

WHITE DWARF

224

August
£3.50

**LEGION OF THE
DAMNED ARMY LIST!**

**WARHAMMER SIEGE
BATTLE REPORT!**

**EPIC 40,000
TITAN TACTICS!**

**NEW NECROMUNDA
PIT SLAVE GANG!**

**MORE CITY OF
THE DAMNED!**

CHAOS CULTISTS!

**AND STACKS OF
STUNNING NEW
MINIATURES!**

**Man the ramparts!
Warhammer Siege is here!**

**GAMES
WORKSHOP**

ISSN 0265-8712



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WARHAMMER SIEGE

THE SIEGE OF CASTLE RAVENBURG

Battle Report page 76

Here's your first chance to taste the nail biting excitement of fighting a Warhammer Siege battle. Long time Warhammer veterans Tuomas Pirinen and Gordon Davidson battle it out over the ramparts of the new Warhammer Fortress.



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By Geoff Taylor.

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The Game of Fantasy Battles

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You've been waiting a month for them, now some of the first rules for fighting Warhammer Skirmish games are here! Not only that but there is a bonus comic strip as well as a page of the most insane conversions around!

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How do you show new gamers how to play our games? Mike Walker has a few ideas...

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We travel to the Realm of Chaos to find out more about the latest Champion of Chaos, Gorthor the Beastlord. Oh, and there are the new Chaos warrior Halberdiers too.



BATTLE FOR SURVIVAL IN THE NIGHTMARE UNDERCITY

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Pit Slaves are a new gang for Necromunda. Here is everything you will require to exact your deadly and terrible revenge (with huge, cutting, bionic weapons I'll wager) on those who kept you incarcerated for so long!



IN THE GRIM DARKNESS OF THE FAR FUTURE THERE IS ONLY WAR

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The complete Legion of the Damned army list, including squads and support weapons and featuring Centurius, the Legion of the Damned veteran sergeant.



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The treacherous Chaos Cultists were amongst the first miniatures that new Citadel designer Paul Muller sculpted, long before the Gorkamorka Diggas and Muties. We take a look at the new Chaos Cultist army painted by the 'Eavy Metal team using his miniatures.

Product Code: 60249999224



WHITE DWARF

THE WHITE DWARF BLOKES



Paul Sawyer:
Fat Bloke
(Oh, and Editor)

Adrian Wood:
Orky Bloke



Graham Davey:
Wordy Bloke

Andy Sharman
Beardy Bloke
(and then some!)



Nick Davis:
New Bloke

This could be you! Look out for the staff ad later in this White Dwarf.

?

We cannot accept responsibility for any distress caused by these photographs.

SOAPBOX!

Wordy bloke Graham Davey has been rewriting the labels on all his blister packs...

Taking ten minutes off my job checking that all the words in White Dwarf are spelt right (you might think this is the Editor's job, but no he's far too busy keeping his cholesterol intake high...), I decided to write a few words for the Soapbox. When the Legion of the Damned Space Marines came out last month, I immediately grabbed some of the bone and skull-covered shoulder pads to use on my Chaos Space Marines. They looked just as good as the 'proper' Chaos shoulder pads and I started thinking about other models or model parts that you could use in other places. For example, I recently noticed that the Redemptionist Zealot with the big axe would fit in really well with the Flagellant regiment in my Empire army – so I promptly cut off the axe head and made him into a standard bearer (it would be even easier to use him as a champion).

I am also considering using some of the new Chaos Hounds as Flesh Hounds, and thinking back, the first ever 'conversion' I did was to use Skaven Poison Wind Globadier backpacks on some Plague Marines. There are loads of things you can do if you keep an open mind about what to use models for, and you'll end up with a totally unique army.

I looked at other people's armies to see whether they did the same thing. Nick's Imperial Guard army uses two Necromunda Wyrds as Primaris Psykers. Adrian's Ork army has a Nobs mob with 'eavy armour made from Gorkamorka Ork bodies with arms from the Chaos Warrior sprue. He has also used a load of the rotor blades from Dregmek's Dethkopter as Stormboy backpacks! You could use the Green Knight as an Empire general or the Red Duke mounted Vampire as a Chaos Knight hero... The possibilities are endless.

The message is: keep an open mind. Just because it says one thing on the label doesn't mean you can't use the model for something else!

Graham



Get yourself on the Soapbox!

Do you feel passionately about some aspect of Games Workshop gaming? Why not let everyone know! Send us up to 500 words, and include your photo and signature. You never know, we may even read it!

MERCENARIES FOR HIRE

The Dogs of War are mercenaries who earn their keep by fighting. They fight for heroic causes, for adventure and most importantly for cash. Dogs of War will hire themselves out to almost any army or leader who can afford to pay their exorbitant fees, and can even be used to form mercenary armies in their own right.



Captain Luka Braganza, leader of Braganza's Besiegers – a regiment of heavily armoured crossbowmen who specialise in siege warfare.



A Dogs of War army march to battle, led by a mercenary general and Lucrezzia Belladonna, a mysterious and alluring sorceress and poisoner (allegedly!)

Warhammer Armies Dogs of War details fifteen Regiments of Renown – some of the most infamous and bloodthirsty mercenary bands in the Old World. Each regiment has one or more character as its leader, some simple champions, others powerful heroes, that must be hired along with the regiment. These include the Marksmen of Miragliano, the Birdmen of

Catrazza, Long Drong's Slayer Pirates and the fearsome Golgfag's Ogres.

Regiments of Renown can be hired individually as mercenaries for other armies or you can form an entire army complete with mercenary general and a paymaster to guard the army's pay chest (a rather important item).

Dogs of War is out next month!

CONSTRUCTION COMPLETE

Imperial engineers have completed construction of a mighty castle, ordered by Emperor Karl Franz to defend the northern borders of the Empire. It has taken over a year to build, using stone from three separate principalities.

The long awaited Mighty Fortress is out in the shops this month – and it is huge! We actually had to design a new box, twice the size of our big game boxes! Made out of hard plastic, with all the detail of our smaller plastic models, it includes walls, four towers and a gatehouse. It is perfect for tabletop scenery or full-scale siege games using the new Warhammer Siege rules.



WARHAMMER

This month's Warhammer releases:

Warhammer Siege (Warhammer Supplement book)	£15.00
Siege Attackers (Metal boxed set)	£10.00
Siege Defenders (Metal boxed set)	£10.00
Siege Mantlets (Two models per blister)	£4.00
Warhammer Fortress (Plastic Castle)	£75.00
Empire Heroes (One model per blister)	£3.00
High Elf Heroes (One model per blister)	£3.00
Questing Knight on foot (One model per blister)	£3.50
Wardancer Champion (One model per blister)	£3.00
Dwarf Dragon Slayer (One model per blister)	£3.50
Necromancer on foot (One model per blister)	£3.50

CHAOS

Chaos Warrior Halberdiers (Warhammer Regiment)	£10.00
Gorothor (Metal boxed set)	£17.00

WARHAMMER 40,000

This month's Warhammer 40,000 releases:

Ork Stronghold (Boxed scenery pack)	£15.00
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SPACE MARINES

Imperial Fists Army (Boxed army deal)	£65.00
Legion of the Damned troopers (Two models per blister)	£4.00
Legion of the Damned sergeant (One model per blister)	£4.00
Legion of the Damned special wprns (One model per blister)	£3.00
Legion of the Damned heavy wprns (One model per blister)	£4.00

CHAOS

Chaos Cultists (Three models per blister)	£5.00
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WARHAMMER EPIC 40,000

This month's Epic 40,000 release:

ELDAR

Eldar Phantom Titan (Metal boxed set)	£10.00
Eldar Revenant Titan (One model per blister)	£5.00

WARHAMMER NECROMUNDA

This month's Necromunda releases:

Pit Slave Chief (One model per blister)	£3.50
Pit Slave Techno (One model per blister)	£2.50
Pit Slaves (Two models per blister)	£4.00

Black Library

This month from the Black Library:

Warhammer Monthly 5	£2.00
Journal 27	£4.00

NEW KID ON THE BLOCK

NEW FIGURE DESIGNER FROM OVER THE BIG POND



Chris FitzPatrick is the latest addition to the Citadel Miniature Design Team. He has already produced some stunning figures, including the Dark Elf Hag Queen below, and Lucrezzia Belladonna, a special character from the new Dogs of War army book.



Lucrezzia Belladonna, Hireling Sorceress



Dark Elf Hag Queen

He has also designed a number of other mercenary characters along with the High Elf hero on the opposite page.

Chris started at Games Workshop in January and previously worked designing figures for various companies in America (including Ral Partha). He has played Warhammer for years and has just started an Orc warband in Tuomas' Mordheim, City of the Damned campaign.

A TIME FOR HEROES...

FROM THE FAR CORNERS OF THE OLD WORLD, MIGHTY HEROES STRIDE FORTH TO LEAD ARMIES TO VICTORY



Wardancer Champion



High Elf Ranger



Warrior Priest



High Elf Hero



Imperial Noble



Questing Knight on foot



Dragon Slayer



Pit Fighter

YOUNGEST READER?



Many of us started reading White Dwarf when we were a lot younger, but Henry Murphy started at the tender age of thirteen weeks!



Necromancer



Witch Hunter

Each of these heroes makes an ideal champion or hero for their respective armies. In fact, why not invent your own special characters based on the figures. The Witch Hunter, for example, might *hate* all enemy Wizards.

SPACE HULK WRECKAGE



Staff at our Dublin store start work on a large bin!



Can you tell what it is yet?



Local gamers lend a helping hand with the project.



Finished – an awesome crashed Space Hulk ready to battle over.

GW NOTTINGHAM EXHIBITION CENTRE

GRAND TOURNAMENT '98 (1ST & 2ND AUGUST)

The annual Grand Tournament is a full weekend of gaming and the ultimate challenge for all Warhammer generals. As with previous years we'll be using our tried and tested Tournament rules where you gain points and prizes not only for winning games but also for playing in a sporting manner and presenting a well balanced and painted army.

It all starts on Saturday at 10am and finishes at 6pm on Sunday. Saturday night entertainment in Bugman's Bar includes our infamous Pub Quiz!

Ticket price is £25 which includes lunch on both days. A limited number of spectator tickets are available for friends and family at £10 including lunch on both days.

Phone Mail Order for details on 0115 91 40000 or ask at your local GW store.

NOTTINGHAM HQ STORE

The store at our Nottingham HQ is open seven days a week and in addition to the full range of GW games, miniatures and books, you can also purchase any miniatures from our Mail Order service on the spot. In fact even if

a model is not in stock, they'll find the moulds and cast some for you there and then!

Opening times are: Mon-Fri 12 midday-6pm, Sat 10am-6pm, Sun 10am-4pm. Nottingham Games Club meets every Wednesday at our HQ's exhibition hall, 6-10pm.

MUSEUM

The Nottingham HQ store also offers guided tours of the **GW Museum**, where you can see the brilliant Games Day mega-displays and many games and miniatures from Games Workshop's early days. Please phone (0115) 916 8410 to check the museum is open before you visit.

CITADEL LEGENDS

Remember the first Citadel miniatures from the early '80s? Well, they're back! We've scoured our ancient moulds in search of the oldest Citadel miniatures, many of which aren't even in our back catalogue, and are selling limited stocks in our Nottingham HQ store. We'll be changing the stock on a regular basis. Telephone the shop to see what they have available.



Warhammer 40,000 Summer Madness!

On the weekend of 1st and 2nd August every Games Workshop store in the UK will be having a massive 40K sale. There'll be loads of crazy deals on Warhammer 40,000 games, books and supplements for you to take advantage of (hurrah!).

So strap on your power armour and head to your local store for some of the best deals on Warhammer 40,000 ever seen!

QUICKIES

- Jervis Johnson has been converting the rules of Dungeonbowl for use with the new Blood Bowl system. This means, yes, fantasy football in a dungeon, complete with rope bridges and pit traps. Look out for this cool new way to play the game in the pages of White Dwarf.

- Oops! Last issue we inadvertently credited Dave Andrews with the Epic 40,000 vehicles and plastics in the Blood Reavers boxed set. These should have been credited to Tim Adcock and Aly Morrison. Sorry chaps!

- We would like to apologise to all American gamers for sending Paul Sawyer to US Games Day...

SPACE BATTLES

NEW CONFLICT RAGES

Deep in the Gothic Sector of Segmentum Obscurus, fleets of huge battleships and cruisers have clashed and the conflict is set to escalate.

Andy Chambers is feverishly working on a new space ship combat game. You can send in your Imperial Dauntless class light cruisers to attack a monstrous Chaos Desolator class battleship, skirting planets, asteroid fields and dust clouds.

And the best news is we'll be publishing Andy's 'working version' of the rules in White Dwarf, so you can try them out for yourselves!



Want to know what this is all about? Find out in the next issue of White Dwarf!

Scribblings from the Black Library



WARHAMMER MONTHLY READER WINS ARTWORK

Way back at the beginning of this year we gave away a free special edition of the awesome new Warhammer Monthly comic. Well, the nice guys from the Black Library ran a competition to win the actual colour cover artwork from that special Issue 0 of the comic and this month we can proudly announce the winner. William Carnochan of Stirling, Scotland wins the picture, signed and framed and everything. Congratulations!

Wayne Reynolds, the artist responsible for the cover, came down to hand over the painting and to have a look round our plush new headquarters in Nottingham. Suitably inspired by the splendours of the Games Workshop museum and with a pint of Bugman's ale in his belly, Wayne departed back to Yorkshire ready to tackle his next project. Our spies inform us that this will be a comic strip set on Necromunda called The Redeemer, written by none other

than the legendary Pat (Judge Dredd, Slaine) Mills and Debbie Gallagher.

FINAL EPISODE OF TITAN

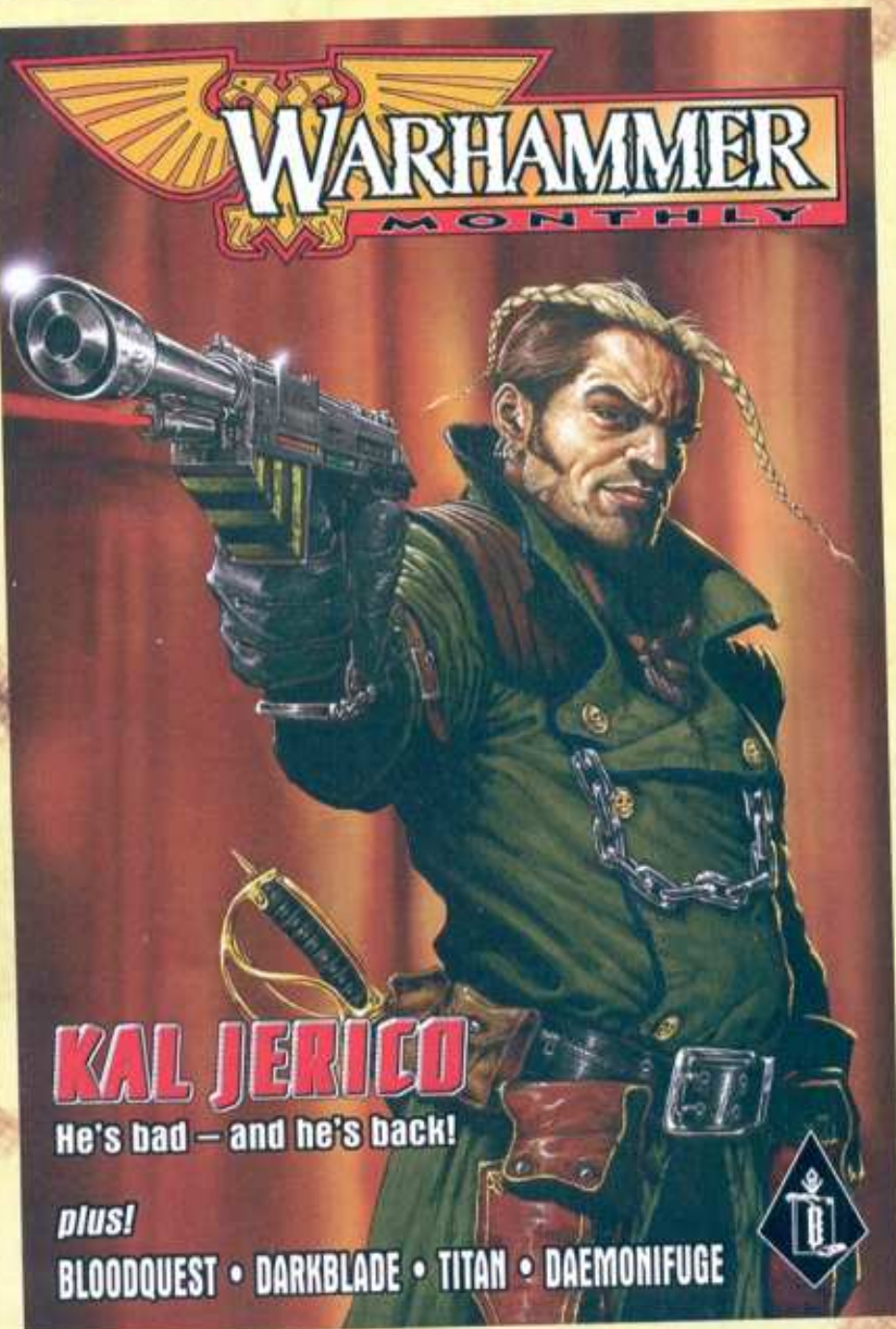
This month's action-packed issue of Warhammer Monthly sees the final episode of the awe-inspiring Titan comic strip. Our hero Princeps Hekate is brought before the Magos, to face grave charges. Indeed, if found guilty, Hekate will be sentenced to death! Find out the outcome in Warhammer Monthly issue 6.

ACE CITADEL JOURNAL COVER

The amazing cover for the latest issue of the Citadel Journal was sent in out of the blue by GW fan Martin Hanford from Ledbury. We were so impressed by Martin's work that we snapped his ace picture of a Freebooter Pirate Kaptin to use on the very next issue of the Citadel Journal. All of this just goes to prove that just as they say, the Citadel Journal really is by gamers, for gamers.

**ISSUE 6
OUT NOW!**

WANTED



The cover art depicts Kal Jerico, a bounty hunter, in a green military-style jacket with a chain around his waist. He has a stern expression and is holding a large, futuristic pistol in his right hand, which is extended forward. The background is a warm, reddish-brown gradient. The Warhammer logo is at the top, and the character's name 'KAL JERICO' is written in large, stylized red letters. Below the name is the tagline 'He's bad — and he's back!'. At the bottom of the cover, the text 'plus! BLOODQUEST • DARKBLADE • TITAN • DAEMONIFUGE' is listed, followed by a small diamond-shaped logo containing a stylized 'D'.

WARHAMMER
MONTHLY

KAL JERICO
He's bad — and he's back!

plus!
BLOODQUEST • DARKBLADE • TITAN • DAEMONIFUGE

ARMED & DANGEROUS

Don't miss the return of the Underhive's most dangerous bounty hunter, in the latest issue of Warhammer Monthly, the all-action comic

WARHAMMER SIEGE

SIEGEWORKS

By Nigel Stillman & Tuomas Pirinen

The Warhammer world has seen countless sieges and these desperate battles have made many a castle famous for their rugged defence and heroic defenders, but many others have fallen in the bitter struggle against their enemies. With the release of the new Warhammer Siege supplement, the awesome new plastic Warhammer Fortress and the Siege Defenders and Attackers boxed sets, you can now fight out these bitter battles on the ramparts of castles throughout the Old World.

From the fortified city of Praag in the north to the distant Citadel of Dusk in the far south, mighty castles and fortresses dominate the landscape of the Warhammer world.

The very names of these fortresses are the stuff of legends; Karaz-a-Karak, the Fortress of Dawn, Cripple Peak, Ghrond the North Tower, the Griffon Gate and Drakenhof Castle are famed throughout every land. With a copy of the Warhammer game and the additional rules within the Warhammer Siege book, you can lay siege to a fortress, batter down its walls and towers or fight off attackers in a valiant defence.

Warhammer Siege includes rules for walls, towers, gates and siege equipment such as siege towers and cauldrons of boiling oil. An extensive colour modelling section contains hints and tips for making your own castle, building siege towers, battering rams, ladders and other siege equipment. And, as if all this weren't enough, the book also contains a number of scenarios created specifically for siege warfare.

In fact, Warhammer Siege is so crammed full of rules, examples of castles and scenarios, it was impossible to fit everything in. So, exclusive to White Dwarf, here are the rules for the oldest of all defences – moats.



A Beastman Warband emerges from the forest to attack a Bretonnian castle

WARHAMMER SIEGE - MOATS

During the development of Warhammer Siege we came up with many suggestions and additional ideas. The best of these ideas are incorporated in the core rules, but there were plenty which were not used because they were too complicated, too difficult to use in a table-top game, or just too wacky! One of these ideas was using moats and we've decided to publish the rules in White Dwarf, along with instructions on how to model your own moats and ditches.

Note that these rules are not official, so you should agree beforehand with your opponent if you wish to use moats in your games. Moats make the castle more difficult to capture, presenting a unique challenge for Warhammer generals and the opportunity for really exciting games!

USING MOATS IN WARHAMMER SIEGE

Moats are only used for the *Final Assault* scenario of the Siege campaign. If a castle is defended by a moat, then the Besieger is allowed to have 15% more troops than normal. So, if the besieger normally had 2,000 points of troops, he could pick 2,300 points of troops if the castle were protected by a moat. He also has one additional turn to conquer the castle (ie 8 instead of 7).

Moats are impossible to cross, and even models which normally can cross water without penalty (such as Lizardman Skinks) may not cross moats because the defender has undoubtedly poisoned the water or filled it with dangerous creatures. Moats encircle the entire castle, so you need to be sure that you have modelled enough sections to go round.

If the castle is protected by a moat the Besieger is allowed to equip his units with *fascines*.



MAKING A FASCINE

To make a fascine you will need some balsa wood (although cocktail sticks, matchsticks or even twigs will be okay), glue, paint and some thin wire.



Cut the balsa wood up into thin strips and glue them together into a bundle. Twist two strands of wire together so it looks like rope – you will need enough to go round the fascine twice. Wrap the pieces of wire 'rope' around the bundle and glue them into place. Place the bundle to one side to dry.



Paint or spray the bundle black and then drybrush Snakebite Leather onto the wood. Finish off the bundle with a drybrush of Bubonic Brown, followed by Bleached Bone on the wood and the rope. When the paint is dry your fascine is ready for use.

FASCINES

Fascines are bundles of stakes, logs, brushwood or timber which are used to fill moats and ditches. They are solid enough to sustain even the weight of war machines and siege towers.

Any infantry unit may be equipped with fascines at the points cost indicated below. This points cost is deducted from the siege equipment allowance. A unit carrying fascines may not use missile weapons or shields.

A unit equipped with fascines that comes into contact with a moat may throw their fascines into the moat during the hand-to-hand combat phase to create a corridor across the moat. This corridor is as wide as the unit itself, and troops may cross the moat using this makeshift bridge without any movement penalty. Place a piece of paper or a similar token on the moat to indicate the place where the fascines create a bridge across the water.

If a unit carrying fascines flees or is broken in hand-to-hand combat they will drop their fascines. These may be picked up by any unit which comes into base contact with them without any movement penalty.

Points cost 20 points per unit.

SIEGE ATTACKERS

Siege equipment is essential for gaining the upper hand in a siege. Attackers need rams to break the gates and ladders to take the fortress walls, while mantlets shelter attacking troops, allowing them to get closer to the walls.

Log rams are massive tree trunks used to knock down castle gates. Easy to make and use, the log ram is the ideal weapon for the besieging general on a tight budget.



Battering rams are ideal for breaking down fortress gates. They are covered with a wooden roof to give protection against arrows, crossbow bolts, boiling oil and other nasties the defender might pour over the walls.



Mantlets are extensively used in siege warfare to shield attacking archers, allowing them to get closer to the walls to shoot at missile troops on the battlements.



Until the gates break or the walls crumble, ladders are one of the best ways to sieze the ramparts of a fortress.



SIEGE DEFENDERS

Of course besiegers do not get it all their own way. No castle defence would be complete without piles of rocks or cauldrons of boiling oil to tip upon the attackers' heads.



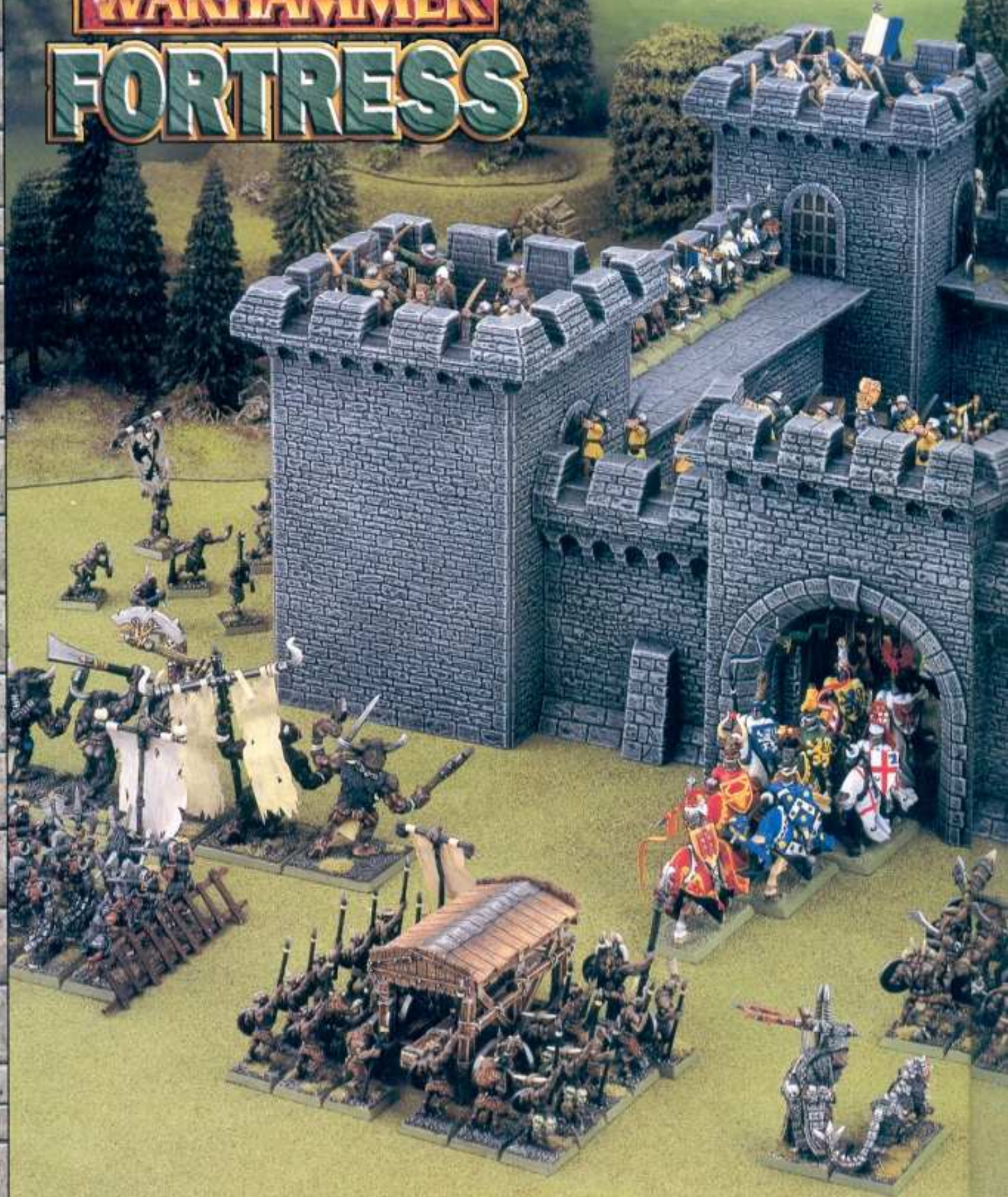
One of the most effective ways of deterring persistent attackers from scaling the fortress walls is to drop nasty, unpleasant things on them.

Cauldrons of boiling oil, barrels of quick lime and buckets of heated sand all burn unprotected flesh, soak through armour and clothing and cause excruciating wounds. In other words, it's the perfect way to deter attackers from taking your fortress!

Large stones may be thrown singly by the defenders, or whole baskets can be tipped onto the attackers below. Some races use crude shovels or machines known as rock droppers to drop huge boulders onto their attackers.



WARHAMMER FORTRESS



The Warhammer Fortress is supplied unpainted and unassembled. Citadel miniatures and scenery are not supplied.



Box Contents

The Warhammer Fortress boxed set contains a stunning plastic model fortress which completely dominates the tabletop. Castles are at the heart of Warhammer: the prizes of conquest and the last defence against attack. Battering rams crashing against splintering doors, boiling oil raining down from the battlements, and lone heroes holding the breach – all images which set the scene for a titanic clash of bitter enemies.

MAKING MOATS AND DITCHES

A moat or a ditch around its walls will make a fortress stronger and harder to capture. A moat is basically a wide ditch full of water and forms an extra barrier to the attackers. It makes it difficult for them to approach the walls, especially with siege towers, battering rams and ladders. A moat will also make mining operations against the walls difficult, if not impossible, since the mine tunnel may be flooded with water from the moat.

The very first thing to do when modelling a moat or a ditch is to decide which one would suit your castle best. After all, Bretonnian castles are renowned for their moats but all Beastmen do is dig deep ditches around their crude strongholds.

Ditches are sunk into the ground, so in order to make a ditch look convincing, the castle model would have to be raised up on layers of cardboard packaging or polystyrene. The advantage of doing it this way is that you will not need to represent water.

A moat can be modelled like a ditch, painting the bottom to look like water. But to avoid having to raise up the castle, just make a moat using the same methods as a river section. The simplest way to represent a moat in a siege game would be to surround the walls of your castle with river sections.

If you are going to surround your castle with a moat or a ditch you will obviously need to make a bridge or causeway in front of the gates so that troops can go in and out. The simplest solution is just to make a gap in the ditch or moat, thereby creating a causeway. If you opt for a bridge, you can make a fixed bridge or a drawbridge, which can be raised up. If you opt for a drawbridge, then the moat or ditch can be continuous around the walls.

TERRAIN FEATURES

There are two ways of modelling a ditch or moat around the castle: you could either mount the entire model or each section of it on a base board, including the ditch or moat in front of the walls, or make separate sections of ditch or moat to be placed in front of walls. The second method gives you the option of not including a ditch or a moat in your games if you don't want to.

Mounting the castle on a base board is best for representing a ditch, since the walls must be raised up to represent the depth of the ditch. A moat can also be represented this way, especially if you want a permanent, deep moat. If you want to use separate terrain sections, a moat is the best option. Whatever your preferred option, the techniques for making the ditch or moat are very similar.

MAKING A DITCH

Ditches are made in a similar way to moats – see the Making a Moat box on the next page. The difference is that the ditch sections are narrower and deeper, with higher banks and, unlike moats, you do not need to represent water in the bottom. You can embellish the ditch with wooden stakes.

USEFUL BUILDING MATERIALS

Basing material: If you want to have the entire castle you will need a sturdy basing material big enough to lay under the castle and the outer moat or ditch. If you are opting for separate sections then you will only need basing material for each section. Thick cardboard, polystyrene sheet, thick cork tile, hardboard, Medium Density Fibreboard (MDF) or foamboard can be used. Card will tend to warp and card, polystyrene, cork and foamboard will not be very strong. They are suitable for narrow moat sections but probably too weak as a base board for a big fort model. MDF board will be better for a big base. The stronger and better the basing material, the harder it will be to cut to shape, so it is easier to stick to simple rectangular shapes and get them cut to size in a hardware store.

Thick packaging card, polystyrene sheet or tiles: You will need these to raise up the castle and to provide deep layers to cut into for the ditch. If you are making separate moat sections you will only need some thick card such as corrugated cardboard or polystyrene sheets or tiles or alternatively cork tiles.

Filler: This is needed to smooth over the layers of card, polystyrene or whatever you use to raise up the walls of the castle or it can be used in large amounts to model the banks of the ditch or moat itself. Plasticine, DAS, Tetrion or similar filler, sand and PVA mix or modelling clay are all suitable for this job. Plasticine painted with PVA glue and sprinkled with sand is probably the quickest way to get banks either side of a moat. The method is similar to making river banks when modelling river sections.

Paint and Varnish: Apart from the usual terrain colours, PVA glue and flock, you will need varnish to represent water if you are making a moat. If you only want a ditch then the bottom can be painted earth colour or green to represent grass. To represent the murky water of a moat, first paint the area brown, dark green or inky blue. When this is dry, put a layer of gloss varnish over it to give the reflective sheen of water.

MAKING A MOAT

This is just one method for making a basic moat section. Assuming that your fortress is modelled in separate wall sections, cut a base board the same length as a wall section. You could make the moat section longer if you want to allow for one or more adjacent tower sections.

Decide how wide you want your moat section to be – two or three inches is about right, then allow a couple more inches for the edges of the moat. This results in a base board roughly 12-15 inches long and 5-6 inches wide.



Using filler, plasticine, polystyrene or a similar material, build up the two banks along the long edges of the section. The purpose of the banks is really to distinguish between land and water so they do the same job as on a river section model. The banks need not be high or steep, and it should be possible for a model to move over them.



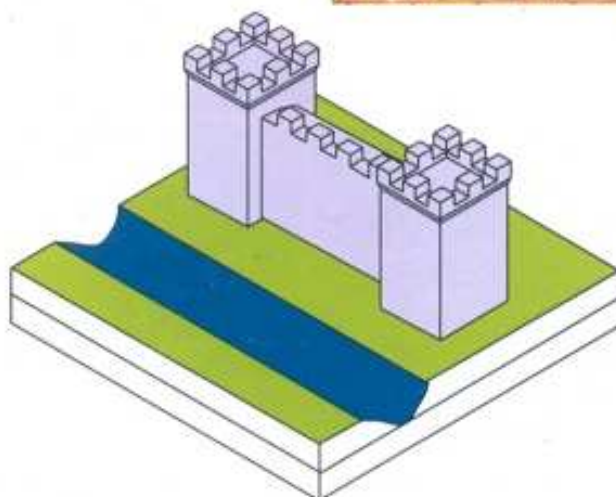
Cover the banks with flock or PVA and sand. If you are using sand, undercoat the section before you start any painting or drybrushing.



Paint the space between the banks to represent water – murky brown, green or blue will do. When it's dry, paint or spray gloss varnish over the water part. You can add reeds, which can be made from yard brush bristles, floating debris and so on for effect.

A variation of the basic moat section would be an L-shaped corner section to enable the moat to run around the outside corner of a fortress, and a section to go in front of the gate with either a causeway or a bridge, unless the castle is equipped with a drawbridge.

Instead of a deep water moat, you could make a marshy, silted up moat. This would count as difficult ground and would be less of an obstacle.



A section of castle mounted on layers of polystyrene.

AN ADVANCED PROJECT

A more complicated approach would be to mount the complete castle model on a hill made of layers of cardboard or polystyrene (as shown above) and then cut a ditch or moat into the depths of the hill all around the castle. This is an advanced modelling project and would not be suitable if you want to keep your castle in separate sections. The advantage is that you can make a very realistic castle complete with a deep moat or ditch. The disadvantages are that it is a major modelling project, requires a large base board, with all the storage and transport problems this entails, and commits you to only one shape of castle. If this project appeals, you could consider making the base of the castle complete with moat or ditch but with detachable wall and tower sections that are just placed on top of the contoured base.

THE REALLY SIMPLE METHOD

Find a base board which is larger than your assembled castle model, with enough extra board outside the walls to allow for a moat. Paint the entire board green, except for a 2 or 3 inch band representing the moat. Paint this a murky water colour and gloss varnish the water part when the paint is dry. When the varnish is completely dry, paint PVA over the dry land part of the base board and sprinkle with flock. When the whole thing is dry, place the castle in the middle.

BRIDGES

To finish the model the moat needs a crossing point – after all, the defenders need to cross the moat in times of peace or to sally out against the attacker in times of war.

A drawbridge is technically difficult to make, especially if you want it to work, and is a modelling project in its own right. It is best tackled as part of the larger project of making a gatehouse since it is difficult to add a drawbridge to a completed model because of the need for a raising and lowering mechanism.

An easier solution is to place a bridge across the moat. A simple log or plank bridge made of balsa wood strips or doweling is easy to make and can be a separate item which is just balanced across the moat or the ditch. When the castle is besieged, the defenders can set fire to the bridge, preventing the enemy from using it to cross the moat.

That's all for now. Watch out for more Siegeworks articles in future issues of White Dwarf.

WARHAMMER

40,000

Legion of the Damned



By Jervis Johnson

"The Legion of the Damned are an enigmatic force that appear as if from nowhere to help defeat the foes of the Imperium. That they were once Space Marines there is no doubt, though which Chapter they belonged to no-one now knows – apart from the Legionnaires themselves, and they are not saying. Whatever their past, they are now vengeful and merciless destroyers that strike without warning, leaving only death and destruction in their wake. Their work done they disappear once more, leaving no clue as to their nature, other than the devastating result of their battlecraft."

It's a cool background, isn't it? (If you want to know more, check out last month's WD). Sadly, until now, players of Warhammer 40,000 have only been able to use a single Legion of the Damned unit as a sort of ally for another Space Marine army. This is a shame really, because as well as the cool background, the Legion of the Damned look great and are nice and easy to paint – apart from those pesky flaming shoulder pads, at least. This being the case, when Gordon Davidson said words to the effect of "Och ay the noo Jervis," (Gordon's Scottish you know) "how about you write a Legion O' the Damned army list for White Dwarf, ma wee laddy," well, it was an offer I could hardly refuse!

So, I set to work with laptop computer, red pen and tippex, and came up with the following list. You'll find that Legion of the Damned units are rock hard, even compared to normal Space Marines, but they are jolly expensive in terms of points. They also don't have much in the way of heavy armoured support, as I thought that an army that always seems to appear from nowhere is hardly likely to be equipped with great big lumbering tanks and such like. I have allowed them a Rhino or two, though, mainly because I thought that Rhino's painted up in Legion of the Damned colours would look rather nice, and I've allowed a Dreadnought in too for similar reasons. This aside the Legion of the Damned very much epitomises the classic Space Marine 'rapid assault' army and should make a very interesting force to play with.

Have fun with the list, and if you have any comments or suggestions about it, or (even better) ideas for extra stuff to add to it, such as special mission cards, then why not write in to White Dwarf with them. My spies tell me that Paul is quite keen to start publishing a letters page, and you never know, you might even get into print...





Legion of the Damned Army List



On the following pages you will find the Legion of the Damned Space Marine army list. You can use the list to choose a Legion of the Damned army typical of those that appear as if from nowhere and then proceed to cause devastation amongst the foes of the Imperium. Unless noted otherwise the following rules and guidelines apply equally to the army. After reading the list you'll note that a Legion of the Damned army is a lot more restricted in what it may use compared to other Space Marine armies, and really is more suited for use in small games and special scenarios.

The Army

When you choose a Legion of the Damned army you can spend your points on three categories of troops: Characters, Squads, and Support. You are permitted to spend only a proportion of your total points on each of these categories. For example, you may spend up to a maximum of 25% of your points on Support. These limitations are designed to ensure armies are reasonably balanced and don't consist entirely of character models, Dreadnoughts, or tanks.

The proportion of points which can be spent on each category is summarised immediately before the army list under the heading 'Army Selection'. In most cases there is no upper limit to the number of units that may be taken other than the points available. However certain types of unit are limited in number or availability in some other way. You may only take one Captain for the army, for example.

Characters

You are free to spend up to 25% of your army's points total on characters. Your army must include at least one character, the Army Commander, as explained below.

The points value of characters includes the value of the characters' wargear and Wargear cards. The points values of wargear is included on the Wargear list which appears immediately before the main army list. The points values of Wargear cards is indicated on the cards themselves. The maximum number of Wargear cards a character can have is indicated in its army list entry.

Army Commander

As noted above, a Legion of the Damned army must be led by an Army Commander.

Squads

At least 50% of your army's points must be spent on squads. Legion of the Damned Assault, Tactical and Devastator squads are available in ten-man units in the army lists. However, they may be divided into two combat squads of five men each before the battle starts. If you decide to do this then each combat squad fights as a separate unit for the duration of the battle.



Sergeant Centurius leads the Legion of the Damned charge into a squad of Khorne Berserkers.

Support

You can spend up to 25% of the army's points on support. The Support section of the army list describes support vehicles and Dreadnoughts available to Legion of the Damned armies.

Note that we have not included all the profiles or additional details for the different kinds of support weapons, vehicles and Dreadnoughts. Refer to the Warhammer 40,000 Wargear Book for support weapon rules or the Dark Millennium supplement for the vehicle data cards. The data cards also indicate the points values for the different kinds of vehicle, although these are summarised on the lists for your convenience.

Techmarines

In order to include Dreadnoughts or vehicles (apart from bikes) the army must include at least one Techmarine.

Legion of the Damned armies may not include Servitors, and therefore can't have support weapons. What has happened to the Legion's Servitors is not known, if indeed they ever had any.

Allies

Legion of the Damned armies may not have allies. They either operate as a small allied force for another army, or as a self-contained army made up entirely of Legion of the Damned units.

Special Characters

After the main army list there is a section including the special character Sergeant Centurius. Your army may include this character if you wish.



"The Berserkers were all over us, our Commissar was dead. I led the platoon survivors back to the last redoubt. All hope was lost... then these Marines appeared."

Lieutenant Leroy now serving as Penal Trooper 3985

Legion of the Damned Special Rules

The following special rules apply to all units and characters in a Legion of the Damned army.

Leadership

The Legion of the Damned will always ignore any Leadership test it is called upon to make. They cannot therefore be broken, and are not effected by the Psychology rules in any way.

Fear

The Legion of the Damned cause fear as described in the Psychology section of the Warhammer 40,000 rulebook.

Space Marines

The Legion of the Damned are Space Marines and the usual Rapid Fire and Shaken rules apply (not that they need the later, of course, but I like to be complete).

Where They Come From Nobody Knows...

The Legion of the Damned have a reputation for appearing suddenly and disappearing after a battle equally as mysteriously. To represent this, any Legion of the Damned units and characters apart from vehicles (or models riding on vehicles/bikes) may teleport into battle as described on page 77 of the Warhammer 40,000 Wargear book. Units teleporting to the battlefield must do so on the first Legion of the Damned turn of the battle – they may not delay entry until later. Legion of the Damned units may teleport away from the battlefield also, as described in the rules for teleporting, but if they do so then all units capable of teleporting must leave – it's none or all, no half measures! Note that it does not cost any additional points to teleport Legion of the Damned units into battle.

Early Plasma Weapons

Legion of the Damned models use an early type of plasma weapon dating back to the time of the Horus Heresy. At the time of the Horus Heresy plasma weapon technology was at an unstable and dangerous phase in its development. The plasma guns and pistols which could be carried and used by a Space Marine in power armour were prone to overheating and leaking energised plasma onto their unfortunate users. Nonetheless the devastating power of plasma weaponry made it too potent to abandon and many Legions utilised it in a limited fashion anyway. In time these early weapons were superseded by safer and more sophisticated plasma weapons, but for some reason these more modern weapons are not used by the Legion of the Damned.

Special Rules

Legion of the Damned Space Marines may only use plasma pistols, plasma guns, plasma missiles and grenades. The heavy plasma gun is limited to being mounted on dreadnoughts, vehicles and fixed defences which can accommodate the power packs and extra coolant lines it requires.

Plasma grenades and missiles: The easiest way to use plasma as a weapon is to contain it until it explodes and both plasma missiles and plasma grenades were in common use by the time of the heresy. Because of this plasma grenades and missiles follow the same rules as in the Warhammer 40,000 Wargear book.

Plasma guns and pistols: The early versions of these weapons suffered dangerous overheating and occasional meltdowns but they benefited from a faster recharge. This means that early plasma guns and pistols do not need to take a turn to recharge

like normal plasma weapons. However when you roll the Sustained Fire dice for an early plasma gun or pistol and get a jam result something has gone wrong. Place a jam marker next to the firing model and reroll the Sustained Fire dice, looking up the result on the table below.

Dice roll Result

Jam	Meltdown! The weapon is destroyed as it explodes with the same effect as a plasma grenade centred on the firing model.
3	Plasma leak. The firing model suffers a S6 hit causing 1 wound with a -3 save modifier. Once the hit has been resolved the leak stops, leaving the weapon jammed as noted below.
2	Severe overheating. The firing model suffers a S4 hit causing 1 wound with a -2 save modifier. The weapon is also jammed as noted below.
1	Overheating. The firing model suffers a S2 hit causing 1 wound with a -1 save modifier. The weapon is also jammed as noted below.

The effects of the overheating or meltdown are instantaneous so the model has no way of avoiding the hit other than hoping that its Toughness and armour protect it. Because the effected model is holding the weapon when it misbehaves, saving throws for shields or fields do not apply against hits from a misfiring plasma weapon. Note that no matter what is rolled on the dice the weapon is also jammed until the model clears it during its next shooting phase (for more details on jammed weapons see page 39 of the Warhammer 40,000 rulebook).

Close Combat

Early plasma pistols may be used in close combat but the chances of a dangerous overload building up in a desperate hand-to-hand fight are greatly increased. No Sustained Fire dice are rolled in close combat so instead each attack dice which rolls a fumble (a roll of 1) has the same effect as rolling a jam on the Sustained Fire dice when you are shooting.

The Wargear Lists

The army list entries for characters and squads often indicate that models may be equipped with more weapons or wargear at extra cost. This cost is indicated in the Wargear list given just before the army list. The Wargear list is divided into different categories, and in some cases there are additional restrictions – for example a model may only ever carry a single heavy weapon. In addition, not all weapons or equipment are available to all troops – for example characters are not permitted to carry heavy weapons. These restrictions are all indicated on the Wargear list.

The Wargear Cards

Character models are allowed to carry special items of equipment in the form of Wargear cards. The number of Wargear cards a character is allowed to carry is indicated in the entry for that character. The points values of Wargear cards is included on the cards themselves.

Wargear cards are included in the Warhammer 40,000 game, and many more can be found in the Dark Millennium supplement. Further examples are printed occasionally in White Dwarf magazine and other Warhammer 40,000 Codex books. Note that the number of Wargear cards of a particular type is deliberately intended to restrict the number of such items available in an army. When choosing your army you cannot allocate a Wargear card more than once. This does not affect

your opponent, who presumably has his own set of cards, so it is perfectly possible for individual models on opposing sides to have the same item. Note also that some Wargear cards are

restricted to certain races or troop types as indicated on the cards themselves. Other items can be used once only, and must then be discarded – such as Vortex grenades.



Wargear List



The following charts list additional wargear that may be carried by Legion of the Damned characters or troops. Any limitations as to availability are indicated on the charts themselves. Note that some items are also available as Wargear cards – these items are available to the Space Marines much more readily than to some other armies, hence they are included as wargear which can be purchased. Such items are not Wargear cards and do not affect a character's ability to carry other equipment in the form of Wargear cards.

Many models in the army list are allowed to replace their standard equipment with items from the wargear list, or to choose additional equipment from this list. In both cases any additional or replacement equipment that is taken must be paid for at the full additional cost shown below.

Assault Weapons

Assault weapons may be carried by models indicated in the lists and each model may carry an unlimited number.

Axe	1
Chainsword	2
Power axe	7
Power fist	10
Bolt pistol	2
Hand flamer	7
Mk 1 Plasma pistol	5

Special Weapons

Special weapons may be carried by models indicated in the lists. A model may carry only a single special weapon.

Boltgun	3
Flamer	9
Melta-gun	8
Mk 1 Plasma gun	8

Heavy Weapons

Heavy weapons may be carried by models indicated in the army lists. Note that character models may not carry a heavy weapon from this list. A model may carry only a single heavy weapon.

Autocannon	20
Heavy bolter	12
Lascannon	35
Missile launcher with frag and krak missiles	35
Extra to include anti-plant missiles for the above	+5
Extra to include plasma missiles for the above	+5

Grenades

The following grenades may be carried by any character models as indicated in the lists. Grenades are not available to other models except where they are included as wargear within the lists themselves. A model may carry any number of these grenade types. A model carrying one or more of the following grenade types is assumed to have sufficient individual grenades to last for the duration of the battle.

Frag grenades	2
Krak grenades	3
Plasma grenades	3

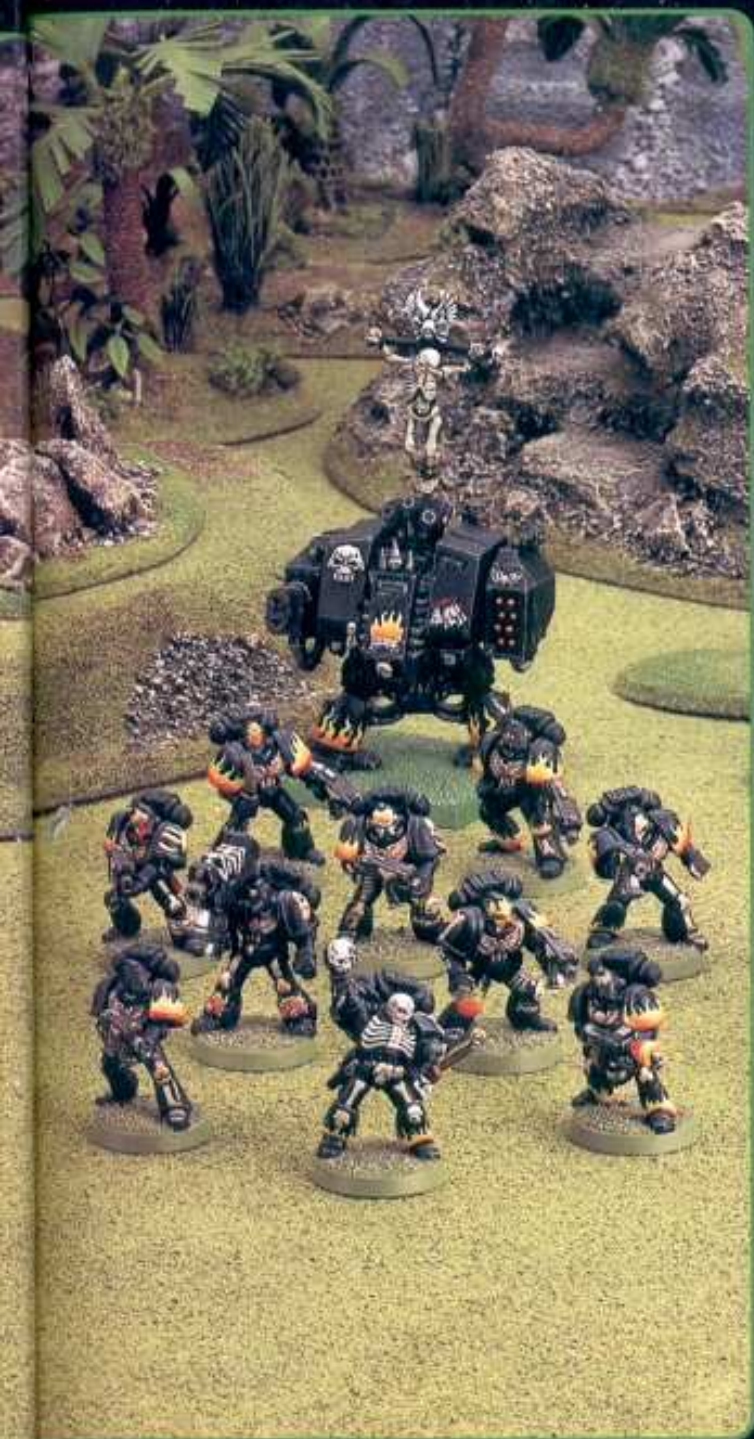
Dreadnought Weapons

Dreadnoughts may be armed with any two of the following weapons. Note that this list includes some weaponry not available on standard models, but which is included here for the benefit of modellers and converters. Note that the list below is different to and replaces the one included on the Imperial Dreadnought datafax. All Dreadnought weapons have targeters.

Twin Linked Heavy Bolters	20
Twin Linked Auto-cannon	35
Mk 1 Heavy Plasma Gun	40
Twin Linked Lascannon	55
Power Fist With Built In Stormbolter	15
Missile Launcher with frag & krak missiles	45
Heavy Flamer with built-in storm bolter	30
Multi-melta	95*
Assault cannon	65*

* These weapons are only rarely used on Legion Of The Damned Dreadnoughts, and their points value has been increased to reflect this.





The lost one called Centurius carries a skull-shaped device known as the Animus Malorum. This must hold the answers that I seek! Alas, I have no time – the Inquisitor Darius has requested my report.

From the diary of the heretic scribe Historicus Malarey, awaiting execution.



Army Selection



Characters	25%	Up to a quarter of the points value of the army may be chosen from the Characters section of the army list.
Squads	50%+	At least a quarter of the points value of the army must be chosen from the Squads section of the list. You may spend more than 25% of your points on squads if you wish.
Support	25%	Up to a quarter of the points value of the army may be chosen from the Support section of the army list.

Characters

0-1 Legion of the Damned Commander 200 points



The Legion of the Damned army must have an army commander.

Although nothing is known about the Legion's higher organisation, this mysterious figure has been sighted directing the Legion's attacks.

It is not known if he is the Master of the Legion. Or the equal to a Space Marine Captain.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Commander	4	8	8	5	5	3	7	3	9

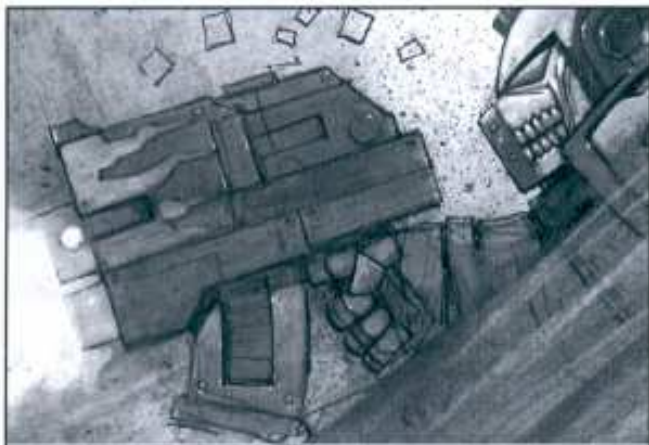
WEAPONS. Bolt pistol and frag grenades.

ARMOUR. Power armour (3+ save).

WARGEAR. The Commander may have up to 3 Wargear cards. The Commander may be given additional equipment chosen from the Assault Weapons, Special Weapons and Grenades sections of the Wargear list.

The Commander may ride a bike at a cost of 20 points.

STRATEGY. The Commander has a Strategy Rating of 6.



0-1 Company Icon 85 points

The Legion of the Damned army may include one Company Icon Bearer.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Icon Bearer	4	5	5	4	4	1	5	1	8

WEAPONS. Bolt pistol and frag grenades.

ARMOUR. Power armour (3+ save).

WARGEAR. The Icon Bearer may have up to 1 Wargear card. The Icon Bearer may be given additional equipment chosen from the Assault Weapons, Special Weapons and Grenades sections of the Wargear list.

The Icon Bearer may ride a bike at a cost of 20 points.

SPECIAL. Any enemy units which have a model within 12" of the Icon bearer must reduce their Leadership value by -1 point.

With the Fire Hawks lost, the great Bell of Lost Souls tolled one thousand times, and it is said the Emperor himself ordered a single black candle to be lit in the Shrine of Fallen Heroes. From the diary of the heretic scribe Historicus Malarex, awaiting execution.

0-1 Chaplain 170 points

The Legion of the Damned army may include one Chaplain.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Chaplain	4	8	8	5	5	3	7	3	9

WEAPONS. Bolt pistol and frag grenades.

ARMOUR. Power armour (3+ save).

WARGEAR. A Chaplain has a Crozius Arcanum and a Rosarius (4+ unmodified save). The cost of these items is included in his points value.

The Chaplain may have up to 2 Wargear cards.

The Chaplain may be given additional equipment chosen from the Assault Weapons, Special Weapons and Grenades sections of the Wargear list.

The Chaplain may ride a bike at a cost of 20 points.

0-1 Librarian 240 points

The Legion of the Damned army may include one Librarian.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Librarian	4	8	8	5	5	4	7	3	9

WEAPONS. Bolt pistol and frag grenades.

ARMOUR. Power armour (3+ save).

WARGEAR. The Librarian may have up to 4 Wargear cards.

The Librarian may be given additional equipment chosen from the Assault Weapons, Special Weapons and Grenades sections of the Wargear list.

The Librarian may ride a bike at a cost of 20 points.

SPECIAL. The Librarian has a psychic level 4. He may use Librarian and Adeptus psychic powers.

Techmarine 50 points

The Legion of the Damned army may include any number of Techmarines.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Techmarine	4	5	5	4	4	1	5	1	8

WEAPONS. Bolt pistol and frag grenades.

ARMOUR. Power armour (3+ save).

WARGEAR. The Techmarine may have up to 3 Wargear cards.

The Techmarine may be given additional equipment chosen from the Assault Weapons, Special Weapons and Grenades sections of the Wargear list.

The Techmarine may ride a bike at a cost of 20 points.

SPECIAL. The army must include a Techmarine in order to have vehicles or Dreadnoughts.

Squads

Assault Squad 390 points

Assault squads are equipped with close quarter weapons such as pistols and chainswords. Note that Legion of the Damned assault squads may not have jump packs

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

SQUAD. The squad consists of 1 Space Marine Sergeant and 9 Space Marines.

WEAPONS. Bolt pistol, krak grenades and frag grenades.

ARMOUR. Power armour (3+ save).

WARGEAR. Any model may be equipped with weapons chosen from the Assault Weapons section of the Wargear list.

Up to two models may be equipped with a weapon chosen from the Special Weapons section of the Wargear list.

The entire squad may be equipped with blind grenades at a cost of 20 points and may also be equipped with melta bombs at a cost of 50 points.



Tactical Squad 390 points

Tactical squads are highly flexible and tactically adaptable troops. They make up the majority of Legion of the Damned squads sighted.

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

SQUAD. The squad consists of 1 Space Marine Sergeant and 9 Space Marines.

WEAPONS. Bolter, bolt pistol and frag grenades.

ARMOUR. Power armour (3+ save).

WARGEAR. Up to one model may replace his bolter with a weapon chosen from the Heavy Weapons section of the Wargear list.

Up to one model may replace his bolter with a weapon chosen from the Special Weapons section of the Wargear list.

The Space Marine Sergeant may be equipped with additional weapons chosen from the Assault Weapons section of the Wargear list.

The entire squad may be equipped with krak grenades at a cost of 30 points.

Devastator Squad 390 points

Devastator squads are equipped with a large number of heavy weapons, which they use to burst apart enemy tanks and strongpoints.

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

SQUAD. The squad consists of 1 Space Marine Sergeant and 9 Space Marines.

WEAPONS. Bolter, bolt pistol and frag grenades.

ARMOUR. Power armour (3+ save).

WARGEAR. Up to four models may replace their bolters with a weapon chosen from the Heavy Weapons section of the Wargear list.

The Space Marine Sergeant may be equipped with additional weapons chosen from the Assault Weapons section of the Wargear list.

Bike

Squadron 60 points per model

The Legion of the Damned make extensive use of Bike Squadrons to launch fast raids.

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

SQUAD. The squadron consists of 3 to 5 Legion of the Damned Space Marines riding Space Marine bikes.

WEAPONS. Each bike is fitted with twin linked bolters with a targeter. Each Space Marine rider is armed with a bolt pistol and frag grenades.

ARMOUR. Power armour (3+ save).

WARGEAR. Any model may be equipped with additional weapons chosen from the Assault Weapons section of the Wargear list. Up to two models may be equipped with a weapon chosen from the Special Weapons section of the Wargear list.

The entire squadron may be equipped with blind grenades at a cost of 2 points per model and can also be equipped with Krak grenades at a cost of 3 points per model.

Support

Dreadnought 115 points + weapons

The Legion of the Damned army must include at least one Techmarine in order to have any Dreadnoughts.

Troop Type	M	WS	BS	S	I	A	Ld
Dreadnought	6	6	6	7	5	3	10

WEAPONS. A Dreadnought may carry any two of the weapons, or weapons combinations, indicated in the Dreadnought Weapons Wargear list at the points cost given.

OPTIONS. The Dreadnought may be fitted with auto-launchers carrying frag or blind grenades at a cost of 5 points.

Rhino 55 points

The Legion of the Damned army must include at least one Techmarine in order to have any Rhinos. The Rhino is the ubiquitous Space Marine vehicle turned out in vast number in Chapter armouries throughout the galaxy. It is also the basis for many variants and field conversions.

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

CREW. One Space Marine driver.

WEAPONS. Twin-linked bolters with targeter. In addition, the driver is armed with a bolt pistol.

ARMOUR. The driver wears power armour (3+ save).

TRANSPORT. The Rhino is designed to carry a full squad of 10 Space Marines.

OPTIONS. The Rhino may be fitted with auto-launchers with frag or blind grenades at an additional cost of +5 points.



Land Speeder 160 points

The Space Marine army must include at least one Techmarine in order to have any land speeders. The land speeder is a two man fast-attack vehicle powered by a gravitic reaction motor.

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

CREW. One Space Marine driver and one Space Marine gunner.

WEAPONS. Heavy flamer and multi-melta with targeter. In addition, both crew are armed with bolt pistols. Either crew may be given additional weapons chosen from the Assault Weapons or Special Weapons sections of the Wargear list.

ARMOUR. Both crew wear power armour (3+ save).

Attack Bike 120 points

The Legion of the Damned army must include at least one Techmarine in order to have any attack bikes.

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

CREW. One Space Marine driver and one Space Marine gunner.

WEAPONS. Twin-linked bolters and multi-melta, both with targeters. In addition, both crew are armed with bolt pistols. Either crew may be given additional weapons chosen from the Assault Weapons or Special Weapons sections of the Wargear list.

ARMOUR. Both crew wear power armour (3+ save).

Special Character

Sergeant Centurius Free!



As with all Legion of the Damned Marines, Centurius' armour does not display any rank or insignia save the usual symbols of death, however it is believed that Centurius is a veteran sergeant. He is marked out from the other Legionnaires by the archaic skull that he carries known as the Animus Malorum (Souls of the Damned).

Sergeant Centurius was a special 'limited edition' miniature we released a couple of years ago. The model is no longer available, but you can convert a 'standard' Legion of the Damned sergeant to represent him. Centurius or a conversion that represents him may replace the Sergeant in any squad in the army. He does not cost any points.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Marine	4	6	6	4	4	1	6	1	9

WEAPONS. Bolt pistol, chainsword and frag grenades.

ARMOUR. Power armour (3+ save).

WARGEAR. Animus Malorum.

SPECIAL. Centurius is a special character and must be taken exactly as described above (you may not change or add to his equipment or wargear).

The Animus Malorum is an ancient relic taking the form a skull whose eyes blaze with light when its power is unleashed.

During the Psychic phase the power of the Animus Malorum may be targeted at a single living enemy model within 12". You may use between 1 and 3 Force cards to power the skull. Roll a D6 for every Force card used. If the result is more than the target's Ld value then its soul is sucked from its body – the model is dead regardless of wounds or armour. If the target is killed then you may resurrect a dead Legion of the Damned model, placed within normal unit coherency. This may not be used to increase the unit beyond its original size. The power of the skull may be nullified like a psychic power, requiring a 4+ to successfully nullify.

Legion of the Damned Commander Conversion

The Legion of the Damned Commander is a fairly easy, but very striking conversion and in case you want to have a go, here's how we did it.

We used the following components in our conversion:



Space Marine Chaplain 4 (Cat no. 010103104)

Character Arm Sprue

Close Combat Sprue – you'll need the power sword

1 Legion of the Damned shoulder pad

1 Legion of the Damned backpack

Cut the Chaplain's Crozius off where it meets the hand and replace it with the power sword. Then glue a

Legion of the Damned shoulder pad onto one of the plastic arms and add a bolt gun. Then stick the arm to the Chaplain's body. All that remains to finish the conversion is to glue a Legion of the Damned backpack to the Chaplain. Your Legion of the Damned Commander is now ready for you to paint.





BEYOND THIS POINT LIES
WEALTH AND POWER
UNIMAGINABLE.
THE ONLY AUTHORITY IS
THAT OF THE SWORD.
TERROR LURKS IN THE
DARKNESS.
ONLY DEATH AWAITS YOU.
**WELCOME TO MORDHEIM
CITY OF THE DAMNED**

SCRIPT: DAN ABNETT
ART: SIMON COLEBY
LETTERS: KID ROBSON



MORDHEIM

CITY OF THE DAMNED



By Thomas Pirinen. With art by John Wigley.

Last issue I discussed the background and development of Mordheim, the City of the Damned, which is the setting of our fledgling Warhammer Skirmish game. In this issue we present the rules for playing small scale skirmish games in the Warhammer world. Note that the rules which follow are still at the development stage, and therefore are neither complete or set in stone. Your comments on the article are therefore most welcome!

WARHAMMER SKIRMISH

To print the entire Skirmish rules all at once in White Dwarf would take up far too much space. What follows is therefore only the core of these rules. We are going to publish additional rules for weapons, movement and equipment in the upcoming issues of White Dwarf, but these rules should allow you to start playing straight away. The rules work best with modest forces, say 250

points per side. These forces work best when led by a modest character like a champion, and they should include very few, if any, magic items or wizards.

You may simply play a straight battle to see which side is wiped out, but it is far more entertaining if you develop a scenario. This could be an attempt to rescue a prisoner, seek hidden treasure, ambush your enemies or occupy a building. I shall introduce some scenarios in future White Dwarfs, so watch this space!



👤 MIDDENHEIM 👤

Middenheim is the city of Ulric, the god of wolves, winter and battles. Middenheimers are large men, muscular and heavy-boned, who grow long, unkempt hair and impressive shaggy beards. They are big of stature, burly and broad-shouldered, with loud, booming voices and roaring laughs, especially in the face of danger. In battle Middenheimers wield large hammers. The strongest of them prefer huge double-banded hammers, massive weapons which can easily break apart armour and smash bones to powder.

The warriors of Middenheim wear wolfcloaks over their armour. Young men must kill a wolf with their bare hands if they wish to wear a wolfcloak, as the god Ulric will not tolerate cowards. The men of Middenheim scorn helmets and mock warriors who use them.

GETTING STARTED

When you start playing you can determine who has the first turn, what scenery you use and so forth by using the Warhammer rules or by agreeing with your opponent beforehand.

To play a Warhammer Skirmish, you'll need to be familiar with the Warhammer game. All the rules given in the Warhammer Rulebook apply, with the following modifications:

WARBANDS

During the game you take command of a warband of warriors. Your opponent commands a rival warband, your deadly opponents in the forthcoming conflict.

PHASES

To keep track of who's doing what and when, your turn is divided into four distinct **phases** as follows.

THE TURN SEQUENCE

- | | |
|-----------------------|--|
| 1 RECOVERY | During the Recovery phase you may recover models which are knocked down or stunned. |
| 2 MOVEMENT | During the Movement phase you may move the warriors of your warband according to the rules. |
| 3 SHOOTING | In the Shooting phase you may shoot with any appropriate weapons as described in the rules for shooting. |
| 4 HAND-TO-HAND | During the Hand-to-Hand Combat phase all models that charged in the Movement phase or were still locked in hand-to-hand combat from the previous turn may fight. Note that both sides fight in the Hand-to-Hand Combat phase regardless of whose turn it is. |

RECOVERY PHASE

During the Recovery phase you may turn over models which have been **stunned** and are lying face down, and you may stand up models which have been **knocked down** and are lying face up (see below for the descriptions of *knocked down* and *stunned* warriors).

MOVEMENT

Movement is done in the following order:

1 CHARGES

If you want a model to charge at an enemy and attack him (or it!) in hand-to-hand combat, then you must do this before moving any other models. When you charge you must declare to your opponent you are charging and indicate which enemy model you are attacking.

2 REMAINING MOVES

Once you have moved your chargers, you may move the rest of your warriors as you see fit.

MOVING

During their Movement phase models can move up to their Move rate in inches in any direction. Each model is an individual and can move freely around the battlefield just like independent characters in Warhammer.

During the Movement phase you may move up and down ladders and stairs, over low obstacles such as barrels, boxes, and so on.

RUNNING

The normal Movement value of models represents a warrior moving at a fairly rapid rate but allowing time to aim and shoot weapons and generally observe what is going on around him. If you wish, a model may move much quicker than this – he can run! A running warrior can move at double speed: 8" rather than 4", for example. A Warrior may not run if, at the beginning of his Movement phase, there is an enemy within 8" of him. Running models may not move up ladders or climb over obstacles.

A running model loses his chance to shoot in the turn. He is concentrating on running and is not prepared to fight, having sheathed or shouldered his weapons. You should declare that models are running as they move, as this will remind both players that the model is unable to shoot that turn.

CHARGE!

If you wish a model to engage the enemy in hand-to-hand combat then you must declare and make a special move called a **charge**. Without measuring the distance, declare that you are charging and indicate which enemy model you wish to attack. A model may only charge an enemy that it has a line of sight to (in other words you cannot charge an enemy you cannot see). Unlike the

REIKLAND

Reikland is the heart of the Empire. The proud Reiklanders hold the military traditions of their forefathers in high esteem, and even the lowliest mercenary bands are disciplined and well equipped. Reiklanders take good care of their armour and equipment, and march to battle in disciplined ranks.

Reiklanders prefer balberds and swords as their main equipment, and tend to wear breastplates and plumed helmets. The captains of Reikland mercenaries are often adventurous nobles, and wear silken clothes of blue, white and red.

Almost to a man, Reiklanders sport smart, military waxed moustaches, with their clean shaven lantern jaws jutting forward. Their chiselled features seem to be carved from stone and their cheeks bear impressive duelling scars, more often inflicted by their best friends than by the enemy, who would be unlikely to get close enough. They wear their hair close cropped and bristly, so as to be able to wear tight fitting helmets.

Their piercing blue eyes seem to stare into the distance, beholding victories yet to be won.

normal game of Warhammer, the direction a model is facing does not matter. Fighters are acting individually and may look all around them with ease.

A charge is like a run move, at double movement rate, but ends with the attacker touching his enemy base-to-base. Once opposing models are touching bases in this way, they are engaged in hand-to-hand combat. Models are also engaged in hand-to-hand combat if separated by a low wall or obstacle, where it is literally impossible for the bases to touch because the wall is in the way.

You may charge any model within your charge reach, but you may not charge an enemy model if the route of your charge (which must be as straight as the scenery allows) takes you within 2" of another unengaged enemy model, that is closer than your intended target. Your brave fighter will undoubtedly be intercepted if he simply tries to run past this enemy! You may charge up

ladders, stairs etc, but you must pass an Initiative test to do so (roll equal to or under your 1 on a D6, a 6 always fails even if your Initiative is 6 or higher). If you fail you must end your movement at the bottom the stairs or ladder, and you may move no further that turn.

It can happen that you charge towards an enemy but fail to reach him because you have miscalculated the distance. If this happens move your fighter only his normal Movement value, not doubled – he has lost the impetus when he realises he isn't going to reach his opponent to attack.

JUMPING DOWN

Your warriors may jump down from high places such as walkways and balconies. Take one Initiative test for each 2" you jump down up to a maximum of 6". So if you jump from a height of 5", roll 2 dice. If you fail any of these, the model falls down and takes damage as detailed below.

DIVING CHARGE

You may charge troops below by diving at them from a balcony or overhang etc. If an enemy model is within 2" of the place where your model lands you may charge them. Take one Initiative test for each 2" of height you jump from, just like jumping down. If you fail any of these, the model falls down and takes damage as detailed below. If you succeed you gain a +1 Strength bonus for each full 2" you jump down, and you also gain a +1 'to hit' bonus during the following Hand-to-Hand Combat phase only.

FALLING

If a warrior is knocked down or stunned within 1" of an edge of a roof or building, there is a chance he will slip and fall off. The warrior must pass an Initiative test or he will fall over the edge to the ground.

Models which fall take D3 hits at a strength equal to the distance fallen in inches. Falling ignores all armour saves but does not cause critical hits.



MARIENBURG

Marienburg is the wealthiest city in the Empire and their Elector Count is backed up by the immeasurably rich Merchant's Guild. Warriors from Marienburg like to flaunt their wealth: they wear golden yellow silk shirts and high boots with gold buckles, and their helmets often have outrageous plumes and feathers. All Marienburgers prefer to wear lots of jewellery and rings. They are said to spend more on their apparel than some noblemen!

Marienburgers use fencing swords, cudgels, band guns and pistols and other expensive and flashy

weapons, and trim their armour with gold. They always carry their money pouches with them, even in battle.

Marienburgers are easily identified by their curled hair and stylishly trimmed beards, which may be dyed blue-black or golden yellow. Some wear earrings, which would be more than enough to get them killed on sight in Reikland or Middenheim! Despite their appearance the Marienburgers are ruthless fighters who show little mercy to their opponents and are rather good at swordplay.

SHOOTING

During the Shooting phase of your turn, each of your warriors may shoot once with one of his weapons. This means you can fire a bow, shoot with a crossbow or hurl a throwing knife, for example.

Work through the models one at a time. Pick which fighter is going to shoot, nominate his target, work out if he hits the enemy and, if he does so, any wounds or injuries caused, and then continue to the next shooter. You can take shots in any order you wish, but be sure to remember which models have already shot.

HITTING THE TARGET

Use exactly the same method to hit your opponents as you would in a normal game of Warhammer. So for example, a Warrior with Ballistic Skill of 3 will hit his enemies on a D6 roll of 4+ if no modifiers apply.

Modifiers for hard and soft cover, large targets, moving and shooting and so on apply, except that there is no penalty for shooting at individual targets, as all targets move as individual models.

CLOSEST TARGET

You must shoot at the closest enemy as he represents the most immediate threat and therefore the most obvious target. However, you may shoot at a more distant target if it is easier to hit. For example, a closer target may be hard to hit because it is partly obscured by cover whilst a more distant target might be in the open and therefore an easier shot.

RANGE

Once you have decided to shoot and have chosen a target you must measure to see whether the shot is within range. Each type of missile weapon has a maximum range as indicated in the Warhammer Rulebook.

Assuming your target is within range you can proceed with the shot. If the target is out of range then you have automatically missed.

CRITICAL HITS

If you roll a 6 when rolling to wound (whether you are using missile weapons or hand-to-hand weapons) you will cause a critical hit. Critical hits represent lucky shots or masterful strikes which give even relatively weak warriors a chance to tackle the most powerful heroes. Roll on the Critical Hit table to determine the damage caused by the hit.

CRITICAL HIT TABLE

1-2 HITS WEAK SPOT	The attack ignores all armour saves.
3-4 DOUBLE HIT	The attack causes double the number of Wounds it would normally cause. Roll any armour saves separately.
5-6 MASTER STRIKE!	This hit ignores all armour saves, causes double the number of Wounds it would normally cause, and you gain +2 to any injury rolls.





INJURIES

If the target has more than 1 Wound then deduct 1 Wound from his total for each Wound he suffers. So long as the model has at least 1 Wound remaining he may continue to fight.

As soon as a fighter suffers his last remaining Wound, roll to determine the extent of his injuries. The player who inflicted the Wound rolls a D6 and consults the Injury table below.

👤 INJURY TABLE 👤

1-2 KNOCKED DOWN	The force of the blow knocks the warrior to the ground. Lie the model face up to show that the warrior has been 'knocked down'.
3-4 STUNNED	The target falls to the ground, where he lies wounded and barely conscious. Lie the model face down to show that the warrior has been 'stunned'.
5-6 OUT OF ACTION	The target has been badly wounded and falls to the ground unconscious. He takes no further part in the game and the model is immediately removed from play.

KNOCKED DOWN

A knocked down fighter falls to the ground either because of a jarring blow he has sustained, because he has slipped, or because he has thrown himself to ground to avoid injury. Lie the model face up to show that it is *knocked down*. The fighter cannot fight in hand-to-hand combat.

At the beginning of the warrior's next turn he can stand up. The fighter may move at half rate (though he may not charge) and may shoot, but if he is engaged in hand-to-hand combat he may not move away, and he will automatically strike last irrespective of weapons or initiative. After this turn the model may fight normally even though it has 'zero' Wounds left. If the model takes further wounds then roll for injury once more, just as if the model had just sustained its last Wound.

STUNNED

When a warrior is stunned he is either badly injured or temporarily knocked out. Turn the model face down to show that the warrior has been *stunned*. A model which has been stunned may do nothing but crawl 2" in the Movement phase. The model may be turned over in the Recovery phase, and the model is then treated as knocked down.

OUT OF ACTION

Out of action indicates that the warrior is out of the combat and also out of the game. Remove the model from the tabletop.

MULTIPLE WOUNDS

Some weapons cause multiple wounds, and some critical hits have a similar effect. In this case roll separately on the Injury table for each Wound suffered.

HAND-TO-HAND COMBAT

Follow all the normal rules for hand-to-hand combat as explained in the Warhammer Rulebook. Any exceptions are detailed below.

WHO STRIKES FIRST

The model which charged the enemy strikes first. Otherwise, models fight in order of descending Initiative. If the Initiative values are equal, roll a dice to see who fights first. If a model has stood up in the Recovery phase, then he will strike last irrespective of any other circumstances.

WARRIORS KNOCKED DOWN

If an enemy is fighting a Warrior who was knocked down at the beginning of the Hand-to-Hand Combat phase, he may attack him to put his out of his misery. Roll to hit as normal. If any of the attacks hit, the warrior goes out of action as explained before.



WARRIORS STUNNED

A warrior who is stunned is at the mercy of his enemy. In one-on-one combat any model that is stunned is automatically taken out if his opponent decides to hit him with any of his attacks. Note that you may not stun and then automatically take a warrior out of action during the same Hand-to-Hand Combat phase. If a warrior was standing at the beginning of the Hand-to-Hand Combat phase, you must roll 5 or 6 on the Injury table to put him out of action during that phase, even if there are several opponents fighting against him or his opponent has multiple attacks.

In multiple combats a stunned warrior has more chance of survival. Where two or more models are fighting on the same side, some may be stunned and crawl away at 2" in their Movement phase as long as at least one continues to fight.



IMPERIAL FACTIONS

The struggle for the crown of the Empire has driven the realm of Sigmar into a civil war. Now three ambitious and ruthless nobles have declared themselves as the rightful Emperor. The counts of Marienburg, Middenheim, and Reikland all have a claim to the throne. All of them are backed by powerful armies. All of them are willing to fight for dominion of the Empire.

These are times of unremitting warfare, civil strife, violence and famine. Times of orphaned children and wanton slaughter. These are good times if you are a Mercenary working for one of the pretenders to the Imperial throne. In Mordheim, their agents and warriors scour the ruins, looking for the magic stones which would bring victory to one or other Elector Count.

MOVING FROM COMBAT

Once models are engaged in hand-to-hand combat they cannot move away in their Movement phase. They must fight until they are taken out of action, or until they take out their enemies. Unlike in the normal game of Warhammer, there are no Break tests.

The exception to this rule is that if all your opponents are knocked down or stunned, you may move away from the combat if you wish, and even charge other enemies within range.

LAST WORDS

What we have presented here is obviously only a fraction of all the new rules and ideas which this project has spawned. I have worked on rules for helmets and bucklers, Possessed Cultists and the Sigmarite Sisterhood, crossbow pistols and throwing knives, Critical Hit tables for different weapons and so on. These will be covered in the next few issues, so watch this space!

Meanwhile you should be able to play some exciting skirmishes yourself by using the above material and the Warhammer rules. There will probably be situations which these rules do not cover, but with a little imagination you and your opponent should be able to sort out any unusual circumstances.

Please write to me and tell me how your games went. If you have good ideas or comments, I'd like to hear them. Good luck, have fun, and may you always roll sixes!

Thomas

THE POSSESSED

To finish off this article, we're showing off a few of the weirder conversions that have materialised here at Games Workshop HQ. These monstrous creations are part of the Possessed Warband list we're hoping to bring you soon. Keep your eyes open in future White Dwarfs for Mail Order deals helping you to put together Warbands yourselves.



Mark Bedford



Two of Mark's Possessed conversions

Trainee Miniature Designer Mark Bedford has created two towering Possessed miniatures. Mark's first model is made up of as diverse a collection of different parts as you could ask for! The miniature is built upon the torso of a Rat Ogre, with the legs of a Slaanesh Steed and a Daemon Prince tail. The right claw is actually a Chaos Spawn 'Head'. The head has been extensively filed down but is in fact a complete Chaos Dragon head, cut off at the neck and modelled up with Milliput, a type of two part modelling putty. The rest of the model has extra detail sculpted on with Citadel Modelling Putty.

The Second is simpler but no less effective. The body of a River Troll has the right hand from a Tzeentch Horror. The source of the head is really bizarre. It is in fact the Tongue Tip from the Greater Daemon of Nurgle! Once again Mark filled in the joins with modelling putty sculpted into hair.

Of course there's no way that Mr Pirinen is going to miss out on all the action! Here are a couple of his insane creations. The first is a bizarre combination of a Slaanesh Champion miniature and a Pink Horror of Tzeentch.

The second Possessed model is made up of all manner of different bits and pieces. The legs and lower torso belong to a Chaos Dwarf Lammasu crowned by the torso of a Minotaur. The left arm is cut from a Dragon Ogre whilst the right was originally part of a Pink Horror Champion miniature with the forearm from a Dragon Ogre. Talking of Pink Horrors, the left hand and the warty head bursting from the beast's stomach both come from the same model.



Possessed conversion



Possessed conversion

+++INCOMING MESSAGE+++
 +++DECRYPT CYPHERS
 ORDER ACCEPTED+++
 +++PRIORITY ALPHA-1+++

TRANSMITTED: Terra
 RECEIVED: Redemption of Fire, Duras
 III Orbit
 DATE: 2422998.M41
 TELEPATHIC DOCT:
 Astropath-Terminus Jenuah
 SUBJECT: Information pertaining
 to duties of Imperial Fists
 Supremacy Force Duras, Duras III,
 Captain Duras commanding
 THOUGHT FOR THE DAY:
 Punish the Unholy
 • Punitive duties commence
 2430998.M41.
 • Force Duras to transport to Duras
 City (Grid 45C/65B/98G).
 • Redemption of Fire to take up geo-
 orbit over Grid 52D/18A/02E and
 commence standard orbital
 bombardment 2431998.M41 of Ork
 positions on Sierra Jupta plains.
 • Force Duras to capture Ork position
 in Cathedral of the Emperor's
 Magnificence (Objective Prime: Grid
 45C/65B/98G-15341).
 • Force Duras to hold Objective Prime
 and conduct search and destroy
 sweep of surrounding Ecclesiarchy
 complex (Objective Secunda: Grid
 45C/65B/98G-1530-1602).
 • Force Duras to combine with
 remaining elements of Force
 Capannus 2441998.M41 at
 45C/65B/98G-1600.
 • Combined Imperial Fists force to
 execute eradication of surviving
 Ork units, standard cleanse
 mission.
 +++MESSAGE ENDS+++



A Space Marine Supremacy Force such as the Imperial Fists establishes the Space Marines' presence and strikes at the heart of an enemy army. Supremacy Forces are usually deployed in Thunderhawk gunships or drop pods, forcing their foes to redeploy their

army to defend their commanders and lines of supply, thereby halting their attacks elsewhere. After plunging down from their orbiting battle barge, the Space Marines establish a defensive position and then conduct a series of methodical cleansing missions to expand their hold. Often several Supremacy Forces are deployed across a battle zone, fighting their way towards each other to establish a larger battleline. Only the Space Marines have the versatility and resilience to operate in such an independent manner.



WARHAMMER

40,000

IMPERIAL FISTS SUPREMACY FORCE

This is the latest Warhammer 40,000 army box set to be released and inside you'll find a 1,500 points Space Marine army, a booklet that includes an army list and tactics as well as waterslide transfers and banners to add to your models.



The Imperial Fists Space Marine Supremacy Force includes a number of new metal parts featuring the Chapter's Fist icon. There are shoulder pads (plus individual pads for the Chaplain and Librarian), icon plates, ammo boxes and chainswords for the bikers, weapon arms and a back banner for the Terminators and a specially converted Captain. Of course you could paint this force as an entirely new Chapter of your own invention, using the fist icon. After all, there are over a thousand Space Marine Chapters. How about the Iron Fists or the Fists of Fire Space Marines...?

**ENTER THE
GALAXY-SPANNING
HORRORS OF THE...**

LAST MAN STANDING

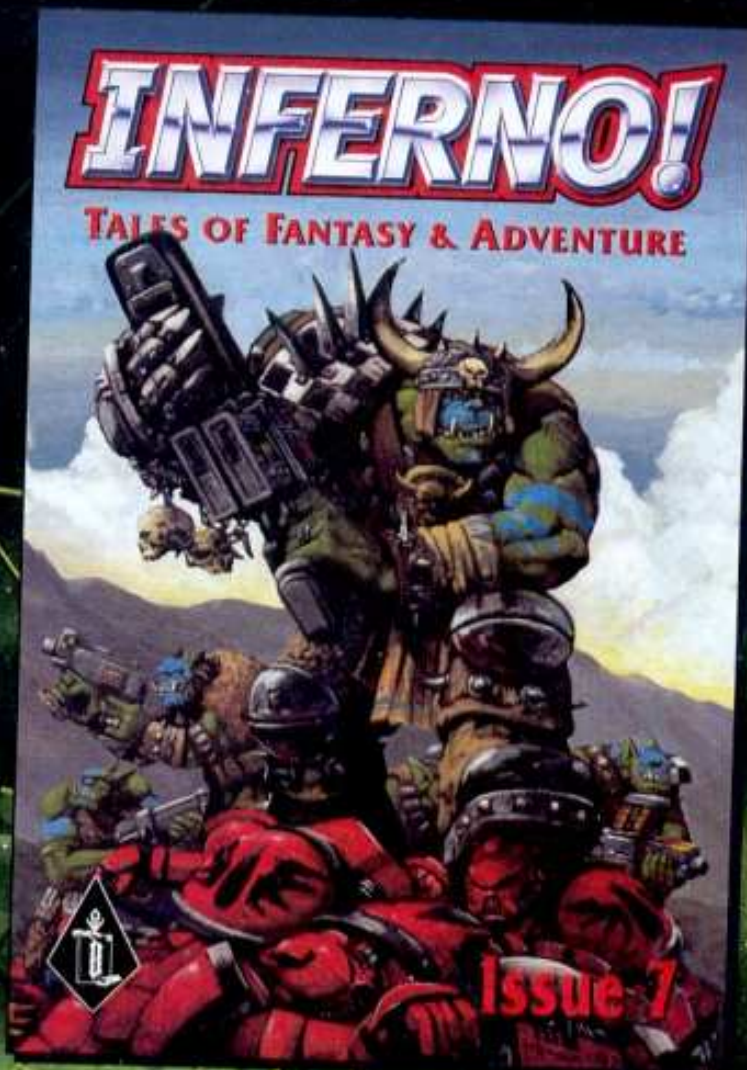


Format: Comic Strip

Writer: Dan Abnett

Artist: Mike Perkins

Subject: Caught in no-mans land, a solitary Space Marine scout risks all in a daring raid into a heavily defended Ork camp.



COMPANY OF WOLVES



Format: Illustration

Artist: Kev Hopgood

Subject: This cracking film poster style picture depicts the Knights of the White Wolf from the *Company of Wolves* story.

CHILDREN OF THE EMPEROR



Format: Short Story

Author: Barrington J Bayley

Subject: Famed sci-fi author Barrington Bayley tells a tale of an Imperial Guardsman marooned on a very strange world.

68 PAGES • SHORT STORIES • COMIC STRIPS • ILLUSTRATIONS • AND MORE

WARHAMMER

FIRST ENCOUNTERS OF THE WARHAMMER KIND

by Mike Walker

Mike has recently sent us a whole bundle of excellent ideas and articles which we hope to bring you over the coming months. Written in his own unique style (you'll see what we mean!), his first article is all about training new players in the unbridled joys of Warhammer...

"Why have those short fat ones all got beards?"

"Can you move again if you roll a double?"

"Why is it called Warhamster?"

They ask stupid questions. They are clumsy and will knock your freshly painted and converted Flagellant Standard Bearer, with hand inked flag and back banner, onto the floor. They continually forget that having heavy armour and a shield reduces movement by one inch.

They are new players and they are essential for the future of our hobby. Which is why this, my first ever article for this hallowed magazine is about how to introduce new players to Warhammer Fantasy Battle.

I suppose I must describe myself as a veteran gamer.

Auntie Ethel, Kim Basinger and the cat will probably never benefit from knowing how a Troll's vomit attack works.

Most veteran gamers are fat, bald and opinionated. I differ because I have retained most of my hair.

I have been involved in wargaming for twenty-six years and have taught each of the five editions of Warhammer to newcomers.



This article is about the things I have learned during many game teaching experiences. Whilst I have written about Warhammer, and even though I have never been eliminated by Eldar or neutralised by Necrons, I am confident that many of the points will also apply to Warhammer 40,000. I apologise if some of the following

stuff seems obvious, but I am aware of several grandmothers who have never mastered the techniques involved in egg suction.

Rule number one. Make sure you enjoy it. If you find setting up games for new players a chore, don't do it. Unless you enjoy the game you are playing, any new players who are participating certainly won't.

Rule number two. Never try to teach someone who is obviously not going to be interested in continuing with the hobby. Auntie Ethel, Kim Basinger¹ and the cat will probably never benefit from knowing how a Troll's vomit attack works.

Rule number three. Always try to present a good looking and well organised game. Make sure the roster sheets are clear and legible. Check

¹ If it turns out that Kim is in fact interested in learning Warhammer Fantasy Battle, I can be available at extremely short notice.



that there will be sufficient figures, terrain features, reference cards, dice and players. Two dozen undercoated Elves defending an upturned foil pie tray and a bath sponge against an unpainted, plastic Goblin force mounted on spiders made from pipe cleaners,

bottle tops and packing tape, is not going to create the right first impression.

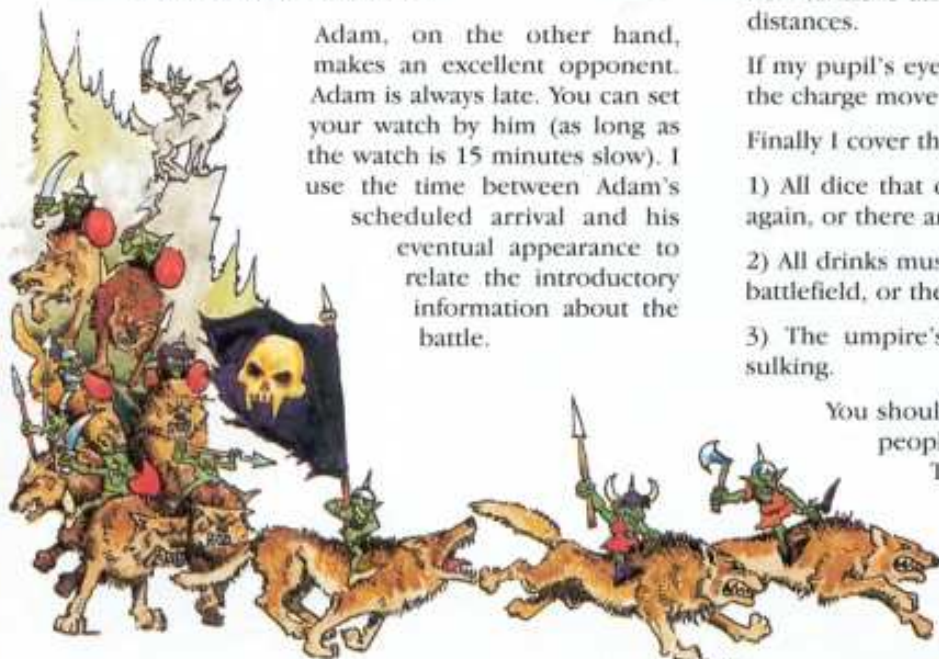
I use two different types of game to introduce new players to Warhammer. A specially set up training game with an experienced opponent and umpire, and a multiplayer game with the newcomer joining one of the teams. The multiplayer games require less effort, but involvement in several is usually required before a player is ready to take command on their own. Individual training teaches the rules faster, but can be difficult to do properly. It is these two types of games I will cover first.

Individual Training

The person chosen to umpire the game should be good at communicating. The umpire should offer explanation and advice to the new player, whilst the experienced player gets on with annihilating their troops. I usually umpire (because I'm far better at talking than playing).

The first decision for the umpire is who should be the new player's opponent. In my case, it is never Darren. Darren hums heavy metal songs and only wears clothes that are studded, black, or both. His body has more holes² than my cat's after it attempted an aerial assault on a block of High Elf Spearmen. His Beastman army comes complete with mutilated corpses and tortured prisoners. I try not to play against him after dark or when there is a full moon.

Adam, on the other hand, makes an excellent opponent. Adam is always late. You can set your watch by him (as long as the watch is 15 minutes slow). I use the time between Adam's scheduled arrival and his eventual appearance to relate the introductory information about the battle.



² These holes are filled with interesting pieces of body furniture. This season Darren's favoured motifs seem to be screaming skulls and daggers dripping blood.

³ My lucky boxer shorts have overcome many opponents in the last dozen years. Obviously they have not been cleaned during this period. It is best not to risk having the luck washed out of them.

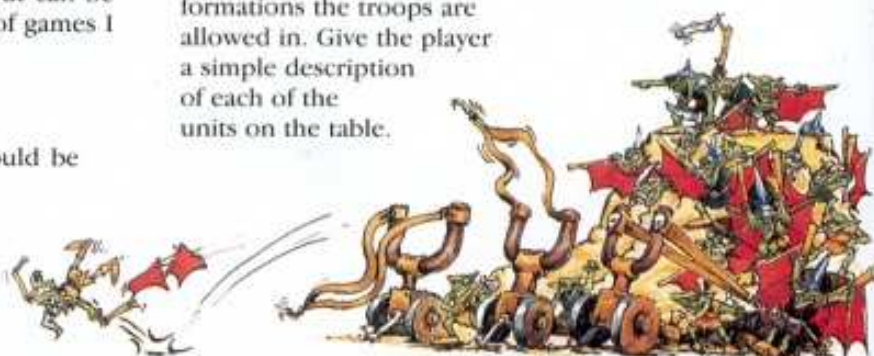
Start with an explanation of why the battle is occurring and how to win it.

I have a bunch of battles that are especially designed for this type of encounter. They feature a mixture of troop types and have easily defined victory conditions. ("If your Snotlings succeed in killing four or more of his Steam Tanks, you win.")

For a first battle like this, avoid the Magic rules, complicated troops like Wardancers or anything that flies.

Try to make sure these battles are still a challenge for the experienced player. Keeping them interested makes for an improved game and a better first experience for the novice.

Start to explain the rules. Show the players examples of the formations the troops are allowed in. Give the player a simple description of each of the units on the table.



"These are Dwarf Warriors, they are very tough and are good fighters. These are Goblins, which aren't."

("These are Dwarf Warriors, they are very tough and are good fighters. These are Goblins, which aren't.")

Explain the roster sheet. Briefly define each of the categories from Weapon Skill to Saves. Demonstrate how to move units and how to work out the movement distances.

If my pupil's eyes have not yet glazed over I also cover the charge move and the march move.

Finally I cover the three house rules we use.

- 1) All dice that do not land in the dice box are rolled again, or there are arguments.
- 2) All drinks must be put somewhere other than on the battlefield, or there is spillage.
- 3) The umpire's decision is final, or there is much sulking.

You should endeavour to teach the game to new people without making them feel stupid. They should only be made to feel stupid once they are experienced players, using your superior battle tactics and lucky boxer shorts.³

Always let the new player do as much as possible. Do not move

troops for them. Do not guess ranges for them. Do not spit on the dice for them.⁴

When firing or fighting takes place, use that opportunity to explain in some detail what is happening. Try to keep the explanation relevant to the situation on the table top.

As the battle progresses offer the novice advice. Never tell them what to do...

"You may want to move those archers a couple of inches forward so they are in close range when firing at his Hydra."

"Those archers are in charge range now."

"That Hydra causes Terror. You will need to take a Leadership test."

"Even if they use their shields they don't get a saving throw."

"This is the box for dead archers."

**"You see this donkey.
Try not to get it killed."**

This sort of game should last a couple of hours. I find that the effort to set one of these games up is always rewarded and with luck another enthusiast is born.

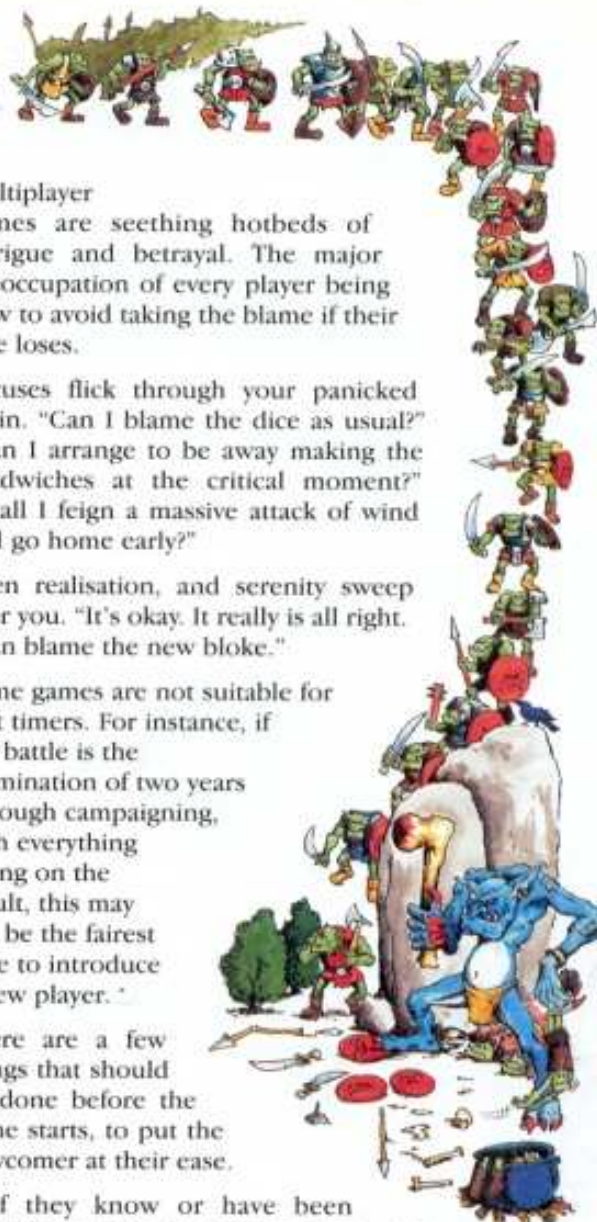
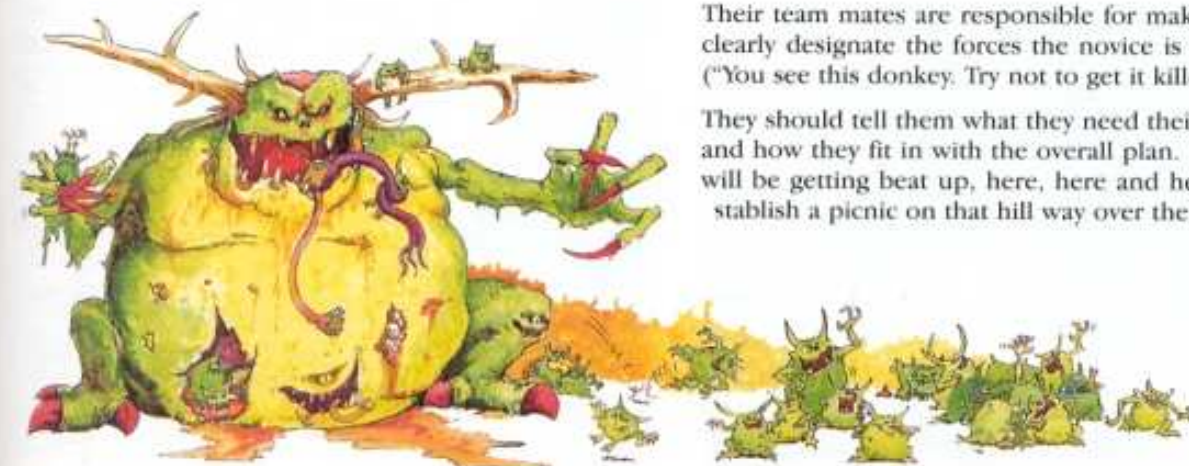
To make things really easy for you, at the end of this article you will find The Battle of Newberry Pass. This is currently my favoured training scenario.

Multiplayer Training

Multiplayer games are usually, loud, chaotic and hugely enjoyable. I have played many games of Warhammer with teams of players controlling the opposing sides. These teams always work best if there is a single leader. The leader is the person who will try to have an influence over the whole of the battle and who has to make the drinks.

So how does the multiplayer game environment compare as a first experience for a new gamer?

If the specially set up game is a paddle in the shallow end with water wings, then the multiplayer game is being shoved off the high board into the deep end, complete with sharks.



Multiplayer games are seething hotbeds of intrigue and betrayal. The major preoccupation of every player being how to avoid taking the blame if their side loses.

Excuses flick through your panicked brain. "Can I blame the dice as usual?" "Can I arrange to be away making the sandwiches at the critical moment?" "Shall I feign a massive attack of wind and go home early?"

Then realisation, and serenity sweep over you. "It's okay. It really is all right. I can blame the new bloke."

Some games are not suitable for first timers. For instance, if the battle is the culmination of two years of tough campaigning, with everything riding on the result, this may not be the fairest time to introduce a new player.

There are a few things that should be done before the game starts, to put the newcomer at their ease.

- If they know or have been brought along by another player, put them both on the same side.
- Introduce everyone to them, especially the other members of their team.
- Give them some idea of what is going on in the battle. Leave a fuller briefing to their comrades.
- Make it clear to them that their team mates will be telling them what to do with their troops. Their freewill will be severely curtailed during their first battle.

Their team mates are responsible for making sure they clearly designate the forces the novice is in control of. ("You see this donkey. Try not to get it killed.")

They should tell them what they need their forces to do and how they fit in with the overall plan. ("Your troops will be getting beat up, here, here and here. While we establish a picnic on that hill way over there.")

⁴ A nasty habit one of my regular opponents has adopted for all critical dice rolls. I have taken to wearing bright yellow rubber gloves when bandling the dice. Eventually he must take the hint.

Designed Scenario Checklist

1. Design a Scenario

- Employ easy to use forces.
- Use simple victory conditions.
- Do not have any Magic.
- Make sure the battle will be a challenge to an experienced player.

2. Prepare for Battle

- Check that you have all the required gaming equipment.
- Make sure roster sheets are correct and legible.

3. Before the Battle Starts

- Explain the background to the battle and the victory conditions.
- Demonstrate unit formations.
- Describe the troops on both sides.
- Explain the roster sheet.
- Demonstrate how to move troops.
- Cover any house rules.
- Introduce the opposing player (even Adam should have arrived by now).

4. During Play

- Offer advice to the new player.
- Explain what is happening in the combat situations that arise.



Multiplayer Game Checklist

1. Prepare for Battle

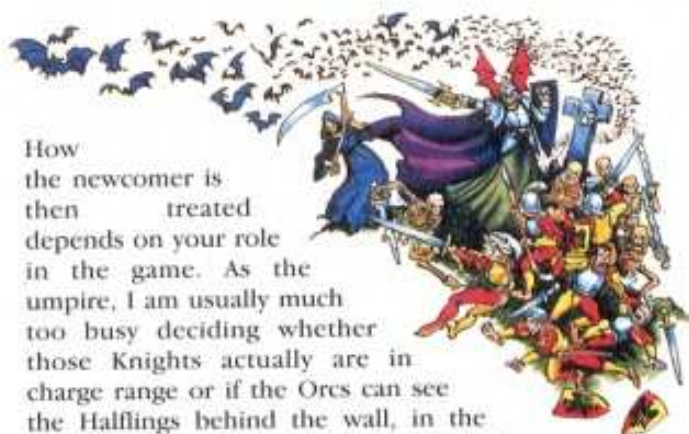
- Is this scenario suitable for new players?

2. Before the Battle Starts

- Explain the background to the battle.
- Introduce everyone.
- Explain that the new player will need to comply with orders from the team leader.

3. During Play

- Allow the team to encourage and monitor the new player.



How the newcomer is then treated depends on your role in the game. As the umpire, I am usually much too busy deciding whether those Knights actually are in charge range or if the Orcs can see the Halflings behind the wall, in the wood, down the well, to spend much time helping any new players. If I get time I ask if they are enjoying things and if they have any questions. I usually restrict any instructions to how to make the refreshments and the location of local takeaways.

If the new player is on my side, I will spend a great deal of my time making sure they understand how to execute the orders they have been given. Worry will cause me to check and double check on their performance. Often my troops are getting slaughtered, whilst the novice's thrive on my attentions.

If I am opposing a newcomer, naturally I will seize every opportunity to exploit any errors in their play and crush their forces unmercifully, the same way other players do to me.

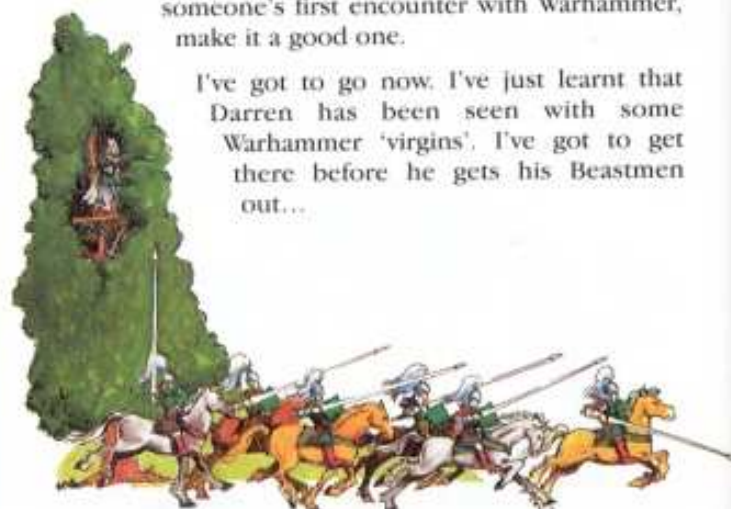
Should the new player survive the multiplayer experience, you will usually find that they will be eager for more. After a few games they will have as good a grasp of the rules as a person trained by the one to one method.

I've prepared a couple of easy to follow checklists for you: one for the specially designed scenario and one for the multiplayer experience.

There are many other ways of introducing new players to the delights of our hobby. In this article I have only discussed the ones that work for me. If, as a result of this article, I have caused you to think about how you deal with new players, then my aim has been achieved.

The next time you are involved with someone's first encounter with Warhammer, make it a good one.

I've got to go now. I've just learnt that Darren has been seen with some Warhammer 'virgins'. I've got to get there before he gets his Beastmen out...



The Battle of Newberry Pass

A Warhammer scenario ideal for training new players

The trees were ancient and mighty. They had cast their shadows over Newberry Pass for as long as anyone could remember. They were now in the way.

The road was important, everyone saw the advantages. Except the trees.

The road builders had sought and gained permission to remove all obstacles. But no one had consulted the trees. They began a song, sung by the leaves and carried on the wind until it whispered into interested Elven ears.

When the Elves had arrived no one could say, but the road builders were the first to know. One volley of Elven missiles and work was stopped.

Several days later the Sheriff and fifty of his bailiffs entered Newberry Pass. They returned within the hour, freshly decorated with arrows. With a huge quantity of foul cursing and money, the Sheriff plotted the removal of the pointy-eared defenders. Rumblebelly's Goblins for Hire were greedy, stupid and vicious. They took delight in the thought of cutting down both the trees and their Wood Elf protectors.

This morning Newberry Pass is still, almost silent, unlike the bridge across the Swampy River. It is seething with Goblins. They are giggling, swearing and belching their way towards the stand of elderly trees.

Amongst the ancient trunks, with notched arrows are the Wood Elves. Prepared to die for the trees, they are already selecting grinning, green targets.

The trees watch, as they have always done.

SCENARIO RULES

Newberry Pass is designed to be fought on a six foot by four foot table.

Terrain

The Swampy River is impassable. It is about three inches wide. If a Squig rider lands in the river, the Goblin commander is obliged to shout "plop" and remove the model.

The bridge is four Goblins wide.

The hill and the woods all count as difficult terrain.

The south wall of Newberry Pass, marked 'impassable' on the map, is, in fact, impassable.

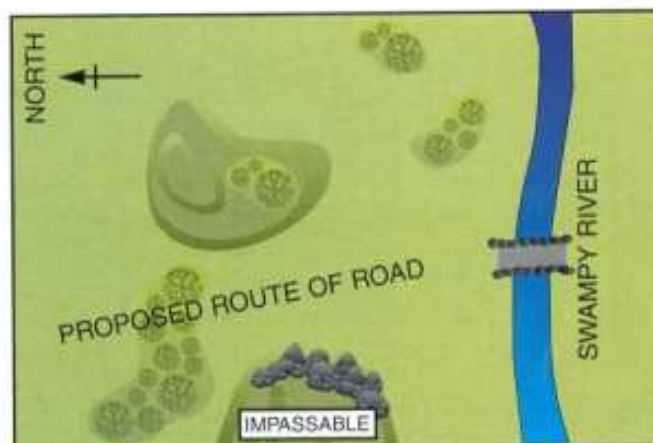
Armies

The troops that actually fought in the battle of Newberry Pass are listed on the next page. Droytwych's Wood Elves are the defenders and Rumblebelly's Goblins are the attackers. You can of course make up your own armies to fight this battle. The defending force should be 1,000 points strong with the attackers costing about 1,500 points. However, before designing that invincible Chaos host to slaughter the defenders, please read the designer's notes.

Deployment

The attacker deploys first. Two units and one character (plus any war machine or giant creature they are travelling on) can be placed on the north side of the river, no figure to be more than eight inches away from the bridge. The rest of the attackers start on the bridge or on the south side of Swampy River.

The defenders deploy so that no figure is more than six inches from the hill.



Turns

The battle lasts six turns. The defenders go first.

Victory

If there are any unbroken defending figures on the hill at the end of the game, they win. Otherwise the attackers win.

DESIGNERS NOTES

This scenario is designed as a training exercise. It's not meant to be fair.

Droytwych's and Rumblebelly's armies will give you a good introductory engagement. The Wood Elf army is simple to use and very forgiving if a beginner makes a few mistakes. The Goblin army presents a real challenge for

ROSTER SHEET

DROYTWYCH'S WILD DEFENDERS

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Point Value
DROYTWYCH, Wood Elf Lord Light armour & shield, lance & hand weapon	5	7	7	4	4	3	9	4	10	5+		185
SILVERHOOF, Unicorn	8	5	0	4	4	3	4	2	9			90
6 GLADE RIDERS Light armour, shield & barding, hand weapon & lance	5	4	4	3	3	1	7	1	8	3)	Unit contains standard	301
ELVEN STEED	8	3	0	3	3	1	4	1	5			
WOOD ELF CHAMPION Hand Weapon & Longbow	5	5	5	4	3	1	7	2	8			51
9 WOOD ELF ARCHERS Hand Weapon & Longbow	5	4	4	3	3	1	6	1	8			99
WOOD ELF CHAMPION Hand Weapon & Longbow	5	5	5	4	3	1	7	2	8			51
9 WOOD ELF ARCHERS Hand Weapon & Longbow	5	4	4	3	3	1	6	1	8			99
WOOD ELF CHAMPION Hand Weapon & Longbow	5	5	5	4	3	1	7	2	8			51
9 WOOD ELF ARCHERS Hand Weapon & Longbow	5	4	4	3	3	1	6	1	8			99

ROSTER SHEET

RUMBLEBELLY'S RABBLE

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Point Value
WOBBLEROTTON RUMBLEBELLY, Goblin Warlord Light armour, 2 handed axe	4	5	8	4	4	3	5	4	7	8		54
BATTLE STANDARD BEARER Hand weapon	4	3	4	4	3	1	3	2	5			85
CHARIOT CREWMAN				7	7	3	1				Scythes	90
Light armour & shield	4	2	3	3	3	1	2	1	5			
3 WOLVES	9	4	0	3	3	1	3	1	3			
10 WOLF RIDERS Light armour & shield	4	2	3	3	3	1	2	1	5	4+		120
WOLF	9	4	0	3	3	1	3	1	3			
ROCKHOB WIDOWRIDER Goblin Big Boss Light armour, hand weapon	4	4	5	4	4	2	4	3	8	6		35
GIANTIC SPIDER	5	3	0	5	4	4	1	2	7			50
PUNKOUT BLITTERTEETH Goblin Boss Light armour & shield	4	3	4	4	3	1	3	2	5	5+		18
40 GOBLINS Light armour & shield, spear	4	2	3	3	3	1	2	1	5		Unit contains standard & musician	168
SEPTIC WITHERBREATH Goblin Boss Light armour & shield	4	3	4	4	3	1	3	2	5	5+		18
40 GOBLINS Light armour & shield	4	2	3	3	3	1	2	1	5		Unit contains standard & musician	147
12 ELITE GOBLINS (Ore Boyz) Light armour & shield	4	3	3	3	4	1	2	1	7	5+		102
20 NIGHT GOBLINS Short bow & hand weapon	4	2	3	3	3	1	2	1	5			80
2 GOBLIN FANATICS	208			5	3	1			08			60
4 SQUID HUNTER TEAMS SQUID PROGGER	4	2	3	3	3	1	2	1	5			32
7 CAVE SQUIDS	2d8	4	0	5	3	1	5	2	2			140
3 SQUID HOPPERS SQUIDS	4	2	3	3	3	1	2	1	5			75
4 STONE TROLLS Big Club	8	3	1	5	4	3	1	3	4			260

TOTAL **1,006**

an experienced player. If they can overcome inadequate Leadership values, inevitable animosity, stupidity, randomly moving Squig Hoppers and most of their army having Weapon Skills poorer than Hank the flop-eared bunny, they will have done quite well.

I chose the Goblin force mainly because they are funny. No one can take commanding a mob of Goblins too seriously. The antics of the Goblins (and their often frustrated commander) will hardly ever fail to produce an entertaining game.

TOTAL **1,494**

If you want to change the forces, try to follow the principles of troop selection I used. The defender's army should be small, with good quality troops led by a really hard bloke on a Unicorn (or similar). The attackers should be a vast, uncontrollable rabble of poor quality troops, whose main role will be to make good targets for the defenders.

For those of you that want to try to win as the Goblin commander, here is some advice gleaned from the games played testing this scenario...

One of the key decisions is which two units to deploy across the river. In all the battles played, Rumblebelly in his chariot was placed north of the river with the two units. The consensus is that the best choice is the two units of forty Goblins. They are the best type of troops for soaking up heavy missile fire, and if not deployed over the bridge they do take an awful long time to get across.

My personal preference is to start with the Trolls as one of the units across the bridge. To have much chance of getting these hard hitting monsters into combat they have to start as close to the enemy as possible. Being at the front of the army they will benefit from Rumblebelly's Leadership (moderate though it is). With their Toughness 4 and regeneration powers they can also absorb a fair bit of bow fire. But the main reason I want them there is because otherwise they always go *stupid* on the bridge and hold up the rest of the army.

The playtester who suggested the Squig Hoppers and Hunter teams be deployed over the river was asked if he would like to play the Elves instead.

Keep moving forward. There is no point in hiding units. To win, the Goblins need to overwhelm the Elves with targets. Do not bother hiding Rumblebelly. Half the shots hitting the chariot will strike the woodwork anyway.

Always charge any Elves you can. The Archers are not very tough and die easily once you can hit them. The cavalry will probably beat you, but might just chase you away from the hill and closer to your more dangerous troops.

Finally and most importantly, remember it will all be over soon. Even if this bunch of cowardly, green scum let you down, you can always take on the victor again next week with your proper army!

You are welcome to use this scenario for a more competitive game if you wish. Simply allow the players to pick their own forces – a 1,000 point force to defend and a 1,500 point force to attack.



WHAT ACTUALLY HAPPENED

Drotywych tossed another Goblin onto the bonfire. He held the marshmallow on the end of his lance closer to the roaring flames and reflected upon the day's events.

That morning when the warning horn had sounded, he found that two huge units of Goblins and their bloated warlord were already across the river.

Goblin Wolf Riders hurtled across bridge and plunged straight into the rear of a very large and surprised unit of Goblins with spears.

Rumblebelly separated his squabbling troops in time to see a torrent of arrows panic the other large unit of Goblins.

As the large Goblin unit rushed back towards the bridge, Rumblebelly ordered his troops to stand firm. When the dust settled he was alone, and quite dusty.

The Elven cavalry were surprised by the charge of a giant hairy arachnid and a small bald Goblin. After lopping off a couple of furry legs and a smooth green bead, the Elvish cavalry chased their limping foe across the battlefield directly into the mouths of the Squigs. Everything was devoured – armour, hooves and pointy ears. The voracious little cave creatures left little evidence of the once proud unit.

The Goblin army was enjoying a mighty panic. A panic as big as a rampaging Stegadon and as compelling as a Vampire's smile. Rumblebelly was swept along as his army ran. A final volley killed the Squigs and it was over.

Now it was dark and the valley was quiet once more.

A gentle wind brushed the trees, they whispered their thanks.

Drotywych relaxed and withdrew his lance from the fire. He then suffered his only wound of that day. Pain wracked his body. He spat out the marshmallow. By Orion that was hot!



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How to apply...

**Send your CV, gaming history and
your current salary details to:**

**Human Resources, Games Workshop, Willow Road, Lenton,
Nottingham NG7 2WS.**



PIT SLAVES

By Andy Chambers

What follows are the rules for using the new Pit Slave gang in your games of Necromunda. This means that you can now wreak vengeance on the Guilders that incarcerated you for so many years...

Pit Slaves are gang fighters or hivers who have been captured by hive gangs or Guild-sanctioned Watchmen and sold to the Guilders. They are little more than property in the

Guilder's hands, doomed to work in the mines, fighting pits or on the pack trails for the rest of their lives. Most Pit Slaves are outlaws, thieves and renegades who have finally been brought to justice, but others are simply unlucky individuals who were captured and had nobody who would pay their ransom.

The Guilders usually 'modify' slaves for their new lives with crude implants and basic bionics – blades and saws for fighting or drills and hammers for work in mines and forges.

Plugs and connection points mark their flesh and they are pierced with steel rods and metal plates to strengthen their bodies. If a slave proves useful to the Guilders, their implants are progressively upgraded so that hardened pit fighters become inhuman caricatures of the warriors they once were.

The toughest and most determined Pit Slaves escape their incarceration. They may escape in ones or twos or in mass break-outs of dozens if a mine collapses or a caravan is attacked. The vast and chaotic wastes of the underhive provide ample hiding places for these desperate souls and relatively few are recaptured by the Guilders or bounty hunters; generally the Guild writes off its losses and buys up more slaves. Lone Pit Slaves commonly join up with gangs as hired guns, but groups of them band together for mutual support and run with the outlaw gangs at the edges of the badzones. They raid Guilder caravans and settlements for food, weapons and extra implants to upgrade or replace damaged parts. Closest to their hearts, of course, is causing the Guild as much trouble as possible.



A Pit Slave gang emerges from the low levels of the hive, to ambush a Delaque gang under contract from the Guild.



Outlaws. Pit Slaves are an Outlaw gang and all of the Outlaw rules apply to them with the exceptions noted below.

Territory. Pit Slaves start with one piece of territory generated on the Outlaw Territory table. This is the slave's camp in the wastes and normally they cannot hold more than a single piece of territory at a time. The Pit Slaves can decide to move their camp after any game, crossing the old territory off their roster at the end of the post battle sequence and generating a new camp on the Outlaw Territory table immediately. If the Pit Slaves are fortunate enough to find a Power Cable Tap (a roll of 56 on the Outlaw Territory table) they can use it to recharge their implants, giving the whole gang +1 to their Initiative characteristic for the first turn of the game.

Captured Territories. Any additional territory captured from other gangs can either be taken as the Pit Slaves' new base camp (cross the old base camp off the roster) or looted and destroyed (see the Outlaw rules for details of looting).

Income. Pit Slaves collect income from their one piece of territory like any other Outlaw gang. Pit Slaves can also forage in the wastes, although they aren't very good at doing so (all those squeaky joints and clanking bionics scare off the wildlife) so Pit Slaves always deduct one from their foraging roll.

Trading. Pit Slaves roll on the Outlaw Trading chart.

Hired guns. Pit Slaves can make use of any Hired Guns that they can afford, other than bounty hunters (for obvious reasons).

Starvation. Pit Slaves suffer the effects of starvation just like anybody else, however because they are partially made of metal they need less food to survive. Each Pit Slave only needs 2 credit's worth of food to avoid starvation.

Bounty. Escaped Pit Slaves are considered extremely troublesome by the Guilders, so they are worth a bounty equal to their total cost, just like any other Outlaw.

Capture. Their experience of absconding means Pit Slaves all count as having the Escape Artist skill, so they will always evade capture after a game. Gang fighters captured by Pit Slaves can be ransomed or sold as slaves. Some Pit Slave gangs will not sell prisoners into slavery on principle, but others have no qualms about casting others into the hell they have escaped from. It is left to the player to decide whether he wishes to be a crusading freedom fighter or an embittered renegade cyborg.

Scenarios. Pit Slaves roll on the Outlaw Scenario table. If the Pit Slaves can choose which scenario to play they can pick any of the ones from the Necromunda or Outlanders rules.

Bionics. If Pit Slaves capture a gang fighter who has any bionic parts they may remove them and re-attach them to any member of their gang (though the chief usually gets first pick). The gang must include a Pit Slave Techno in order to re-graft bionics in this way.

Injuries. If a Pit Slave suffers a permanent injury to a location which has been replaced with a bionic implant or Pit Slave weapon, the implant or weapon is destroyed but no further harm is done. Destroyed weapons can be replaced at the standard cost shown later. A gang which includes a Pit Slave Techno can repair damaged weapons and bionics on a D6 roll of 6. The Techno can only attempt to repair each damaged bionic or Pit Slave weapon once; if the roll is failed, the weapon or implant is damaged beyond repair.

PIT SLAVE CHIEF.....130 credits



The Pit Slave Chief is a natural leader, the one who the others look to for direction and purpose. Usually the Chief is the one who led the others to freedom, who planned their escape and who has kept the Slaves together through their wanderings ever since. Pit Slave Chiefs have to work hard to keep their position amongst the

cut-throats and back-stabbers they lead, a favoured method being to accumulate as many bionic implants and armour upgrades as possible. A fully arrayed Chief is terrifying, his many arms whirring and snapping insanely.

You can have one pit slave Chief in your gang.

Profile	M	WS	BS	S	T	W	I	A	Ld
Pit Slave Chief	4	4	4	3	3	1	4	1	8

Weapons

A Pit Slave Chief may be given weapons chosen from the Pit Slave, Close Combat, Pistol and Special Weapons, plus the Grenades and Shotgun Shells sections of the special Pit Slaves lists.

Equipment

A Pit Slave Chief may be equipped with armour plates for 20 credits each.

SPECIAL RULES

Leadership. A Pit Slave Chief commands respect from his gang and they are emboldened by his presence. This means that any Pit Slaves within 6" of the Chief may use his Leadership value when they take Leadership tests. A Pit Slave Chief can always attempt to recover from being pinned even if there are no Pit Slaves within 2" of him.

Experienced. A Pit Slave Chief will already be hardened by his experiences, so he gets one roll on the Advance Roll table.

Many Arms. Pit Slave Chiefs commonly 'acquire' extra implants. Because of this a Pit Slave Chief may choose two Pit Slave weapons instead of one. A Chief with two weapons will gain an extra attack and may choose to resolve hits in close combat using either of the weapons.

PIT SLAVE TECHNO.....90 credits



Technos are charged with the upkeep and maintenance of Pit Slaves, whether it be as simple as oiling gears and tightening chains or as complex as transplanting new bionic limbs. Most Technos are members of House Van Saar who have been captured in the constant inter-house

skirmishing and enslaved by the Guilders. When a gang of Pit Slaves makes a break for it, a wise Chief will ensure that they take a Techno with them to make repairs and keep the gang going.

You can have one Pit Slave Techno in your gang.

Profile	M	WS	BS	S	T	W	I	A	Ld
Techno	4	2	2	3	3	1	3	1	7

Weapons

A Pit Slave Techno may be given equipment chosen from the Close Combat, Pistol and Special Weapons, plus the Grenades and Shotgun Shells sections of the special Pit Slaves lists.

Equipment

A Pit Slave Techno may be equipped with armour plates for 20 credits each.



PIT SLAVE.....60 credits



Pit Slaves make up the rest of the gang, scarred half-men with bitter memories of the normal life they used to enjoy. Outsiders often note that the more cybernetic parts a Slave is grafted to, the more their humanity seems to be leached away. The most heavily modified Slaves can shut down for hours

at a time, sitting motionless and staring into space. Nonetheless, Pit Slaves make frightening opponents in combat, hard-bitten and careless of their own wounds as they rend apart opponents with industrial-sized buzz saws or drills.

You can have any number of Pit Slaves in your gang.

Profile	M	WS	BS	S	T	W	I	A	Ld
Pit slave	4	3	3	3	3	1	3	1	7

Weapons

A Pit Slave may be given equipment chosen from the Pit Slave Weapons, Close Combat, Pistol plus Grenades and Shotgun Shells sections of the special Pit Slaves lists.

Equipment

A Pit Slave may be equipped with armour plates for 20 credits each.

SPECIAL RULES

Experienced Pit Slaves will have already garnered more experience than most hivers, so they get one roll on the Advance Roll table when they are recruited.



Armour Plates. Pit Slaves often fashion armour plates for themselves from scrap debris in the hive bottom. While these give effective protection, they are heavy and cumbersome. A Pit Slave may be protected by up to a maximum of three armour plates, giving him an armour saving throw but reducing his Initiative characteristic as shown below.

No. of Plates	Armour Saving Throw	Initiative Modifier
1	6+	0
2	5+	-1
3	4+	-2

The Initiative modifiers for armour plates will reduce a Pit Slave to a minimum Initiative of 1.

Type of Fighter	Initial Experience Points
-----------------	---------------------------

Pit Slave	20+2D6*
Pit Slave Techno	20+2D6*
Pit Slave Chief	60+2D6

*Pit Slave and Pit Slave Techno that start with 31 or 32 experience may roll an extra advance.

PIT SLAVE WEAPONS LIST

PIT SLAVE WEAPONS COST

Rock Drill	15
Claw	15
Shears	15
Buzz Saw	25
Chainsaw	25
Hammer	20

SPECIAL WEAPONS COST

Autogun	20
Shotgun (with solid shot and scatter shells)	20
Boltgun	35
Flamer	40
Lasgun	25
Grenade Launcher (grenades extra)	130
Melta-gun	95
Plasma Gun	70

PISTOL WEAPONS COST

Stub Gun	10
Autopistol	15
Laspistol	15
Boltpistol	20
Hand Flamer	20
Plasma Pistol	25

CLOSE COMBAT WEAPONS COST

Chains and Flails	10
Chainsword	25
Clubs, Mauls and Bludgeons	10
Knife	free/5
Sword	10

GRENADES, & SHOTGUN SHELLS COST

Frag Grenades	30
Krak Grenades	50
Man-Stopper Shotgun Shells	5
Hot Shot Shotgun Shells	5
Bolt Shotgun Shells	15
Dum Dum bullets for Stub Gun	5

EXPERIENCE ADVANCE TABLE

Experience Points	Title	Notes
21-30	Pit Slave	Starting level for Pit
31-40	Pit Slave	Slaves and Technos.
41-50	Pit Slave	
51-60	Pit Slave	
61-80	Pit Slave Champion	Starting level for
81-100	Pit Slave Champion	Chiefs.
101-120	Pit Slave Champion	
121-140	Pit Slave Champion	
141-160	Pit Slave Champion	
161-180	Pit Slave Champion	
181-200	Pit Slave Champion	
201-240	Pit Slave Hero	
241-280	Pit Slave Hero	
281-320	Pit Slave Hero	
321-360	Pit Slave Hero	
361-400	Pit Slave Hero	
401+	Pit Slave King	May not improve any further.

ADVANCE ROLL TABLE

2D6	Result
2	New Skill. (Choose any of the Skill tables and randomly generate a skill from it)
3	New Skill. (Select one of the standard Skill tables for your gang and randomly generate a skill from it)
4	New Skill. (Select one of the standard Skill tables for your gang and randomly generate a skill from it)
5	Characteristic Increase. Roll again: 1-3 = +1 Strength; 4-6 = +1 Attacks
6	Characteristic Increase. Roll again: 1-3 = +1 WS; 4-6 = +1 BS
7	Characteristic Increase. Roll again: 1-3 = +1 Initiative; 4-6 = +1 Leadership
8	Characteristic Increase. Roll again: 1-3 = +1 WS; 4-6 = +1 BS
9	Characteristic Increase. Roll again: 1-3 = +1 Wounds; 4-6 = +1 Toughness
10	New Skill. (Select one of the standard Skill tables for your gang and randomly generate a skill from it)
11	New Skill. (Select one of the standard Skill tables for your gang and randomly generate a skill from it)
12	New Skill. (Choose any of the Skill tables and randomly generate a skill from it)



MAXIMUM VALUE TABLE

Note that the various implants and cybernetics fitted to a Pit Slave mean their maximum characteristics are higher than those of a normal human.

Profile	M	WS	BS	S	T	W	I	A	LD
Pit Slave	4	6	6	6	6	3	5	4	10

PIT SLAVE SKILL LISTS

	Pit Slave	Pit Slave Techno	Pit Slave Chief
Agility	-	-	✓
Combat	✓	-	✓
Ferocity	✓	-	✓
Muscle	✓	-	✓
Shooting	-	✓	-
Stealth	-	✓	-
Tech	-	✓	-

The Citadel Journal is another excellent source of Necromunda scenarios and ideas, so why not take a look?



WARHAMMER MAGIC



**WARHAMMER
SUPPLEMENT**

**MAGIC SUPPLEMENT FOR WARHAMMER
THE GAME OF FANTASY BATTLES**

**GAMES
WORKSHOP**



WARHAMMER MAGIC

Warhammer Magic is the essential supplement for the Warhammer game, containing the complete rules for using dozens of spells and magic items in your battles.

The box contains a host of magic item cards, from the humble *Charmed Shield* to the mighty *Sword of Cocacila*. In fact there are 225 magic item cards in total! There is also a deck of 36 winds of magic cards and 83 spell cards, including High Magic, Necromantic spells, Waaagh! magic, Dark Magic and Chaos Dwarf spells. The 80 page rulebook gives you the full rules for using wizards and magic, a wealth of background information, plus reference sheets for all the magic items, spells and Chaos Rewards in an easy-to-read format so you can quickly find all the information you need.



WARHAMMER MAGIC IS NOT A COMPLETE GAME.
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**GAMES
WORKSHOP**

OPERATION DESERT STRIKE

By Ed Spettigue – GW Canada

On one of his fleeting visits to the UK, Ed popped in to the GW Studio to show us his splendid Tallarn Desert Raider Imperial Guard army. We liked it so much we made all sorts of excuses for him to leave it in England while we photographed it. Luckily Ed's really gullible...

"I chose the Imperial Guard because I have always been a staunch defender of humanity (I also have a 15,000 point Empire Warhammer army), and as such this seemed the right thing to do. I also like playing the underdog, and let's face it, in a world where most things can kill a guardsman simply by breathing on him, playing the army is definitely a challenge (Ed's opponents are obviously using the new *Halitosis* wargear card – Fat Bloke)!"

When the Tallarns came out, I had been thinking for a long time about doing a Guard army. One of my favourite films is 'Lawrence of Arabia', which gave me the idea of making a complete army, designed for fighting in the desert. So the project began. Designing the army came first. Although, the Guard's true strength is in its tanks, I like fighting with troops, and with those nasty veteran abilities, the Guard infantry can be tough. In my 5,000 point army, I only have three tanks (a Hellhound, a Leman Russ, and a Griffon). I have found that the overwhelming number of troops that you can field cannot be matched by any army. I have played thirty-three games, of which I have won twenty-eight!

Ask Chris Harbor, GW's Chaplain, what happened the first time he fielded his Eldar army in Bugmans Bar, with his newly painted Falcon grav tanks!

The painting of the army was a simple procedure. I always look for the easiest route. After spraying everything with white undercoat, I simply covered all weapons, boots, skin and headgear in a Flesh wash. All the webbing and trousers were painted in a colour from a past Citadel Colour range called Imperial Strike Green (similar to Scorpion Green), and the rest of the clothing was painted in Leprous Brown. From here I simply highlighted everything by adding a little Skull White to the base colours, to achieve the pale shades.

The theme was then carried over to the tanks and heavy weapons, which again were completely covered in Flesh wash to begin with, and I used the Imperial Strike Green, to apply the camouflage.

I decided to give the bases a desert feel, it didn't seem right to paint an army in desert colours and then give them Goblin Green bases! To add flavour to the army, I decided to try to use as many



Ed has used the same camouflage for his tanks as his infantry.



TALLARN XXII

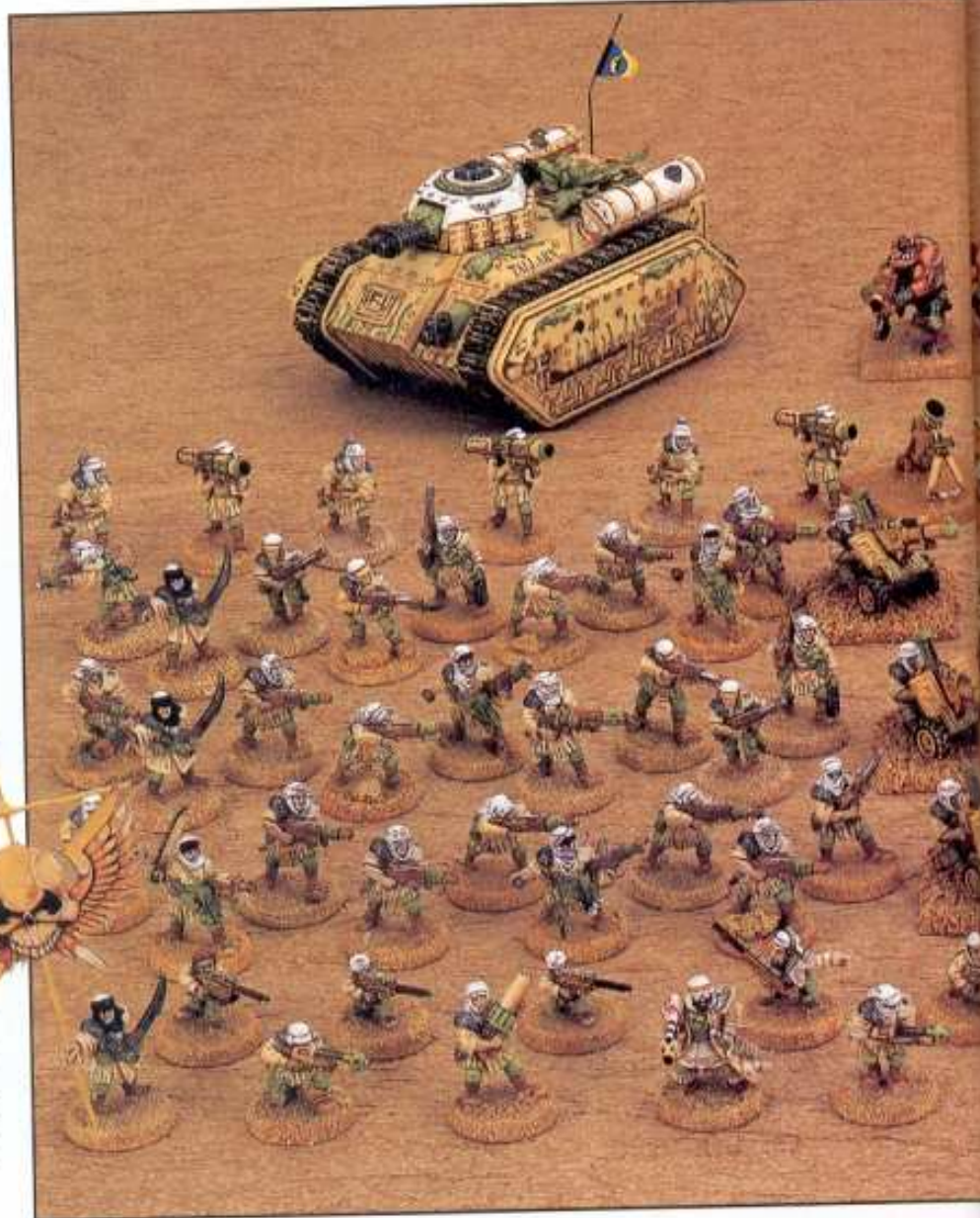


A Cadian Shock Troop missile launcher.

of the different Guard regiments as possible. As you can see it already includes Mordians, Cadians and Tallarns, and recently I have painted a few Catachans in desert fatigues. I did this to give the army a more rag tag feel, as this seemed more appropriate for desert warfare. The Mordian heavy weapons crew have a more 'Imperial' look to them. I did this because artillery regiments throughout history generally regarded themselves better than the everyday 'ground-pounders', and it also makes the army look like it does in fact have some kind of military organisation, instead of being a disorganised band.

To add more flavour I decided to paint some Ogryns and Ratlings in desert gear, as well as the various characters. These include Al'Raheim, a Callidus assassin, and of course no Imperial Guard army would be complete without Commissar Yarrick (*gets about a bit doesn't he? - Fat Bloke*). I also added a very large battle standard, to complete the overall feel of the army. The camouflage on the tanks was achieved by using wire mesh, and leaves off of plants, which I dried out and painted.

Next? Well, it has to be a unit of the new Tallarn Rough Riders and more troops: maybe some Praetorians in desert colours."



IMPERIAL GUARD



*Ed's camouflaged
Callidus Assassin.*



*Ed's camouflaged
Culexus Assassin.*



A Storm Trooper heavy bolter.





WARHAMMER Realm of Chaos™

The mighty forces of Chaos march relentlessly forward this month with even more reinforcements added to their ranks! Arguably the mightiest of Beastlords, Gorthor is a Shaman of awesome power and riding in his chariot is remarkably well-protected. The latest in the line of Warhammer Regiment boxed sets, the Chaos Warrior Halberdiers are both heavily armoured and hard-hitting. Mortals despair!

GORTHOR, THE BEASTLORD

Of all the Beastmen leaders who have gathered the scattered warbands together, Gorthor the Cruel was the most dangerous. Gorthor had something that other Beastman Chieftains lacked: he had vision and an unquenchable faith in the Chaos gods. Gorthor summoned all the Beastmen between the River Lynsk and the Middle Mountains under his banner, and attacked the northern provinces of the Empire without warning.

The savage horde of Beastmen burned a trail of destruction through the provinces of Ostland and Hochland and almost completely destroyed Hergig, the capital of Hochland, before a force of crusading knights came to assist the defenders. This sealed the fate of the Beastman army, and Gorthor perished in the battle.

Gorthor was both a shaman and a mighty warlord. He was cunning and ruthless, a perfect leader for the Children of Chaos.



CHAOS WARRIOR HALBERDIERS

Chaos Warriors are men who have chosen a life of bloodshed and adventure in return for a fleeting chance to gain the favour of a Chaos god. Most come from the ranks of the barbaric Marauder tribes, while some are brigands, outcasts from society, criminals fleeing from justice, madmen, or malcontents seeking refuge from persecution. However, not all come from the dregs of society: their ranks also include deposed nobles, young fortune hunters, and refugees driven out of their homes by poverty and war.



WARHAMMER**THE SIEGE OF ERENGRAD**

The cold light of a Kislevite dawn reveals a ravaged nation. Everywhere the foul minions of Chaos pollute the land. Mighty Praag has fallen and the defences along the River Lynsk have been overwhelmed. The bulk of the Chaos horde has driven south and even now threatens to devastate the whole of Kislev. North of the river only the city of Erenggrad remains unassailed. Even now it stands amidst a sea of blood-soaked banners bearing the runes of the Chaos gods, Orc glyphs and Eldritch standards.

On the 1st August every Games Workshop store will be taking part in a campaign to decide the fate of Erenggrad. During the last Chaos incursion Praag fell but the hordes of Chaos were turned back and Kislev was saved by Magnus the Pious. However, the future history of Erenggrad lies in YOUR hands!

GATE OF HEROESGW Metro Centre
and Edinburgh

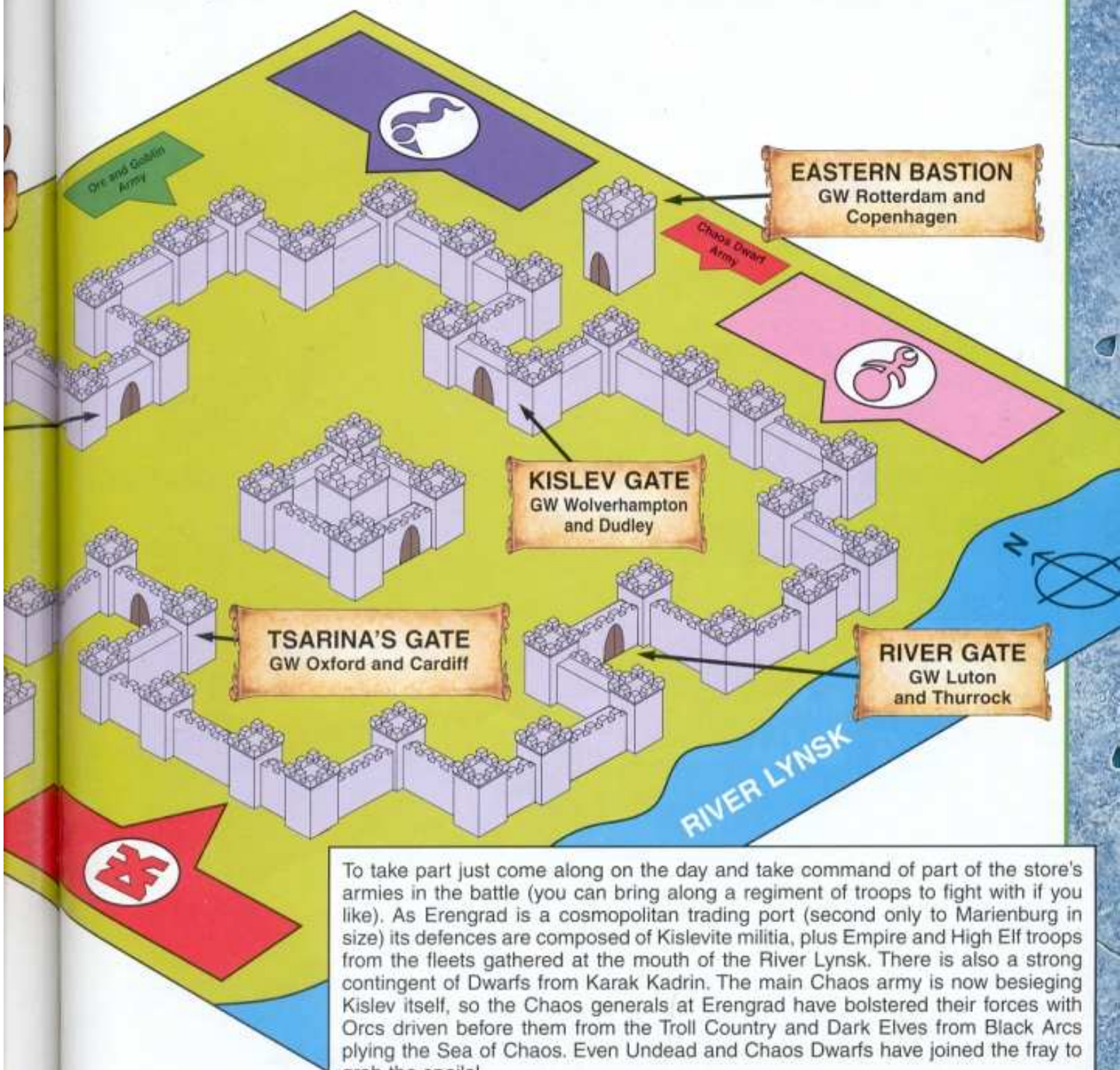
Dark Elf Army

Undead Army

FORT OF CASHELGW Dublin, Blanchardstown
and Belfast**1st AUGUST 1998**

P SPECIAL STORE EVENT GAMES WORKSHOP SPECIAL STORE EVENT

You can see the layout of Erengard on these pages. Each battle that takes place in a store on 1st August determines the fate of part of the city's defences. For instance the battles in Luton and Thurrock decide whether the River Gate resists or falls to the ferocious Chaos assault. Though not all the stores are marked on the map, each shop has its assigned place, and every battle affects the overall outcome of the siege. All results will be recorded and go on towards deciding whether the city survives or is smashed asunder like the city of Praag.



To take part just come along on the day and take command of part of the store's armies in the battle (you can bring along a regiment of troops to fight with if you like). As Erengard is a cosmopolitan trading port (second only to Marienburg in size) its defences are composed of Kislevite militia, plus Empire and High Elf troops from the fleets gathered at the mouth of the River Lynsk. There is also a strong contingent of Dwarfs from Karak Kadrin. The main Chaos army is now besieging Kislev itself, so the Chaos generals at Erengard have bolstered their forces with Orcs driven before them from the Troll Country and Dark Elves from Black Arcs plying the Sea of Chaos. Even Undead and Chaos Dwarfs have joined the fray to grab the spoils!

Whichever side you want to support, get on down to your local store on the 1st August and decide part of the future history of the Old World!

STORE EVENTS STORE EVENTS ST

These are just a selection of the exciting events being run in our stores. Taking part in these events is easy, simply give the store a call for more details. Don't forget, all our stores run events just like these, so give your local store a call.

CITADEL OF DARKNESS

Dundee (15-16th August). A vast army of Undead warriors has laid siege to Talabheim. The brave defenders must stave off the enemy horde before they over run the walls. Can you save the city or would you rather seal its fate?

WRATH OF SOTEK

Glasgow (15-16th August). As predicted in the scrolls of the Old Ones, the Dark Elves now seek to conquer the land of Lustria. Join the forces of Sotek in repelling this invasion or bolster the Dark Elf army, the choice is yours!

ONSLAUGHT OF ORTIS IV

Meadowhall (15th August). Abaddon's Chaos Legion and a foul Genestealer Cult have joined forces to capture a deadly Imperial artifact. Bring along a painted squad of Terminators and cleanse Ortis IV of this unholy alliance.

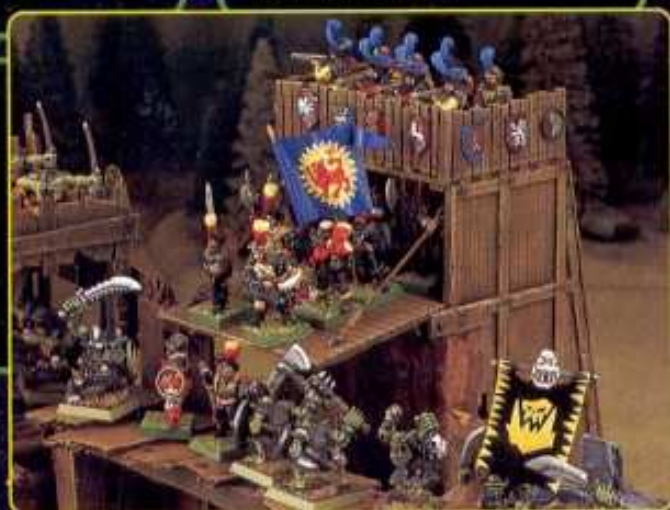
SIEGE OF FORT ORCWALD

Birmingham (25th July). The Empire is determined to dislodge the Orcs from their stronghold, Fort Orcwald. The Orcs are equally determined not to lose this important vantage point. To take part in this huge siege game complete with special terrain just turn up on the day - all miniatures are provided!

GATES OF KISLEV

The popular Easter Roadshow battle the "Gates of Kislev" is back with more dates over the summer holidays. A mighty Chaos horde battles against a Kislev army across the amazing battlefield which you can see below.

Portsmouth 25th July, Guildford 8th August and Bristol 15th August



A SQUIG TOO FAR

Oxford (1st August) and Plymouth (22 August). Another Easter favourite is this Warhammer 40,000 game with regiment upon regiment of Imperial Guard attacking Ork Stormboyz who hold the Arnburg bridge. Remember the Imperial maxim:

"You can never have too many tanks!"



OPERATION DESERT SQUIG

Newport (8th August). The Tallarn Desert Raiders fight for supremacy against the biggest horde of Orks you're ever likely to see. Just turn up and fight, you can bring a squad, mob or vehicle if you want!



WARPED AND TWISTED

This new roadshow, complete with special scenery and miniatures, is dashing around the north of country this summer at the stores below. As well as this huge battle between the Chaos and Empire armies, anyone who spends over £10 will receive a LIMITED EDITION COIN as well. What could be better, to take part in a massive game of Warhammer and get a souvenir of the event as well!

25th and 26th July

Aberdeen, Bolton, Meadowhall, Sheffield
and Sunderland

1st and 2nd August

Bradford, Edinburgh, Hull, Middlesborough
and Southport

8th and 9th August

Blackpool, Newcastle, White Rose and York

15th and 16th August

Doncaster, Leeds, Metro Centre
and Preston



Archon, Lord of Chaos

HAMMERSMITH 20TH ANNIVERSARY

That's right, our Hammersmith store's been open a massive **20 years!** To celebrate on the **8th and 9th of August** get down to the store and take part in all the quizzes and great competitions we're running. Not only that but there's a special Warhammer 40,000 battle to fight too!

THE DARKNESS GATHERS

The armies of the Imperium join forces with alien Eldar warriors to annihilate a Chaos horde on a distant planet. Bring along a painted squad of troops and wreak havoc on your most hated enemy!

Get down to Hammersmith
and join in the excitement!



GAMES WORKSHOP'S OLDEST STORE!

PLAGUE TOWER

The war against Chaos continues, with the Plague Tower Roadshow (from last month's White Dwarf) hitting the following stores this month:

Chelmsford 8th August Enfield 15th August
Luton 22th August

The Empire struggles against a huge Nurgle Plague Tower. Make sure you're there to take part in this awesome conflict!



GRAND OPENINGS

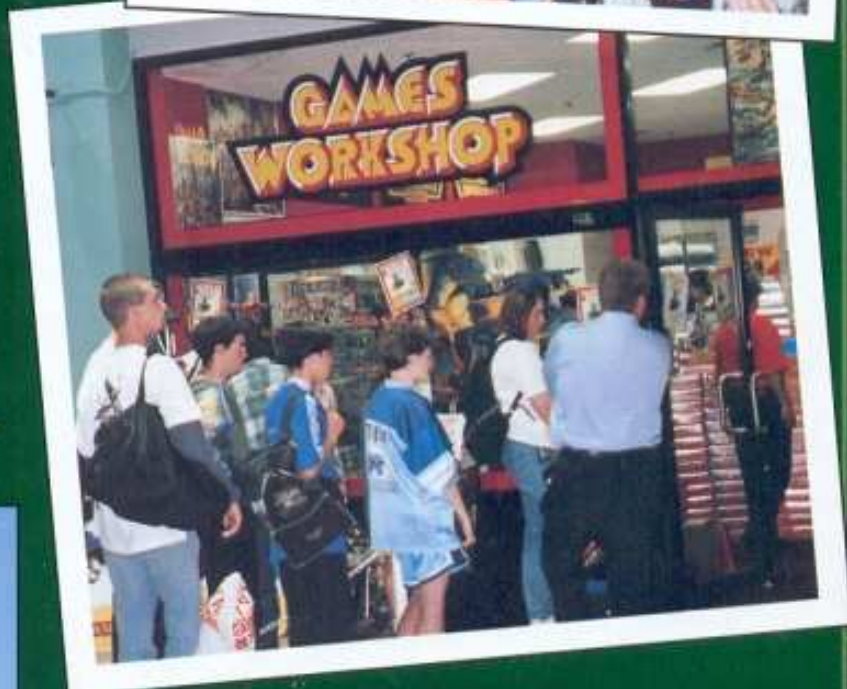
**WE ARE HOLDING
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IN THE
FOLLOWING
STORES ON
1ST & 2ND
AUGUST:**

- **CHELMSFORD**

*Unit 4c, Phase II,
The Meadows.
Tel. 01245 490048*

- **WOKING**

*Unit 3, Cleary Court,
169 Church Street East.
Tel. 01483 771675*



Azazel, Prince of Damnation

**CHECK OUT THE SPECIAL
OFFERS AND MONEY OFF
VOUCHERS
FROM LAST MONTH'S WHITE
DWARF AND MAKE SURE YOU
DASH DOWN TO THAT GRAND
OPENING NEAR YOU!**

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August 6th
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Derby

August 11th
Tunbridge Wells
Manchester

August 12th
Preston
Reading

August 18th
Glasgow
Bath

August 19th
Bromley
Birmingham

August 25th
Luton
Chester

August 26th
Newcastle
Newport

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**GAMES
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CHAOS CULTISTS

Chaos Cult armies, which contain the twisted mortal followers of the terrible Chaos gods, are ideal for use in special scenarios in both Warhammer 40,000 and Necromunda. We've just completed our own Chaos Cult with the release of Paul Muller's excellent Cultist miniatures. Here we take a closer look at the force's special conversions and paint scheme.

The followers of Chaos are not always so easily recognisable as the bloody-handed Chaos Lord and his ferocious pillaging warband of Chaos Space Marines. Some lie hidden in human society, seemingly ordinary folk with normal occupations and interests, awaiting only the right moment to reveal their true loyalties. These agents of Chaos represent a threat to the Imperium at least as great as that of the marauding bands of Chaos Renegades, for they gnaw away at the heart of the Imperium from within. These followers of Chaos are organised into Chaos Cults: secret and heretical bodies devoted to the service of Chaos and the Chaos Powers.

Chaos Cults attract all kinds of people. They have an especially strong appeal to those whose ambitions or sense of adventure cannot find an outlet within more normal society. To

those who are bold enough to take it, Chaos offers an opportunity to acquire real power quickly. To some it is the quest for knowledge itself which lures them onto the Chaos Path, the chance to gain knowledge of the warp and psychic power, knowledge that will give them power. Others are attracted by the prospect of more material power: the acquisition of wealth, influence and followers. Many more are the ordinary followers of corrupt, influential leaders.

Chaos offers an escape from day-to-day drudgery, conventional social life, and perpetual self doubt. It is no coincidence that many of the lowly followers of Chaos are mentally unstable, social misfits, or else desperate individuals whose only hope of sanctuary lies in the bosom of Chaos.

Paul Muller's Chaos Cultists

Paul was one of the talented miniature painters at Games Workshop but about a year and a half ago he decided he really

wanted to sculpt miniatures instead. These Chaos Cultists were the first models that Paul sculpted whilst in training. We thought they were so good we just had to release them! Rightly pleased with his first efforts, Paul decided to paint up the first castings to see how they looked. When we got around to painting a Chaos Cultist army, we based the colour scheme on Paul's Cultists.



Paul made this Icon Bearer as a simple conversion by replacing the gun with a length of brass rod and plastic skulls. He painted the banner himself.

Maintain constant vigilance. Keep watch over the furtive movements of your fellow citizens. They may hide a terrible secret. They may be Heretics.

Some Cultists worship Chaos in its entirety or Undivided Glory, just as some Chaos Champions dedicate themselves to Chaos as a whole rather than to a particular Power. These cultists venerate the Great Powers, Daemons, and other Powers of Chaos as a pantheon of diverse gods. The worship of the Chaos Powers in this way follows a pattern of polytheism which is quite common among native religions. This polytheistic version of Chaos is therefore the most obvious form of worship on these worlds. However, those who possess more knowledge about the warp and the individual Chaos Powers will usually choose to single out one Power as the object of their worship. The most important Powers are the four Great Powers of Khorne, Slaanesh, Nurgle and Tzeentch, but many other lesser Powers, daemon princes and daemons are also worshipped.

The most dangerous Cults are those which worship the Chaos Powers directly and go so far as to summon Daemons from the warp itself. These are the Chaos Cultists who are most vigorously hunted and suppressed by the Inquisition because their activities pose a very real threat to humanity. In addition to the Chaos worshipping Cults are those centred around alien infiltrators like the Genestealers, Cults which aim to speed humanity's evolution into a psychic species like the Immortal Cult of Necromunda, and other strange Cults such as the Vampire Covens of Cassandron. These organisations are ruthlessly persecuted by the Inquisition, and their members are hunted down and killed without mercy.

Inevitably Chaos Cults will be drawn into conflict, perhaps with the authorities or maybe with other criminal organisations or even rival Cultists. Cults are perfectly able to fight, and can usually do so without coming directly into the open. After all, one gangland skirmish is pretty much like another, and it is not only Chaos Cultists who might want a local proctor killed or a governor's assistant assassinated.

The main bulk of the Cult is made up of ordinary Cultists. These may vary in number from a mere handful to many hundreds or even thousands. Their allegiance to the Chaos Gods is highly secret. They lead seemingly normal lives, perhaps even holding trusted positions within the local government, but their true loyalties lie with the Cult. When the Cult is ready to rise against the authorities, the Cultists finally reveal their true colours and take up arms at the command of their demagogue.

Cults prepare for armed struggle by amassing arsenals of weapons and equipment. If they are able to do so, the Cult will attempt to infiltrate and subvert the local defence forces. They may also use psychic powers to contact Chaos Space Marines drifting through the warp and guide them to their world. Once the forces of Cult and Chaos Space Marines are united the Cult can come into the open, and the whole world will be plunged into devastating conflict from which the Cult may emerge as a major world power.

Chaos Magus Master

In order to make the Chaos Magus Master this Cultist model had its sword and pistol replaced with a bolt pistol and power sword, a more fitting armament for the army leader. The cloak from the Chaos Warrior Warhammer Regiment was trimmed to fit and a couple of plastic knives from the Space Marine backpack sprue were used to make the model's helmet more imposing.



Chaos Magus Champion

The Champion had his weapons changed with a chainsword and a bolt pistol replacing his punch spike and pistol.



Chaos Magus Master wearing mesh armour and armed with krak grenades, bolt pistol and power sword. The Master has a mastery level of 3. **142 pts**

Chaos Magus Champion wearing mesh armour and armed with krak grenades, bolt pistol and chainsword. The Magus Champion has a mastery level of 2. **78 pts**

Cult Icon Bearer armed with power axe and mesh armour. The Icon Bearer has a Chaos Gift and the *Flesh Banner*. **88 pts**

Chaos Cultist Coven. The coven contains an acolyte armed with a laspistol and 9 cultists armed with autopistols. One carries a missile launcher. **111 pts**

Chaos Cultist Coven. The coven contains an acolyte wearing mesh armour and armed with a laspistol and 9 cultists armed with laspistols. One carries a heavy bolter. **81 pts**

Chaos Cultist Army

500 points



The complete Chaos Cultist army painted by the 'Eavy Metal team.

Cult Icon Bearer

The Cultist's pistol was cut off and a hole drilled right through the hand. A length of brass rod was glued into place and the Chaos Flesh Banner glued on top. Finally a plastic power axe from the Space Marine close combat sprue was added to the model's back.

Filling In the Holes

In the process of conversion these models ended up with a few unsightly holes and areas of detail that were damaged from cutting. This often happens when you are cutting up models with clippers or modelling saws. These ugly holes can be filled with Citadel Modelling Putty and blended into the model with a sculpting tool. On one or two of the hands, thumbs had to be added from tiny rolls of putty.



Chaos Cultist with Missile Launcher

After filing off the Imperial eagle from the missile launcher, the weapon was glued in place. A missile was then cut in half and glued to either side of the Cultist's left hand.



Chaos Cultist Heavy Bolter

This model was based around an Imperial Missionary model. The head, chainsword and staff were cut away and a new Cultist head cut to fit. The right arm was bent to hold onto the heavy bolter which was glued onto the shoulder.



More Chaos Cultists designed by Paul Muller and painted by the 'Eavy Metal team.

If you like the look of any of these models, conversions or even the whole army, why not give Mail Order a call? They can do all sorts of deals on individual models, parts, squads, regiments and armies. The Trolls are only a 'phone call away!



This army is perfect to reinforce a Chaos Space Marine force or for scenarios in Warhammer 40,000 and Necromunda.

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PRESENTS

GAMESDAY & GOLDEN DEMON™ 98

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EPIC 40,000

LORDS OF BATTLE

TITAN TACTICS FOR THE 41ST MILLENNIUM BY IAIN COMPTON

A mighty impact rocked the Titan 'Divine Presence', causing Dekart to curse under his breath.

"Emperor's name! Where did that come from?" Reaching out he administered the ritual slap to the side of the oraculum. Glowing runes flickered into sight on the device and he peered at them closely.

"There it is! New course, one-eighty-five. Target is at quadrant blue in the Sigma sector." Ponderously the massive machine swung around and strode towards the new threat. "Princepts, my plasma accelerator is overheating, permission to power down for a few minutes."

Dekart swore again, but there was nothing he could do: if the weapon went critical, the whole Titan could be destroyed. Grudgingly he gave his permission.

"Fliesche, prepare your weapon, we are going to assault the enemy. Power down all non-critical systems, stand-by systems only. Divert all power to mobility circuits." The Titan lurched as it picked up speed, Dekart anxiously scanned the view scope looking for his first sight of the enemy. A flicker of movement, and it was there in front of him. The suddenness took him by surprise and he stumbled over the orders.

"Er, full stop. On-line, on-line. Get that 'fist up Fliesche. Everybody brace for combat."

The Divine Presence side-stepped and its massive chainfist swung around to rake the traitor's carapace.

Just like the Divine Presence, the heretic was a Warlord Titan, but where the Imperial machine was smooth the traitor bore the scars of Chaos, where the Divine Presence was pure, the enemy was unclean. Steel tentacles whipped and writhed in an attempt to entangle the slicing chainfist while plasma boiled from its leering, daemoniac visage. Another explosion rocked the Divine Presence and Dekart could see that Harsten's weapon had been completely consumed by the hellish fire. Harsten screamed as the neural feedback hit him but there was nothing Dekart could do to help him. Still the two Titans grappled. Fliesche had scored great gouges in the armour of the heretic but his movements were sluggish now as the chainfist became further entangled in the thick, steel tentacles. All the while the traitor poured fire relentlessly upon the Divine Presence and damage warnings beeped and flashed as the Imperial Titan was forced to its knees. Suddenly an impossibly bright light enveloped Dekart's vision. He was certain the end had come. He was surprised when the polarising display compensated and he saw that the heretic's head had been blown clean off. A fountain of white-hot plasma erupted from the breach and slowly the traitor collapsed.

"Princepts, I am happy to report that the plasma accelerator is now back on-line."

Dekart grinned as he gave his orders.

"Good work. Now let's see if there are any more of them out there."



So, you want to know how to get the best from your Titans on the battlefield, eh? Well it just so happens that nice man Mr. Compton says he has all the answers...

Wherever the flames of war burn most fiercely, huge machines stride through the hellish inferno. These behemoths of death bear down relentlessly upon the foe as lethal retribution rains from their awesome arsenal, and the enemy, whether he's a simple infantryman or commander of a heavily armoured battle tank, knows that he is doomed.

Titans are the largest ground vehicles to be used in combat, and each carries several staggeringly powerful weapon systems easily capable of vaporising tanks or shredding whole companies of infantry. Most are more or less humanoid in appearance as this allows excellent mobility in combination with an elevated firing position.

Each race builds huge war machines like Titans to suit their very different combat tactics. Orks for example call theirs 'Gargants'. Each Gargant is a sprawling, ramshackle affair, absolutely bristling with enormous and often dangerously unstable weapons. Both the Imperium and the forces of Chaos are served by the same Titan classes. The Imperium considers Titans to be amongst the most sacred creations of the Machine God and so Imperial Titans take the role of fearsomely armed mobile shrines, cleansing and absolving the impure with fire and death.

On the other hand those traitor Titans which marched alongside the Warmaster into damnation have become warped in the service of Chaos. Some are still crewed by beings that are more or less human whilst others have been chosen as mounts for the most powerful servants of the Dark Gods and these infernal engines fuse Daemon with machine in an unholy celebration of death.

Like their builders, Eldar Titans are swift and deceptively powerful. Instead of metres of armour plating, they rely on speed, agility and sophisticated technology to protect them from harm. As you might expect, the Tyranids do not use mechanical constructs at all, their Titans are actually gargantuan creatures which have evolved natural defences just as potent as any weapon system. Scuttling across battlefields upon their many legs, they inspire a horror beyond even that of other Titans.



Why not fit all of your field guns onto a Titan? There are plenty of long range Titan weapons available and most of them are either Barrage or Heavy Barrage weapons to boot!

SCOUT TITANS

Titans can be broadly categorised into three types. The smallest type is the Scout Titan. These are still vast by any normal standard, an Imperial Warhound Titan for example stands around fifty feet tall. Scout Titans are often used as reconnaissance vehicles for Titan legions or as rapid response units in a more mixed force. Most Titans of this class carry two or three of the smaller Titan weapon systems; speed and agility not brute firepower are their main advantages. Most races build small Titan classes; the Eldar have their Revenant Titans, Warhound Titans serve both the Emperor and the fell forces of Chaos although the Heretics also use semi-daemonic engines such as the Questor and Subjugator in the same roles.

The main disadvantage of a Scout Titan is that it towers above lesser vehicles, making it an easy target, while not being as heavily armoured or as well protected as a Battle Titan. For this reason they are rarely used in open terrain or for straight firefights with well armed foes. A strong anti-tank force can bring ruin to a Scout Titan so their commanders are usually the wildest of Titan pilots. They tend to fight as hunters, stalking their prey, waiting for an unguarded moment to pounce, then escaping before the rest of the enemy army can react to the blow. Often they hunt in packs, combining their firepower against powerful targets and splitting it against lesser ones.

BATTLE TITANS

Most Titans fall into the category of Battle Titan. This is a fairly loose description that covers many disparate types. Reaper Titans, Warlords, Phantoms, Gargants and Bio-Titans all fall into this category as do many Daemon Engines. Battle Titans are the mainstay of most Titan forces and are usually the largest vehicles to be committed to a land-based conflict. Each Titan is capable of carrying at least three super-heavy weapons and often more.

So tall that they are rarely able to make any real use of cover and so ponderous that avoiding incoming fire is usually out of the question, most Battle Titans rely instead on banks of power fields or void shields as well as immensely thick armour plating for protection. Even the heaviest fusillade can be deflected or absorbed without serious effect. Battle Titans are most often used to plough great holes in the enemy lines, allowing infantry and armoured companies to advance and consolidate in their wake. Individual Titans may carry wildly different armaments – some may be geared specifically to engage other Titans for example, while others may be fitted with devastating barrage weapons to obliterate infantry. However they are armed, Battle Titans are awesome shock assault vehicles.

IMPERATOR TITANS

Finally, the largest and rarest class of Titan is the Emperor Titan. Only the Imperium and Orks build Titans this large. The Imperium builds them as an act of ultimate worship and a symbol of absolute power, Orks because they can and because they aren't about to be upstaged by some "poncy" boomans". The Emperor Titan itself is a magnificent machine, standing taller than most tower blocks. Not only does it carry weapons that are capable of demolishing whole cities, but it also ferries an entire platoon of troops within its massive armoured legs. The Mega-Gargant of the Orks is hardly less fearsome. The Orks nail and weld colossal weapons onto every available surface.



This Titan has been picked out for the role of a Titan hunter, with a close combat power fist and Vortex missile able to take out most opponents. To support its advance it also mounts a mega cannon and multiple rocket launcher.



This Titan has been designed to be tactically flexible on the battlefield. Armed with a mega cannon and two heavy weapon batteries to deal with infantry and tanks, it mounts a powerful Death Ray for heavier targets.



Golgrub whacked the younger Ork around the side of the head.

"Woddyer mean we're losin'?"

"But Boss, there's a lot more of them left than there is of us." (Amongst Orks Bogloff was considered something of a mathematician.)

"Now lissen 'ere lad. Numbers don't mean nuffin', it's all taktiks an' strategee innit? Lemme explain. We're in a zoggin big Gargant, right?"

"Right."

"An' there's nuffin' out there that's bigger'n us, right?"

"Right."

"Then we can't lose. Simple really, you jus' gotter learn ter use yer 'ead."



Whole tribes of Gretchin riggers scurry throughout its vast bulk to keep it rolling inexorably forward. To the Orks fighting alongside it, it becomes an idol to the Ork gods Gork and Mork and they become inspired by its presence even as their foes quail before it. A single Emperor class Titan is the equal of a whole squadron of lesser Titans and they are only committed to the fiercest and most critical campaigns.

TITAN HUNTER, FIRE SUPPORT, OR ALL-ROUNDER

As I said earlier, every race builds Titans in a different way and even identical types of Titan may be armed with very different weapon systems. This makes Titans particularly flexible and allows you to choose a Titan for a particular purpose.



Any choice that you make for your army must take several factors into account. The points that you have available to spend, the type of army that you have chosen, the type of army that you will be fighting and personal preference are the main things to keep in mind when choosing a Titan. Obviously in a relatively small game you may not be able to afford that three

Imperator Titan battle group you have been painting all weekend.

If your army has a lot of anti-tank weaponry in it, then you may wish to arm your Titans for an anti-infantry role to plug a tactical gap in your arsenal. Equally, if you suspect that your opponent will be taking an enormous amount of tanks, then you may decide to go

completely the other way and load up on pulsars or death rays. Here are a few of my ideas on how to pick a Titan...

CHOOSING WEAPON FITS

I usually pick my Titans last of all – this way I know how many points I can afford to spend on them and I can see how the rest of my army has shaped up.

Taking a good look at my army roster, I think about how it will attack the enemy.

Is it lacking in firepower? Can it cut the mustard in close combats? Are there enough weapons capable of taking on super heavy tanks and Titans? My Titans will be fitted to cover any shortcomings and fill holes in my army selection. As an Eldar player, my choices are more limited than an Imperial or Ork player. There are only two main types of Eldar Titan: the Revenant Scout Titan and the Phantom Battle Titan. Of the two, I much prefer the Revenant, so unless I am playing a really large game, I will limit myself to one or two of these, which makes choosing weapons much easier – you don't have to!

The Revenant comes with two pulsars and a weapons battery which can't be changed. Problem solved. Other Titans, though, are trickier. Having chosen a role for your Titan, you have to decide whether to keep it fairly flexible or really specialise. For example, if you want a Warlord Titan fitted as a Titan killer, you could take it to the limit and load up with a death ray, two Vortex missiles and a close combat weapon. This is practically guaranteed to take down an enemy Titan but once it has done this your expensive Titan is practically useless. Death rays are pretty deadly but they can only kill one thing per turn. You may decide to try a more balanced approach and fit a more flexible payload. Perhaps a close combat weapon and a death ray for taking on Titans, with a weapons battery and a mega cannon which will be of more use against softer targets.

Of course there are many different basic roles which Titans can be equipped for. How about an anti-infantry Titan with lots of barrage weapons and weapons batteries, or a tank killer – Eldar Titans with their pulsars are particularly good at this. We've discussed anti-Titan Titans already but how about an artillery Titan? If you are fed up with flyers swooping down and demolishing your artillery on turn 2 of every game, why not fit all of your field guns onto a Titan? There are plenty of long range Titan weapons available and most of them are either barrage or heavy barrage weapons to boot! You will lose the ability to fire indirectly and lay down preparatory bombardments, but at least you can be pretty sure of your artillery lasting the whole battle. Finally, one of the best uses for a Titan is as a helping hand. If things are going a little pear-shaped on a section of your battle line or an enemy unit has unexpectedly caved in and you need to capitalise on your success quickly, a spare Titan can be very useful. Because they are capable of dominating a large area of the battlefield, a Titan makes a fantastic rapid response unit; it doesn't need to move right to where it is needed, it just needs to be in sight. A single Titan or a hunting pair of Scout Titans held in reserve can carry a victory or halt a defeat.

TO THE BATTLEFIELD

Once your Titan is on the battlefield the hard work really begins. It's easy to get carried away with the idea that your Titan is so hard and unstoppable that it is going to roll over the enemy army practically all by itself. Quite a simple trap, but one that you should avoid at all costs. Firstly, enough firepower will bring anything down, it doesn't matter whether you are facing a Land Raider company or a battalion of Imperial Guardsmen, if there are enough of them your Titan will get into trouble. Secondly, there is a limit to the number of things that any



one Titan can fire upon at a time. If there are more things to shoot at than your Titan has guns, then some things are going to survive. And finally, you've bought and painted all those other models too, so hadn't you better use them?

TITANS AND YOUR ARMY

Basically the point here is that any Titan, no matter how big, is going to need to work with the rest of your army, otherwise you can end up just wasting its potential. The main thing to remember is the plan you had when you designed the Titan. If you wanted it to barrage infantry then go ahead and don't get side-tracked into taking pot-shots at super-heavy tanks. Pick your target carefully. A Titan weapon packs a very hefty punch, but only against one unit or detachment. Make sure that the target really merits the attention of your ultimate death machine. You really don't need a Titan to mop up the last few Gretchin stragglers from a routing Boyz mob!

Your Titan is just one part of your battleline, it should be supporting other elements even as they support it. If the Titan is under threat from several sources then you should have other units that can help it out; equally, your Titan should be able to lend its considerable firepower where it is most needed. A wider view of tactics will not only make your Titan more likely to survive but also achieve a more useful result.

ELDAR PHANTOM & REVENANT TITANS

Eldar Titans are unrivalled in their sophistication and technology. The huge machines of other races are crude and ungainly when compared to the smooth grace and lifelike movements of Eldar Titans. They are unmatched in other ways too, using devastating pulsar lasers and image-distorting holo-fields to misdirect enemy shots rather than void shields and power fields which attempt to deflect enemy attacks with raw energy. They benefit not only from the experience of their crews (who are brought up with the Titans from birth) but from the collective consciousness of a large spirit stone which contains the ghosts of many Eldar. Titans are built around a wraithbone core which permits the spirits contained within to flow freely through the whole machine. This gives the Eldar Titan a consciousness of its own which, combined with its living crew, makes it a deadly fighting machine.

Although Eldar Titans are very lightly constructed compared to the metres-thick armour of an Imperial Titan or the regenerative abilities of Tyranid bio-Titans, they are protected by a holo-field which is projected from wings mounted atop their carapace. This fractures the image of the Titan making it appear to be a swirling, dancing cloud of coloured motes. It is very hard to target an Eldar Titan with any degree of certainty and even the most advanced tracking systems are thwarted by the swirling energies of a holo-field.

The pulsar is used exclusively by the Eldar. It is a highly sophisticated laser cannon and amply demonstrates the Eldar's consummate skill in constructing laser weapons. The pulsar fires short volleys of extremely powerful laser energy, each pulse of energy in the volley being separated by a few milliseconds from the next one.

Scout class Revenant Titans are extremely fast, using their long legs and small jump jets to move across the battlefield with astonishing speed. Their twin pulsars can cut through foes many times their own size, as well as devastating detachments of smaller adversaries.



From his high station above the battlefield, Avallairre could see that the Orks had breached the Eldar lines. Great, lumbering machines spearheaded a seemingly endless green tide that overwhelmed everything in its path. Around him the Phantom Titan quivered with rage as his perception flowed through it. The ancient warriors whose spirit stones guided his aim and steadied his steps cried out for vengeance and he could not refuse them. With a sweeping movement, Avallairre spun the enormous Titan around and headed for the Orks. He gave his orders tersely to his living crewmen, the dead already knew what was expected of them. To the Orks it seemed as though some warlike god walked amongst them. Ork and vehicle alike were ripped asunder by a tempest of shuriken and flickering laserfire. Seeing so many of their number dead, the Ork advance faltered, unable to face the storm of death that awaited them. Sensing that the tide had turned, the Eldar counter-attack began, sweeping the disheartened Orks before them with Avallairre striding at their head.



Mail Order has all those extra bits that you'll be wanting to get your hands on, so that you can model your own fire support or close combat Titans. Give the Trollz a call on 0115 91 40000 to find out the full list or you could check out the Mail Order section later this issue.

SIEGE

THE SIEGE OF
CASTLE RAVENBURG*by Tuomas Pirinen and Gordon Davidson*

With the imminent release of Warhammer Siege, we decided that it was time to play a battle report featuring the new Siege rules. Gordon (formerly the Boss Troll in Mail Order) is a recent arrival in the Studio and helped Tuomas playtest the Siege rules. It seemed a good idea for Gordon and Tuomas to go head-to-head in a Siege battle report. During playtesting we found that playing a full campaign was the most challenging and enjoyable part of Siege, so we decided to do just that with the Final Assault forming the main body of the report. Over to Tuomas...

Tuomas: Gordon took command of his beloved Orcs, while I assumed the mantle of an Empire Reiksmarshall. As we had just got our hands on the splendid, new, plastic Warhammer Fortress and Soldiers of the Empire Warhammer regiment we decided that the the Empire army would defend it and the Orcs would attempt to storm its gates. One of the decisions we made before starting was that we were going to limit magic severely. Both of us have played Warhammer for ages, and we often try variations on rules or unusual scenarios. In this case we both wanted to concentrate on the tactics and strategies involved in Siege Warfare instead of long Magic phases and powerful magic items.

The other unusual feature of this battle was that both of us could field one unit of Mercenaries from the forthcoming Dogs of War book. If you look closely at the photos on the following pages you can catch glimpses of Golgfag's Mercenary Ogres and the famed Marksman of Miragliano.

THE STORY THUS FAR...

Before the Final Assault we played several other scenarios as detailed in the Warhammer Siege book. In a Siege campaign both players take turns and have a list of options. Some of these will require the players to fight a scenario, while others, like Bombardment, are solved with a simple dice roll. For example, if the defender chooses to send messengers to seek aid, he must play the Send for Help scenario to determine whether the messengers break through the Besiegers or not. Below we have described (although in cursory manner) the scenarios we played before the Final Assault.

FORLORN HOPE

We rolled to see how the campaign started, and found out that the first scenario would be the Forlorn Hope. In this scenario the Besieged player must have one unbroken unit within 6" of

a certain key terrain feature such as a bridge, crossroads etc. This is easier said than done, as the Besieger will have a numerical superiority and time enough to hunt down every single opponent. The objective is situated in the centre of the table, making it very difficult to defend!

The Empire troops put up a brave fight, but they were swiftly crushed by the superior numbers of the Greenskins. At the end of turn 3 there were no survivors, with the Night Goblin Fanatics having wreaked terrible casualties.

Each of the scenarios in the Siege Campaign will affect later battles. In the case of Forlorn Hope if the Besiegers win, they will catch some of the enemy troops before they can retreat into the safety of the fortress.

We rolled a dice to see how many troops were caught by the advancing Besiegers. The luck was with Tuomas as Gordon rolled only 2, reducing the defending army in the Final Assault by 30 points.

SEND FOR HELP

Now it was the Empire player's turn to try and gain advantage in the campaign. Hard pressed by the besieging Orcs, the defenders sent some of their bravest men to attempt a breakthrough and bring reinforcements from Altdorf.

A force of Kislev Winged Lancers, accompanied by Kislev Horse Archers, volunteered to break through the siege lines. They were met by a strong contingent of Orc Arrer Boyz and Boar riders, and after much bitter fighting, two messengers were about to break through. One was the real messenger and the other a decoy. Gordon had only one Arrer regiment capable of shooting at them. If he made a wrong decision he would lose, as the real messenger would gallop to safety and bring word to the allies of the besieged force.

After much pondering and soul-searching, Gordon decided to shoot at the Kislevite with the red tunic, and scored two wounds. Tuomas managed to save only one of them and so the brave Kislevite died. There was much rejoicing when it was revealed that the messenger was indeed the Kislevite with the red shirt, which meant Tuomas would receive no reinforcements in the final battle!

TEST THE DEFENCES

Immediately upon his arrival, Orc Warlord Davidson ordered his advance force to storm an outlying bastion. Equipped with log rams, a battering ram and ladders, the Orcs & Goblins made a determined attempt to smash the fortress gate.

The defenders hurried to the walls, and sent showers of crossbow bolts into the Orcs. Despite this the Greenskins reached the ramparts and the gate. After much fighting (and Gordon rolling lots of 1s!) the attackers were repelled with heavy casualties. At the end of the assault the gate was still standing, and the Orcs hastily retreated as the defenders mustered ready to sally out.

SALLY OUT

Tuomas chose an all-cavalry army (which is very appropriate for a sally force) to attempt to break through the ring of besiegers and burn down the war machines.

The Orcs were completely taken by surprise as Reiksguard Knights, the pride of the Empire cavalry, emerged from the gate, followed by Winged Lancers and two regiments of Horse Archers.

Led by the commander of the garrison, the Reiksguard Knights smashed the Orc regiments of the siege line in an attempt to make an opening for the stalwart Kislevites so they could burn down the infernal siege engines. The Black Orcs



moved to block the assault and save these important engines of destruction.

But in the end the time ran out, and the Empire army had to retreat back to the fortress as Orc reinforcements from all around the castle poured in to bolster their wavering siege line. Tuomas was heard muttering "just one more turn" as the game ended before the Orc siege towers and war machines could be put to the torch.

So the priceless war machines were saved and both players prepared their armies for the Final Assault.

Note: before battle both Gordon and Tuomas used one Campaign turn to build Siege Equipment.

NAZGIT'S HORDE

Gordon: At last the final battle. Unfortunately all the lead up battles have only gained me an extra 75 points of war machines to add to my 3,000 point horde. Still mustn't grumble.

My plan of attack was dead simple (*not at all like Gordon then, no, no, no... - Fat Bloke*), charge on all fronts. Whilst this sounds simplistic, it is in fact the most effective way to take a castle as the defender will find it tremendously difficult to adequately protect every rampart.

My first choice was easy, only a mighty Black Orc general would have the guile to assault an Imperial fortress. I decided to call him Nazgit and chose him a bodyguard of fifteen of his finest warriors. Equipped with ladders, their task was simple; storm the gatehouse. Next to them would be a thirty strong unit of Goblins pushing a mighty log ram. Their job was to draw fire from the Black Orcs and to tie up any reinforcements in the courtyard once they had gained access to the castle.

For missile troops I had to borrow from the studio army. On an open battlefield I rarely feel the need for bowfire - I prefer a full-blooded assault. But in a siege only the most foolhardy general ignores these deadly warriors. I chose a unit of ten Crossbow Boyz and another of twenty Arrer Boyz, equipping both with mantlets. These provide hard cover, making the Boyz -2 to be hit and also gives them a free 2D6" move before the battle starts (hopefully moving the crossbows into short range). Next came the mighty war machines; two rock lobbers and two doom divers would relentlessly pound the walls,

hopefully gaining access for my marauding horde. Normally you are only allowed one war machine for every 1,000 points you spend but due to us using limited magic and with the extra turn building war machines (an option in the scenario lists) Tuomas kindly allowed me an extra one. All the missile troops received the same orders from Warlord Nazgit, "First get rid of all da big shooty guns. Den you lobbas hit da same bit of wall da ogres run at until it falls down. You arrers shoot anyfink dat moves, goddit?"

My next choices were again easy to make (ain't Orcs brilliant!), a Giant and some Forest Goblin spider riders, because both these troops get special rules in Siege. Giants ignore ramparts when they charge (they don't need 6s to hit) and have sufficient strength to damage the walls themselves, whilst spider riders can run straight up the walls without ladders or grappling hooks.

Rounding off my attacking force I placed my siege tower (also known as the big cannon attracter) on the left flank, pushed by Big 'Uns, along with a twelve strong unit of Savage Arrer Boyz with grappling hooks. Lastly I chose Golgfag's Ogres with a battering ram and a unit of thirty Night Goblins with ladders (I didn't hold much hope of them doing anything useful, but big units scare people and they will irrationally fire at them).

So, with my mighty force of doom chosen, let battle commence.



30 Night Goblins with ladders



10 Orc Boyz with crossbows & mantlets



20 Black Orcs with General & ladders



2 Rock lobbers



25 Goblins & 1 battering ram



11 Savage Orcs with bows & mantlets



20 Orc Big'uns with siege tower



1 Giant



Golfag's Mercenary Ogres & 1 battering ram



20 Orc Boyz with bows & mantlets



2 Doom Divers



8 Forest Goblin spider riders



12 Halberdiers



12 Crossbowmen



1 Mortar



Level 2 wizard



20 Halberdiers


 Marksmen of
Miragliano


1 Great Cannon



Level 1 wizard



8 Reiksguard



12 Halflings



1 Volley gun



5 Archers

MUSTERING THE DEFENCE

Tuomas: As I prepared for the Final Assault I carefully considered my options. Even though I have played dozens and dozens of Siege games, this would be a new experience for me. I have used the Empire army to attack castles many times, and I can tell you that with its numerous infantry and powerful war machines the Empire army excels in pounding down the walls and storming the barricades. This time it would be different. But with their infantry, good archers and war machines, I was confident that I could mount an effective defence.

To repel an assault a General has to pick the right troops for the job. There is no room for error, as one useless unit may mean the difference between the victory or defeat. This in mind I considered my options.

First I considered which characters I should use. I started with Helmut Kreutz, the General, and equipped him with heavy armour, shield and a halberd. He would be placed in the middle of the troops, ready to take on the worst that the enemy had to offer.

Apart from my general I chose two modest wizards, level 1 and level 2. Their main job was to counter Waaagh! magic and bolster my own troops, as Battle Magic is not at its best when used offensively.

As we had limited ourselves to just a few magic items (3 items up to 25 points), selecting them was quick. I gave both of my wizards a Dispel Scroll each, and equipped my General with the Armour of Meteoric Iron to give him a 2+ save.

War Machines were a must. I took a Great Cannon, Hellblaster Volley Gun and a Mortar. This would give me a wide variety of options, from the Mortar's ability to pound large formations to the Great Cannon's sheer hitting power which I could use to devastate any Siege Towers.

For my rank-and-file, I picked as many missile troops as possible. I took a regiment of 12 Crossbowmen, a unit of 12 Halflings and I also hired the services of the famous Marksmen of Miragliano from the forthcoming Dogs of War book. With their Ballistic Skill of 4, and led by Maximillian, their captain, they would be ideal for showering the enemy with deadly bolts.

Usually in a siege game the enemy will create breaches and assault the ramparts. To make sure that if any of the walls were overrun I would be prepared, I also took 2 units of Halberdiers (12 and 20 strong with champions) as well as a unit of 8 elite Reiksguard foot knights. With their strength of 4 these soldiers of the Emperor would be ideal to defend the courtyard.

After buying three batches of boiling oil and numerous rocks for my units, and reinforcing the fortress gate, my brave defenders were prepared.



EMPIRE TURN 1

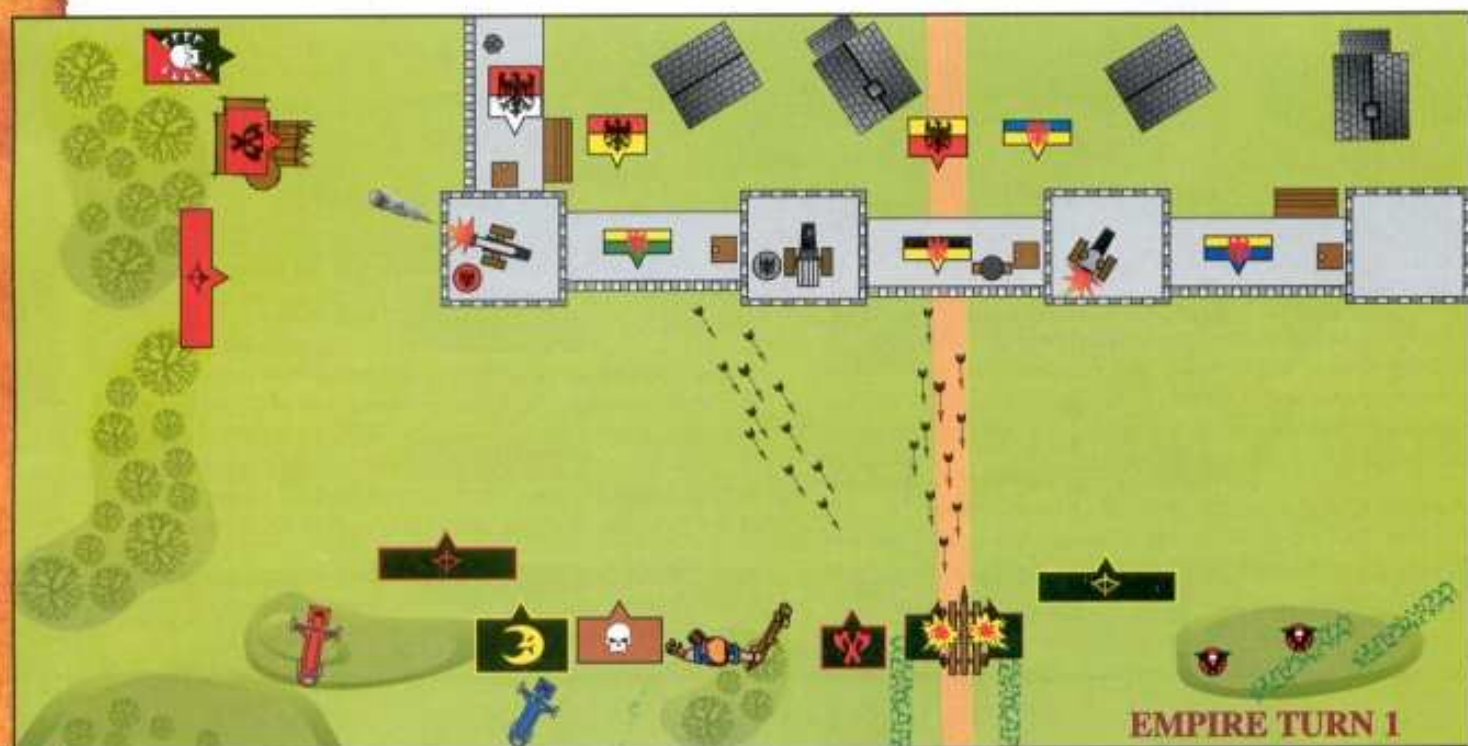
As the sun rose, the bells and horns of the castle sounded. "The Greenskins are upon us!" rose the cry, and the weary warriors mustered to meet the foe. With drilled discipline the crossbowmen, halberdiers and the elite Reiksguard manned the walls and prepared to meet the foe.

After deployment there was no movement on the walls or in the courtyard, as the troops were already in a good position to receive the attackers. As the Empire general barked his command, the artillery and archers of the Empire opened fire. The Great Cannon took aim and belched fire. Unfortunately the cannon overshot its intended target, the siege tower, harmlessly hitting ground the many paces behind it.

The Mortar aimed at the Black Orcs but didn't fare much better, and though the estimates drawn by the chief artilleryist were correct, the machine misfired and refused to work for this or the next turn.

The Crossbowmen and the Marksmen of Miragliano opened fire on the massed Goblin regiments and felled four Goblins, but that was but a few leaves in a forest of foulness.

With no hand-to-hand combat to resolve, we moved straight to the magic phase. The Winds of Magic gave eleven cards to the players, and Tuomas immediately attempted to cast *Bless* on the Marksmen. Gordon threw down a *Dispel* card and managed to stop the spell from taking effect. There was no other magic and both sides stored two Magic cards in preparation for the next Magic phase.





ORCS & GOBLIN TURN 1

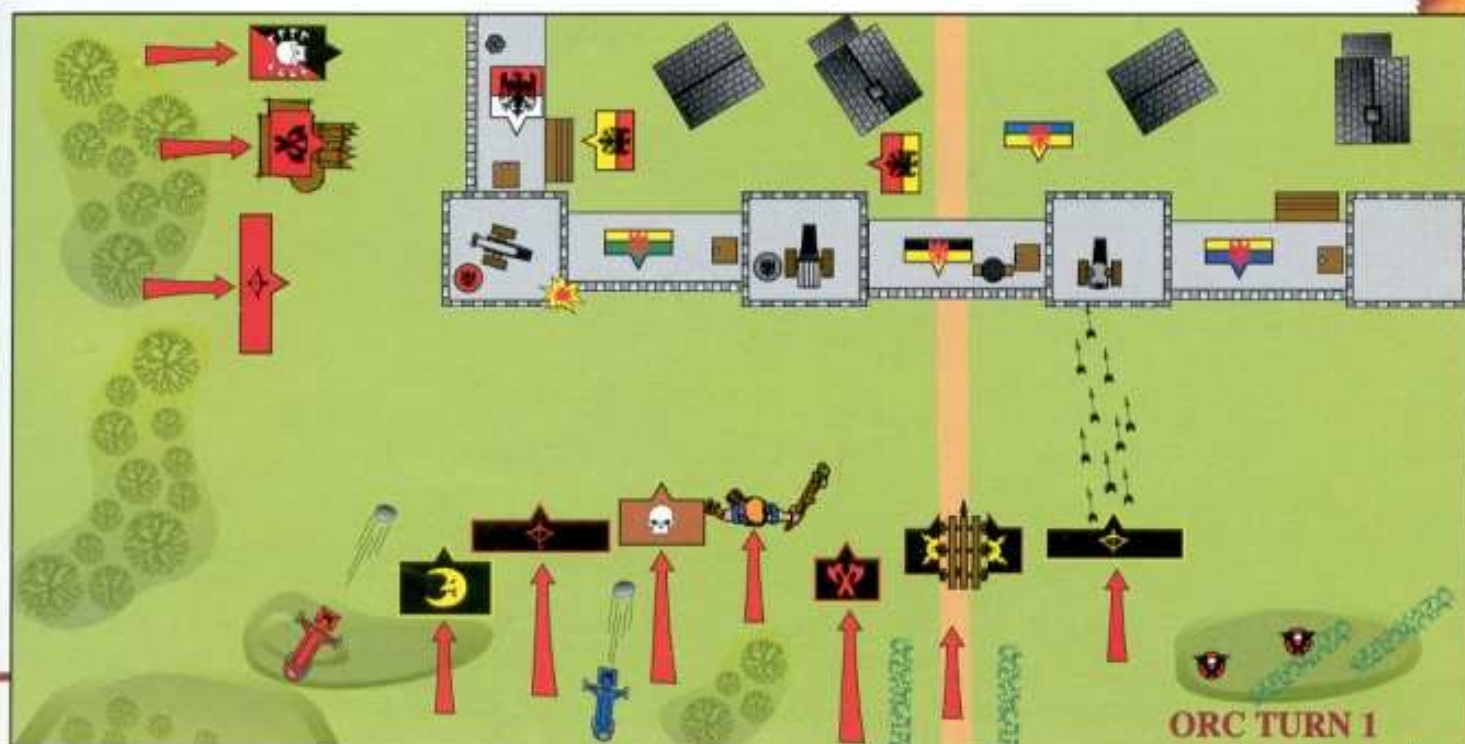
The Orc and Goblin army advanced in a vast, green mass, completely ignoring the effects of animosity. Only the Goblins pushing the battering ram failed their roll, and even then they got the beneficial *We'll Show 'Em!* result (the mob immediately moves towards the enemy). Otherwise all the Greenskin regiments apart from the Arrer Boyz advanced towards the fortress at the maximum speed. The Greenskins were determined to get to grips with the enemy as soon as possible.

The Orc artillery and archers opened fire upon the castle, hoping to thin the ranks before the assault on the ramparts. But since the distance to the castle was still great and the Imperial troops were well-protected by the high castle walls, the Orc

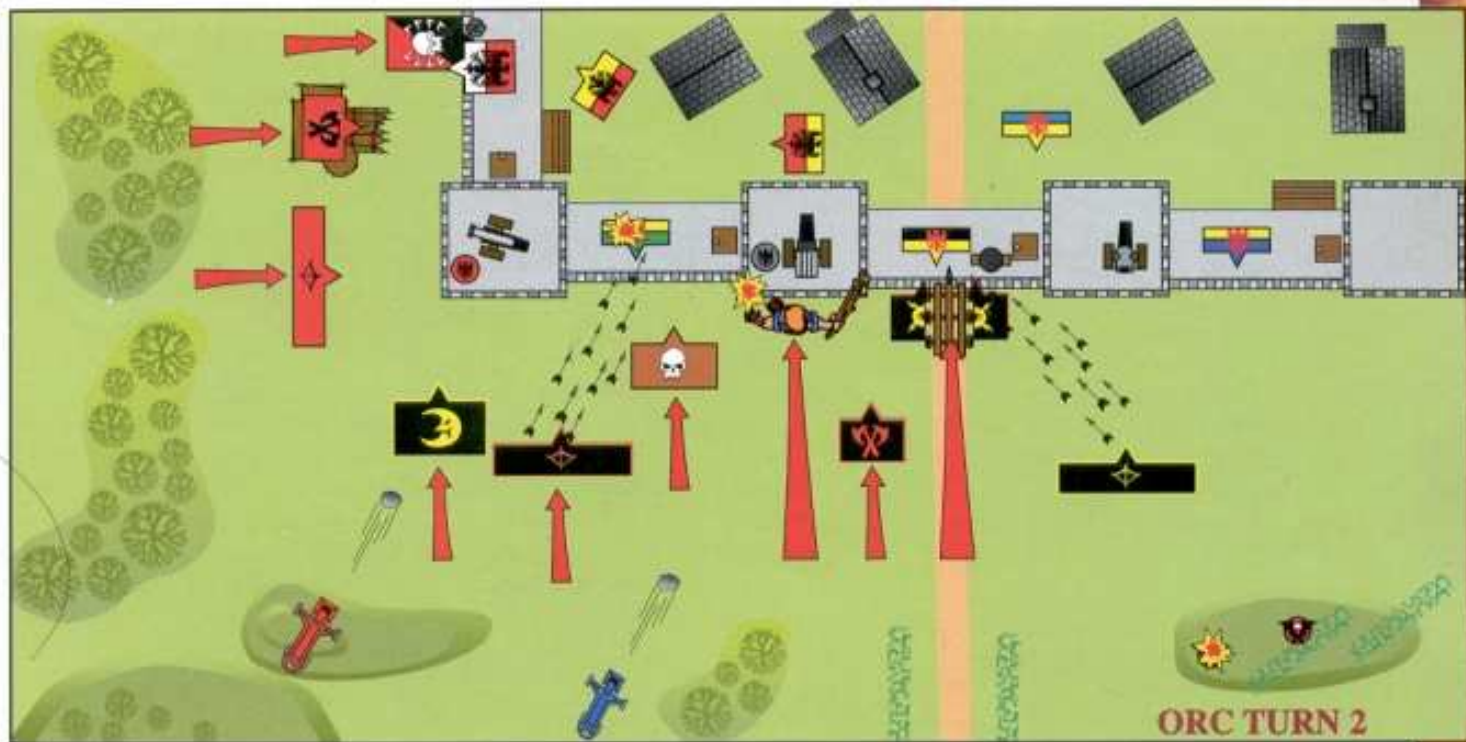
Arrer Boyz completely missed the humans, with arrows bouncing off the solid stone walls. The Orc artillery fared little better, with all the machines missing their targets apart from one Stone Thrower which shook a tower to its very foundations.

With all the shooting done it was time for the Magic phase again. Four cards were dealt and the deadly exchange began again.

Gordon started with casting *Mork Save Uz!* on the Black Orcs, but Tuomas managed to dispel the enchantment. Gordon followed up with *Hand of Gork*, and in bid to protect his castle from an early assault Tuomas used one of his Dispel scrolls. The Magic phase ended with both sides storing two Magic cards.



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efforts they failed to wound any of the Marksmen of Miragliano. The Tileans hurled insults back at the Orc archers, claiming that only Tileans knew how to use missile weapons. The Orc artillery did not do too well, either. A Doomdiver suffered a catastrophic misfire which destroyed the machine and sent mangled Goblins flying through the air. The other war machines missed the castle completely (with the Empire troops jeering about how hard it is to hit a castle), apart from

one Stone Thrower which hit the tower where the Volley gun had been, destroying some more of the masonry.

In the Magic phase the howling Winds of Magic granted 4 cards. *Hand of Gork* was cast on the Goblin unit with the Battering ram, and after a failed Dispel attempt the unit soared through the air and into contact with the gate!



EMPIRE TURN 3

The Empire troops still did not move, but prepared to receive the green onslaught. The grim-faced general raised his hand to order another barrage of cannonade and crossbow bolts to be unleashed.

The Mortar roared and a shell exploded amongst the Black Orc regiment, ripping five of the giant Orcs to pieces.

Encouraged by the success of their colleagues, the Great Cannon crew took careful aim and let loose. The huge siege tower was hit, and the massive cannonball shattered one of the beams of its framework. The whole construction creaked, shook, and finally fell apart with a deafening crash! Six of the Big 'Uns were crushed under the falling timbers, and now the entire regiment was left with no way of assaulting the castle!

The crossbowmen took aim at the Night Goblins but only managed to kill two of the creatures, still leaving dozens poised to attack the castle.

The Marksmen of Miragliano tipped boiling oil over the ramparts and into the waiting Goblins. But the Goblins quickly took cover under the wooden roof of their battering ram and thus suffered only a single casualty.

The Halflings proved to be far more accurate, and despite the protective mantlets, they felled three Orcs! Impressed, the Empire General ordered extra food rations for the Mootlanders after the battle (*is that an open invitation? – Fat Bloke*).

The Spider Riders fought a round of hand-to-hand combat against the Reiksguard, but neither side managed to cause any wounds. This combat would drag on for at least one more round.

The Goblins, encouraged by their bosses, struck their battering ram against the gate. Gordon managed to roll a 6 and a deafening crunch indicated that the gate was caving in under the force of the battering ram. Any further attacks against the gate would receive a +2 bonus.

The Magic phase granted Tuomas the Total Power card, and he used it to cast *Fear* on the Night Goblins. Unable to dispel it, Gordon picked up the dice and promptly failed his Leadership test. The Goblins fled, leaving their ladders behind.

ORCS & GOBLIN TURN 3

Following their bellowing General, the Black Orcs charged the Marksmen of Miragliano, climbing up the ladders like a black swarm.

The Ogres hoisted their log ram and charged the wall section where the Giant was struggling with the Crossbowmen.

The Savage Orcs let loose with their arrows, but managed to miss the Great Cannon crew completely. Seeing their savage cousins miss, the Orc Arrer Boyz with crossbows shouted "yor rubbish, we'll show ya" and shot one of the cannon crew off the tower.

In the Hand-to-Hand Combat phase the Goblins battered the gate again, making it buckle under the pressure. The gate was almost broken, and the Halberdiers on the other side gripped their weapons, preparing to face the green tide.

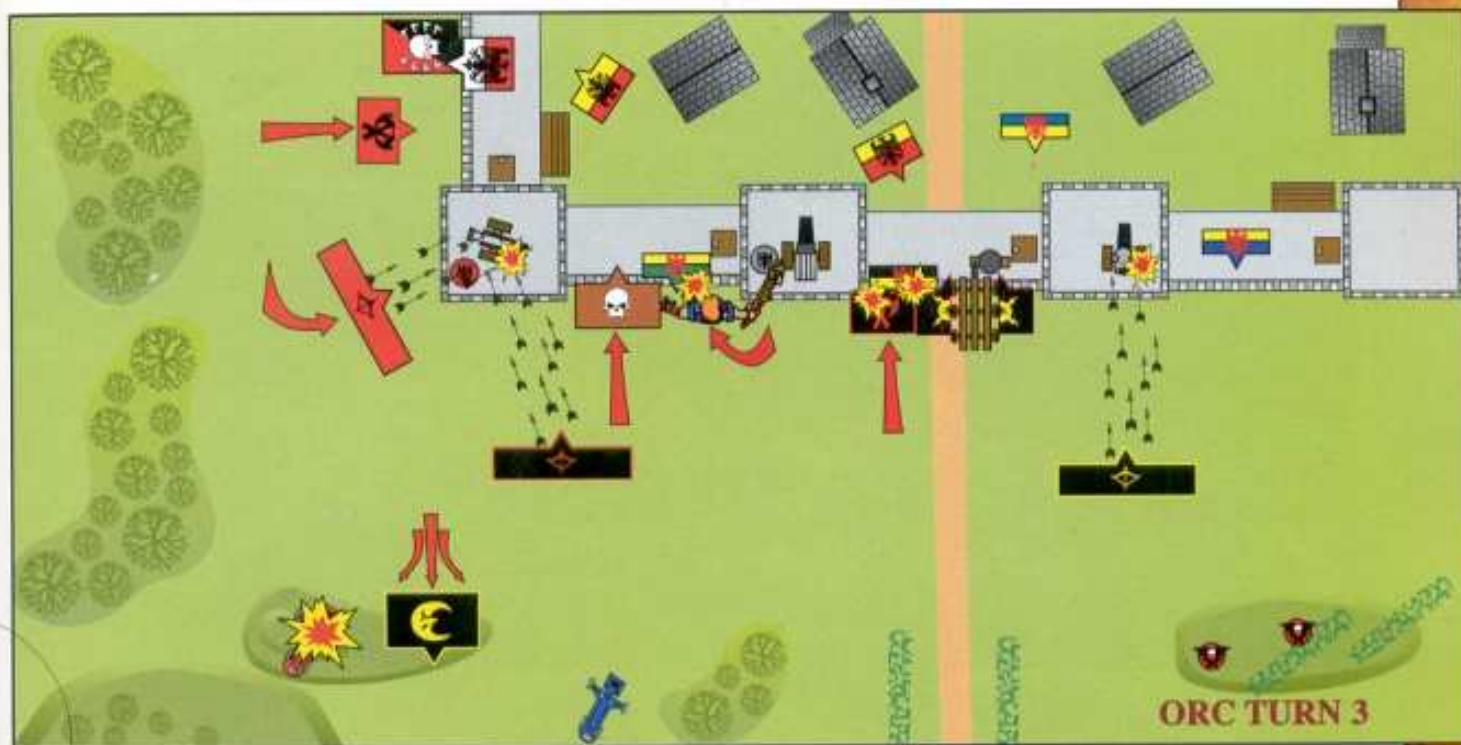
The Ogres battered the wall with all their might, and managed to crack it. Meanwhile, high above them, the Giant lifted its huge club and crushed two Crossbowmen. The Spider Riders still struggled with the Reiksguard, but both sides still failed to wound, and the combat was drawn once more.



In the main battle the bellowing Black Orc General issued a challenge to Helmut Kreutz, and the grim veteran accepted. The brutal Orc attacked first (as he was armed with the Sword of Swift Slaying) but failed to cause any damage. The human general struck back, and the Black Orc roared with pain and rage, as his opponent scored 2 Wounds! The Marksmen and the Empire General had won the combat, but the Black Orcs passed their Break test.

Magic gave the players 8 cards, and Gordon used them to cast *'Ere We Go!* on the Black Orcs. Tuomas threw down a Dispel card and managed to dissipate this potentially battle winning spell.





With typical Finnish sensitivity, Tuomas politely points out that Gordon's siege tower is now nothing more than firewood.



Troops which are standing on the ramparts or walking in the courtyards do not prevent march moves outside the castle, and vice versa. It is not, after all, very likely that a man walking outside the walls is going to stop somebody from moving quickly inside a castle!



EMPIRE TURN 4

The Halflings, seeing that no enemy threatened their wall section, climbed down the ladders and stairs to the courtyard, ready to lend a hand to any of their comrades who might need reinforcing.

There was no shooting on the Empire side as all their missile troops were either dead, engaged in hand-to-hand or trying to fix their war machines.

The Giant swung with its club once again, and crushed three Crossbowmen, while the Ogres once more smashed their log ram against the wall. The wall shook with the brutal strength of the Ogres, as some of the stonework crumbled.

With a final, mighty heave the Goblins managed to destroy the gate. Discarding their battering ram they prepared to storm the courtyard where the disciplined halberdiers were waiting.

The Spider Riders were still fighting against the Reiksguard, and this time their Big Boss managed to kill one of the

knights. This did not help them much, as the Reiksguard struck back and sliced two of the Spider Riders to shreds. The morale of the Goblins broke and they fled, leaving the Reiksguard in the possession of the wall.

In the Magic phase Tuomas once again cast the *Fear* spell, but this time Gordon dispelled its effects.

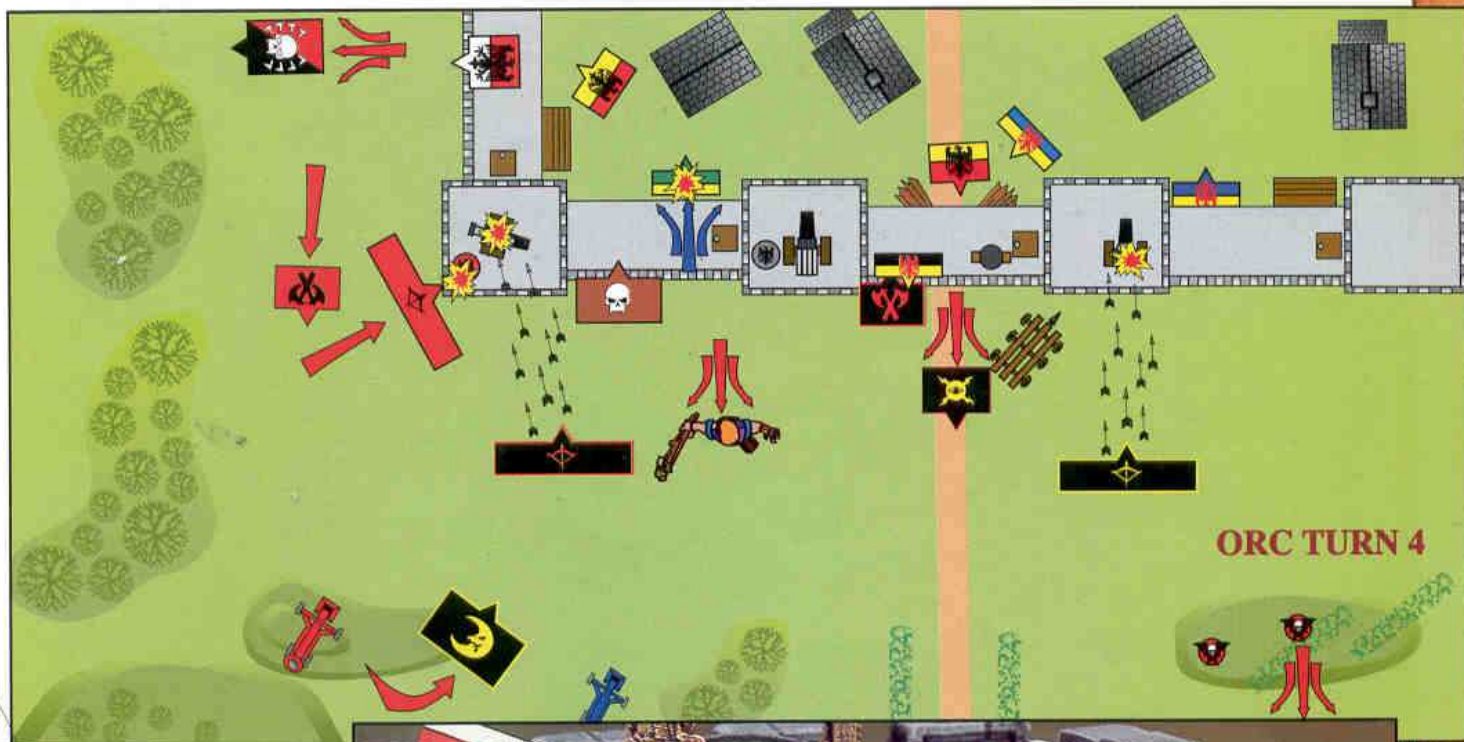
ORC & GOBLIN TURN 4

Screaming Goblins poured through the gate to charge the Halberdiers holding the courtyard. If they could break through the garrison, they would have a very good chance of winning the game!

In the Shooting phase the Orc Arrer Boyz picked the Mortar as their chosen target, but despite unleashing a hail of arrows the crew emerged unharmed.

The crossbow-armed Boyz were far more effective, and they managed to slay both remaining crewmen of the Great Cannon, silencing the war machine for good.





The Savage Orc Arrer Boyz opened fire on the Reiksguard who had just routed the Spider Riders, but despite their best efforts not a single warrior was wounded.

The Orc artillery proved ineffective again, with the remaining war machines either misfiring or missing the castle altogether.

In the Hand-to-Hand Combat phase the Giant roared and with one sweep of its club the brute mashed five Crossbowmen to pieces. The remaining two lost their nerve and fled down the stairs into the courtyard.

The Black Orc General continued his struggle with the commander of the garrison, and after a fierce swordplay the human General found an opening in the defence of the Orc Warlord, and struck with all his might. Mortally wounded, the Black Orc toppled from the wall, and his limp body was crushed as it hit the courtyard 30 feet below. A wave of panic rippled through the Orc army and the Giant and the Night Goblins fled, having lost all stomach for the battle.

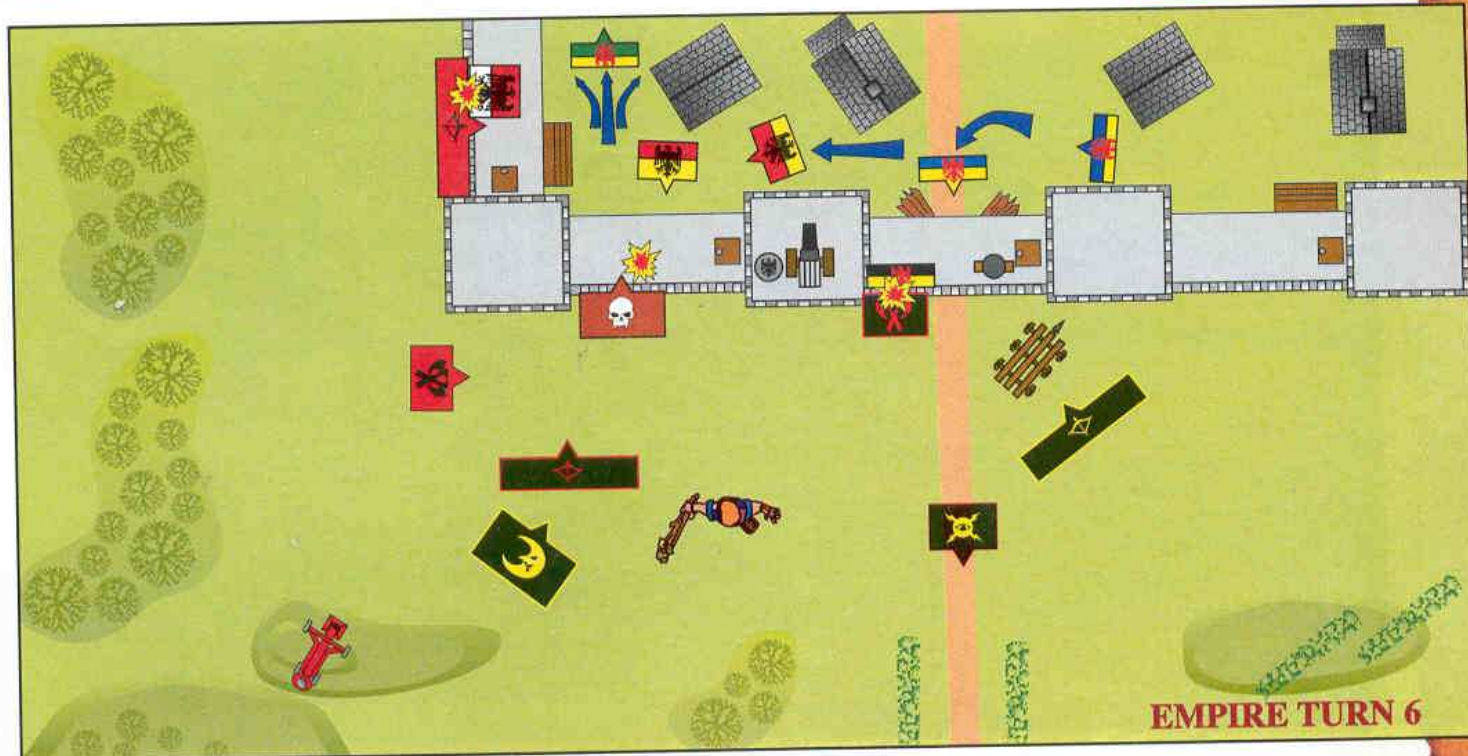
The Goblins who had charged the Halberdiers managed to disgrace themselves and lost the combat, failed their Break test and fled through the gate they had just smashed down.

The Magic phase gave nine cards again and Gordon prepared to cast his next spell, but Tuomas played the Drain Magic card, ending the phase and the turn.



Gordon takes the death of his Orc Warlord with his usual good humour.

ORC TURN 5



EMPIRE TURN 6

There was very little movement apart from a few regiments in the courtyard moving to better positions, and as all the missile troops were either dead or engaged, we moved straight on to hand-to-hand combat.

The Black Orcs killed one of the Marksmen of Miragliano in savage combat, but the stalwart mercenaries had obviously been paid very well and refused to flee.

The Savage Orcs and Reiksguard continued their bitter struggle with one killed on each side. The combatants were weary and battered, but refused to give an inch of ground.

In the Magic phase Tuomas managed to roll only two, which effectively meant that there was no magic and the turn was over.

ORC & GOBLIN TURN 6

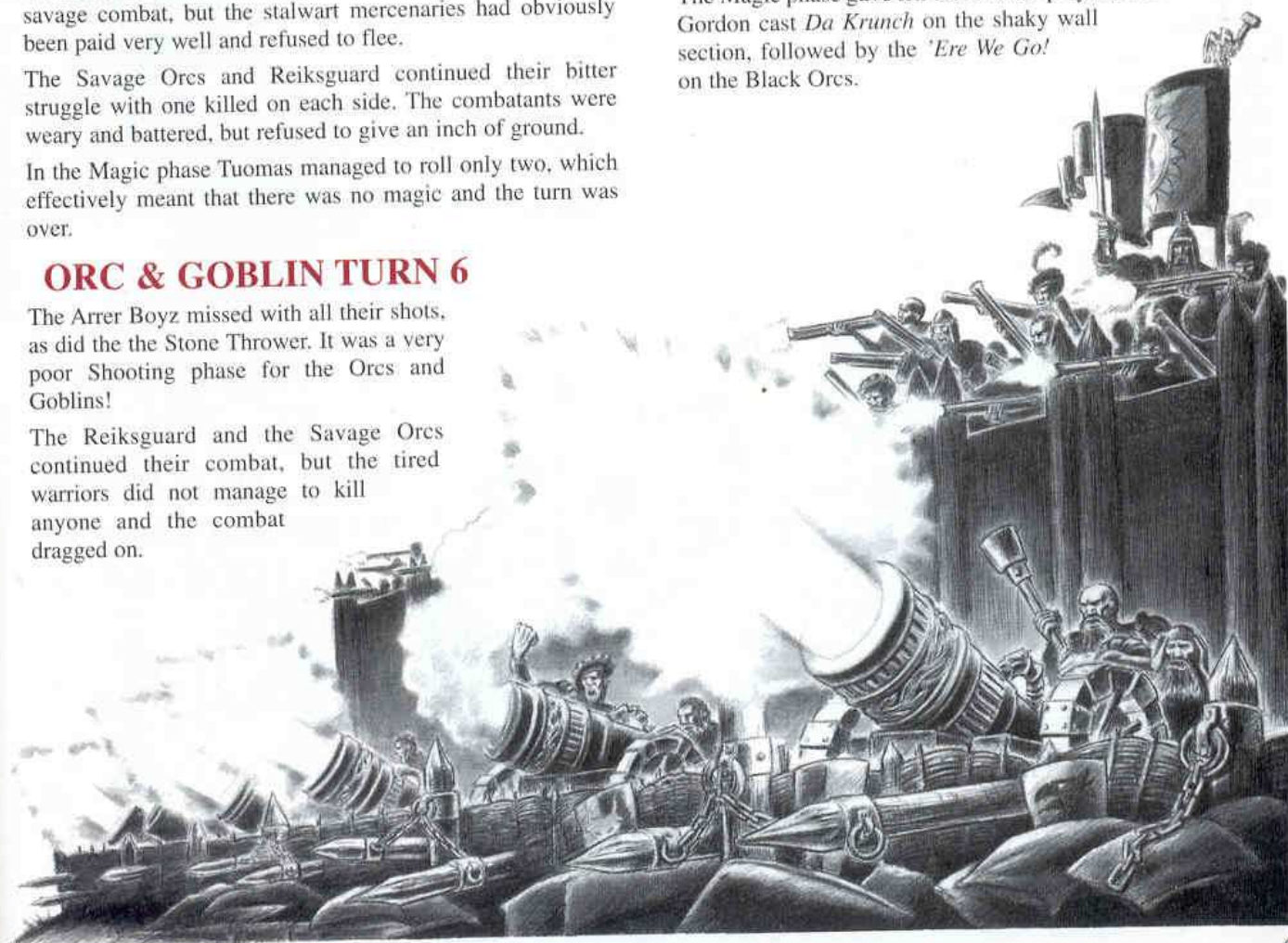
The Arrer Boyz missed with all their shots, as did the the Stone Thrower. It was a very poor Shooting phase for the Orcs and Goblins!

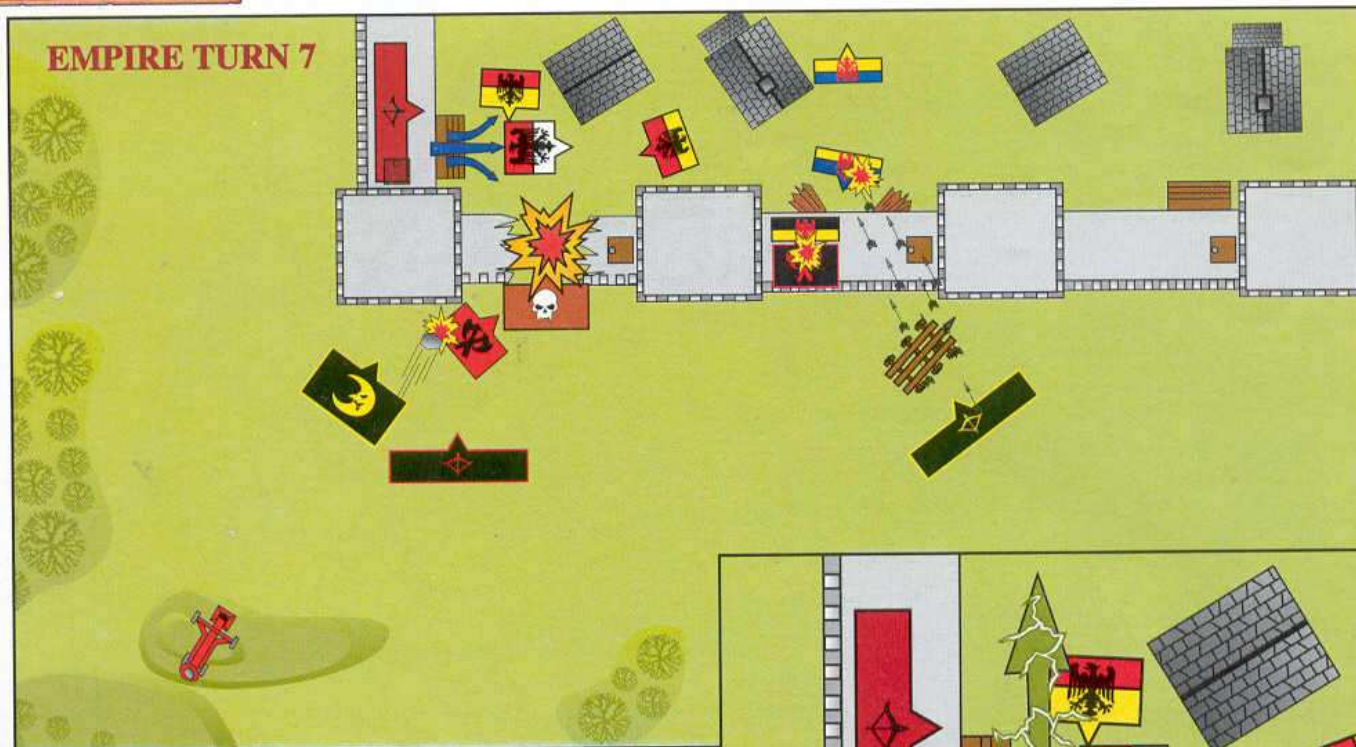
The Reiksguard and the Savage Orcs continued their combat, but the tired warriors did not manage to kill anyone and the combat dragged on.

The Marksmen, led by the human general defeated the Black Orcs, killing five of the brutal monsters and suffering three casualties themselves, but the Black Orcs, enraged by the loss of their Warlord, refused to break.

The Ogres battered the wall once again, causing the rampart to collapse, but still failing to gain entrance to the fortress.

The Magic phase gave ten cards to the players, and Gordon cast *Da Krunch* on the shaky wall section, followed by the 'Ere We Go! on the Black Orcs.





EMPIRE TURN 7

This was it, the last Empire turn! With no movement and shooting to resolve, we proceeded to the hand-to-hand combat. The Savage Orcs fought with the Reiksguard, but despite both sides killing an opponent each, the battle was a draw.

The Marksmen with the Empire general drew their combat against the Black Orcs as well, making it another stand-off.

The Ogres, summoning the last of their strength hit the wall with their log ram again, but despite scoring 19, they could not bring the wall down.

Ten Magic cards were dealt, but with no wizards left Tuomas did not cast any magic and the final Orc turn was all that was left of the battle.

ORCS & GOBLINS TURN 7

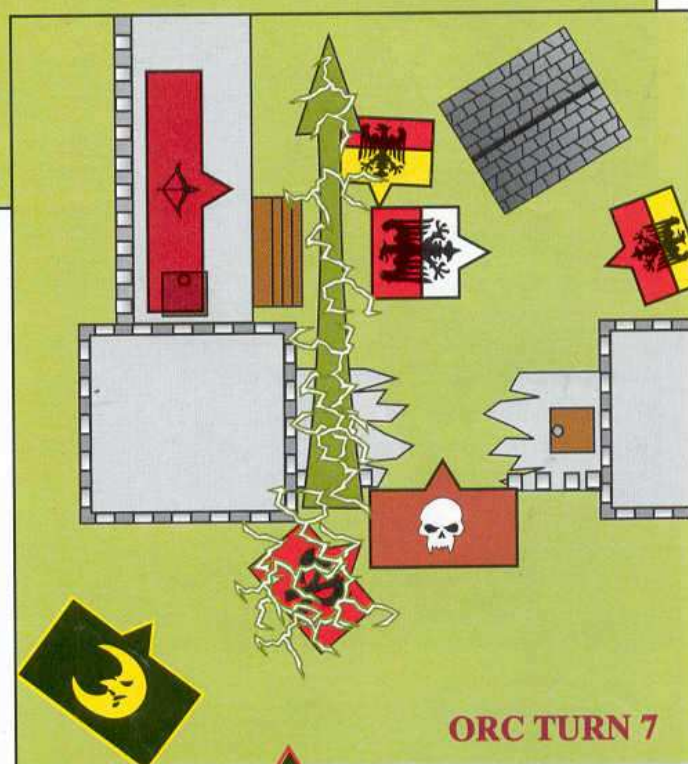
The Orcs let loose the last of their arrows, killing two Halflings through the broken gate, but a boulder from a Rock Lobba fell short, killing one of the Big 'Uns.

In hand-to-hand combat the Savage Orcs finally routed the Reiksguard, but it was too late. The Savage Orcs could no longer win the battle as there was no Movement phase left.

The human general fought against the Black Orcs alone, and single-handedly killed two of them, but the Black Orcs passed their Break test.

In the Magic phase Gordon rolled seven for the Winds of Magic, and managed to cast *Da Krunch* on the wall section which the Ogres had been pounding the whole game. The wall finally collapsed, showering the units around it with debris and dust. After seven gruelling turns Gordon had finally managed to break down a section of the wall. As the wall was now broken the magical wards inscribed into it no longer prevented Gordon from casting movement spells across it.

After debating the issue for a while we decided that the Orcs could be transported off the table with the *Hand of Gork*, into a game-winning position!



ORC TURN 7

IT IS A DARK DAY FOR
THE EMPIRE, AS MANY
BRAVE WARRIORS HAVE
FALLEN TO THE FOUL
GREENSKINS AT THE
SIEGE OF CASTLE
RAVENBURG.
YOU SHALL NOT BE
FORGOTTEN

AS THE DUST SETTLES...



*Empire General
Pirinen*

What a battle! This was in many ways Warhammer at its best. The battle was very even and very tense. As you might have noticed, the battle could have gone either way at any time! I haven't had so much fun in ages!

Being a defender in a Siege always seems like a daunting task. The overwhelming numbers of the Besieger make the whole thing seem like a foregone conclusion. But usually the Besiegers have a similar story: it seems

impossible to conquer a fortress! The walls seem like a huge obstacle to cross, the heavy defensive fire and the lack of cover means that the attackers will suffer horrendous casualties on their way to the castle. Because Siege differs so much from the standard Warhammer game it will take some time for you to get used to the new challenges and situations that arise in a Siege game.

Limiting the wizards and magic items worked very well and made the whole game enjoyable and very challenging. It also demonstrated how the game mechanics of Siege work, giving a balanced game even if you use unusual rules variations and limitations. We also had a chance to play an exciting and entertaining game where we could concentrate on tactics instead of trying to remember magic item combinations!

Every Siege scenario that we played during this campaign had a specific objective. Players often forget these in the heat of the battle, only to find that no matter how many enemies they kill they are still going to lose the battle because their opponent has concentrated on achieving his victory conditions! Gordon solely concentrated on trying to conquer the fortress which is exactly right – in the siege you have have no time to spare, even if seven turns looks like a long time. You must start assaulting the walls as quickly as possible!

So one more castle in the Border Princes falls under the onslaught of the Greenskins. But there are many more fortresses to defend. Why don't you give it a try?



WE IS DA BOYZ!

Whew, that was as close as they get! To win on the last dice roll of the last Magic phase of the last turn is cutting it a bit fine for my tastes. I can only put the result down to sticking to my plan without deviation and some great dice rolling when I lost my General (normally complete disaster for Orcs & Goblins).

My early plan to take out all Tuomas' war machines followed by his missile troops (Marksmen of Miragliano have BS4 – ouch!) went well – which was nice. Once this was achieved it seemed only a matter of time before the Ogres with their ram and all my war machines would take down the left wall section, but a succession of low dice rolls or misfiring and deviating lobbas seemed to conspire against me, so much so that by turn 6 I was almost conceding defeat, but we Orcs never give in. To see that heavily breached section of wall finally give way at the crucial moment really warmed my cockles.

What can I say except I love the new Siege system (especially since I won) and the only pity for me was that time didn't allow us to play all 9 scenarios. Orcs attempting espionage – an enduring image, isn't it, hmm? The additional rules add to Warhammer rather than rewriting the existing ones, and help to make a fascinating and exciting game. Kudos to Tuomas for being his usual devious self and I dread to think if I would have won had we allowed more magic items in the game.

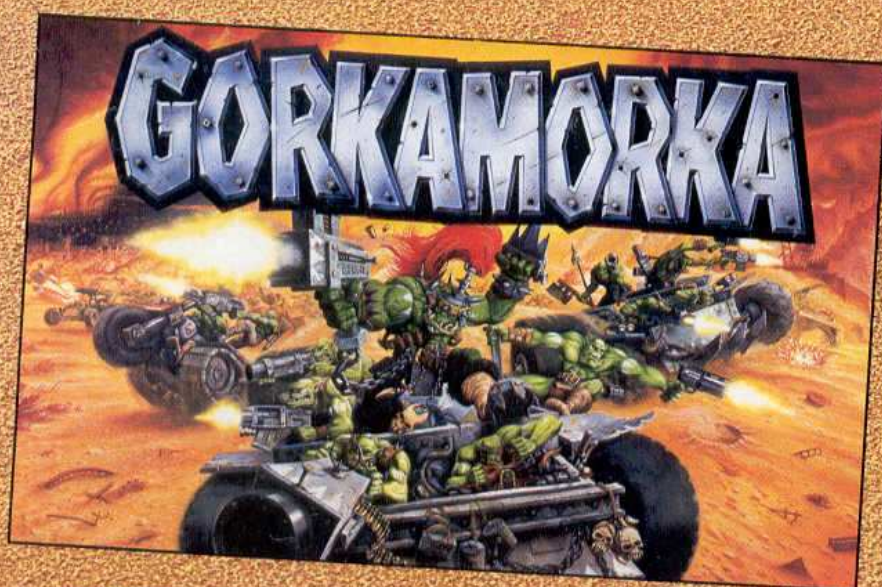
Anyway, back to the drinking songs: "We is da Boyz, we is da Boyz," etc, etc.



Orc Warlord Davidson



GORKAMORKA



Citadel miniatures produce loads of great metal and plastic models for Gorkamorka that enable you to expand your mobs and customise your vehicles!

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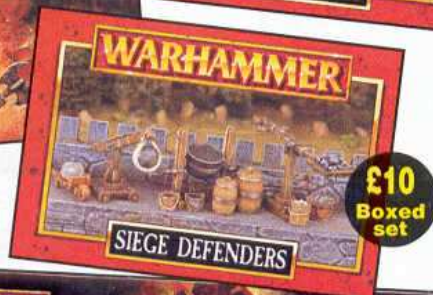
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WARHAMMER 40,000

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Chaos Cultists

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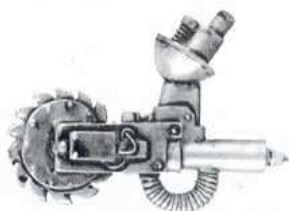
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Khorne Banelord Titan

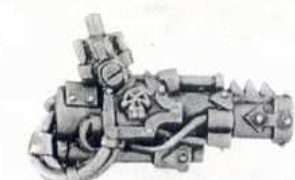


Imperial Reaver Titan



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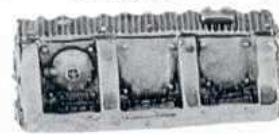
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Chaos Reaver Titans



Chaos Warlord Titans



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Abominatus, Chaos Imperator Titan



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