Pass*. Although at 70,000 gold pieces, they cost 20,000 more than a Lineman, that only works out at 10,000 per skill and either of them could win you the game or save your bacon when you're in a hole!

SKILLS

As your team develops, there are a few skills that you should definitely go for. Your Throwers and Catchers will rapidly gain Star Players points as they score most of your touchdowns. *Accurate* and *Strong Arm* make for a deadly combination of passing skills. The +1 on your dice roll together with the one-band range reduction will enable you to pop the ball into the waiting hands of any team-mate. The other great Thrower/Catcher skill combination is a Thrower with *Hail Mary Pass* working together with a Catcher with

Diving Catch. *Hail Mary* on its own can easily get you out of a tight spot as it enables your Thrower to place the ball anywhere on the pitch. Coupled with *Diving Catch* it becomes a game winner and is sure to frighten the living daylights out of the opposing team's coach.

One final word on skills. Don't try to build a beat-'em-up team out of Humans. Compared to Orcs, Chaos, Dwarfs and other high AV teams, you just can't hack it in a prolonged punch up. Sure, now and again you'll get lucky and put one or two of the other team's guys in hospital. However, if you try to make this a feature of your play, you'll end up with most of your team stretchered off or worse!

Stay mobile, use *Dodge* as much as possible to protect your guys in a fight and concentrate on that combination of both a running and passing game.

TACTICS

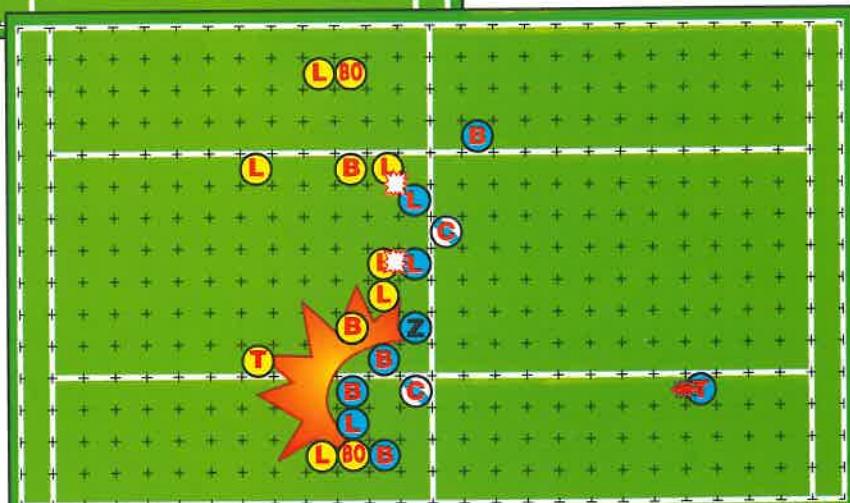
The versatility of the Human team means that unlike Orc or Dwarf squads, there is no real set pattern that can guarantee you victory. The Human's special talent lies in the way that their players adapt to luck and circumstance. I've won many a game in the penultimate or final down, by throwing a Long Bomb (pulled back to a Long Pass for *Strong Arm* and with a +1 for *Accurate*) or watched my opponent weep in frustration as his attempt to Blitz my runner merely result in the player being pushed closer to the end zone due to the ubiquitous *Dodge* skill.

That being said, there are some key moves that you should really learn by heart. The most important of these is essential either when you receive the ball after a kick-off, or during the game if to manage to grab the ball from your opponent. It's called forming a pocket.

The pocket is not too dissimilar to 'Da Cage', described by Orc coach Carl Brown in his 'Ere we go' article (also in this issue!). The major difference is that a pocket is a temporary formation, designed to protect the ball carrier until the runners are safely down the field.



The Humans set up for a drive down the left hand side.





The Reikland Reaver Blood Bowl Team with Star Player – Griff Oberwald.

FORMING THE POCKET

As you can see from the diagram, the idea in the first phase of the attack is to create a safe zone into which you can place a receiver. This can be a Catcher, but it's often better to send these guys running down the field and pass the ball to someone with a little more muscle, like one of your Blitzers. Either way, **do not** pass the ball until the pocket is secure. There are two reasons for this. The first is that should an accident occur (and they happen to us all!) and the pass is incomplete you could be left with your opponent grabbing the ball off you in his turn. The second reason is more subtle. While your Thrower is holding the ball, your opponent still has no way of knowing the real direction of the play. The pocket could be real or it could be a feint with the real run coming down the other side. As I've already emphasised, the real strength of the Human team lies in its flexibility and you should take advantage of this by not committing yourself until you have to. This will force your opponent to maintain a broad line of defence.

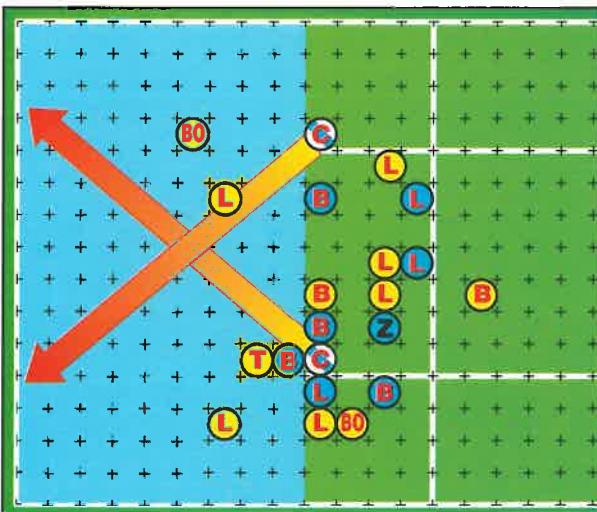
THE DIAGONAL RUN

For the next turn or two, your aim is to edge forward until you either have runners in the back field or you've reached a point nine squares away from the opponent's end zone. From here you strike. Two Catchers working in tandem can either make the run on their own, or if there are enemy

players blocking the way, cross over and hand-off the ball at the mid-point. Again what you are trying to do is maintain maximum flexibility so that the opposing coach has to cover every base. At the same time you also maintain the capacity to switch your attack should the need arise.

ALL'S FAIR IN WAR AND BLOOD BOWL

As my team has developed and I've added Star Players and more skills, these tactics have been endlessly refined and developed. However, the basic principles stay the same. Be fast...be flexible...be brutal!



NAGGAROTH NIGHTMARES



Witch Elf



Dark Elf Thrower



Dark Elf Blitzer



Witch Elf



GALADRIETH GLADIATORS



Phoenix Warrior



High Elf Lineman



Lion Warrior



Lion Warrior



TSARAGRAD!

by Warwick Kinrade and Ian Pickstock

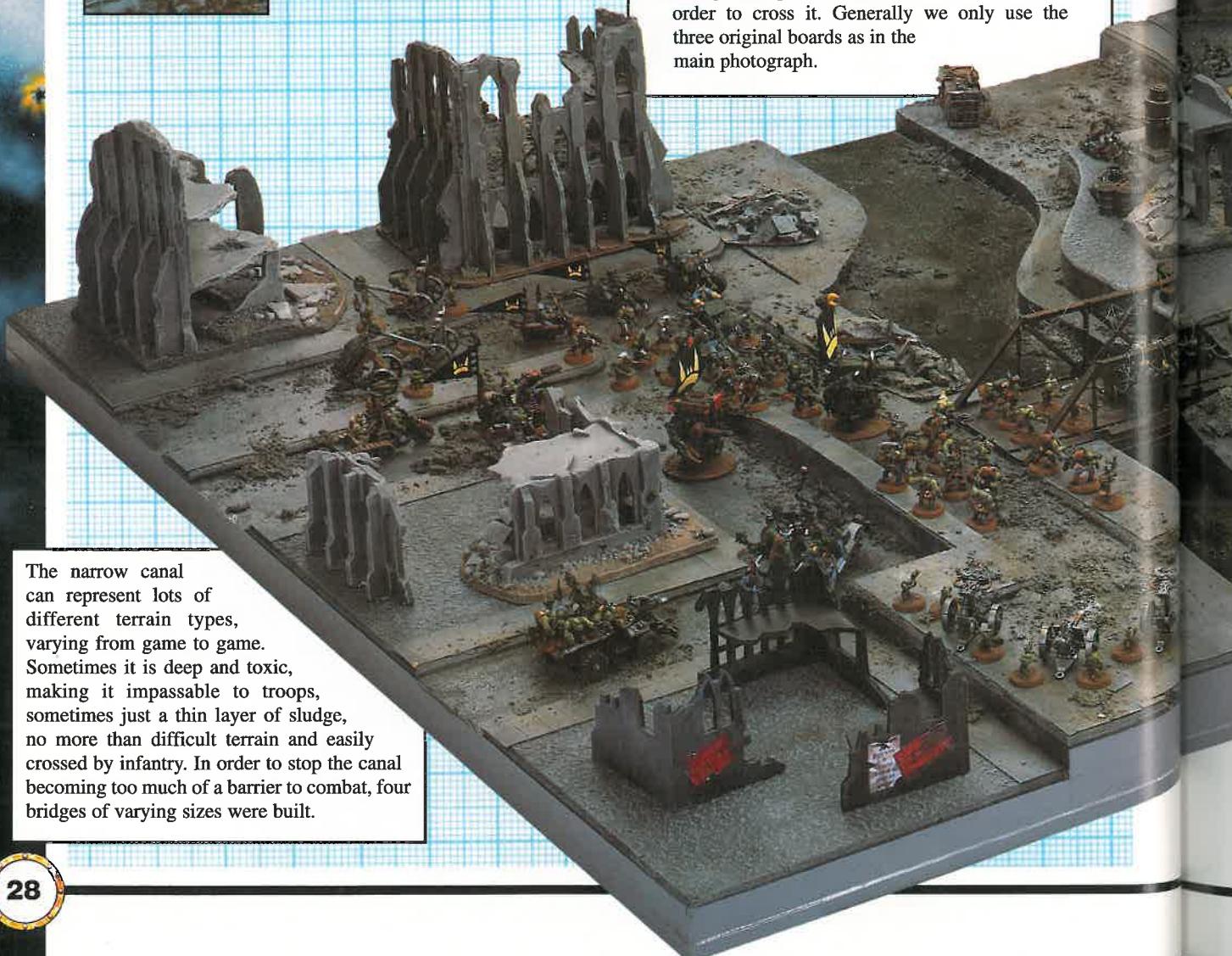
Over the last few months Warwick and Ian have built a huge, ruined city, which they dubbed Tsaragrad. Warwick then finished off an enormous Imperial Guard army in urban camouflage to go with it, and the Tsaragrad campaign was born. Over to the two chaps for more...



Warwick: We were discussing how to avoid constantly playing 40K on green tables with woods, hills and rivers etc. We thought about building a forge world, an ash waste, an ice-world or a primordial volcanic world, but what I wanted was a ruined cityscape for my new Imperial Guard army – what I really wanted was Tsaragrad! Everybody agreed to the idea, all I had to do now was build it. Ian remembered that he had already made three 4' x 2' city boards and so half the work was already done!



We added one extra board section, widening the canal enough to require the construction of large barges in order to cross it. Generally we only use the three original boards as in the main photograph.



The narrow canal can represent lots of different terrain types, varying from game to game. Sometimes it is deep and toxic, making it impassable to troops, sometimes just a thin layer of sludge, no more than difficult terrain and easily crossed by infantry. In order to stop the canal becoming too much of a barrier to combat, four bridges of varying sizes were built.



Ian: The Tsaragrad terrain boards were originally made for Games Day '96. The White Dwarf team ran a participation game, a huge Tyranid horde attacking a handful of Terminators.

I used three 2'x4' pieces of MDF board onto which I layered sheets of polystyrene. I kept the shapes pretty geometric, lots of right angles to make construction easier. I built up pavements out of square cut card, and roads using some rough textured polystyrene tiles as well as smoother types.

The whole thing was painted in textured paint and that was it – finished. After the event, the boards were stacked up without any real use. When the idea of Tsaragrad came up I thought "Aha, a perfect opportunity to re-use my old modular terrain boards, and save some effort too." As the old maxim goes, don't throw anything away, you never know when you might need it! We added a lot of extra rubble and painted the surface a dirty grey. You can see the finished boards in main photograph, with Adrian Wood's Ork army and Warwick's own Tsaragrad 6th Imperial Guard army, which you can see over the next few pages.

We already had some ruined buildings made from foam card, as mock up models for the plastic buildings in Epic 40,000. The buildings aren't glued down to the boards so that we can have more flexible battlefield set ups and easy storage. We made lots of piles of masonry, and used oil drums and tank traps from the Gorkamorka game.



TSARAGRAD 6th IMPERIAL GUARD

Warwick: For me this project was not just about making modular terrain boards. Tsaragrad looked fantastic and this inspired me to complete my Imperial Guard army, the Tsaragrad 6th.

I wanted my army to look like it was in the middle of a campaign with each trooper a veteran. This would require lots of little

conversions and additions, nothing very complicated, just the odd head swap and adding extra kit to everything.

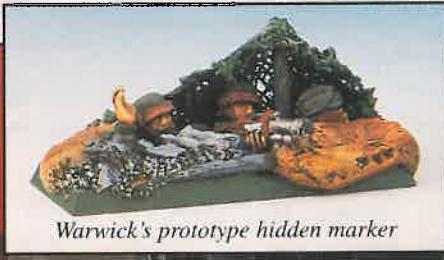
First of all I set about painting squad after squad of Cadians. Each squad was given a special weapon and a sergeant. Each sergeant was given a peaked cap by swapping his head for that of a Mordian Ironguard.



Warwick's Preacher



Ratling Snipers covered in camouflage made from flock



Warwick's prototype hidden marker



Although most of my army is Cadian, to broaden the selection of miniatures I included the occasional Valhallan and swapped their heads for the helmeted Cadians. I find adding all these little details gives the army its own unique look. I made a little diorama out of each lascannon team, with extra ammo or razor wire on the base, the crew taking cover behind the weapon's shield. Finally every infantryman was given a grey base, to match the Tsaragrad terrain.

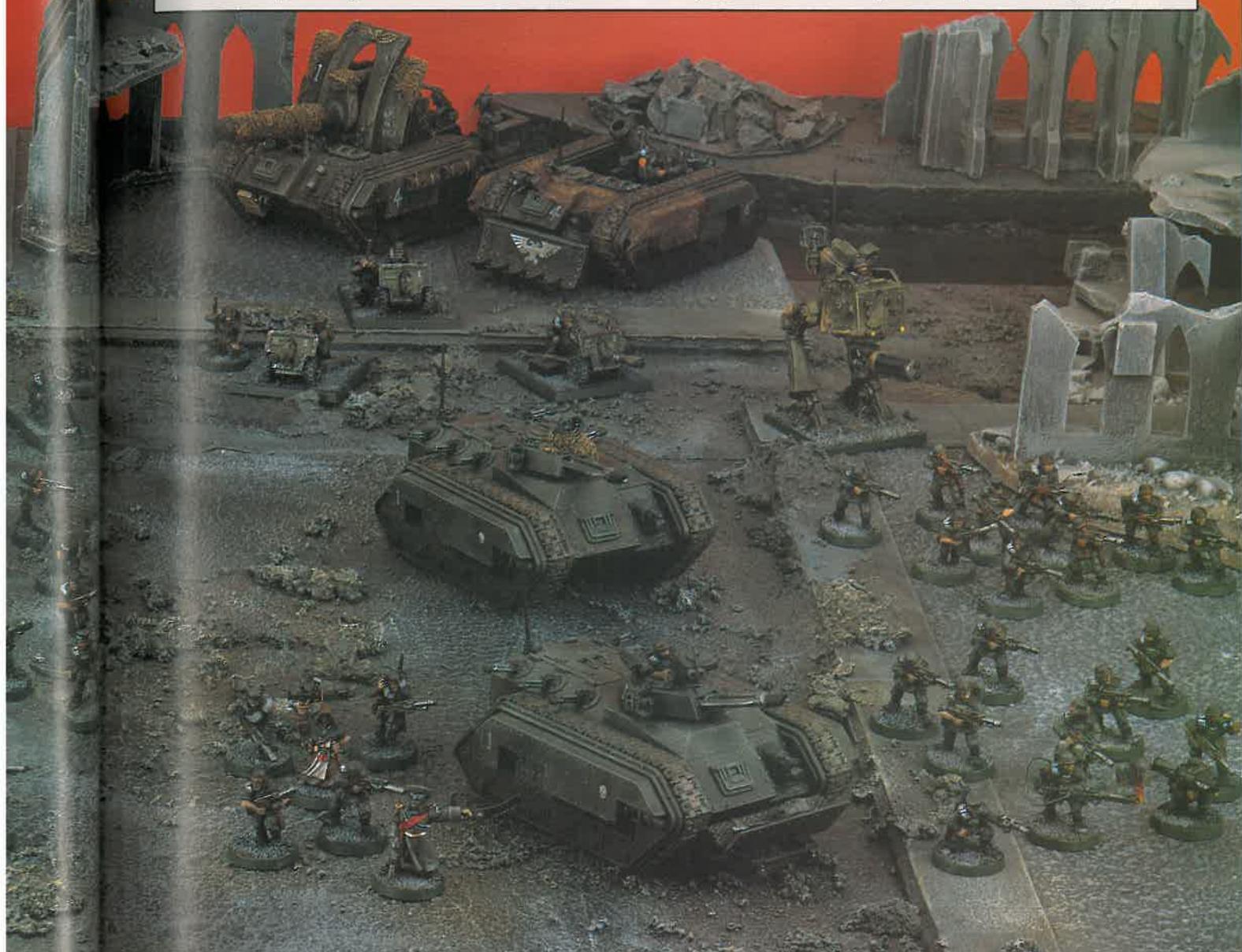
As an experiment I made some markers for units in hiding, a special scenario rule used in the WD219 Eldar vs Blood Angel battle report. Rather than use counters I made a foxhole from blue-tac covered in superglue, cocktail sticks, bandages and with a couple of troopers hidden inside. Once I had finished all the squads, I painted two Necromunda Redemptionists as Imperial Preachers. These models look really gothic and as each Preacher is an individual, they work perfectly.



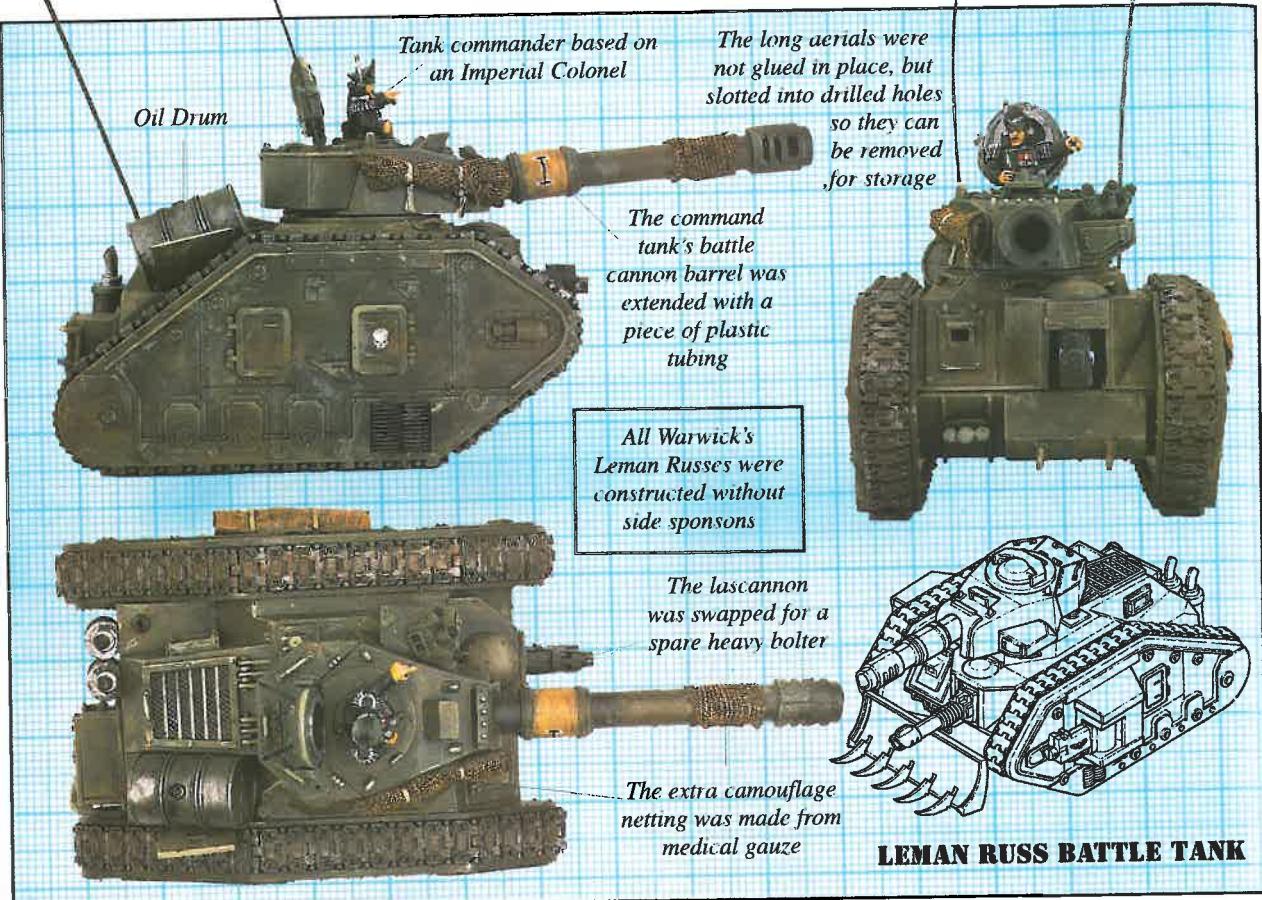
Warwick's flamer conversion features smoke made from wire wool



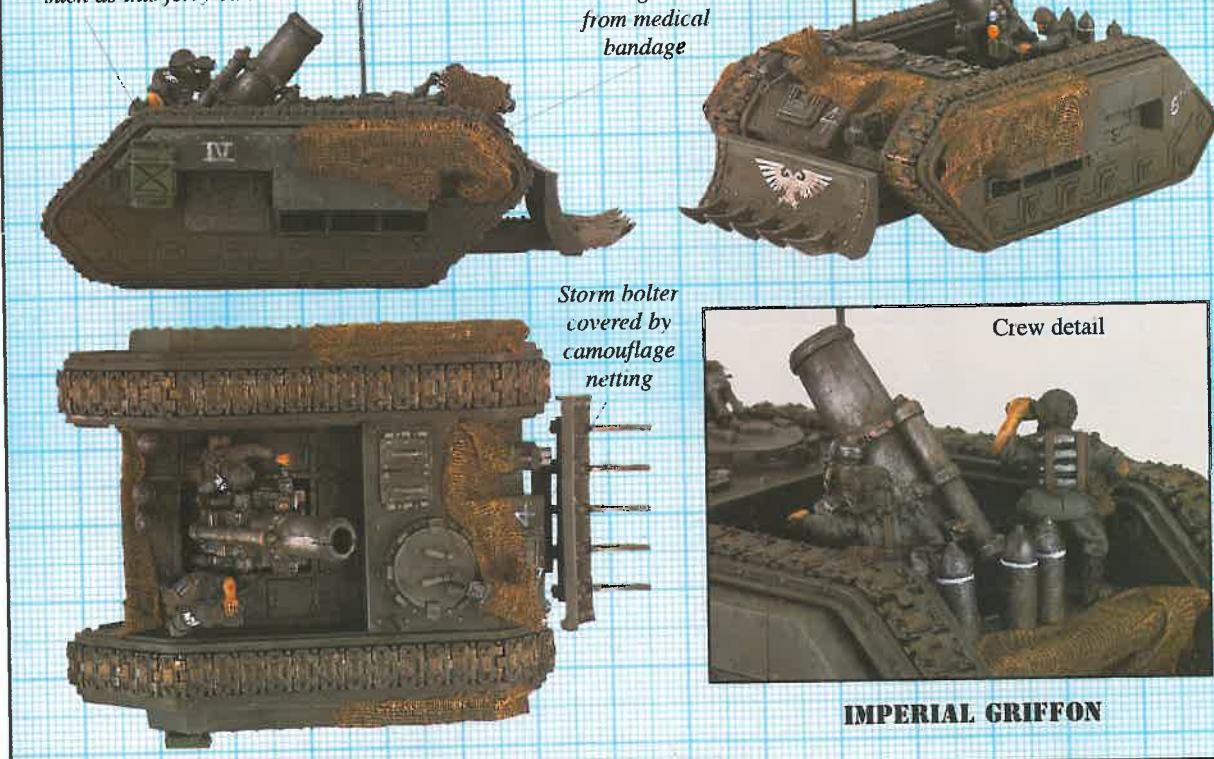
In addition to the battle line units, Warwick added a Storm Trooper squad. He didn't think the Storm Trooper models really fitted the character of his army, so he used more Cadians, painted in camouflaged smocks to distinguish them from the rest of the force.

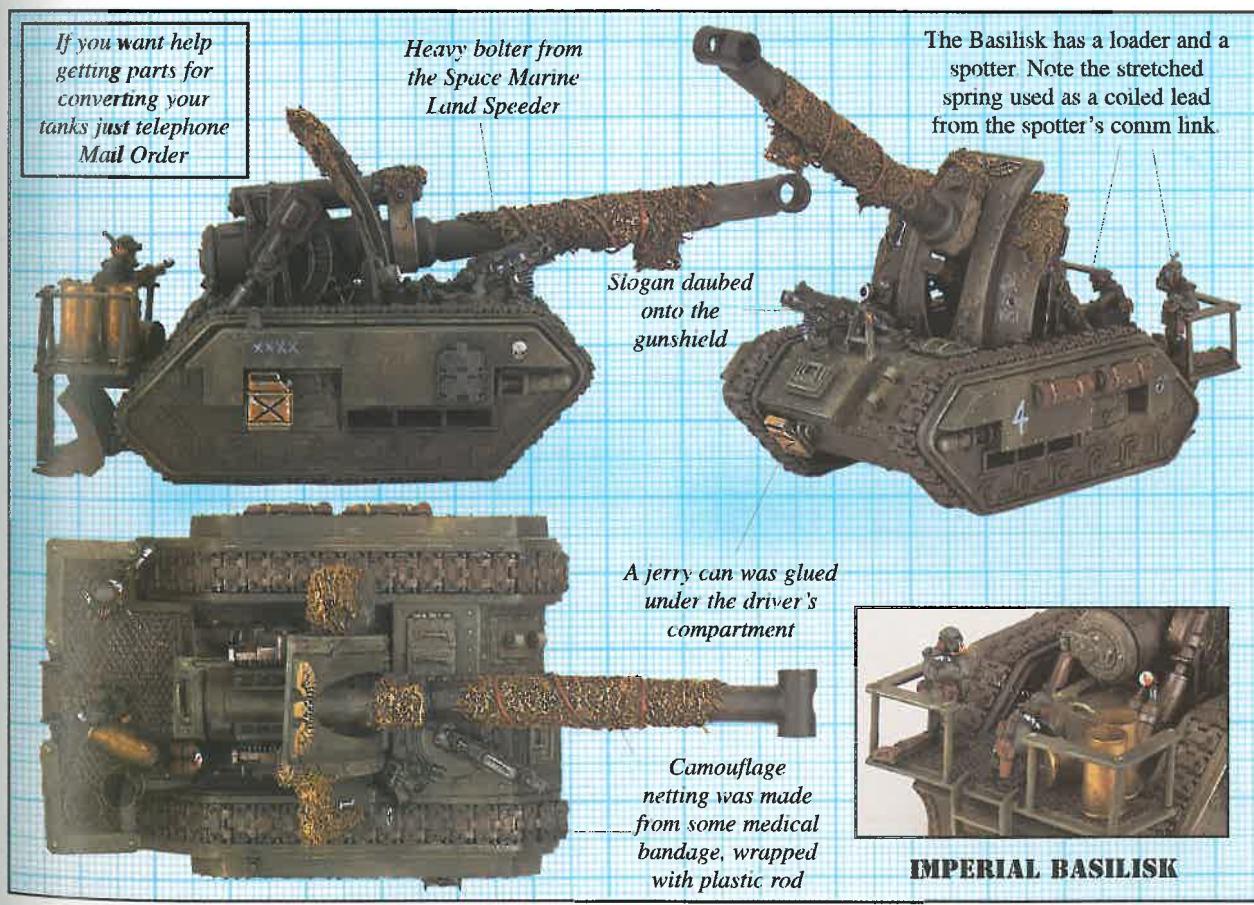
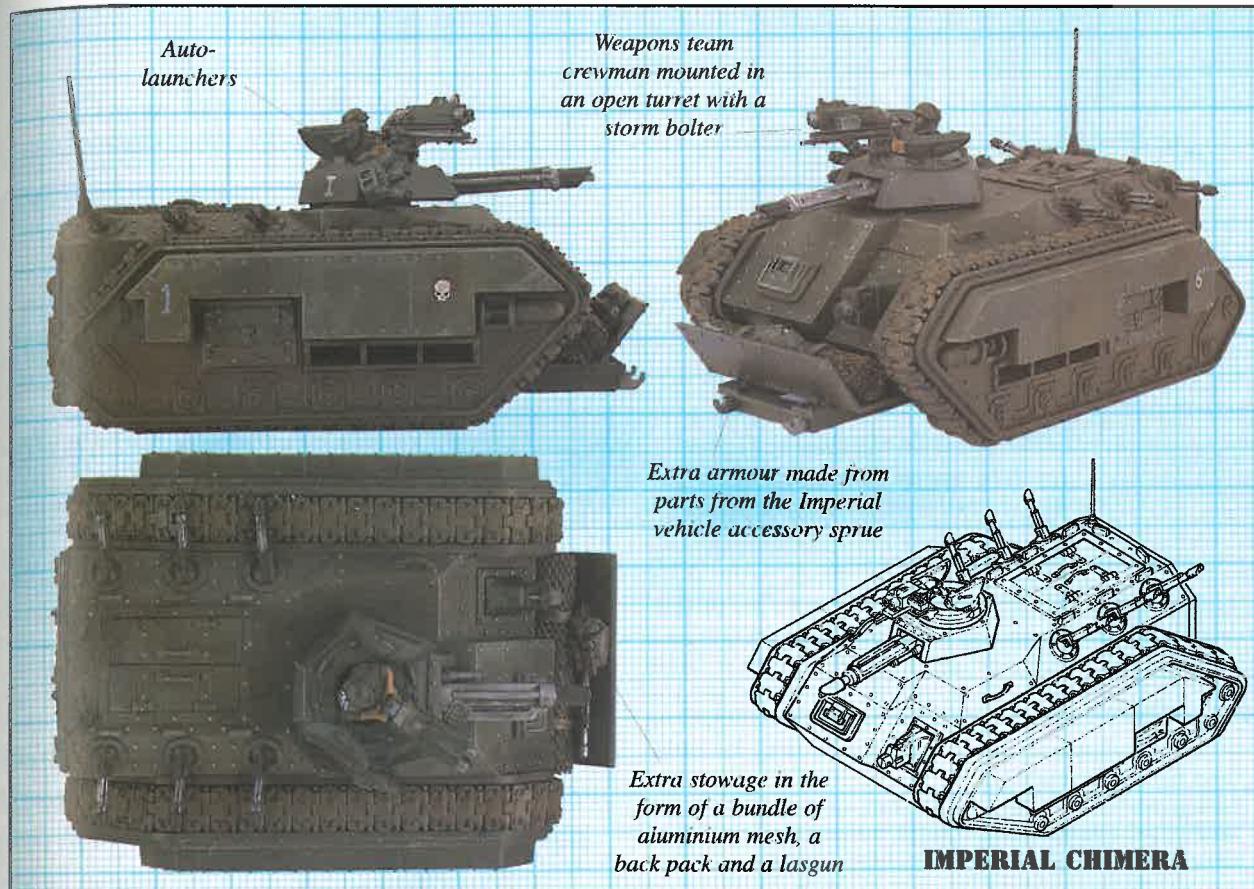


TSARAGRAD



The Imperial Vehicle accessory sprue, together with the Warhammer 40,000 battlefield accessory sprues are a great source of parts for modelling, such as this jerry can





STILLMANIA

Questing for the Grail part 2

Painting a Bretonnian Army by Sir Nigel Stillman



Nigel Stillman

Last issue Nigel explained how he chose and assembled the models in his new Bretonnian army. This month he talks about his own personal view on army selection, heraldry and colour schemes...

Consulting the Heralds

Last month I told you how I put the army together and I am beginning to think about painting now. It's a good idea to turn over the options in your mind and

think about the look of your army for a long time before getting stuck in. Doing all the assembly and basing work and some conversions gives you plenty of time to ponder the next stages. It is better to do this than discover a great idea when you have already committed yourself by painting half the army! By then it's too late to start again or go back and repaint the model. You don't want too many layers of acrylic paint obscuring the detail of the sculpture! So I start looking at other people's armies and especially at Bretonnian armies. I do this not only to get inspiration, but also to find out what not to do! I also ask lots of questions.

Dave Andrews has some nicely painted and quite striking knights and has spent a long time collecting medieval armies, so I asked him to sum up in a single sentence his philosophy on painting knights. He replied with a gem of wisdom: "Make the heraldry stand out as the most striking

part of the unit by choosing more sombre colours for the ordinary clothes." This was good advice to know before painting. All too often you see armies which look well painted but somehow strange. This is because all the colours on the models dazzle you. Boots, belts, tunics, hats

"Make the heraldry stand out as the most striking part of the unit by choosing more sombre colours for the ordinary clothes."

and so on are all in the brightest colours, breaking up the outline of the model. This was actually a camouflage technique known as dazzle painting, used in wartime on such things as battleships, which were so large that ordinary camouflage would not work. Instead the dazzle painting made it difficult to tell what the object was or in which direction it was going! Well if you dazzle paint your army it will have the same optical effect! The danger is especially true for Bretonnian heraldry. Dave added another wise observation: "Most historical heraldry was dominated by the colours red and yellow, other colours

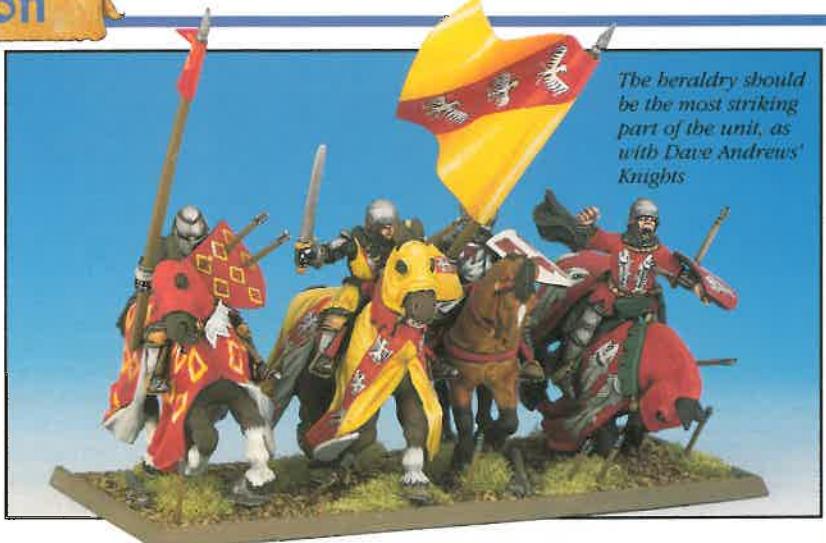
Nigel's Bretonnian army so far. He has yet to finish all of his mounted Squads and standard bearers for the Knights of the Realm and Questing Knights.



Nigel's Inspiration



Nigel picked these knights out from the Games Workshop army as having particularly striking heraldic designs.



The heraldry should be the most striking part of the unit, as with Dave Andrews' Knights

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were rarer." This was more good advice. Red and yellow are warlike colours! Using this idea, my knights could display a great variety of heraldic designs and yet look good massed in units. Red and yellow could perhaps be the heraldic colours of the entire retinue or the dukedom. The principle could be applied to other colour schemes such as blue and white or blue and yellow. After painting all the commoners red and yellow, I decided to opt for blue

and white for the knights and some of the squires, as a more 'Bretonnian' colour. Dave volunteered a third piece of wisdom: "Use a subdued shade of the heraldic colours for the livery of the men-at-arms." Immediately I saw that I could use a dark mulberry red and deep tawny yellow for the partly coloured surcoats of the men-at-arms, archers and squires. This would be in keeping with the theme of the army. It would provide a unity if not a uniform to the

Nigel has experimented with undercoating here. He has lightly brushed Skull White all over the models. Next he will wash over the model with a flesh wash, shading all the recesses and giving a good base to finish off the painting.

Nigel's next experiment with undercoating was to place an ink wash directly onto the model. He will then brush white over the top. This will provide a bright base for the colours and cover the upper surfaces, but avoid getting undercoat in the recesses.





This Knight Errant is virtually finished by painting the horse black, painting the main colour on the horse barding and painting a black ink wash (or diluted Chaos Black paint) over the bare metal armour. All that remains are small areas, drybrushing and details.

army and show that the commoners belonged to the same retinue and dukedom. The commoners would not upstage the knights in the magnificence of their attire, which is befitting their humbler status! The army would be 'real'!

Shining Armour

The advent of the new metal has given me two ideas. The metal is much harder and whiter than the old stuff. This opens up new possibilities for painting techniques. Firstly, I wonder if I can get away without undercoating. The metal is almost white anyway and I don't intend to use black undercoat, so maybe I can paint straight on? I shall experiment. Secondly, if I don't undercoat, then perhaps I could carefully burnish the bare metal armour of some of the knights to make it shiny, then wash over it with thin black ink to define the detail. In this way I can have knights in really shining armour with the minimum of painting. This appeals a lot and I shall try it – the same technique would be good for swords.

The Art of War

Now is a good time to give consideration to what kind of army I want to build from a tactical point of view. I have thought a lot about its appearance, which is very important to me, and also the technical details of building the army, but I want the army to be as good in battle as it will look.

This is fairly easy as I have had plenty of opportunity to practice with a Bretonnian

army when we were playtesting the rules. Although I seldom had the complete choice of troops I would have liked, I gained insight. If the army was completely new to me I would fall back on my experience with other armies, especially those with similar troop types, to guide me. Of course I can also seek the wisdom of good players who have either fought with Bretonnians or against them. Having said that, tactics are a very personal thing, copying another player's style of play or army composition is a recipe for disaster. You must evolve your own methods.

The Bretonnian army appeals to me because of its unique character, so I will organise my army to be in character with the background and the spirit of the army. So what is the spirit of a Bretonnian army? Bretonnian knights are the best mounted shock troops in the world. At least that is what they themselves believe and they conduct themselves accordingly! Imagine a conversation between a Bretonnian Lord at the head of his retinue and his squire who has just ridden back with news of an enemy incursion onto his lands. It would go something like this:

Breathless and terrified Squire:

"My Lord, my Lord, the domain is invaded! The hordes of Chaos, Orcs, Skaven, Undead and Dark Elves in their multitudes! I swear I saw a hundred thousand! Or more!"

Noble Lord, already girding on his sword:

"I don't care how many of them there are, just tell me WHERE they are!"



These mounted Squires are half completed by brushing the bare metal with white, painting the horse in brown and putting a brown wash over the entire model. All leather, wood, dirty cloth and most of the shading is done at a stroke!

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The core of the Bretonnian army is the knights. Among the knights the greater proportion are likely to be Knights of the Realm, especially in a typical Duke or Baron's retinue. An army can be varied by emphasising one or other of the different orders of knights. So for example an army with more Knights Errant would be an army setting out on an Errantry War. My army will therefore feature plenty of knights and this decides my tactics, which will be the all out knightly charge in overwhelming force. This in turn will call for careful deployment, since changing one's mind in the middle of a battle is not an option that is likely to occur to a Bretonnian Lord, and his troops are highly unlikely to be able to respond if he did! So I am opting for stereotyped tactics, indeed blindingly obvious tactics, and trusting in profiles, faith and dice rolls. In order to win, all I need to do is make sure that the maximum hitting power of the knights charges into the main part of the enemy, to smash them. It is just like a joust multiplied several times over.

These are honourable tactics. There is nothing tricky or gimmicky to catch the enemy out. The only way they can win is to divert or cancel out the onslaught in some way or prove themselves harder and braver than the knights. If my army loses I can feel that they fought well and with honour despite the low cunning of the enemy. If my army wins, then no one can argue that the victory was anything other than honourable and won fair and square!

However, it is not quite as simple as that! There is some subtlety in the Bretonnian Army. It is after all an army raised from a society devoted to war. The long experience of the Bretonnians in defeating their enemies has resulted in the Bretonnian army that we see today. It has everything it needs: excellent shock cavalry, solid infantry, missile troops, fast cavalry, skirmishers and Sorceresses. The knights and archers even have their own unique formations; the lance and arrowhead, honed

through years of practice to maximise their advantages. Do not think that the Bretonnian army uses crude tactics and simple troop types because it is for generals that are simple-minded – it is for generals who are single-minded!

Whereas Orc warlords come off the battlefield with a headache because of the effort of commanding their bickering and diverse hordes, Bretonnian generals just come off the battlefield with arm-ache! In the Bretonnian army, based as it is on the feudal hierarchy, everyone knows his place and his duty. You can

make one single deployment plan for the army, draw it on a scroll and that's it! It



Nigel's Knights of the Realm standard bearer, in a very early stage of painting.

will serve with minimal variations for every battle. If you never spare another thought on the matter you will probably win 50% of the time providing you are true to the spirit of Bretonnia and field plenty of knights. If you think

for a couple of minutes before the battle to take account of the terrain or the specific enemy opposite you (without necessarily altering the position of any unit in the plan) you will probably win 75% of the time.

The subtlety lies in the number and size of the units in the army, the proportions of different troop types, and the knightly virtues of the characters and which units they accompany.

Although many players swear by magic items as the ultimate key to victory, remember that the Bretonnians tend to shun such things. After all, most magical items they encounter are either old relics from the distant and disreputable past of Dwarfs and Elves (notoriously dishonourable folk) or nasty things made by vile enemies steeped in evil and wickedness, only able to snatch a victory from decent people by low cunning. Bretonnians however, live in an optimistic age of faith and honour, lit by the radiance of the blessed Lady of the Lake and her everlasting chalice! Magic is not to be trusted and can backfire on those who rely on it. Honourable warriors trust



The completed Knights Errant (apart from the banner). Nigel has gone for a battle-worn appearance for this unit and striking but simple variations of the ducal colours. The shields and horse bardings have sword cuts and mud splatters marked on them with ink. The plastic shields were scored to make the battle damage before painting.



Adding recognition pennants to the lances of these Knights of the Realm makes them look even more impressive, especially if their heraldic designs are simple. Horse bardings painted in one colour benefit from having a border in a contrasting colour.

in their own virtues won by feats of arms. Thus magic items will be severely limited in my army to things appropriate to the Bretonnians; chivalrous relics, ladies favours, inspiring banners, blessed swords and holy chalices. Such things are enchanted by pure faith and not by the spooky incantations of gibbering and misguided wizards!

Furthermore, if I choose to have a magic item, I will make sure I actually model it on the character who is supposed to be carrying it!

I have not yet decided on the final composition of my army, but I will describe its provisional order of battle as I envision it at the moment. The army will be 2000 points in

total (with enough spare models to allow for up to 3000) and chosen to be acceptable in a tournament. This presents no problem since it is intended to represent a modest and fairly realistic Bretonnian retinue.

The General

The general will be a Bretonnian Lord represented by a converted Green Knight model. I intend to replace his sword with a morning star representing the *Morning Star of Fracasse*. For this I need to put a weapon haft in the model's fist, add a short length of chain with a scratch-built spiky ball on the end. The pose of the model is just right for this weapon.



The mass effect of a unit is more important to Nigel than the individual figures. These men at arms all wear the livery colours of their lord, which are slightly darker shades of his heraldic colours. These stand out from the rest of their gear, which is dull and dirty.

My General will have red and yellow heraldry. He will be the only Grail Knight in the army and so will wear the fleur de lys emblem.

Battle Standard Bearer

The battle standard bearer will be converted from a special character model, perhaps Repanse or Tristan. I will therefore be using the models to represent characters that I have devised myself rather than the specific special characters they originally portray. I shall therefore be converting the models to make them unique and appropriate to the characters I create.

Painting plans: red and yellow heraldic design. The battle standard bearer will be a Knight Errant as befits the youthfulness of the Repanse model, who has been entrusted with the banner as his (or her) errand, so as to win his/her spurs. There is clearly a story here to add to the descriptive narrative I will put as the prologue to my army roster sheet! The Banner will be cloth of gold, displaying the fleur de lys.

Heroes

There will be several heroes represented by converted special character models or converted Grail Knight models. I will make up my own named characters and convert the models accordingly. If I can find some way of representing the specific character's virtue on the model that will be good. Most will be Questing Knights with heraldry featuring fleur de lys symbols.

Wizards

There will be at least one Bretonnian lady wizard and perhaps as many as three of these. If I use one she will be level 3, if I use more they will all be level 1. These will represent Grail Damsels. All or some will be mounted on horses. If any are to have obvious magic items, the models will be converted to depict the specific item. Painting plans: The pure white robes of a grail damsel?

Questing Knights

I shall have one unit of six or ten Questing Knights. This will be made up of Questing Knight models plus any other

knights who seem to be splendid and awesome enough. All knights will have lance pennants displaying fleur de lys. The unit will have a standard suitably splendid to be a magic standard. Painting plans: Blue with white or gold fleur de lys (or vice versa).

Knights of the Realm

The rest of the knights, those not chosen to be Questing Knights, will be organised into one or more units of Knights of the Realm. I do not expect to field all of them in most battles. All knights will have lance pennons like norman gonfanons as shown on the Bayeux Tapestry. Painting plans: various heraldic colours, predominantly red and yellow.

Knights Errant

There will be one unit of ten Knights Errant as my reckless vanguard. The knights will have ladies' favours (scarves, veils, garters, tresses etc.) tied to their lances instead of pennants as befits dashing Knight Errants. The unit will have an Errantry Banner, perhaps plain red with tails like the French Oriflamme. Painting plans: Blue and white geometric heraldic devices on shields and horse bardings.

Men at arms

There will be one big unit of spearmen, numbering at least twenty, probably thirty or more. The unit will have large banner. Painting plans: Mulberry red and tawny yellow surcoats and shields.

Squires

There will be one unit of about ten squires for use as skirmishers. A standard is not essential for their tactical role, but I may make one anyway. Painting plans: These will be different to the basic scheme. Tunics to be green as a primitive form of camouflage (After using Wood Elves, I find that this really works in the game when you occupy woods with skirmishers, as opponents forget they are there!). Also this gives me the option to use them as Robin Hood's merry men in light hearted, quasi-historical, skirmish games or as the band of the Bretonnian equivalent, Bertrand le Brigand.



These foot squires were first brushed with white over bare metal, then washed over with brown ink. All they needed after that were a few shades of green bushed on top, and a few details. Now they are properly dressed for searching the forest for the enemy.

Mounted squires

I have enough mounted squires for one big unit or two or three smaller units, but I do not expect to be able to field all of them in most battles. I will make a regimental banner, but I may not always use it, depending on whether I field all of them or only a few horsemen as skirmishers. Painting plans: Blue and white surcoats. The mounted squires, being servants of the knights, should perhaps have sacks full of baguettes, flagons of wine, blanket rolls and various other bits of gear hanging from their saddlebags. This will call for some conversion and modelling work, but will look good.

Bowmen

I will raise two units of ten Bowmen, but I expect to use only one or perhaps none in most battles. The units will have banners. Painting plans: Mulberry red and tawny yellow tunics.



These archers are finished apart from flocking the bases.



Completed squires, wearing the livery colours of their feudal lord. The horses are all brown, but made a bit more interesting and realistic by white blazes on their foreheads and other markings.

Colours of the Dukedom

When I first planned my army, I settled for red and yellow as the colours of the dukedom and theme for my army. I painted up most of the infantry in these colours. Then I tackled the Knights of the Realm, and painted them in individual colours. I learnt something from the results. Firstly, that it is good to have a colour scheme for the army, as the heraldic colours of the Dukedom. It creates a unity, a sort of uniform which allows for individual designs. Secondly, the choice of colours was not quite right for me. There is nothing wrong with a red and yellow scheme, but somehow it was not Bretonnian enough. I felt that these colours were more evocative of the Empire, or Tilea, so didn't quite work for my Bretonnians. There needed to be blue in my army in large amounts. The psychology behind this is probably that the medieval French flag was blue, and therefore, in my mind, blue is the obvious colour for a fantasy 'medieval French' army.

Deciding that blue was best for Bretonnians, I could opt for blue all over, blue and white, or blue and yellow designs to give my army the desired feel. Therefore I made this change of plans before tackling the next unit of knights, the Knights Errant. Now that I have opted for blue as the overall theme, it becomes the ducal colour for the army. So I painted the Knights Errant in varying designs of blue and white, shading the white to make it look a bit old and battle-worn. The general, representing the duke, or a close relative, I painted blue all over, with gold as his other heraldic colour. As for the infantry, I will leave them in red and yellow, as part of a different retinue within my army.

Further Additions

There will of course be baggage wagons and camp pavilions in the retinue colours, but I shall make these as a later stage of the project after the army has been done. Civilian camp followers can be made for fun, using converted squires and odd models such as Jules le Jongleur, Gui Le Gros, Hugo Le Petit, Morgiana and more of those Bretonnian sorceresses of course!

Next month Nigel looks at the background for his army and explains more about his experiments in painting. Watch out for Nigel's Bretonnian Castle.

GORKAMORKA

MAD MEKS 2

Gav Thorpe's Mek Workshop is chock full tasty new gubbins some of which we featured in issue 217. So, we're off to 'ave our vehicles kustomised. Check out the next few pages for all the new bitz but remember to have your teef ready...

MERBOY MADNESS

One of the easiest ways to make your trukks and traks better is to add gubbins to them. You buy gubbins at Mektown, in between battles. Your mob's spanner can add as many gubbins to your vehicles as you want, making the vehicle more heavily armoured, faster, etc. It's a bit like characteristic increases your Boyz get.

It's rewarding to see your vehicle become more powerful, however it's really important that gubbins are actually modelled onto your vehicles. After all it's only fair that your opponents can see what they're going up against! In this article we give you some ideas for modelling these new gubbins, just to get you started. Remember you can model your gubbins anyway you want, just use whatever parts you have to hand. If you have some specific parts in mind but you don't have them, why not order them from Mail Order?

BUYING NEW GUBBINS

As in part one of Mad Meks (White Dwarf 217) you can buy these new gubbins types just like the gubbins detailed in *Da Roolz* and *Da Uvver Book*, by paying the appropriate teef cost listed on the table below.

Gubbins	Cost
Spiky Wheelz	5 teef
Turnin' Hook	5 teef
Boosta Rokkit	5 teef
Spike Droppa	5 teef



SPIKY WHEELZ

Although Ork vehicles are designed to move across the rugged ground of the open deserts, they can still get bogged down in drifting sand dunes. Some Meks have come up with ingenious devices to partially compensate from this, the most popular being a set of Spiky Wheelz which give the vehicle a much better grip in loose sand.

SPIKY WHEELZ

Spiky Wheels are made by sticking spiky bits to your wheels! (*Really?!* – Fat Bloke) The spikes we used were spiky bits cut off other models and glued onto the tyres but you can use what you want. You might prefer to use some metal wheels like those used on Ork support weapons.



A vehicle with Spiky Wheelz does not suffer the usual penalties for moving over sand dunes – it is not restricted to slow speed manoeuvres and may use its gas engines and thrusters when moving over dunes. However, every inch travelled over a dune counts as two inches, so a maximum thrust will move the vehicle forward 3 inches instead of 6, for example.

Spiky Wheelz can be damaged like any other gubbins and are useless for the rest of the battle if this happens.



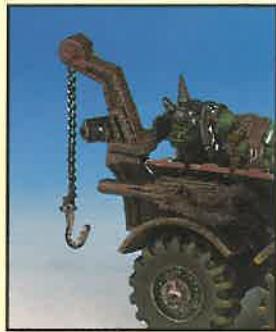
TURNIN' HOOK

As every Ork driver knows, turning a thrusting vehicle is more a matter of chance than skill. However, some Orks, particularly Morkers, just can't resist going as fast as possible. To aid manoeuvring at high speeds, some drivers get their mob's Spanner to fit a Turnin' Hook. These vary in design from spring-fired grapples to large anchors which can be flung to the desert floor.

Any vehicle other than a bike can be fitted with a Turnin' Hook. A vehicle with a turnin' hook can use it at the end of any thrust move. The Turnin Hook works automatically and allows the vehicle to make a 45° turn without the need to make a Leadership test. After the Turnin' Hook has been used, roll a D6. On a score of a 4, 5 or 6 the rope snaps or the chain is broken and the vehicle can carry on moving as normal. On a roll of a 1, 2 or 3 the vehicle moves D6" forward and then makes another 45° turn in the same direction. Keep moving and testing until the rope breaks. A Turnin' Hook can only be used once per game.

TURNIN' HOOK

A good Turnin' Hook can be made from any kind of anchor, trident or hooked spear, attached to some string or a chain. The one we've shown here is really simple, a hook attached to a length of chain. The buggy was made by Andy Chambers for Burzuruck and his Badboyz.



A Turnin' Hook can be damaged like any other gubbins and is useless for the rest of the battle if this happens.

SPIKE DROPPA

Spike Droppas consist of a large hopper mounted on the back of the vehicle. As the vehicle moves across the desert the hopper can be opened, spilling its load of spiked balls on the ground. These impede the movement of warriors on foot and can puncture tyres and jam the tracks of vehicles.

All Spike Droppas form one entry in your vehicle's gubbins box. Additional Spike Droppas are noted beside the main entry. Eg Spike Droppas 2. A Bike can have one Spike Droppa, any other vehicle can have up to two Spike Droppas. When you use a Spike Droppa it works as follows.

At any point in the vehicle's move you may declare you are using the Spike Droppa. Place the 2" template from the Gorkamorka box directly behind the vehicle. A Spike Droppa can only be used once per battle.

Any foot model which moves onto or starts its move on a Spike Droppa template suffers a Strength 2 hit. Any vehicle which moves onto or starts its move on a Spike Droppa template suffers D3 Strength 3 hits to its Wheelz/Tracks location.

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SPIKE DROPPA

The main component of a Spike Droppa is the hoppa. An easy way to make a hopper would be to use one of the new plastic ammo crates. Add a winding handle from a squig katapult and the smoke launchers from the Imperial vehicles accessory sprue.



Spike Dropped can be damaged like any other gubbins and are useless for the rest of the battle if this happens. Spike Dropped are assumed to be filled up again between battles for no extra cost.

BOOSTA ROKKIT

Orks need speed! This is especially true of Morkers, who just can't go fast enough! A mob who likes that real white-knuckle ride across the desert can opt to have a Boosta Rokkit fitted to their vehicle. The Boosta Rokkit provides a massive amount of thrust, flinging the vehicle forwards across the desert, flames and sparks trailing in its wake!

All Boosta Rokkits form one entry in your vehicle's gubbins box. Additional Boosta Rokkits are noted beside the main entry. Eg Boosta Rokkits 2. A Bike can have one Boosta Rokkit, any other vehicle can have up to three Boosta Rokkits. Boosta Rokkits work as follows.

Each Boosta Rokkit can be used once per battle, after which its fuel is all burnt out. Boosta Rokkits are used at the very end of a vehicle's movement and can be used even if it would normally have to stop (due to a failed Thrust test, Leadership test to turn and so on). When used the Boosta Rokkit moves the

Grukfang howled in frustration. The Gorker trak they were chasing was almost at the fort, and there was little his driver, Spanmek, could do. Their thrusters were playing up and the trak kept taking short-cuts across dunes where Fundatrakk, his prize vehicle, couldn't follow.

"Ain't dere nuffin' ya can do? If dey gets inna fort, all dat scrap will be dere's. We ain't got da Boyz ta attack right now!"

Spanmek cast a shifty glance over his shoulder.

"Weeell... Dere's one fing we could do, but it's chaney..."

"Jus' do it!"

"We could blow up da trukk if we's ain't lucky..."

Grukfang smashed one of his Grots over the head as he slammed his fist down, sending the small greenskin hurtling over the side of the trukk, its cries lost in the roar of another thruster burst.

"Do it! Do it NOW!"

Spanmek shrugged and then grinned happily as he grabbed a big handle in the centre of the dash and pulled hard. Suddenly the pipe behind Grukfang, which he had taken to be an extra

vehicle 2D6 inches straight ahead. However, if you roll a double on the dice the vehicle is flung forward so fast it lifts off the ground and sails through the air! When this happens the vehicle is moved forward the distance shown but will pass straight over any intervening models and scenery. When it lands the vehicle suffers D6 damage just as if it had been involved in a head-on crash!

BOOSTA ROKKIT

To make a Boosta Rokkit use any kind of rocket; just mount it on the back of your vehicle or as part of a buggy's engine. We thought the Storm Boyz Jump Pack was a great choice for a Boosta Rokkit. Why not look around – there are some great alternative rokkits throughout the range of Citadel miniatures. The exhaust vents and rocket tubes from a Space Marine Whirlwind are pretty good. If you want to stick with Orky things, how about using the rokkit engine from a pulsa rokkit (or for the particularly adventurous just use the whole thing).



If an unused Boosta Rokkit is damaged by the enemy due to a hit on the Gubbins location then roll a D6. On a roll of 1, 2 or 3 it ignites immediately – resolve this using the rules given above. On a roll of 4, 5 or 6 the Boosta Rokkit cannot be used for the rest of the battle. Boosta Rokkits are assumed to be refuelled between battles for no extra cost.

DA END

Ork Meks are incredibly inventive so the possibilities of adding different types of Gubbins to your vehicles are endless. Look out for more Gubbins in the near future.

fuel tank, burst into life, sending a out a plume of flame and hurtling the buggy forward. Rocks and dunes sped past in a blur and the welcoming bellow of the rokkit was music to Grukfang's ears.

"Ere we go, 'ere we go, 'ere we go!" he started chanting. The trukk was still accelerating and it looked like they might just cut off the trak in time.

Grukfang laughed loud as the trak driver looked round to see them bearing down on him with tremendous speed.

With a crunch, one of the tyres hit a rock and the front of Fundatrakk lifted up. Propelled by the boosta rokkit, the vehicle's wheels left the ground, and the Orks on board held on for dear life as they sailed over the trak and smashed into the sand just in front. A plume of grit and sand billowed into the air, sending a choking cloud into Grukfang's face. As he coughed and spat, he looked around for the Gorkers. The trak was behind them. Its wide-eyed driver, momentarily stunned by the events, snapped back to his senses. But the trak slued round, sliding in the shifting sand, its thrusters stuttering uselessly as the cloud of debris clogged its intakes.

As the trak skidded uselessly, Grukfang grabbed his massive choppa and prepared to board.

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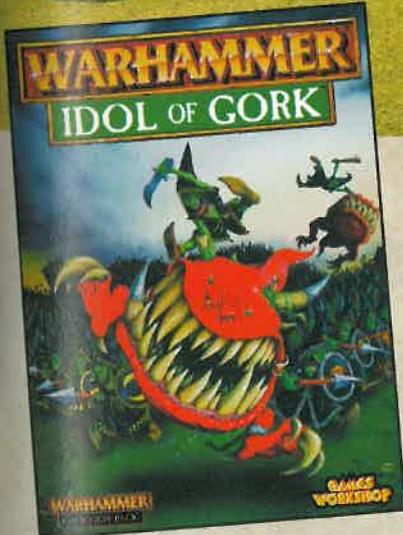
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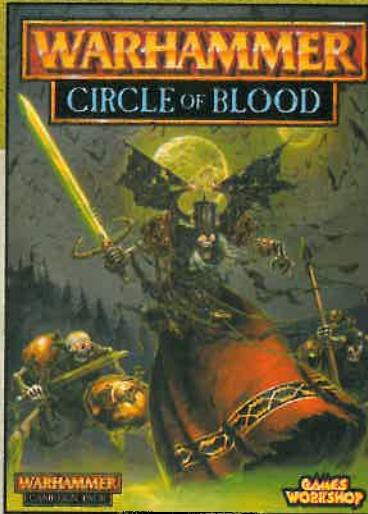
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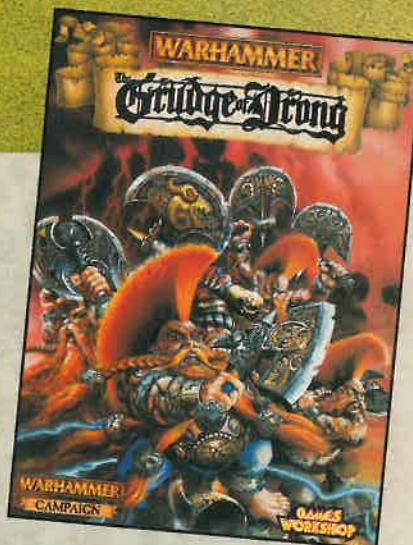
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The Vampire Red Duke leads his Undead hordes against his bitter enemies the Bretonnians. Contains the Tower of Wizardry, gravestones, a hero's tomb, a mausoleum and a bridge.



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Dwarf Lord Drong takes arms against the High Elves in his bid to win a kingdom and a bride! Contains a complete Dwarf brewery comprising of a brewhouse, a drinking hall, and an ale store.

Each Campaign Pack contains alternative army lists for use against a variety of different opponents.

LAND

Friday

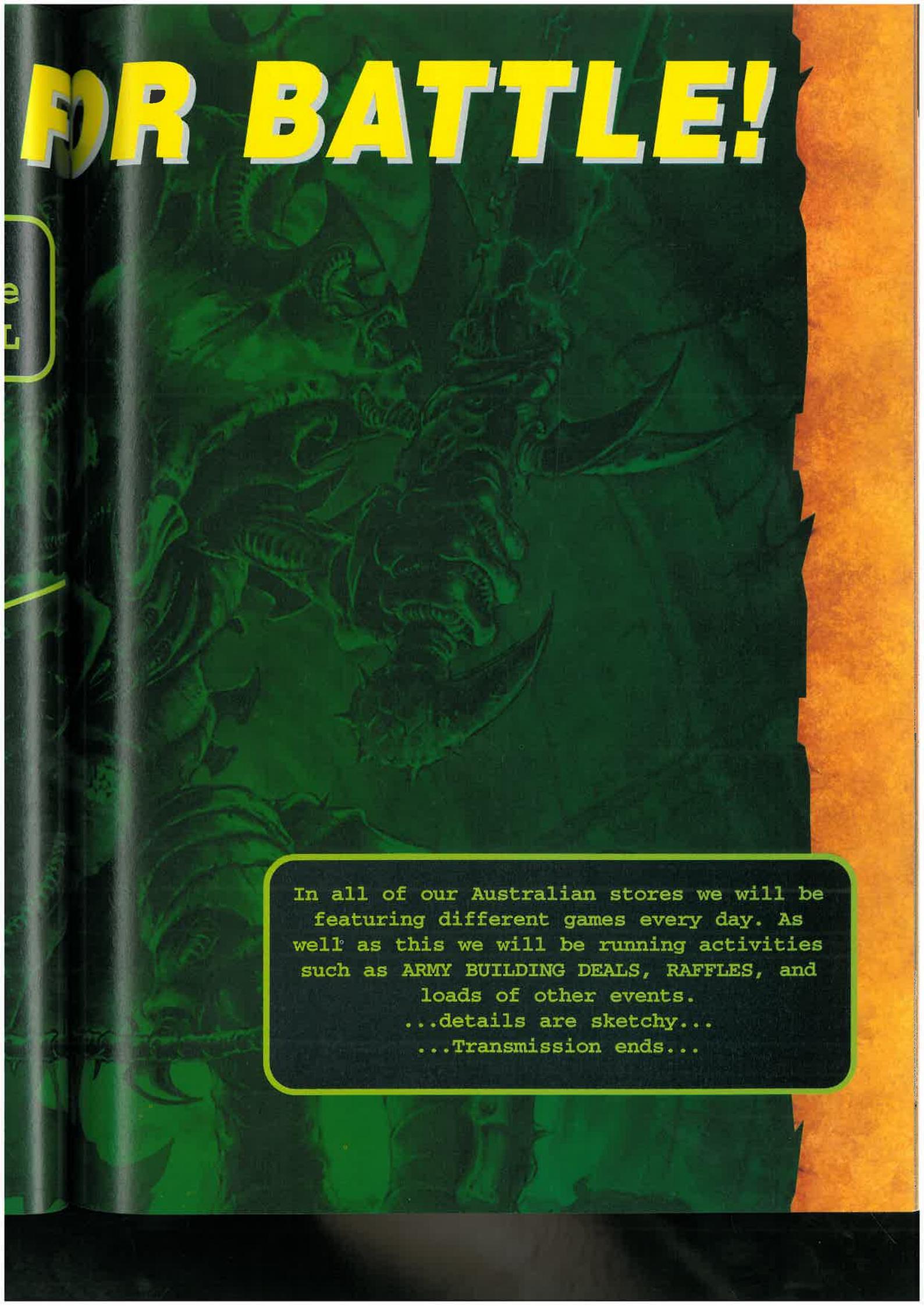
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PREPARE F

Monday 13th - Sunday 19th April
Everyday, a different game
Everyday, a different DEAL

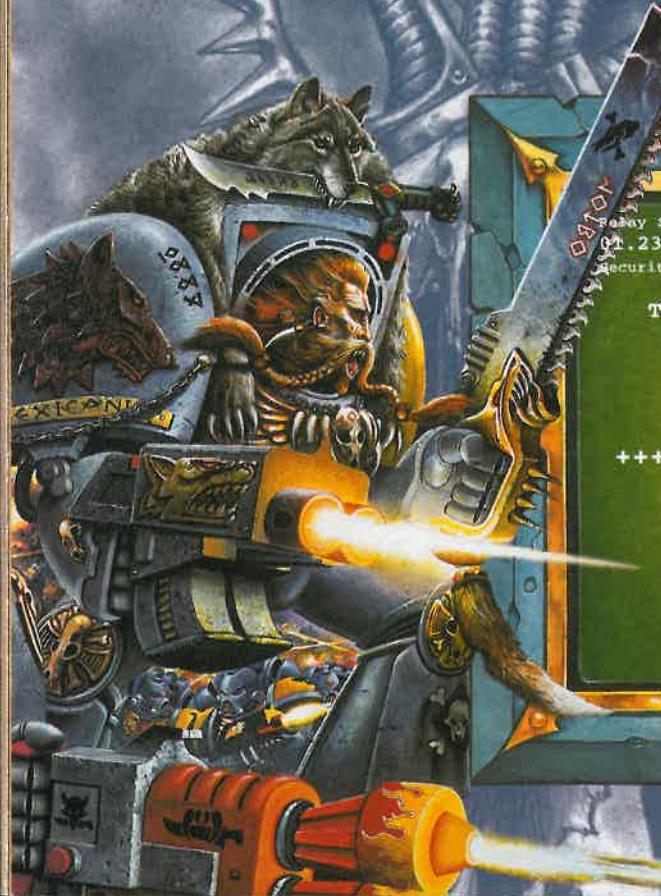


FOR BATTLE!



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...details are sketchy...
...Transmission ends...

DEFENCE OF CERBERUS III



**Space Sequence:
01.2376.02.569**

Security Level: Alpha Red One

Thought for the Day:
The enemy of man lies
in his own blood.

The forces of Space Wolf Lord Kyrl Grimblood
are preparing to return to Fenris after a
successful campaign in the Eye of Terror.

NOTE: Eldar prepare for a raid upon the
Imperial world of Cerberus III.

+++ ALL ARE TO PREPARE FOR BATTLE +++

The Battle shall be first joined at
GAMES WORKSHOP SYDNEY

Sunday 19th April.

Be present to drive the Eldar menace
from this Imperial world and view
artefacts from the Black Library.

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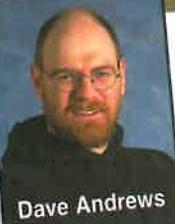
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NECRON TERRAIN

By Dave Andrews, Owen Branham and Mark Jones



Dave Andrews



Owen Branham



Mark Jones

Fell rumblings have been emanating from long forgotten tombs and communication has been lost with dozens of Imperial worlds. So it started, the insidious and relentless march of the Necron.

One of the men responsible for unleashing this mechanical threat to the safety of mankind is Dave Andrews, who sculpted the Necron miniatures. Not content with scaring the living daylights out of WH40K players the world over, Dave (with the help of Owen Branham and Mark Jones) has even created a few pieces of unique scenery to go along with the Necron army. Ian Strickland investigates.

CREATING TERRAIN

When you start out playing games like Warhammer and Warhammer 40,000 you begin by putting together all the card terrain in the boxed game, buying flocked hills and trees and just start playing games with your new army. As you immerse yourself into the background of a particular army, such as a Chaos Beastman warband for example, you'll want to make some terrain that fits in with the kind of battlefields this army will fight on. For instance you can make a herdstone, hills

covered with bones and instead of the normal trees you can make trees that are gnarled and withered. If you have an Imperial Guard army made up of Catachan Jungle Fighters, why not put foliage on their bases, make tropical trees, giant cacti and even a whole jungle tabletop to fight over? Just look at Adrian Wood's Gorkamorka terrain in WD 219 or Warwick Kinrade's Tsaragrad cityscape in this issue for other great examples of this approach. As you can see, with a little imagination any kind of terrain is possible.

Ace Citadel designer Dave Andrews, the man behind the look of the mysterious Necrons, decided that he wanted to make a battlefield for the near indestructible mechanoids that he had been sculpting for the last few months. His creative juices bubbling, Dave decided that, like the Necrons themselves, the terrain should extraordinary. After all, if you're going to make some themed terrain, you want it to stand out on the battlefield! The original concept for the Necrons was that they would be akin to the Undead in Warhammer, the remnant of a long dead civilisation risen from the grave once more to fight their enemies. After looking at the architecture and hieroglyphics of Ancient Egypt, Dave decided to use similar imagery on the miniatures and terrain.



Part of the excavation site built by Owen and Mark. Note the newly discovered Necron skull...



With the character for the army and terrain established, help was enlisted in the form of Games Workshop model makers Owen Branham and Mark Jones. The two chaps undertook the practical work on a lot of the terrain, particularly the pyramid (more about that later on). They also got into the spirit of things by taking the ideas a step further, making an abandoned Imperial excavation site, complete with huge digging machines, tents and power generators. This gave the impression of the Necrons as a long lost, 'dead' race being investigated by the zealous forces of the Imperium. However, the site of the dig has been mysteriously abandoned...

Owen and Mark scratch-built most of this terrain from plasticard and various other odds and ends including assorted metal backpacks and pieces from the Warhammer 40,000 accessory sprue.

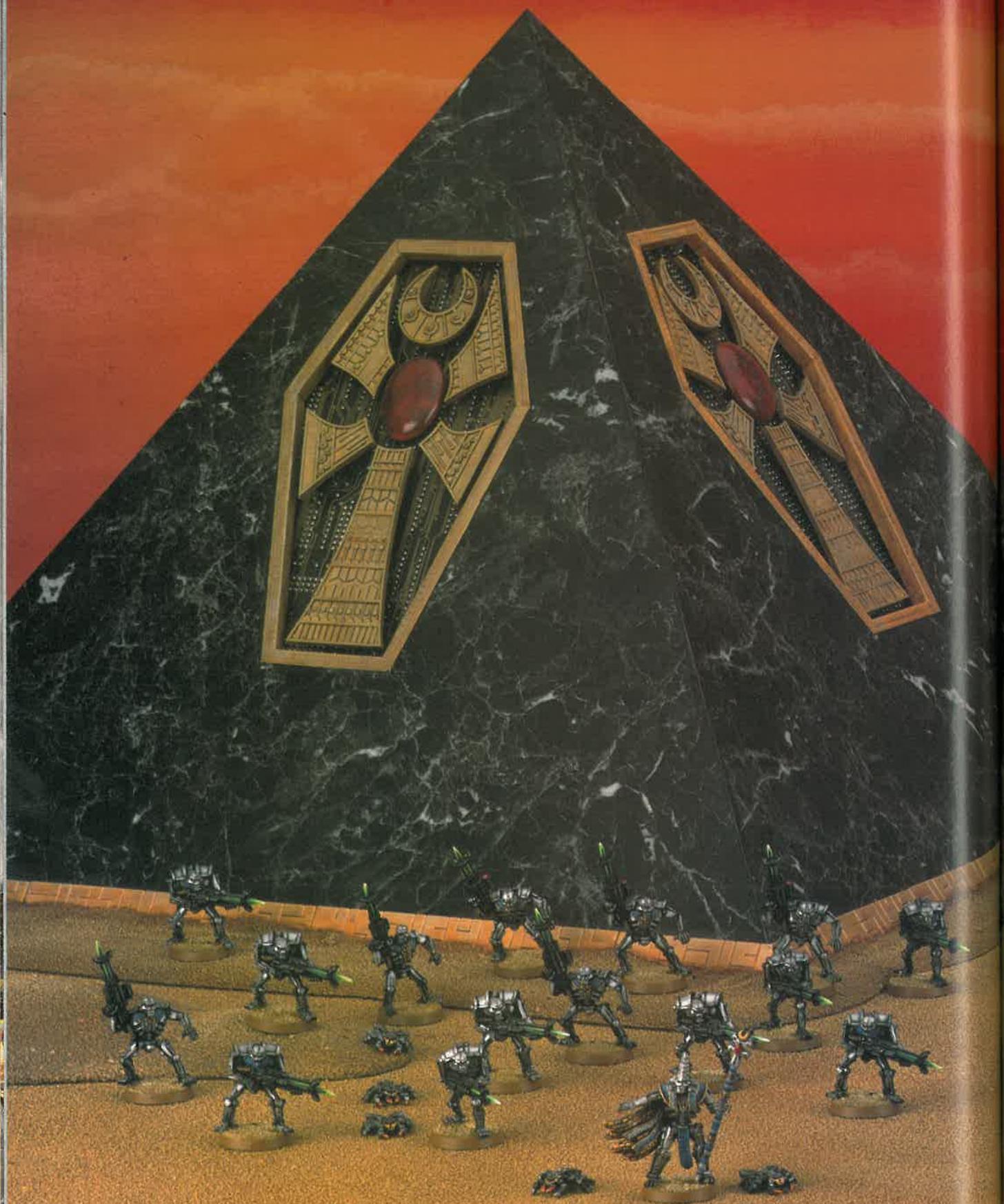


Above and below: Imperial excavation machines converted by Owen Branham. Using an old toy tractor as the basis for the model, Owen raided his bits box for interesting paraphernalia to add to the machines, such as dozer blades and exhaust pipes. He then painted them up to give the machines an old, weather-beaten look.



Above: The Necron monolith built by Dave Andrews. This was made from plasticard, carefully covered in marble effect vinyl sheet. Dave used the same sheet on the Pyramid to give the Necron constructions a common theme.



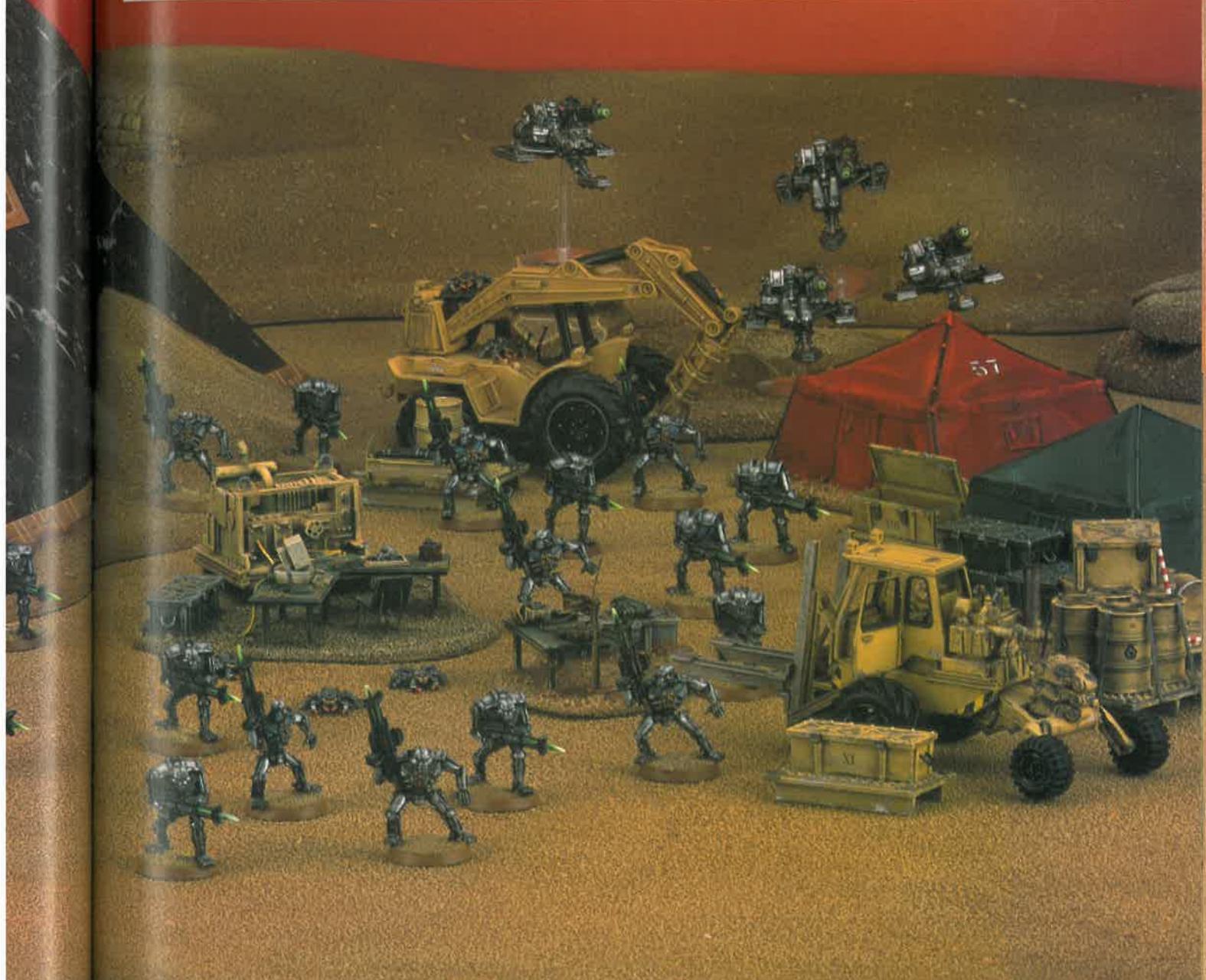


THE PYRAMID

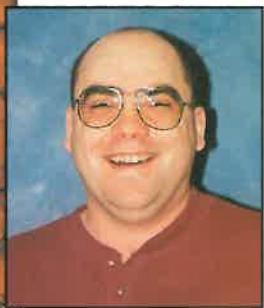
As mentioned earlier, Dave enlisted the help of Owen Branham and Mark Jones from our model making department to set about bringing his ideas for the Necron architecture to life. Most of the processes that they went through were actually very simple (as with most great looking terrain they make you think, "How did they do that?"). They used foamboard (two pieces of card with foam in the middle) cut into four triangles to make the pyramid, which was then stuck down to a large piece of hardboard to give the model a solid base. Dave wanted the actual pyramid itself to be quite simple with hardly any surface detail, but decided that such a featureless surface would need a strong contrasting element, so he decided to carry the rune pattern featured on the Necron models onto the terrain piece itself. This would also provide an appropriate link with the models and make the pyramid unmistakably 'Necron'. So whilst Owen and Mark concentrated on the main structure of the pyramid, Dave made the rune using various materials, mainly plasticard and old circuit boards. He even got some parts of it (like the gold surround, that also goes around the bottom of the pyramid) specially cast up in the Citadel foundry.

At this point the actual walls of the pyramid were still bare foam board, and Dave wanted to achieve a shiny marble effect. As luck would have it, he spotted a number of vinyl sheets in his local DIY store that just happened to have a printed marble effect on them! These were then carefully cut to shape and glued onto the sides of the pyramid. Dave often spies out interesting materials for modelling projects when out shopping in DIY and hardware stores, and as most modellers will tell you it's amazing the amount of useful stuff you can find in such places!

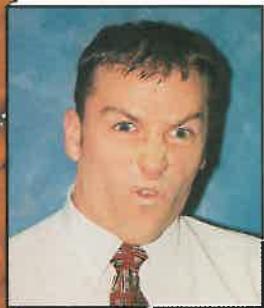
As for what's coming next for the Necrons, plans are afoot for more flying vehicles and larger mechanoid lifeforms who will fulfill a support role in the Necron forces. Dave has plans for yet more Necron terrain following the same theme, including a temple with rows of monoliths and tombs. This idea was influenced by the terracotta army in China (the first Emperor of China, was buried with thousands of life-size pottery models of his soldiers, which have been excavated in China and are now a tourist attraction). He feels that this sort of imagery will conjure up images of ancient and terrifying forces being held in stasis for millennia, ready to be unleashed upon an unsuspecting universe...



WARHAMMER



PAUL SAWYER
BEASTMEN



ROY BARBER
SKAVEN

A TALE OF FOUR GAMERS

Part 3 by Robin Dews.



RICHARD GUNSON
BRETONNIANS

Previously on 'Tale of Four Gamers' Paul, Roy and the two Richards took up the challenge of building a new Warhammer army from scratch, spending no more than £6.25 a week and reporting on their plans, plots, triumphs and tribulations in the pages of Dwarf each month (...if you live in the US then simply multiply this by 1.6 and you should get it about right - \$10).

Well another four weeks have gone by and our intrepid heroes are now seriously testing the mettle of their armies on the bloody field of battle - and in Richard's case sweeping all before him in a hail of arrows, and even coming Runner-up and winning 'Best General' in the Games Workshop Warhammer Staff Tournament!



RICHARD HOBSON
WOOD ELVES



Hobbo's army really is looking formidable now - just look at all those longbows!

ONE MAN AND HIS OWL

A Wood Elf army by Richard Hobson

So, another £25 to spend – what do I buy? Well after their sterling performance in my battle with Chris Harbor last month I opted for a unit of Scouts and an extra 8 plastic archers to give me more firepower. The plastic box was an obvious choice as I had already decided to use two big units of bowmen. So to get the second unit on its way would be useful in any forthcoming battles.

As for the Scouts, well these are a whole different proposition. I decided to buy seven, with a command group and champion. Many gamers would no doubt feel that buying a standard and musician for a unit of skirmishing troops to be somewhat bizarre, and I admit that it's not something I would normally do. My thinking here was that the Scouts with their WS 5 and charge of 10" could tip the balance of a close fight with a flank charge. This tactic had worked well against Chris Harbor and I learned from this lesson. I decided to go for a darker more sinister look to these troops by undercoating them in black and painting them in a deep brown colour (which I thought would be somewhat in keeping with their stealthy role).

I chose to make my purchase from our Nottingham HQ store, not only because it is very convenient for me but mainly so I could purchase the odd extra model I wanted from the Mail Order shop there. I painted like a daemon to get my army ready for the impending Staff Tournament.

Tournaments are a great way to get experience of fighting different armies and there is nothing quite like spending a whole day gaming in a room with 100 other gamers all battling for supremacy. This would actually be my first tournament, although I had attended a couple before and had been an umpire at last years Grand Tournament.

The first thing was to choose my army. As I had in the region of 2,500

UNIT: 9 SCOUTS	POINTS: 227
ARMOUR/WEAPONS: Hand weapon and longbow	@ 16 Pts x 9 = 144
CHAMPION: Wood Elf Champion	
TROOP TYPE	M WS BS S T W I A LD SAVE
Wood Elf Scouts	5 5 5 3 3 1 6 1 8 -
Wood Elf Champion	5 5 5 4 3 1 7 2 8 -
NOTES:	Unit includes musician and standard
UNIT: 6 WAYWATCHERS	POINTS: 108
ARMOUR/WEAPONS: Hand weapon and longbow	@ 18 Pts x 6 = 108
TROOP TYPE	M WS BS S T W I A LD SAVE
Waywatchers	5 5 5 3 3 1 6 1 8 -

UNIT: MAGE CHAMPION	POINTS: 144
ARMOUR/WEAPONS: Hand weapon and longbow	@ 124 Pts x 1 = 124
Rides Warhawk	@ 20 Pts x 1 = 20
TROOP TYPE	M WS BS S T W I A LD SAVE
Mage Champion	4 4 4 4 4 2 7 1 8 6+
Warhawk	2 4 - 3 3 1 5 1 7 -

UNIT: TREEMAN	POINTS: 280
ARMOUR/WEAPONS: None	@ 280 Pts x 1 = 280
TROOP TYPE	M WS BS S T W I A LD SAVE
Treeman	6 8 3 6 7 6 2 4 9 5+

UNIT: 6 DRYADS	POINTS: 210
ARMOUR/WEAPONS: None	@ 35 Pts x 6 = 210
TROOP TYPE	M WS BS S T W I A LD SAVE
Dryads	5 4 3 4 4 2 4 2 8 5+
UNIT: 6 WARDANCERS	POINTS: 126
ARMOUR/WEAPONS: Additional Hand weapon and shield	@ 21 Pts x 6 = 126
TROOP TYPE	M WS BS S T W I A LD SAVE
Wardancers	5 5 5 3 3 2 6 1 8 5+



UNIT: 18 WOOD ELF ARCHERS		POINTS: 538									
ARMOUR/WEAPONS	Hand weapon and longbow	⑧ 11	Pts x 18 = 220								
CHAMPION: Wood Elf General, Wood Elf Champion and Naieth the Prophetess											
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE	
Wood Elf Archer	5	4	4	3	3	1	6	1	8	-	
Wood Elf General	5	7	7	4	4	3	9	4	10	-	
Wood Elf Champion	5	5	5	4	3	1	7	2	8	-	
Naieth the Prophetess	5	4	4	3	4	1	7	1	8	-	
NOTES:	Unit includes musician and standard										
UNIT: 8 WOOD ELF ARCHERS		POINTS: 88									
ARMOUR/WEAPONS	Hand weapon and longbow	⑧ 11	Pts x 8 = 88								
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE	
Wood Elf Archer	5	4	4	3	3	1	6	1	8	-	

points painted, and a 2,000 point force to pick, my choices were fairly limited. After his diabolical performance against the High Elves, I

of choice. I could take any magic items I wanted (although my opponent could veto them) and also

relegated my Treeman to the subs bench and went for a mass of concentrated bowfire, that I hoped would decimate my opponents before they reached me in combat – if they did, I was doomed.

The tournament army selection rules allowed an incredible amount

one special character with up to two Wounds. I decided that I would run with my basic army and no magic items over 50 points. With all this bowfire I chose Naieth the Prophetess as my special character. She only has one Wound, but a variety of weird and wonderful bonuses, the most noticeable being Othu the Owl, who allows one unit a turn to re-roll its missed bowfire.

I decided my tactics would be uncomplicated and inflexible. Whatever happened I was going to loose the entire weight of my missile fire against the strongest unit of the board. For this purpose I had my unit of twenty Archers, ten Scouts, six Waywatchers and my second smaller

THE GW STAFF TOURNAMENT

ROUND 1 – DARK ELVES

One of the joys of tournaments is that you never know who you will be facing. My first opponent was Scandinavian Salesman Rickard and his worshippers of Khaine, the foul Dark Elves. Not only do you not know the army you are going to fight, but also which of Jervis's testing scenarios. In this one we would catch each other on the march as we advanced across the table in column. So we both numbered our units in line of march and placed our troops.

I had the first turn and opted not to shoot whatsoever. I grabbed the high ground with my units of bowmen and dived for the trees with my Scouts and Waywatchers. The Wardancers and Dryads were pushed forward to slow the Dark Elves' advance. Rickard's army was led by a frightening unit of fifteen Cold One Knights led by his General. Deployed further back were two big units of Witch Elves and a fair size unit of Scouts. Rickard advanced his powerful knight unit but was unable to close to a range where he could use his deadly repeater crossbows.

In my second turn the only movement I took was to attack his Bolt Thrower with my Wizard mounted on his Warhawk. In the Shooting phase the entire weight of my bowfire was poured into my greatest threat, the Cold One Knights. At the end of the turn all that was left was the General (and he only had one wound left)! Fifteen dead Knights in one turn effectively ended the battle. To add insult to injury, poor Rickard failed his next Cold One Stupidity test and his general was left on his own about 10 inches from any cover. Victory was now a formality as his Witch Elves were both unarmoured and too slow to cope with such concentrated bowfire. In tournaments the victory points are calculated at the end of each battle, and winners play winners. This means that your opponents get better and better...

ROUND 2 – UNDEAD

This time another Scandinavian salesman in the form of Mans and his vast Undead horde led by a Vampire Lord. My biggest concern was that I would come up against a rock hard character. My army could simply not stand up to such a powerful close combat beast. We both took the

option of vetoing items. Mans choosing my *Crown of Command* (ouch!) and *Banner of Arcane Protection* and I chose his *Staff of Damnation* and *Carstein Ring* (I was never going to kill a Vampire twice).

This time we had a straight fight. Going first, I moved my Wardancers and Dryads to screen my bowmen, and launched my arrows into his chariots. These I decided would constitute the greatest threat to my army whilst his Skeletons could only amble along at four inches a turn. Once again my archers did not disappoint, leaving both chariots steedless and crewless. On Mans' first turn he advanced his massive



"Is that your Vampire Lord or a pin cushion?"

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unit of bowmen. On top of this my general had his *Bow of Loren* and my Scout champion had the *Hail of Doom Arrow*. If anything did break through, I would have to rely on the Wardancers and Dryads to hold them up. These units would be unlikely win a combat on their own so I would play as far back to my own table edge as I dared. This would mean that I could pour as much bowfire into my poor opponents before they reached me.

So with my plans made, it was off to my first battle (See below). Well that's all for now. See you next month.

1 Box of plastic Wood Elf archers	£5
7 Wood Elf Scouts	£13.50
1 Wood Elf Scout champion	£3
1 Wood Elf Scout command	£4
TOTAL COST	£25.50



unit of Skeletons a huge four inches, pushed his Wight cavalry forward and fired both of his Screaming Skull Catapults (one of which misfired). In his Magic phase the crafty git raised up some more crew for his chariots. Next turn I shot his chariots to bits again and whittled down a rank on his Skeleton unit. Mans advanced again and tried to repair his chariots, but this time the attempt was dispelled.

In the third turn, with things looking tight, I assaulted his Skeleton unit with all my bow fire. This reduced it to just two ranks from his original six. Mans was unable to do anything other than advance and try to close the range. Seeing my chance for a glorious victory I piled both my Dryads and Wardancers into combat with his Skeletons. I won the combat by miles and even managed to rout his Vampire Lord. By now Mans' situation was desperate. He had only one unit of shock troops left, no missile fire to speak of, and worst of all his general floating around away from the comforting forms of his bony host. He did manage to rally his Vampire, but to no avail. In the final turn I fired every single arrow I could at this creature of the night, and despite a toughness of 6 and a *Black Amulet* it still suffered five Wounds. His army crumbled to dust and victory was once again mine.

ROUND 3 – EMPIRE

By now it was obvious that I would have to play a really tough opponent in my final game. I did not fancy the daemon army of Jonas Faering with its Bloodthirster, or the Bretonnians of one of the Italian Studio. I had nothing that could even wound the Greater Daemon and only having half my bowmen firing against the Praying Bretonnians would be a pain. In the end I drew Sales Director John Stallard and his huge Empire Force, so now I was faced with a moral dilemma, was I going to let John win or suffer the career knocking consequences if I stuffed him. Having no sense of self preservation I went for it.

John's army represented a whole different challenge, he actually had more missile troops than me. With his hand guns, long bows, volley gun and a unit of forty Crossbowmen, he could decimate me if it came down to a protracted fire fight. Not only that, but the bearded git

had two Steam Tanks and thirty Flagellants. I had only one chance – to cut down his huge unit of Crossbowmen before they had a chance to fire. With this in mind I bid for the first turn and my Wood Elves drew back their bows string and let loose every available arrow into the Crossbowmen. My dice rolling was enviable and twenty-nine of this huge unit were cut down in the first turn. To add insult to injury, one of his Steam Tanks misfired with its cannon and blew up in the next turn, and after loosing all nine barrels of his Hellblaster Volley Gun at my Dryads, he only caused three Wounds. His battle plan now in tatters, it was left to John's Flagellants to save some face by hammering one of my archer units in close combat and giving him some Victory Points.

At the end of the day I won the award for 'Best General' and came overall runner up, with what I thought was a very balanced force. Not only that but I had three great games of Warhammer which I thoroughly enjoyed, as did my opponents. The reason I did so well was that I had a simple battle plan and stuck to it, that lady luck favoured me with good dice roles, and finally – the Owl was just magnificent.



Richard's Wardancers and Dryads advance to protect his archers.

SUITS YOU, SQUIRE!

A Bretonnian army by Richard Gunson

So, this is where the armies really start to take some shape. This month I added a unit of eight Squires, a couple of standard bearers for my archers and converted up a general to lead the force and add a little character to it.

As the army developed I decided that it would be based on the liveries of two noble households. Baron Chabert's green and white, which would form the bulk of the force, and a contingent in blue and yellow which would consist primarily of squires attached to the household of a Pegasus-riding duke who lives for the thrill of the hunt.

The duke himself will have to wait but I thought I'd make a start on his retinue – if only because I was running out of green paint!

The Squires' primary purpose in games will be to annoy the pants off my opponents by ranging ahead of

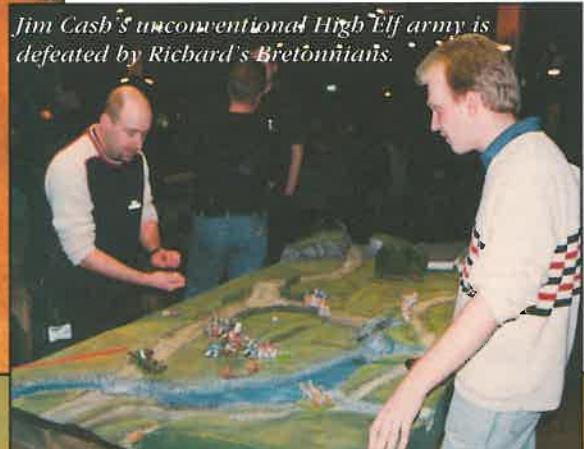
my force and causing enough of a nuisance with their bowfire for them to feel compelled to divert troops to deal with them (in which instance they'll probably just run away).

The standard bearers nicely finished off my archer wedges at fifteen models per unit, giving them a +1 combat resolution bonus to add to the +3 rank bonus, turning them into a relatively tough proposition for non-elite enemy units.

But the real difference to the army comes in the form of Baron Chabert himself. As he was going to be the general of the whole army I wanted something that looked fairly imposing. He had to be on horseback as befits a Bretonnian knight.

I think the 'character' of heroes in our games can be best seen in their very faces. A full helmet gives no indication of the nature of the man or beast that lurks inside. 'Chabert', I decided, was a man into his middle age, but fired up to don his armour once again, and venture upon his 'Grail Quest'. It seemed to suit him leading the unit of Questing Knights, that are to be the hardest hitting element of the army.

With this in mind I looked around for the right 'bits' to represent his character. The body was easy – the Grail



Jim Cash's unconventional High Elf army is defeated by Richard's Bretonnians.



Richard's converted Bretonnian general (Baron Chabert).

Knight champion was suitably imposing, and the metal horse head in the blister pack with its ornate crest would distinguish it from the rest of the knights.

I removed the head from the model along with the sword he holds. This was replaced with the lance that comes attached to the legs of the figure. In low points value games it would represent just a normal lance but could be upgraded to the magical



UNIT: 6 KNIGHTS ERRANT									POINTS: 240		
ARMOUR/WEAPONS: Lance, shield, heavy armour and barded warhorse									@ 32 Pts x 6 = 192		
CHAMPION: Knightly Champion											
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE	
Knights Errant	4	3	3	3	3	1	3	1	7	2+	
Knightly Champion	4	4	4	4	3	1	4	2	7	2+	
Warhorse	8	3	0	3	3	1	3	1	5	-	

NOTES: Unit includes a standard

UNIT: 6 QUESTING KNIGHTS									POINTS: 359		
ARMOUR/WEAPONS: Lance, shield, heavy armour and barded warhorse									@ 41 Pts x 6 = 246		
CHAMPION: General of Bretonnia (Baron Chabert)											
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE	
Questing Knights	4	4	3	4	3	1	4	1	8	2+	
General	4	6	6	4	4	3	6	4	9	2+	
Warhorse	8	3	0	3	3	1	3	1	5	-	

NOTES: Unit includes a standard

UNIT: 15 BOWMEN									POINTS: 160		
ARMOUR/WEAPONS: Hand weapon, light armour and longbow									@ 10 Pts x 15 = 160		
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE	
Bowmen	4	3	3	3	3	1	3	1	7	6+	
NOTES: Unit includes a standard											

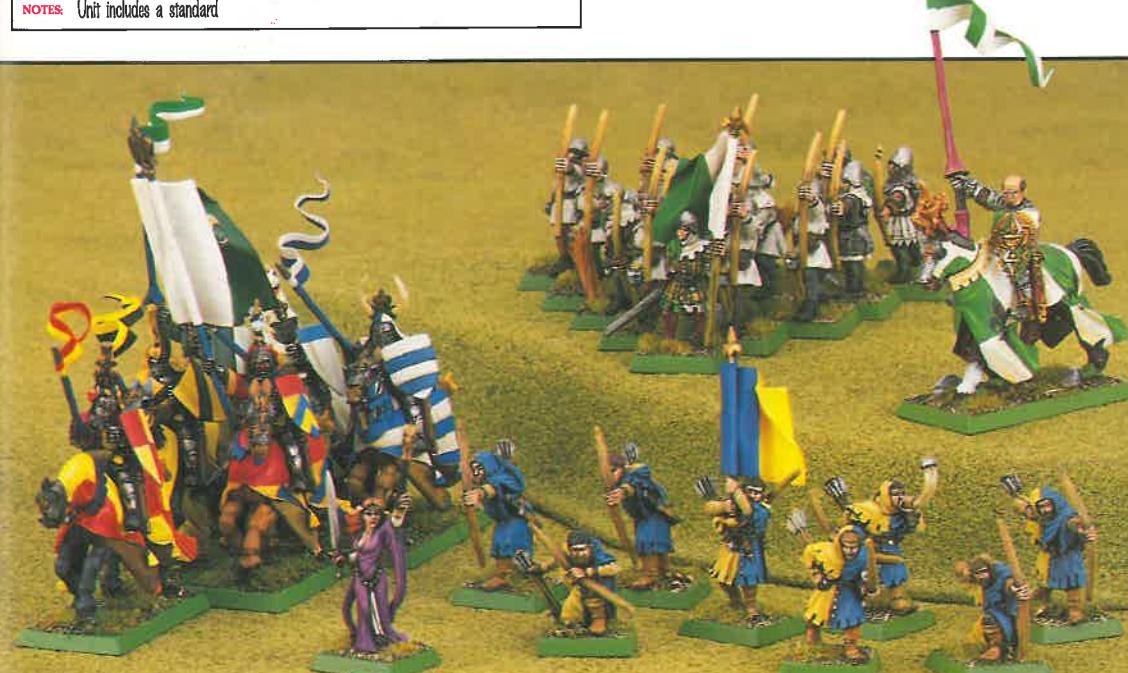
NOTES: Unit includes a standard

UNIT: 6 MOUNTED SQUIRES									POINTS: 112		
ARMOUR/WEAPONS: Hand weapon, spear, bows and horse									@ 16 Pts x 6 = 112		
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE	
Mounted squires	4	3	3	3	3	1	3	1	7	6+	
NOTES: Unit includes a standard											

NOTES: Unit includes a standard

UNIT: 8 SQUIRES									POINTS: 72		
ARMOUR/WEAPONS: Hand weapon and longbow									@ 8 Pts x 8 = 72		
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE	
Squires	4	3	3	3	3	1	3	1	7	-	
NOTES: Unit includes a standard											

1 Grail Knight hero	£5
2 Archer standard bearer	£4
6 Squires	£10
1 Squire command	£4
1 Chaos Warrior accessories sprue	80p
TOTAL COST	£23.80



It's at this stage of the project that the armies start to look really impressive and Richard's Bretonnians are no exception.

A LOAD OF BULL

A Chaos Beastman army by Paul Sawyer

This month I am mostly been playing Blood Bowl.

I'm going to go off at something of a tangent now, so bear with me, I'll come back to the task at hand eventually (well, maybe). One of my favourite games, Blood Bowl, has been re-released this month - hurrah! So, with malice of forethought (lots and lots of malice) I decided to set up a league for the chaps at GW HQ. Now, in the past I've played an Orc team but wanted something different this time round. As I'm collecting a Beastman army in Warhammer I decided on a Chaos team and the Chaos Wasters have played 9, won 9.

(See, it does tie in with the 4 Gamers, however loosely!) Well, as Blood Bowl fever has swept us along on a wave of carnage, dirty tricks and very, very nasty foul plays, it has meant that I've not played as many games of Warhammer as I'd have liked. I know, I know, I'm a big girl's blouse but I haven't entirely neglected it...

Apart from painting the Gor regiment which now adorns my army, I've been getting the materials together for my planned Beastman stockade and have started with the Herdstone. Once this is finished I will get the rest of the stockade together.

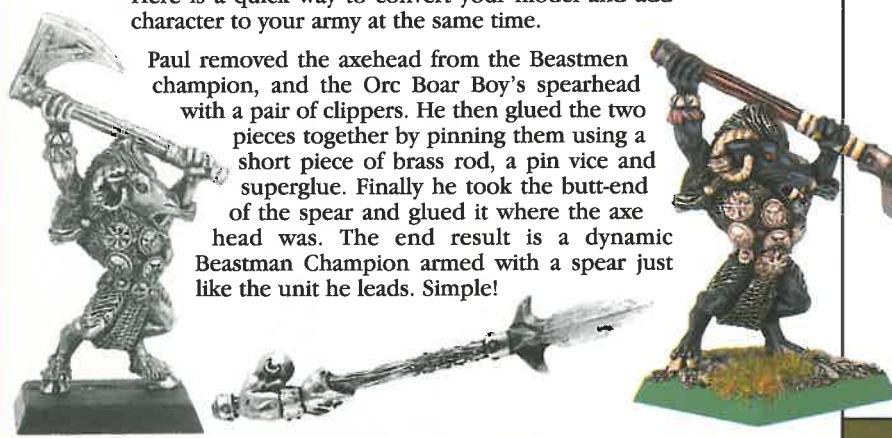
The main thing that I needed to get my hands on was the Herdstone itself. I had two options here: make one by cutting up expanded polystyrene or find a rock that looked the part. The first option didn't appeal to me for two reasons: firstly I wasn't too sure of actually being able to create a 'realistic' looking monolith and secondly my wife Julie wouldn't appreciate the mess I'd invariably make (this would not be a good thing!). The second option required it bit more legwork and so I set off on a tour of garden centres and aquarist shops in search of the centrepiece for this project. Not only are these places really good for stones, slate, gravel, coral sand and the like, but also for plastic plants, which make cool foliage even if you don't paint them!

I drew a complete and utter blank at all of the shops and centres I visited and was seriously contemplating risking the wrath of my better half when low and behold I spied a pile of rubble at the side of the road.

Could the Dark Gods of Chaos really have looked so kindly on me? A quick perusal of the rocks at hand and I had a rather fine looking Herdstone. I also picked up a few other rocks with which I planned to ring the Herdstone and to build up the base.

FAT BLOKE'S BEASTMAN CHAMPION CONVERSION

Here is a quick way to convert your model and add character to your army at the same time.



Paul removed the axehead from the Beastmen champion, and the Orc Boar Boy's spearhead with a pair of clippers. He then glued the two pieces together by pinning them using a short piece of brass rod, a pin vice and superglue. Finally he took the butt-end of the spear and glued it where the axe head was. The end result is a dynamic Beastman Champion armed with a spear just like the unit he leads. Simple!

The addition of two Minotaurs has given Fat Bloke's Beastmen real killing power!



The Chaos Wasters in all their malicious glory. Unbeaten in 9 games so far, they are rightly feared. Check out the Head Coach model – remind you of anyone?



"This month I am mostly been playing Blood Bowl."

Another thing that I've thought about is the trophies (weapons, armour and bodies of the enemy) that are placed at the base of the Herdstone after each battle. Again, two options are open: I could simply rummage through my bits box and model these items into the terrain or leave the piece devoid of any trophies and add them after each game I play (adding Lizardman trophies after a game against Lizardmen, Wood Elf trophies after games against Wood Elves, etc). I'm not too sure which way I'll go on this and I'll probably make my mind up when the terrain is completed.

We're now in the third month of this army collecting project and I've got a good solid core to my army with the regiments of Ungors and Gors. They also have good support in the form of a Beastlord and Beastman Champion. The only thing that stands out like a sore thumb is the Minotaur Lord model, which cannot be used in a battle unless it is accompanied by more of its brethren. This needed to be remedied so I have bought two of these huge beasts so that I can use my existing model as a Minotaur Champion. This gives me some excellent shock troops capable of taking down most opponents.

With £16 of my £25 spent I needed to think about what to get hold of next. Some of the things I wanted to add to my army were Harpies for their

ability to fly high and land anywhere on the battlefield, a regiment of Bestigors for even more punch, and Beastman chariots to keep my opponents busy while the Beastman regiments thunder across the battlefield.

I decided to keep the Bestigors out of the equation as I've just painted two complete regiments and wanted something a little more exotic. As I only had £9 left this month I decided to buy 2 Harpies (with more to follow next month) and 2 scythes from the Dark Elf Cauldron of Blood to attach to the Beastman chariot I intend to buy next month. This left me £2 (along with the £1 from last month) to add to the money I'd have next month.

The only game I've played of any note has been against Ian Strickland's Skaven and it was an easy win. As part of the campaign we're playing here at GW, Ian and I each chose whether to attack, defend, raid or ambush, and cross referenced this to find that Ian would be launching a Flank Attack against me. This was good news as I knew for a fact that he had

no fast troops in his army and that he wouldn't have his full army on the battlefield from the start of the game (the rest would arrive on turn 3, from one

UNIT: 19 UNGORS

POINTS: 175

ARMOUR/WEAPONS:	Spear and shield	④	55	Pts	x 19 = 1155					
CHAMPION:	Beastman Champion	④	62	Pts	x 1 = 62					
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE
Ungor	4	3	2	3	4	1	3	1	6	6+
Beastman Champion	4	5	4	4	4	2	4	2	7	6+

NOTES: Unit includes musician and standard

UNIT: 17 GORS

POINTS: 786

ARMOUR/WEAPONS:	Hand weapon, shield and light armour	④	13	Pts	x 17 = 247					
CHAMPION:	BEASTLORD AND SHAMAN LORD									
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE
Gor	4	4	3	3	4	2	3	1	7	5+
Beastlord	4	7	6	4	5	4	6	4	9	5+
Shaman lord	4	4	3	4	5	5	6	3	8	-

NOTES: Unit includes musician and standard

UNIT: 3 MINOTAURS

POINTS: 208

ARMOUR/WEAPONS:	Additional hand weapon and light armour	④	45	Pts	x 2 = 90					
CHAMPION:	Minotaur Champion									
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE
Minotaur	6	4	3	4	4	3	3	2	9	6+
Minotaur Champion	6	5	4	5	4	3	4	3	9	6+

UNIT: 2 HARPIES	POINTS: 30									
ARMOUR/WEAPONS:	None									
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE
Harpies	4	4	0	4	4	2	2	1	6	6+

2 Minotaurs with additional hand weapons	£16
2 Harpies	£6
2 Cauldron of blood scythes	£1
TOTAL COST	£23



The starting point for Paul's Beastmen Herdstone.

of the flanks). This meant I could take his holding force apart before concentrating on the flankers. So I did. Game over. Ian is desperately painting his Doomwheel so we can have a rematch!

Anyway, normal service will resume next month.

THE CURSE OF THIRTEEN

A Skaven army by Roy Barber

Well, here we are – my third epic installment of the trials and tribulations of my first ever Warhammer Army. I shall keep it good an' simple. Let me summarise my lessons so far:

- 1) Make sure you have a Warhammer Armies book for your chosen army. No book, no structured army. It's as simple as that...
- 2) Make sure you have the right bases to put your figures on. This avoids the costly problems of weird-looking regiments, general disarray, desertion and disorder...
- 3) Gather a good mix of regiments and characters. Whatever you do don't forget to choose your magic items carefully. These make-or-break items round off your army and can affect your general strategy.

4) Play your first few battles with experienced players. This will help you get to grips with the basic rules early on.

5) Build your army in the way you feel most comfortable with. Get used to the figures you have chosen, learning their rules backwards and forwards, and write out your roster sheets for reference during battles.

Once you truly grasp what your army can do and how your enemy can undermine your strengths, you move another step nearer to supremacy. But the Goddess of Dice, Lady Luck herself, supplies the final factor in any battle.



9 Plague Monks	£15
1 Plague Monk command	£4
1 Plague Monk champion	£3
1 Skaven standard bearer	£2
TOTAL COST	

Warhammer, more than any other GW game, depends the most on keen tactics and sharp strategies. Needing to know both your own and your enemy's strengths and weaknesses makes your victory that much harder to come by.

With a loud, booming voice, Lee Garret intimidates Roy, "Ha, now feel my wrath, you pitiful, er, rat-like thing."



So, with this selection of advice in mind, I led the Sons of the Horned One onto the field of battle once more.

For my first game after my crushing defeat at the hands of Fat Bloke's Children of Chaos (who obviously won because they were better painted) I chose to face the evil stunted-ones themselves – the much maligned Chaos Dwarfs...

For the appeasement of the Horned One I challenged one of the most vile and evil generals ever to grace the mortal world – the fell prince Lee Garret...

Lee has an uncanny (obviously Chaos gifted) ability to win. This is partly by having the luckiest dice rolls in the universe. Anyway, he wins a lot...

In short, a 2,000 point balanced battle took a mere hour or so to banish the evil Skaven once more to the safety of the Undercity. Lee took full advantage of the flexibility of his dark horde by equipping them with a regiment of Hobgoblin Wolf riders. Their speed, coupled with the powerful magical items carried by a Hobgoblin hero, helped to halt and crush the initial assault of my furred ones, turning the chittering horde into a cowering pack in but a few turns. Well placed flank and rear attacks can certainly defeat the most determined of charges – a lesson I certainly won't forget!

UNIT: 34 CLANRAT

POINTS: 615

ARMOUR/WEAPONS: Hand weapon, shield and light armour @ 6 Pts. x 34 = 216

CHAMPION: General, Battle Standard, Warlock, 2 Assassins, 2 Poison Wind Globadiers and Warpfire Thrower

TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE
Clanrat	5	3	3	3	3	1	4	1	5	5+
Warlord General	5	6	6	4	4	3	7	4	7	5+
Battle Standard	5	4	4	4	3	1	5	2	5	5+
Assassin	6	5	4	4	3	1	5	2	7	6+
Warlock	5	3	3	3	4	1	5	1	5	-
Poison Wind Globadier	5	3	3	3	3	1	4	1	5	-
Warpfire Thrower	5	3	3	3	3	1	4	1	5	-

NOTES: Unit includes musician and standard

UNIT: DEATHMASTER SNIKCH

POINTS: 345

ARMOUR/WEAPONS: 3 x Weeping Blades @ 345 Pts. x 1 = 230

TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE
Deathmaster Snikch	6	8	6	4	4	3	10	5	9	-

UNIT: VERMIN LORD

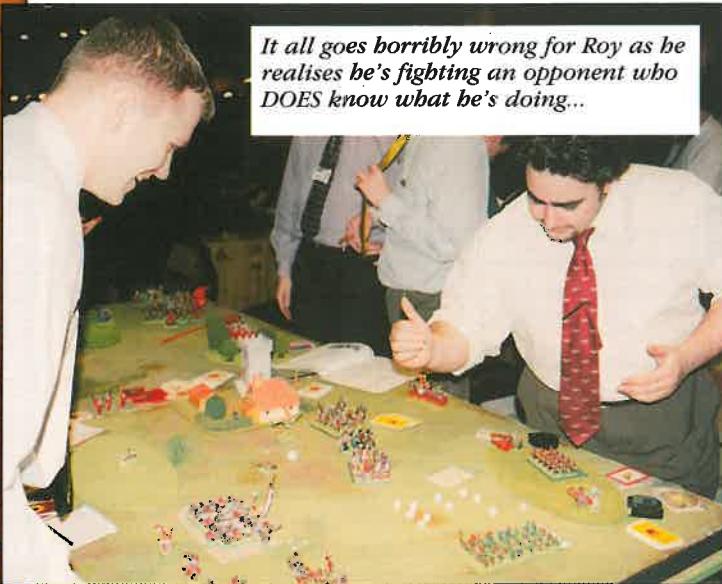
POINTS: 600

ARMOUR/WEAPONS: Doom Glaive @ 600 Pts. x 1 = 600

TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE
Vermin Lord	8	8	8	8	7	7	10	8	10	-

Roy's army scurries forward to clash with Lee Garret's Chaos Dwarf force.





It all goes horribly wrong for Roy as he realises he's fighting an opponent who DOES know what he's doing...



UNIT: JEZAIL TEAM										POINTS: 30	
ARMOUR/WEAPONS: hand weapon										@ 30 Pts. x 1 = 30	
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE	
Jezail team	5	3	3	3	3	1	4	1	5	-	
UNIT: RAT SWARM										POINTS: 50	
ARMOUR/WEAPONS: NONE										@ 50 Pts. x 1 = 50	
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE	
Rat swarm	6	3	0	3	4	5	1	5	10	-	

UNIT: 11 PLAGUE MONKS										POINTS: 193	
ARMOUR/WEAPONS: Additional hand weapon and light armour										@ 9 Pts. x 11 = 99	
CHAMPION: Plague Priest										@ 76 Pts. x 1 = 76	
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE	
Plague Monk	5	3	3	3	4	1	4	1	5	6+	
Plague Priests	5	5	5	4	5	2	6	3	6	6+	

NOTES: Unit includes musician and standard

Power-packed Chaos dice rolls helped to seal my fate, along with the surprising explosion of my veteran Warpfire Thrower team early on in the battle. I need to check for loose nuts and bolts more carefully next time!

When my Vermin Lord turned tail and fled from his short opponents I knew the battle was lost... It must have been the stench of rotten food caught in their silly, curly beards – well, that's my excuse and I'm sticking to it! Once more the Skaven fled to lick their wounds. Oh Woe!

Hmm... Time to consult the Great Horned One.

"Victory lies in the weakness of the enemy. The chosen shall form the swarm. Infestation shall yet come to reign Heb, heb..."

Next month our four intrepid gamers buy and paint up their fourth installment. We'll also see if Roy notches up his first victory...

Roy takes Richard Hobson's cunning tactical advice and promptly loses.



BLOOD BOWL®

**'ERE WE GO, 'ERE WE GO,
'ERE WE GO!**

By Carl Brown

Orcs are one of the most powerful Blood Bowl teams. Their combination of brutal strength and solid armour makes them almost unstoppable. In this article, Carl Brown – coach of the famous Deff Skwadd – discusses some of the finer tactical aspects of playing Blood Bowl with a team of greenskins.

Orcs have been playing Blood Bowl since the game was invented, and teams such as the Gouged Eye and Orcland Raiders are amongst the most successful in the league. Orcs play a tough and hard-hitting game based around pounding their opponents into the turf before they stomp downfield to score. Orcs don't tend to throw the ball much which is a good thing really as they are not very adept at catching it. It's not that they can't catch, it's just that when the ball is in the air they tend to forget about it and get stuck into fighting with the nearest opponent instead!

Before we look in detail at creating a winning Orc Blood Bowl team, let's take a minute to consider their strengths and weaknesses. In Blood Bowl, as in war, you should understand your friends and respect your foes – the better you know your team, the more chance you've got of using it to the best of its ability. Orc teams have two main attributes: toughness and strength. Orcs have the highest armour values in the game, equal to Chaos or Dwarfs, so they are very difficult to hurt. In common with Chaos teams, Orcs are also able to start a season with Strength 4 players, which makes them very very mean.





On the downside, Orcs also have two major disadvantages compared to other teams. First of all, their low Movement Allowance means that they can be easily outrun or outmanoeuvred by other races. Secondly, Orc teams don't have any Catchers which makes the throwing game particularly risky.

So, what does all this tell us? Well, with high armour values you can expect Orcs to stand up to a lot of punishment during a game. Black Orcs (with their Strength of 4) are at an immediate advantage when they make Blocks, as the majority of their opponents will require an assist to be on even terms. The lack of Catchers in the team means that the throwing game should be used as a last resort, and because Orcs don't move very fast they can't be expected to outpace anyone in a flat out sprint for the endzone.

You've probably guessed that this all points to a team built for sustained, stomping, running plays. Which is exactly what Orcs are good at.

CREATING YOUR TEAM

With all these big and aggressive creatures at your disposal, it's relatively easy to create a league team capable of beating the living daylights out of almost anyone they meet. However, although four Black Orcs, four Blitzers, two Throwers, one Lineman, two Rerolls and a Fan Factor of 5, might sound like the perfect line-up for a one-off game, for a league it's a bit of a risky option. When playing in a league your team carries on for game after game and any injuries or deaths carry over to the next match. This means that if you start the season with

only eleven players, when the casualties start rolling in you'll find yourself starting games with less than a full team. This will make it even harder to win your next game, and more likely that you'll sustain further injuries. Once you reach this state it is very difficult to pull your team back up to scratch.

A far better and safer idea is to start off with a team designed to compensate for these early losses.

I've played in Blood Bowl leagues for quite a long time now and I've fallen for starting with a super-strong eleven Orc killing machine on a couple of occasions. Needless to say they didn't stay super-strong for long!

For a longer-term squad, designed to stand good in a fight but also able to cope with the odd casualty in the initial stages of the season, I recommend the following line-up. The Deff Skwadd started out with two Black Orcs, two Throwers, one Blitzer, seven Linemen, one Goblin, three Re-rolls and a Fan Factor 5. This forms a good foundation on which to build a successful team. My first purchase after a few games would be an Apothecary, and after this you can concentrate on strengthening the front-line with more Blitzers and Black Orcs.

Your plans should then involve adding extra bits and pieces like Goblin Secret Weapons, Cheerleaders and Assistant Coaches as well as saving up for a Star Player such as Varag Ghoulchewer or an Ogre or Troll.

TACTICS AND GENERAL GAME PLAN

Once you've picked your team it's time to start thinking about how you're going to use it – Da Plan! Deciding on an overall strategy or game plan is a vital part of becoming a successful Blood Bowl coach. In your first few games it's good enough to just go out, cause mayhem, and try and score as many times as possible. However, you'll soon learn that there are points in each game where you have a definite advantage and times when your opponent can dictate the flow of play.

If you are up against a fast, lightly armoured team such as the Skaven or Elves the game plan is simple. You should try to rip as many of them apart as possible in the early stages of the game so that they can't put up much of a fight later on! If you win the toss, opt to receive the ball and try not to score until the 7th or 8th down. By then, a fair proportion of the opposing team should be in the KO'd or Dead & Injured box and your team will outnumber them for the whole of the second half.

If you lose the toss and your opponent decides to receive, you have two choices. The first is to try and soak up your opponent's attack and capture the ball off him. Once you have the ball, stomp your way down to the endzone and score. The risk with this tactic is that you may succeed in holding up your opponent's attack for the best part of the half, only to see him slip through and score on down 7 or 8. If this happens you haven't really got much chance of equalising before half time.

The second option can be even more of a gamble. This time you deliberately don't put up too much of a fight in order to prevent your opponent from scoring (You do however take every opportunity to beat into pulp any of his players not directly involved in the play!). As you aren't offering any real resistance, your opponent should score by turn two or three and this will leave you with the remainder of the first half in

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which to equalise. At the start of the second half it will be your turn to receive, so you should be perfectly set-up to grind your way down the field for a 2-1 victory at full-time.

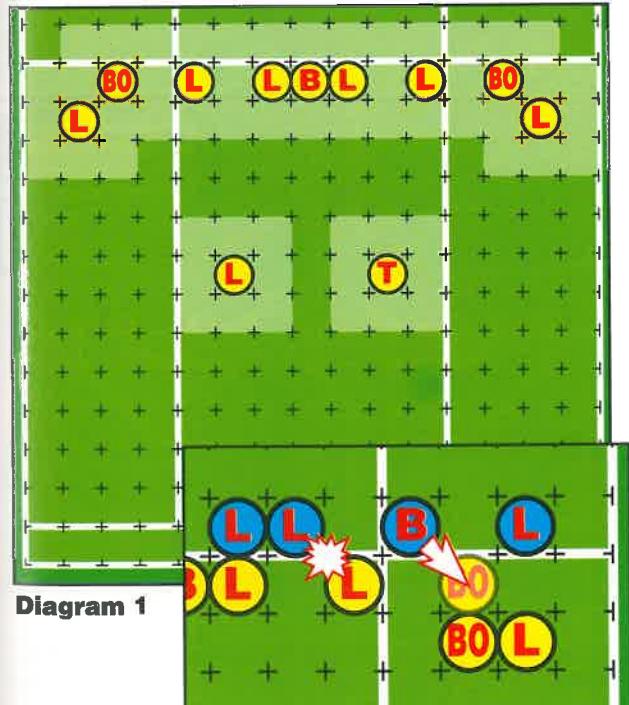
The big danger with this plan comes if anything should go wrong while you're trying to equalise – such as fumbling the ball or your opponent rolling a Blitz result on the kick-off table. Your opponent may seize the chance to score a second touchdown and leave you trailing 2-0 at half time.

Against slower, tougher teams such as Dwarfs or Chaos your tactics are similar up to a point. If you win the toss – get them before they get you! Have a good old-fashioned brawl in the first half and try to score on the 8th down. In the second half, try to weather the storm as your opponent rips into you and while this is going on try to work someone behind his line to sack the ball carrier (Orc Blitzers are good at this!). If you lose the toss and your opponent receives, try to minimise your casualties by backing off so that the only Block he can make is with his Blitz action. If you do this properly, and are reasonably lucky, you should end the first half at 0-0 and with most of your team intact. In the second half, you get to receive the ball and can batter your way down the pitch once again.

It must be said that games against these kinds of teams can be very bloody. In one memorable match against Andy Chambers' Chaos Doomlords, Andy killed two of my players, crippled one of my Linemen and left my only Thrower with an Agility of 2! Needless to say, I also lost the game.

TACTICS ON DEFENCE

When you come to set up your defence, the main thing to be aware of is that your opponent is going to have the first down and thus hit you before you can hit him (unless you're lucky enough to roll a Blitz result on the kick-off table!).



You must therefore set-up your team in order to minimise the initial damage. There are two ways of doing this. The first is to set-up five Orcs on the line of scrimmage, two Orcs on each wide zone and two Orcs a bit behind the front line (see Diagram 1)

Putting so many players on the front line creates a large number of tackle zones which prevent your opponent from using assists. This makes your line much harder to break open. The only way your opponent can get assists is by launching his attack against one of your wide zones and then continuing down the line (see Diagram 2).

The way to minimise this danger is to put a Black Orc on each wide zone. As most teams' players have Strengths of 3, they only get to roll one Block dice even when they get an assist from a team mate. This means the Black Orc has a reasonable chance of standing his ground. The danger with this defence is that if just one of your players goes down, it creates a hole through which your opponent can sprint.

The second defence (see Diagram 3) follows a different approach entirely. In this case, the line of scrimmage has the minimum of three players and the rest of the team stand two squares back.

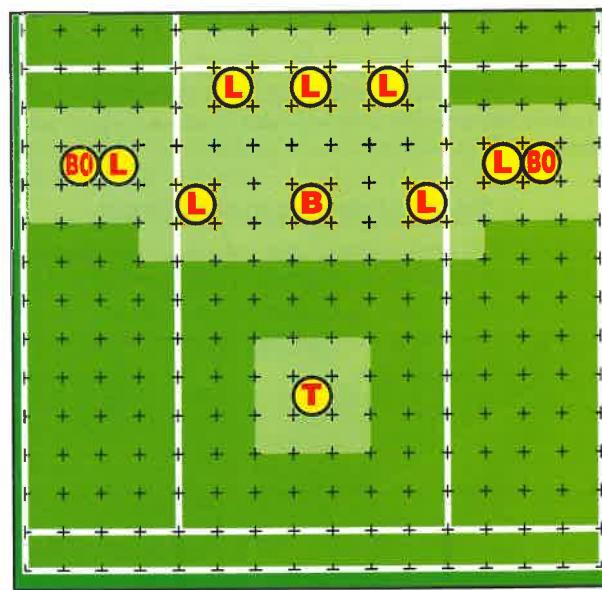


Diagram 3

The reason for standing so far away is to stop your opponent from being able to Block lots of your players on his first move. Why not stand only one square back? Well if you are unlucky enough to roll a *Quick Snap* on the kick-off table your opponent can move each of his players one square in any direction and into contact with your men before he starts to make his play! By standing two squares back you can stop this from happening.

If your opponent should break through down one of the wide zones, you'll have trouble getting players back to cover the attack, because the only players within reach are positioned in the centre. However, by putting the Black Orcs on the wide zones you'll make it much harder for your opponent to break through here and he'll probably go for a softer spot. If, because you only have three on the Line of Scrimmage, your opponent breaks through there, it's not such a problem as you



The Orcs receive the ball and form 'Da Cage' around the Thrower. Meanwhile the Black Orcs and Blitzer make short work of the Humans' front line. The Orcs are ready to roll!

can get players in his way from both wide zones. By keeping a Blitzer or two in the middle of the field you'll have a fast reserve and someone who can hunt down the opposing ball carrier.

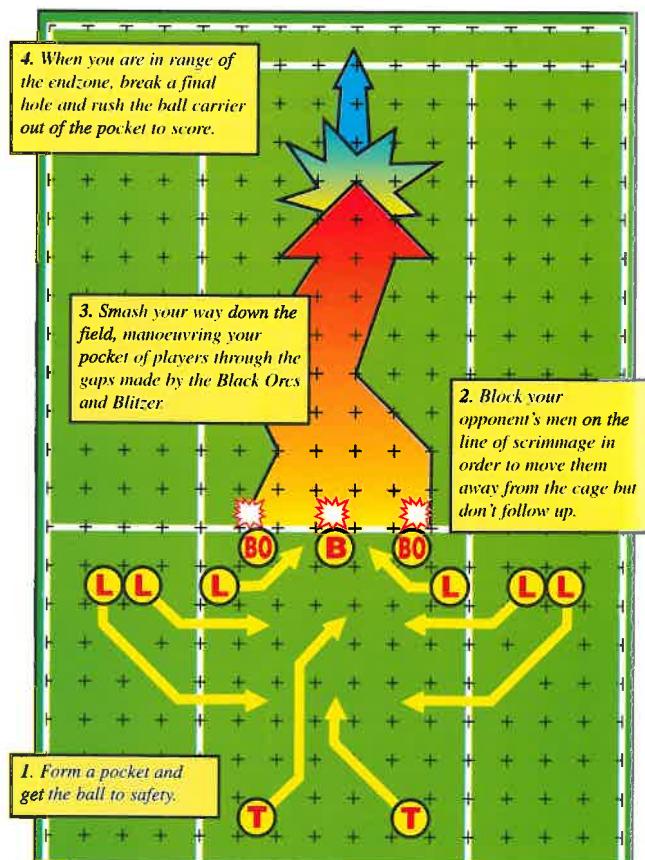
TACTICS ON OFFENSE

When you're on the offense with Orcs you might think that putting everyone on the front line where they can stick the boot in straight away would be the best policy. On some occasions this can work, especially when you have a lot of Black Orcs and Blitzers.

However, as Orcs have a low agility, it's also important to set up your team in a way that enables you to manoeuvre your players into a protective pocket (or Da Cage as Orcs call it) around the ball carrier with as little dice rolling as possible. Obviously you're going to need a player who can pick up the ball in the first place so you'll need at least one Thrower with his very useful *Sure Hands* skill. One of the worst things that can happen to an Orc team is a deep kick into their endzone. Because they are not very fast, a turn spent running back down the field to retrieve the ball cuts down the time they have to move it upfield. With this in mind, your Throwers should be set up so that they can reach the corners of your own endzone. It's best to place your toughest players on the Line of Scrimmage with the job of clearing a path for the rest of the team to follow down. These players will probably be Black Orcs and Blitzers and a Troll or Ogre, if you have one.

The example play 'Da Stomp' shows the first down and general movement of an Orc drive. If the ball lands close to the halfway line, gather it up with a Thrower or Lineman and get it to the centre of the field behind your Black Orcs. Then form a protective cage around the ball carrier with your remaining players. If the ball lands deep in your own half create the cage first then gather the ball and hide it inside. The reason for creating the cage first is that these moves require no dice rolling and can't go wrong. Why not create the cage first

DA STOMP



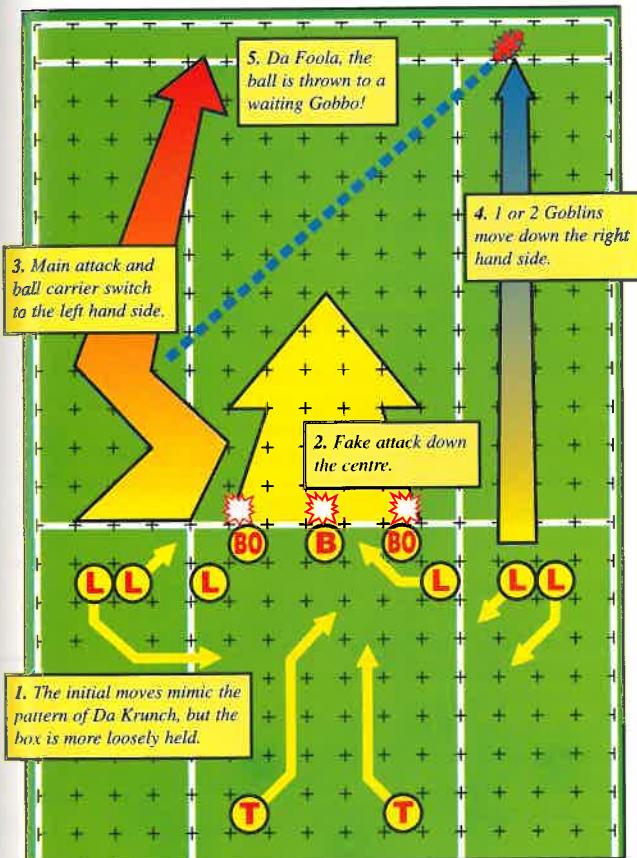
if it lands close to the halfway line? Because as the ball is close to the opposing players, if you fumble it when trying to pick it up, and all of your men are standing 2 or 3 squares away, there is nothing to stop your opponent from running

forward and grabbing it. If the ball is deep in your backfield your opponent can't reach it so if you do fail to pick it up it's not such a problem.

Once the ball is secure in the pocket, Block with your Black Orcs and Blitzers but don't follow up. If all has gone to plan, on your opponent's down he will be faced with menacing wall of Orcs that he is unable to Block except with his lone Blitz action. This means that on your second down, your formation should still be pretty solid and ready to roll (still keeping a cage around the ball) maiming and killing all the way downfield to score.

My second sample play is 'Da Foola'. As its name suggests, the aim is to fool the opposition into defending against one attack, while actually pushing towards a different play.

DA FOOLA



In this case you are initially making your play look like 'Da Stomp'. On the first down you form your players into a cage around the ball and block with your front line. On the next and subsequent downs you swing the pocket around to the left or right and make a concentrated push down that flank. Simultaneously, you run a couple of players down the opposite side in order to threaten a pass action and spread your opponent's defence. Because Orcs are not renowned for their throwing game, your opponent won't believe you'll attempt the throw and the two players will be only lightly marked. If your running play grinds to a halt, it should be easy to get one of these two into the endzone and throw the ball for a surprise touchdown. Goblins are particularly useful in this role as their "Stunty" and "Dodge" skills enable them to slip through opposing lines and get into position for the catch.

WEAPONS AND MONSTERS

One of the best things about an Orc team is the sheer choice of Star Players. Some of the most dangerous and useful are the Goblins with Secret Weapons and large monsters such as Trolls and Ogres. Although your opponent can roll after every touchdown to see if any players using weapons are sent-off, don't worry about this. The fear they cause far outweighs this risk and at one point in the Studio league I had one each of the four weapons available!

Nobbla Blackwart is a must for every Orc and Goblin coach and should be purchased as early as possible in the team's development. When he attacks with his chainsaw he gets a massive +3 on the armour roll so he almost always causes an injury. This makes him excellent at taking out your opponent's top Star Players. If he only stuns them it's good enough because while the player is down you can gather a few boyz around and kick him to death with a foul action!

Fungus the Loon is good for the sheer terror he puts into your opponent. He might not exert a tackle zone but you can guarantee your opponent will keep his best players well away from him. This makes him very useful for opening gaps in lines of defence through which you can send your Blitzers. There is a danger that the fanatic could end up splatting one of your own players but that's the kind of risk you have to take!

Scrappa Sorehead is good when you need a fast touchdown. He normally moves six spaces but can go for three extra squares making a total of nine. Add to this his *Leap* and *Dodge* and your have the fastest and most agile player an Orc and Goblin team will ever get.

Bommer Dribblesnot is most useful against a team that plays the running game such as Orcs, Chaos or Dwarfs. When you need to break into the pack surrounding the ball you can lob a





'Da Foola' – The Orcs have pushed down the left side, and now lob the ball out of the pack, right into the hands of the waiting Goblin. It's a certain touchdown.

bomb. Don't throw the bomb into the middle of the group, as it might be caught and thrown back! Aim just for the edge of the pack and if you're lucky it will scatter adjacent to a couple of players and knock them down. This will then open the ball carrier up to be Blitzed.

Trolls and Ogres open up a whole new element to your game. Aside from being immensely strong, they can also throw Goblins. If you use them on the front line you can be sure that they'll knock down any player foolish enough to get in their way and they are in turn very hard to take down. Should you have a Goblin in your team as well as a monster or two, then you have in your hands the capability to score in one down. When you are on offense set up your Goblin and monster next to each other just behind the Line of Scrimmage. When the ball is kicked, retrieve it and hand it off to the Goblin. You then declare a pass action with the monster and aim the Goblin as close to the endzone as possible. If you are lucky (you'll probably need a 6 to be accurate), the Goblin will land safely and then simply run into the endzone to score. It's a risky play, but in a tight spot, close to full time, it can win games.

SPECIAL PLAY CARDS

I'll just say a quick word about the special play cards in Deathzone (released next issue) and using them in a game. **Don't forget you've got them, and don't be afraid to use them!** In all the time I've played with the Death Zone rules, the single most frustrating experience I've had is when I've seen a chance to use a card but didn't do so, just in case a more appropriate situation came up later. Inevitably, the opportunity I was looking for didn't arise and I ended up using the card on something trivial. After this had happened to me more times than I care to recall, I've come to believe that it's better to use a card as soon as you think it's the right moment rather than wait for an opportunity that never comes.

SUMMING UP

No matter how much plotting and planning you do there is one thing that cannot be prepared for, and that is luck. Even with the most fool-proof plan and best team in the world, if the dice aren't rolling your way there is nothing you can do about it. (Except maybe curse, and mutter "We wuz robbed" – a common enough practice among Blood Bowl coaches who are having a bad day.)

There are, however, small things you can do to increase your chances. When you want a job doing, make sure the right player is doing it. It's no good expecting a Black Orc to pick up the ball in an enemy tackle zone, dodge out and then throw a perfect long bomb to your receiver in the endzone, they just don't do that sort of thing. A Thrower on the other hand would have a fighting chance. In the same way, don't expect your Thrower to flatten the opposing team's Star Player. The right man in the right place is the mark of a good coach.

The sequence of moves and dice rolls is also important. Try to make any dice rolls for which you have a skill re-roll first and then proceed to ones that are covered by a team re-roll working from the easiest up. Sometimes this isn't always possible and you have a very difficult roll to make before anything else in the play can happen. On these occasions make sure you prepare for the worst by moving free players into positions from where they can defend should something go horribly wrong when you make your play.

Well that's about it for now... I can't guarantee you'll win all your matches, but these suggestions should go some way to helping you to Block, Foul and smash your way to the top of the league. Even if you don't win every game, make sure you duff-up your opponents and you'll have almost as much fun. Right now, me ladz need their pre-match team-talk, so happy hunting and in the words of Varag: "Stomp 'Em!"

WARHAMMER

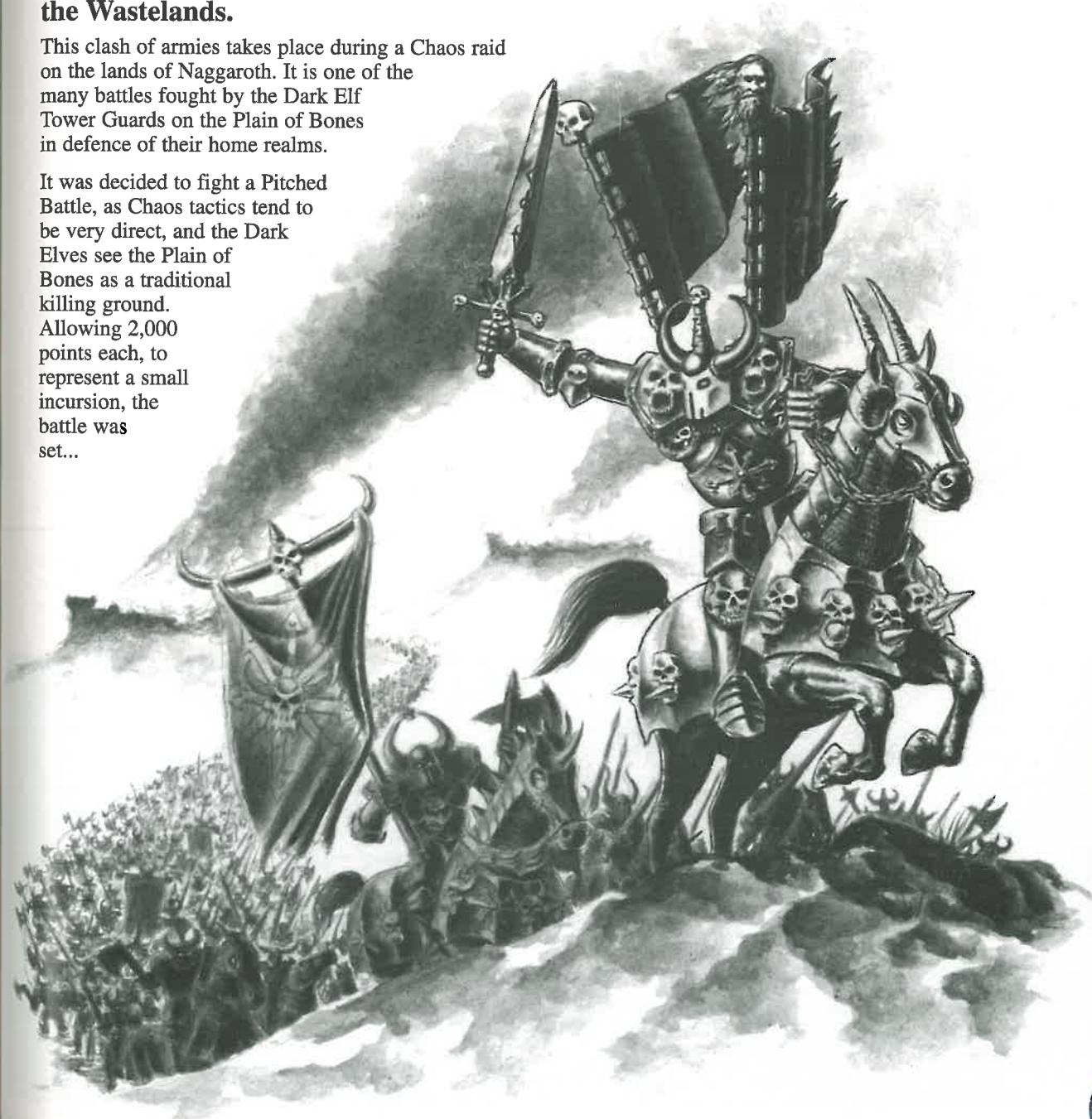
THE PLAIN OF BONES

A Warhammer battle report by Nigel Stillman, Dave Cain and Graham Davey

This month's battle report pits the Dark Elves, commanded by Nigel Stillman, against an invading Chaos Warrior warband led by 1995 Warhammer tournament winner, Dave Cain. The Dark Elves must defend their homeland of Naggaroth from the hordes of Chaos pouring down from the Wastelands.

This clash of armies takes place during a Chaos raid on the lands of Naggaroth. It is one of the many battles fought by the Dark Elf Tower Guards on the Plain of Bones in defence of their home realms.

It was decided to fight a Pitched Battle, as Chaos tactics tend to be very direct, and the Dark Elves see the Plain of Bones as a traditional killing ground. Allowing 2,000 points each, to represent a small incursion, the battle was set...





David Cain

THE TIME OF DARKNESS

I was honoured to be asked back to participate in another White Dwarf battle report and I hoped I would have as much luck as I did in my previous outing against Gordon Davidson's Orcs and Goblins in WD 190.

I would be using a Chaos Warrior warband. Now, after my beloved Wood Elves, Chaos is probably the army I most enjoy fighting with. Of course the majority of my games have

involved the old Chaos army rules with Beastmen, Daemons and Warriors all mixed together. Separating these three main components out into three unique army lists has been a master stroke, as there is a much greater theme and flavour to the new warbands when compared to armies compiled under the old Army Book. However all the tactics developed and utilised over countless games (and the last two Grand Tournaments) would need to be revised for this game.

The very first thing to do when selecting an army is to check out the army you will be facing, the size of the armies involved and any other restrictions there might be.

Firstly, the battle would be fought against Dark Elves. I had mixed feelings about this. The Dark Elves are one of the best 'all round' armies available to any Warhammer general, with excellent elite combat troops – Cold One Knights and Witch Elves; superb skirmishers – the dangerous Dark Riders; and first rate missile troops with the Repeating Crossbows and Repeater Bolt Throwers able to amass a fearsome quantity of firepower. However to balance against this was the fact that Dark Elves are nearly as expensive, points-wise, as Chaos troops, so I should not be massively outnumbered as I would if I were playing Skaven or Orcs & Goblins.

Secondly, the battle would be fought with 2,000 point armies, which meant both sides would be struggling to field large regiments or lots of high powered characters.

Thirdly, the armies would be limited to those models already painted by the 'Eavy Metal team. Let me tell you, these models are superb! It was certainly no hardship playing a game with such exquisitely detailed miniatures. It turned out that the only troops unavailable to me would be the mounted Marauders and Marauders chariots. However, a good general frequently has to go into battle without some of the troops he might wish for.

So to the army. The first choice that needed to be made was which Chaos power the army should follow. It is feasible to include Warlords bearing Marks from different Gods but some of the Chaos Gifts selected at the start of the games can cause difficulties between such alliances. My personal preference is always to play one power on its own, but I have no particular favourite. I have fielded armies of all the powers in my time, but for this game I plumped for Khorne. The death dealing capacity granted by the Mark of Khorne has stood me in good stead against Elves before.

As my general I chose Welard Deathmonger, a Chaos Hero bearing the Mark of Khorne. His leadership of 10 is as high as a Chaos Lord and although his weapon skill is only 8(!) compared to that of 9 for a Lord, this would still allow him to strike a Dark Elf general on a 3+. The frenzy bestowed by his Mark would give him an impressive 8 attacks!

The major drawbacks would be the lack of a magic item slot and Wounds (both 2 compared to 3 for a Lord) which would leave him susceptible to be taken out by the assassins that are invariably included in the Dark Elves' ranks.

As he would be leading his infantry retinue into battle and would probably end up being charged by the faster moving Elves, I equipped him with the *Helm of Many Eyes* so he would automatically strike first. To counter the threat of heavily armoured Cold One Knights and the Corsairs with their fixed save, I armed him with the Chaos Runeblade which inflicts D3 Wounds per hit and more importantly allows no save.

This then was the leader of my army, and surely many skulls would he collect in honour of his patron.

For his retinue I chose seventeen marauders, armed with double-handed weapons and carrying the *Banner of Defiance*. These warriors are tough hombres and although not as proficient as fully fledged Chaos Warriors they can certainly dish out some severe punishment if the chance arises. Their cheaper cost means you can field them in relatively large numbers, which should help soak up the casualties inflicted by the massed firepower of the Dark Elves. The magical banner would double my rank bonus and make this unit very hard to break. I also included a Chaos Warrior leader in this unit, who would act as a champion and accept any dangerous looking challenges on behalf of my general.

I decided my general was important enough to warrant his own battle standard and so my second warlord became Rabid Akrullan, the army standard bearer. I mounted Rabid (Mister Akrullan to you) on a barded Chaos Steed and armed him



WARHAMMER ROSTER SHEET

Welard Deathmonger's Warband

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Point Value
CHAOS HERO <i>Mark of Khorne, shield</i>	4	8	8	5	4	2	8	4	10	5+	<i>Helm of Many Eyes, Runeblade</i>	279
CHAMPION SORCERER <i>Flail</i>	4	6	6	5	5	2	7	2	9	-	<i>Skull Staff</i>	202
BATTLE STANDARD BEARER <i>Chaos armour, shield, lance, barded Chaos steed</i>	4	8	7	5	4	2	7	4	9	1+	<i>Banner of Rage</i>	241
1 CHAOS WARRIOR <i>Double-handed weapon</i> <i>Chaos armour</i>	4	6	6	4	4	1	6	2	9	4+		33
16 CHAOS MARAUDERS <i>Double-handed weapon</i>	4	4	3	4	3	1	4	2	7	-	<i>Unit includes standard with Banner of Defiance</i>	288
5 CHAOS KNIGHTS <i>Chaos armour, shield, lance, barded Chaos steed</i>	4	6	6	4	4	1	6	2	9	1+	<i>Unit includes standard with War Banner</i>	425
5 CHAOS WARRIORS	4	6	6	4	4	1	6	2	9	4+	<i>Unit includes standard and musician</i>	120
3 CHAOS OGRES <i>Light armour, shield, additional hand weapon</i>	6	3	2	4	5	3	3	2	7	5+		132
3 CHAOS TROLL <i>Double-handed weapon</i>	6	3	1	5	4	3	1	4	7	-		201
5 HARPIES	4	4	0	4	4	2	2	1	6	-		75

TOTAL **1,996**

with a shield and lance. As the battle standard can carry the banner of his General's patron god, I gave in to temptation and allowed him the honour of carrying the *Banner of Rage*.

His retinue was fairly simple. I chose a unit of three Ogres and a unit of just five Chaos Warriors.

Both of these units would hold the flanks of the General's Marauder regiment. With the *Banner of Defiance* in play, the last thing I wanted was some fast skirmish troops sneaking around behind my lines to engage my main unit in the flank.

Taking to the battlefield without any magical protection, particularly facing the potent, destructive Dark Magic spells that the Dark Elves use, would be reckless indeed. Consequently my final Warlord was Louie Cypher, an unaligned Chaos Sorcerer Champion who carried the *Skull Staff*. The magical staff would help in his attempts to dispel the incantations of any opposing magic users, particularly those of a higher level. To help in combat, I armed him with a flail and would include him in my Marauder regiment along side the general. His retinue was a unit of five Chaos Knights equipped with *Chaos Armour* to give them a 1+ armour save and so make them immune from the missile fire of the repeating crossbows. To boost their combat potential I gave them the *War Banner*.

Finally, I cast my eye over the Monstrous Horde section of the Army Book. From this I selected the obligatory Harpies, who would descend from the skies to wreak havoc on Dark Elf Repeater Bolt Throwers.

In addition, I chose three Trolls with double-handed weapons. Their regenerative abilities would come in useful against the

plentiful crossbow bolts I expected to face. The Trolls would be led by the army standard bearer. His *Banner Of Rage* would benefit me in two ways. Firstly, the *frenzy* it instills would cancel out the Trolls' *stupidity* once they were in charge range. Secondly as they already have 4 Attacks, once the *frenzy* kicked in they would have 8 Attacks each. This would go a long way to countering the rank and banner bonus any opposing unit might initially have.

The plan was simple. The main Marauder regiment would advance slightly in front of the rest of the army, hopefully luring some foolish enemy to charge in. The Ogres and Warriors would hold the flank of this main unit. The Trolls would hold back initially, to reduce the chances of them having to charge an enemy I did not want them to (the *frenzy* rules stipulate you must charge if an enemy is in range). I would need to guard against the Trolls being lured away from the main thrust of the fighting. The Chaos Knights would be positioned out on one flank and with their immunity to Strength 3 attacks, would hopefully deal with the threat of the repeating crossbow units. The Harpies would fly high before descending on the unfortunate crew of the Repeater Bolt Throwers.

Sounds easy, but a battle never goes entirely according to plan. Hopefully I would have enough flexibility in troop type and deployment to adapt to changing fortunes on the battlefield, so that I could bring eventual victory to the Realms of Chaos.

The army is ready.

May the dark Gods of Chaos smile upon me.



Nigel Stillman

THE EVIL, BROODING THOUGHTS OF A DARK ELF GENERAL

The chance to play a Warhammer tournament Grand Champion for a White Dwarf battle report was certainly an exciting prospect! I would be taking command of the sinister Dark Elves, an army which I have had more experience playing against, than playing with, so that would be a challenge as well.

Knowing that I was up against a Chaos army commanded by a very formidable general, I consulted the wisdom of Jervis, with his profound experience of fighting with the Dark Elves, and Tuomas, with his wide experience of fighting against every army and countless expert players. Their insights were very useful. The only limitation on choice was the availability of Games Workshop regiments, but my opponent had the same limitation. It's always nice to have more than one unit of useful troops, or a big unit of them (preferably both) but a real general has to fight with the troops that are available, so it's more of a challenge when you can't have everything you would like.

With the Dark Elf army there are three main tactical options. First is shooting; with all those repeater bolt throwers and crossbows, the Dark Elves are a formidable shooting army. Next there are shock troops; and with Cold One Knights, Witch Elves and Corsairs, the Dark Elf army can be very dangerous in hand to hand combat. Last there is manoeuvre; and with Dark Riders, Harpies and Scouts, the Dark Elves are excellently equipped to outflank and sneak up on the enemy. These tactics can be used in combination, and in a 2,000 point army, it would be best to emphasise just two of them, to have enough troops to be effective in both roles. Against Chaos Warriors, which are fairly resistant to shooting, and intent on getting to grips at close quarters, the obvious choice is to choose shock troops. Since the Chaos army is likely to be small and compact and dominating the centre ground, the shock troops are best supported by fast manoeuvrable troops rather than massed shooting.

Manoeuvre always appeals to me, and dodging aside from the onslaught of the massed Chaos Warriors appeals even more! So I wanted to use the fast troops of the Dark Elves. I discussed tactics with my advisors, and concluded that the single unit of Dark Riders would probably become engaged in mortal combat with Harpies on one or other flank in the second turn. So I went to see if I could muster up two units of Dark Riders, and astonish everyone with the precision of games designers' tactical predictions! Alas there were only eight Dark Riders so I would have to fight with just one unit. Outflanking manoeuvres could therefore be countered by enemy action. I opted for six Dark Riders and no standard. I began to realise I was entering the creepy world of Naggarothic tactics – very different from my beloved Bretonnian honour and chivalry.

For the shock troops, I choose Witch Elves, Cold One Knights and Black Ark Corsairs. The latter would fight with two hand weapons and did not need repeating crossbows in this battle. The general and army standard bearer would ride Cold Ones and form up with the Cold One Knights. Assassins would be available to bolster the infantry. This gave me three strong units of shock troops.

Naggarothic tactical dogma holds that at least two Repeater Bolt Throwers are an absolute must! So I chose them as my only shooting units, to pose a threat to the heavily armoured enemy. There were no Scouts available, although I would have liked to use some. I chose a unit of Harpies in order to contest the skies and to provide another fast unit. This meant that enemy Harpies would have four possible targets: the two bolt throwers, the Dark Riders and my Harpies – they would be outnumbered and could not counter everything. At least one bolt thrower would survive and something should succeed in getting behind the enemy. As to what they might do when they got there I had not yet thought about it, although it was certain to be useful!

Lastly I opted for a Champion Sorcerer to give me just enough magic to counter the enemy spells. I was not expecting magic to be a decisive weapon on my side and hoped to avoid it being a decisive advantage for my opponent. The army I chose was very powerful. It had rather fewer units than I normally like, although I did steer away from my tendency to opt for units that are perhaps too weak, in order to have more of them. I expected to have roughly the same number of units as the opposing army and so the game would be decided by several hard fought hand-to-hand combats. The magic items I chose



WARHAMMER ROSTER SHEET

THE DARK GUARDIANS

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Point Value
KOTH, DARK ELF GENERAL Hand weapon, shield, COLD ONE	5	7	7	4	4	3	9	4	10	2+	<i>Ogre Blade, Ring of Darkness, Armour of Fortune</i>	266
	8	3	0	4	4	1	1	2	3	-		
SKARIS, BATTLE STANDARD BEARER Hand weapon, shield, heavy armour, lance COLD ONE	5	5	5	4	3	1	7	2	8	2+	<i>War Banner</i>	139
	8	3	0	4	4	1	1	2	3	-		
HALKIS, CHAMPION SORCERER Hand weapon	5	4	4	4	4	2	7	1	8	-	<i>2x Dispel Scrolls</i>	171
	5	9	9	4	4	1	10	2	10	-		
VUTHIL, DARK ELF ASSASSIN Additional hand weapon	5	9	9	4	4	1	10	2	10	-	<i>Potion of Strength</i>	67
	5	9	9	4	4	1	10	2	10	-		
DARSIL, DARK ELF ASSASSIN Additional hand weapon	5	9	9	4	4	1	10	2	10	-		57
	5	5	4	3	3	1	7	1	8	2+		
5 COLD ONE KNIGHTS Hand weapon, shield, heavy armour, lance COLD ONE	8	3	0	4	4	1	1	2	3	-		
	8	3	0	4	4	1	1	2	3	-		
6 DARK RIDERS Hand weapon, spear light armour, repeating crossbows DARK STEED	5	4	4	3	3	1	6	1	8	5+		198
	9	3	0	3	3	1	4	3	5	-		
14 WITCH ELVES Additional hand weapon	5	4	4	3	3	1	6	1	8	-	<i>Unit includes standard with Banner of Might</i>	230
	5	4	4	3	3	1	6	1	8	-		
16 BLACK ARK CORSAIRS Additional hand weapon	5	4	4	3	3	1	6	1	8	5+	<i>Unit includes musician and standard with Banner of Defiance</i>	284
	5	4	4	3	3	1	6	1	8	5+		
8 HARPIES	4	4	0	4	4	2	2	1	6	-		120
2 REPEATER BOLT THROWER CREW Hand weapon	-	-	-	-	7	3	-	-	-	-		200
	5	4	4	3	3	1	6	1	8	6+		

TOTAL

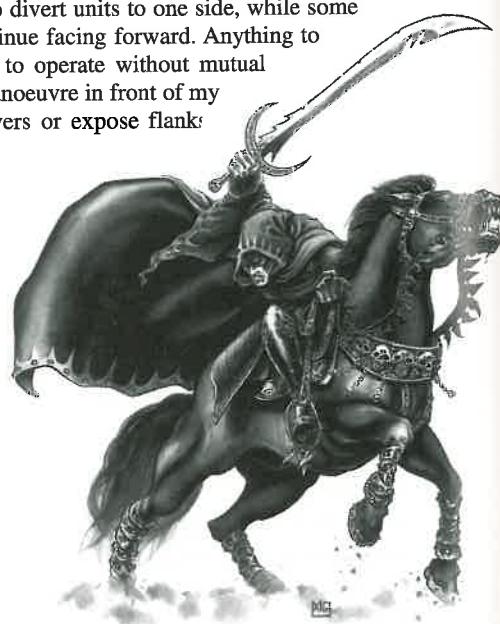
1,994

reflected this. The Corsairs had the *Banner of Defiance*, and the general, expecting to get to grips in mortal combat, had the *Ring of Darkness*, a useful item but often overlooked, and one recommended by Tuomas, which I took to be a good sign. This made the general hard to hit, but seemed very much in character with the Dark Elves.

It was very pleasing when no one held their heads in their hands in utter despair when I revealed the battle plan I had devised! This involved putting a Bolt Thrower on each flank to create a crossfire over the centre ground, through which the Chaos hordes could be expected to advance. The shock units would hold back to draw the enemy forward. Normally I would not place troops near my table edge, but I could trust in the good leadership of the Dark Elves. The Harpies would fly high at the first opportunity, or move behind the enemy. The Dark Riders would use their initial extra move and ride fast on the open flank to get behind the enemy. Such manoeuvres are useful for two reasons: firstly it can slow the enemy down (no march moves if enemy are within 8") and it allows you to charge enemy units from the front and rear simultaneously.

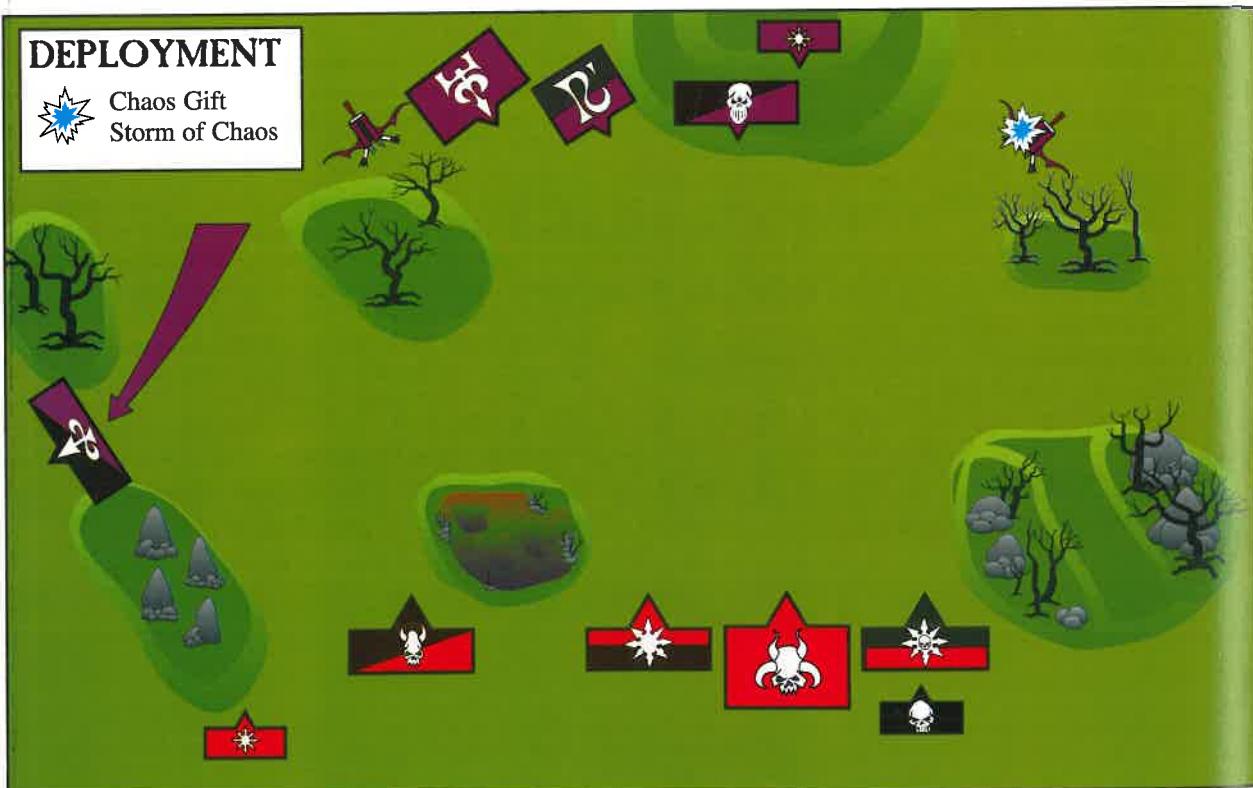
I had choice of side of the table and found that the terrain was favourable to my plan from both viewpoints. In hindsight the side I didn't choose might have been better, as Dave later pointed out, but at the time I didn't want to spread out my forces too far, or expose my bolt throwers too much, so I stayed close to the rather gnarled and grim looking woods!

I deployed as planned and placed the Cold One Knights facing the enemy centre, but far back on the hill slopes. They would be outnumbered, and the timing of their charge would be crucial. I placed the infantry together on one flank for mutual support. My aim was to split the Chaos army by forcing it to divert units to one side, while some had to continue facing forward. Anything to force them to operate without mutual support, manoeuvre in front of my Bolt Throwers or expose flank: to attack.



DEPLOYMENT

Chaos Gift
Storm of Chaos



General, Battle Standard Bearer and 5 Cold One Knights

5 Dark Riders

Champion Sorcerer, Assassin and 16 Black Ark Corsairs

Assassin and 15 Witch Elves

8 Harpies

2 Repeater Bolt Throwers

General and 15 Chaos Marauders

5 Harpies

5 Chaos Warriors

Battle Standard Bearer and 3 Chaos Trolls

3 Chaos Ogres

5 Chaos Knights

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CHAOS GIFTS

After the armies were deployed, Dave rolled to see how many Chaos Gifts the gods would grant – nine. His first decision was to not risk playing the *Eye of God* card. This can be very beneficial, but if it goes badly you can lose a character, and lacking any lowly, expendable champions, he wasn't prepared to take the chance (*Oh, very chaotic! - Fat Bloke*).

The first card he play was *Nurgl's Rot*, using it to infect the Dark Elf Corsairs and inflict a -1" penalty to their Movement for the rest of the game. Next came the *Mutations* card, causing the Chaos Marauder unit to grow tails! This particular mutation has no effect on the game, it is just the fickle Chaos gods toying with their minions.

Then the heavens were rent apart as Dave played *Winds of Chaos* and *Storm of Chaos*. The Winds of Magic swirled away and blew weakly for the whole battle, while burning rain poured down onto the battlefield, bringing an agonising death to the crew of one of the Bolt Throwers.

CHAOS TURN 1

With true Khornate tactics, Dave charged the bulk of his Chaos army straight towards the enemy, the Trolls and Ogres on either side of the Chaos Marauders, all eager to spill Dark Elf blood. He sent the Chaos Knights galloping around the swamp to threaten the Dark Elf flank, and flew his Harpies high into the sky to seek out a vulnerable target.

There was no shooting, as you'd expect for a Chaos army, and no combat yet either, so it was straight on with the Magic phase. The Chaos Sorcerer attempted to cast *Doombolt* at the Cold One Knights on the hill, but Nigel countered the spell with the Mental Duel card. This battle of wills ended in deadlock, with the spell-casters equally matched – so far.

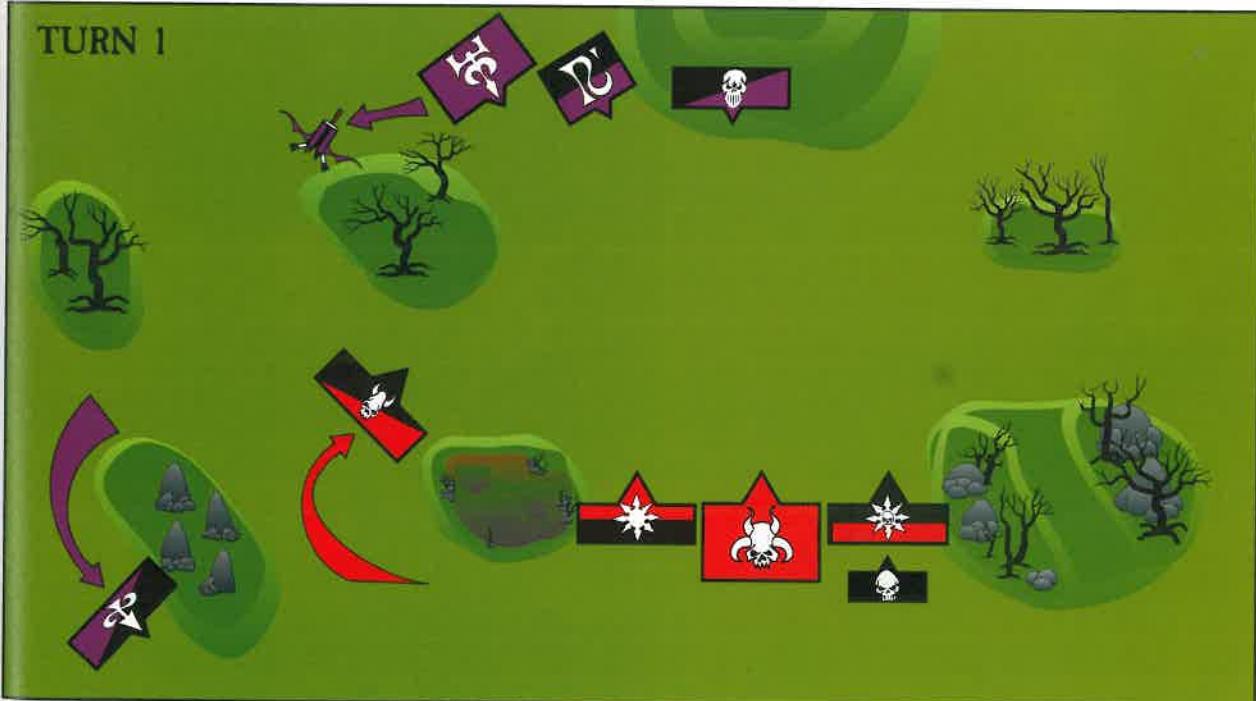
DARK ELF TURN 1

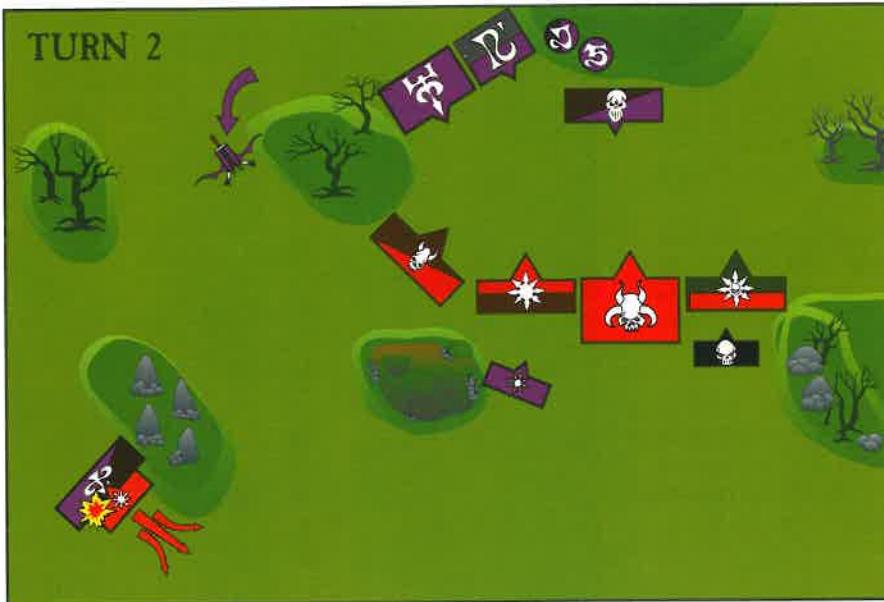
Nigel had already used the Dark Riders' Special Deployment rule to march them forward, and now he moved them right up the flank, into skirmish formation, ready to cut across and threaten the Chaos army from behind. In a bid to prevent the



Chaos Knights doing the same thing, Nigel moved his remaining Bolt Thrower ready to defend the route behind the forest. The rest of the Dark Elf army held their positions, apart from the Harpies, which flew high and warily circled the Chaos Harpies.

Again there was no shooting (the Bolt Thrower had moved and the Dark Riders had marched) and no combat. At the beginning of the Magic phase Dave played the *Changing of the Ways* Chaos Gift. This reduced the Winds of Magic cards that Nigel received (already low because of the dice roll and the Winds of Chaos) by two – leaving him unable to cast any useful spells.





CHAOS TURN 2

Needing to do something to stop the Dark Riders attacking the rear of his army, Dave charged them with his Harpies. The Elven cavalry defiantly stood to take the charge of the winged beasts. Meanwhile the main section of the army continued its

The Chaos Sorcerer tried once again to cast *Doombolt*, hoping to have better luck targeting the Witch Elves, but countering the spell caused no problem for the Dark Elf Sorcerer.

DARK ELF TURN 2

Turn 2 started with Nigel bringing down his Harpies behind the Chaos army, close enough to prevent units march moving and hopefully slow them down enough to get a clear shot with his Bolt Thrower. Being a true 'spirit of the game' player, Nigel decided on the exact spot because he thought Harpies would naturally like being by the swamp! On the hill, the Dark Elf general and his Battle Standard Bearer split off from the Cold One Knights, while sending them forward in a slow advance –

still waiting for the right moment to charge. The Bolt Thrower crew kept manoeuvring their war machine forward in a attempt to achieve a better fire arc, while on the other side of the battlefield, the Dark Riders closed in around the Chaos Harpies.

The Winds of Magic blew even weaker this turn and to his frustration, Nigel was unable to cast for the second turn in a row.

relentless advance towards the hill. The Chaos Knights, reacting to the threat of the Bolt Thrower, cut back in front of the forest to stay out of its line of sight.

The combat was equally matched, with the Harpies killing one Dark Rider and the Dark Elves inflicting one Wound in return. A draw – the fighting would carry on into the next turn.

Combat was close once again, but this time the Dark Riders caused two Wounds compared to the Harpies' one. The Harpies had to pass a Break test on 5 but managed it with ease, however the Dark Riders had driven them off for the moment. The Winds of Magic blew even weaker this turn and to his frustration, Nigel was unable to cast for the second turn in a row. He did, however, activate his general's *Ring of Darkness*.



Both armies advance and manoeuvre into position, as the Harpies charge into the Dark Riders which were flanking the Chaos warband.

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CHAOS TURN 3

Dave charged his Harpies straight back into the fray – they were doing a great job of holding up the Dark Riders. The rest of his army simply advanced en masse. The Dark Elves could not avoid their fate forever.

This time the Harpies got the upper hand, killing two Dark Riders and only suffering one Wound themselves. However, the Dark Elves' strong Leadership saw them through and they passed their Break test.

Dave finished his turn by attempting to cast *Doombolt* for the third time, but this time Nigel stopped it with his sorcerer's *Dispel Scroll*.



DARK ELF TURN 3

The time had come to take the fight to the enemy – the corrupted souls of the mutant hordes would be offered up to Khaine. Seizing his chance, Nigel charged his Cold One Knights into the large Chaos Marauder unit, and charged the Ogres with his Witch Elves (in the front) and his Harpies (in the rear). The decisive moments of the battle had begun.

First of all the Dark Riders struck out once more at the Chaos Harpies. This time they caused one Wound and the Harpies failed to cause any, losing the combat and, to Nigel's relief, failing the Break test. The Dark Riders were not fast enough to chase them down as they fled, but it did not matter as they had flown right off the table – first victory points to Nigel.

Meanwhile, Dave's Chaos Warlord leapt forward, his *Helm of Many Eyes* allowing him to strike before the charging Cold One Knights. However, much to his disgust, he only managed to kill one of the knights (poor indeed for a Khornate hero with eight attacks). Next the Elven lances struck home, killing two of the Marauders as well as their Chaos Warrior leader, while the ferocious Cold Ones tore apart five more of the men

DARK ELF TURN 3



the Cold One Knights – had the Elves won, they would have been allowed to chase after the fleeing Marauders, and as the Chaos regiment only ran 4" they would almost certainly have been caught and destroyed along with the army's leader and only spell-caster! Even so, with the centre of his battle-line in tatters, things looked grim for Dave.

Nigel tried to finish off a good turn by casting *Malediction of Nagash* upon the approaching Chaos Knights, but Dave played the *Wrath of Khorne* Chaos Gift and the God of War bellowed his fury, putting a stop to this pitiful attempt to use cowardly magic instead of the strength of arms.



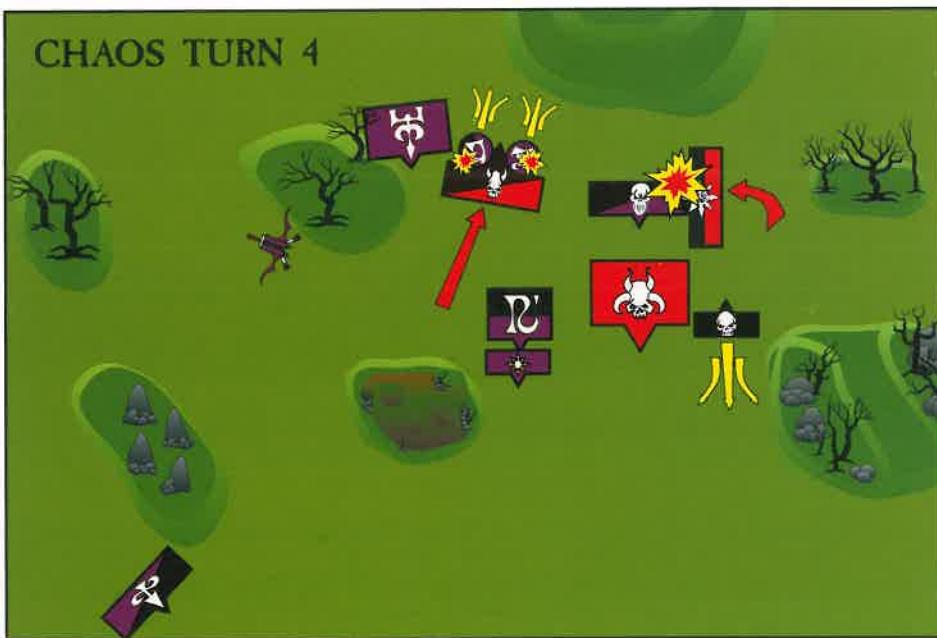
The enraged Chaos Trolls annihilate the Cold One Knights

CHAOS TURN 4

At the start of Turn 4, Dave's Marauder regiment was fleeing from the enemy, and this in turn panicked the Chaos Warriors, who followed suit and ran as well. After this, Dave played the *Eternal Battle* Chaos Gift. This restored two Cold One Knights and four Marauders to life, to fight on for the amusement of the Chaos gods. Then it was time for the Chaos army to hit back, and Dave's Chaos Knights charged the Dark Elf general and Battle Standard Bearer, while his Trolls, led by

the Chaos Battle Standard Bearer charged into the flank of the Cold One Knights. The Chaos general regained command of the Marauders, after pointing out that the battle was about to turn in their favour (and that he would personally slay every man who did not turn and fight). They rallied and reformed ready to charge back into the fray. The battle between the Cold One Knights and the Chaos Trolls was painfully one-sided. Only a single Knight was able to fight and he failed to inflict a wound. The Trolls, driven into a frenzy by the magical

The Chaos general regained command of the Marauders, after pointing out that the battle was about to turn in their favour (and that he would personally slay every man who did not turn and fight).



Banner of Rage, had eight attacks each, at Strength 7 because of their double-handed weapons. Under this ferocious hail of blows the Elven Knights' armour was virtually useless and every last one of them was hacked apart.

Meanwhile, the Dark Elf general was grateful for his *Ring of Darkness*, that shrouded him in shadows so his foes could only hit him on 6s. Even the few blows that did get through failed to injure him. Unfortunately, the Battle Standard Bearer had no such protection and he was slaughtered by the Chaos Knights' lances. The general desperately struck



After chasing the Chaos army around the battlefield with a Repeater Bolt Thrower for most of the battle, Nigel only manages to kill one Chaos Marauder. Oh dear.

back but could not pierce the Knights' Chaos armour. He had lost the combat and to Nigel's horror he failed the resulting Break test. The Chaos Knights chased the fleeing Elf and mercilessly struck him down in the name of Khorne.

With their general dead and the Cold One Knights slaughtered, there were Panic tests all round for the Dark Elves, but only the undisciplined Harpies failed.

Dave's attempt to cast *Arnizipal's Black Horror* was met with Drain Magic from Nigel, but never-the-less it was a decisive turn, in which the Chaos army clawed (and hacked and chopped) the advantage back from the Dark Elves.

DARK ELF TURN 4

Nigel's Harpies, with their low Leadership, failed to rally and flew off the table. The Black Ark Corsairs and the Witch Elves both turned to face their nearest enemies, while the remaining Dark Riders galloped back towards the main battle to aid their kinsmen. Nigel's Repeater Bolt Thrower was, at long last, in a position to fire. But instead of cutting a great swathe through the ranks of Chaos Marauders as he had hoped, it only killed one – rather a let-down for Nigel.

The Dark Elf sorcerer once again tried to cast *Malediction of Nagash*, and once again it was dispelled. The gods were certainly not favouring the use of magic for this battle!



CHAOS TURN 5

Their bellies rumbling for yet more food, the Chaos Trolls charged into the Black Ark Corsairs. Dave rallied the Chaos Warriors and turned them to face the approaching Dark Riders. The Marauder unit turned to face the Witch Elves as they were obviously intent on more bloodshed.

Out from the ranks of the Black Ark Corsairs leapt another hidden Assassin, striking at the Trolls with lightning speed. However, he lacked the strength to wound the mutated monsters. The Chaos Battle Standard Bearer levelled his lance as he charged in and struck the Dark Elf sorceress full on, before finishing her off with his sword. The Corsairs managed to inflict two Wounds on the Trolls, one of which was regenerated. Finally the two Trolls in base contact had sixteen attacks and Dave rolled a handful of dice, but was appaled to only cause four Wounds, three of which were harmlessly deflected off the scaled Dragon Cloaks of the Corsairs! Nigel had chosen the Banner of Defiance for this regiment, doubling the rank bonus, so the Trolls were well beaten. However, they did have their Army Battle Standard in the unit, allowing them to re-roll a failed Break test – and on the second try they passed.

Dave again attempted to cast *Arnizipal's Black Horror*, but even without his wizard, Nigel was able to dispel it.

DARK ELF TURN 5

The final turn of the game started with Nigel charging the Witch Elves into the Chaos Marauders. Then, hoping to wipe out a unit and get some victory points, he aimed all of his shooting at the small Chaos Warrior unit. The Bolt Thrower killed two of them, but the four shots from the Dark Riders failed to do any damage.

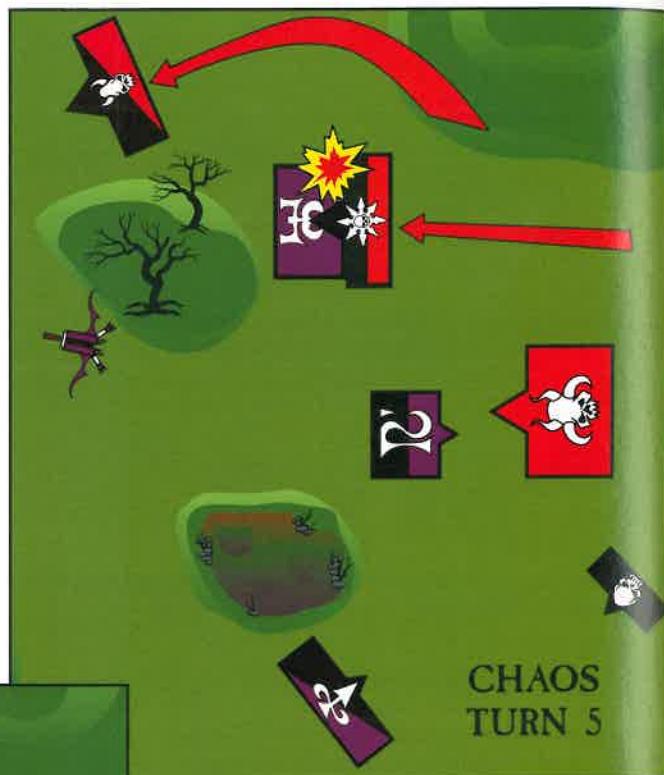
The Assassin in the Corsair regiment did better this turn and inflicted two Wounds on the Trolls (although one was regenerated). The Chaos Battle Standard killed two of the Corsairs, and those Dark Elves remaining didn't inflict any wounds in return. The Trolls were much more effective this



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time and hacked down five of the Corsairs. Luckily for Nigel, the *Banner of Defiance* meant that even though the Elves had taken so many casualties, the combat results were equal. The Corsair regiment had a musician, so the Dark Elves won by one – but the Trolls passed their Break test.

The Witch Elf unit's Assassin killed one Marauder before the Chaos general, with his *Helm of Many Eyes*, attacked, cutting down four Witch Elves. This meant that they got no attacks back, and the Marauders slew another one of the Elves. The Witch Elves broke and ran from the fight, and although the *Banner of Defiance* prevented the Marauders chasing after them, it did not matter because the game was over. A quick glance at what was left made it clear that in the end the forces of Chaos had triumphed!



FINAL VICTORY POINTS

Chaos Warriors: 12
Dark Elves: 2



NIGEL'S TACTICAL OBSERVATIONS

THE TALE OF THE LONG DISTANCE BOLT-THROWER



The immediate loss of one of my Bolt Throwers to a Chaos Gift (as it happened the one that was best placed), came as an unexpected shock. The Chaos Harpies however opted to attack the Dark Riders rather than the other Bolt Thrower, exactly as predicted! Not surprising since it was a shrewd and very necessary tactical move. The Bolt Thrower would have been the prime target, but I moved it, robbing it of its chance to shoot at the massed Chaos battle line. I did this to threaten the Chaos Knights, and in the hope of getting a better shot later in the game. I like doing unexpected manoeuvres in my battles, like repositioning artillery or advancing at full pace with Dwarf crossbowmen and so on! The Dark Riders thus became the most serious threat that Dave needed to counter. The Chaos battle-line was well arranged to reduce the risk from bolt throwers on the flank, and Dave had correctly predicted the way I would deploy them.

“The immediate loss of one of my Bolt Throwers to a Chaos Gift (as it happened the one that was best placed), came as an unexpected shock.”

The Chaos Knights swerved to use the cover, avoid the Bolt Thrower and reinforce the Chaos centre. This took me by surprise even though it was a very good move to bring maximum force to bear against my centre, because I fell into the trap of expecting my opponent to do what I would do and go round the flank. That would have taken time though, and I should have realised that Chaos Knights like to fight sooner rather than later!

Against expectations, the Dark Riders ultimately fought off the Harpies, but there were too few of them left after the encounter to be much use. The Harpies had done their job and countered my outflanking troops. This still left me with one spare unit however, in the form of my own Harpies. I brought these down behind the Chaos battle line to slow down their advance. This proved a good tactic and one which would have combined well with a crossfire from the Bolt Throwers. Although I had missed that opportunity, the Harpies attacked the Ogres in the rear at the same time as the Witch Elves charged them from the front, accomplishing the defeat of one enemy unit, at least.

The time came when the Cold One Knights would have to charge if they were to do it at all. I often make the mistake of allowing my shock troops to be charged, by over-caution, but this time I charged. I had already split off the general and army standard bearer from the rest. Everyone was amazed at this folly, weakening the fighting power of my best shock troops! However I thought they were probably doomed anyway and felt rather more confident about my general. I wanted an extra shock unit to throw at the Chaos Warriors bearing down on me, even if it was to be only two characters. In the end, against all odds, the weakened Cold One Knights nearly broke through and caused a serious setback for Dave, but alas, it was not to prove decisive.

Apart from the initial Chaos Gift (which I could do nothing about), my counter-magic efforts worked well, but then again I didn't get to use magic in any decisive way myself. Still, I was pleased with my sorceress – she did her job well. Next time things will be different. Well maybe.

DAVE'S CONCLUSION

MORE SKULLS FOR THE SKULL THRONE OF KHORNE

Well, I managed to sneak it. That was a great game which really was a lot closer than the result suggests. Indeed at one point when my general and his retinue of Marauders, together with the Chaos Warriors panicked and fled, it looked as though the Dark Elves had the game in the bag. However, this game should act as a reminder of how much staying power a Chaos Warrior army has, and it clearly shows that you should never give up if things go badly early on. Despite all the setbacks, my troops rallied, got stuck back in and managed to pull a victory from the jaws of defeat.

All praise to the Dark Gods of Chaos for granting me a victory!

Looking back over the battle, I was pretty pleased with my army selection and overall plan. There I was, my army selected to minimise casualties caused by ranks of repeater crossbows and what did I find? None! There were a couple of Bolt Throwers but Nigel had forsaken missile troops and instead placed his faith in a combat orientated army. After my initial panic, I reasoned that this probably suited me better since, if there's one thing Chaos armies excel at it's a good old scrap. The Ogres and Trolls, chosen because their high Toughness would protect them against missile fire, are also excellent fighters. The Chaos Knights, with their 1+ armour save, were freed from their original role of taking out missile troops and could be used in the main advance. Even though Nigel did spring a few surprises, my army selection proved flexible enough to deal with most contingencies.

However in retrospect my deployment was weak. The position of the Trolls and Ogres should have been reversed so that the Trolls, with their enhanced combat potential provided by the



Banner Of Rage, would have been opposite the main block of the Dark Elf infantry. As it was, the Ogres were slaughtered when they were sandwiched between the Witch Elves and the Harpies. The Trolls only just made it into combat on the fourth turn and had it not been a five turn game, this would have been a stupid (*quite appropriate for Trolls then – Paul Sawyer*) waste of their fighting capabilities.

Leaving this deployment error aside, my plan worked fairly well. By advancing the main block of Marauders slightly in advance of its supporting units I managed to lure the Cold One Knights to charge. I was hoping this would happen as I was

I think Nigel played very well, but although he caused my army considerable damage but he was just not able to finish off those critical units, which ultimately cost him valuable Victory points.

aware my General was very susceptible to Assassins (even with his *Helm Of Many Eyes*, Assassins would still strike first) but it is only the Dark Elf infantry units which can hide such troops, so by attacking the cavalry I knew he would be safe from at least that threat. I had planned to drop the Harpies on the last remaining Bolt Thrower crew, but when Nigel moved it around the side of the wood, I decided to slow down the flanking force of Dark Riders. These were causing me some concern with their rapid movement allowing them to swiftly get behind my lines. Had they been allowed to charge into the rear of my Marauders, the bonus granted by the *Banner Of Defiance* would have been lost. As it was, the Harpies were eventually driven off and destroyed but not before they had sufficiently delayed the Dark Riders, and more importantly, had reduced them below the crucial five model limit required to negate rank bonuses.

After a game I always like to analyse the battle with my opponent and hopefully pick up a few pointers which will aid me in future games. For me, this is one of the most enjoyable aspects of the hobby (next to insulting Paul Sawyer that is!)

“At this point Dave mysteriously came out in bruises and had to take a little break from writing – Paul Sawyer.”

So what did I learn?

Firstly, you should not overplay the importance of character models and therefore underestimate the power of ordinary rank and file troops. This was ably demonstrated during Turn 4 when my Chaos Knights, without any characters, finally managed to get into combat. The knights were positioned in such a way that they were left with a choice of charging the Corsairs or the General with his accompanying Army Standard Bearer. Now I felt obliged to declare a charge on one of these targets since it is hardly in character for such elite cavalry to cower, but in all honesty, neither target was very appealing. The Corsairs possessed a full rank bonus and combat modifier of +4, while on the other hand, I suspected that the General and his Standard Bearer would be equipped with a potent array of magical items. In the end I decided it would be more fitting for my cavalry to go down fighting against the Dark Elf general and so my target was chosen. However, much to my amazement, the knights killed the Standard Bearer, won the combat and cut down Nigel's general as he fled.

In a similar vein, even without the general and Army Standard Bearer, Nigel's Cold One Knights managed to kill off eight Marauders and my Chaos Warrior Leader, taking only one casualty in return, despite my regiment including the Chaos General and Chaos Sorcerer.

Another fact that was evidently displayed during this game, is never to blindly assume that the odds will go in your favour and guarantee success. Even when rolling large numbers of dice, a satisfactory result can still be elusive. So the moral is – always have a contingency plan.

In the combat mentioned above, between my Chaos Marauders and the Cold One Knights, my General boasted eight attacks, hitting on 3s, with no armour save allowed, and still managed to kill just a single Elf. If that was not bad enough, in the combat between the frenzied Trolls and the Corsairs, I rolled twenty-four ‘to-hit’ dice (sixteen for two Trolls and eight for the Army Standard Bearer), all of which would wound on 2+, and with all that destructive potential at my disposal, I was once again limited to causing a solitary casualty.

I think Nigel played very well, but although he caused my army considerable damage but he was just not able to finish off those critical units, which ultimately cost him valuable Victory points.

In both of these instances, I had placed my faith in the quantity of dice I was rolling and was already considering what to do in my next turn. When these combats did not go the way I expected them to, I was left trying to salvage the situation when having a ‘Plan B’ would have greatly smoothed the path to eventual victory.

Thirdly, even with high Leadership characteristics it is still possible to fail Leadership tests, as ably demonstrated by the General's Marauder regiment and the Chaos Warriors both failing panic tests and fleeing. No doubt the Chaos Gods were not too impressed at this point!

From the Dark Elf perspective, I think Nigel played very well, but although he caused my army considerable damage he was just not able to finish off those critical units, which ultimately cost him valuable Victory points.

The Chaos Warrior army is filled with some wonderful troop types and they all have one thing in common – they're rock hard. Will I be getting one? Well, if the Daemons of the warp smile benevolently upon me – oh, and the wife says it's OK – them some of these awesome warriors will soon be nestling away in my figure cases (*good to see you're master in your own home, Dave – Paul Sawyer*).

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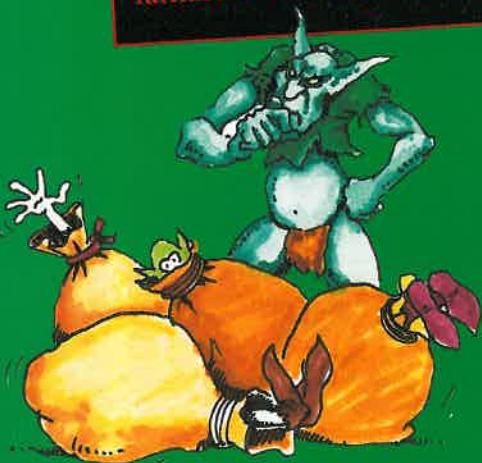


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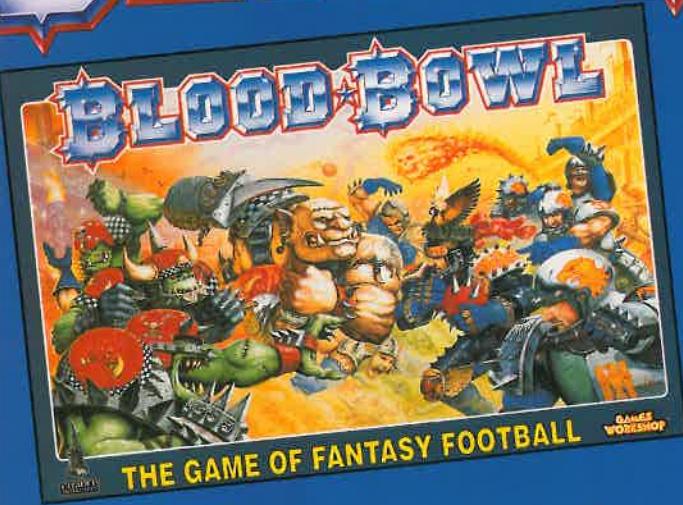
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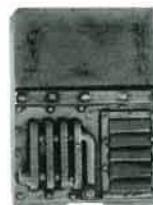
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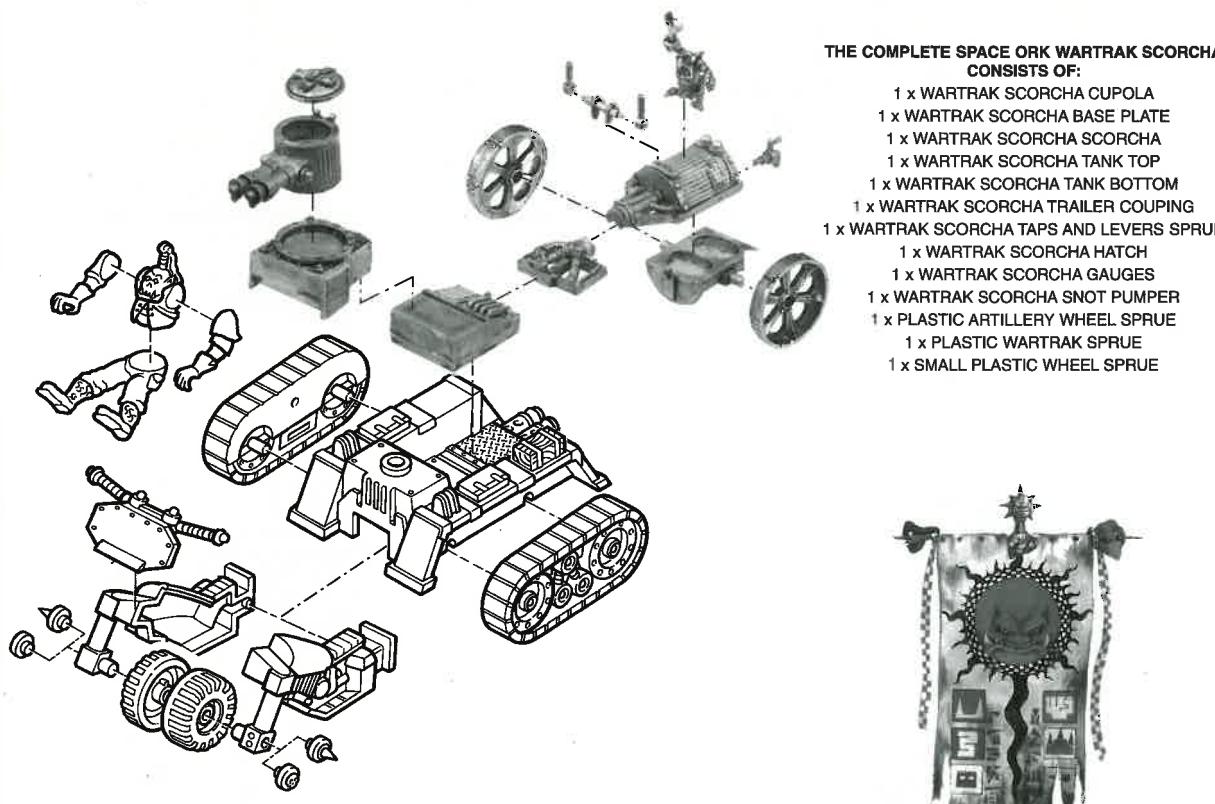
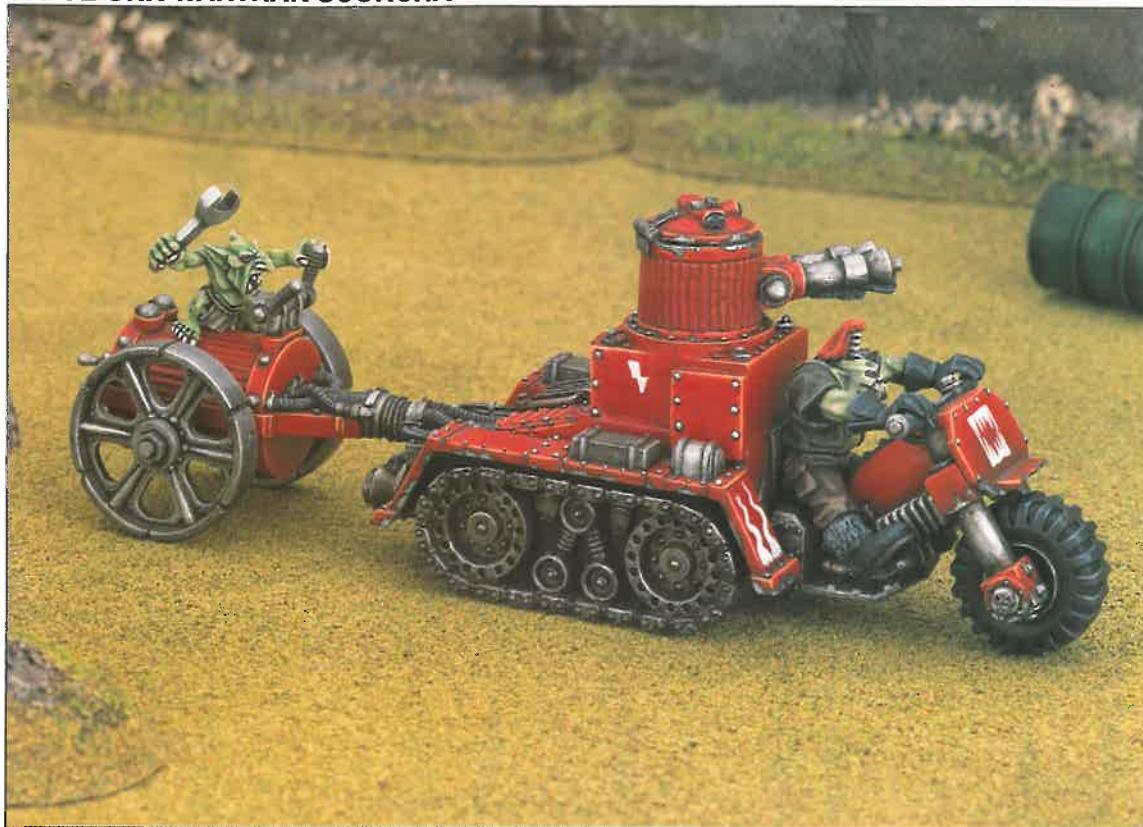


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