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46 ▼ Twisted Metal!

The nightmarish Chaos Land Raider rumbles in.



97 ▲ Kin-strife on Kalamir

Civil war between the Eldar - can the Alaitoc spring their trap?

News this issue...



Dave Taylor

AAAARGH!

Too much! Too much!

Not only have things been incredibly busy here in the bunker (what with all those Games Day preparations), but there are also too many armies I want to collect.

At the time of writing I'm slugging my way through hundreds of Imperial Guard miniatures – no surprise there really – preparing for the Fortis Binary Forgeworld table for Games Day.

As you all know, my passion for the noble Guardsmen is almost unhealthy. Once the Fortis Binary project is completed I'll be on to a joint project with Bryan Cook from our Miranda store. We're working on a "Stalingrad"-style table, Steel Legion (Germans) against Valhallans (Soviets) in a meat-grinding city fight. There are several other store managers and staff who are also involved in this project and if you're interested then perhaps we'll show it off down the track.

Then there's Warhammer and the brand new Empire army book! What a Christmas this will be. Plenty of exciting new models to swell the ranks of my Middenheimers and Marienburgers. Did you know that the Core regiments

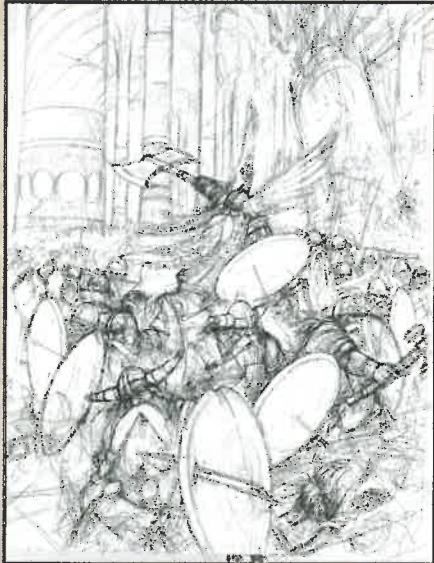
THE EDITORIAL BIT...

for the Empire army (all nine of them) will all be available in affordable plastic. Imperial insanity here I come, curse those awesome multi-part plastic kits!

But all this frenzy cuts to the core of what is so exciting about our hobby. There are always so many exciting ideas out there that you're spoiled for choice. This issue we take a look at quite a few gamer's armies, so more ideas for you there. As well as my constants (Guard and Empire) I'm also keen to have a go at the new Orcs and Goblins (how good do those Wolfboyz look?) and return to my Black Templars and those new Dwarfs look great too.

When you're deciding on your next purchase for your army just take a few minutes to think about it. Think about what you really want, that new army with all its possibilities.

Anyway, I've spent far too long away from the paintbrush...aaah! Dark Angels Green, then Snot Green, then...



Above: Paul Dainton's pencil sketches for the Dwarf Armies book cover.

Right: Colin Dixon's work-in-progress on the new Dwarf King and Shield Bearers model.

THE DWARFS ARE BACK

White Dwarf 254 sees the release of a stunning new range of miniatures for Warhammer: the Dwarfs. These stalwart denizens of the Old World are soon to be bolstered by a host of new figures, far more detailed and characterful than ever before. Some of the updated Dwarf gadgets and gizmos have to be seen to be believed. Alongside such technological marvels as the new Gyrocopter and Flame Cannon, Dwarf generals can expect to benefit from the arcane protection of the Anvil of Doom, the leadership of Dwarf Lords and even the might of the Dwarf King complete with Shield Bearers!



Needless to say, we wouldn't dare bring out all these models without a scorching Armies book to support them, and the Dwarf Armies book is already looking formidable. Furthermore, the new range is bolstered by the plastic Dwarf Regiment Set sculpted by Colin Dixon and Aly Morrison, so you can add those essential blocks of infantry to your Dwarf army. Whether you're a hardened general or collecting a completely new army, keep your eyes peeled as you're in for a real treat!

THE QUEST CONTINUES

After many hours of diligent nagging, we have managed to secure some screen grabs and stills from the fantastic Bloodquest movie that is in production at the moment. The movie is based on the Warhammer Monthly saga featuring Captain Leonatos - a Blood Angels exile with a perilous quest to recover the Blade Encarmine and return it to his Chapter.



Above and right: early views of the Land Raider in action.



The Bloodquest movie, currently in production at the Exile Films workshops, could be hitting our screens within the year. If you want to find out more about this fantastic Games Workshop event, why not visit the Exile Films website at:

<http://www.exile-films.com>

BEEN LOOKING FOR A CHALLENGE?

Rather than wandering around the backyard shaking your fists at the sky and screaming 'Why won't anybody fight my army!?', read on, we may have some good news for you.

Games Workshop is proud to announce that we will be holding the first Australian Grand Tournaments in Brisbane, Sydney and Melbourne early in 2001. There is also good news on the horizon concerning the Rogue Trader Tournament system. To get the full story on both of these hot topics, flick to page 48 and have a good read of Booster's article.

GW STAFF TOURNAMENT

September saw the finals of the Games Workshop Asia Pacific Staff Tournament. After an intense day of gaming, Chris Ackerman (Warhammer - Lizardmen), and Bryan Cook (40K - Imperial Guard) took the honours. They'll be heading off to the UK soon to compete in the Worldwide Staff Tournament.



Left: Marc from Mail Order answers phones & commands his Imperial Fists.



Right: Bryan Cook from GW Miranda, gets into character.



Right: Chris Ackerman from GW Auckland takes on the hawaiian shirt monster. Nathan from GW Newcastle.

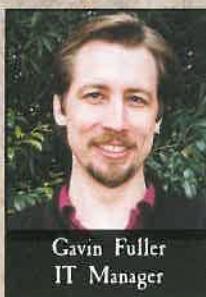


Left: Bryan from GW Sydney takes on Eric, from GW Hong Kong

← News this issue...

WARHAMMER®

With the release of the new Warhammer Rulebook and Ravening Hordes, we asked a few of our staff what this now meant for their armies.



Gavin Fuller
IT Manager

The first revision of the Empire army list in 8 years! How long have I waited in gaming agony for this event? No longer will I be at the mercy of those damnable Undead, devious Elves or despicable Chaos forces with their new lists. Now shall they hear the thunder of knightly horses, the crack of gunshot and the boom of cannons! Now shall they rue the day they mocked my humble warriors! Now shall they...

Oops! Sorry. Got carried away for a bit there. It's just that this new Empire army is so inspiring. I've always had a penchant for themed armies and the new list gives so much scope for the imagination to explore. There's been a Nuln army gradually rallying around my bookshelves for years and now it has a field to stand upon.

All I can say is WAAAGH, da Orcz!!!

The greenskins have always been my favourite army in any of our games. And what I've seen in the new Warhammer has only reinforced my love of all things green. The idea of hordes of models charging headlong across the battlefield to engage the enemy in a swirling melee is very appealing to me. They don't mess about with anything as boring as tactics. The Orc army also has probably the largest choice of troops, ranging from pathetic (Goblins) to brutally destructive (Trollz). And I can't wait to get my hands on all the awesome new Brian Nelson models.

I'm using the release of Warhammer as an excuse to finally get a proper army together. My horde will start with the new models from the Warhammer boxed set. This forms a great core for my



James McHeigan
GW Newcastle

I have problems. Collecting entire armies has always been a struggle for me because I love the models and background for so many different armies that I tend to get sidetracked and starting a new army every month or two. So, I'll get a good solid month of painting in before being dazzled by newer and better models. With the

WAAAGH!

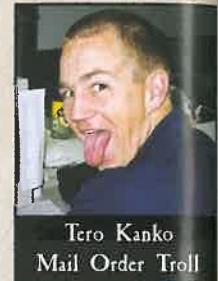
I only started playing Warhammer a few years ago. I started initially playing Dwarfs but did not have much success, losing every game I played with them (a poor tradesman blames his tools). I thought to try a faster moving, more combat based army, it was an easy choice. I have often identified with the simple Orc theories on life and decided to see if our similarities would meld well on the battlefield. Since my first game using them I have loved Orcs and Gobbos, their unpredictability just adds to the enjoyment of the game. I will be truthful, they have not improved my luck much on the battlefield, although I now win as many games as I lose. Some of you will remember I even collected an Orc Warband for Mordheim.

With the release of this latest edition of Warhammer I knew I was just going to have to start a new Orc and Goblin army. How

The Artillery Train of Nuln appendix list lends itself perfectly to my vision. Cannons, cannons and more cannons! I'll stretch that battery clear across the table if I can. But it will be well supported by ranks of expert Handgunners, Halberdiers, Spearmen and Greatswords. They'll be a smattering of Free Companies and Crossbowmen supporting these core regiments as detachments, while my flanks will be protected by units of Pistoliers ready to charge forth and harass the enemy flanks.

Then there's the new characters. Warrior Priests singing the praise of Sigmar and recalling the deeds of pious warriors like Magnus Master Engineers with their cunningly contrived weapons of destruction. What more could I ask for?

Oh, I can see it now! The air full of the hazy smoke of black powder. The field littered with the blackened remains of my enemies. Ready the cannon, lads... Aim her true... Fire!



Tero Kanko
Mail Order Troll

army but I'll need another unit of Orc Boyz and a big unit of about 40 Night Goblins (for the fanatics). I also want to get a large unit of Black Orcs led by the Games Day 2000 Black Orc Boss (of course). And what Orc player could resist the new Orc Boss on Wyvern. I can't forget the cavalry part of my army, so I need some Boar Boyz and Wolf Riders. And then I'll get... well you get the picture, I want everything!

Soon, soon my opponents will be crushed beneath the heels of my new Orc and Goblin army."

release of the new Warhammer, I've had a moral dilemma: Empire or Orcs? Two armies at once? My first army for Warhammer was Orcs and they've always been my first love for Fantasy. Now they have new Black Orc models, new plastic Boyz, and a Warlord on a Wyvern that will blow your mind. Counter this with the new plastic Knights and Cannon/Mortar, the staunch Swordsmen and the awesome Elector Count riding a Griffon for Empire and my heart is cleft in twain. What to do?



Booster
Studio Freak

could I not? The new plastic miniatures are just amazing, the level of detail, ease of construction. I can't wait to get my grubby little claws on some more. There are heaps of these great new plastic Orcs in the Warhammer boxed game. There are some Empire 'umies as well. The best thing to do with these is to find an Empire player and swap them for more Orcs!

The soon to be released Orc Battalion box set is going to be an invaluable tool in the collecting of any Orc and Goblin army. It contains loads of Boyz, a Boar Chariot, a Warboss on Boar and some Gobbo Wolfriders. As soon as its released I'll combine it with the Orcs from the boxed game and that'll be the start of WAAAGH BOOSTER!

MOTION TRACKER

After a short break, MOTION TRACKER returns to the News pages with a new look. With its return is also the announcement that MOTION TRACKER can also be found on our website. You can now access the Clubs directory for Australia and New Zealand, as well as being to email the Trollz with details of your own club. In the future we also hope to have a Club Calendar listing events on the site.



The first club featured this month is a New Zealand club, the Hamilton Immortals Miniatures Wargames Club. Last month the Immortals celebrated their 25th anniversary. The club play a wide variety of Games Workshop games, with Mordheim being most popular at the moment, according to club Secretary Rob Shirley. The club meets on the 1st, 3rd, and 5th Sundays of each month at the Knighton Road School between 10am and 5pm.

The club also holds a large tournament called RALLYPOINT, in mid-November, running for three days, with several game systems featured. They also participate frequently in interclub challenges and they publish a smart bi-monthly newsletter that they mail to their members. To obtain more information about the club, you can contact Rob Shirley on (07) 871 9157 or email him at: rob.shirley@clear.net.nz



Our second club, in Australia this time, is the Orange Plastic Modellers & Wargamers Association. They've also been around for a bit (about six years now). This club meets every 2nd Thursday of each month at 7pm in the Air Cadets Training Corps building, 64 Warrendine Street, in Orange. The 30 member club plays both Warhammer & 40K on a frequent basis, and also plays "Arena of Death"-style games with units rather than characters. The club also runs tournaments as well as having miniature painting competitions on a regular basis. First-time visitors to the club meetings are admitted free, with meetings after costing \$2. or \$20 for adult membership and \$10 for juniors. For more information about the club, you can contact Paul Powzyk after hours on (02) 6366 8784.



Remember, if you'd like to have your club featured here in MOTION TRACKER, as well as listing your club on our website, write to us at:

CLUBS & TOURNAMENTS
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MOTION TRACKER

New Releases

WARHAMMER®

This month's releases for Warhammer: AUS\$ NZ\$

THE EMPIRE

Warhammer Armies: The Empire	\$29.95	\$34.95
Empire Battalion	\$125.00	\$145.00
Empire Helblaster Volley Gun	\$29.95	\$34.95
Empire Engineers (1 per blister)	\$11.95	\$13.95
Empire Warrior Priests (1 per blister)	\$11.95	\$13.95

ORCS AND GOBLINS

Goblin Spear Chucka (blister 1+crew)	\$24.95	\$29.95
Goblin Shamen (2 per blister)	\$13.95	\$15.95

WARHAMMER® 40,000

This month's releases for Warhammer 40,000:

CHAOS SPACE MARINES

Chaos Landraider (box set)	\$74.95	\$84.95
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Black Library

This month's releases from the Black Library:

Warhammer Monthly 34	\$4.95	\$5.95
Inferno! 20	\$9.95	\$11.95
2001 Calender	\$19.95	\$22.95
Town Cryer 10	\$9.95	\$11.95
Necromunda Magazine 1	\$9.95	\$11.95
Obvious Tactics (Graphic Novel 7)	\$14.95	\$16.95

NEWS FROM THE FRONT

Those of you that have read FIRST AND ONLY, or GHOSTMAKER, or the Gaunt's Ghosts comic strip we published in White Dwarf 247 will have already come in contact with some of the greatest story telling the 40K universe has ever seen.

Dan Abnett's tales on Commissar Ibram Gaunt and his stealthy Tanith regiment have captured the imagination of many gamers around the world (Dave Taylor is certainly amongst them).

Well, for fans of Commissar Gaunt and the uninitiated alike, we're giving you a 64 page Gaunt's Ghosts novella absolutely free! All you have to do is buy a copy of next month's White Dwarf (issue 252) and you'll find the free novella attached to the front.

Keep an eye out for the third Gaunt's Ghosts novel, NECROPOLIS, due for release in early January.

WARHAMMER®

EMPIRE BATTALION

*"Men of Sigmar!
I can see in your eyes
that you fear this enemy.
I can see in your eyes that
you wonder how we can
fight such terrible
monsters. Men of the
Empire, I have the answer.*

*We fight them with our
steel, we fight them with
our courage, but above all
we fight them with our
faith in Sigmar!"*

Magnus the Pious at the Battle of the Gates of Kislev

The Empire Battalion boxed set
contains a complete army at a great
price. Use it to start a new Empire force
or to expand your existing Empire army.

The Empire Battalion contains:
1 General, 8 Knights, 19 Spearmen
including Champion and command group,
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group, 1 Cannon/Mortar



EMPIRE BATTALION: AUS\$125 NZ\$145 BOXED SET

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MEN OF THE EMPIRE

By Alessio Cavatore

In this article Alessio shares his thoughts and the ideas behind the first of the Warhammer Armies books, the Empire. But before this he answers the question that many gamers have asked him: "How are army books conceived?"

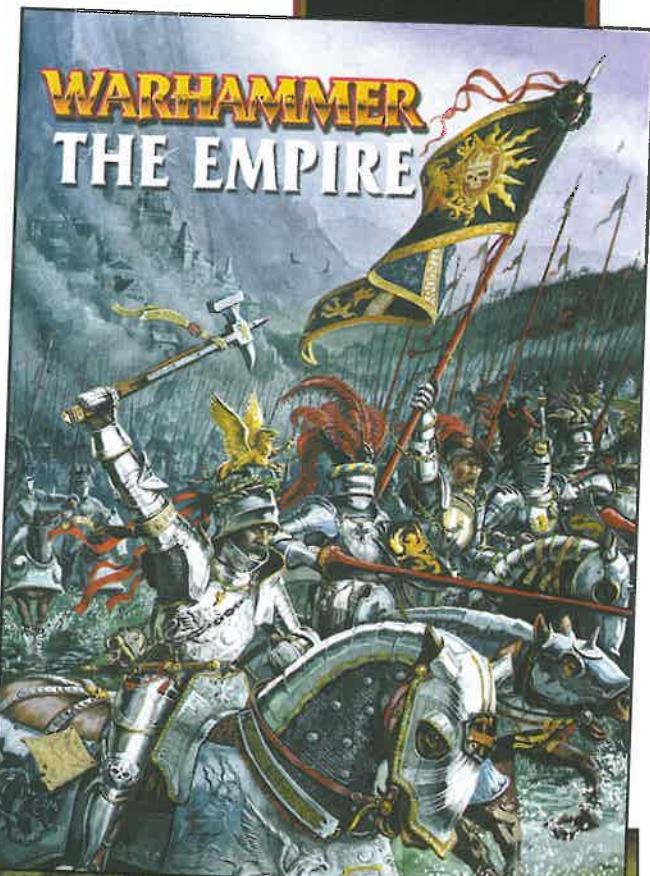
IT'S HERE!

About eight years ago the first edition of the Empire book was released. The players who adopted this great new army were spoiled with a vast selection of new and wacky war machines, and with an impressive variety of different troop types. With the release of all the subsequent army books, the power of the newer armies escalated to such a point that the Empire looked like a relic of the past. To prove competitive against the new and tooled-up army lists, the Empire had to rely more and more on its most special troops. The armies I've seen recently all have lots of Halflings, Ogres, Kislevite cavalry and war machines, but lacked what in my opinion this army should be about: Men of the Empire. Now, years later, the great honour of fathering the new Empire Armies book, the first army book for the new edition of Warhammer, falls to me.

For the new edition, Games Workshop will be releasing models to represent all the troop types found in the Armies books. We will also try to keep the number of choices evenly balanced among the armies. This will

Armies books contain all the rules, plus background, painting guides and modelling tips for a specific army.

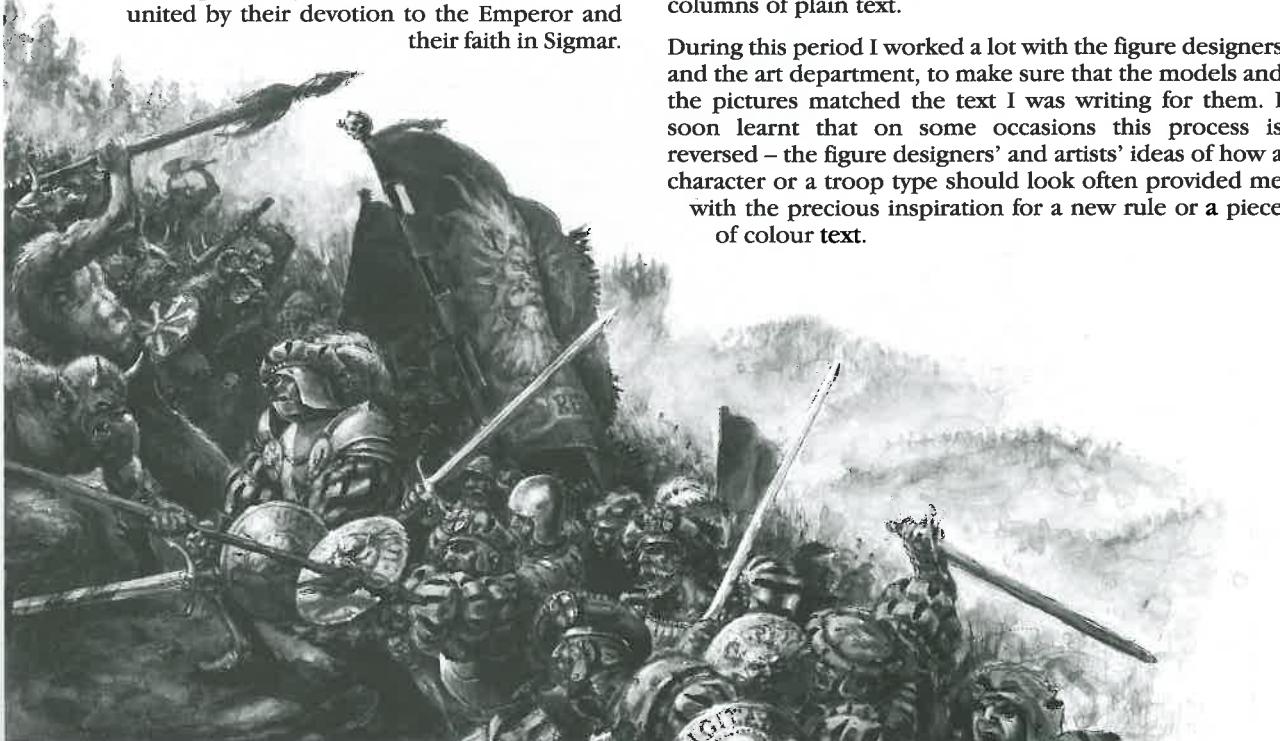
The first such book for the new Warhammer features the human soldiers of the Empire. Here, its author reveals some of the details.



An Empire army from Talabheim prepares to crush an Orc warband.



mean that some ranges (like the Dark Elves, for example) will be increased and completed with many new and gorgeous models. For the Empire, on the other hand, an army that had an enormous number of troop types, it meant that the range had to be reduced. This moment of revision offered me the perfect excuse to bring the Empire back to be an army of Men! The new army list focuses on the Soldiers of the Empire and their unique way of fighting, rather than relying massively on Kislevites, Halflings, Ogres and Dwarfs to do their job. The new Empire range reflects this, being made entirely of Humans. Infantrymen, knights and artillery crews are now ready to fight together, building up their strengths and compensating for each others' weaknesses, united by their devotion to the Emperor and their faith in Sigmar.



Before going in detail through the new list, let me answer an interesting question that many gamers have asked me: "How is an army list conceived?"

TEAM WORK

When I began to work on this project, I first considered what, in my opinion, constitute the strongest and most characteristic points of the Empire army. Well, when I think of the Empire I think of discipline, innovative technology and faith in Sigmar. Keeping these principles in mind, I proceeded to write what is known as "the manuscript". After a month or two of hard effort I had a big pile of paper with lots of words in it. Nothing like what you are used to seeing; no artwork, no photos, just long columns of plain text.

During this period I worked a lot with the figure designers and the art department, to make sure that the models and the pictures matched the text I was writing for them. I soon learnt that on some occasions this process is reversed – the figure designers' and artists' ideas of how a character or a troop type should look often provided me with the precious inspiration for a new rule or a piece of colour text.

In this period of intense writing, I also had the invaluable help of my colleagues. Tuomas and Nigel passed on to me some of their long experience in the writing of Armies books, contributing to the work with new ideas, honest criticism and even pieces of text. Luckily, towards the end, Jake joined the team and he helped me a lot, by adding some extra bits of text, but most importantly by reading through my English and teaching me lots of interesting ways of improving my writing skills. Even Rick Priestley himself descended from his castle in the sky and presented me with the gift of a hallowed treaty on the Colleges of Magic. I was delighted by his contribution and added it to the background section.

How is it then that the pile of loose paper filled only with text is transformed into a finished product? Well, the merit goes to the production teams that put their work and professionalism into the creation of a shiny, new Armies book.

As you can see, even if the book's credits present my name as the author (a great personal achievement, something I'm really proud of!), a lot of people contributed to the finished item. I should take this opportunity to say a very big thank you to all of them.

This really has been teamwork!

WHAT'S NEW IN THIS VERSION OF THE EMPIRE ARMY BOOK?

Well, many things have changed, and I think it's better to go through the different troop types one by one and see what's new.

THE CHARACTERS

This is probably the category that has changed the most since the previous edition. Characters are now divided into Lords and Heroes. Lords are the best and rarest of your characters, and in the Empire army they are Elector Counts, Templar Grand Masters and Wizard Lords. An Elector Count is the cheapest Lord choice. It provides you with a Leadership 9 General and allows you to give a magic banner to one of your infantry blocks (to represent the Count fielding his best troops). In addition, he has access to the best steed (he's the only character who can ride a Griffon) and the best magic weapon (the fabled *Runefang* of old!). On the other hand, he is not the best fighter. That title most certainly goes to the Templar Grand Master. As good a General as the Elector Count, the Grand Master is also the best warrior in the list. In addition, he is immune to Psychology and he is such an inspirational leader that a unit of Knights which he joins will become immune to Psychology too! On the other hand he is very expensive (because he also comes with a full kit of Knight's equipment...) and less flexible than the Count (he only rides his loyal warhorse and never joins other units except for Knights of his Order).

Your last option is the Wizard Lord. The only Lord with Leadership 8, he makes a less effective General than the other Lords. In fact you may decide that one of your Heroes with Ld 8, such as a Captain, can be your General instead of him. This will leave him plenty of freedom to concentrate on what he does best: zapping the enemy with magic. A Wizard Lord is a third or fourth level Wizard and is perfectly suited for an offensive approach to the Magic phase (especially if you support him with at least one second level Wizard).

Now to Heroes. Here your choice is even greater than it is for Lords. You can have Captains, Warrior Priests, Master Engineers and Battle Wizards.

Captains are your average Empire Heroes. They are fighters as good as an Elector Count, and with a solid Leadership of 8, they can certainly be given the role of General if there is no better candidate available. Cheap and flexible, they are good all-rounders, perfect for leading your units on the battlefield. Among Heroes, they have access to the best weapons, armour and steeds (they are the only Heroes who can ride Pegasus!). Oh, and one of them can have the honour of carrying the army Battle Standard.

Warrior Priests are much more special. Their presence attracts the protection of Sigmar upon the army, represented by an extra dice added to your Dispel Dice pool. They can also help your troops by making the unit they are with *bane* Chaos, Undead and Skaven (all blasphemous incarnations of the dark powers!). Their prayers are not as powerful as magical spells, but can be quite beneficial to characters and unit champions within 12", offering them protection against harm and higher chances of wounding the enemy. Their many abilities make these characters very expensive, and that's their main drawback.

Master Engineers come from the Engineering School in Altdorf to supervise the effect of their new weapons on the battlefield. They are close to useless in close combat, but contribute to your army by using powerful experimental guns and by increasing the precision and survivability of your artillery (they allow the war machine they join to re-roll a Scatter or an Artillery dice per turn!).

Battle Wizards are your first and second level Wizards. If you opt for a defensive Magic phase, they are your best choice. Being quite cheap, they can carry your Dispel scrolls at a relatively low cost and offer you good magical protection.

The Reiksmarshall is the Reiksguard's equivalent of a Grand Master.



CORE UNITS

Core units are the troops which are most common in your army. For the Empire this includes two very different troop types.

The first is the Empire infantry. Halberdiers, Spearmen, Swordsmen and Handgunners form the regular State Troops of the provinces and city states. Alongside them are the Militia troops: Archers (which, upgraded to Huntsmen, provide you with one unit per army of infiltrating scouts), Crossbowmen and Free Companies (a mixture of rough adventurers, ex-mercenaries, deserters, escaped criminals, ex-highwayman and all that colourful sort of rabble...).

The Empire infantry is characterised by their unique way of fighting, based on the interaction between the main blocks of troops and their Detachments. These small units support their Parent Unit and can launch deadly attacks on the flanks of any unwary opponent.

The second and very different troop type that makes up the Empire Core units are the Knightly Orders. The Empire heavy cavalry has improved a lot from the past edition. Even though all the normal Humans are now Strength 3, the mighty Knights of the Inner Circle can still provide much needed Strength 4 shock cavalry. On top of that, Knights are now faster (the -1 Movement penalty for heavy armour and shield is not in the rules any more), tougher (with a 1+ Armour save due to their full plate armour, though remember that in the new Warhammer rules, a roll of 1 is always a failed Armour save...) and can become immune to Psychology if their Grand Master joins them.

The Knights of the White Wolf in particular have got much better; their cavalry hammers are now so effective that it is really worth losing the shield to have them. When they charge, White Wolves swing their mighty hammers (a bit like very heavy polo players!), and are as good as lances for that turn. At any other time these amazing weapons are used with two hands, becoming effectively the same as halberds!

SPECIAL UNITS

Special units represent scarce troops, units that are less likely to be seen on the battlefield than the Core units. Often they are more powerful than Core units, but they are also more expensive and specialised, making them less flexible.

Greatswords are now a mix of the old Greatswords and the Foot Reiksguard of the previous edition. I have made them into a solid, reliable bodyguard for your Elector Counts. They have a good stat-line and have superb equipment: two handed swords (much better in the new Warhammer) and full plate armour (4+ save). Their main advantage, though, is that they are *stubborn*, making it very difficult for the enemy to break them in combat. Unfortunately, the Counts cannot afford more than one unit per army of these elite (and very expensive!) troops.

An invaluable troop type, that I think no Empire General should leave out of his army, are the Pistoliers. They make a very manoeuvrable fast cavalry, with a decent firepower (if a bit short-ranged) and absolutely devastating when they charge in (two pistol attacks per model!). And now they come with warhorses too...

The other group of Special troops in the Empire list is the artillery.

Cannons are the same as before, with the exception that they now have grapeshot as well as cannon balls (to deal with enemies sitting right in front of their muzzles!).

Mortars are now something the enemy will learn to fear, since they use the large 5" template. If you guess the right distance and roll a hit on the Scatter dice, the size of that template can mean that an entire enemy regiment will be hit! Obviously I had to keep the Strength of the shrapnel quite low, otherwise it would have been able to destroy entire units in one go. But even with its low Strength of 3 (with a -1 save modifier, being a blackpowder weapon), a full hit on a large unit of lightly armoured, Toughness 3 troops can be a very unpleasant experience.

Empire artillery sends a deadly fusillade into the enemy.





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RARE UNITS

These troops are the most exotic and extravagant in the army. They are very, very effective on the tabletop and are seriously limited in number because of their power.

An Empire army can have only one unit of Flagellants, and these raving lunatics are still one of the best units in the game. Veteran players may notice that their stat-line has been reduced here and there, while their points cost has gone up! Well, the fact is that in the new Warhammer, super-troops are rarer than in the fifth edition of the game and everybody has been toned down, with a general decrease in the points cost for troops. Our extensive playtesting has seen the Flagellants winning fights against the scariest enemies, and so I'm convinced that they are still very good value for money.

Last but not least, the Empire artillery is completed by a new version of the dreaded Helblaster volley gun. I made it a bit easier to use, since there is now no book keeping involved. It simply fires three barrels per turn, but can be reloaded during the game, so that it continues to fire for all the battle (unless, of course, it follows tradition and blows up earlier on). This technological improvement makes the Helblaster last longer, but the potential hits it can score in one turn have gone down from 90 to 30, making it somewhat less scary.

OH NO! WHERE ARE MY WINGED LANCERS!?

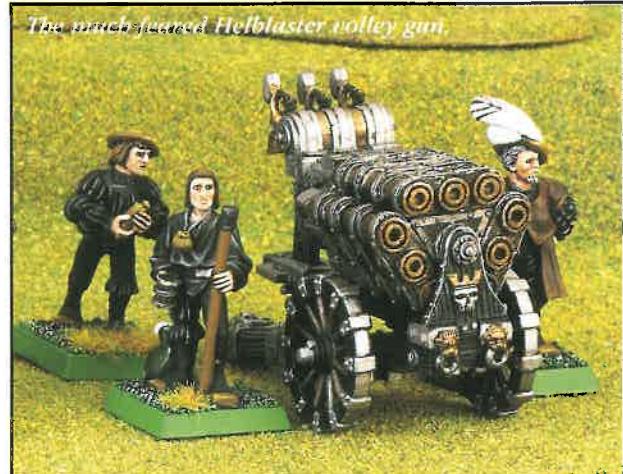
Don't panic! In the Empire Armies book, Tuomas explains what will happen with all the troop types that are not in the main range anymore. Don't throw away any model from your fifth edition Empire army; we promise that you will get to use them in the future. Stay tuned to White Dwarf for further developments.

In the meantime, if you want to use your old models to represent a new troop type, I'm sure that your mates will understand. Greatswords or Foot Reiksguard can easily represent the new Greatswords, your Winged Lancers can be used as Knights and, with a bit of imagination, the Horse Archers and the Outriders can be used as Pistoliens. Speaking of non-Human troops, the Halflings are perfect as Archers or Huntsmen and the Dwarfs can be used as Crossbowmen, Swordsmen or Spearmen. The Special Characters are not a problem, since they make splendid Heroes and Lords for your army. Finally, hold on to your Ogres, Steam Tanks etc. You can still use them with your friends with the rules published in *Ravelling Hordes*, while you wait for all the new rules to be published. Non-human troops will be back as new Regiments of Renown, while great centre pieces such as the Steam Tank are currently undergoing a careful revision... keep your eyes peeled!

WHAT'S IN THE REST OF THE BOOK?

Well, the army list and the description of the new rules takes up the first 32 pages of the book, but after these sections you will find a 16 page colour section. This focuses on showing techniques and giving tips

This special-flamed Helblaster volley gun.



on how to paint the various troops, and should prove useful to both beginner and expert painters alike.

After the colour section, the book is completed by another section of 32 pages, all crammed with background information and some more colourful rules.

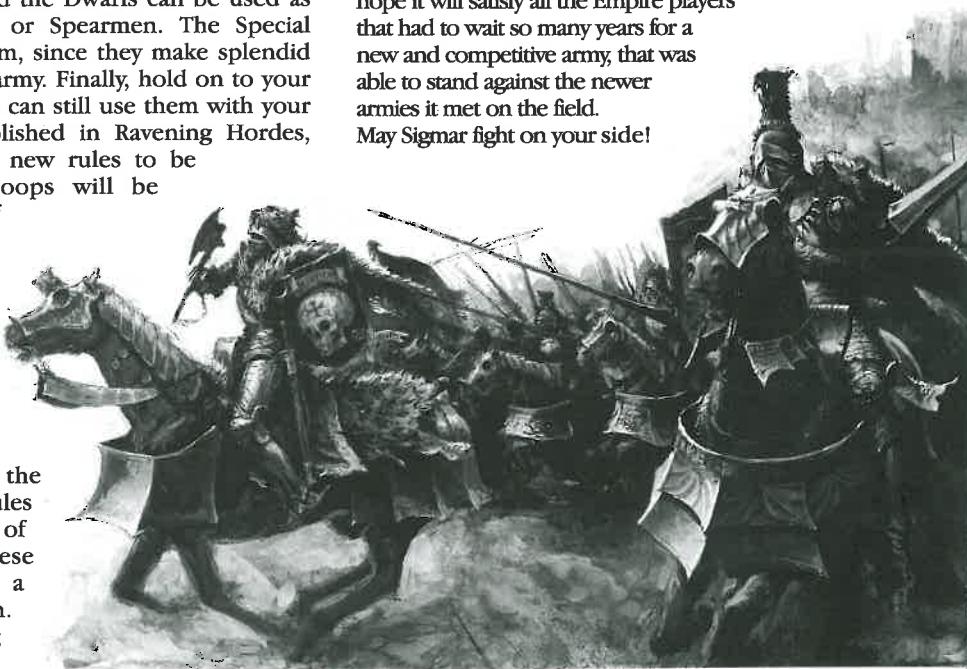
In detail, here's what you will find in this last part:

- historical and geographical information
- rules and background for two new Special Characters: Balthasar Gelt (Gold Wizard and the new Supreme Patriarch of the Colleges of Magic) and Luthor Huss, the Prophet of Sigmar
- a new story centred on the heroic figure of the Emperor Karl Franz
- a treaty on the mysterious Colleges of Magic
- an appendix with alternative army lists (the Emperor's Guard, a Crusader army, the artillery train of Nuln...)
- and even a reference page!

As you can see there is a lot of stuff in this book. I

hope it will satisfy all the Empire players
that had to wait so many years for a
new and competitive army, that was
able to stand against the newer
armies it met on the field.

May Sigmar fight on your side!



WARRIORS OF THE EMPIRE

The armies of the Empire are professional, well-disciplined and led by some of the finest generals in history. Facing attack from every border, the soldiers of the Empire defend humanity against countless invaders.



Warrior Priests of Sigmar wield mighty warhammers as a badge of office. By the power of their faith in Sigmar alone, they are able to gain strength and protection in battle.



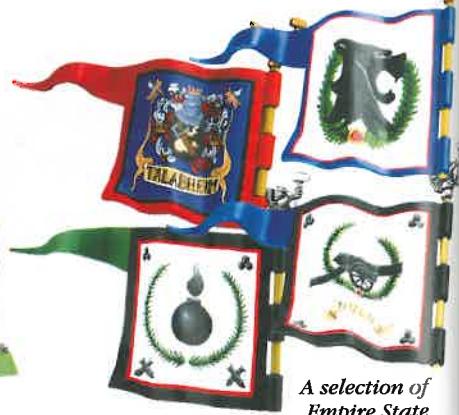
Many Empire heroes ride fearsome monsters like the Griffon. These beasts are trained to obey a human master. Deadly in combat, they instil terror in the hearts of the foe, and their ability to fly allows them to strike anywhere on the battlefield. Coupled with the fighting prowess of an Empire hero, they become virtually unstoppable.



Empire Soldiers make up the bulk of the State armies. Equipped with halberds or swords, there are few foes that they are unable to baffle. Every Elector Count is required by the Emperor to keep a standing force of soldiers, and they form the backbone of nearly every Empire army.



The devastating Helblaster volley gun is an ingenious contraption, easily capable of decimating an entire regiment in one salvo. Highly dangerous, not only to the enemy but also to its own crew, it is rightly one of the most feared war machines in the Warhammer world.



A selection of Empire State banners.

KNIGHTLY ORDERS

The Knightly Orders of the Empire are its staunchest defenders. The last sight seen by many foes of the Empire is the lance points dropping and the glare of sunlight on burnished steel armour as the inexorable charge crashes home.



The Reiksguard Knights are famed as the personal bodyguard of the Emperor. Only the eldest sons of the nobility of the Empire may join their ranks, and this is one of the highest honours in the realm.

The Knights Panther are noble and valiant warriors pledged to the defence of the Empire and its traditions. Their ferocity in battle matches that of the giant cats after which they are named.

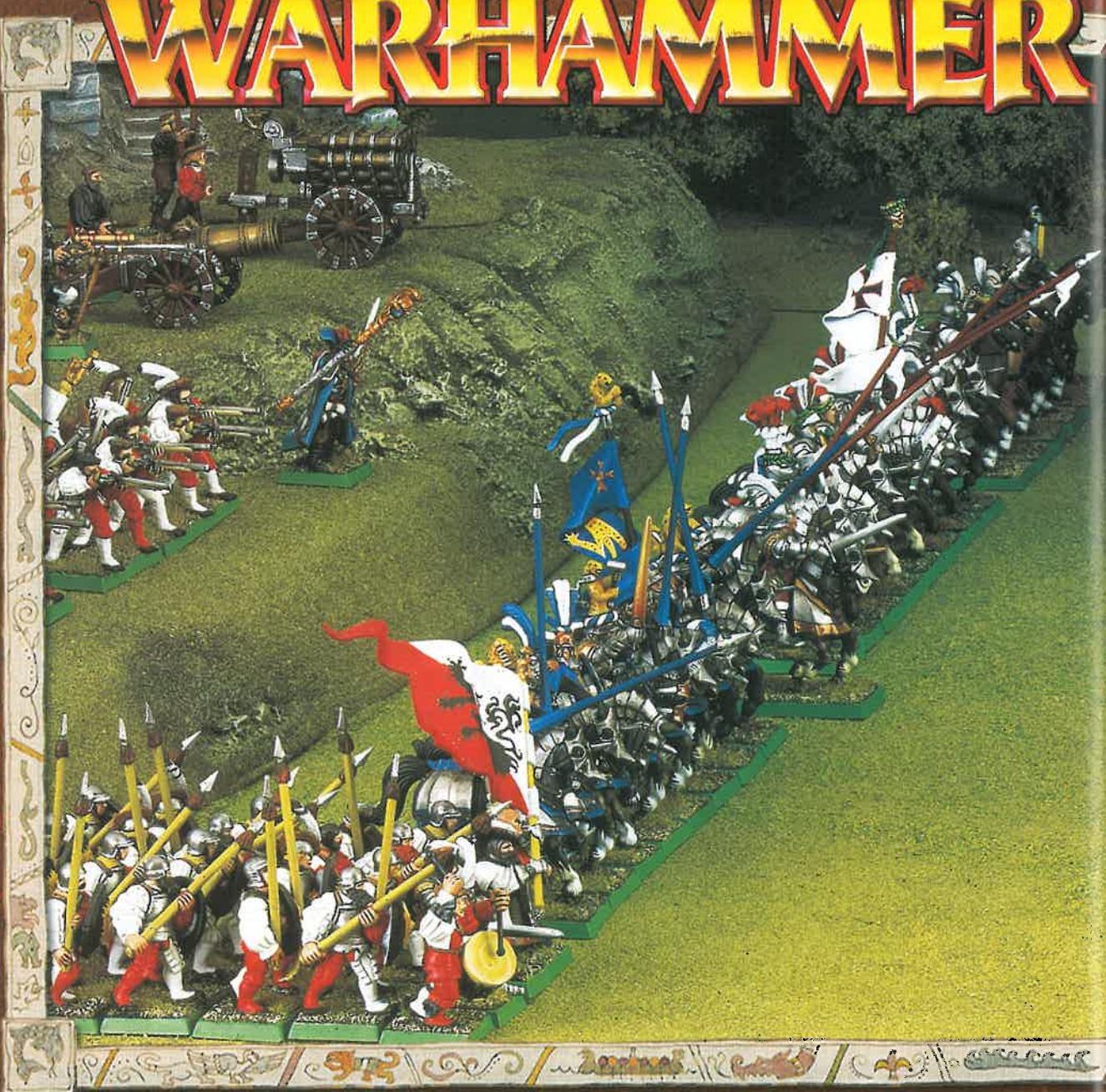


The savage Knights of the White Wolf are dedicated followers of Ulric, the god of wolves and winter. Uncaring of their personal safety, they ride into battle bareheaded, wielding mighty cavalry hammers to crush their foes.



Reiksguard Knights and Knights Panther charge headlong into the Orc lines.

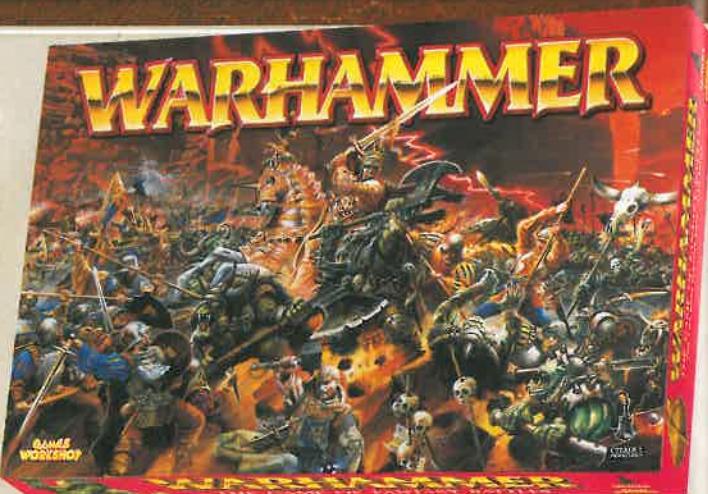
WARHAMMER®



Warhammer is a tabletop game for two or more players where you become the fearless commander of a mighty army – assembling and painting your own army in readiness for battle!

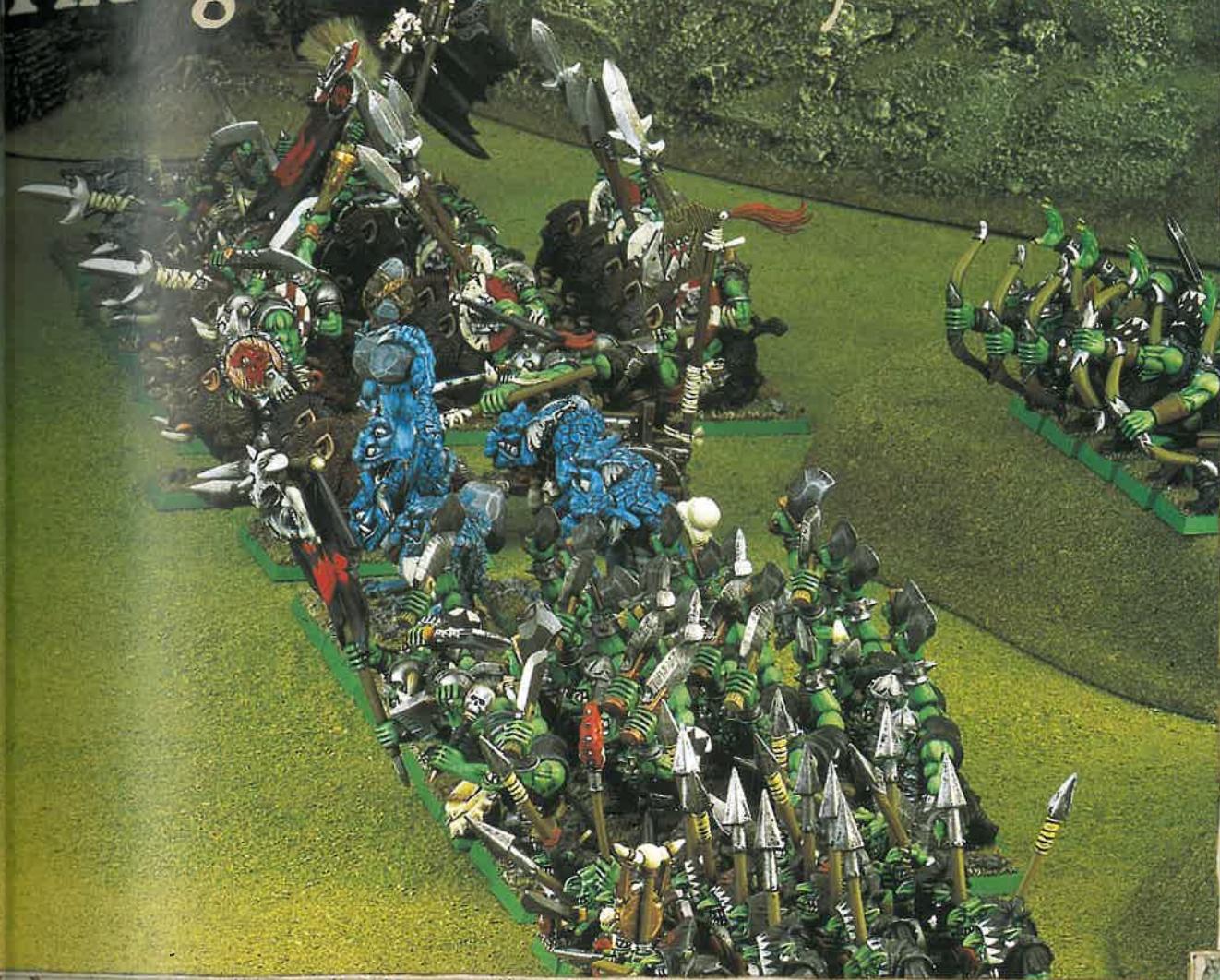
The huge starter set contains the following:

- 288 page rulebook
- 38 Empire Soldiers
- 1 Empire Cannon
- 1 Empire General
- 1 Orc Warboss
- 35 Orc Warriors
- 1 Orc War Chariot
- 1 ruined building
- 3 weapon templates
- 8 assorted dice
- 2 range rulers



AUS \$139.95 NZ \$159.95 starter set

The game of fantasy battles



Citadel Miniatures supplied unpainted and unassembled.

In 'Collecting' articles, veteran gamers give their advice on which troops to choose for your army.

COLLECTING AN EMPIRE ARMY

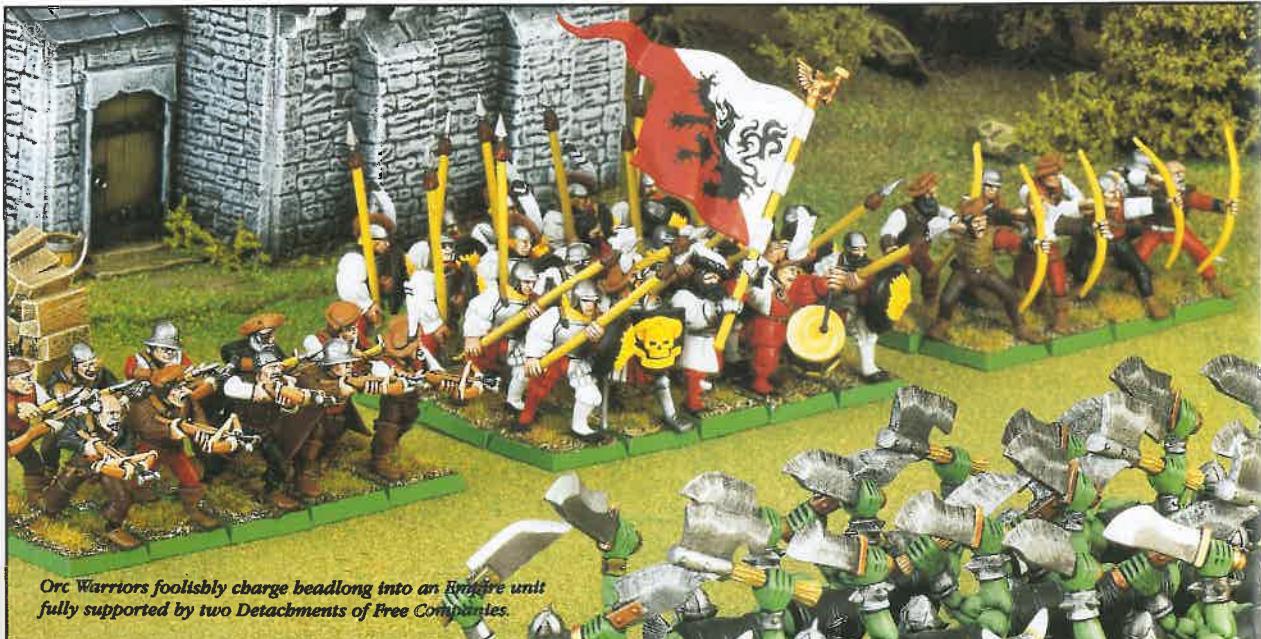


Jim Butler has been an Empire general for nearly ten years, and has played Warhammer far longer than is polite to mention. He helped to playtest the new Empire army list and his fondness for Mortars is, to be quite frank, starting to worry us. In this article he gives his opinions on how to make the most of the formidable range of troops in the Empire army.

Wiser men than I have pointed out that the secret to using an Empire army effectively is to learn how to make all the component parts work together. A well handled army of the Empire is truly more than the sum of its parts. While it's perfectly possible to field an army which consists entirely of Knightly Orders, or one which contains only war machines and missile troops, you'll find that such armies are only effective the first couple of times they are encountered. Very quickly, seasoned Warhammer players will learn the Achilles heel of such armies and their potency is blunted. The special Detachment rules reinforce the 'combined arms' approach, and I would like to briefly mention some ideas for employing it before I give some comments on the different elements of the Empire army list.

The Detachment rules basically allow an Empire General to attach smaller, auxiliary units to his main regiments, to augment their fighting power, and make them less vulnerable to attack. The Parent Unit also lends its

Leadership to the Detachments, allowing characters other than the General to extend their influence beyond a single regiment. I've played a few games with the new Empire army list, and I've found that the classic combination of large blocks of infantry with a smaller infantry unit to counter-charge or move in support, and a unit of missile armed troops to lend supporting fire works very well most of the time. By pushing the Parent Unit slightly in front of the Detachments you can make it very difficult for your opponent to charge anything other than the main unit. However, once opponents learn how dangerous charging a well supported Parent Unit can be, they will undoubtedly try to get at your Detachments. By keeping them behind your Parent Units you'll find that your opponent often has to spend an extra turn manoeuvering in front of your guns, giving you more chance of a rare shot under 12" with your Helblaster. Even if they do get to your Detachments, so what? The enemy unit will probably break your lowly supporting unit, but in pursuing will almost certainly find



Orc Warriors foolishly charge headlong into an Empire unit fully supported by two Detachments of Free Companies.

themselves isolated behind your lines, and, more importantly, pointing in the wrong direction! All you have lost is a cheap supporting unit which, crucially, doesn't cause you to make Panic tests.

There are alternative ways of exploiting the Detachment rule, which expand your tactical options. Handgunners can be used as Parent Units. In a unit of about twenty men (best deployed on a hill to fire in two ranks) with supporting Detachments of Halberdiers, Swordsmen or Free Companies, they are a very tough opponent even for the hardest enemy troops. In this case, it's definitely worth investing in a Standard Bearer and Musician for the missile unit.

Splitting off a Detachment from its Parent Unit can be very useful in certain circumstances, although you lose the benefit of the special rules and the Leadership bonuses. Small units of Archers or Free Companies can make spoiling attacks on enemy flanks to slow them down or to draw out special troops, like those pesky Night Goblin Fanatics! Once again, when they are inevitably caught and routed or destroyed, you don't have to worry about their loss affecting your army's morale. It's a harsh tactic but, let's face it, the Warhammer world is a harsh place...

Characters

Most of the games I fight tend to be around 2,000 points so I am usually restricted to a single Lord character. Elector Counts are flexible in their choice of equipment, and can be made pretty tough by tooling them up with magic items, but their real worth is lending their Leadership of 9 to all units within 12" of them. They are often best placed in large infantry units, as close to the centre of your army as possible (and with the magic banner that their inclusion as General allows you!).

The Templar Grand Masters are a tougher prospect, with a higher Weapon Skill and an extra Attack. Placing them anywhere but leading their Knightly Order into battle is tactically suicidal. They are expensive, come with

all their equipment, and the special rule which makes the unit of Knights they lead

Immune to Psychology makes them awesomely

tough when accompanying their Knightly Order. Remember, however, this rule only applies to their own Knightly Order, so if your General is the Grand Master of the White Wolves, for example, he can't bestow this ability upon a unit of

Knights Panther or Reiksguard Knights, only upon a unit of White Wolves.



The Captain of the Reiksguard Knights.

MAGICAL SUPPORT

One other option I haven't had a chance to try out yet is using a Wizard Lord. My usual approach to magic is essentially defensive (a low level Wizard with a Dispelling Scroll or two), but I am keen to try going all out for a magically tooled up army. The major drawback to having a Wizard Lord in a 2,000 point army is the lack of a Leadership 9 character. You could partially offset this by having an Army Standard Bearer, and invest in some morale-boosting magic items, like the *Rod of Command* or the *Banner of Sigismund*. There are also some spells you could use to bolster your army's morale such as *The Oxen Stands*, which rallies fleeing troops, or the *Second Sign of Amul*, which allows you to re-roll dice, including Leadership tests. Although I'll try this approach in one or two games, on the whole I prefer to put my trust in more tangible assets of which I shall speak later, and yes... I do mean Mortars.

Personally, I think both Generals have their pros and cons. If you want to fight aggressively, I would go for the Templar Grand Master. If you want to sit back and pound your enemy, and rely on counter-attacks to finish him off, go for the Elector Count, as he's a much cheaper way of getting a good solid leader into the heart of your army.

As far as the other characters go, which ones I choose are usually dictated by the army that I am fighting against. I often find I can't fit more than one Captain into my army, simply because of the other heroes I want to include, and this Captain usually ends up as my Army Standard Bearer. One Hero I always include is a Master Engineer, as his ability to make war machines more reliable is extremely useful. Master Engineers are great models too, and their experimental weapons can cause a nasty surprise. My favourite though, is the Warrior Priest. They are tough in combat, can cast and dispel spells like a Wizard and, whilst they might not be that powerful, they are handy to have around, and at the very least may tempt your opponent to drain his Dispelling dice pool. But, best of all, they make the unit they are with *bate* certain armies. Warrior Priests cost quite a few points, but if you are facing Chaos, Undead or Skaven they are essential.

Troops

Okay, it's time I came clean. Despite playing with an Empire army for nearly ten years, when it comes to using Knights I am pretty much a beginner. The Knightly Orders have always been the most powerful attacking troops in the Empire Army, but in the old rules they weren't quite tough enough for me. Sure they were good, but every other army seemed to have some cavalry which was tougher (apart from Dwarfs and Skaven, of course). Since I am a great exponent of fighting the battle on my own terms, I would always stick to nothing more than small units for counter-attacking and flanking work. I've always been a big fan of Pistoliers as well, and so most armies I fought with tended to have few or even no Knights. Well, I can safely say that my attitude has changed completely. Even before I saw the revised rules, I managed to get hold of some of the Perry twins' new



The Reiksguard Knights are a shining example of the best troops that the Empire army has to offer.



plastic Knights and frankly I was gobsmacked! The Empire army is blessed with a fantastic range of Warhammer Regiments and other great plastic models, but the new Knights just blow them all away, so I knew I had to have at least one regiment. I am currently painting my second, and I doubt I'll stop before I get to three! Luckily, once I took a look at the rules I knew I wouldn't have a problem fitting them into my army. As I mentioned, the tactic I've always favoured is to use my big blocks of infantry to absorb the enemy attacks, while pounding them with my missile troops and war machines. The Knights were held in reserve for finishing off weakened units. With the new rules, I want to try using Knights much more aggressively. However, even though the Empire Knightly Orders are much tougher than they were, it is still just as important to resist the temptation to just charge them into the heart of your opponent's army. War machines, particularly, can make a nasty mess of your Knights, and Knights which get flank charged are very vulnerable indeed. I'll try using my Knights to get round the enemy army, and roll it up from one flank, while my missile troops and artillery pin them into place. Rest assured I'll tell you how I get on, and feel free to write in with your own ideas. Oh yes, one more thing about Knights, I really do recommend that you upgrade to Knights of the Inner Circle, costing only 3 points per model to make them Strength 4. This is a 'must-have' upgrade. The Knights of the Inner Circle represent the best that the Empire army has to offer and, as such, the fear that opponents attach to them can be quite disproportionate.

Many of the Core Units haven't really changed, though Handgunners are now better than ever, and Archers include

an option for an infiltrating unit (nice!). The main addition is the Free Companies entry. These are perfect for Detachments to support Spearmen and Halberdiers as they are cheap and very effective on the counter-charge. Not many other armies get a troop type that costs 5 points with 2 Attacks!

Although you are limited to the numbers of Pistoliers units you can have (they are a Special Unit choice), one is usually all you need anyway. They are even better in combat now that they ride warhorses. I use a unit of six or eight for either rushing down an unprotected flank to hit war machines, or to support attacks from my main fighting units.

Even the hardest enemy units won't stand up to being charged simultaneously by Knights in the front and Pistoliers in the side or rear. The threat of this

alone will cause seasoned generals to approach carefully, and you can use this to channel enemy forces into your artillery killing zone.

Greatswords look great (if you'll pardon the pun), with good armour and an awesome Strength of 5, combined with their *stubborn* ability, which means they'll stand their ground when most other units would flee. They are definitely on my list to add to my army. Flagellants have been toned down a little, but haven't lost any of their ability to hold up your opponent's best unit for the whole game, while you demolish the rest of his army.

Which brings me onto my favourite topic: artillery. Let's face it, an Empire army without artillery is like a Dwarf without a beard. The only question is which guns to choose, and how many? In a 2,000 point army you could field as many as six war machines, and it's very tempting to try. However, once you get a couple of units of Handgunners on the table, you might find your fire arcs a little cramped, so one of each is a good balance. The Helblaster is the trickiest one to place, because you'll be tempted to hide it out of the way of enemy missile fire and magic. The best place for the Helblaster, without any

The Free Companies of the Empire are not the most disciplined of troops but they are experienced and vicious fighters.





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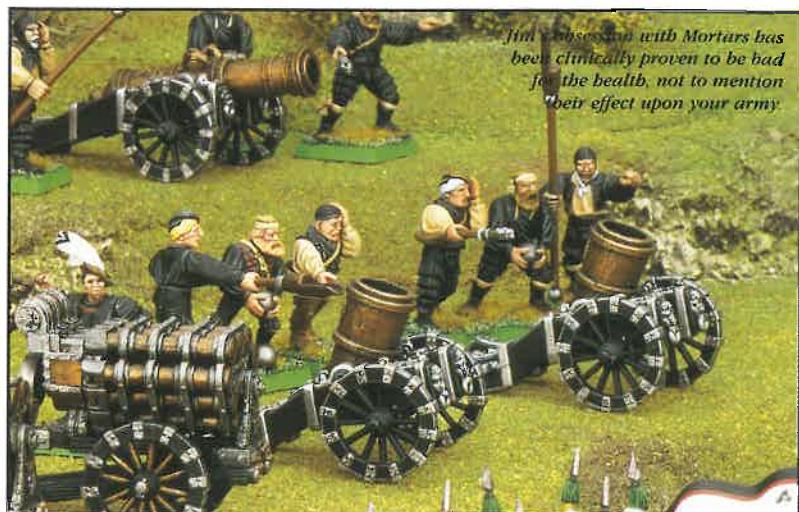
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doubt, is in the middle of your army. From turn one, your enemy's plans will be turned on their head, as he realises he's staring down the barrels of the most lethal war machine in the Old World. Quite likely he'll start manoeuvring his units out of the way, and splitting his forces, while all his ranged weapons take aim at the multi-barrelled monstrosity. This, of course, is all part of your plan, because even if the Helblaster never gets to fire a single shot, it can help you seize the initiative. By trying to avoid getting in range of the Helblaster, your foe will leave himself in the firing line of your Mortars and Cannons that bit longer, and he'll find it much more difficult to concentrate his attacks.

Cannons are obviously best suited for taking out large targets and enemy war machines (check out the battle report!), whereas Mortars are perfect for demolishing large infantry units. Their low Strength may put you off, but do not underestimate the effectiveness of the 5" large template. If you land a shot in the middle of a unit, even a Toughness 4 unit, the results can be quite simply devastating. At 75 points they are a bargain, and if I was going to go for a fourth war machine it would almost certainly be another Mortar.



Well, there it is, my view of the Empire army. Of course, I haven't talked about painting or modelling at all, but I am sure I can harass Fat Bloke to get my army in White Dwarf when I've finished it (who am I kidding, it's never finished). I am sure plenty of people will disagree with my comments, and to those people all I can say is: prove me wrong where it counts – on the field of battle.



THE GRAND ARMY OF TALABHEIM.

This 2,000 point army has been chosen by Jim as a good flexible force, capable of defeating almost any opponent. If the army faces a foe such as Chaos or Undead it is easy enough to replace the Wizard or the Master Engineer with a Warrior Priest. If it faces a force made up of massed infantry then an extra Mortar is a good investment, whilst a foe who has invested heavily in armoured troops can be defeated by purchasing an extra Cannon. Overall the army shown here demonstrates the greatest strength of the Empire army – its complete flexibility. It is able to attack equally well at both short and long range with its artillery, Handgunners and Archer units, whilst its solid blocks of infantry, Pistoliers and Knights can engage in combat against any foe on favourable terms.



The army's General, Count Kurt von Hallbrand, is made from the plastic kits you get in the Starter Set.





PLAYER: Jim Butler

RACE: Empire

ARMY: The Grand Army of Talabheim

TOTAL POINTS: 2000

GENERAL: EIER VON HALLBERG Pts: 181

	M	WS	BS	S	T	W	I	A	Lo	Sp	Type
Gholar Guard	4	5	5	4	4	3	5	3	8	1+	
Warhorse	8	3	0	3	3	1	3	1	5	-	

WEAPONS & ARMOUR: FULL PLATE, BARDONE, SHIELD

MAGIC ITEMS: HOLY RUNE

SPECIAL RULES:

CHARACTER: HELMINT COMMAND Pts: 117

	M	WS	BS	S	T	W	I	A	Lo	Sp	Type
Army Standard	4	5	5	4	4	2	5	3	8	2+	
Warhorse	8	3	0	3	3	1	3	1	5	-	

WEAPONS & ARMOUR: FULL PLATE, BARDONE

MAGIC ITEMS: SEAL OF SHMAR

SPECIAL RULES:

CHARACTER: JÄGER PESTHORN Pts: 120

	M	WS	BS	S	T	W	I	A	Lo	Sp	Type
Wizard	4	3	3	3	3	2	3	1	7	-	

WEAPONS & ARMOUR:

MAGIC ITEMS: DOPPEL SCROLL

SPECIAL RULES: LIVES 2 WIZARD

MAGIC SPELLS

WORLD	LEVEL	SPRCS

WAR MACHINES

UNIT	M	WS	BS	S	T	W	I	A	Lo	Sp	Type	EQUIPMENT	SPECIAL RULES	PTS
Hellbunker Gun	-	-	-	7	3	-	-	-	-	-				125
3 Crew	4	3	3	3	3	1	3	1	7	-				
Great Cannon	-	-	-	7	3	-	-	-	-	-				100
3 Crew	4	3	3	3	3	1	3	1	7	-				

TROOPS

UNIT	M	WS	BS	S	T	W	I	A	Lo	Sp	Type	EQUIPMENT	SPECIAL RULES	PTS
10 Halberdiers	4	3	3	3	3	1	3	1	7	+		light armour, halberd,		120
Sergeant	4	3	3	3	3	1	3	2	7	0+		standard		
10 Handgaurds	4	3	3	3	3	1	3	1	7	-		handgun		80
10 Swordsman	4	4	5	3	3	1	4	1	7	-		shield, light armour		70
24 Spearmen	4	3	3	3	3	1	3	1	7	-		spike, light armour		214
Sergeant	4	3	3	3	3	1	3	1	7	-		standard, musket		214
6 Handgaurds	4	3	3	3	3	1	3	1	7	-		handgun		64
8 Free Company	4	3	3	3	3	1	3	1	7	-		handgun		40
6 Huzammen	4	5	3	3	3	1	3	1	7	-		longbow		80
10 Flagellants	4	2	2	4	4	1	3	1	7	-		flail	"Grand"	170

CAVALRY

UNIT	M	WS	BS	S	T	W	I	A	Lo	Sp	Type	EQUIPMENT	SPECIAL RULES	PTS
7 Ralgarous Knights	4	4	3	4	3	1	3	1	8	+		full plate armour,	Knights of the Inner	275
1st Knight	4	4	3	4	3	1	3	2	8	+		lances, shield,		
Warhorse	8	3	0	3	3	1	3	1	5	-		Circle, Steel Standard		
8 Pistolets	4	3	3	3	3	1	3	1	7	+		right armour, brace		
Warhorse	8	3	0	3	3	1	3	1	5	-		of pistols	Rust Cavalry	102

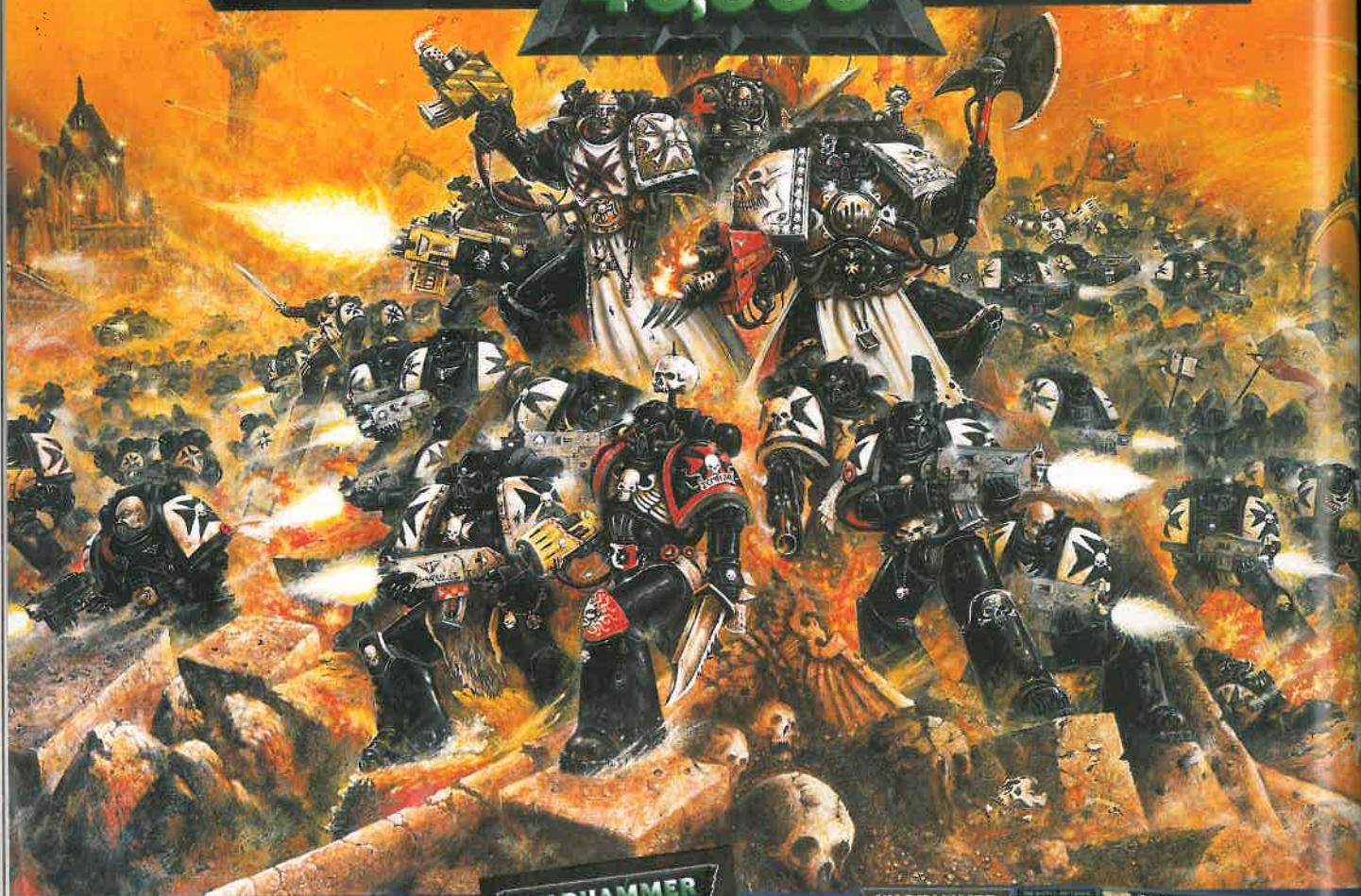
WAR MACHINES

UNIT	M	WS	BS	S	T	W	I	A	Lo	Sp	Type	EQUIPMENT	SPECIAL RULES	PTS
Mortar	-	-	-	7	3	-	-	-	-	-				75
3 Crew	4	3	3	3	3	1	3	1	7	-				

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WARHAMMER® 40,000



Warhammer 40,000 is a tabletop wargame for two or more players where you command the forces of the Imperium or one of its deadly enemies. The game provides you with all the rules, scenarios and army lists you need to fight a battle, and guides you through how to paint the detailed plastic Citadel miniatures in the box and then how to collect together your own army.



Contents and components may vary from those illustrated. Models supplied unpainted and unassembled. Glue and paints not included.

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

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PREPARING FOR ARMAGEDDON!

by Matt Weaver, Justin Keyes, Dan Richardson, Ben Harris and Troy Cukas.



Captain Weaver of the Legion

OVERVIEW by Matt Weaver

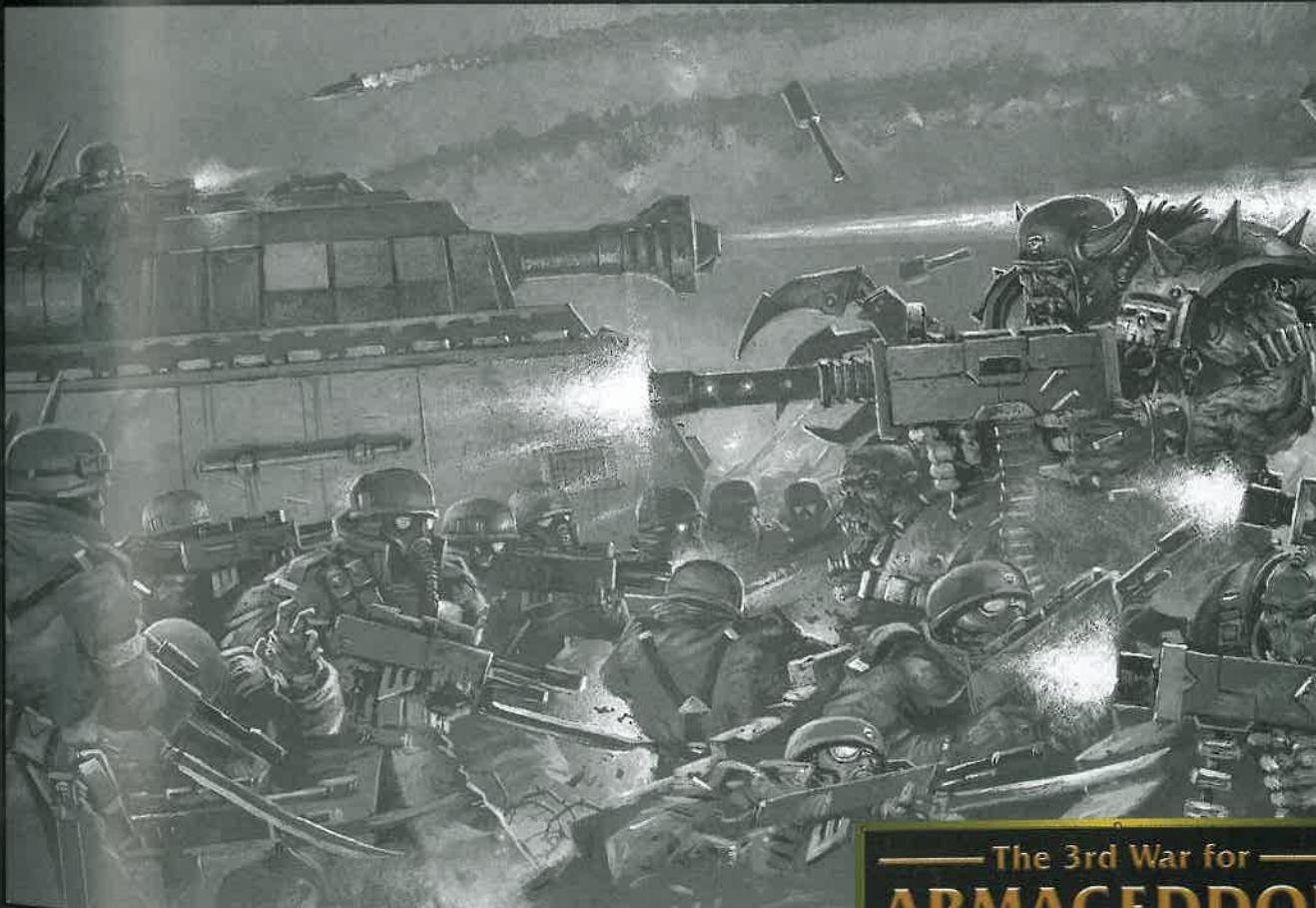
As promised in White Dwarf 249, we now bring you the background and inspiration for the armies that took part in the "One of our Colonel's is missing!" Armageddon battles. After the dust of battle finally settled, scribes were sent to each of the generals, giving them an opportunity to show you just what was going on in their minds while collecting their armies.

Keen eyed readers will notice there are two generals missing from the following spread. But, for good reason. Dave Taylor's Gaunt's Ghosts army has been

sequestered for a special mission, and once successful will make an appearance in an upcoming issue (promise!).

As for Ryan "The Hammer" Kennedy, he bravely stepped in to play Dave, when Dave's original opponent (who shall not be named), disappeared at the last minute. This meant the Castle Hill boys had to make do with their store army and a few other bits...and well done too.

Make no mistake dear readers, after perusing the following pages, you may think us all mad...well maybe not all, just the ones that played the Orks.



The 3rd War for
ARMAGEDDON

Armageddon Steel Legion



Matt proudly presents his Steel Legion army.

released at the same time!

After examining the army list and planning just what would go into my army. I had enough of the new steel legion models to make three command sections, four regular units along with six additional heavy weapons teams (enough for two units). That made the count for Chimera nine. I really wanted to include a unit of the new Stormtroopers, so that increased the Chimera count to ten, plus I intended to field an Exterminator, a Demolisher, a Leman Russ and a Hellhound as well. Tank tally was now fourteen.

I'll have to admit that this is a very strange Sisters of Battle army...

When the Challenge was first planned by Troy Cukas at Parramatta I had wanted to paint a new army of Sisters of Battle, then, my good friend Ian Crabb gave me a gift of a few squads of freshly forged, Steel Legion.

No contest.

We were doing an Armageddon battle, what could be more appropriate than the new Imperial Guardsmen

I had also hoped to include three or four Sentinels as well, but that idea soon evaporated at the prospect of painting fourteen tanks in a short amount of time.

I happened upon a book about the modern Soviet army. Russians are famous for their tank parades through Red Square (and often it was the only chance NATO got a look at the U.S.S.R.'s hardware). That along with the fact that Armageddon is a forge planet for imperial armour went to inspire me toward a very clean, freshly raised army. One that I can at a later date begin to dirty up, and add battle damage to. This, I feel, will add that extra bit of flavour to my army, as well as help me remember when and how I've been beaten in the past making my army similar to a Mordheim or Necromunda gang that changed as you played in various campaigns.

With my mind now fully set on the project, came the laborious task of assembling all of those tanks. I already had three Chimera painted in a Ice world theme, so a quick respray was needed here...but respray to what...?

The whole morning went by so slowly as I thought about what colour scheme to paint my army men...army men. That was it! Who of you remember as a child playing with those green plastic army men? Often they were World War II American G.I.'s and German Wehrmacht troops, made from wonderfully chewy green plastic. Green glorious green! No unique

camouflage pattern, all very subtle and almost drab, and all of the equipment that the troops carried would be painted in to appear standard and functional...Black and dull metallic.

I also can't help but think at this stage, of the law passed by Oliver Cromwell (English Puritan, 1599-1658) prohibiting the population to wear brightly coloured garments, claiming that bright clothing encouraged immoral acts. In my case, I was hoping that my troops would attract less attention in their drab attire, thereby suffering fewer casualties. In Cromwell's case, he was protecting the population from losing their immortal souls.

The actual method for my speed painting ordeal (well that's what I call it) involved a lot of cans of spraypaint. After cleaning and assembling all of the miniatures, all figures were undercoated in Chaos Black spray. When I undercoat miniatures, I always lay them 'face' down on a square tray. I then spray the miniature lightly in a sweeping action, with the can about twenty centimetres away, ensuring that I never start to spray or finish the spray stream on the actual figure. The reason for this being that you will always get an uneven 'blotchy' burst of paint that can potentially obscure detail. While the figure is face down, I spray it in the sweeping motion from four different directions. After this was totally dry, I then turn the figure to lie on its back and repeat the process of spraying from four directions. Again, after this has



Matt's Mechanized Infantry Company is a stunning sight. Simplicity and uniformity helped to achieve this effect.

MATT WEAVER

very subtle all of the ops carried appear I...Black

dried, I'll usually stand the model upright onto its base and give it a light coat if it needed it as well, just to make sure there will be no silver showing at all.

The next step was to give a light coat of Dark Angels Green spray to the figure, again from four different directions, but this time the figure will not be laying down, but standing upright on the spray tray instead. I will also direct the spray in a slightly down angle intentionally avoiding getting paint on the undersurfaces of the figure. The effect that this creates is that of deep shadow on the figure.

The last Spray-on step in my rapid painting method was a very light coat of Camo Green spray, sprayed at the figure whilst it is upright from about thirty-five centimetres. All of the models in my army (with the exception of the Stormtroopers and Commissar) were painted in this method including vehicles. And an important note to add, the tanks were all assembled and painted in this method without the tracks, these were painted and applied separately to give a cleaner finish to the overall model.

To make all of the lines of the tanks a little bit crisper, I then lightly drybrushed all of the sprayed figures in Camo Green paint; this also helped even out the whole effect.

From there all that was needed was to pick out all of the details, making the guns, boots, gloves and helmets black, deep red



Striking conversions add character to the army.

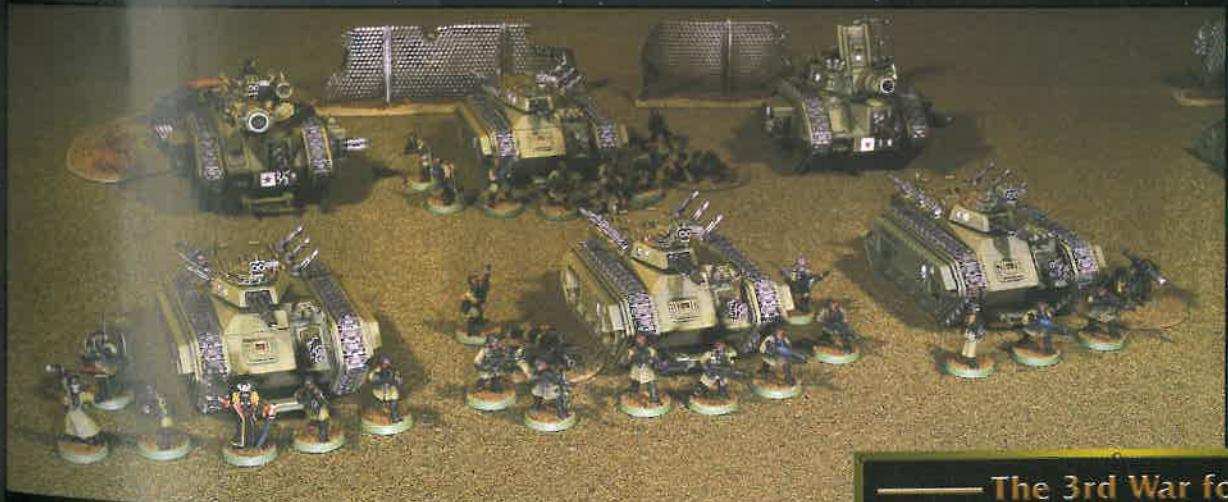
goggles and metallic clips and buckles. All too easy!

Having a major portion of the army out of the way, I found that I had a bit of time to play around with some conversions. As the new Stormtroopers are all very over-engineered in their appearance, I thought that their transport should be as well. By giving it the vehicle upgrades of extra armour, minesweeper/rough terrain modification, searchlight and trackguards, the additional scope for conversion widened. In the end I wound up with a wider (double track width) tank which looked a lot more boxy... I'd also added some extra stowage space to the turret from a Leman Russ to make it look that little more different. The thing I think that I've been most happy with is that I've now learnt how to shave off the tiny rivets

from kits in my Bitz Box, and re-apply them to blank plasticard (hopefully in a later issue of White Dwarf I'll have space to show you how).

The only other conversion in the army was that of my female commissar. A few inside deals and I managed to obtain a 1998 US Games Day Female Commissar. I decided to take a pair of clippers to it (as you do), replacing her laspistol for a boltpistol and sculpt in a gas mask. Simple sacrifice, but for a good cause.

As I write this, I've already copped four complete tarrings from Ian's Tyranid Army and Matt Drover in the warehouse has beaten my army twice with Dark Angels. So as a result, I'll definitely be scarring my tanks.



The 3rd War for
ARMAGEDDON

Ork Waaagh Goffgob



Ork Warlord Dan Richardson (The Peoples' Dan).

WAAAGH GOFFGUB!

or "A slightly biased opinion on collecting Orks"

You can get rid of all this "Imperial" nonsense. I've had it with Chaos and Eldar too. Tyranids and Necrons? Forget it. The one and only Warhammer 40,000 army to collect is Orks. They rock!

As an army the Orks look great, fight hard, and are always entertaining. When Troy "The Cukanator" Cukas (now Castle Hill Store Manager) told me of his plan for these Armageddon Battle Reports I knew it would be the only excuse I needed to complete my first fully painted Ork army.

To the People's Dan, the greatest satisfaction to be gained from collecting an army is providing a theme for it. With the Clan and Tribe structure, this is fairly easy to achieve for the Orks. The theme can be

As you may have guessed, Dan is a big wrestling fan. WWF's The Rock provides a lot of inspiration for his tough talk. Why not pop into the Chatswood store for a dose of the Peoples' Elbow.

anything from a strong colour scheme to an idea that completely dictates the composition of your army. Imagine a 'crack-force' of elite Blood Axes tooled up with shootas and heavy weaponry while the Boss careens around in his 'Kommand Jeep'. I'm planning my next army to be a Kult of Speed biker gang by the name of Mork's Angelz (90 Bikes). Even Freebooter warbands offer plenty of theming opportunities, if not more so than the pre-set Clans. So there's no reason why they should be used as the generic warband. I can say this because I collect Goffs, and nobody argues with a Goff (well not for long anyway).

Speaking of Goffs, I'd better explain my theme for this army. Goffs embody the true Ork ideals. They're tough, they know they're tough, and they enjoy the fighting best when they get to "lay the smack down" with their choppas. My vision for this army was an endless horizon of the meanest and greenest orks in the galaxy, with only violence (and possibly squig beer) on their minds. Most of my choices therefore revolve around huge mobs of assault boyz, from the Skarboyz



Waaagh Goffgob is swarming with loads of Goff-styled Boyz, all ready for close combat.

DAN RICHARDSON

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(Da TuffGitz) to the Sluggas (the 'Ead Kickerz wot 'ave metal capped boots, and the 'Ead Takerz wot don't) running along on foot like Gork intended. This is where I must regrettably inform you of an error in the Ork Codex. The entry for mob size should not read 10-30 Orks, it should simply read 30 Orks. Anything less is a small gathering, not a mob.

As for the rest of the army, I couldn't leave out the good old dependable Grotz (da Grotz don't got a name cos dey aren't big enuff to 'ave one). Now is as good a time as any to introduce Goffgob, the 'uge mega-armoured warboss, converted from a Killer Kan, and mega-armour parts. The Mad Mek Ben Harris (Chatswood Staff Sergeant) built this monstrous model for me, and broke four modelling saws in the process, which he describes here. The Tankbusterz (Da Kan Openerz), and Stormboyz (Da Ramjetz) conversions also gave me an opportunity to add some squads that are full of character and animation to the army.

The horde's 'eavy support is all Kanz, rather than Big Gunz, for some more Goff-choppy support.

For my paint scheme I stuck to the traditional black and red, but varied it just enough so that the Goffs would still be proud of it, despite its no nonsense uniformity.

The horde as it stands is about 2000 points, but its always growing. The "Big Picture" has it at around 4000 points, including three trukk mobs, for getting da ladz into action as soon as dey can. Goffgob will also get some mega-armoured Nobz to boss around, and around 90 more Boyz, to flesh out the army a bit.

As for the conclusion to the Armageddon campaign...after all is said and done, after all the smoke has cleared, after the last choppa is buried in some poor nameless guardsman's head, there can be only one result.

If the Orks win, they win.

If Armageddon becomes a world at war, the Orks will thrive on the fighting, grow stronger, and win anyway.

Any result proclaiming an Ork loss is obviously Imperial propaganda aimed at hiding the truth from the rest of the galaxy.

Mad Mek Ben Harris:

This warboss was built with one thought in mind, "bigger is better".

Ingredients:

Take one Killer Kan and one mega-armoured Nob, season liberally with a smattering of bitz. Mmmmm...

Biitzzz...

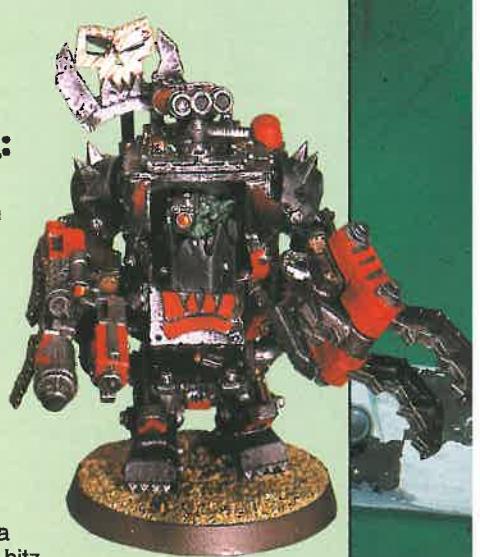
Method:

Remove the leg workings from the back part of the Killer Kan, then cut out the vison slit from the front to fit the mega jaw. Cut the mega armour to fit into the Kan as it's new legs.

The claw was made using two Big Grabber claws (from Gorkamorka bitz) attached to the mega arm.

The kustom shoota was made by using lots of shootas from the boyz sprue.

Finish by adding bitz, no need to tell you that. Above all have fun!



— The 3rd War for —
ARMAGEDDON

Black Templars Crusade



Booster tries to find the Templars hiding in his Land Raider.

For those who are regular White Dwarf readers you will know that for many years now I've been a Dark Angels fanatic! I have been playing and collecting Dark Angels for over six years now. Just recently though, people have expressed their shock and open disgust to me after reading the mini-battle reports from White Dwarf 249 and realized that I have actually changed my Chapter allegiance.

I remember the start of my change...

It was an extremely busy week; Dave, Matt and myself were busy working on finishing a White Dwarf when we received an advance copy of Codex Armageddon. After leafing through it I was very tempted by the Black Templar army list. Here was a Chapter of Marines even more xenophobic than my Dark Angels,

but with the rules that could make them charge towards the enemy whenever taking casualties. I was resolved to build and paint a small 1000 point force.

A week or so later, Castle Hill Store Manager Troy Cukas (formerly of Parramatta) popped into HQ and proposed a series of mini-battle reports based around the Armageddon campaign, to be played on the same night in different stores. I drew the short straw to play Troy's insanely large Kult of Speed. The conversation that followed went something like this:

Troy: *"Ok Boo, are you ready to have your 1000 points wiped all over the table?"*

Boo: *"So you want to fight huh? Well why don't we have a decent battle and crank it up to 2500 points?"*

My own arrogance had once again been my undoing. I now had about a month and a half to paint an army that I did not even own yet. I went home that night clutching Codex Armageddon in my hand and an idea to design a 2,500 point Ork killing force.

I had two things to keep in mind, I needed a force able to take on a number of Orks as well as be versatile enough to use against

other opponents, and the second was that I was on a limited budget. After staying up until midnight designing the list I was finally satisfied.

I ventured into my Space Marine box (a bitz box filled with Space Marine torsos) and found a Black Templar character that had never been released that I had begged from the foundry when I was in the UK. I had a High Marshal, now all I needed was the rest of the army.

The next day, armed with a piece of paper covered in scribble and my pay packet I purchased a Black Templar army. There was one last thing remaining, I did not want to paint the Maltese Cross on every Space Marine and the Black Templar shoulder pads from UK Mail Order were in very short supply. I resorted to the lost art of scrapping. I found out who had Black Templar shoulder pads and went about either swapping or "borrowing" Black Templar shoulder pads until I had enough for at least one shoulder pad per Space Marine.

The task of building had begun. I spent the next few nights building, clipping and gluing until the army was finished. Then disaster struck! Gork and Mork, fearing the destruction of their proud warriors, struck me down with a virus - destroying my resistance and my



Justin's mighty Black Templar Crusade will be at Games Workshop Sydney City on Friday 17th of November.

JUSTIN "BOOSTER" KEYES

painting ability for a few weeks. For three weeks I would be coughing and sputtering and generally being miserable, and not doing any painting.

I slowly recovered and now had very little time to actually finish the army. I had already decided that a Land Raider was going to be the centrepiece of the army, but I wanted to make it just that little bit more special. I decided that it would be cool to have an entire ten strong Space Marine squad in there. I spent a lot of time painting and detailing the inside of my Land Raider, by the time I glued the Tactical Squad in place you could hardly see any of the work I had done, oh well! Once I had the centrepiece finished the rest of the army just seemed to flow together. I had decided that the core of the army would be three tactical squads (there are now four) supported by the Assault Squads with some Terminators to provide the backbone of the army (Check out this month's Chapter Approved for some important Terminator Information - DT).

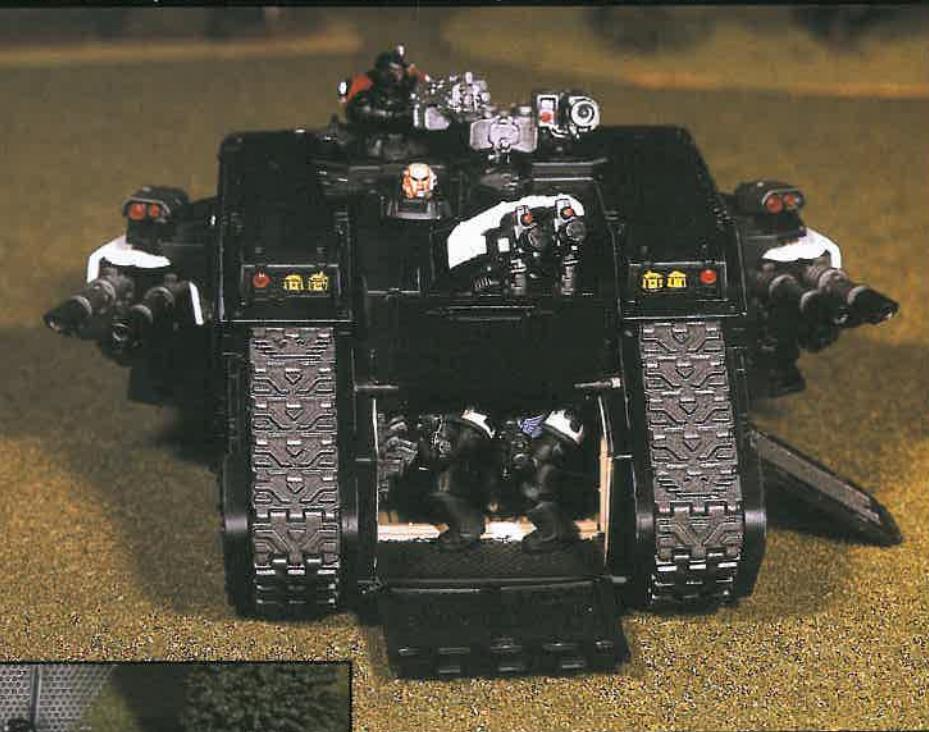
I thought that against Orks that Whirlwinds would be perfect for tearing huge holes in their ranks. Alas, in gaming my Whirlwinds have done less than admirably. For the future I will be retiring the Whirlwinds and exchanging them for two of the gleaming Land Raider

Crusaders (or Terminator Delivery Service as I have taken to calling them). The Command Squad was the last thing I painted and I decided to provide them with a Razorback so that they could close with the enemy.

From there I started working on a background for this Black Templar Crusade, as I love any army that has a theme to it. For myself an important part of building an army is the naming of the characters. My

close friend Simon Feil helped me greatly in this regard. When he heard of my idea to collect a Black Templar army he provided me with some names of actual Grand Masters of the Knights Templar from the crusades. I had a basis for my army and by scouring the Internet I was able to find a lot of information on the Knights Templar. I went on to construct a rich background. This particular Templar crusade became lost in the warp

The Black Templars advance from the armoured might of the Land Raider.



and appeared at a battlefield many years after the war had ended unfavourably for the Imperium. This affected the entire Crusade to the point that the only vow they will now take is *Accept any Challenge No matter the odds*.

It goes without saying that I have developed a fascination with these Space Marines that could grow to rival that of my Dark Angels. At the moment the army is 3000 points and still growing. I think for the sake of my bank balance that I will have to stop when I get to 5000 points. Maybe...

The 3rd War for
ARMAGEDDON

Ork Waaagh Gofarsta



Troy's army, *Waaagh Gofarsta*, can be seen in the window of Castle Hill store all this month.

was automatically drawn to the Orks. Their propensity for creating vehicles and weapons from bitz made them ideal for a conversion junky like myself.

The 2,500 point army featured here is the one I used in WD 249's Battle Report, *Battle at Argyle River*. It all began around two years ago and has grown to over 3,000 points, with nearly everything converted or modified in some way.

Warboss Wizbang Gofarsta has been changed so that he now faces the direction his gun is pointing, his choppa raised high. Various accessories have been added (jaw, Waaagh banner, slugga, trophy heads). Many of the Nobz have converted kustom-sluggaz.

The two Mekboyz and the Dok are converted from Ork Boyz with bitz from numerous

HACK'N'SLASH!

or "Confessions of a Mad Dok".

I've been a conversion fanatic for around 20yrs now (Yes he is that old & crusty- DT), starting back when I scratch-built tanks for my World War Two armies. When I discovered Warhammer 40,000 around eight years ago I

models. Their trukk is two kits with landspeeder bitz for the cabin.

The Nobz bikes are wartrak fronts with varius bitz for the backs & gunz. The normal bikes also having modified gunz & the Deth Kopta pilot as their riders.

One of the Deth Koptas is almost standard with the other two being conglomerations of Kopta parts leftover from making my Stormboyz (I couldn't wait for the new models at the time, credit to Grand Warlord Adrian Wood for the design). Other Kopta parts were also used to create the two Zzap Gunz.

Which brings me to my battlewagon. This project took over eight months to complete as I gathered ideas & parts. It's mainly two trukks & three wartrakks with numerous Gorkamorka, 40K & Blood Bowl parts. In battle it carries Skarfang Tuffgutz & his Skarboyz which are Gorkamorka Nob models.

The other Skarboyz (Skraga's legendary mob) are actually my Painboss' retinue of cyborgs made from old mega armour Nobz with arms from the new Ork Boyz.

The two buggies are based on the Gorkamorka Grot Big Lugga & Grot Cutta chassis, again with numerous other bitz built on top.



TROY CUKAS

The Trukk Boyz themselves are standard Boyz with many pose changes. Rather than the easy option of using the metal Burna Boyz I couldn't resist converting up some of my own from various gunz & fuel tanks.

My next project: the seriously injured

herb of my battle report, Skarboss Skraga Grimjaw, will be rebuilt with a cybork body.

After that my next 40K project will be my another conversion favourites, the Chaos Marines, with three cult armies to be done: Khorne, Tzeentch & a Nurgle army which will include Steel Legion models as renegade Guardsmen (ala the Shriven from the Gaunt's Ghost novels).



Mad Dok Troy Cukas



More Trukks and Boyz and Bikes and Deth Koptas...

The 3rd War for
ARMAGEDDON

Hobby Projects are step-by-step guides to painting, modelling, scenery-making and gaming, that can be found on the Games Workshop website. They are also used to run workshops in our stores and featured in White Dwarf.



For the last few months we've been putting together a number of self-contained hobby projects. What we wanted was a way of presenting this information in a way which was clear and easy to follow, and could cover different types of projects with different levels of complexity. Over the next few pages you'll see a couple of examples of these hobby projects, and we'll be featuring them in White Dwarf on a regular basis. Our stores will also be running workshops based on these projects. However, the main place you'll find these projects is on the internet. The Hobby Projects homepage is www.games-workshop.co.uk/hobbyprojects. Our intention is to create an ever expanding library of projects covering a massive range of subjects.

Each project starts by listing all the equipment you need, so there's no getting halfway through and suddenly discovering you are missing a vital tool. The stage-by-stage instructions are easy to follow and include photos to help you. Each project is classified by its subject matter and level of complexity. The subjects are titled 'Painting', 'Modelling', 'Scenery' and 'Gaming', and the levels of difficulty are 'Basic', 'Standard', 'Advanced' and 'Expert'.

The Basic level covers relatively simple projects which should be achievable by anyone, and don't generally

GAMES WORKSHOP®

HOBBY PROJECTS

Jim Butler introduces our latest efforts in making really impressive wargaming results that bit more achievable.

require any specialist tools or materials. They are suitable for newcomers to the hobby. Standard projects build on the basic skills and techniques covered by the Basic projects, and assume a certain familiarity with these. While they might involve a bit more commitment, they should still be achievable by anyone willing to invest a little time and effort and will help people slowly build their skills. For more experienced hobbyists we are presenting a range of Advanced projects. These represent the pinnacle of achievement for most gamers and painters, and will require a broad range of skills to create some truly impressive results. While we're committed to providing a steady stream of the first three types, we'll reserve Expert projects for those truly inspirational pieces which we occasionally come across, like the Golden Demon winners' entries.

The subject categories are more self-explanatory, but it's worth making a few points. 'Painting' will cover everything from basic undercoating and putting on basic colours, through to reasonably straightforward techniques like using inks, to more advanced methods. Each project will be specific, but many will include some information on varying colour schemes. There will also be links to other related projects. For example, the 'Make an Emplacement' Scenery project shown over the page might have links to a Gaming project with a Bunker Assault scenario.

The projects have been set up so that you can literally follow them step-by-step to achieve the results shown, but

you can also use them to help you with other projects which require similar approaches or techniques. They may even inspire you to create your own. This is particularly useful for clubs, to help the more experienced members share their wisdom. All you have to do is complete the project and photograph it at the appropriate stages, then write a simple, factual commentary. In the future we hope to have a facility for people to send in their projects, but there's no reason why you can't start your own now. If you have your own website you could put them on, and drop us a line to tell us.

GAMES WORKSHOP®

Hobby Project Workshop

Welcome to Games Workshop's hobby website, where you can see and download all sorts of exciting modelling and gaming projects that complement our range of games and miniatures. There are four types of project: [Painting](#), [Modelling](#), [Scenery](#) and [Gaming](#), and each one is graded so you can choose a project that suits your skill level. Choose from basic, core, or advanced.

What skill level am I?
Measure what level of project would be best for you?
[Read more here](#)

Project classifications
[Read more about the four different types of project](#)

The right tools for the job?
When you're painting and modelling, you'll need the right equipment. Find out what you need and how to use it on the [Tools & Equipment Guide](#)

Materials
This handy guide describes common modelling materials, and where to find them.
[Materials Guide](#)

PICK A PROJECT

Click on one of the pictures below to see the list of available projects, or view projects by skill level.



PAINTING



MODELLING



SCENERY



GAMING

Project of the Week
Warhammer 40,000 Battle Bunker
You're a Warhammer 40,000 player, why not try your hand at this great battle bunker? Built from card, expanded polystyrene and bits of plastic sprue it's inexpensive and fun to make.

Project type: Scenery
Project level: Core

Get in touch!
What sort of project would you like to see? Send us an e-mail with your idea, and if we decide to do it, you could win a prize!
[Email the Hobby Project Workmaster](#)

Submit a project!
If you think you can make a hobby project as good as (or better!) than the ones featured here, why not get in touch?
[Find out more about submission](#)

Last updated 09-Aug-2000 by Lindsay J. & David Pashby

PAINTING WORKSHOP

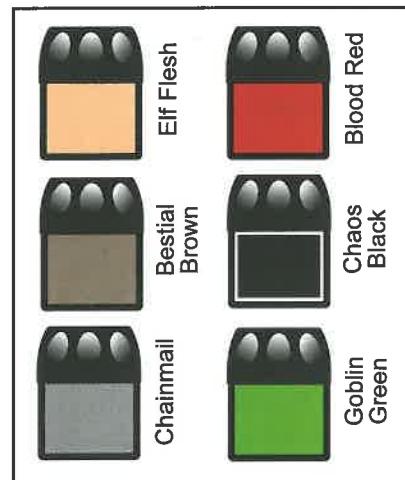
ORC WARRIOR

This painting project sheet takes you through how to paint an Orc Warrior. The project starts with an undercoated model. For more information on how to get to this stage, go to the following project sheets:

Preparation, Undercoating.

You Will Need:

- An Orc Warrior model glued to its base and undercoated with Citadel Chaos Black paint
- A Citadel starter paint brush or standard brush
- Some water in an old mug, plastic cup or other suitable container
- A mixing palette – you could use an old plate or tile
- Kitchen paper or tissue to wipe your brush on
- The following Citadel paints – Elf Flesh, Blood Red, Bestial Brown, Chaos Black, Chainmail, Goblin Green (all these paints are available in the Starter paint set)



If you're painting at home, make sure you have an area that is well lit (daylight is best) and is well protected from any spillages that might occur. Also, it's a good idea to wear some old clothes that you don't mind getting a bit of paint on. Make sure that after you've finished painting on one colour, you wash your brush out thoroughly to ensure colours don't get mixed together. For more information on Citadel paints and spillages on fabrics see Citadel paint for more details.



1 Paint the face, arms and hands with Goblin Green. Be as neat as you can, but if you do make any mistakes, don't worry – you can cover them up later.

Tip: When you've finished with each paint colour, wash your brush out with clean water and dry it carefully on some kitchen paper or tissue.

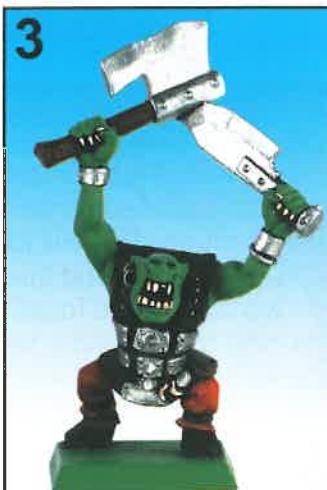


2 Paint the weapons and armour plates across the Orc's jerkin, plus the earings, bracelets and studs with Chainmail.

Paint the wooden handle of the axe and the pouch with Bestial Brown.

Paint Blood Red onto the Orc's Trousers.

Tip: Water each of the paints down a little, mixing them on your palette before painting – if the paint is too thick, it will obscure the detail; if you add too much water, the paint will be too thin and not cover properly.



3 Paint the teeth and claws with Elf Flesh.

Finally, paint the model's base with Goblin Green and set it aside to dry.

Tip: Remember to wash your brush out thoroughly and store it standing upright with all the bristles coming to a point. Looking after your brushes this way means next time you paint a model it'll be clean and in perfect condition.

Once you feel that you've mastered the basics, there are plenty of other painting techniques to learn. For more information on these types of technique, check out our other Painting Projects.

SCENERY WORKSHOP

MAKE AN EMPLACEMENT FOR WARHAMMER 40,000

This Hobby Project Sheet describes how to make an Emplacement for Warhammer 40,000. If you are unfamiliar with the following tools or techniques, go to 'Basic Hobby Projects' at the Hobby Project Homepage.

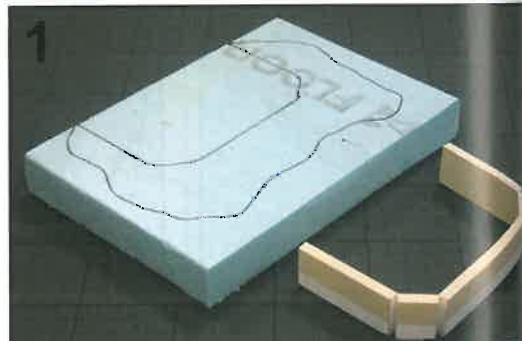
You Will Need:

- Some pieces of old plastic frame
- 1 piece of blue foam (210mm by 150mm)
- 1 piece of 5mm thick foamboard (210mm by 150mm) for the base
- 1 piece of 5mm thick foamboard (25mm by 240mm) for the walls, marked as shown below
- Gravel and sand
- Masking tape
- PVA and superglue
- The following tools – cutting mat, steel ruler, modelling knife, hot wire cutter, clippers, thin marker pen

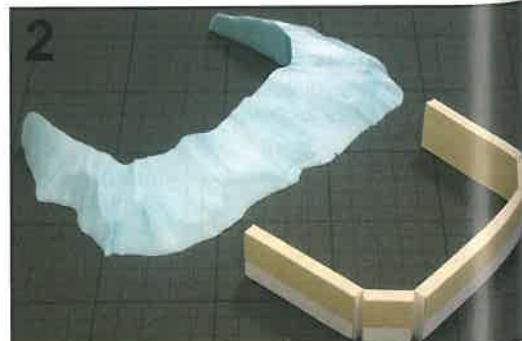


Wall Section

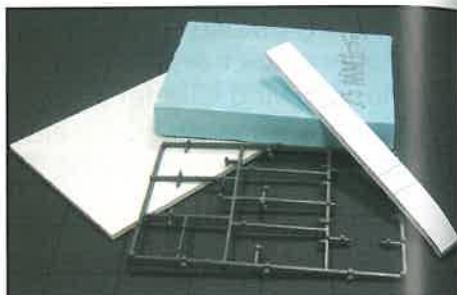
1 Tape along the top and bottom edges of the marked piece of foamboard with Masking Tape and score through the lines shown, being careful not to go all the way through. This will form the inner wall of the emplacement. Bend the wall piece to shape and position on top of the blue foam. Trace around the outer edge of the wall to give you a template for the inside of the earth bank.



2 Using the hot wire cutter, cut out the rough outside edge of the earth bank, holding the cutter at an angle to create a slope. Next cut out the inside of the earth bank, cutting vertically. Test this by fitting the emplacement wall inside the earth bank, and make any extra cuts if you need to. Don't worry if there are small gaps; you can fill these later.



The finished model





3 Using PVA glue, stick the earth bank roughly in the middle of the base piece of foamboard. Then apply superglue to the bottom edges of the emplacement wall and glue this inside the earth bank. Use the modelling knife to trim the base into a rough oval. Cut at a slight angle to create a slope.



4 Apply PVA glue in patches around the earth bank and base, then sprinkle on sand and gravel (putting the larger gravel on first). This method can also be used to cover any gaps between the earth bank and the wall. To fill the gaps on the corners of the wall, glue some old pieces of plastic frame into the gaps with superglue, then trim them with clippers.

Here are some ideas for adding details to your emplacement:

5 Add a wire mesh floor. You can get different types of mesh from craft shops and car accessory shops. Use the piece of blue foam you cut out from the middle as a guide to help you cut the mesh to shape. Stick this down to the emplacement floor using double sided tape. You can also add thin strips of card to cover the edges. This makes it look as though the emplacement has a metal floor.



6 You can add all kinds of details to your emplacement to give it more character, using pieces from your bits box. Try sticking skulls or pieces of tank track to the earth bank, or placing weapons and equipment inside the emplacement. You can also add 'battle damage' by cutting shell holes in the earth bank and edging them with sand.





THE CHARGE OF THE REIKSGUARD

by Matt Weaver

Like the other Hobby Project Sheets featured in this issue, the aim of this Diorama Skills article is to describe the various skills, techniques, and materials that went into making this particular diorama.

The following techniques are not limited to making dioramas, but can be applied to any modelling project, be it extra detailing on a figure base, a conversion project, scratch building or even gaming scenery construction.

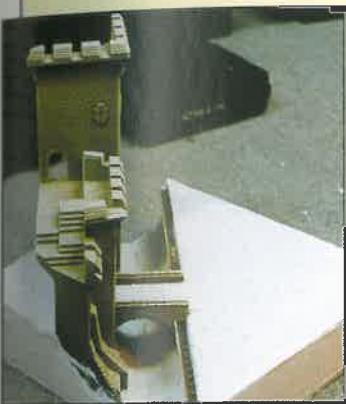
The diorama featured here was built earlier this year. It is one of a series of four dioramas built for display at special events and locations like Games Day 2000 and Toy Fairs in Australia, New Zealand and Asia.

DIORAMA SKILLS

BEFORE ALL ELSE, PLANNING!

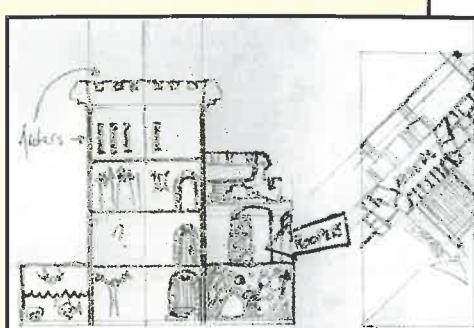
Perhaps the most important stage of any modelling project is the planning stage. More often than not for ambitious dioramas, the better the plan, the greater the chance of the project actually being finished. A good plan will ensure that you will be able to stay focused and not waste time, or materials for that matter.

Most professional model makers often start planning a project with simple but concise sketches of what they intend to make. Others tend to make very detailed "blueprints" of what they want to build, this also means they're able to repeat the job at a later time. For the purpose of inspiration, pictures of things similar to what you want to create are also useful. The photo of the castle to the right is a good example.



A simple "shopping list" of materials is another important part of the planning process. Making a list like this is, of course, much easier once you have a sketch of what you want to build. In your list, you'll want to include raw materials like balsa wood and plasticard, as well as the various glues you will use and the different paints that might be used in your project.

In the case of the diorama we'll look at in this article, we decided that would feature a cut-away of a tower and a moat. From the early plans, we determined that clear high-gloss urethane resin would be used extensively on this project, for that realistic look.



Caerphilly Castle in Wales

THE NEXT STEP: MAKE IT INTERESTING!

by Dave Taylor

When Matt and I were first approached to create this series of dioramas we started planning the "stories" involved. Every successful diorama or battle scene tells a story. Often the best stories are simple and classic. The squad of Space Marines, ambushed at their most vulnerable by Dark Eldar, or a Middenheimer warband being attacked by Skaven Warphunters among the ruins of Mordheim. Simple classic stories.

The Warhammer diorama needed a story. Working with Matt's castle wish we developed the "Charge of the Reiksguard". A large Orc army has rampaged through the town of Hapsburg and the defenders have withdrawn to the keep. As the Orc Warlord leads his mob from the front, the Reiksguard stationed in Hapsburg stage a daring attack. They know that if they can cut down the Ork Warlord the have a break of breaking the siege before it is too late. Death is almost certain but failure would be worse...

Equipped with a story you can really go to town on a diorama. The miniatures are going to be glued down, so they don't require the balance and bases of gaming models. I started assembling the models as Matt was working on the base diorama. As the number of models grew so did the dynamic flow.

We're pretty happy with the whole piece, strong colour links and consistency make for striking diorama miniatures. Have a go...you know you want to!



DIORAMA SKILLS

RECREATING MASONRY

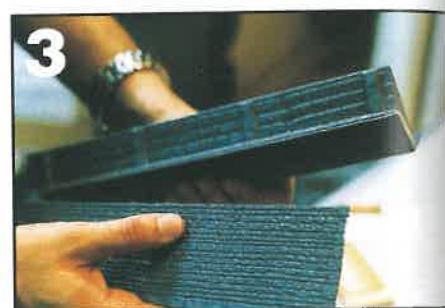
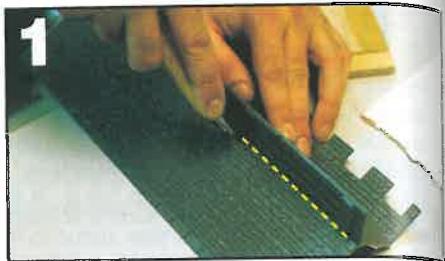
Cutting, joining & shaping plastic walls

1 In order to easily cut sections of castle wall, you will need to "score" the plastic. This should be done by using a heavy cutting blade, like a Stanley knife. Using a ruler as a guide, run the blade along where you want to cut. You will need to make three to four passes in order to leave an incision that penetrates about a third of the way into the plastic section.

4 To join plastic wall sections in such a way as to avoid unsightly gaps, you will have to file the edges to be joined to about a 45° angle. The easiest way to do this is by using a fine grade of sandpaper, laid on a flat, even surface. Taking the section to be filed, you should lay it at the angle you want the join to become, and then grind the piece in a wide figure "8" pattern, this will ensure that the piece will be ground evenly. You may want to practice doing this a few times with some scrap pieces of plastic.

2 You will then need to gently bend the plastic along the length of the cut. You must make sure to maintain an even angle to your bend, as you progress, as you will otherwise cause the split to become ragged and uneven.

3 You must then reverse the action of your bend, straightening the section flat again. By doing this you are stressing the plastic, and all you need to do is repeat the action of bending, until you snap the two sections apart. If you find that you are unable to snap the plastic, you may need to repeat steps 1 & 2 again.



Tip: Sometimes you may need to file an area that is difficult to do with the files you have. A solution to this problem is to make a "temporary file". Glue some fine sandpaper to a customised shape (scrap pieces of plastic or firm balsa wood are ideal for this). If you have cut a round hole, you can file the edge by rolling sandpaper into a tube and letting the tube expand inside the hole. Sand the edges by turning the tube in the hole, this will give you the best result.

Making holes for windows and doors.

A way to make holes for any opening through a sheet of plastic is to mark the area where you want to make a hole. Then, using a pin vice, drill a series of holes along the INSIDE of the marked area. The holes should be close enough to allow you to cut through the joining plastic easily. Then file down the excess plastic to the marked line.



Tip: This method of cutting castle wall sections can also be used to cut all types of flat plastic, from Necromunda bulkheads or sheets of plasticard to thin kit parts.

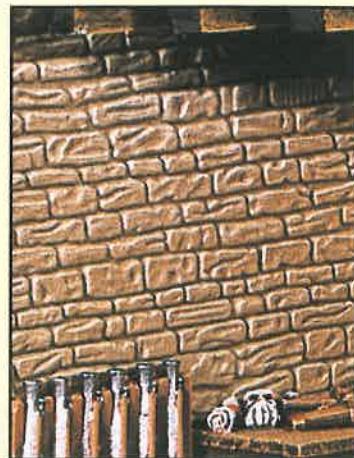
DIORAMA SKILLS

STONE DETAILING EFFECTS

The castle diorama for this article was painted with three different Citadel Colour spray paints and then lightly drybrushed to finish the effect. The aim was to recreate the appearance of sandstone.

The first spray was an undercoat of Bestial Brown. The second spray was Bubonic Brown, this was sprayed on the model with the nozzle of the can pointing in a downward angle. This way you're not applying paint to "underside" surfaces. The final spray used was Bleached Bone. This was again applied in a downward angle, but at a greater distance from the model. I only wanted to apply the final coat of paint to the upper areas of the model.

The model was then lightly drybrushed with Bleached Bone to even out the effect, and a very light coat of Skull White was drybrushed to the upper areas to finish the job.



1 An excellent idea to improve castle walls is by adding rendered detail like gargoyles, icons and sculptures. Shield bosses, pieces from the Mordheim boxed set and parts of miniatures are great for this (the plastic Saurus Warrior heads look good as drainage spouts).



2 Stains on aged stonework are common. A simple way of reproducing this effect is by using a watered down ink (Flesh Ink is best on sandstone) and a Fine Detail brush. Apply the ink in a downward dribble pattern.



3 Filling gaps in your construction can be done with a fast-setting, two-part epoxy filler. You should put more filler in the gap than you require, as this can be carved away later to match the surrounding stonework.



4 Convincing tiles and cobblestones can be done by cutting out tiles from a medium thickness cardboard and then gluing them to the desired surface. As cardboard is a bit smooth, you may need to "stress" the area. After the tiles have dried in position, get a suitably rough stone (about the size of a tennis ball) and roll it (carefully) a few times over your tiled "floor", this will leave thousands of imperfections over the surface of your floor. When you paint the surface and the drybrush the area these will stand out, creating a terrific effect.

Example: These arrow slits were drilled, cut and finally filed out using the method from the facing page.



DIORAMA SKILLS

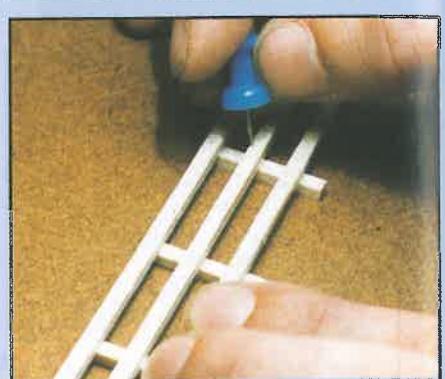
DETAILING BALSA WOOD

The most effective way of painting balsa wood is to first seal the wood. Using a solution of equal parts water and PVA glue, "paint" the area and leave to dry. When the piece is totally dry, you will find that the wood won't soak up as much precious paint, as balsa has a nasty habit of doing.

One of the more appealing ways of painting balsa is by first undercoating it black. Then after having chosen a suitable brown, mix up four consecutively lighter shades of this colour and drybrush them on from the darkest to the final lightest shade. With painting any type of area "wood" on a model, the more stages of colour you apply the more realistic the final appearance.



An easy way to create the impression of planked wooden decking without having to cut individual planks is by "scribing". Using the back of a scalpel and a ruler mark out the joins in the deck on a single wide piece of balsa. For a convincing effect, you must make the scribed impressions a consistent distance from one another (as shown here). Another helpful tip to remember is to make the lines run along the grain of the piece of balsa wood. Apply gaps with small incisions from your scalpel, on alternating strips for realism and a sense of scale.



You can create the effect of nails in balsa by simply pushing in a small hole with a drawing pin. When painted (don't flood the area with paint or you'll fill the hole!), the mark will remain. Apply a light drybrush in the area and the nail hole will look great.

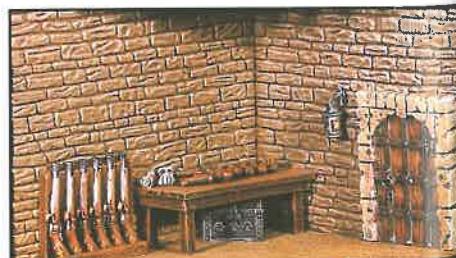
INTERIOR DETAILING

As this diorama featured a cross section, interior details were required. The tower was chosen to do this. The first step to be taken was to line the interior of the tower walls with additional tower wall sections, with the parapet removed (using the cutting method shown earlier in this article). These were then painted to match the rest of the stonework.

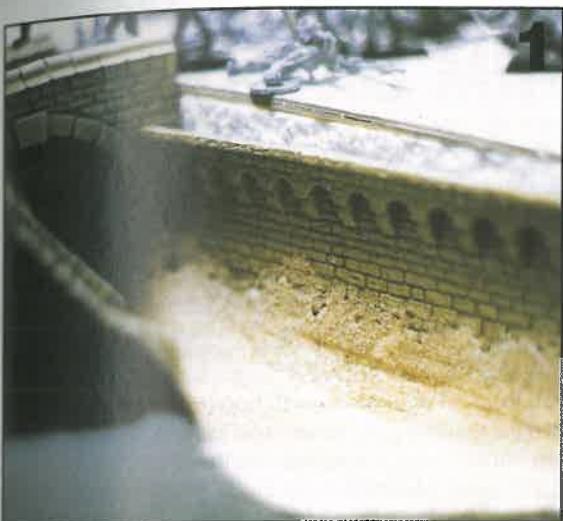
The floors were then made from balsa, painted and then set into place.

Furniture was then made from balsa. Because of the small size of these pieces, the balsa was glued together with super glue rather than PVA, as is normally the case. Doors were then painted and put into place.

The miniatures were the last things to be added after they were painted.



DIORAMA SKILLS



1 The moat was first built as a trough running through the diorama. The sides were then lined with a pre-painted stonework façade. Polyfiller was then used to cover the bottom of the moat. After this had set the surface was then sandflocked. After the sandflock had dried, the moat bottom was painted a dark turquoise with the moat walls being painted in lighter shades of the original dark turquoise colour up to the waterline. It was done this was to create a forced impression of depth.

The ends of the moat were exposed because the diorama is a cross section. Temporary walls were made with cling film directly over the opening, backed by plasticard for support.

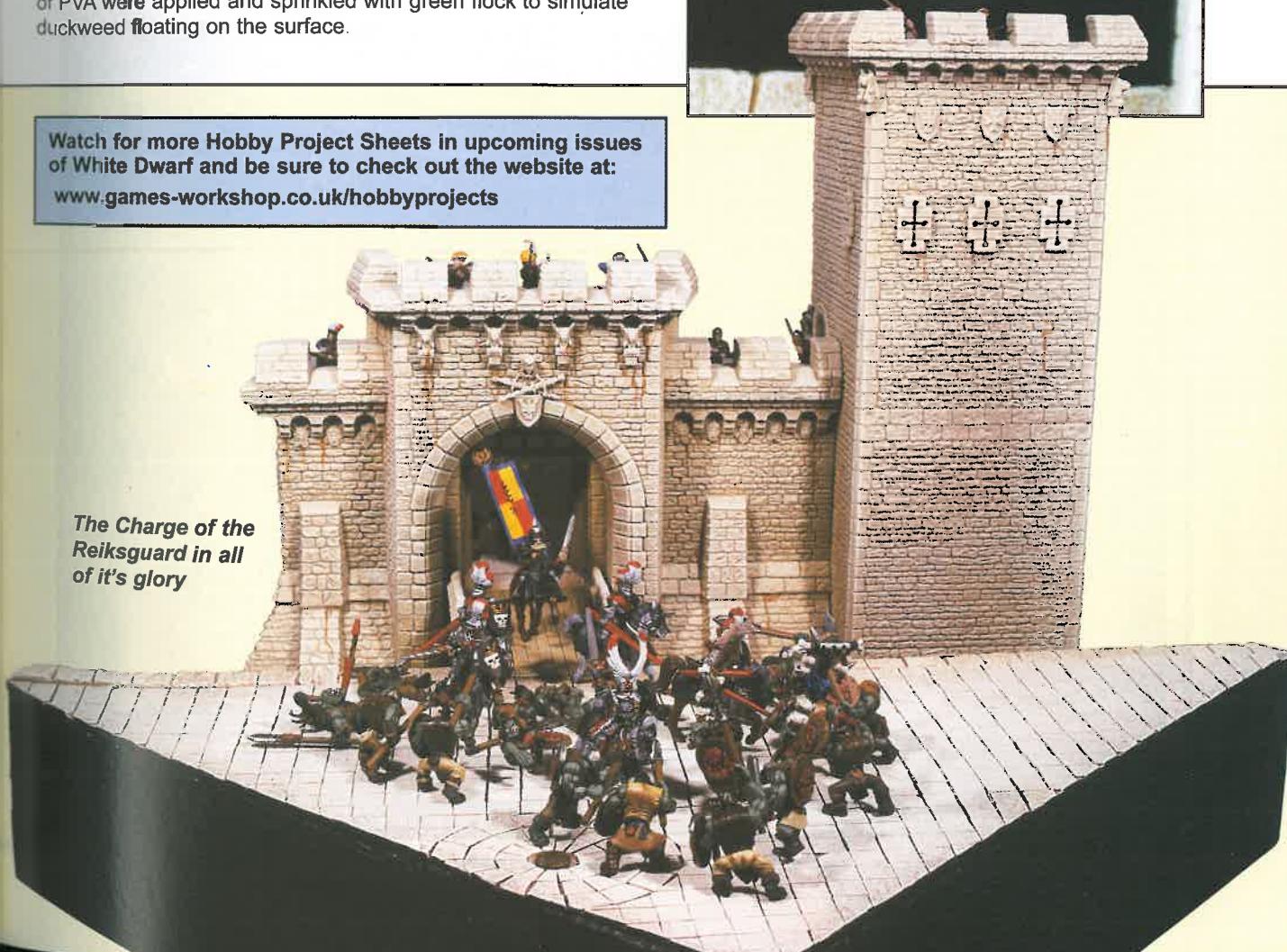


2 The resin used was a high gloss two-part resin, obtained from most craft stores that also stock Découpage supplies. It was applied in three layers, with each tinted with turquoise ink, the first layer being darkest, progressing to the final layer which was the lightest. As with step 1, this was done to force a sense of depth to the moat. Finally, after the resin was cured, small patches of PVA were applied and sprinkled with green flock to simulate duckweed floating on the surface.



Watch for more Hobby Project Sheets in upcoming issues of White Dwarf and be sure to check out the website at: www.games-workshop.co.uk/hobbyprojects

The Charge of the Reiksguard in all of its glory



Warhammer isn't the only tabletop wargame that Games Workshop produces. There is also Warhammer 40,000. This is a science fiction wargame with guns, tanks, aliens and squads of armoured troops fighting for survival in the 41st Millennium.



WARHAMMER[®] 40,000

IN THE GRIM DARKNESS OF THE FAR FUTURE...

AN INTRODUCTION TO THE UNIVERSE OF WARHAMMER 40,000

SO WHAT IS WARHAMMER 40,000?

In the most basic terms Warhammer 40,000 is a science fiction wargame. It places you in overall command of your own powerful fighting force of miniature soldiers, which you must manoeuvre around the battlefield, guns blazing in the heat of battle, whilst trying to outwit your opponent with superior

tactics – all within the rules framework of a gaming system. But there's actually a whole lot more to it than that!

Warhammer 40,000 (often referred to by gamers as '40K') is set, as the name suggests, in the 41st Millennium. At this time the fragile Imperium of Man stands on the final bloody crossroads between extinction and survival. It is a dark future – forget the promise of peace and understanding. Technology is in decay and the universe on the brink of self destruction.

◀ The Warhammer 40,000 rulebook – 288 pages of rules, background, army lists and mayhem.



Space Marines of the Ultramarines Chapter engage Chaos Khorne Berserkers deep inside a hive world.



A game of Warhammer 40,000 in progress.

You can command squads of warriors in the service of the Emperor of Mankind, or lead alien warriors in the destruction or enslavement of humanity. All the rules that you need are contained within one rulebook, which is written to explain how to go about raising armies and playing battles and campaigns within the Warhammer 40,000 universe. How to choose your forces and then build your own alien battlefields to fight over is all covered within the main book.

The book is also full of background giving you an insight into this age of warfare and bloodshed. It describes the dark gothic background of the 41st Millennium, and the hostile aliens like the sophisticated Eldar or the crude, brutal Orks that are at war with the Imperium of Man as well as with each other. There are threats from outside the Imperium too, as the terrifying, ever-evolving insect-like Tyranids devour all in their path. Also detailed are the forces of the Imperium, from the countless legions of the Imperial Guard to the Emperor's finest – the genetically enhanced superhuman Space Marines.

The Imperium is not only threatened by the enemy without but also by the enemy within – the insidious touch of Chaos is everywhere. Fully one half of the forces of the Space Marines have been corrupted and now worship foul dark gods. There are also Chaos cults meeting in secret on millions of the Imperial worlds, plotting the downfall of the

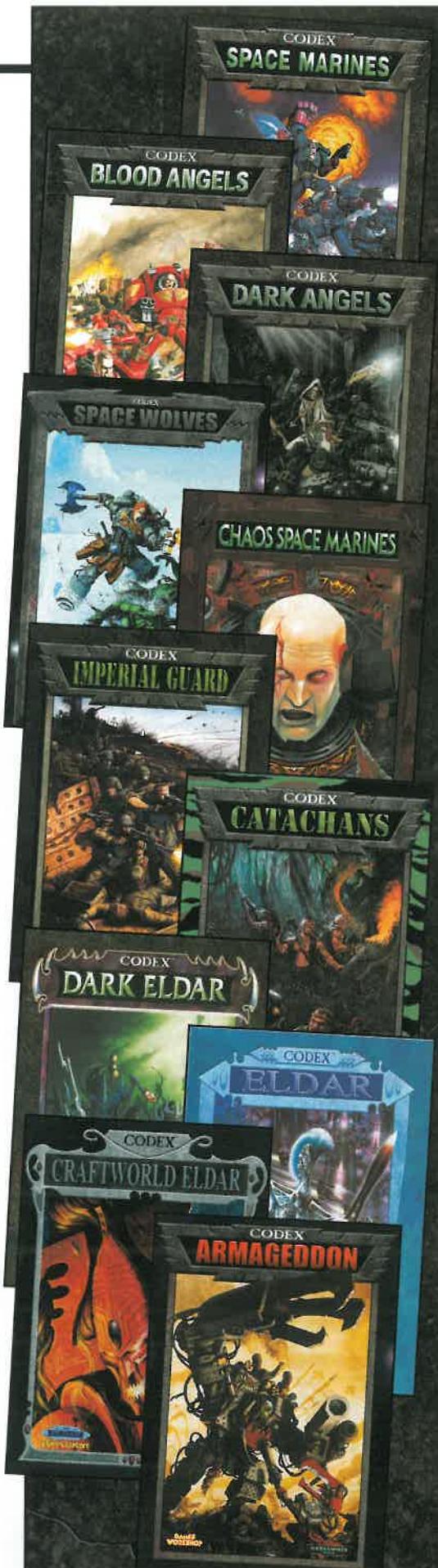
Imperium for the glory of their Chaos masters. All this along with details of the labyrinthine organisations of the galaxy-spanning Imperium are contained within this one weighty tome.

In case you are unsure where to start, the entire first section of the book is devoted to collecting armies, building scenery for your battlefields and painting your Citadel miniatures. In fact, everything that you need to know if you have never played a wargame before and are just starting out can be found inside the Warhammer 40,000 book.

CODEXES – ARMY LISTS FOR THE 41st MILLENNIUM

While it's an essential reference for you to play your games of Warhammer 40,000 with, the rules and background do not stop with the main book. We have and will be continually releasing Codexes – mini rulebooks and supplements adding more detail to the Warhammer 40,000 universe.

Each Codex is an in depth look into a particular race or army, with full details on uniforms and paint schemes. It also describes the different weapons and troop types that army uses, special rules, a fully updated army list and packs in more background, giving you a further insight into the universe of the 41st Millennium. These books help mould the character of your army, giving it a distinct fighting style and look. ▶



▲ The huge range of Codex supplements available for the Warhammer 40,000 game, containing loads of extra rules, background and expanded army lists!

CITADEL MINIATURES – NEW WARRIORS FOR THE AGE OF BATTLE

As you can imagine there are absolutely loads of Citadel Miniatures available to accompany the Codexes and main rulebook. Every troop type is represented by finely sculpted models. From the mighty Space Marines to the lowly Grotz, there is a miniature to place on your battlefield.

And we don't just stop at the troops – you can get heroes to lead your armies: grim-faced Imperial Guard Captains, the mysterious Eldar Farseers or even the horrific Greater Daemons of Chaos.

Also you can get your hands on the rumbling war machines of the 41st Millennium in the form of plastic

kits. The awesome, hard-to-kill Space Marine Land Raider is our latest, but you can also field exotic alien vehicles like the fast Dark Eldar Raider or deadly Falcon grav tank. Or if you are a fan of the crude constructs of the Orks, their ramshackle buggies, bikes and trukks are all available too.

IT'S YOUR GAME – THE FATE OF THE UNIVERSE IS IN YOUR HANDS...

Just like Warhammer, Warhammer 40,000 is a whole hobby within itself. Instead of spears and shields, you have boltguns and power armour. It's a whole gaming universe, full of grim battles as every race struggles for survival and dominance.

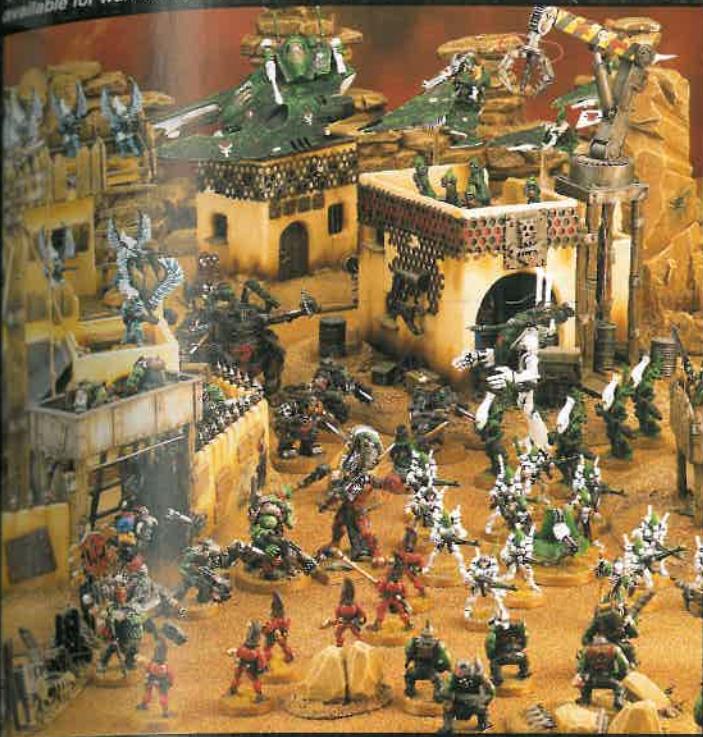
The Warhammer 40,000 universe is unimaginably vast, and we will continue to explore this universe with every Codex and Citadel Miniature that we release. White Dwarf magazine allows you to keep in touch with all the latest developments, with new scenarios, extra rules, more background and massive galaxy-shaking gaming events for you to take part in.

The universe is a big place and, whatever happens you will not be missed. It's now up to you to either aid the survival Mankind or speed its destruction. The fate of the universe is in your hands. ■



These pictures show just a few of the hundreds of Citadel Miniatures available for Warhammer 40,000.

WARHAMMER® 40,000



Orks defend their settlement from an Eldar attack.



Dark Angels Space Marines dig in behind their Predator tank.



A Chimera tank supports a Cadian Imperial Guard squad.



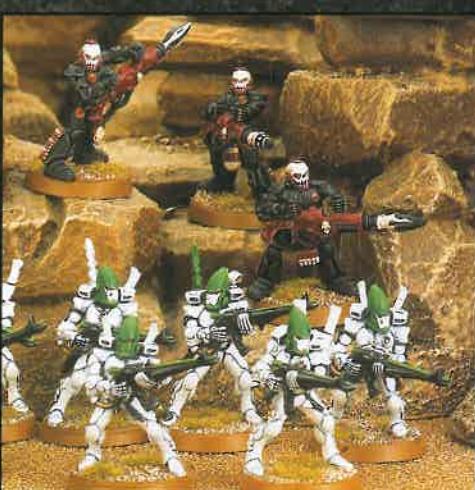
Kharn the Betrayer,
Champion of Chaos.



Space Marines of the Space Wolves Chapter attack Chaos Khorne Berzerkers.



Blood Angels Space Marines disembark from their Land Raider into the Chaos lines.



Eldar Guardians are given covering fire by
Dark Reaper Aspect Warriors.

ANCIENT THREAT

Now the Chaos Space Marines can have their revenge on the misguided fools of the Adeptus Astartes, with the arrival of the Chaos Land Raider.



The Chaos Land Raider is the largest and most feared of tanks in the Traitor Legions' armoury. Many of the vehicles used by Chaos Space Marines date back 10,000 years to the Imperium's founding. Of these, the Land Raider is the most deadly, able to transport a squad of Chaos Space Marines or the dreaded Chaos Terminators into the heart of battle within its near-impenetrable armoured hull.



An ancient Chaos Land Raider leads the Night Lords into battle.

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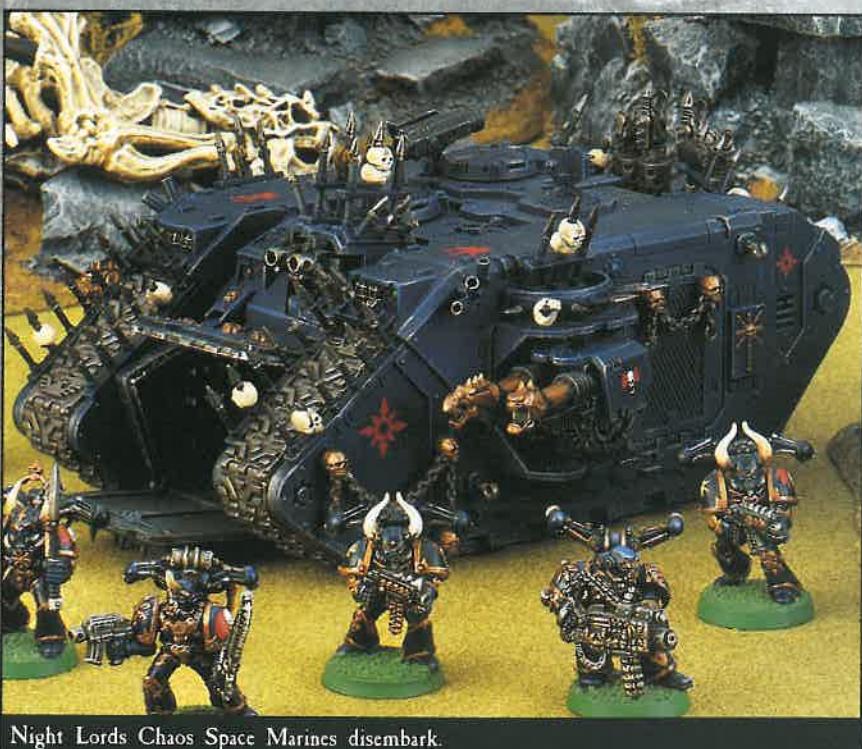
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Supported by a Chaos Land Raider, Khorne Berserkers massacre the Noise Marines.



Twin-linked Lascannons.



Night Lords Chaos Space Marines disembark.



Rear detail with spiky accessories.

Along with the Land Raider kit, the boxed set also contains two frames of spiky bits to customise your Land Raider with. Keep an eye on White Dwarf over the coming months for ideas on how to convert your own Chaos Land Raider.

WARHAMMER®
40,000

ROGUE TRADER TOURNAMENT



JUSTIN "BOOSTER" KEYES

If your life is anything like mine there will be times where you will have dozens of offers to play games and no time to play them. Then there's the flip side. When I do have time to play there are never any opponents around. For those of you who fit into that basket (and just about every other gamer does) have no fear. Rogue Trader Tournaments are here!

Rogue Trader Tournaments are

Games Workshop sanctioned events that will be run all over Australia, New Zealand, South East Asia and beyond. This system is already running in North America and will be starting up soon in the UK. These events will encompass a full day (or two, or three) of playing against opponents from your city and surrounding areas, and people may even attend from other states or countries.

WHAT DO I NEED TO PLAY?

All you need is a fully painted army of Citadel miniatures for Warhammer, Warhammer 40,000 or Warmaster.

Rules and restrictions will vary from tournament to tournament but you can be assured that the basics will always be the same. To make sure everybody is on the same page we've created the Gamer's Bill of Rights.

WHAT IS THE GAMER'S BILL OF RIGHTS?

The Gamer's Bill of Rights was put together with the player in mind. The idea behind this was to set a standard for Tournaments across the world. This way, no matter where you go, you can expect the same basic level of game play and always have a great time against opponents with the same philosophy.

It also gives those people that decide to run these tournaments a set of guidelines that they must try and achieve. We want Rogue Trader Tournaments to be the best out there.

HOW OFTEN CAN I PLAY?

You can play as often as you like, entering as many Rogue Trader tournaments as you want. The only thing limiting you is how far you are willing to

We're changing the way Games Workshop supports tournament gaming in the Asia Pacific region.

GAMER'S BILL OF RIGHTS

In a Games Workshop sanctioned Rogue Trader Tournament every player has the right to:

1. **Have lots of fun and meet new people.** Rogue Trader Tournaments are for fun and their main purpose is to allow everyone to have even more fun by playing lots of games. Playing is its own reward and no cheating, or unsportsmanlike behavior should be tolerated.
2. **Play at least three games.** Players have worked hard on their army and may have travelled miles to arrive at the location for the tournament - playing only a game or two would be a great disappointment!
3. **Battle against other painted armies.** Players spend lots of time painting and converting their models to make the army look good. Part of the fun of going to tournaments is checking out other player's armies, picking up painting and converting tips, and, of course, showing off your army. People fielding a whole army of unpainted models are not only missing out on a large part of the Hobby, but are taking some of the fun out of it for other players!
4. **Have the tournament disputes or questions settled by polite, impartial Judges / Referees.** Impartiality is a must and should be expected at every tournament. Judges and Referees are required to have a reasonable working knowledge of the game systems. These Judges and Referees are on hand to make correct rules calls to the best of their ability without skewing or bending the rules to favor friends or local favorites. However, right or wrong, the Judge's calls are final and should be respected. Since players are there to play for fun, they should not feel as if the whole weekend is ruined because of one bad rule call or decision.
5. **Have the event organized and run in a timely manner.** Regardless of how far anyone has travelled to a tournament, everyone appreciates that games are started and played in a timely manner. Players should be able to get a schedule from the tournament organizer so they can plan their trip out to the tournament location and home.
6. **Play in a reasonably comfortable environment.** Players should expect the tournament to take place in an area with plenty of room to move around, play the game, a spot to store their miniature cases. Players shouldn't be forced to play outside if the weather is inclement, stuck in a cramped supply room, or have to jockey for position at their table because other people may be at the store shopping or attending the event as onlookers.



Games in progress at CANCON 2000

GAMES WORKSHOP

.com.au

EARN FAME AND GLORY!

Playing is its own reward. What can be more fun than spending an afternoon playing with toy soldiers? Winning and getting your name up in lights! Participants in Rogue Trader Tournaments will watch word of their success (and sometimes defeat) spread across the globe via the Hall of Heroes! The Hall of Heroes will reside on the Games Workshop website, so you'll be able to check it whenever and from wherever you want!

To get into the Hall of Heroes all you have to do is play in a Rogue Trader Tournament. The more you play the faster you'll rise in rank and the quicker your fame will spread around the world!

Players that achieve great success, winners of our Grand Tournaments, and that manage to achieve a high rank in all three game systems can pass into the Legends section of the Hall of Heroes, where their names and likeness will be immortalised!

travel. In the end the more you play the better you'll get and the more recognition you will receive! Simple, isn't it?

WHERE TO FIND ROGUE TRADER TOURNAMENTS.

The official list of Rogue Trader Tournaments will be found right here in White Dwarf and on the Games Workshop website. Beware of imitations, if it is not in White Dwarf or on the Internet, it doesn't have the Games Workshop seal of approval (and won't count towards your points in the Hall of Heroes).

WHEN CAN I START?

The first Rogue Trader Tournaments will be run in January of 2001. Currently the CANCON Warhammer and 40K Tournaments will be run as Rogue Trader Tournaments. After that, Rogue Trader Tournaments will be hosted by stores and clubs all over the land.

WHERE CAN I FIND MORE INFORMATION?

Those stores and clubs who decide to run these events will all have Rogue Trader Tournament Player Handbooks with all the information you'll need. In addition you can check our website which resides at www.games-workshop.com.au

CAN I RUN A ROGUE TRADER TOURNAMENT?

These tournaments are open to all stores, games clubs, and convention organizers. If you think you have the resources, manpower and desire to host dozens of gamers, then you may have what it takes. For more information call the Mail Order Trollz on (02) 9829 6111 or email them: Trollz@games-workshop.com.au. They will be able to send you out a Rogue Trader Tournament promotional information pack that contains all the details. This gives you a chance to decide whether you want to run a Rogue Trader Tournament or whether you want to improve your ranking in the Hall of Heroes (ie. play in a tournament).

WHAT ARE YOU WAITING FOR?

You've never had a better reason than this to finish that army, or start that new one you've always dreamed about. Start painting now so you'll be ready for the first Rogue Trader Tournament in your area.



THE SAGA 2000 EXPERIENCE

by Tim Wallace

The SAGA convention is held every year (over the June long weekend) in Sydney. For a lot of gamers it is one of the main conventions to attend, placed in between (calender wise) the WSGS tournament and Titan's Rank & File. A sudden change of venue this year caused a bit of confusion, but we still managed to pull in eighteen competitors, two organisers and a crowd of onlookers. The mix of armies was quite interesting, with 5 Space Marine, 2 Space Wolves, 2 Blood Angels, 1 Dark Angel Ravenwing, 2 Chaos Space Marine, 2 Eldar, 1 Swordwind Eldar, 1 Ork, 1 Imperial Guard and 1 Tyranid.

The first day started out with the *Recon* mission. As the players assembled we scientifically allowed those on the left to pick the table they wanted to play on and those on the right to select their opponents. This worked quite well. By the end of the day, after much fierce competition, the front runners started to pull away. In hot pursuit were a large number of gamers determined to be fighting it out for the "Chew Toy" prize.

Day Two, *Dawn Raid* saw many people struggling. Dice rolled, arms flailed, defeat was snatched from the jaws of victory and the players emerged battered and bruised. The dogs of war were snapping fiercely at the heels of the leaders. Still the "Chew Toy" contenders battled on.

The last day of competition was a big one with seven players having a chance of ultimate victory. After a hard fought day, Wayne Smith (Blood Angels) emerged Overall winner, Min Boey (Emperor's Scythes) was second, and third went to Antony Wyatt (Eldar). The Coolest Looking Army award went to Nick Pfitzner (Blood Angels), Best Sport to Nik Athos (Salamanders), and "Chew Toy" to Simon Miller.

Chris Nagle and I would like to thank all the players for making it a great competition and Games Workshop for its sponsorship. We hope to see you next year at SAGA 2001: A 40K Odyssey!



ROGUE TRADER TOURNAMENT

The following events will be run as Rogue Trader Tournaments:

ARCANACON 2001 40K Tournament

(Australia Day long weekend, Melbourne)

CANCON 2001 Warhammer Tournament

(Australia Day long weekend, Exhibition Park in Canberra)

CANCON 2001 40K Tournament

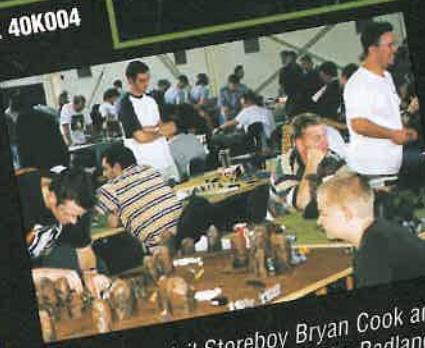
(Australia Day long weekend, Exhibition Park in Canberra)

File: 40K002



Brett Grimmond and Bob Hook fight for control of a Hive World

File: 40K004



Miranda Retail Storeboy Bryan Cook and John Travers fight it out in the Badlands.

We are also proud to announce the first GAMES WORKSHOP AUSTRALIA GRAND TOURNAMENTS, scheduled for early 2001. We will run events in Brisbane, Sydney and Melbourne.

1st GW GRAND TOURNAMENT Brisbane

(Mid-February, Brisbane - date and venue TBA)

1st GW GRAND TOURNAMENT Sydney

(Early March, Sydney - date and venue TBA)

1st GW GRAND TOURNAMENT Melbourne

(Late March, Melbourne - date and venue TBA)

Each Tournament will take place over a weekend at the time indicated. We have places for 100 gamers at each event (50 Warhammer and 50 Warhammer 40,000). The five games promise to be some of the most challenging you've played, as gamers from all over Australia flock to the events.

Tickets will be only available via the Mail Order phones (02) 9829 6111, that means Credit Card orders only. Tickets will be AUS\$50 and be sold on a first come first served basis.

Tickets will be on sale from 9am Monday December 4th.

More details will be supplied soon on our website.

www.games-workshop.com.au

Earlier this year these cool armies battled it out at the UK 40K Grand Tournament.



Andy came a very good 16th out of 95 despite this being his first ever Games Workshop Tournament. He says he will definitely be back next year when he hopes to bring along a Craftworld Eldar army of his own design.

Andy: The part I enjoy most about the hobby is modelling. As a result, what better army to choose than Chaos Space Marines with virtually limitless opportunities to do just that. I estimate that at least two thirds or more of my army has some form of conversion.

The centrepiece of the army is probably my Dreadnought. This is my second attempt, the first is even bigger; I just

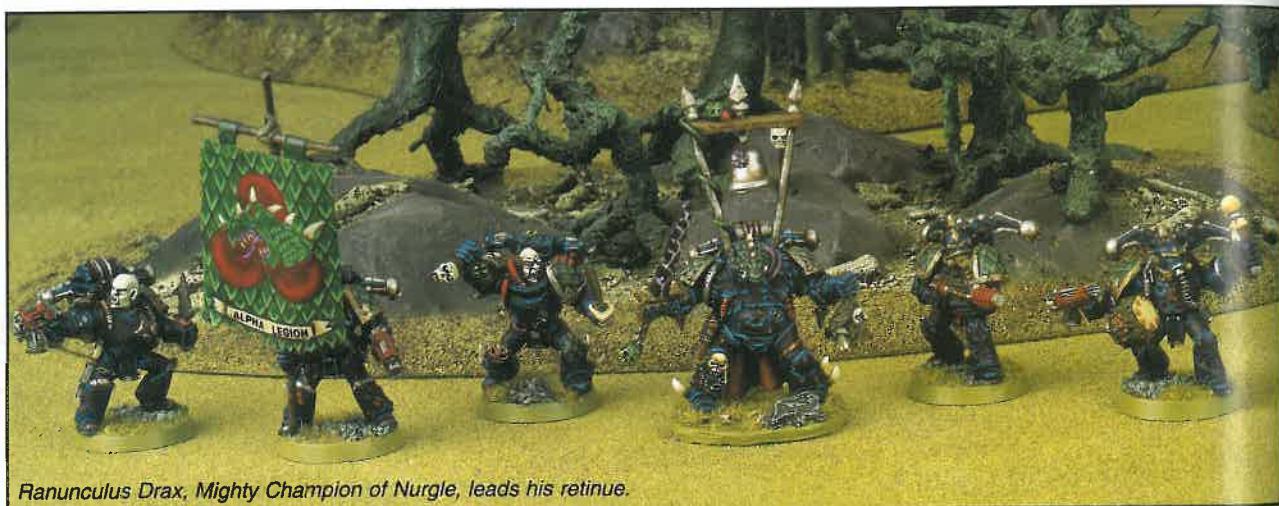
INSIDIOUS THREAT

Andy McBirnie's Alpha Legion Chaos Space Marines

seem to get carried away when it comes to scale! Despite its size, in five games he didn't kill a single model!

I chose Alpha Legion because I liked the scale pattern and Hydra head symbols from John Blanche's concept sketches in the second edition Codex. I painted a scale pattern on all the models' shoulder pads and vehicles, which unifies the army and gives it a bit more detail.

As this was my first tournament I was very pleased with my performance. The two defeats I suffered were both to Eldar. My forces were caught on open battlefields with no cover whatsoever and simply got cut to pieces before they could close in on the puny pointy-eared ones. My Chaos Lord did, however, make 11 saving throws when shot at by a squadron of War Walkers armed with scatter lasers (a truly triumphant moment!) before succumbing to a starcannon (Hmmm... fickle powers of Chaos, etc). My three victories consisted of the annihilation of a Dark Angels army, beating a Khornate Berzerker army in a close fought game and a narrow win over a Nurgle army with 20, yes 20 bases of Nurglings.



Ranunculus Drax, Mighty Champion of Nurgle, leads his retinue.

One of Andy's converted Aspiring Champions. Andy has used the head from a Lizardman Salamander as a Hydra's head.



WARHAMMER[®]
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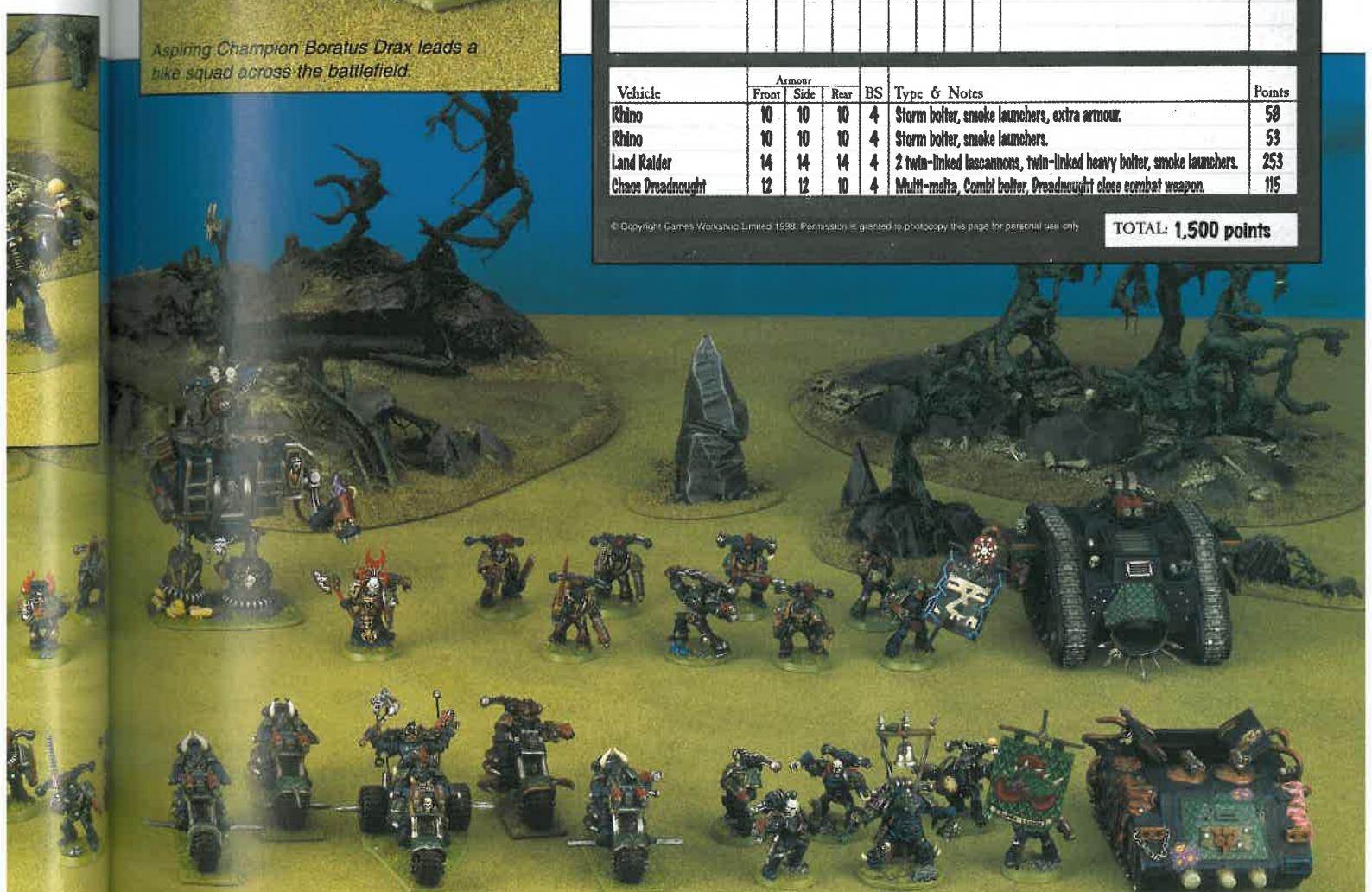
Aspiring Champion Boratus Drax leads a
bike squad across the battlefield.

Unit	WS	BS	S	T	W	I	A	Ld	Savc	Notes	Points	
Ranunculus Drax, Mighty champion	5	5	4	4(5)	2	5	3	10	2+	Mark of Nurgle, chaos armour, power weapon, bolt pistol, spiky bits.	96	
Retinue (5 Plague Marines)	4	4	4	5	1	4	1	10	3+	Bolt pistol, plague knife, blight grenades, meltagun.	125	
Odium Verbis, Chaos Sorcerer	5	5	4	5	1	5	2	10	3+	Mark of Nurgle, Stream of Corruption, Sorcerer's scroll, bolt pistol, close combat weapon.	62	
7 Chaos Space Marines Aspiring Champion	4	4	4	4	1	4	1	9	3+	Bolt pistol, close combat weapon, 1 plasma pistol. Mark of Khorne, power weapon, bolt pistol.	160	
7 Chaos Space Marines Aspiring Champion	4	4	4	4(5)	4	1	4	2	10	3+	Mark of Khorne, power weapon, bolt pistol.	165
5 Chaos Space Marines	4	4	4	4	1	4	1	9	3+	Bolt pistol, close combat weapon, meltagun.	91	
5 Plague Bearers	4	4	4	5	1	4	2	10	5+		75	
5 Chaos Bikers Aspiring Champion	4	4	4	5	1	4	2	9	3+	Bolt pistol, close combat weapon, 1 plasma gun. Mark of Khorne, power weapon, bolt pistol.	247	

Vehicle	Armour			BS	Type & Notes	Points
	Front	Side	Rear			
Rhino	10	10	10	4	Storm bolter, smoke launchers, extra armour.	58
Rhino	10	10	10	4	Storm bolter, smoke launchers.	53
Land Raider	14	14	14	4	2 twin-linked lascannons, twin-linked heavy bolter, smoke launchers.	253
Chaos Dreadnought	12	12	10	4	Multi-melta, Combi bolter, Dreadnought close combat weapon.	115

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TOTAL: 1,500 points



WAAAGH! TUFF TUFF TUFF TUFF TUFF

Oliver Bevan's Ork force



Oliver has become well known at our tournaments through his exploits with his Crimson Fists Space Marines. Inspired by the story of the Ork invasion of the Crimson Fists' home world, this year Oliver has switched sides and entered the tournament with an Ork force.

Oliver: After my last visit to the Studio 12 months ago, I was really impressed by the new Ork models, but I had quite a long wait before the models were released. Then I read the Rynn's World Incident article in WD235. This

featured my other favourite army, the Crimson Fists. My mind was made up. I would complete the set, and have both armies in the battle for Rynn's World.

In the tournament I played six games of which I won four, lost one and drew one. I was also a Round Winner in the 'Race to the Death'. I enjoyed the Open Tournament a great deal as I found it had a good degree of uncertainty in the type of game played, with some excellent battles. It was also a great chance to meet new people and get lots of ideas for future models from the many fantastic armies brought to the tournament by other gamers.



Oliver's full Ork army. This also includes the 500 point allied detachment which were necessary for the Open tournament. For this Oliver took another army of Orks! This consists of a Big Mek, Mek bodyguard, 15 Slugga Boyz, 9 Trukk Boyz and a looted Basilisk.

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WARHAMMER 40,000										ARMY NAME: Waaagh Tuffgit	Points
Unit	WS	BS	S	T	W	I	A	Ld	Sav	Notes	
Warboss Tuffgit	5	2	5	4	3	4	4	9	0+	Pig shoota, slugga, choppa, krak and frag stikkombz.	76
0 Stormboyz	4	2	3	4	1	2	2	7	0+	Slugga, choppa, frag stikkombz.	177
Nob Zagboss	4	2	4	4	2	3	3	7	0+	Iron gob.	
7 Kommandos	4	2	3	4	1	2	2	7	0+	Slugga, choppa, frag stikkombz.	113
Nob Grubskul	4	2	4	4	2	3	3	7	0+	Big horns.	
18 Slugga Boyz	4	2	3	4	1	2	2	7	0+	Slugga, choppa, 1 rokkit launcher, 2 big shootas.	231
Nob Krokkang	4	2	4	4	2	3	3	7	0+	Boospole, power claw.	
8 Burna Boyz	4	2	3	4	1	2	2	7	0+	Slugga, choppa, 4 burns.	134
Mekboy Razahak	4	2	3	4	1	2	2	7	0+	Kustom force field.	
0 Tankhobna Boyz	4	2	3	4	1	2	2	7	0+	Slugga, close combat weapon, frag stikkombz, tankhobna bombz, 3 rokkit launchas.	146
Nob Bedfang	4	2	4	4	2	3	3	7	0+	Choppa, boospole.	
50 Grotzahn	2	2	2	2	1	2	1	5	-	Grot blastas.	107
Slaver Nurdboss	4	2	3	4	1	3	2	7	0+	Slugga, choppa.	
Squighound Naffskab	3	0	3	3	1	2	1	2	-		
5 Warbikes	4	2	3	4	1	2	2	7	0+	3 with slugga, close combat weapon. 2 with twin-linked big shootas.	120

Vehicle	Armour	Front	Side	Rear	BS	Type & Notes	Points
3 Killer Kans	11	11	10	2	2	2 big shootas, 1 burna, dreadnought close combat weapon, searchlight.	138
Ork Dreadnought Tuffdrug	12	12	10	2	2	2 dreadnought close combat weapons, big shoota, burna, stikkombz, chukka, searchlight.	87
Battlewagon Da Kart	13	12	10	2	2	2 twin-linked big shootas, Zzap gun, 3 big shootas, searchlight, prot riggers.	168

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TOTAL 1,499 points

WOLVES OFFENSIVE



Nick's full tournament army. (Note: Nick used his Space Wolves army before Codex Space Wolves was released, so used the list printed in White Dwarf.)

Nick Roberts' Space Wolves Space Marines



Nick is a veteran of our tournaments having also participated in the last two Warhammer Grand Pageants. Last year he entered with his Vampire Counts army which appeared back in WD244.

Nick: I've been collecting Space Wolves for at least eight years. I originally chose to collect them because I loved the figures. The idea of feral Space Marines covered in wolf pelts and totems really appealed to me. The fact that they are great on the tabletop is a bonus. Over the years I have done many conversions. My favourite has to be my Wolf Lord, based on Ragnar Blackmane, which I did for this tournament army. By cutting off his legs and arms, and substituting them for the new Space Wolves plastics I have created a new pose. Most of my army has had some kind of conversion on it even if it's just the odd pelt here or there. I've done this to make my army unique, and also because I love converting!

Nick has used bits from various sources to make his Grey Hunters look really fierce.

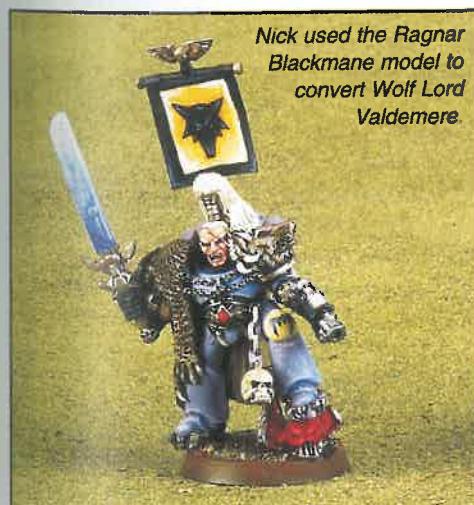




Wolf Priest Boromirous



Nick used the Ragnar Blackmane model to convert Wolf Lord Valdemere.



WARHAMMER
40,000

ARMY NAME: Valdemere's Wolves

Unit	WS	BS	S	T	W	I	A	Ld	Sav	Notes	Points
Wolf Lord Valdemere	5	5	4	4	3	5	4	10	3+	Bolt pistol, Iron halo, frag grenades, frostblade.	127
Wolf Priest Boromirous	5	5	4	4	2	5	3	9	3+	Crozius arcum, rosarius, bike.	110
8 Grey Hunters	4	4	4	4	1	4	1	8	3+	Bolt pistol, close combat weapon, frag grenades, 2 power weapons, 1 power fist, 2 plasma pistols.	191
5 Grey Hunters	4	4	4	4	1	4	1	8	3+	Bolt pistol, close combat weapon, 2 power weapons, 1 plasma pistol.	110
7 Blood Claw Bikers	4	4	4	4(5)	1	4	1	8	3+	Twin-linked bolters, bolt pistol, 1 power weapon, 1 power fist.	285
7 Wolf Scouts	4	4	4	4	1	4	1	7	4+	Bolt pistol, close combat weapon, frag grenades.	179
Scout Sergeant	4	4	4	4	1	4	1	8	4+	Plasma gun, frag grenades.	
Wolf Guard Wolverine	4	4	4	4	1	4	2	9	3+	2 lightning claws, frag grenades.	
8 Wolf Scouts	4	4	4	4	1	4	1	7	4+	Bolter, 2 sniper rifles, 1 missile launcher.	92
Scout Sergeant	4	4	4	4	1	4	1	8	4+	Bolter.	
Blood Claws Attack Bike	4	4	4	4(5)	1	4	2	8	2+	Twin-linked bolters, heavy bolter.	50
Blood Claws Attack Bike	4	4	4	4(5)	1	4	2	8	2+	Twin-linked bolters, multi-melta.	85

Vehicle	Front	Side	Rear	BS	Type & Notes	Points
Rhino	10	10	10	4	Storm bolter, searchlight, dozer blade.	56
Dreadnought Frost	12	12	10	4	Dreadnought close combat weapon, storm bolter, twin-linked lascannon.	135
Vindicator	13	12	10	4	Demolisher cannon, storm bolter.	120

CLOSE COMBAT

"Once shooting has been resolved it is time to deal with the brutal cut and thrust of close combat, hand-to-hand fighting or melee, as it is sometimes called."

Warhammer Rule Book VI.

You can find out a whole lot about close combat or any other of the other stuff that you want to find out about the Games Workshop hobby from a Games Workshop store.

Simply drop into your nearest GW Store and have a chat with one of the friendly staff. They all know heaps about our games as well as painting and modelling.

Throughout November there will also be loads of fun games being played including the latest release Warhammer Fantasy Battle, Warhammer 40,000, Mordheim, Warmaster and Battle Fleet Gothic.

So, if you'd like to join in a battle, check out the latest releases or see what's coming up, visit a Games Workshop store near you.

See you there!

WHO STRIKES FIRST?

At **GW WELLINGTON** November is packed full of exciting games to challenge gamers at all levels. Join in one of our Friday or Saturday events:

CATCH THAT PIGEON

Friday 3 November

A Pigeon carrying an important message has been dispatched from Talabecland, bound for the capital of the Empire - can you stop the message getting through?

GET AWAY FROM HER!

Saturday 4 November

Warrant Officer Ripley is having a bad day... Her ship has been attacked by hideous aliens, and their Queen has a bone to pick with her!

HEY, HEY WE'RE THE MON-KEIGH!

Friday 10 November

A team of Imperial tech priests has discovered an alien artefact of great importance, and the owners want it back!

21ST ALTDORF PANZER DIVISION

Saturday 11 November

What would happen if the Empire figured out how to make more Steam Tanks? Come in and find out!

DA PRINCESS BRYDE

Friday 17 November

A Bretonnian princess has been kidnapped! Come in and help our fearless adventurers Montoya & Andre save her.

BLOODQUEST

Saturday 18 November

Leonatos and his fellow Blood Angels are on a quest - recover the ancient Blade Encarmine from the clutches of Chaos!

DAZE OF THUNDER

Friday 24 November

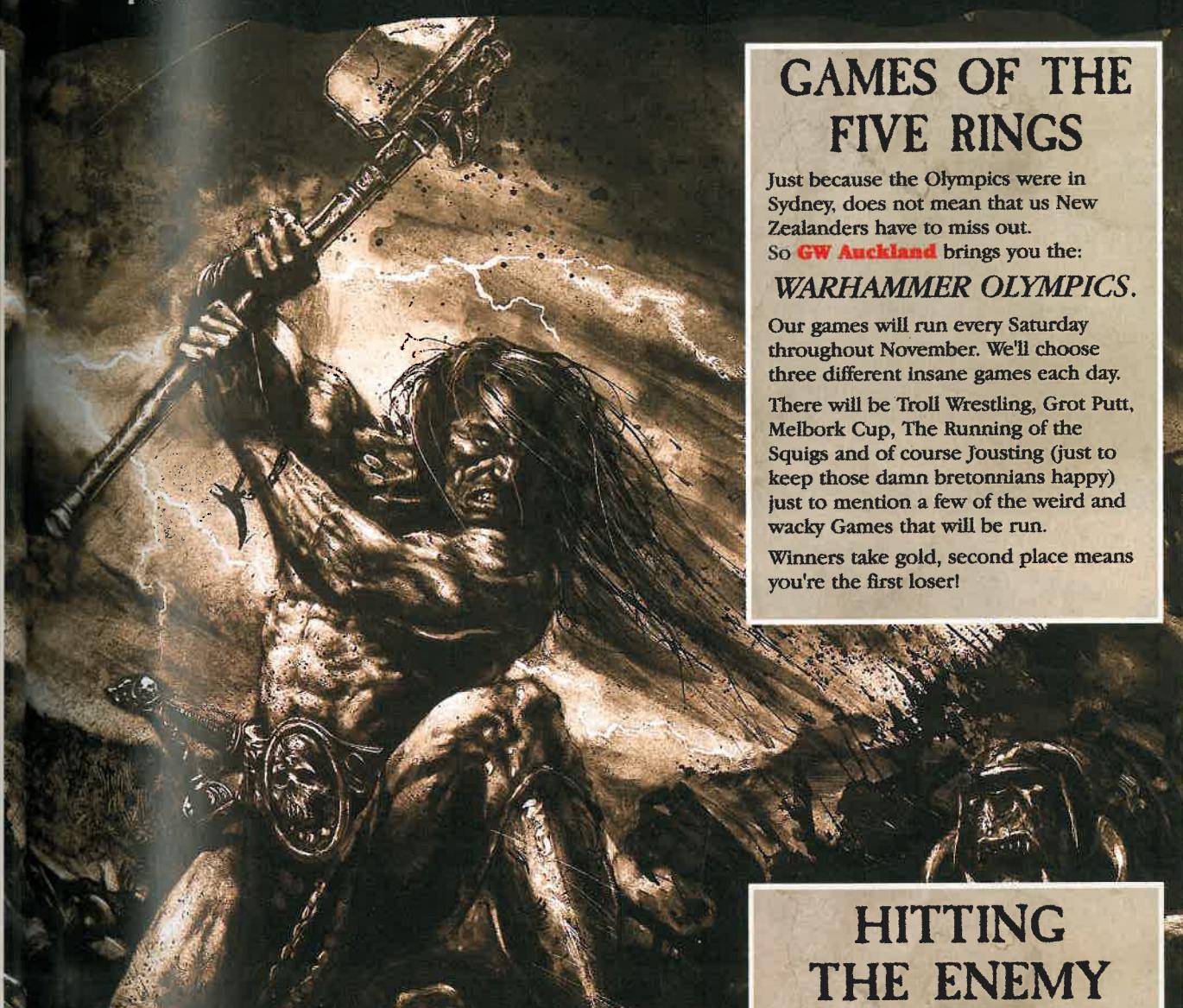
It's the Orkapolis 500! Come in and race for the glory of becoming champion of Formula Waaagh!

HANS & GRETA

Saturday 25 November

Two Middenheimer Youngbloods have wandered a little too far into the depths of Mordheim, and found a strange house made of Gingerbread...

For more information get in touch with the staff at **GW WELLINGTON**.



ABSOLUTE MADNESS!

In November **GW CANBERRA** will be running lots of crazy, fun, different, exciting, quick and easy games.

Games like our new Mordheim Ghostbusters and the first ever Snotling Pump Wagon Grand Prix to name a few. So come in to **GW CANBERRA**, ask us what's on offer, and join in the fun!

ORC RAIDERS

Orc Raiding parties have been scouring the country side in search of supplies. Raiding parties hunting down people and destroying villages at will. Will the Orcs make off with enough supplies or will the Empire forces turn them away empty handed?

Come in on Saturday 25 November from 11.00am.

GAMES OF THE FIVE RINGS

Just because the Olympics were in Sydney, does not mean that us New Zealanders have to miss out.

So **GW Auckland** brings you the:

WARHAMMER OLYMPICS.

Our games will run every Saturday throughout November. We'll choose three different insane games each day.

There will be Troll Wrestling, Grot Putt, Melbork Cup, The Running of the Squigs and of course Jousting (just to keep those damn bretonnians happy) just to mention a few of the weird and wacky Games that will be run.

Winners take gold, second place means you're the first loser!

HITTING THE ENEMY

Weze grotz and weze sneeky, weze grotz and weze gonna beat ya up, coz delez more of u2 than yoo!

The Grots have taken over for a month of wacky goblin and gretchin based scenarios. Can the grot mob save their Zzap gunz from the spoilsport scout bikers? Will the goblin shaman be a match for the Empire battle wizard?

But, the biggest question of all, can Marienburg hold out against the massive grot invasion sweeping north from the Green, err, Grey Mountains?

If this sounds fun then don't wait... come on in to

GW MARION any Saturday afternoon in November - don't miss out!

A CALL TO ARMS

Throughout November at **GW PARRAMATTA** we will be running four linked Warhammer Scenarios.

Our Battle plan for November is:

DEATH ON THE PLAINS - Saturday 4

THE PATH TO THE DARK LANDS - Saturday 11

THE DARK LORD CALLING - Saturday 18

BLOOD BATH AT THE DARK LANDS - Saturday 25

All games will run from 11.30am until 3.00pm.

If you can bring in a unit of painted troops that would be great... if you can't then don't panic, we can put you in command of a regiment.

If you want to know more then give us a call on (02) 9689 1638.

ORCALIBER

"Harken now to an ancient tale, little remembered, and seldom recounted. This is the Story of one Orc and his dream. His dream to oust all other races from that blasted wasteland known as the Dark Lands.. .. thus did the mighty Sir Orc-alot ride forth, heading a green host, the likes of which is never likely to be seen again."

Each Saturday in November, starting from 12.00pm, at **GW CHATSWOOD**, Sir Orc-alot targets more races to expunge them from the Dark Lands. So why not come and fight in this Orciest of all Crusades. You can bring along a regiment of your own or use one of ours... don't miss the fun.

If you have any questions see The People's Dan, Mad Mek Ben or Big Kev in the store, or give us a call on (02) 9415 3968.



TRAIL OVER AXE BITE PASS

Lord Zacharus of Altdorf leads a party who will crush the greenskins and relieve them from this threat. So we proclaim that all commanders of the Empire ranks meet on Saturday 11 November at **GW MIRANDA** as the Orcs and Goblin wait in anticipation for a good fight. Come along, bring your painted units or just come in and join the fight!

WARHAMMER FANTASY PAINTING CLASSES

All commanders in the region are invited to come to **GW MIRANDA** any Saturday, with their regiments, to get help painting them. We can give loads of handy tips and advice so you can field the best looking army in the realm.

THE EMPIRE STRIKES BACK

CASTLE KLEIN, long home of the Noble Klein Family has been destroyed. An alliance of greenskins, lead by Uglub Stormfart (of White Dwarf fame) has torn down its mighty walls and now holds court amidst the blackened ruins.

He holds the lovely lady Kamilla Klein as hostage, subjecting her to all manner of torments. Fear not! To her rescue comes a hero!

An Empire army is on the march to free the fair damsel and rid the Old World of Uglub Sotrmfart once and for all! Retake Castle Klein, The Empire Strikes Back!

GW BRISBANE (of THREE NIL fame) presents the latest chapter of the Stormfart Saga.

Come along on Saturday mornings to the store and join in this fantastic battle for beginner and veteran alike!

DEFENDED OBSTACLE

Saturday is Skirmish day at **GW NEWCASTLE**, so between 12.00pm and 3.00pm you can come along and join in our games:

To the last Saturday 11

The Altdorfers huddled around their campfires, cold and afraid, on the horizon they could see the silhouettes of many, many Orcs and hear the feral cries of the greenskins. They knew that, come dawn, the green horde would fall upon them...

The Siege of Fabricum XVII Saturday 18

Mars. They'd always told me it was a red planet, well it is now. The blood of a million men has stained the brownish rock a bright crimson colour. The heretics have seized the adeptus mechanicus' Titan Construction yard and it's now my job to lead me men in ferreting eem out. The Emperor preserve us.

The Confederacy of Sigmar - Saturday 25

The army of Sigmar swept down upon the Orcs like an avenging angel carrying righteous retribution in his stern right hand. And now, in the cold dawn, the remnants of the Orc army muster for the final, inevitable assault...

For further details talk to James or Nathan.

MY ARMY'S BETTER THAN YOUR'S!

PAINTING COMPETITION

There are so many exciting new models for Fantasy battle that **GW CASTLE HILL** decided to run a painting competition with a theme this November.

So there will be just two categories:

WARHAMMER REGIMENT & WARHAMMER ARMY and three divisions:

Junior (under 16 years), Senior & Staff

The competition will run through November and judging will take place on Saturday 30 December. You'll need to bring entries in on the day to join the competition. For full details on the competition drop by the store and speak to one of the staff.



EXCESS WOUNDS

'So, Noggin, wat we do t'day, den?'

'Same fинг we does every day, Squish, wees gonna take over da wurld!'

Meet Noggin and Squish, an unlikely duo ones a goblin, da uvas a snotling. Join the ultimate under dogs in their never-ending quest to take ova da wurld!

Chapter 1, Part 1: Squig, Squig, Squig!

Noggin has formulated yet another hair brained scheme to destroy his enemies, but for this cunnin' plan he needs Squigs!

Get ready to go Squig huntin' but be prepared for trouble because with these two chaos comes in cartloads!

Chapter 1, Part 2: Squig, Squig, Squig!

Having captured his squigs, Noggin heads to Parravon with the faithful Squish in tow. As the cunnin' plan comes to fruition, will Noggin become 'Lord Hi Commanda of Everyfink' or will Squish trip over his club again and destroy all of Noggin's schemes?

Squigs going awry and fleeing for your lives is expected. Running around in circles a must.

So come along to **GW PERTH** on Saturday 18 November and join the games when they start at 12.30pm.



GOBLIN RACING CARNIVAL

VICTORIA IN NOVEMBER IS A TIME FOR RACING!

And that's what you'll find when you visit one of the Victorian Games Workshop Stores this month.

Throughout November the three Victorian stores - **GW GREENSBOROUGH, GW MELBOURNE & GW RINGWOOD** - will be running loads of exciting games and activities at their Friday Games Nights and over the weekends.

So if it's a break from study for exams, a chance to check out the latest Fantasy Battle releases or the fun of playing a game drop into your nearest GW store this November.

Here's just some of the events you might like to join in:

THE GOBLIN CUP

Tuesday 7 November

The first Tuesday in November and battles across the Old World stop. Weapons are downed and Hordes of Goblins fall back to the forests. Hidden from prying eyes they join in strange rituals. Oh, and they go racing ... sqiugs, wolves, chariots... if it moves then the gobbo's will race it.

GET YA MOTA RUN'N

Saturday 11 & Sunday 12 November

'Find out what hits the table as races move to the 41st millenium and skimmers, bikes, tanks and trucks get motoring.

MY KINGDOM OR A HORSE

Saturday 18 & Sunday 19 November

Racing returns to the Olde World but there's a twist. Bring along a mounted warrior from Warhammer Fantasy Range and race. Only one will survive and he may have to give up that horse, for more than a kingdom...this is a race for your life!

TWO TRUKKS TO TANGO

Saturday 25 & Sunday 26 November

More than a race! More than a fight! With guns a blazing and fenders thump'n da ladz race across what's left of Armageddon. The battles are over but when you get two or more trukks then it's time to tango!

These events will be running at **GW GREENSBOROUGH, GW MELBOURNE & GW RINGWOOD**

Times and 'house' rules will vary between the stores so check with staff for the full details.



SNOTLINGS ARE A GOBLINS BEST FRIEND

Once a year the Greenfingers and Brownbogs Goblin tribes gather for their most ancient ritual. The Snot Hunt! Which ever goblin can catch the most Snotlings becomes the Da Mostest of Snotters. He is held in awe (and envy) by every other goblin.

There are only two small problems. One is that the Stormfart Clan have always had a particular taste for Goblin-Snotling Kebabs. And the Festival of Snot is a perfect time to indulge both...

The other is the massing Empire Army determined for revenge, lead by the notorious Squig'ed Ummi - Also known as Heinrich of Kolb!

Come along to **GW CHERMSIDE** to join the Hunt on Thursday 16 November. A new Warhammer Fantasy battle that gets as wild and green as it can. Don't miss out on catching yourself a snot or two!

OI! DATS MY TREASURE!

Empire treasure hunters have been searching for lost treasures in the subterranean tunnels beneath the peaks surrounding the empire. Luthor von Strop is leaving the tunnels after claiming a hoard of treasure when a guttural voice bellows "Oi Dats my treasure"

Come along and play on **GW WOLLONGONG'S** new subterranean gaming table from 11.00am to 4.00pm Saturday 11 November.

BRING ME THE HEAD OF WARLORD GARZOG

The Hoard of Warlord Garzog has been plaguing the lands around the border. Princes to such an extent that the Local lord has offered a vast reward for the severed head of Garzog. Many different mercenary groups have gone after the head - Will you be one of them.

Come in on between 11.00am and 4.00pm Saturday 18 November and see if you can be the one to capture Warlord Garzog's head in the Warhammer Skirmish Game.

Dark Wars Cunning Plans

The dark wars have begun, just as they were prophesised more than a millennium ago.

Dark Fader, the Lord from Skith, is working on his cunning plans. Its up to your warband to put a stop to them.

What is his evil scheme? No one knows... but I guess well find out over the coming months.

The first game will be an all in brawl! So bring in your psycho-death warband and kick some butt.

The campaign starts at **GW ADELAIDE** on Games Night on Friday 3 November.

*"Help me Oldie Van Oldie...
your our only hope."*



THE MAIN EVENT

Every Thursday at 4.00pm **GW MT GRAVATT** have a games night that is always a chaotic bring and battle. At 6.00pm we play the Main Event - a special game with a story. This often leads to an epic series of games using store created heroes and villains of the Warhammer universe such as Jurgen Gilliad the tyrant of Mordheim and Alric Darkmaw of the Space Wolves.

For a full list of the Main Events at **GW MT GRAVATT** for August come in and grab a copy of our Newsletter or give us a call on (07) 3343 1864.

THE FOREST MARCHES ON DUNINSANE

After years of constant abuse (ie:being cut down), the treemen of the Reikland Forest have risen up against their aggressors. Now the humans are being harvested so the treemen can use them for fertiliser. Will the humans cut more than enough wood for winter or will they become part of the treemen's garden? Any Warhammer forces are welcome.

DA FORT



Da Fort was our major display at Games Day 2000 in Sydney.
If you missed out on seeing it don't despair...
because now Da Fort is going on da road!

Coming to a Games Workshop store near you,
games will be run over this awesome battlefield.
Check out White Dwarf 252 for more details.

WARHAMMER

REFERENCE SHEET

MOVEMENT

1. Declare charges

Indicate which units are charging and nominate the enemy unit which they are going to charge. Take Panic tests for any units that are in close combat that will be charged in the flank or rear. Opponent chooses one of the following charge responses:

Stand and Shoot - You may stand and shoot if the chargers come from more than half their charge move away. Work out casualties immediately.

Hold - The unit stands and takes the charge.

Flee! - The unit turns tail and runs. Models are moved immediately 2D6" away from the enemy if their Movement is 6" or less or 3D6" if their Movement is more than 6".

2. Rally fleeing troops

Troops that fled in a previous turn can be rallied by passing a Leadership test. A unit must have at least 25% of its original number of models surviving to rally. Rallied troops may not move or shoot this turn but may adopt any formation facing the enemy. Rallied characters may cast spells as normal. Units with Musicians will gain a +1 Ld bonus in any attempt to rally (max. Ld=10).

3. Compulsory moves

Units subject to compulsory movement must be moved now.

4. Move charges

Chargers make a double move towards the target unit and must bring as many models into combat as possible. Chargers may not turn or change formation, but can wheel once to bring more models into contact with the enemy. However, the unit need not do so if this means that it would not reach its target. Once a unit reaches the enemy it halts and is aligned with its opponent to form a neat battle line. If a charging unit's target has fled but is still within charge range it is destroyed. If the target unit flees out of reach or the charge move is too short, the charge has failed. Move the charging unit its normal Movement unless another unit is also within range, in which case the charge may be redirected against this new target. A charge may only be redirected once. Units which fail to complete a charge may not shoot, although a Wizard is free to cast spells as normal.

5. Remaining moves

Any remaining units may now move. Units may move in a straight line or may manoeuvre. There are four types of manoeuvre:

Wheel

Units can pivot around one corner. Measure the distance travelled by the outside model. A unit may wheel several times in a turn as long as it has enough movement. A unit may wheel once in a charge to bring models into combat.

Turn

A unit that is not charging or marching may turn 90° or 180° by surrendering a quarter of its move. Note that each individual model turns in place, the unit as a whole does not move. Leaders, Standard Bearers and Musicians are then moved to the unit's new front rank.

Change formation

A unit may increase or decrease the number of ranks it is deployed in by one at a cost of half its move. It may increase or decrease its ranks by two if it does not move at all.

Reform

If it is not in close combat, a unit may reform into as many ranks as it wishes and face in any direction it wishes. If a unit reforms it cannot move at all and may not shoot in the Shooting phase, but Wizards are free to cast spells as normal.

Marching

A unit can march if there are no unbroken enemy models within 8" at the start of the Movement phase. It can, however, move to within 8" of enemy units during its march. A marching unit moves at twice its Movement characteristic and the only manoeuvre it may attempt is the wheel, it can neither change formation nor turn. It may not move through difficult terrain or cross obstacles and must stop if it reaches such features. A unit which is marching cannot shoot in the Shooting phase, but Wizards are free to cast spells as normal.

TURN SEQUENCE	3 MAGIC
1 START OF TURN	4 SHOOTING
2 MOVEMENT	5 CLOSE COMBAT

PSYCHOLOGY

Except for hatred and frenzy, where no test is necessary, tests for psychology are taken against Leadership. Roll 2D6 - if you score equal to or less than the troops' Leadership value you have passed.

Panic

A unit which fails a Panic test will flee in the same way as a unit broken in close combat or a unit which flees when charged. A unit must take a Panic test in the following circumstances:

- 1 - Fleeing friendly unit is within 4" at the start of the turn.
- 2 - Friends within 6" break from close combat or are destroyed.
- 3 - The unit is charged in the side or rear whilst engaged in combat.
- 4 - Fleeing friends within 4" are destroyed by chargers.
- 5 - The unit suffers 25% casualties from shooting or magic.
- 6 - A unit is wiped out by shooting within 4".

Fear

A unit defeated in close combat by an enemy that it fears is automatically broken without a Break test if it is outnumbered.

- 1 - Test to overcome fear if charged by an enemy that causes fear. Make this test once the enemy declares his charge. If the tester fails to overcome fear then he must flee if outnumbered by the attackers. If not outnumbered, then a unit which fails its Fear test may fight on, but requires a 6 to hit during the first turn of combat.
- 2 - Test if you wish to charge a fear-causing enemy. If you fail the test then you may not charge and must remain stationary for the turn.

Terror

Only one Terror test is ever taken by a unit during the game - once it has been taken no further Terror tests are required. Troops which fail their Terror test will flee immediately exactly like troops broken in combat or fleeing from a charge.

- 1 - Test to overcome terror if charged by or wishing to charge an enemy that causes terror.
- 2 - Test if there is a terror-causing enemy within 6" at the start of your turn.

Stupidity

Test at the start of each turn. If troops fail their test:

- 1 - If in close combat, half the creatures stop fighting.
- 2 - If not in close combat, move the unit directly forward at half normal speed.

Frenzy

Troops affected by frenzy must behave as follows:

- 1 - Frenzied troops must charge enemy within charge reach.
- 2 - Frenzied troops fight with +1 extra Attack.
- 3 - Frenzied troops always pursue.
- 4 - Frenzied troops are immune to other psychology.
- 5 - If defeated in combat they are no longer frenzied.

Hatred

Troops fighting in close combat with a hated foe behave as follows:

- 1 - Troops may re-roll any misses in the first turn of close combat.
- 2 - Troops must pursue hated enemies who flee.

Stubborn

Stubborn troops behave as follows:

- 1 - Stubborn troops take all Break tests on their unmodified Leadership value. They do not reduce this value regardless of any combat results, how many casualties they have suffered or other combat bonuses.

GAMES WORKSHOP® Australia

AUSTRALIAN CAPITAL TERRITORY

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Greensborough VIC 3088
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• **MELBOURNE:**
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283-297 Bourke Street Melbourne VIC 3000
PHONE: (03) 9654 7086

• **RINGWOOD:**
Shop L44A Eastlands Shopping Centre
Ringwood VIC 3134
PHONE: (03) 9876 0099

Shops with their name in **RED** have Games Night every Thursday. Those with their names in **BLACK** have their Games Night on Fridays.

Hong Kong

- **LOCKHART ROAD:**
Shop LG 7-8 East Town Bldg. 41 Lockhart Road
Wan Chai HONG KONG **PHONE:** 2866 4870
- **TSIM SHA TSUI:**
2006 Miramar Shopping Centre 1 Kimberly Road
Tsim Sha Tsui KLN **PHONE:** 2317 4591

WELCOME to FANATIC!

**New material for Blood Bowl,
Mordheim, Necromunda,
Battlefleet Gothic, Warhammer
Quest, Warmaster & Epic 40,000**

* * * *

**Regularly produced magazines
for each game!**

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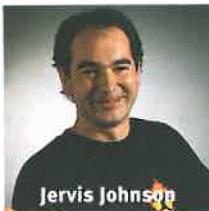
New gaming supplements!

* * * *

New miniatures!



If you thought Warlord Titans were big, wait until you see the Emperor Titan! A re-release of the original Emperor Titan model, but with brand new metal 'add-on bits' that will convert it into the Chaos 'Anti-Emperor' version.



Jervis Johnson

Sounds rather exciting doesn't it? And believe me, it is. My name's Jervis Johnson, and for the last few months I've been working with Andy Jones on a top secret project codenamed 'Fanatic'. The aim of this project has been to set up a little bit of Games Workshop that is dedicated to looking after some of the great games GW has already produced, but which have been side-lined after release because of

the overwhelming success of Warhammer and Warhammer 40,000. Games like Warhammer Quest, Blood Bowl, Necromunda and Epic, and more recently Battlefleet Gothic, Mordheim and Warmaster. None of these games deserve to drift into the ether, and Fanatic Games has been set up to make sure that that doesn't happen. So, starting this month, we'll be bringing out new magazines, new supplements, and, most important of all, new miniatures for you to use with these games. A new era has begun – the age of Fanatic – and things will never be quite the same again.

How will this all work? Don't worry, all is explained below...

FANATIC QUESTIONS & ANSWERS...

Why was Fanatic set up?

Fanatic was set up because we were unhappy with the level of support we could generate for games other than Warhammer and 40K. These games deserved proper support, but the success of our two main games made it very hard for us to provide it. So we decided to set up a separate venture whose only job is supporting the games other than Warhammer and 40K.

Which games will Fanatic cover?

It will cover Blood Bowl, Warhammer Quest, Necromunda, Epic 40,000, Battlefleet Gothic, Mordheim and Warmaster. If the Studio produces any new games then Fanatic will provide on-going support for these as well.

What will Fanatic do?

Fanatic will bring out magazines, gaming supplements and new miniatures for all of the games it supports. In addition Fanatic will act as a 'champion' for the games, making sure that they are available all of the time, all round the world. If you have difficulty getting hold of any of the games or miniatures that Fanatic supports, then get in touch with us and we'll tell you where you can find them or we'll supply them ourselves. If a game ever goes out of print, we'll make sure that the rules and other things you need to play remain available, either by re-printing them ourselves in a new 'Fanatic Edition', or by making the rules available to download off the internet.

Will you keep making new stuff for these games forever?

As long as you guys are playing then we'll keep on supporting the games

and bringing out new material for them. We will, however, have to 'cut the cloth to fit', because when all is said and done, Fanatic is a small operation running on a shoe-string budget. All of the material we produce will be made on short runs, in some cases literally to order (i.e. when you place an order we'll go off and spin the mould to make the miniature!). All of our resources will be concentrated on making sure we can get you the best support we can – in other words as long as the content is fantastic we'll be willing to cut corners on the usually high standard of presentation.

Can you tell us more about the magazines?

Each of the games that Fanatic covers will have its own magazine. These will come out on a regular basis, though the frequency will vary from between two and six issues per year depending on the popularity of the game. Each issue of a magazine will provide new rules, articles, details of new releases news and gossip, designers' notes, a contact section and an events calendar. Our aim is to make the magazines a 'must-have' item for dedicated players of the game that the magazine covers.

What about the magazines Fanatic currently produces, like Firepower and Gang War?

Don't worry, they haven't gone. Instead they will all be incorporated into the new magazines we'll be producing. So, for example, the new Epic 40,000 magazine will carry on in the footsteps of Firepower magazine and will carry on the traditions set by it. We just wanted to start all of the magazines off at issue 1 to make it clear that a new era has begun, and to underline that the material which

E-MAIL: fanatic@games-workshop.co.uk

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The Fanatic fanatics!

appears in the magazines from now on is all official support material approved by GW for use with their games.

Tell me more about the supplements!

From time to time we plan to bring out supplemental material for the games that Fanatic covers. These will vary widely in terms of size and content, but to give you some idea of what we have in mind, things planned for the first year are: a new scenario pack for Warhammer Quest, a rule supplement for Epic adding super-detailed Titan rules, an army pack for Warmaster covering the new armies we'll be releasing for the game, a supplement for Battlefleet Gothic adding the Tyranids to the game, and new buildings for Necromunda and Mordheim.

Can you tell me more about the miniatures?

Fanatic will produce new metal miniatures and resin models for all of the games that it covers. In the pipe-line are three new armies for Warmaster, two new fleets for Battlefleet Gothic, a new Blood Bowl team, new gangs for Mordheim and Necromunda, new Titans for Epic and new characters for Warhammer Quest. Those nice Forge World people have also promised to make some resin terrain pieces and resin 'add-on bits' to convert existing miniatures into exciting new models.

Will the stuff Fanatic produces be 'official'?

Although I really hate the term, yes, all of the stuff Fanatic produces will be 'official' additions for the games we cover. The Studio games development team will be fully involved in the project, so players can know that the original designer has either written or approved all of the material that Fanatic produces.

How do I get hold of Fanatic stuff?

We thought you'd never ask! One way or another, if you want Fanatic stuff, then we will get it to you. First port of call should be your local GW Mail Order service (see their address and phone number at the back of this issue of WD). If that doesn't work then you can get in touch with us direct at the address, phone number or e-mail address shown at the bottom of this page. Alternatively you can order 'on-line' via the Fanatic web site, see below for the URL.

What's that about web sites?

You can order on-line and find out about new releases by visiting our web site at <http://www.fanatic.co.uk>. We're (slowly) adding community sites for each of the games that Fanatic supports, which will include archives, links to cool fan sites and other bits and pieces.

I haven't got internet access. Is there a postal mailing list I can join to be kept up to date as to what is going on?

Write to the address below and we'll bombard you with regular postings keeping you fully up to date on what we're up to at Fanatic. Just fill in the form to the right!

Do you want feedback?

We certainly do! If you have any thoughts, comments, ideas or criticisms about Fanatic, then please write to us at Fanatic Games, Games Workshop Ltd, Willow Road, Nottingham, NG7 2WS, UK, or e-mail us at fanatic@games-workshop.co.uk. All we ask is that you don't expect a personal reply, as we just get too much mail to be able to try and answer it all. However we do read every single letter and e-mail we receive, and everything that's said will be added to the melting pot.

RELEASED LAST MONTH FROM FANATIC!

Journal



Citadel Journal 39

The Journal got a make-over to celebrate the launch of Fanatic and now comes in a new size and format. It features a preview version of the Harlequin army list by 40K designer Gav Thorpe, part one of a series of articles detailing the Corribra Sector of the Imperium by Matthew Sprange, all the regular features, and more.

Epic 40,000 Magazine • Issue 1

The new incarnation of Firepower, the magazine for serious Epic 40,000 players everywhere, includes part one of *Adeptus Titanicus Revisited* by Gav Thorpe & Jervis Johnson, an official rules supplement for Epic that adds more detailed rules for Titans and War Machines. The issue also includes rules for the new Emperor Titan model released this month.



Battlefleet Gothic Magazine • Issue 1

The first issue of Fanatic's magazine for Battlefleet Gothic players is something of a 'Tyranid Special'. Included are rules by Andy Chambers for using the new Tyranid ships released this month, and John Lambhead provides background, fleet lists and ship details for the Imperial battlefleets which fought against Hive Fleet Kraken.



Warmaster Magazine • Issue 1

Rick Priestley has been burning the midnight oil ensuring that the first issue of Fanatic's Warmaster Magazine is very special. Included are scenarios, questions and answers, experimental rules and details of the official Warmaster website, plus rules, army lists and background for the new Warmaster Kislev army.



JOIN OUR MAILING LIST...

If you want to be kept up to date on all of the stuff that Fanatic is bringing out, you really need to join our mailing list. Just fill in the form below and send it to **Fanatic Mailing List, Games Workshop Ltd, Willow Road, Nottingham, NG7 2WS, UK** or register on-line at www.fanatic.co.uk and we'll start bombarding you with news and details of all our new releases.

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Post
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Due to tight printing deadlines and tortuous shipping schedules to the Asia Pacific region we are forced to release Black Library and Fanatic products later than we would like.

Please bear with us as we try to rectify the situation

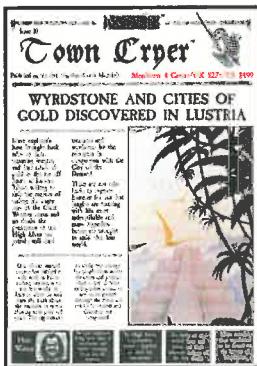
New material for Blood Bowl, Mordheim, Necromunda, Battlefleet Gothic, Warhammer Quest, Warmaster & Epic 40,000

FANATIC



Great NEW stuff for these great games!

Fanatic has been set up to support Blood Bowl, Warhammer Quest, Necromunda, Epic 40,000, Battlefleet Gothic, Mordheim and Warmaster. Every month we'll be bringing out new magazines, new supplements and, most important of all, new miniatures for you to use with these games. This page shows our first set of releases, and there'll be much, much more in the months to come. And remember that all the models ever released for all these systems are still available from Fanatic. If you like any of these games and want to know more about them, then check out our web site and if you have any thoughts, comments, ideas or suggestions about Fanatic, then write or e-mail us – we'd love to hear from you.



TOWN CRYER 10

In line with all of the other official Fanatic releases, Town Cryer has now reached the approved 'official' status. This issue features a move away from the City of the Damned and follows the exploits of treasure hunters in the mysterious jungles and temples of distant Lustria – in 'Cities of Gold'. New rules, warbands and a setting with a distinctly 'lost world' feel.

NECROMUNDA MAGAZINE 1

Following on from the phenomenal success of the Gang War series comes the first official Necromunda magazine. In this 48 page magazine you'll find new rules, scenarios and details of the new Fanatic miniatures range. You can also find out about our plans to start taking GW's premier 40K skirmish game out of the Hive.



New Mercenary Warband for Mordheim – Averlanders

Averland lies to the south-west of Ostermark and the dreaded City of the Damned. It is a land of thick pine forests and few cities and is only sparsely populated at best. Nevertheless, the men of Averland are a very hardy breed indeed, for to the south lies the Black Fire Pass, the favoured invasion route of the Greenskins. These men have been hardened from a lifetime of fighting the savage Orcs and Goblins of the Black Mountains and mercenary bands are very common in these parts. Despite their fearsome reputation, the Averlanders really stand out in a crowd and that's just the way they like it when looking for hire as mercenaries. Rules for using an Averland warband in Mordheim can be found in Town Cryer issue 10. They also make great characters and champions for a Warhammer Empire army!



Averlander 1
FMDM001

Averlander 2
FMDM002

Averlander 3
FMDM003

Averlander 4
FMDM004

Averlander 5
FMDM005

Averlander 6
FMDM006

ALL 6
£10
(Includes p&p)

New Mercenary Warband for Mordheim – High Elf Shadow Warriors

The High Elves of Ulthuan are a wise and ancient race although they are often proud and haughty and do not mix with lesser races well. The Shadow Warriors are the most adventurous of their race and it is perhaps because they are from the tainted lands of Nagaryte, once the domain of the Witch King, that they are often found far from their island realm. Elves possess grace and speed that is unsurpassed and are formidable fighters having been taught the arts of war from an early age, so they are amongst the best treasure hunters and rangers known to man. Models are supplied with the appropriate shield and quiver. Rules for using a Shadow Warrior warband in Mordheim can be found in Town Cryer issue 10. They can also be used in a Warhammer High Elf army.



£2
EACH

Shadow Warrior 7
FMDM007

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FMDM008

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Shadow Warrior Shields
FMDM018 (50p)

Shadow Warrior Bow and Quiver
FMDM019

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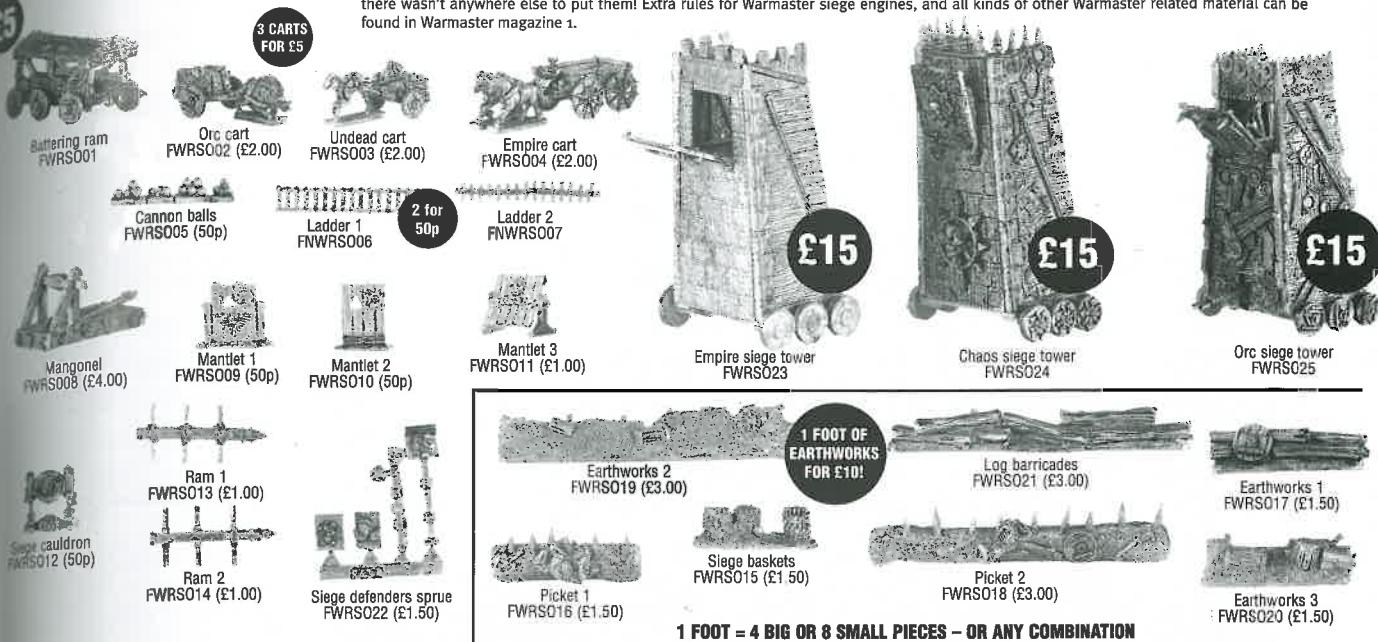
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New for Warmaster – attacker's and defender's siege equipment

Besiege the enemy's castle with hide-covered battering rams, massive siege towers, scale the walls with ladders and protect your infantry with mantlets and earthworks. Or repel the besieging army with a variety of nasty tricks such as pouring boiling oil and rocks upon your attackers as they try to take your castle walls. And yes, we know that the carts aren't much use in a siege, but we wanted to release them anyway and there wasn't anywhere else to put them! Extra rules for Warmaster siege engines, and all kinds of other Warmaster related material can be found in Warmaster magazine 1.



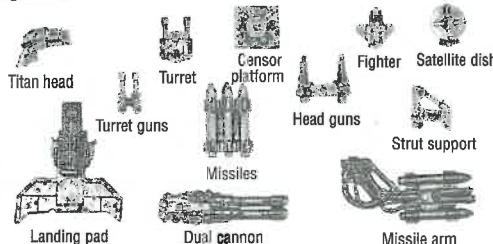
1 FOOT = 4 BIG OR 8 SMALL PIECES – OR ANY COMBINATION



EPIC 40,000

New Emperor Class Titan for Epic – Warmonger

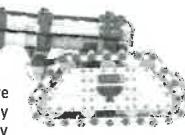
The awesome Warmonger class Emperor Titan is an incredibly powerful machine. This Emperor variant is armed with a cluster of Deathstrike missiles (which are especially accurate due to the complicated sensor array and Thunderbolt spotter-plane), heavy batteries and the arm mounted dual-death ray. The model consists of a plastic Imperator Titan kit and the 'add-on' metal components shown below (give us a call if you'd like to order either separately). Rules for using the Warmonger can be found in Epic magazine 1.



NECROMUNDA

New for Necromunda – Rapier

Only the richest of gangs can afford such expensive sentry as the Rapier sentry cannon. Controlled by a tiny brain, the Rapier can lay down a barrage of heavy fire without the need for a gunner. Rules for the can be found in Necromunda magazine 1.



Rapier Cannon
FNCM001 (£6.00)

HOW TO ORDER

You can get Fanatic models from the Fanatic Hotline: ☎ 0011 44 115 916 8177
(between 9am and 6pm GMT)

or regular Games Workshop UK Mail Order: ☎ 0011 44 115 91 40000
(between 8am and 10pm GMT)

Fanatic models are also available through the Fanatic Mail Order service from the following address:

Fanatic, Games Workshop, Willow Road, Lenton, Nottingham, NG7 2WS, UK.

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BATTLEFLEET GOTHIC

New for BFG – Tyranid Hive Fleet

Led by the massive Hive ships, the bio-organic, living space craft of the Tyranids are terror incarnate. Fearsome Drones armed with horrifying weapons swarm around terrifying Hive ships the size of battleships. Rules for using Tyranid fleets (and details of the Imperial fleets that fight against them) can be found in Battlefleet magazine 1.



Each Hive ship comes with a selection of eight weapons – choose from the following: Bio Plasma Spine, Feeder Tentacles, Pyro Acid, Landing Bay and Ram Claw (counts as two).



Events cards pack
FNC001

£5

Unfortunately it looks like we won't be able to supply these excellent FANATIC miniatures through GW Mail Order Australia. Please direct all orders to UK Mail Order or the FANATIC website.

Due to tight printing deadlines and tortuous shipping schedules to the Asia Pacific region we are forced to release Black Library and FANATIC products later than we would like.

Please bear with us as we try to rectify the situation.

Due to the amount of stuff we've squeezed onto these pages, the models are not shown at actual size.

WARHAMMER TO WAR, TO WAR!

As you may have guessed by now, and as their customers know, the Sydney Boyz have all been seriously bitten by the Warhammer bug. After many fights with customers (and battles too) they have decided to write a bit about how each of them have designed their armies. Craig has decided to follow the path of the Old Ones and let you in on some of their secrets. While as mentioned last issue Bryan will explain some of the reasoning (?) behind his themed Middenheimer ("Hammers of Ulric") army. Venerable Dwarf Lord Grant has decided to divulge some of the tactics he has been using that has made his Dwarf army such a formidable force (or so he says).

STAFF CHALLENGE NIGHTS

Some famous GW Studio staff will be playing challenge nights at the store during the month of November, so get in quick to book a game, as this will be popular. Give the store a call, or drop in to organise the details.

Feel free to come along and watch, or have a chat with these guys. They have some spectacular armies.

Matt Weaver – Friday November 3rd with his Steel Legion army.

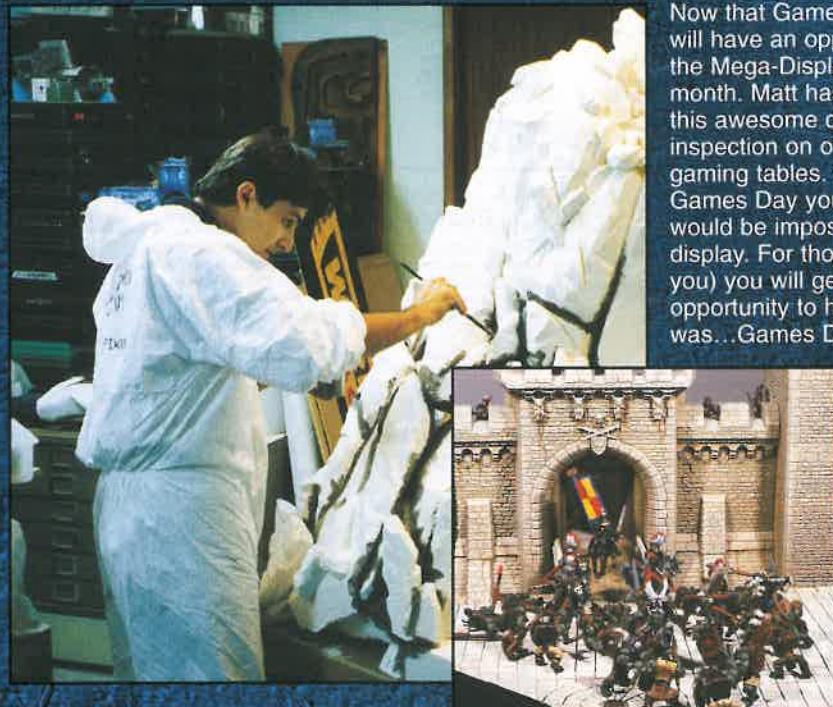
Dave Taylor – November 10th with his Marienburger Mercenary army.

Justin "Booster" Keyes – Friday November 17th with his Black Templars.



MATT WEAVER

GAMES DAY DISPLAY TABLE



Now that Games Day 2000 is over, you will have an opportunity to see sections of the Mega-Display table close up over the month. Matt has graciously set up part of this awesome display piece for closer inspection on one of the Sydney stores gaming tables. For those who made it to Games Day you can appreciate that it would be impossible to set-up the entire display. For those who didn't (shame on you) you will get your only other opportunity to have a look at some of what was...Games Day 2000.

Matt Weaver has also designed a fantastic Warhammer diorama (featured in this issue) based around the new Warhammer, which will be on display at Sydney store first. This diorama will hopefully be touring the country in the near future.



VENERABLE DWARF LORD GRANT PEACEY

FEINT AND COUNTERSTRIKE

For me Warhammer has been a game of feint and counterstrike, particularly with a Dwarf army. Some players have designed armies against this principle, troops madly charging towards the opposing force with absolutely no thought as to the outcome or the opposing players counter-strike. This can work fine against some players, usually like minded, but a truly successful Warhammer general must use guile and cunning hand-in-hand with his army list to really get the most out of his games.

So while trying to sound like I'm the perfect Warhammer player, which believe me is far from the truth, I would like to pass on some tactics that I have used to help me win the odd game or two with my Dwarfs (OK, maybe one then). While playing Warhammer I like to keep two general principals in mind, one being the FEINT and the other COUNTERSTRIKE.

FEINT

THE PSYCHE-OUT (OR PRE-GAME SHENANIGANS)

This begins before the game even starts. Unless you are playing a regular opponent, and I mean somebody you've been playing every week or so, pre-game psychology falls into this category. Most players who are veterans of the game can pay testament to a good Psyche-out (or what I like to call pre-game shenanigans), and you really have two options as to the way you go about it.

First option is the aggressive Psyche-out, where leading up to the game either weeks ahead or hours before you taunt your opponent with boasts of victory and tales of your previous opponents' failings.

The second version of the Psyche-out is the defensive, mature stance, where no matter how your opponent goads you it is met with calm indifference. Either way the objective of this is to get your opponent thinking twice about the battle that lies ahead.

If you do this correctly every successful decision or move you make during the game will appear to be a stroke of genius or part of the "master plan" you had all along.

DEPLOYMENT

For those that haven't heard, deployment is the most vital part of the entire game. You cannot be a successful Warhammer general without thinking about this. If you place your Anvil of Doom behind your regiment of

Thunderers, and believe me this has happened (you know who you are). Not only won't you be able to draw line of sight to target any enemies with your anvil, but also you have to faff around moving your Thunderers out of the way. By this time your whole flank has collapsed and the game is over (and all those pre-game taunts went to waste).

When deploying your troops in an "I deploy a unit, you deploy a unit" format you must keep in mind which of your units are the more vital in your battle plan. These units should be deployed last. This will keep your opponent guessing and will enable you to make a better decision in regards to your best units specific purpose, as your opponent will have already counter-deployed most of his army. Obviously the more units you have in your army the more effective this deployment tactic is.

There are some exceptions to this rule, like flyers and other fast moving units (their high movement enables them to react quickly to your opponent's sneaky tactics, enabling you to deploy them earlier), but as a general rule of thumb this deployment feint should do the trick.



WHY NOT USE THE PHONE FOR PSYCHE-OUTS?



THE MATURE OPTION

TO WAR!

Now the time comes that all your carefully planned shenanigans and deployment is wasted as you charge your troops madly across the battlefield to see them cut to pieces by your opponent (no, hang on that's me).

So many times a carefully laid battle plan can come undone by poor decision making in the heat of battle. One of the best and most uncommonly used feints is the FLEE charge reaction option.

Picture this, your opponent has just charged your unit of 10 Thunderers with his Knights Panther regiment. You will be wiped out (unless you have 40 Thunderers splayed across the table guns blazing, in which case I would not recommend the option below, for obvious reasons). Most players will take the charge, usually by standing and shooting and unless you are feeling particularly lucky (in which case stop the game at this point and go buy a lottery ticket) this is a poor decision.

Take the FLEE option, as with planning, this can be set-up for great effect. If you place your units while advancing just within opponent charge ranges this will enable them to charge you in their following turn. Fantastic, FLEE, then COUNTERSTRIKE with your flanking regiments (see Diagram A). Luckily for my Dwarf army the risks of not rallying my fleeing troops is minimised by their high leadership. After doing this over a few games against the same opponent, it will put him in two minds, "will he stay, will he flee". Indecisiveness is your friend when it applies to your opponent.

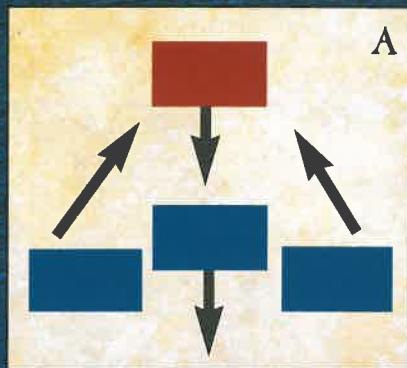


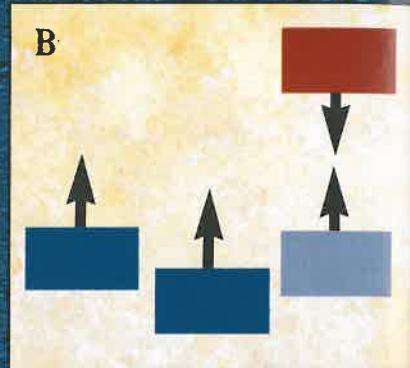
DIAGRAM A

The central unit FLEES leaving the charging unit short.

COUNTERSTRIKE with supporting units.

DIAGRAM B

The holding unit commits the more powerful opposing regiment. This "frees up" friendly units and gives options for flank attacks.



B

COUNTERSTRIKE

WHEN FLEEING

As mentioned before COUNTER-STRIKING when fleeing is a great option to use when set-up correctly. When doing this you must take in the consideration your counterstriking units.

Do they have the hitting power to take out the enemy unit? You must take into account that your opponent's unit will lose their rank bonus and you will gain a combat resolution bonus, pretty good odds, but not failure proof. Flanking with units from two sides is even more effective as it will obviously double your number of attacks. It is feasible to set-up units when designing your army list specifically for the purpose of flank COUNTER-STRIKES. Certain magic items will give you the bonuses you will need to break and/or even wipe out your opponent in this situation.

HOLDING UNITS (GAINING THE EDGE)

Holding units are units that enable you to gain the edge in the overall battle plan. The most effective holding unit is that which cannot break under normal circumstances. For myself this is the Trollslayer unit. A single regiment of 10 Trollslayers enables me to "hold" just about any opposing unit for at least two turns.

If my opponents army has a high point valued, high powered unit in his army the objective is to engage or force my opponent to engage (see diagram B) the "holding" unit. A unit valued anywhere up to the value of 400-500 points is suddenly engaged by a Slayer unit worth 160 points. This means the rest of your army now out numbers your opponent's and has "the edge" for the next couple of turns. If you are fortunate your holding unit may even do some damage, and at worst your Slayers meet a glorious death in combat against a mighty opponent (A win-win situation for me!).

THE PSYCHE-OUT RETURNED (or COUNTERSTRIKING SHENANIGANS)

Having written all this fantastically insightful tactics above, it is obvious that it has been done so in the dialect commonly used when customers are talking to me in the Sydney Store.

This strange dialect shall be referred to as "Playing against a Brick Wall". In real gaming situations you must take into account that you aren't playing against a brick wall and in fact playing against a real person.

It's like smashing a tennis ball against a wall. If you hit the ball at a certain angle it will come back to you at a certain predictable angle (unless it hits a twig, stick, pebble, rock, crack or other debris). If you hit a tennis ball at an opponent over a net the reaction to your stunning shot is going to be a lot less predictable. (You weren't expecting that spinning backhand return after all, were you?) Sometimes your opponent will actually miss the return shot or hit the ball into the net. This is obviously good for you!

The point is that Warhammer is a game of tactics, anybody can beat anybody with some planning. Keep in mind that you are playing against real people, and that nothing is ever clear-cut, black and white.

So before your next game put some thought into what has been written, as it could turn the tide of battle.

After all... it's your hobby.

LEGENDS OF THE OLD ONES

With the re-release of Warhammer many of you will be wondering how the new rules affect your army composition. A revision of gaming rules often causes much wailing and gnashing of teeth, as many gamers are worried that their existing army will become completely useless. This is not the case, and in this article all (well, a bit) will be explained by converting my existing Lizardman army to a new Ravening Hordes army.

The main change in the new edition is army selection. It has changed to a style similar to 3rd edition 40K with Core units, Special units and Rare units. Character selection has also been tweaked so that a smaller army isn't lead by a super general that honestly wouldn't take charge of such a trivial force (they have better things to do with their time). Young, up and coming heroes looking for glory would be more likely to lead the smaller scouting forces.

OLD LIST

CHARACTERS

- Slann Mage Priest, with Sword of Swift Striking
- Saurus Warrior Champion
- Saurus Warrior Champion
- Skink Shaman, on Cold One with Dispel scroll
- Skink Shaman, with Dispel scroll

REGIMENTS

- 22 Saurus Warriors, with hand weapons, shields, Champion, Standard Bearer, and Musket
- 7 Saurus Warriors, with hand weapons, shields, Champion, Standard Bearer, and Musket
- 16 Skink Warriors, with hand weapons and 2 Kroxitors
- 12 Skink warriors with bows
- 12 Skink warriors with bows

Ravening Hordes is a temporary, yet complete, list that will be in use until all the individual army books have been released, much the same as the generic army lists in the back of the current Warhammer 40,000 rulebook. Depending on the size of the battle you are playing most of the changes explained in these lists only affect the number of units that you can use. With that said and done, here is how I went about converting my existing Lizardman army to the new Warhammer edition rules.

Using the 5th edition rules, my army was based around the mighty Saurus Warriors and contained two large units of between 20 and 25 including a Champion, Standard Bearer and Musician. Skinks with bows also have a nasty edge when playing against lightly armoured troops because of their poisoned arrows. The Skink & Kroxitor unit is used to take on medium toughness troops and provides a psychological edge (the Kroxitors are big and mean).

The Slann is useful in nearly every situation, as he is both a potent magic user and can be really nasty against enemy characters.

Overall the composition of the army wouldn't need to be changed too much and with a cunning new plan in mind proceeded to generate a new list based around the old army with only a few changes.



CRAIG GOES SHOPPING TO EXPAND HIS ARMY



CRAIG SEEKS ADDITIONAL ADVICE ON HIS LIST

NEW LIST

CHARACTERS

- Saurus Hero, with Pirakna Blade
- Skink Shaman, on Cold One
- Skink Shaman, with Cloak of Feathers

CORE REGIMENTS

- 32 Saurus Warriors, with hand weapons, shields, Champion, Standard Bearer, and Musket
- 27 Saurus Warriors, with hand weapons, shields, Champion, Standard Bearer, and Musket
- 15 Skink Skirmishers, with bows
- 15 Skink Skirmishers, with bows

Basing the army around a 1500 point Core army would be a good start. This would allow me to play larger games with the same 1500 point Core army with "add-ons" of Special and Rare troops to fill out the points, depending on who was invading Lustria at the time. The 1500 points was constructed with four Core choices allowing me to play up to just under 4000 point games without any more Core choices, though it may be the case that they are required.

There were several models that were a necessity for the new list. Already having spent many hours converting and painting them, in particular the Skink Shaman "Castrol" (he's on a Cold One). He could be in any sized army generated using the new rules.

To complete my core army all that was required was to finish painting up some extra Saurus Warriors to fill the new regiment sizes.

So get down to our Friday evening Staff Challenge and challenge me or watch the mighty Lizardmen in battle. Have fun on the battlefields...

"BY THE HAMMERS OF ULRIC!"

As many of you may already know, Dave Taylor has a rather large Imperial Guard Army. This translates to Warhammer where his Empire army is almost as large. However, many of you may not know the Empire army just doesn't suit my playing style. One of the reasons for this is because they've been so similar to Imperial Guard, with big, heavy guns. The "big gun" tactics used by the Imperial Guard are just not my cup of tea (or blood), as everybody knows, Blood Angel players like smashing things in combat then drinking their blood (or tea) afterwards.

Previously, I collected Vampire Counts. Lots of shambling skeletons and blood sucking vampires overwhelming the foe and making them minions for the greater power. But the vampires will get a rest until a suitable Necromancer comes along who is able to raise the Undead properly...

So what to choose...

Well, if you haven't read the novel *Hammers of Ulric*, put down this magazine (sorry Dave) get the book and read it.

Several days later... Now you've read the book, you can understand why the Empire is so appealing. For me, the army has background and plenty of character, and after reading the book, no one has more character than the loyal followers of the White Wolf do. Who wouldn't want huge, hairy guys thundering along, riding their warhorses and swinging a large warhammer ready to pound brains and bones into pulp? Your opponent of course!

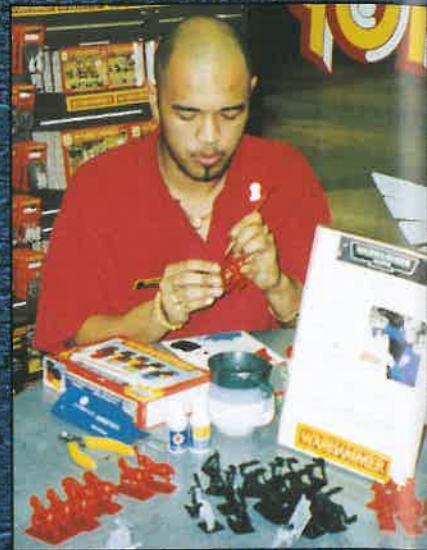
After thinking hard about what should be in a Middenheim army, I took two painkillers and went to talk to Dave about what he thinks it should include. He showed me a copy of the Empire army book and in addition to being able to create a regular State army, there is an appendix with army list variants to collect more themed armies, and one of those was for the Cult of Ulric!

After writing out my army list which consisted of a Grandmaster, two units of White Wolves, Swordsmen, Greatswords and other foot troops they were ready to put together. Still thinking about a themed army, Mail Order had some Middenheimer sprues from the Mordheim game. Knights of the White Wolves should have hairy heads and wolf pelts, my Swordsmen would replace their swords with hammers and the Greatswords would be replaced with mountain men wielding double-handed hammers and wearing pelts. Adding these extra bits is easy and painting them is easier.

The barding on the warhorses is predominantly red so with Blood Red spray paint... HERE WE GO! After spraying, they needed to be inked with... CHESTNUT INK! Bet you didn't see that one coming! The Knights of the White Wolf were undercoated black and painted Boltgun metal mixed with black. The Swordsmen and other foot troops were painted the Middenheim colours of blue and bone.

There you go. Easy as bludgeoning turnips on upturned buckets. At the moment, the unit of Knights Panther who joined Ganz and the boys (even though all but one died) are on the painting table. After that I might even convert Lenya, the milkmaid.

Well that's it for now, may the might of Ulric rest on your soul... and for those who don't like Ulric, may his hammer rest really heavily on your head.



BRYAN'S PAINTING FRENZY



MORE MIDDENHEIMERS THAN YOU CAN HIT WITH A HAMMER

WHAT'S ON AT SYDNEY CITY STORE DURING NOVEMBER

- **MEGA-WARHAMMER DISPLAY TABLE**

& Warhammer Diorama November 2nd to 26th

- **Studio Staff Challenge nights 3-7pm:**

November 3rd - Matt Weaver with his Steel Legion army.

November 10th - Dave Taylor with his Marienburger Mercenary army.

November 17th - Justin "Booster" Keyes with his Black Templars.

- **Campaign Days every Sunday from 11am - 3pm.**

WARHAMMER

DOGS OF WAR - ARMY FOR HIRE

By Alessio Cavatore

This is a tale of the Warhammer world - of warlords and bandits, of sell-swords and freebooters, and of brave adventurers who willingly risk all upon the battlefield for the chance to win measureless riches.

They are the Dogs of War! This army list is part of the Ravening Hordes project, a temporary list that allows veteran players to incorporate Dogs of War into their armies. It's a list which will prove useful to any Warhammer player, whether he wishes to incorporate new mercenary units into an existing force, or raise an entire Dogs of War army.



The Tileans are back!

Unlike other Warhammer armies, the Dogs of War do not come from a particular place, nor do they comprise a particular race, although men do feature very strongly amongst their number. They are bands of warriors who live by fighting - fighting for pay, fighting for adventure and, most importantly of all, fighting for the chance to win fabulous wealth. Some are merely bandits, pirates and cut-throats of the most untrustworthy kind, but others are gallant princes and buccaneers who lead bold warriors to adventure and conquest in faraway lands.

As already explained, not all mercenaries are human, although many are. Amongst the Dogs of War, freebooters from the frozen wastes of Norsca rub shoulders with Corsairs from Araby and mysterious warrior monks from the east. Mercenaries commonly form into itinerant bands under the leadership of a charismatic or especially brutal leader. The most famous of these bands are, more often than not, known by the name of their leader, such as Hagar Whitefang's Were-Marauders, Khalag's Sure Shots, and the renowned Golgfag's Ogres. An entire army of Dogs of War is made up of many of these bands under the overall leadership of a roguish mercenary general.

ANY TIME, ANY PLACE, ANYWHERE...

Mercenary armies of Dogs of War fight all over the world. They are drawn to places where fortunes can be won by ruthless adventurers. The treasure houses of the Lizardmen in Lustria are a major prize and have attracted many a would-be conqueror. Further east, the mysterious Dragon Isles and the shadowy lands of Cathay have tempted soldiers of fortune. The world is truly awash with rag tag armies of sell-swords who nurture wishful dreams of wealth!

Although Dogs of War ply their bloody trade to every point of the compass, the most notorious breeding ground of mercenaries is the land of Tilea in the Old World. From all the kingdoms of the Old World and many lands beyond, sell-swords come to Tilea where they can be assured of ready and profitable employment. Tilea is an anarchic and largely ungovernable country, where self-serving individuals rule precariously over proudly independent cities. The real power lies with the wealthy Merchant Princes who plot and scheme against the tax-gathering authorities and each other with almost equal enthusiasm. Indeed, such is the tradition in Tilea that all armies of any size are mercenary armies - paid for and deployed by a wealthy prince, a devious merchant or ambitious tyrant.

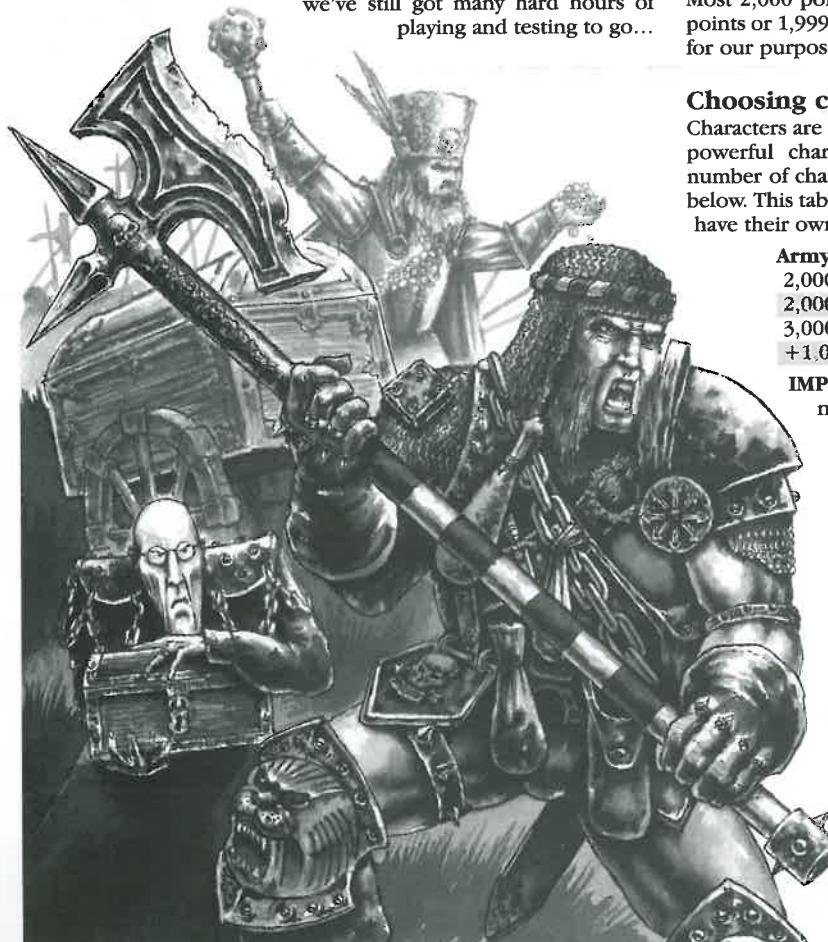


THE DOGS OF WAR ARMY LIST

This Dogs of War army list is part of the Ravening Hordes project. Ravening Hordes is a complete set of army lists that allows veteran Warhammer players to convert their existing armies into a suitable format for the new version of the Warhammer game. Ravening Hordes is not a permanent addition to the Warhammer range – the idea is to enable players to get by until such time as the new Warhammer Armies supplements are ready. Players should be aware that the new Warhammer Armies supplements will supersede and to some degree change the temporary information given in Ravening Hordes – we don't know quite how though as we haven't written them all yet!

As the idea behind Ravening Hordes is to enable existing players to 'get by', we call this a set of 'get you by' army lists. If you are a new player, you might find these lists interesting as an insight into the armies we will be revising in the future. However – bear in mind that not all of the troop types described are currently available and that some will change when the new Warhammer Armies books come out. We recommend that new players consider collecting one of the new armies described in the new Warhammer Armies supplements and for which all the redesigned models are available. The new army books have started to be released, and a further volume will be added every few months.

We've prepared the Ravening Hordes lists because we are all Warhammer players who own large armies – some of which contain models collected over many years of gaming. Just like everyone else, we want to be able to continue to use our existing armies right now – so Ravening Hordes has been created to enable us to do just that. Of course, that won't stop us collecting new armies of new models or adding to our existing armies. Ultimately, however, we know that some old troops may have to be retired for most purposes because they don't quite 'fit in' with the new rules. As yet we don't know exactly what things are going to change – we've still got many hard hours of playing and testing to go...



CHOOSING AN ARMY FOR BATTLE

The Dogs of War army uses the same system as the other Ravening Hordes lists for selecting forces for battle. This is explained below and is different from the old rules.

How the army list is organised

The army list is divided into four sections:

- CHARACTERS
- CORE UNITS
- SPECIAL UNITS
- RARE UNITS

Characters represent the most able, ruthless and successful individuals in your army: extraordinary leaders such as Heroes and Wizards. These form a vital and potent part of your forces.

Core units represent the most common types of warriors in the army. They usually form the bulk of the army and will often bear the brunt of the fighting.

Special units are the best of your warriors and also include some of the more common engines of war. They are available to your army in limited numbers.

Rare units are so called because they are scarce compared to your ordinary troops. They represent unique units, uncommon creatures and unusual machines.

How to choose an army

Both players choose armies to the same agreed points value. Most players find that 2,000 points is about right for a battle that will last an evening. Whatever value you agree, this is the maximum number of points you can spend on your army. You can spend less and will probably find it is impossible to use up every last point. Most 2,000 points armies will therefore be something like 1,998 points or 1,999 points, but they still count as '2,000' points armies for our purposes.

Choosing characters

Characters are divided into two broad categories: Lords (the most powerful characters) and Heroes (the rest). The maximum number of characters an army can include is shown on the chart below. This table applies to all armies except the Bretonnians who have their own version at the start of their list.

Army Value	Maximum Characters	Lords
2,000	3	0
2,000-2,999	4	up to 1
3,000-3,999	6	up to 2
+1,000	+2 max	+1 max

IMPORTANT: The number of characters is the total number of characters allowed in the army *including* Lords. For example: a 2,500 points Dwarf army may have up to 4 characters in total, of which 1 may be a Lord (ie, 1 Lord +3 Heroes).

A Dogs of War army does not have to include the maximum number of characters allowed, and can always include fewer than indicated down to a minimum of two (the General and the Paymaster). Similarly, an army does not have to include Lords, it can include all of its characters as Heroes if you prefer.

At the beginning of the battle choose one of the characters in your army to be the General and tell your opponent which one it is. Your General will always be the character with the highest Leadership value in your army. However, as

there can obviously only be one General in each army, you will have to choose who to elect if two or more of your characters tie for highest Ld.

Chariots & ridden monsters

Characters are sometimes allowed to ride on the backs of monsters or in chariots. Each character must be given their own chariot or mount. They will not all cram into one!

Magic items

Dogs of War characters may choose magic items only from the common ones listed in the rulebook. Note that you cannot take magic items from other army lists. Lords may have up to 100 points worth of magic items. Other characters may have up to 50 points worth of magic items. Special characters and leaders of special Regiments of Renown come with their own set of magic items and cannot be given any extra normal or magic equipment. Their items cannot be taken by other characters either.

Units that can take magic banners are listed at the beginning of the army list.

Choosing troops

Troops are divided into Core, Special and Rare units. The number of units of each type that are available to you depends upon the points value of your army. This is indicated on the chart below.

Army Value	Core	Special	Rare
<2,000	2+	0-3	0-1
2,000-2,999	3+	0-4	0-2
3,000-3,999	4+	0-5	0-3
+1,000	+1	+1	+1

For example, if you are choosing a 2,000 points army you must take a minimum of 3 Core units and could choose to take up to 4 Special and/or up to 2 Rare.

In addition, if an individual entry has a number limiting it, eg. 0-1, then you may only have that many in your army. Otherwise you may have as many as the restrictions above and points allow.

Unit entries

Each unit is represented by an entry in the Army list. The unit's name is given and any limitations that apply are explained.

Profiles. The characteristic profiles for the troops in each unit are given in the unit entry. Where several profiles are required, these are also given even if, as in many cases, they are optional.

Unit Sizes. Each entry specifies the minimum size for each unit. In some cases, units also have a maximum size.

Equipment. Each entry lists the standard weapons and armour for that unit type. The value of these items is included in the points value. Additional or optional weapons and armour are listed together with their extra cost.

Special Rules. Many troops have special rules which are described in this section.

Special Characters and Regiments of Renown

In the next issue of White Dwarf you will find a collection of Dogs of War Special Characters and Regiments of Renown. In the future, new characters and regiments will be published, to complete and enrich the selection available. The Special Characters can be fielded only by Dogs of War armies. The Regiments of Renown can be fielded by Dogs of War armies as well as by any other Warhammer army, following the rules and the exceptions mentioned in the 'For Hire' entry of each one of the Regiments.

Fielding 'Dogs of War' units

in other Warhammer armies

Other armies from the Ravening Hordes or the Warhammer Armies books can field units from the Dogs of War list. In general they are included in the lists as a Rare choice. In addition, the following restrictions apply:

Empire, any Chaos, Dark Elves, Skaven, Vampire Counts, Khemri, Dwarfs, and Lizardman armies can field any unit from the Dogs of War army list.

Chaos Dwarfs, Wood Elves, High Elves and Orcs & Goblins can field any unit from the Dogs of War army list except for the Dwarf mercenaries.

Bretonnia cannot field Dogs of War at all.

Important points to remember

- The number of characters is the *total* number of characters allowed in the army *including* Lords.
- The number of Core units is the *minimum* you must take. The Special and Rare numbers are *maximums*.

Champions, Musicians & Standard bearers

Any unit of foot troops in the army may upgrade a model to a Champion, Musician and/or Standard Bearer for +10 points each. Any unit of cavalry may upgrade a model to a Champion, Musician and/or Standard Bearer for +15 points each. A Champion will have +1BS if the unit he is with is equipped with bows, crossbows or longbows, otherwise he will have +1A. A Standard Bearer from the Paymaster's Bodyguard may carry a magic banner worth up to 50 points.

SPECIAL RULES

The following special rules applies to the Dogs of War army.

- Spells:** Dogs of War Wizards may use any of the Lores of Magic in the Warhammer rulebook.
- Pikes:** Fight in four ranks; requires two hands (see page 89 of the Warhammer rulebook).

Always strikes first in the initial round of close combat, even striking before enemies that have charged. Note that enemies who are entitled to strike first because of a special ability or magic, will still strike before pike-armed models.

Models armed with pikes receive a +1 Strength bonus in the Close Combat phase of the turn they are charged by cavalry units, chariots or monsters.

All these special rules **cannot** be used against enemy units fighting the pikemen's flank or rear.

- Paymaster:** The Paymaster is the man responsible for the cash which will be used to pay the army. He always carries with him the keys of the pay chest and that makes him at least as important as the General in the eyes of the mercenaries. To represent this, his key is treated exactly like a Battle Standard (+1 combat resolution, re-roll Break tests within 12", can be captured by the enemy if he's killed etc.). In addition, if the Paymaster is killed, every unit in the army must take a Panic test at the end of that phase. From that point on, every unit in the army will *hate* the enemy unit that captured the Paymaster's key.

MAGIC ITEMS

You may choose magic items for your characters and units from the following list (these are found in the Warhammer rulebook page 154).

Biting Blade (magic weapon): -1 to the opponent's saving throw. 10 pts.

Sword of Might (magic weapon): Bearer receives +1 to his Strength. 20 pts.

Sword of Battle (magic weapon): Bearer receives an extra +1 Attack. 25 pts.

Sword of Striking (magic weapon): Bearer receives +1 to his To Hit rolls. 30 pts.

Enchanted Shield (magic armour): Counts as a shield. 5+ armour saving throw. 10 pts.

Talisman of Protection (talisman): 6+ Ward save against any wound suffered in the battle. 15 pts.

Dispelling Scroll (arcane item): Automatically dispels an enemy spell (one use only). 25 pts.

Power Stone (arcane item): An additional +2 dice to cast a spell (one use only). 25 pts.

Staff of Sorcery (arcane item): +1 to Dispelling rolls attempted by the bearer. 50 pts.

War banner (magic banner): Unit counts an additional +1 bonus for combat resolution, but cannot pursue. 25 pts.

LORDS

Grizzled veterans covered in the scars from a life of war, or mysterious Wizards from faraway lands. The General of a Dogs of War army is a powerful individual, feared and respected throughout the Old World.

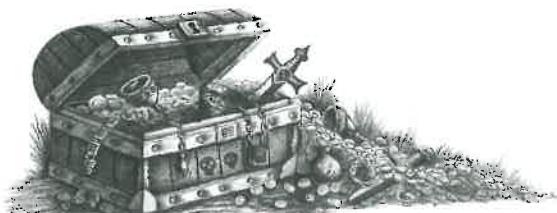
MERCENARY GENERAL 90 points per model
HIRELING WIZARD LORD 175 points per model

	M	WS	BS	S	T	W	I	A	Ld
General	4	6	5	4	4	3	6	4	9
Wizard Lord	4	3	3	3	4	3	3	1	8
Warhorse	8	3	0	3	3	1	3	1	5
Pegasus	8	3	0	4	4	3	4	2	6

Equipment: Hand weapon. A Wizard Lord may not have other equipment except barding for his Warhorse. A General may have a morning star (+3 pts) or halberd (+6 pts). He may also carry a longbow (+15 pts), crossbow (+15 pts), pistol (+10 pts), or brace of pistols (+20 pts). He may wear light armour (+3 pts) or heavy armour (+6 pts) and may carry a shield (+3 pts).

A General or a Wizard Lord may ride a Pegasus (+50 pts). A General or Wizard Lord may ride a Warhorse (+15 pts) which may be barded (+6 pts). If a General is mounted, he may have a spear (+3 pts) or a lance (+6 pts).

Special Rules: A Hireling Wizard Lord is a Level 3 Wizard. This may be increased to Level 4 at a cost of +35 pts. A Pegasus can fly.



HEROES

The Paymaster is the keeper of the army's pay chest, and that makes him a very popular fellow. Mercenary Captains are expert leaders of men, roguish and often loved by their soldiers. Hireling Wizards are outcasts or renegades from the Orders of Magic and live by selling their magic powers for the best offer.

1 PAYMASTER 55 points per model
MERCENARY CAPTAIN 50 points per model
HIRELING WIZARD 60 points per model

	M	WS	BS	S	T	W	I	A	Ld
Paymaster	4	4	4	4	4	2	4	2	8
Captain	4	5	5	4	4	2	5	3	8
Hireling Wizard	4	3	3	3	3	2	3	1	7
Warhorse	8	3	0	3	3	1	3	1	7

Equipment: Hand weapon. A Wizard may not have other equipment except barding for his Warhorse. A Captain or a Paymaster may have an additional hand weapon (+4 pts), great weapon (+4 pts), morning star (+2 pts) or halberd (+4 pts). He may also carry a longbow (+10 pts), crossbow (+10 pts), pistol (+7 pts), or brace of pistols (+14 pts). He may wear light armour (+2 pts) or heavy armour (+4 pts), and may carry a shield (+2 pts).

A Captain may ride a Pegasus (+50 pts). A Captain, Paymaster or Wizard may ride a Warhorse (+10 pts) which may be barded (+4 pts). If a Captain or Paymaster is mounted, he may have a spear (+2 pts) or a lance (+4 pts).

Paymaster: A Dogs of War army **must** include a Paymaster. The Paymaster may not be the army's General.

Special rules: A Hireling Wizard is a Level 1 Wizard. This may be increased to Level 2 at a cost of +35 pts. A Pegasus can fly.

CORE UNITS

PIKEMEN 10 points per model
 Pikes are the infantry's weapon of choice in Tilea. Twice as long as a normal spear and longer than a cavalryman's lance, the front of a unit of pikes is an impenetrable wall of steel.

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

Unit Size: 10+

Equipment: Hand weapon, light armour and pikes. May have heavy armour (+1 pt).

CROSSBOWMEN 8 points per model

The bulk of the missile troops in a Dogs of War army are formed by crossbowmen from Tilea, Estalia and the Border Princes.

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

Unit Size: 10+

Equipment: Hand weapon and crossbow.

DUELLISTS 5 points per model

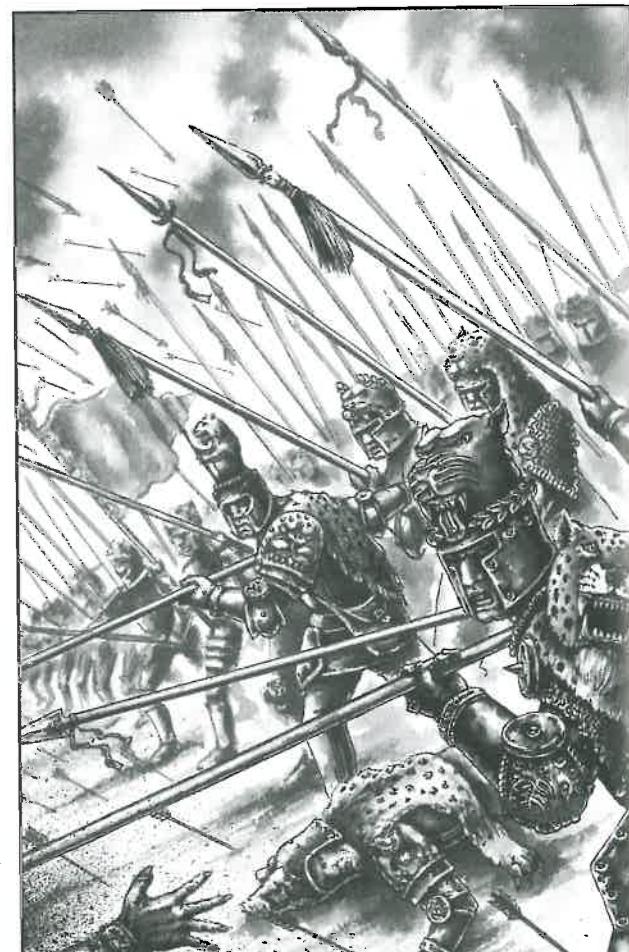
Small units of lightly armed skirmishers are normally employed to protect the flanks of pike-armed units.

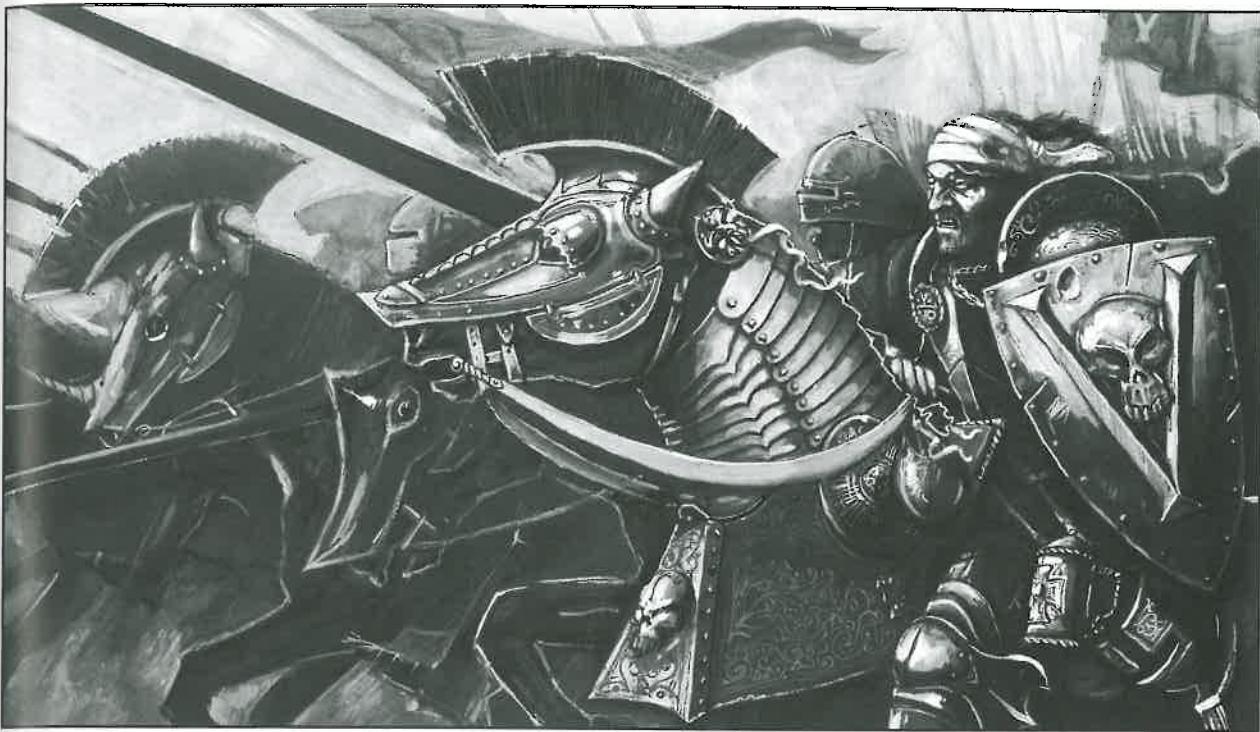
	M	WS	BS	S	T	W	I	A	Ld
Duellist	4	4	3	3	3	1	4	1	7

Unit Size: 8+

Equipment: Sword (hand weapon). May have one of the following: bucklers (count as shields, +1 pt), additional hand weapon (+2 pts), pistol (+4 pts). May also have throwing knives (+2 pts).

Special Rules: Duellists are skirmishers.



**HEAVY CAVALRY**

19 points per model

Cadet sons of nobles from Bretonnia, the Empire and Tilea form the shock cavalry of most mercenary armies. Kislevite Winged Lancers are sometimes employed and are much renowned for their swift manoeuvres.

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

Unit Size: 5+

Equipment: Hand weapon, lance, heavy armour and shield. May have bardings for their steeds (+2 pts).

LIGHT CAVALRY

11 points per model

Scouting ahead of the army, barrying the enemy supply line, attacking vulnerable war machines and engaging the flanks of the enemy line are but a few of the roles performed by these precious troops. Riders from Araby or from the steppes of Kislev are the best choice available to mercenary captains.

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

Unit Size: 5+

Equipment: Hand weapon. May have spear (+1 pt), bow (+4 pts) and/or shield (+2 pts).

Special Rules: Light Cavalry are *fast cavalry*

SPECIAL UNITS**OGRES**

35 points per model

Massive, ferocious, resilient and not too bright, Ogres make perfect mercenaries. Their ability of eating practically anything means that they are also easy to maintain.

	M	WS	BS	S	T	W	I	A	Ld
Ogre	6	3	2	4	4	3	2	3	7

Unit Size: 3+

Equipment: Hand weapon. May have additional hand weapon (+6 pts), great weapon (+6 pts). May have light armour (+3 pts).

Special Rules: Ogres cause *fear*.

DWARFS

7 points per model

The Dwarf race is cursed by an irresistible lust for gold and they certainly don't dislike fighting (especially against Greenskins). It's easy to understand how some young Dwarfs decide that they'd rather earn their gold fighting than spend their life scraping the underground in search of rich ore.

	M	WS	BS	S	T	W	I	A	Ld
Dwarf	3	4	3	3	4	1	2	1	9

Unit Size: 10+

Equipment: Hand weapon, light armour. May have great weapon (+2 pts) and/or crossbow (+5 pts). May have heavy armour (+1 pt) and/or a shield (+1 pt).

Special Rules: Dwarfs flee and pursue 2D6-1" and *hate* Orcs and Goblins of all types.

NORSE MARAUDERS

7 points per model

Raiding and pillaging is what the berserker Norse are good at, and at times the best way of neutralising the threat they represent is to offer them a job...

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

Unit Size: 10+

Equipment: Hand weapon and light armour. May have a shield (+1 pt). May have great weapons (+2 pts), additional hand weapons (+2 pts) or flails (+1 pt).

Special Rules: Norse Marauders are subject to *frenzy*.

0-1 PAYMASTER'S BODYGUARD

9 points per model

Only the oldest and most trusted veterans are selected by the Paymaster to form their own bodyguard. These sturdy fighters are handsomely paid and that gives them extra motivation to protect the Paymaster with their lives... well, most of the time.

	M	WS	BS	S	T	W	I	A	Ld
Bodyguard	4	4	3	3	3	1	3	1	8

Unit Size: 10+

Equipment: Hand weapon, halberd and light armour. May have heavy armour (+1 pt).

Special Rules: Bodyguard – as long as the Paymaster is alive and with the unit, they are *stubborn*.

0-1 HALFLINGS 6 points per model
Halflings are not warlike people, but there are a few among them that just cannot settle in the peaceful land of the Moot. These 'adventure-loving weirdoes', as they are referred to by other Halflings, often decide to band together and wander the world as hired bowmen.

	M	WS	BS	S	T	W	I	A	Ld
Halfling	4	2	4	2	2	1	5	1	8

Unit Size: 10+

Equipment: Hand weapon and bow. May swap their bows for spears, light armour and shields.

Special Rules: Halflings suffer no movement penalties when moving through wooded terrain.



RARE UNITS

CANNONS 85 points per model

Since Dogs of War armies are always on the move, they cannot afford to carry and maintain the massive Great Cannons typical of the Empire. For this reason, lighter, easier to move, small calibre guns are a treasured element of many mercenary armies.

	M	WS	BS	S	T	W	I	A	Ld
Cannon	-	-	-	-	7	3	-	-	-
Crew	4	3	3	3	3	1	3	1	7

Unit Size: 1 cannon with 3 crew.

Equipment: Hand weapon.

Special Rules: See the Warhammer rulebook for details of these weapons (page 122). The Cannon is the smaller of the two types.

HALFLING HOT POT 50 points per model
Mercenary Generals know very well that Halfling cooks are an important element in attracting freelance fighters to their army. Another advantage of hiring such refined chefs is the access to the Hot Pot, a weird catapult-like device that uses a cauldron full of hot soup as a projectile. This improvised form of artillery is used only in the direst circumstances (persuading a Halfling to give up his food is not an easy task to accomplish!).

	M	WS	BS	S	T	W	I	A	Ld
Hot Pot	-	-	-	-	4	2	-	-	-
Crew	4	2	4	2	2	1	5	1	8

Unit Size: 1 Hot Pot with 3 Halfling crew.

Equipment: Hand weapon.

Special Rules: Treat as a stone thrower from the rulebook (page 120) with the following changes. The Hot Pot has a maximum range of 36". Hits are resolved at S3, with no armour save allowed. The model under the hole of the template suffers a Strength 6 hit, with no armour save allowed, which causes D3 wounds.



TILEA - HOME OF THE MERCENARY



Tilea is the home of the mercenary, where Dogs of War go to find employment and where would-be lords and rulers go to find them. It is split into many squabbling republics and principalities, which ensures that there is always work for a warrior willing to fight for gold. No mercenary worth his sword will ever get bored in Tilea!

Every year, expeditions large and small set off for the fabled lands of Lustria and Cathay, seeking new trade routes or simply off to plunder. This makes Tilea a magnet for every scoundrel with a lust for gold and an eye for adventure. It is the heroes' starting point in countless tales of daring exploits, brave rescues, and impossible deeds – and some stories are true!

DOGS OF WAR - ARMY FOR HIRE

Unlike other Warhammer armies, the Dogs of War do not come from a particular race, although men do feature very strongly amongst their number. They are bands of warriors who live by fighting – and more importantly live for gold! The Dogs of War are made up of skilled pikemen, deadly marksmen, Hobgoblin cavalry from the eastern steppes, Halfling scouts and Ogres from the Badlands.

Together they ply their trade to every point of the compass in the Old and New Worlds, fighting for anybody, any time, any place, anywhere...



The Paymaster is the keeper of the key for the army's pay chest, and that makes him a very popular fellow. He is charged with protecting the army's pay chest key with his life as well as paying the mercenaries their gold!

Pikes are the infantry's weapon of choice in Tilea. Twice as long as a normal spear and longer than a cavalryman's lance, the entire front of a unit of pikes is an impenetrable wall of steel.



Throughout the Old World there are those who are drawn to the life of the professional soldier. The most successful and powerful of these adventurous self-sabers become leaders of entire armies of mercenaries. Mercenary Generals are hard-bitten campaigners, veterans of countless battles across the Old World. Some harbour ambitions for conquest and fame, but all fight for money and treasure.



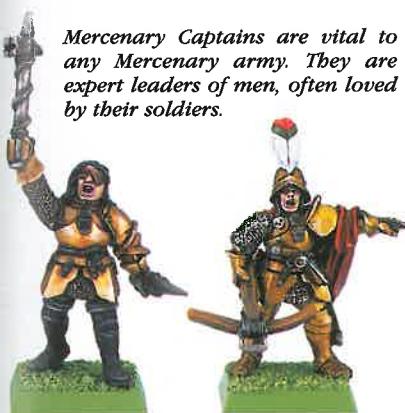
The crossbow is a favoured weapon of war amongst mercenaries. The bulk of the missile troops of a Dogs of War army is formed by crossbowmen from Tilea, Estalia and the Border Princes.



The heavy cavalry of a mercenary army is made up of debased nobles, Templar cadets and even Knights from Bretonnia, all unwilling or unable to return to their former lives.

Mercenary Generals also employ the swift Kislevite Winged Lancers, renowned for their swift flanking manoeuvres.

Mercenary Captains are vital to any Mercenary army. They are expert leaders of men, often loved by their soldiers.

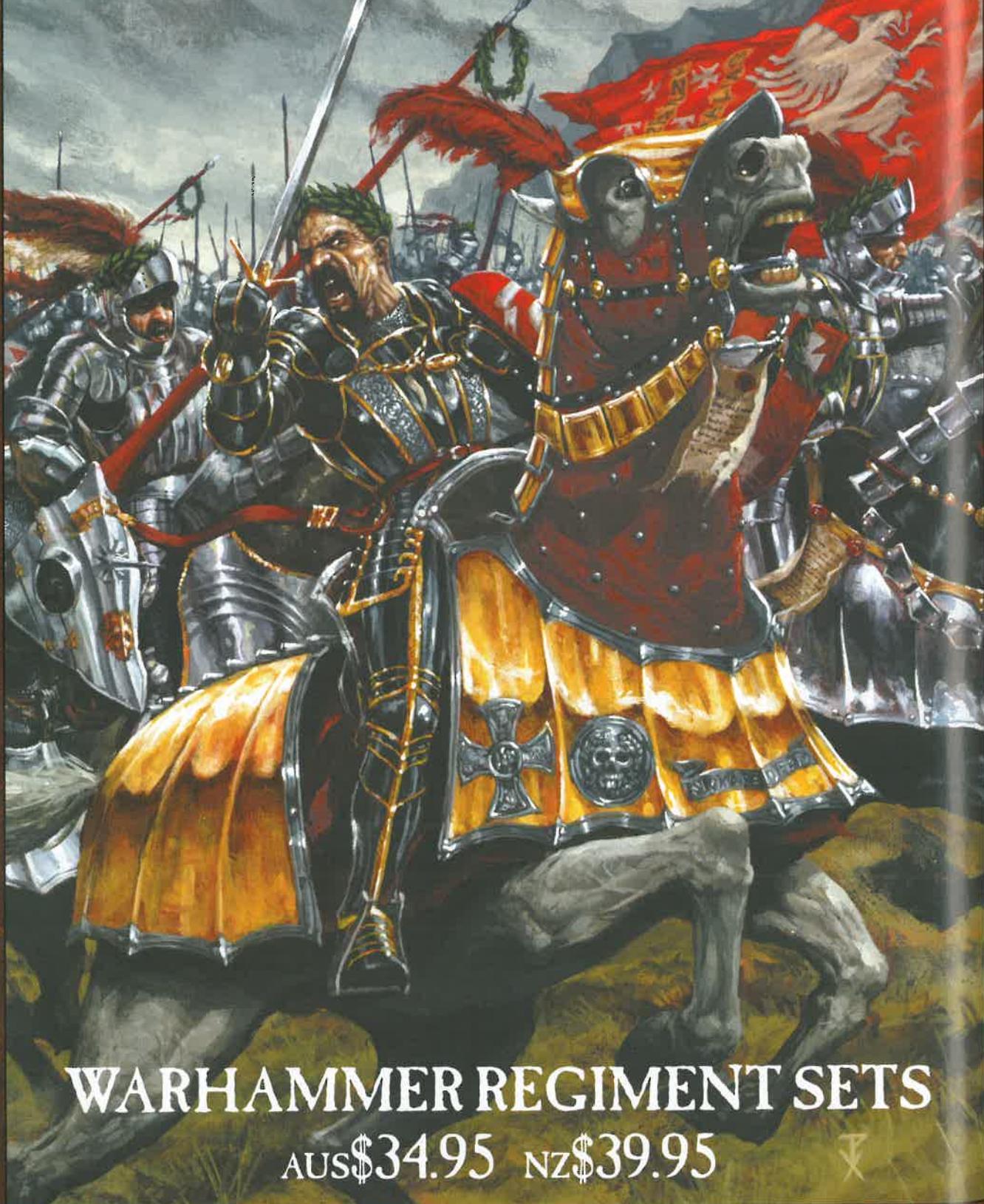


Not all Dogs of War are human; there are many Ogres in mercenary armies. Massive, ferocious, resilient and not too bright, they are perfect mercenaries. Their ability to eat practically anything means that they are also easy to maintain.



A Dogs of War battleline meets the charge of a Chaos Beastman warband.

WARHAMMER® REGIMENT SETS



WARHAMMER REGIMENT SETS

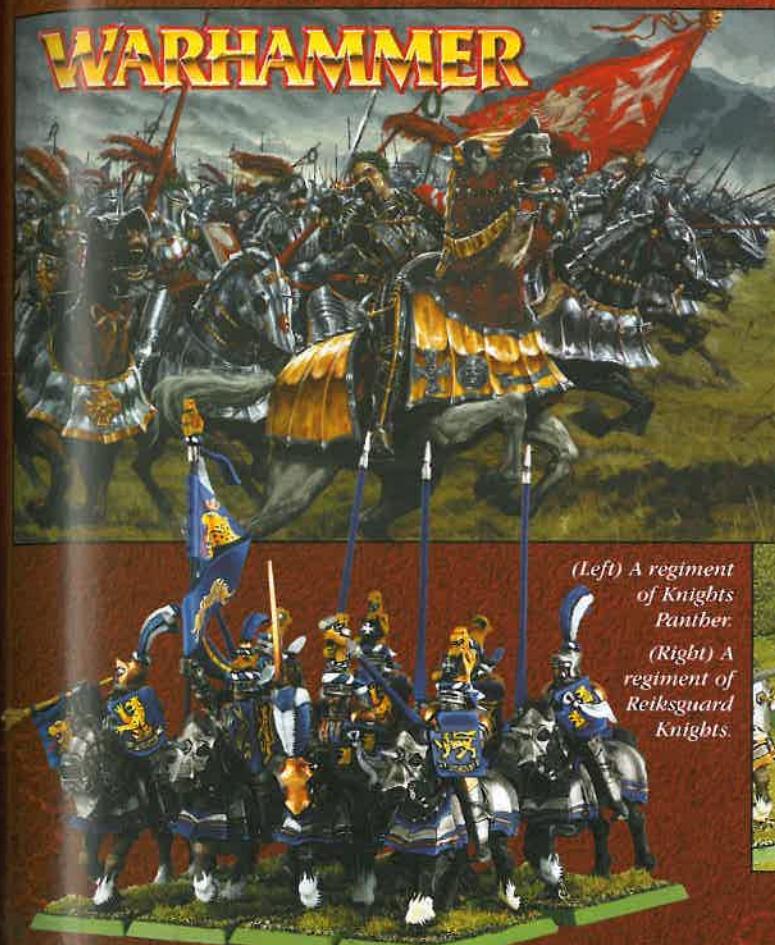
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Warhammer Regiment Sets are the best way to collect or add to a Warhammer army. All of the Regiment Sets are Core units so they will form the basis of your army. Each set contains a variety of plastic legs, torsos, arms, heads and weapons along with lots of optional parts like extra weapons, shields, cloaks and pouches. This allows for a great variety of poses and detailing.

Many sets also have extra parts like gravestones, mushrooms or even rats!

Each set in the range includes the parts to build a Leader, Standard Bearer and Musician model. As all the models are made up of multi-part plastic components, converting couldn't be easier. In fact, many parts are interchangeable with those of other Regiment Sets.



EMPIRE KNIGHTLY ORDERS

There are many Knightly Orders in the Empire. The most famous Orders are the Reiksguard, the Knights Panther and the Knights of the White Wolf. The Knightly Orders set gives you enough models and bits to make a regiment of any of the above Orders, or if you like you can invent your own Knightly Order.

The Empire Knightly Orders Regiment Set contains:

8 Knights (including parts to make a Champion, Standard Bearer & Musician).



EMPIRE SOLDIERS

The armies of the Empire are professional, well-disciplined and led by some of the finest generals in history. A typical Empire army is based around units of highly trained Halberdiers or Swordsmen. This boxed set gives you the option to arm your unit with either swords or halberds. You could even split up the set into a regiment and a small detachment.



WARHAMMER



The Night Goblin Regiment Set contains:
20 Night Goblins (including Champion, Standard Bearer & Musician).

WARHAMMER



The Orc Warriors Regiment Set contains:
19 Orc Warriors (including Champion, Standard Bearer & Musician).

WARHAMMER



The Chaos Warriors Regiment Set contains:
12 Chaos Warriors (including parts to make a Champion, Standard Bearer & Musician).

NIGHT GOBLINS

The subterranean Night Goblins emerge from their dark network of mountain tunnels and gather into large mobs for battle. Whilst not the toughest of fighters, their sheer numbers, as well as the Fanatics hidden in their ranks, often give an opponent cause to stay clear. The Regiment Set gives you the option to arm your Night Goblins with spears or short bows.



ORC WARRIORS

Orcs excel at close combat, and boast some of the toughest warriors in the Warhammer world. In battle, they wield huge weapons known as 'choppas'. These great cleavers are far larger and more dangerous than the mere swords and axes of Men. The Regiment Set contains enough weapons to arm your Orcs with choppas, spears or even with a weapon in each hand!



CHAOS WARRIORS

Chaos Warriors gather together in bands to ravage and plunder the lands of the Old World, all in the name of their dark gods. The Regiment Set contains enough weapons to arm your Chaos Warriors with halberds or hand weapons and shields.



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WARHAMMER



The Skeleton Warriors Regiment Set contains:
20 Skeleton Warriors (including Champion, Standard Bearer & Musician).

WARHAMMER



The Zombie Regiment Set contains:
20 Zombies (including Standard Bearer & Musician).

WARHAMMER



The Skaven Clanrat Regiment Set contains:
20 Skaven Clanrats (including Champion, Standard Bearer & Musician).

SKELETON WARRIORS

Skeleton Warriors are long dead soldiers raised again to serve their evil Undead masters in battle. Regiments of horrifying Skeletons form the core of the Undead armies from Khemri in the south or those of the dark domains of the Vampire Counts. The Regiment Set allows you to raise a unit of Skeleton Warriors armed with spears or hand weapons and shields.



ZOMBIES

Zombies are corpses brought back to unlife by foul necromancy. Animated by the will of a dark sorcerer, they are slaves to his slightest whim. Their necromantic overlords drive them into battle in their thousands, using them to exhaust the armies of their enemies. The Regiment Set allows you to raise a unit of Zombies.

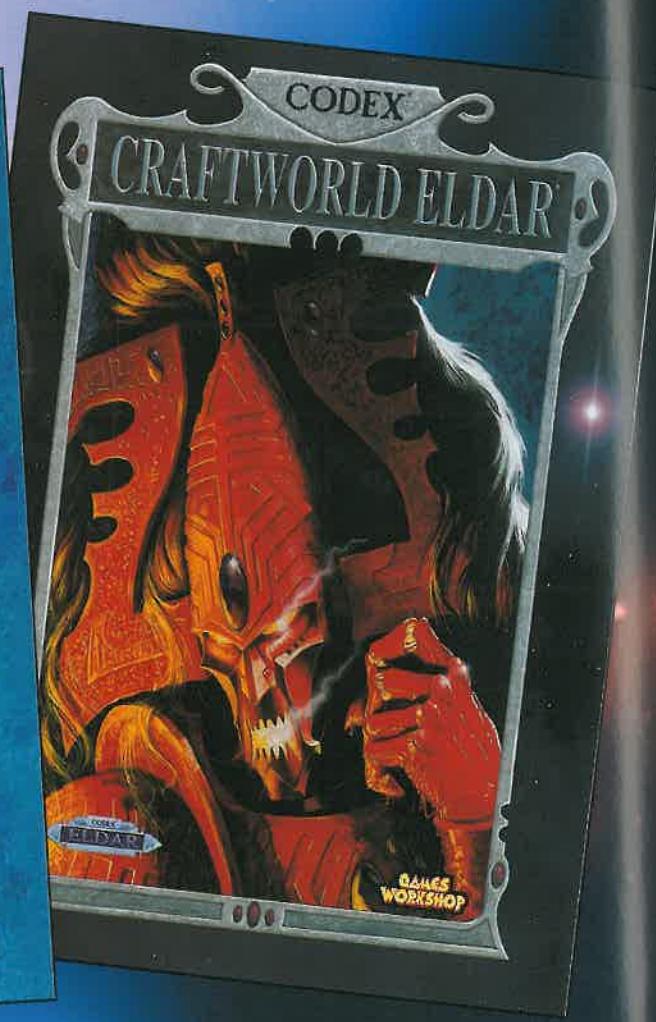
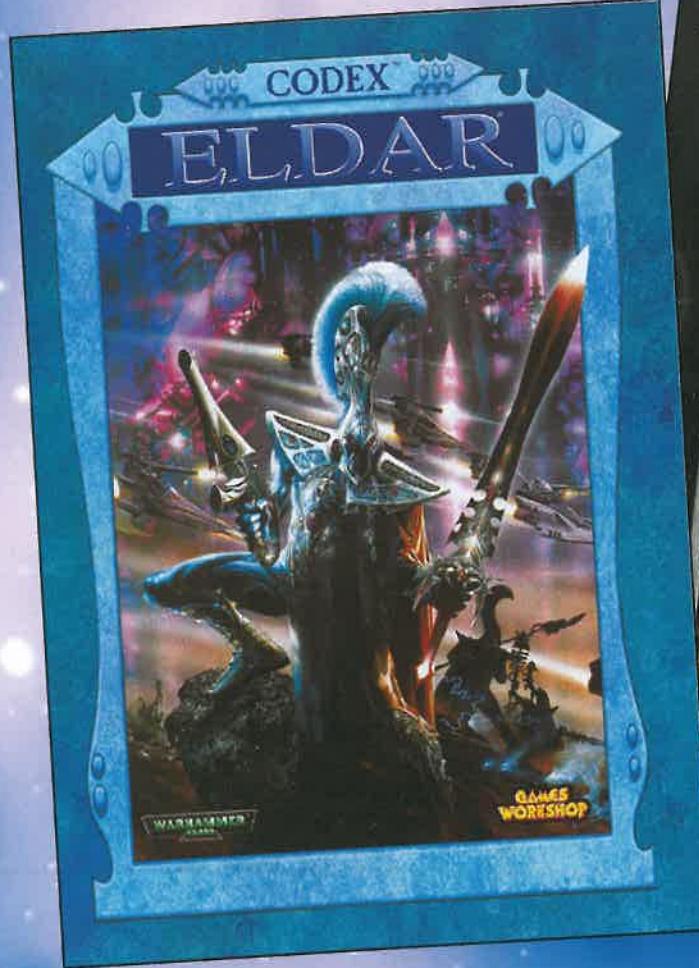


SKAVEN CLANRATS

Clanrats form the vast bulk of the Skaven armies that pour forth in times of war. Individual Skaven are vicious but rather cowardly. In huge hordes, however, they turn into an unstoppable mass. The boxed set gives you the option to arm your Clanrats with spears or swords and shields.



**The stars themselves once lived
and died at our command, and yet
you still dare to oppose our will?**



Trust not in their appearance, for the Eldar are as utterly alien to good, honest men as the vile Tyranids and savage Orks. They are capricious and fickle, attacking without cause or warning. There is no understanding them for there is nothing to understand – they are a random force in the universe."

Imperial Commander Abriel Hume.

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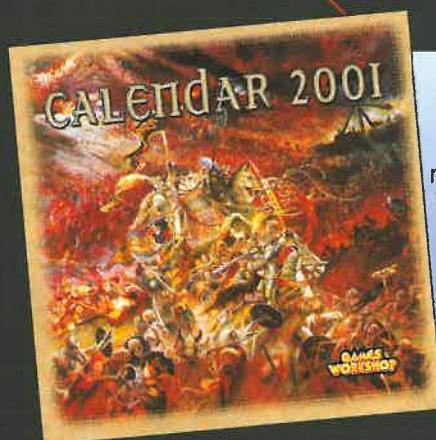
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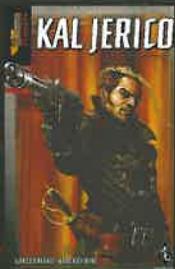
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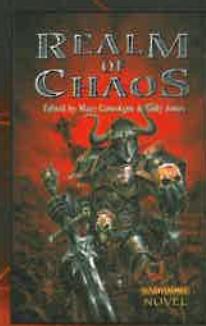
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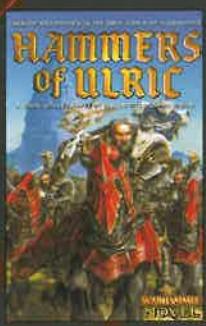
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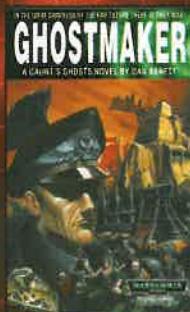
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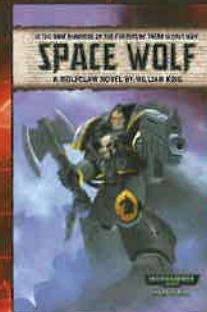
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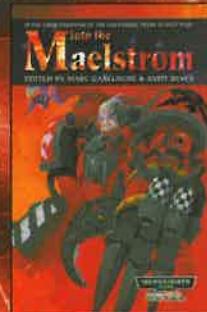
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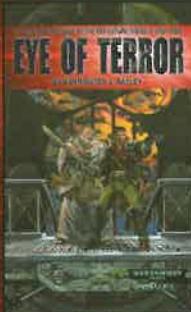
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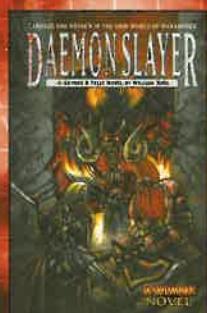
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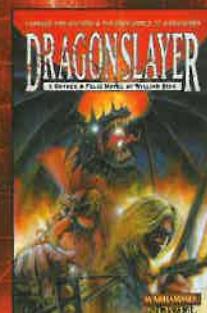
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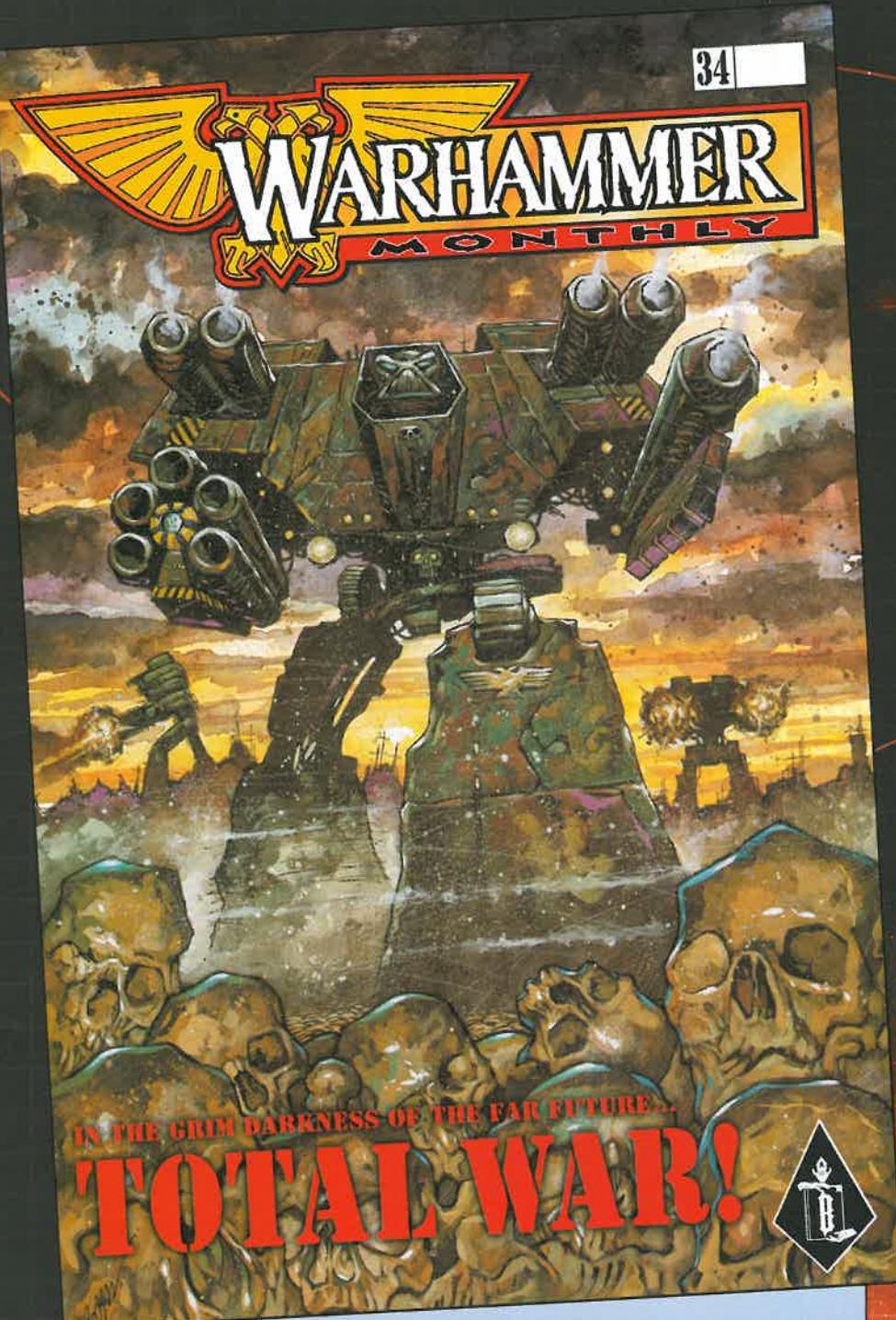


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KIN-STRIFE ON KALAMIR

A WARHAMMER 40,000 BATTLE REPORT BY GAV THORPE, MATTHEW HUTSON AND PHIL KELLY

This month's battle report chronicles the clash of two Eldar craftworlds over the fate of the paradise world Kalamir. Both factions are convinced they are following the right path, and ancient pride will not allow them to back down...

When the Imperial Explorator ship *Firmament Reproached* entered star system LVX-11/a, the Techpriests on board were delighted to find a habitable world within the system's primary biosphere. Lush jungles and verdant plains were revealed by orbital auguries, making it a perfect world for colonising. It was decided to send a ground team to investigate further.

The Rangers of Alaitoc who saw the probes descending thought differently. They had been shadowing the *Firmament Reproached* for many months as it headed towards the world they called Kalamir. Once a principal planet of the shattered Eldar empire, there were many secrets of the Eldar race lying beneath the surface. Secrets that were best left undisturbed. And so it was that word was sent back to their craftworld and a warhost was gathered to repel the investigators.

Meanwhile, the Seer Council of Ulthwé had met to divine the source of the increasingly disturbing omens and portents reverberating through the craftworld's infinity circuit. They traced the lines of probability, stretching their minds out across the lines of fate that criss-cross the universe. As one, their scrying brought them to the ancient world of Kalamir. They saw the Rune of Alaitoc reversed above the world, implicating that the craftworld was going to be involved in some terrible event.

They saw the humans present too, and further investigation showed that the Alaitoc were about to make a terrible mistake. Certainly, their intervention would prevent the humans from settling upon Kalamir, but the Ulthwé Farseers saw something only they, the most powerful of their kind, could see. In many centuries time, the Great Devourer, the Tyranids, would come to Kalamir. The planet would form a bastion of defence for the human empire, a staging post for reconquests of contested worlds. Without Kalamir, the extra-galactic aliens would not be slowed and they would pour towards Alaitoc intent on its destruction. All were aware of what had happened at Iyanden, when only a trick of fate had prevented the total extinction of an entire craftworld.

However, the Seers of Alaitoc did not take kindly to the Ulthwé messengers who demanded that they leave Kalamir. They accused the Ulthwé Craftworld of being tainted by Chaos, questioning why the Seer Council had foretold what their

own Seers had not. In response to the Alaitoc's refusal, the Ulthwé host resolved to warn the humans of what awaited their landing party, thus preparing them for the fight to come. Overcome with hubris, the Alaitoc set an ambush for the army of Ulthwé, determined that Kalamir would not come under the control of the humans.

"You cannot allow us to attack?" Faeruithir snapped, voice filled with scorn. The Farseer of Alaitoc cast his gaze over the Black Guardians surrounding the Ulthwé Seer council. "You would bear arms against another craftworld?"

"We would," replied Farseer Ultharwé calmly, staring intently at the psyker.

"You have spent too much time with the mon-keigh!" Faeruithir said accusingly. "You have forgotten who the Alaitoc are. We are not Orks or

Humans, whose affairs you can meddle with. We shall brook no interference in this matter. We shape our own destiny!"

The other Ulthwé seer, Khaelon, stepped forward.

"Do you not understand the danger?" he asked. "Are you blind to the consequences of your actions?"

"So say the mighty Ulthwé."

Faeruithir replied sarcastically. "Perhaps it is you who have been blinded with your cavorting with daemons and agents of the Great Enemy, succumbing to false visions conjured to set kin against kin. Have you considered that?"

"You accuse us!" hissed Ultharwé, hand straying to the haft of his singing spear. "Weak-minded fool, you speak of things you know nothing about. You are safe here, out in the dark reaches, hiding, skulking. We face our enemies while you cower in the shadows."

"I will tell you again," Faeruithir said heavily. "Only our enemies can win from this conflict. If you insist in trying to warn the mon-keigh, we will take action."

With that, the Farseer turned on his heel and stalked into the surrounding jungle. Ultharwé stood for a moment, feeling the eyes of his comrades on him.

"The Red Moon rises again," he declared. "Blood will be spilt."



BRING ON THE BLACK GUARDIANS!

Gav: Ulthwé is my favourite of the craftworlds, as its strengths consist of the same units that I use with my own craftworld (called Morrian for those of you who are interested). Warlocks and Guardians usually play a strong part in my own force, backed up by some heavy support, and when I looked at the 'Eavy Metal army I was glad to see that the army that had been painted followed a similar theme.

Playing against another Eldar army is always a challenge, as both armies tend to deal out a lot of punishment but neither can really stand up to the other. Getting in a good offensive action is the key to winning against other Eldar, as he who strikes the first blow can often settle the battle in one go.

As I knew that Matt had opted for Alaitoc, this gave me some idea of what I'd be up against, which always helps because Eldar are a diverse army that can be specialised in a number of different ways. With the Ranger Disruption rules, any plan you come up with has to be flexible, because you can never tell if a unit is going to start the battle on the table, pinned or even at full strength. With this in mind, I decided I was going to try to disperse my forces from their deployment zone and then close in on the enemy again. Heading for cover was going to be essential, as Rangers, and particularly the elite Path-finders, can ignore armour with a good To Hit roll. The only problem with diving for cover at the first opportunity would be the effect on my movement as it would slow me down. Luckily, Eldar can *fleet of foot*, which is unaffected by difficult terrain, so that would help me close in on my foe.

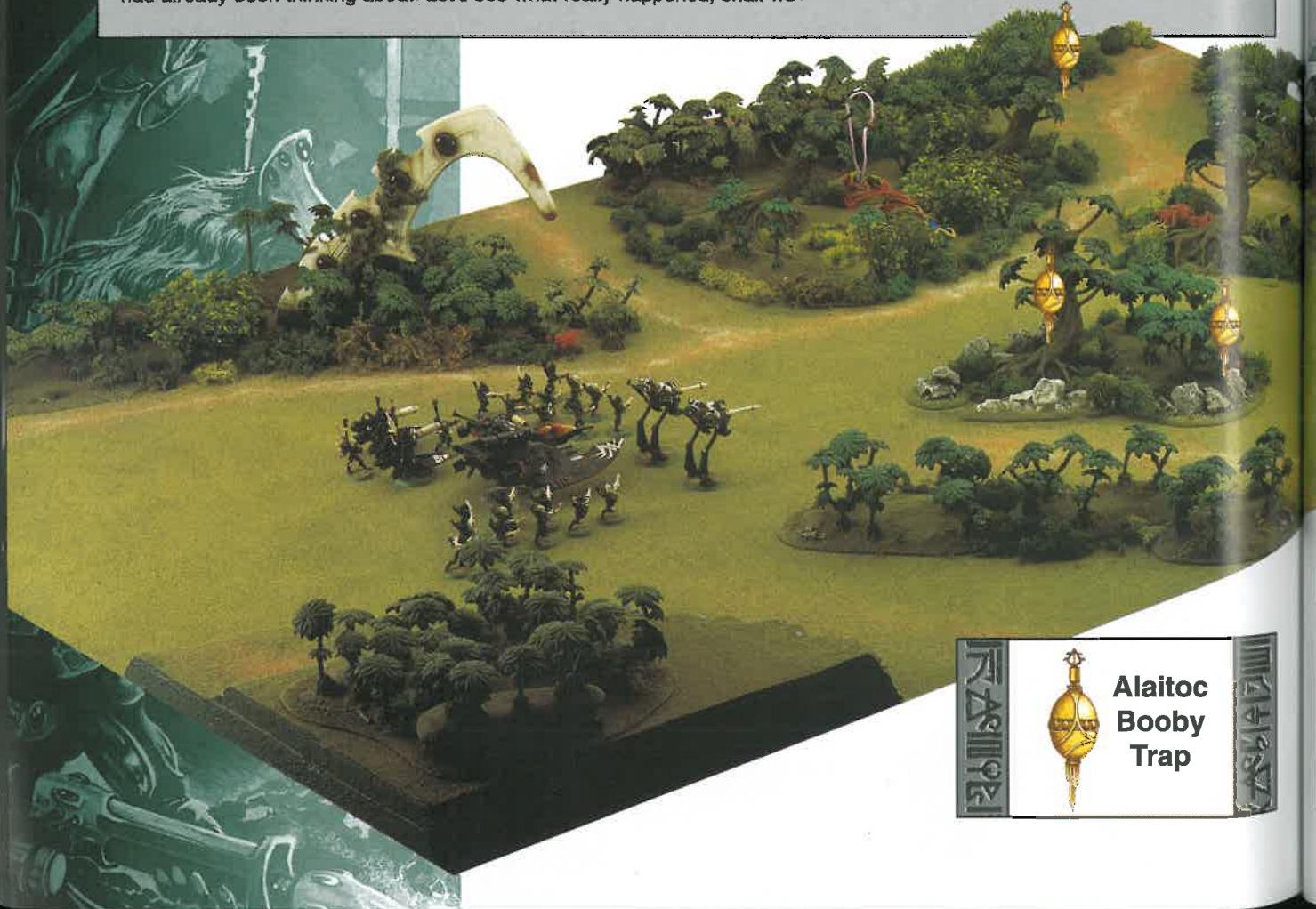
I was expecting at least one, and probably two, units to start the game in reserve, quite a distance from the enemy. However, depending on which units they were, some forced marches (see Chapter Approved in WD239) and *fleet of foot* moves would hopefully bring them into the fray at a good opportunity. The key factor here was not to get too strung out so that my units attacked the enemy piecemeal because they'd been disrupted or bogged down in terrain.

All in all, I reckoned it would be a good fight; Eldar vs Eldar is always entertaining. Also, everybody was keen that I got a taste of my own medicine, in particular suffering the frustrations of the Alaitoc Ranger Disruption table.

THE SCENARIO

Gav: This is a modified version of the Ambush mission, but uses armies chosen from the Standard Missions force organisation chart. The Alaitoc force are the ambishers. Instead of rolling to see which units are set up and which are in reserve, the attacker deploys any Path-finders and Rangers units, leaving the rest of the army in reserve. The game is then played as normal.

Well, that was the plan. As it turned out, things became a bit more complicated. The various factors involved, not least the Ranger Disruption table and the vagaries of Reserve rolls, made this a very one-sided battle. The first time we played the new scenario, it was a real turkey shoot for the Alaitoc Rangers. After modifying our terrain set-up a little (it's amazing what a single clump of trees can do!) the battle swung wildly the other way, with my army romping to an easy victory (I'd like to claim tactical superiority but I can't). It became obvious that some more serious tweaking was needed to stop the battle being too one-sided. Eventually, we ended up with The Gauntlet scenario presented on the next page, and some revised Reserve rules that Jervis had already been thinking about. Let's see what really happened, shall we?



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THE GAUNTLET

ATTACKER'S OVERVIEW

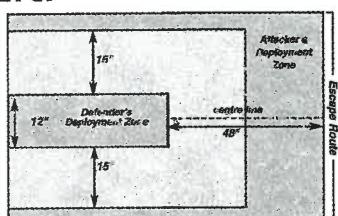
Your forces are lying in wait for a convoy of enemy troops heading for the front line. You must destroy the convoy whilst minimising your own losses.

SCENARIO SPECIAL RULES

The Gauntlet Mission uses the *Hidden Set-up*, *Random Game Length*, *Reserves*, *Night Fight* and *Victory Points* scenario special rules.

SET-UP

- 1 The defender chooses one of the short table edges as his escape route.
- 2 The attacker rolls a dice for each of his units: on a 3+ they may be deployed at the start of the game. The attacker may choose to leave units in reserve if he prefers, but at least one unit must be in position for the assault at the beginning of the game. If the attacker fails to get any of his units at the start of the game he must choose one unit to make the assault. Any forces which are not assaulting forces use the *Hidden Set-up* rules. *Hidden Set-up* counters may be placed no closer than 18" to the defender's set-up zone.



- 3 The defender places his squads and vehicles one at a time. The front unit of the column must be at least 48" from the short table edge, which is the escape route. Each subsequent unit or vehicle must deploy entirely behind the previous unit, creating a column of march.
- 4 All of the defender's army must be within 6" of the centre line of the board, facing towards the escape route.

- 5 The attacker has first turn.

MISSION OBJECTIVE

The attacker must destroy as much of the enemy convoy as possible, whilst the defender must attempt to escape the trap.

Add the points value of each unit the defender manages to get off the escape route board edge to his victory points total. So if a squad worth 100 points escapes then add 100 points to the defender's victory points total.

The player with the highest victory points total wins the battle.

RESERVES

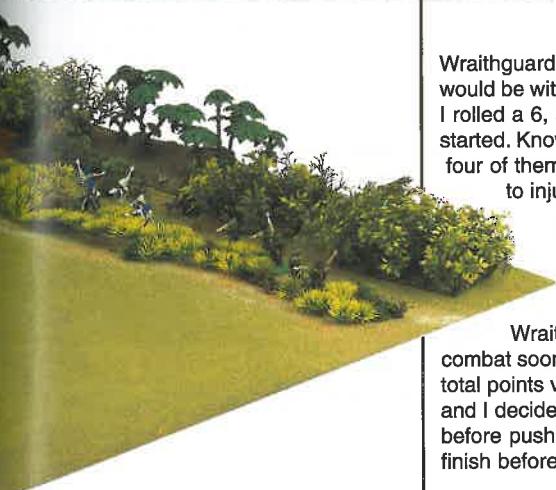
The attacker's reserves may enter the board from either of the long board edges. They use the new Reserve rules detailed overleaf.

GAME LENGTH

The game lasts for a variable number of turns.

LINE OF RETREAT

Attacking troops which are forced to fall back will do so towards the closest of the long board edges, by the shortest possible route, using the normal Fall Back rules. Defending troops which are forced to Fall Back will do so directly away from the escape route edge by the shortest possible route using the normal Fall Back rules.



Wraithguard and, more importantly, the Seer Council. This would mean that Gav's force would be without their considerable psychic support for at least one turn. For my Path-finders I rolled a 6, so I would have a free round of shooting from them before the game had even started. Knowing how dangerous the D-cannons can be I shot at these. Scoring five hits, with four of them giving no armour save, I only managed to kill a single crewman. To add insult to injury, the crew also passed their Pinning test.

Gav: Losing the Wraithguard and Seer Council was a bit of a blow. The Wraithguard in particular would be lucky to get into the fight at all, as they have short-ranged weapons and cannot *fleet of foot*. It depended on how far forward Matt approached with his units. If he hung back too far, the Wraithguard might never fire a shot. The Seer Council would be able to get into combat sooner if they could *fleet of foot* at a decent pace. Losing a unit worth almost half the total points value of the army left me seriously outnumbered and outgunned at the front end, and I decided on a fairly cautious approach, allowing my army to gather itself together again before pushing forward. This is risky in a game with random length because it could easily finish before I could start my attack.

WIPE THEM OUT..

Matt: I chose to fight with Alaitoc because of one unit, Rangers. They and the elite Path-finders excel at disrupting the enemy's strengths in two ways. Before the game starts, you get to roll for each of the units on the Ranger Disruption chart. The results on this can range from making an enemy unit start the game pinned to allowing you a free round of shooting before the game has even started. During the game, their Ranger long rifles can be used to kill heavily armoured troops and pin enemy units. The mission we would play was perfect for them as they can start the game in the cover of jungle, sniping at the enemy from afar. I expected the upcoming game to be quite bloody as Eldar, and Dark Eldar for that matter, have the ideal weaponry for killing each other. Because the game was going to be only 1,000 points a side, the destruction of one of the enemy's main units could be decisive, leaving one side in a very strong position.

I expected to force at least one enemy unit to start in reserve; if given the choice, this would be the Seer Council. Their psychic powers can make all the difference especially when they are in the midst of their force. Black Guardians are destructive enough as it is, but when combined with psychic powers such as *Guide* they can be unstoppable.

My tactics for the game would be simple. My force would sit back and let Gav's army come to me. This would give me time to bring on all my reinforcements from my side of the table. When Gav's army got close enough I would use my mobility to counter-attack. It's always fun playing against a member of Games Development as it gives you a chance to beat them at their own game!

DISRUPTION

Matt: With Gav's forces deployed it was time for me to roll on the Ranger Disruption chart. Rolling two 2s for my Rangers meant that two random units from Gav's force would have to start the game in reserve. These turned out to be the

Wraithguard and, more importantly, the Seer Council. This would mean that Gav's force would be without their considerable psychic support for at least one turn. For my Path-finders I rolled a 6, so I would have a free round of shooting from them before the game had even started. Knowing how dangerous the D-cannons can be I shot at these. Scoring five hits, with four of them giving no armour save, I only managed to kill a single crewman. To add insult to injury, the crew also passed their Pinning test.

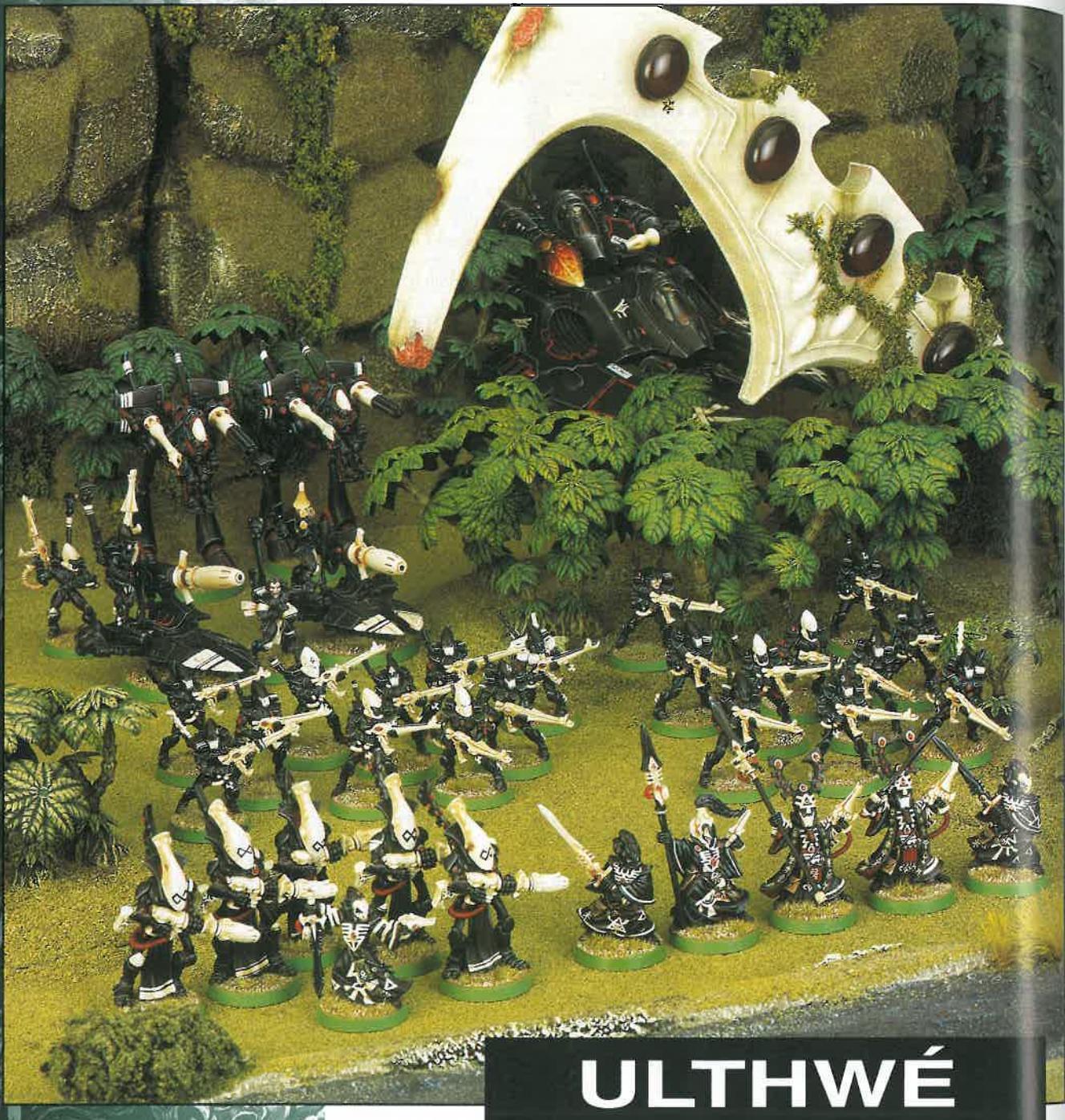
THE RESERVES RULE REVISITED

Tired of seeing reserve troops showing up late and, in some cases, not until most of the battle was over, Jervis tweaked the rules a little and we decided to play this scenario as stated below. This system ensures that you can rely on reinforcements every turn, and that your prized units get stuck in at the beginning rather than at the end of the battle.

At the beginning of each turn, count the number of units you have in reserve. Halve this number, rounding up. This is the number of units you may bring into play this turn. You may choose which units appear on the tabletop. *For example, if Matt has five units in reserve, on his first turn he could bring on three, then on turn two he could bring on one unit, and finally the last unit would arrive on turn three.*



Matthew Hutson



ULTHWÉ EXPEDITIONARY FORCE

HQ

Farseer Khaelon

Shuriken pistol, singing spear, runes of warding, *Guide*

Farseer Ultharwé

Shuriken pistol, witch blade, spirit stones, ghosthelm, runes of warding, runes of witnessing, *Fortune, Mind War*

Warlock Hilan

Shuriken pistol, witch blade, *Augment*

Warlock Morecthion

Shuriken pistol, witch blade, *Enhance*

Warlock Talamine

Shuriken pistol, singing spear, *Augment*

ELITES

Maugannath Arennis (5 Wraithguard)

Warlock Ilandra with shuriken pistol, witch blade, *Destructor*

TROOPS

Ulthrun Lochesis (10 Black Guardian Defenders)

Ulthrun Imeniell (10 Black Guardian Defenders)

HEAVY SUPPORT

Fuenalchú Doril (Fire Prism)

Shuriken cannon, vectored engines

Stelthannir (2 War Walkers)

Brightlance and scatter laser

Noira Balechta (2 D-cannon support platforms)

2 Guardian crew

HQ
Farseer Faeruithir

Shuriken pistol, singing spear, runes of warding, *Eldritch Storm, Fortune*

ELITES

Path-finder Squad Ralahir (5 Path-finders)

Ranger long rifle, shuriken pistols

Howling Banshee Squad Shiera (6 Banshees)

Shuriken pistol, power weapon

HOWLING BANSHEE EXARCH ELSHAR - *Executioner*

TROOPS

Ranger Squad Meircha (5 Rangers)

Long rifles, shuriken pistols

Ranger Squad Athercion (5 Rangers)

Long rifle, shuriken pistols

Guardian Squad Saaraine (10 Guardians)

Shuriken catapults

Guardian Squad Yaevin (10 Guardians)

Shuriken catapults

FAST ATTACK

Vyper Squadron Ceruithar (2 Vypers)

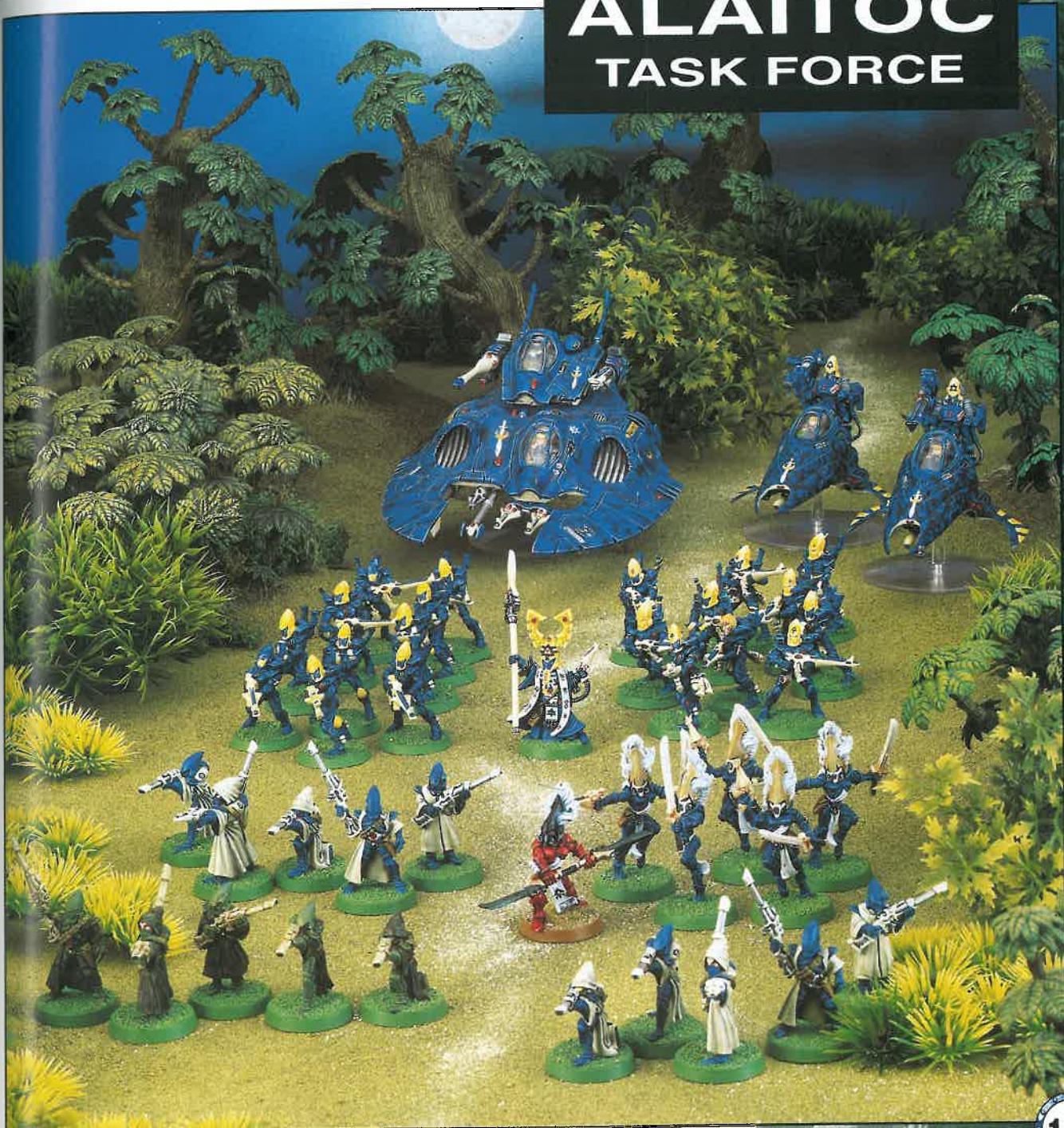
Twin-linked shuriken catapults, scatter laser,
twin-linked shuriken catapults, starcannon

HEAVY SUPPORT

Falcon Faelchu Nael

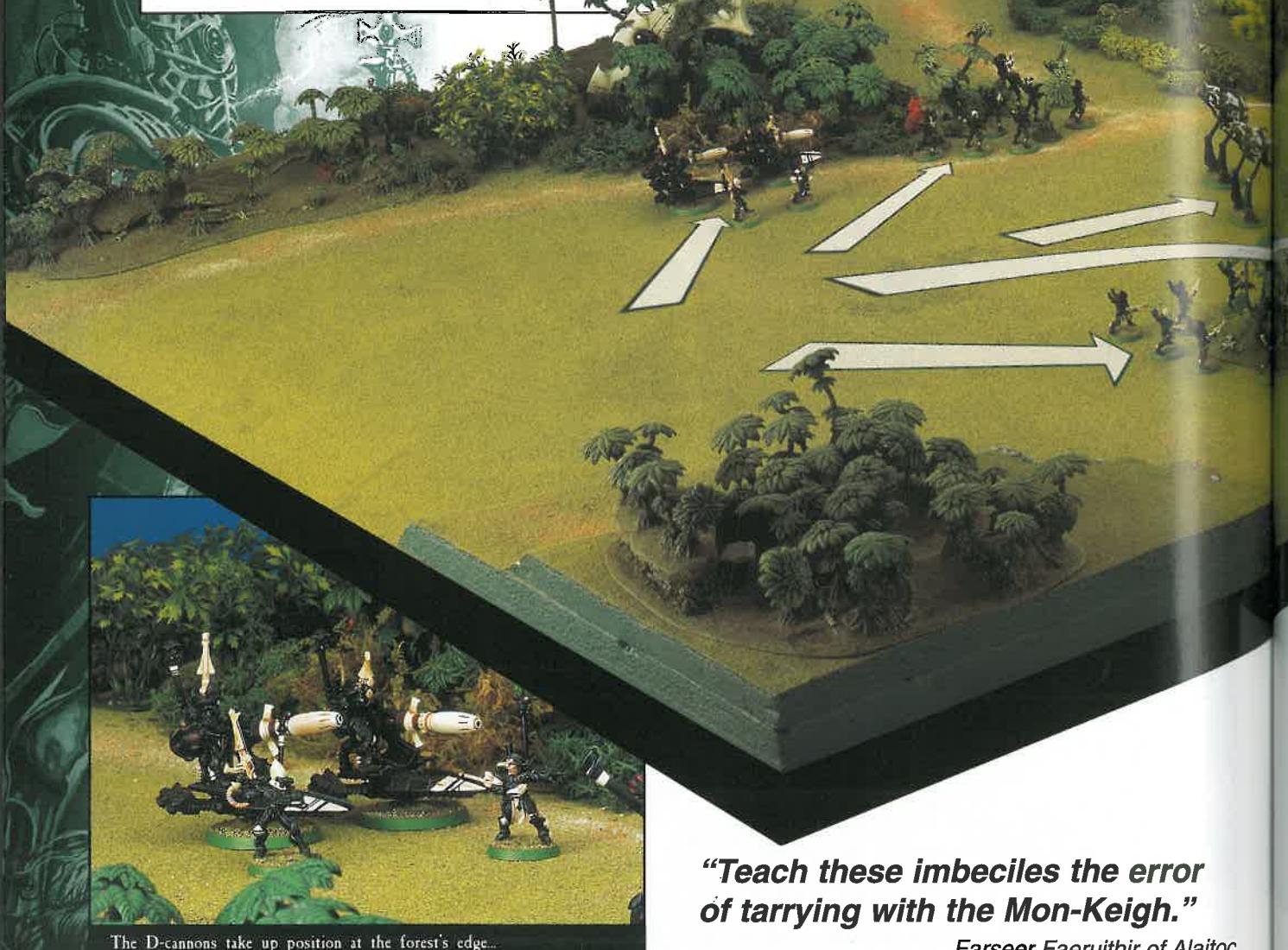
Twin-linked shuriken catapults, pulse laser, scatter laser

ALAITOC TASK FORCE



ALAITOC TURN ONE

Matt: All of Gav's forces were out of range of my Path-finders and Rangers, despite the fact that they were all armed with Ranger long rifles. After setting their sophisticated traps in the brush just ahead of them, the two units of Rangers and the Path-finders laid patiently in ambush. My first turn passed with absolutely nothing happening.



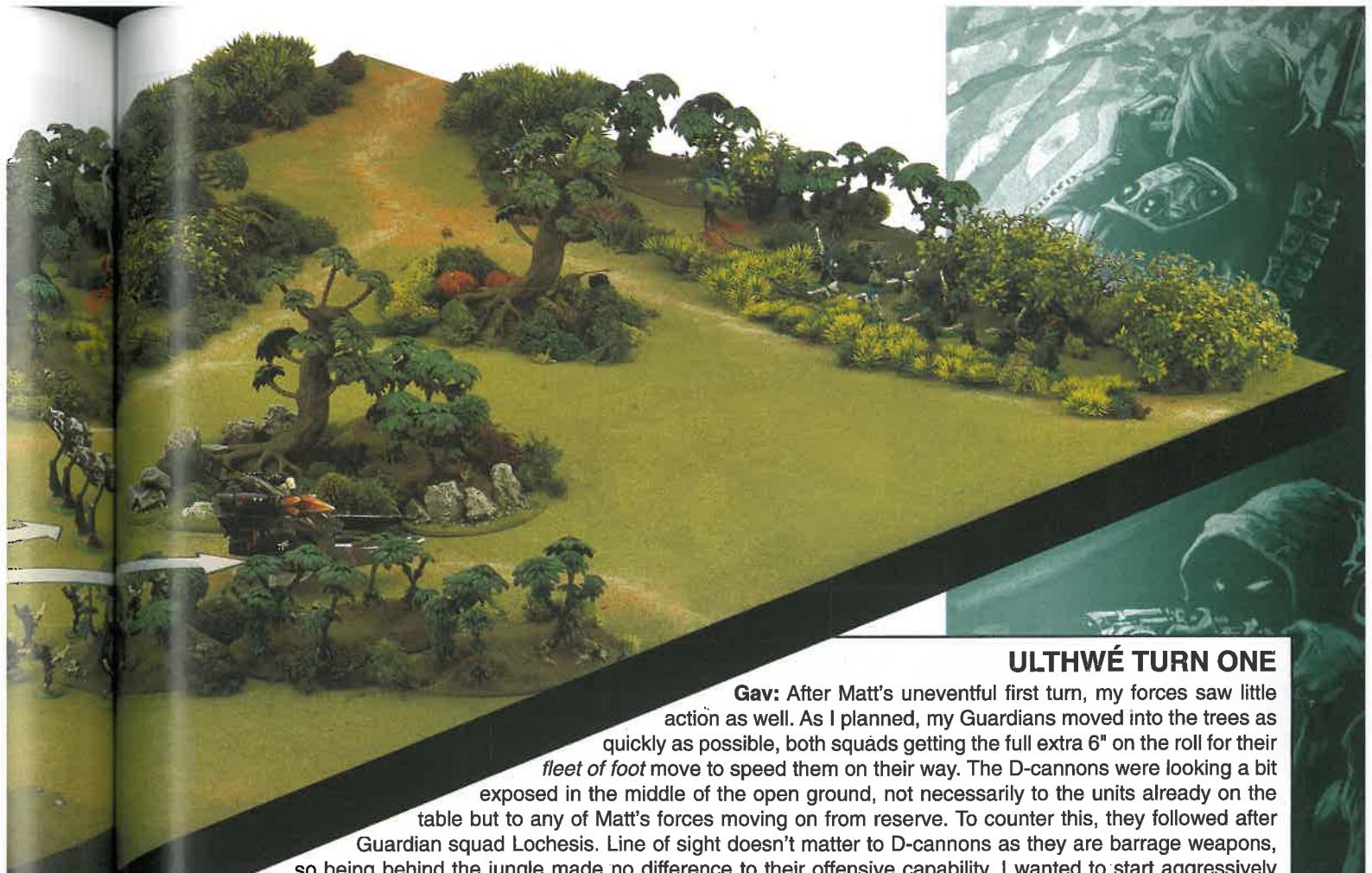
The D-cannons take up position at the forest's edge...

"Teach these imbeciles the error of tarrying with the Mon-Keigh."

Farseer Faeruithir of Alaitoc



...whilst the Rangers of Alaitoc patiently bide their time.



ULTHWÉ TURN ONE

Gav: After Matt's uneventful first turn, my forces saw little action as well. As I planned, my Guardians moved into the trees as quickly as possible, both squads getting the full extra 6" on the roll for their *fleet of foot* move to speed them on their way. The D-cannons were looking a bit exposed in the middle of the open ground, not necessarily to the units already on the table but to any of Matt's forces moving on from reserve. To counter this, they followed after Guardian squad Lochesis. Line of sight doesn't matter to D-cannons as they are barrage weapons, so being behind the jungle made no difference to their offensive capability. I wanted to start aggressively with both the War Walkers and the Fire Prism and so squadron Stelthannir moved up to the trail on their left while the Fire Prism headed full speed down to the right flank.

I was hoping that the Guardians could 'jungle-hop' towards the Alaitoc units, using their *fleet of foot* ability and hopefully not fouling up their Difficult Terrain tests too badly. While they attempted this, the Fire Prism and War Walkers could engage the enemy and keep them occupied.

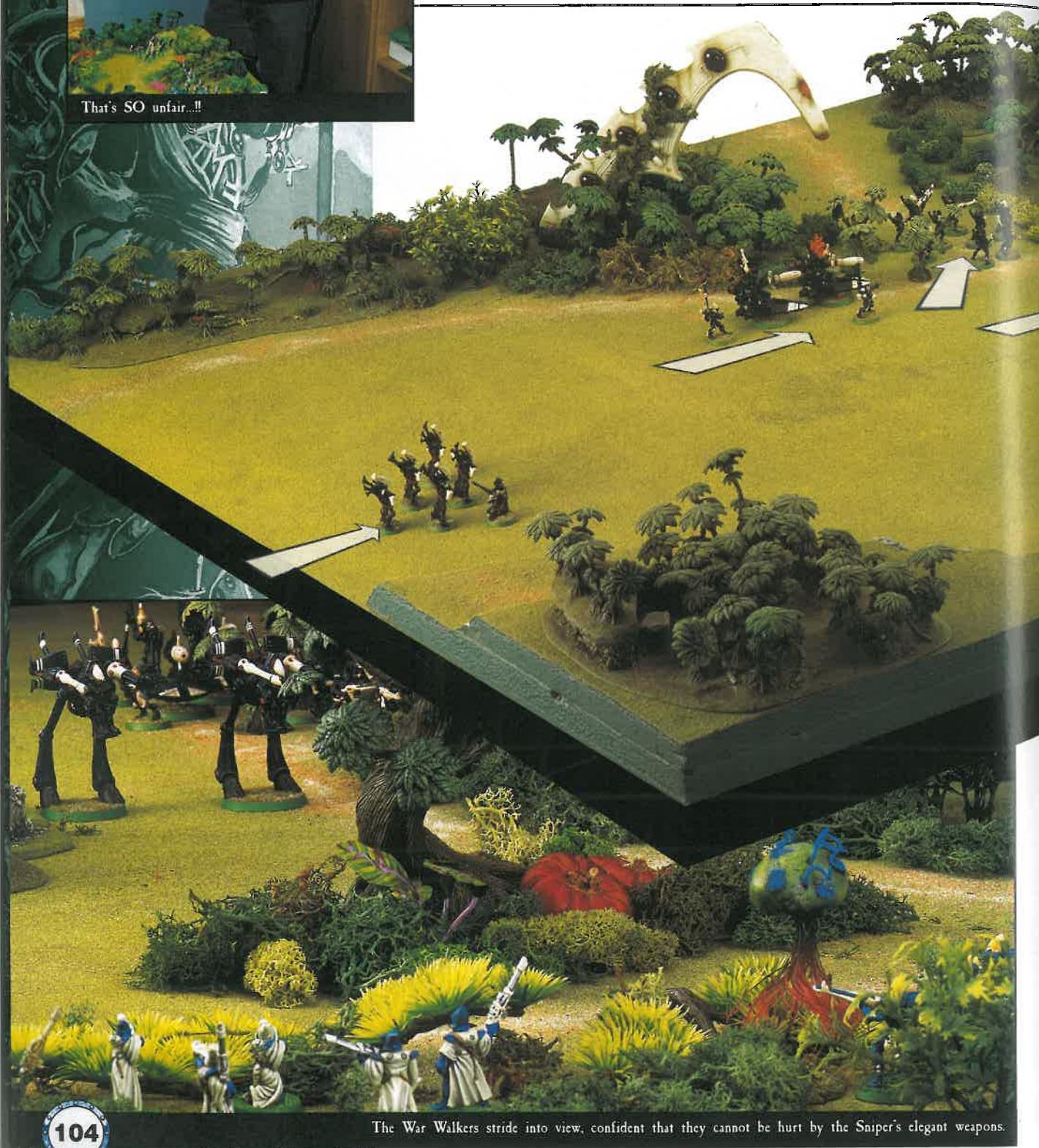


The Ulthwé army advances across the jungle, sure that its invisible cousins lie in wait...



ALAITOC TURN TWO

Matt: With three units of reinforcements available to me this turn, I decided to bring on my Farseer and both of the Guardian units. I brought these slower units on first as I could use them to create a battle line next to my Ranger units. As Gav's forces were still out of range of my deadly long rifles I moved my Path-finders and Ranger squad Athercion into better firing positions for when Gav's forces came into range. It was just as well that I was using the Guardians to consolidate my position as my rolls for *fleet of foot* were dreadful. With all my units still out of range, my turn ended. It was the end of my second turn and so far all I had killed was a single D-cannon crewman, and that had been before the game even started!



The War Walkers stride into view, confident that they cannot be hurt by the Sniper's elegant weapons.

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Farseer Farcuithir is escorted onto the battlefield.

ULTHWÉ TURN TWO

Gav: Matt had, very wisely, opted to consolidate his position at the far end of the table, forcing me to take the fight to him. The only units I had in a position to start firing were the vehicles, and so the War Walkers and Fire Prism continued their advance towards the escape route.

I chose the Wraithguard to arrive from reserve this turn, as they were the slowest of the two units left and so the extra turn's movement would be essential for them to get into the combat. The Seers would be able to make up the ground using *fleet of foot* next turn. Unfortunately, both Guardian squad Lochesis and Guardian squad Imeniell didn't do too well on their Difficult Terrain tests. To further compound this, I completely forgot to move them with *fleet of foot* in the Shooting phase, leaving Lochesis strung out between the jungle and the trail, and Imeniell sitting ducks between two areas of cover. The only plus point was the fact that the Fire Prism obscured line of sight to

Guardian squad Imeniell if Matt decided to bring his Vypers or Falcon down along my right flank.

In the shifting shadows of the night, the War Walkers couldn't quite see the Rangers at the far end of the trail and wasted their shots blazing harmlessly into the darkness. The crew of the Fire Prism fared better, managing to spot the Path-finders as the moon broke briefly from the clouds. Shuriken cannon fire slashed into the undergrowth, shredding leaves and ripping through the trunks of trees. Although all three shots hit and wounded, the Path-finders' excellent cover saves protected two of them. The cover also saved another Path-finder from the prism cannon's laser blast, so in total the Fire Prism succeeded in killing only one of the elite scouts.

Next turn Matt's vehicles would arrive, posing a serious threat to the War Walkers and Fire Prism. Up until now, he had nothing that could really hurt them (Ranger long rifles can't damage vehicles). How well they did would be important.

ALAITOC TURN THREE

Matt: It was turn three and so far Gav and I had only managed to kill a model each. The Night Fighting rules had pretty much nullified what shooting there had been. It was clear that one of us would have to take the fight to the other. In an effort to do this I brought on my Falcon and Banshee squad. I decided that the fast approaching Fire Prism and Guardian squad would need to be stopped so I sent my Banshee-laden Falcon into the cover at the centre of the battlefield. Hopefully I could destroy the Fire Prism this turn with the pulse laser and assault the Guardians next turn with my Banshees. Seeing that the Guardian squad to my right was attempting to outflank me through the cover of the jungle I sent Guardian squad Saaraine and Farseer Faeruithir after them; my plan was to use *Eldritch Storm* to pin them so that my Guardians could move in for the kill. All my other units stayed

where they were, ready to open up on Gav's force. Only Guardian squad Saaraine and Farseer Faeruithir fleet of footed this turn. It was now time to do some damage. First of all I rolled to see how far my Falcon could see. With only a 3 rolled all I could see was 9". The Path-finders fared a little better seeing a far further 27" but were just out of range of the D-cannons. Obviously the Ulthwé's black armour in the darkness was affecting my shooting. With my Falcon visible, I expected that this would now become Gav's prime target for his Fire Prism next turn, especially as it contained my deadly Howling Banshee squad.



The Fire Prism uses its vectored engines to manoeuvre amongst the treetops.

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The Ulthwé Seer Council sprints forward.



ULTHWÉ TURN THREE

Gav: Luckily the Night Fighting rules had foiled Matt's attempts to shoot at me, giving me the opportunity again to get in another round of firing. I remembered the Forced March rules this turn, and since both the Seer Council and the Wraithguard were far from the enemy and in no obvious danger, they sped forwards as fast as possible. The Seer Council added another full 6" to their move with *fleet of foot*, to catch up with the artificial constructs in front of them.

With the Falcon and its deadly pulse laser squaring off against the Fire Prism, I decided that discretion was the better part of valour. The pilot used the vehicle's vectored engines to skilfully manoeuvre between the tree trunks to get the Fire Prism hull down. This meant that I could only suffer glancing hits, but could still fire all of my weapons (unlike a fast skimmer which moves over 6"). I planned to use the vectored engines to this end for the rest of the battle if necessary.

Guardian squad Lochesis continued to plunge through the jungle on my left, getting a pretty good *fleet of foot* roll to get them all into cover once more. The D-cannons were still well outside their 24" range and so I pushed them further forward too, hoping that next turn they'd be in range of the Falcon, or maybe the Vypers would move into



The Guardian squads begin to close the distance.

range. The War Walkers continued their steady advance towards the Rangers and Guardians down the left-hand trail, but I was at a bit of a loss as to what to do with the Guardians of Ulthrun Imeniell. Deciding to go for the bold (some might say rash) move I plunged them towards the Path-finders, using *fleet of foot* to close the distance as much as possible. If any of them survived, which was a big if, they'd hopefully be able to get into firing range the next turn.

Again, the War Walkers couldn't see any targets for their weapons, the darkness enveloping the Rangers within the treeline. In a repeat of last turn, the Fire Prism could see just about everything, and I decided to target the Falcon, the biggest threat on this side of the battlefield. The shuriken cannon managed to score its elegant paintwork a little, but the prism cannon missed entirely.

Next turn would be an important one. I was expecting Matt to start his counter-attack now, and how damaging it was would considerably influence the following turns.

ALAITOC TURN FOUR

Matt: Although the Fire Prism had fired all of its guns at my Falcon, it had survived unscathed. It was now time to take the fight to the enemy. With both of Gav's Black Guardian squads rapidly approaching my lines, I decided that they would be my first target. The Black Guardians' BS of 4 combined with their Strength 4 weapons can be deadly. Even against heavily armoured troops they can be vicious due to the sheer amount of wounds they can inflict. To counter them I sent the Falcon forward, dismounting the Banshees who then used *fleet of foot* to put themselves in a position to assault the Black Guardians in the next phase. With a bit of luck I could destroy the Fire Prism with my Falcon as well. Guardian squad Saaraine and Farseer Faeruithir continued their slog through the jungle just getting into range of the Black Guardians. The Vyper squadron, the last of my reserves, came roaring on ready to take on the War Walkers. The only other movement I attempted was to try to move Ranger squad Athercion forward, but rolling double 1 meant that they were spooked and so couldn't do anything for the turn.

The Shooting phase started with Guardian squad Saaraine firing at their Guardian opponents.

Unfortunately, only one was in range

which I duly dispatched. The Farseer then cast *Eldritch Storm* on them, killing a further two. More importantly, though, they failed their Pinning test meaning that they couldn't move or shoot in their next turn, leaving them in a dangerous position. The Falcon fired next at the Fire Prism with its pulse laser. Rather pathetically, only one laser bolt was fired, which missed its target. The Vypers tried to locate the dark silhouettes of the War Walkers but couldn't quite pinpoint them in the gloom.

The Banshees then charged the Black Guardians. The Guardians were no match for my elite close combat unit and were swiftly wiped out. Their job done, the Banshees consolidated back towards the Falcon. Not a bad turn, but the Fire Prism was still about and my Falcon would probably have to endure another round of shooting from it.



As the two grav tanks engage in a deadly duel, the Alaitoc Banshees leap from their transport and butcher every one of the hapless Guardians.

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BOOM! An Alaitoc trap destroys an unwary War Walker...



ULTHWÉ TURN FOUR

Gav: Well, Matt had inflicted his first casualties since rolling on the Disruption table at the start of the battle, but it was enough to give me some consternation. With Guardian squad Imeniell wiped out, my Fire Prism had no infantry support. Guardian squad Lochesis was in a bad position, being pinned for one turn with Matt's Guardians moving in for the kill. It was down to the D-cannons and War Walkers to hold up Matt's counter-attack.

With the Seer Council on the table now, I could start flexing their considerable psychic muscles. I started with Ultharwé casting *Fortune* on his own unit, allowing them to re-roll their invulnerable saves. In my experience, this makes them virtually unkillable except by a very concerted attack (in a previous game, I lost a single Warlock to an entire Imperial Guard platoon and two Leman Russ tanks!). Next I used *Guide* on the D-cannons, which would enable them to re-roll the Scatter dice for their shot, hopefully ensuring that their first salvo would really count. Normally the D-cannons would have been too far away, but Warlocks from Ulthwé get the special Augment psychic power which, if they cast successfully, doubles the range of a Farseer's power (they act as a sort of psychic battery!). It worked this time, and so the D-cannons were

ready to do some blasting.

The Fire Prism was still safely ensconced in the jungle, and so I didn't bother to move it – the Falcon was still its primary target. The War Walkers continued their advance, but unfortunately strayed too close to the booby trap in the jungle to their right. In the resulting detonation, one of the War Walkers was flung forwards, its tangled, burning wreckage crashing to the trail floor just ahead of its companion.

I decided to force march the Seer Council once more, though it was a bit risky; if a unit that is force marching comes under fire, it automatically falls back. Behind them, the Wraithguard were more cautious, moving to support the pinned Guardian squad Lochesis.

The D-cannon battery scored two direct hits on the Falcon, as I'd hoped. Unfortunately, the Falcon had moved more than 6" in the previous turn and so, despite being Strength 10, the support weapons could only inflict glancing hits. Both of them did so, but the total damage only amounted to the Falcon being shaken, so that it couldn't shoot in the next turn – curses! This left the job to the Fire Prism, which duly targeted everything at the Alaitoc war engine. The prism cannon missed yet again, but the fire of the shuriken cannon did manage to destroy the pulse laser, the large laser cannon exploding in a shower of energy. The surviving War Walker targeted the Vyper squadron to its left, its scatter laser bringing the lead vehicle down in a cloud of smoke, the bright lance scoring a hit on the next Vyper which shook the crew so that they'd be unable to return fire next turn. All in all, it could have been better, but it could have been a lot worse!

ALAITOC TURN FIVE

Matt: The Falcon was still alive, just. To get the Banshees out of the open I remounted them in the Falcon and as it couldn't shoot this turn I powered it forward its full 24" to get it behind cover. The Fire Prism was becoming a real pain in the neck, and I was starting to run out of weapons that could deal with it. I sent my last remaining Vyper armed with a starcannon speeding towards it in an effort to neutralise it next turn. I moved Guardian squad Saaraine forward so that all of their weapons were in range of the Black Guardians. Everyone else in the army stayed more or less where they were.

The shooting phase started with all of Guardian squad Saaraine firing at Gav's Black Guardian squad but only killing three of them. In an effort to stop the D-cannons from shooting at the Falcon, my Farseer unleashed *Eldritch Storm* against them, I managed to get all three surviving crewman under the template but didn't kill any of

them. The D-cannons were proving to be a real pain as I couldn't kill them and, in return, their ability to fire at a target without needing line of sight meant that they could pretty much target anything they liked.

Again the Path-finders attempted to fire but still couldn't see far enough towards the Ulthwé warhost. In the assault phase, Guardian squad Saaraine charged the opposing Guardians, killing one of them. Losing the combat, Gav's Guardians failed their Morale check and fled. Opting not to pursue the survivors into the open, my Guardians consolidated back into the jungle to keep out of sight of the Wraithguard and Seer Council.

In all it hadn't been a bad turn; the elimination of both of Gav's Black Guardian squads meant that I had a serious numerical advantage. Next turn would probably be decisive as most of our forces were now in range of each other.



The Black Guardians flee, leaving their dead kin to take their place.

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ULTHWÉ TURN FIVE

Gav: Having lost my second Guardian squad, the situation was beginning to look decidedly shaky. The Seer Council and Wraithguard squad would have to do some serious damage to make up for their delay in arriving.

The fleeing Guardian squad ran just far enough into the jungle to put them out of sight of the Alaitoc Guardians who had sent them packing. In a plethora of psychic tests, the Seer Council used *Guide* again on the D-cannons and *Fortune* on themselves, before pushing further towards Matt's army. The Wraithguard could now finally move into range of the enemy, steering a course towards the Guardians on my left flank. The Fire Prism, vectored engines burning brightly, nosed forwards out of the woods to get a clear shot at the rapidly moving Alaitoc Falcon, while the surviving War Walker pressed on towards

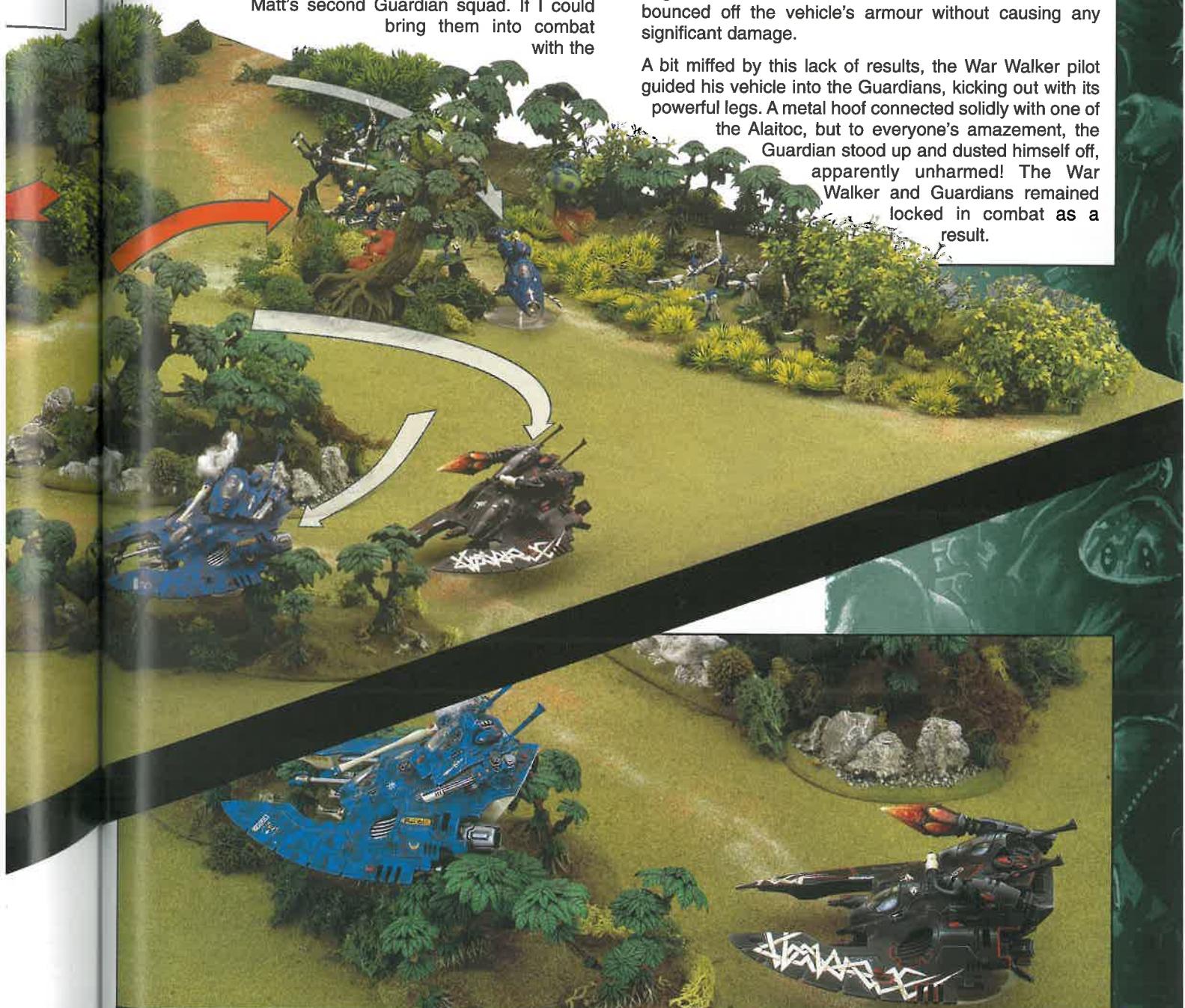
Matt's second Guardian squad. If I could bring them into combat with the

War Walker, they'd be unable to hurt it in close combat, and Matt would be unable to shoot the war machine either.

As in the previous turn, the D-cannons got two solid hits on the Falcon but its speed saved it, the two glancing hits merely resulting in a stunned crew. The Falcon's lucky streak continued when the Fire Prism's volley of shots could do no better. The Wraithguard, having patiently marched the length of the table, unleashed their Wraithcannons at the Alaitoc Guardians but failed to cause any harm.

After being *Augmented* by Warlock Hilan, Farseer Ultharwé used *Mind War* on one of the Guardians, shredding the Alaitoc Eldar's brain from the inside. The War Walker, firing over the heads of the Guardians in front of it, targeted its weapons at the escaping Vyper, but its brightlance failed to hit and the scatter laser shots bounced off the vehicle's armour without causing any significant damage.

A bit miffed by this lack of results, the War Walker pilot guided his vehicle into the Guardians, kicking out with its powerful legs. A metal hoof connected solidly with one of the Alaitoc, but to everyone's amazement, the Guardian stood up and dusted himself off, apparently unharmed! The War Walker and Guardians remained locked in combat as a result.



The Fire Prism pursues the damaged Falcon through the woodland, still unable to destroy the tank and its lethal passengers.

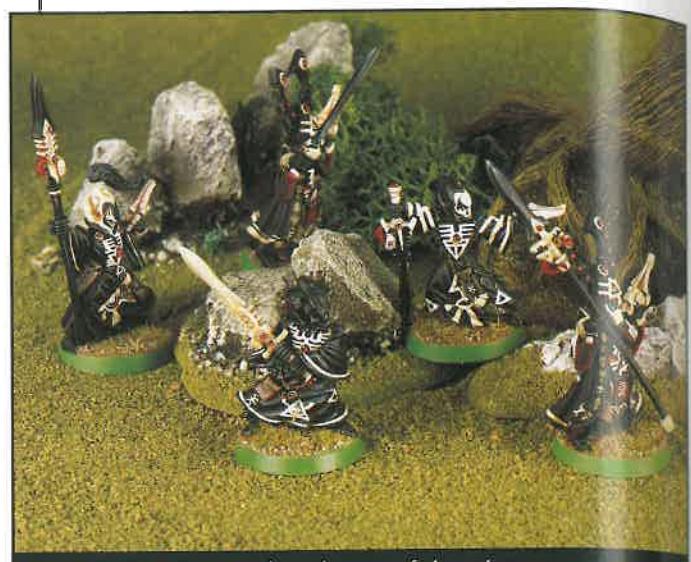
ALAITOC TURN SIX

Matt: My Falcon's good luck continued but it was now in a very vulnerable position; with its pilot stunned it was unable to do anything at all, so spent the turn drifting. All the Banshees could do was hold on. To save them I would have to kill both the D-cannons and Fire Prism, and with this in mind I sent my forces forward.

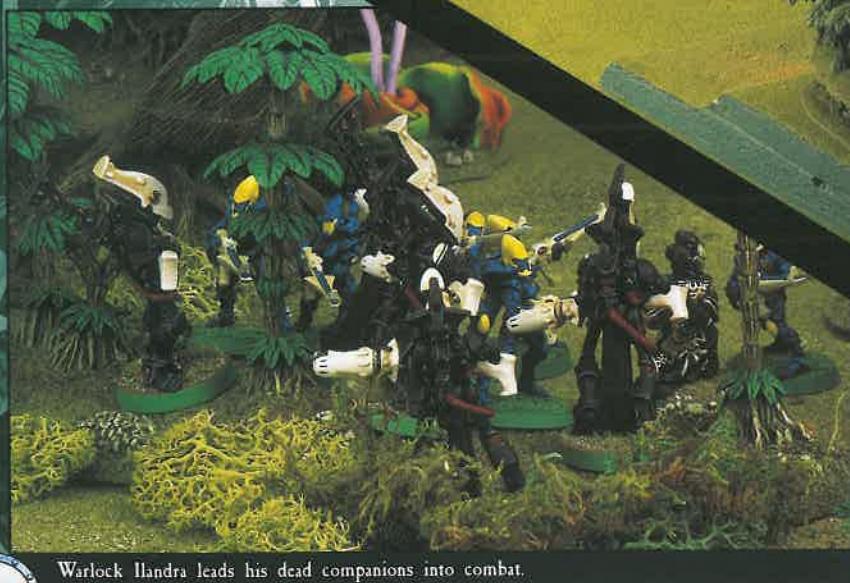
The D-cannons were first on my priority list as they could easily destroy the Falcon and, because they roll on the Ordnance Damage chart, they could kill all of the expensive Banshees inside. Guardian squad Saaraine emerged from the jungle to fire at the D-cannons, possibly bringing them into sight of Gav's forces. This left them in a vulnerable position but I was willing to sacrifice them to save the Falcon and Banshees. The remaining Vyper sped towards the Fire Prism ready to unleash its deadly starcannon. As Farseer Faeruithir was the only model near the War Walker that could destroy it in close combat, I sent him charging towards it using *fleet of foot* to get into assault range. All of the Rangers and Path-finders moved, ready to fire at the approaching Wraithguard and Seer Council.

The shooting phase started well for me as the massed shuriken fire of my Guardians ripped into the crewmen of the D-cannon, and completely wiped them out. The Vyper targeted the Fire Prism in the gloom but the deadly blasts of its starcannon couldn't penetrate the grav tank's armour to cause any damage.

In the assault phase, Farseer Faeruithir charged the War Walker attacking it with his deadly singing spear, destroying its scatter laser. This was not quite the result I had hoped for but it had clearly unsettled the pilot, as in return he failed to do any damage to the Guardians. This combat would go on for at least another turn.



The Seer Council emerges from the cover of the rocks.



Warlock Ilandra leads his dead companions into combat.



ULTHWÉ TURN SIX

Gav: Losing the D-cannons was a blow, but in doing so, Matt had been forced to expose the Guardian squad to the Wraithguard, who promptly moved forward to make the most of the opportunity. I reckoned that the constructs could handle themselves and so diverted the Seers towards the Fire Prism, after casting *Guide* on the Wraithguard and *Fortune* on themselves.

Having only drifted last turn, the Falcon was vulnerable to penetrating hits now, and the Fire Prism duly steered its way through the jungle to target the Eldar tank's rear armour. This would be the best chance I had of getting rid of the pesky war engine, and maybe a Howling Banshee or two.

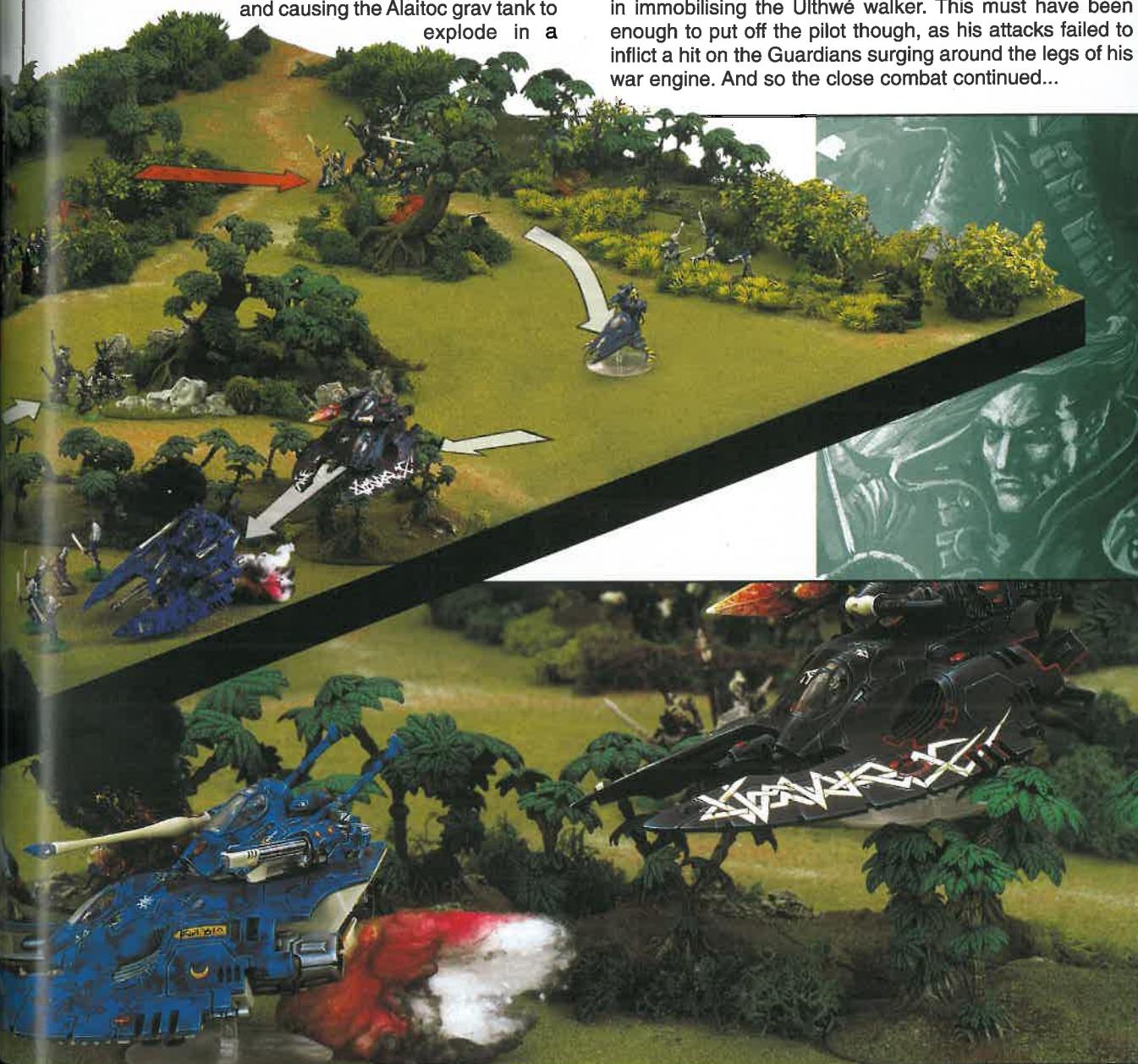
Ultharwé once more used *Mind War* against one of the Guardians, but with a show of appalling willpower failed to beat the Alaitoc's mental defences! A few more years on the Path of the Seer for Farseer Ultharwé, I reckon! The Fire Prism finally managed to deliver the killing blow to the Falcon, its shuriken cannon tearing through the engines and causing the Alaitoc grav tank to explode in a

shower of shrapnel and flame, consuming one of the Banshees inside with the blast.

Warlock Ilandra with the Wraithguard summoned his mental energies and unleashed *Destructor* at Matt's Guardians, consuming three of them with the psychic blast. Despite their re-roll to hit with *Guide*, the Wraithguard again failed to do any damage with their wraithcannons, succeeding only in displacing a giant pumpkin-like plant to the other side of the jungle (okay, we made that bit up, but they must have hit something).

Trusting to Wraithbone fists instead, the Wraithguard charged into assault with the Guardians, but still only managed to inflict a single casualty. Ilandra fared better with his Witch blade, felling another two and sending them fleeing for safety. There was no chance of the Guardians regrouping, and so the Wraithguard consolidated their position, moving towards the combat between the War Walker and the remaining Guardian squad.

Against the War Walker, the Farseer did little better than last turn, the blow from his singing spear only succeeding in immobilising the Ulthwé walker. This must have been enough to put off the pilot though, as his attacks failed to inflict a hit on the Guardians surging around the legs of his war engine. And so the close combat continued...



Fire gouts from the Falcon's engines, but most of the Banshees leap clear before the grav tank explodes into iridescent flame.



The Farseer finally drives his spear right through the beleaguered War Walker.



ALAITOC TURN SEVEN

Matt: My Falcon's luck had finally run out. But the Banshees had been fortunate in the explosion, only losing one of their number. To destroy the Falcon, the Fire Prism had left itself in a vulnerable position, exposing its weak rear armour to my Vyper. Intent on destroying it, the Vyper sped forward. The Banshees headed for the cover of the jungle.

At last, all of my Ranger squads were in a position to do some damage. Ranger squad Mercha targeted the Wraithguard killing one of the constructs. Ranger squad Athercion opened fire at the Seer Council but despite

hitting three of them with accurate shots, their rune armour, aided by the Farseer's *Fortune* power, saved them from suffering any casualties. The Path-finders also targeted them but still couldn't see far enough in the darkness. The last shot of the turn came from the Vyper which ripped into the Fire Prism sending it crashing into the jungle. Despite only being able to glance it, I rolled a 6 on the damage chart, destroying the grav tank.

In the combat with the War Walker, my Farseer finally managed to destroy it, skewering the pilot with his singing spear. With their opponent destroyed, the Farseer and Guardians headed into the safety of the jungle.

ULTHWÉ TURN SEVEN

Gav: With only two units left able to do anything, it was looking grim for my army now. Things looked bad, but there were a lot of victory points tied up with the Seer Council, who were still intact. If I could get a unit to flee, the game might end and they'd count as destroyed, perhaps giving me a narrow victory. To this end, I moved the Seer Council towards the Banshees, the Farseers and Warlocks confident that their rune armour would protect them – especially with another successful casting of *Fortune* and benefitting from +1 WS and +1 Initiative because of Morecthion's *Enhance* power! The Wraithguard plunged through the jungle towards Matt's remaining Guardians. They were probably the cheapest unit they could target, but also the easiest to inflict casualties on, and doing some damage was the main objective this turn.

Unfortunately for me, Warlock Ilandra was just outside the range of his *Destructor* power, and in keeping with previous turns, the single Wraithguard who was actually in range failed to

hit the Guardians. The Seers did better, getting a good fleet of foot move to bring them to the edge of the jungle concealing the Banshees. If I had a bad Difficult Terrain roll, then it'd all be over, but if I rolled well I was still in with a chance.

One of the dice came up a 6 and the Warlocks and Farseers hurled themselves at the Howling Banshees, determined to exact some retribution for the Guardian squad they had so callously slain. As they were in cover (and had their Banshee masks too!), the Banshees could strike first, the Exarch splitting her attacks between Hilian and Ultharwé, but failing to hit either. The rest of the squad did better though, until I re-rolled my saving throws with *Fortune*, saving Morecthion and Farseer Khaelon from harm. The Banshee Exarch's armour proved too much for the witch blades of Ultharwé and Hilian, whose repeated blows failed to penetrate the Exarch's suit. Khaelon did a lot better until Matt passed his saving throws, saving two of the Howling Banshees from his singing spear. It was left up to Morecthion to actually do some damage, cutting down one of the Banshees with his witch blade. However, it was too little too late, and the Aspect Warriors refused to break.

Matt then scored a 3 for the random game length roll and it was all over. All that was left was to calculate the victory points.



The Seer Council charge fearlessly into combat with the Alaitoc Howling Banshees, hoping to tip the balance at the last minute...

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Little does Matt know, Gav is about to crush every bone in his hand.

Victory Points: Alaitoc: 405 Ulthwé: 310



Victory!

Matt: Unsurprisingly the biggest factor in the game was the Disruption table. The Seer Council and Wraithguard starting in reserve more or less won it for me. With a tad more luck, I could have even wiped out the D-cannon crew. Other than this, the Rangers and

Path-finders spent the game with nothing to shoot at due to the combination of Night Fighting and my bad dice rolling. I must admit that Alaitoc are the perfect ambush force as all those long rifles are great at slowing down an enemy force. I think what lost the game for Gav in the end was his lack of mobility. My mobility allowed me to attack where I wanted on the battlefield as the Banshees showed when they wiped out the Guardian squad. The duel between the Falcon and Fire Prism was quite interesting as both sides seemed unable to destroy the other. The aid of the D-cannons swung it in the end, but it was close. In hindsight, I should have sent the Falcon away from Gav's forces after the Banshees had remounted. Where I tried to hide it didn't turn out to be a very safe place as the D-cannons didn't need line of sight.

The best squad in my army was definitely Guardian squad Saaraine who managed to wipe out a Black Guardian squad and the D-cannons. *Eldritch Storm* proved to be a very good purchase here as without it my Guardian squad would have suffered heavy casualties from Gav's superior Black Guardians.

The game turned out to be a good fight and can I really recommend using the Jungle Fighting rules in your games.

As a consequence of the struggle and the routing of the Ulthwé army, the Alaitoc Rangers and Pathfinders continued about their task under the guidance of Farseer Faeruithir. The Imperial landing party was destroyed to a man without even knowing who was sniping at them. The Alaitoc moved in force to occupy the paradise of Kalamir, and the path of the future was set...

Hmm, Disruption Table...

Gav: Despite a slow start, this battle ended up the ding-dong fight I hoped it would be. Looking at the victory point totals, I didn't realise quite how close I was, I thought Matt was further ahead. One of the biggest factors in this game was Matt's choice of who to put in reserve – namely the Seer Council. This turned into a double-edged sword because, although it removed a powerful unit for most of the game, it was also the single biggest source of victory points on the whole battlefield. As it was, Matt never had the chance to do any damage against them. Of course, he won in the end, and so it was probably the right decision, but you never know...

The D-cannons have to be given top marks for effort, although a 'D' for achievement. Against a more suitable target, say a nice fat Leman Russ or Land Raider, they would probably have destroyed it. But in this battle, as in so many others, the Eldar proved that speed is their best defence, not thick armour, and that's how it should be.

As for my army choice? Well, putting almost half my points into the Seer Council actually seemed worth it, and in any other battle (one without Ranger Disruption!) they would probably have been a formidable unit to face. Unlike some other points-heavy units, they don't really have a defensive Achilles heel – the Seers Council's rune armour protects them against all and sundry. However, this is played off against a less offensive capability, because, although good in assault, they'll never be brilliant, and their ranged attacks leave a lot to be desired most of the time.

I would have liked at least one fast element in my army, like a couple of Vypers or a squad of jetbikes, and I'll be petitioning Rich Baker and Neil Green (who painted the Ulthwé army) to add a Fast Attack choice or two to the force. This would give the army something fast and flexible enough to respond to events on the battlefield.

Overall, the scenario in its final form worked well. If I were to change anything, I'd say that you don't start rolling for the random game length until turn 5 or 6, because it isn't until about turn 4 that the armies can really get stuck into each other. Of course, with two faster, more aggressive armies this may well happen a lot sooner. Jervis' new Reserves rule worked pretty well too, and took out the 'oh no, the whole enemy army's turned up and I've got nothing' situation you can sometimes get. That said, however, I thought it was possibly a little too predictable, and there should be some kind of random element – after all, although you might ask for a Falcon, there's no telling exactly when it'll arrive. I'd suggest trying this variant out: use the new rules as written for the number of units that arrive, but randomise which ones actually turn up. This ensures a steady stream of reinforcements but keeps you guessing as to what you will actually get from turn to turn. This cuts down on the omniscience of you as a player, as opposed to the ignorance of you as the battlefield commander, and ensures that a player who has an adaptable plan and can think on the move will benefit, rather than the player who meticulously plans the whole battle down to the last inch and dice throw.

And yes, the Ranger Disruption table can be very annoying. But then again, that was the idea...



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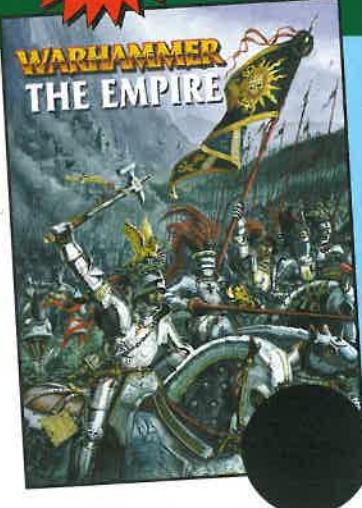
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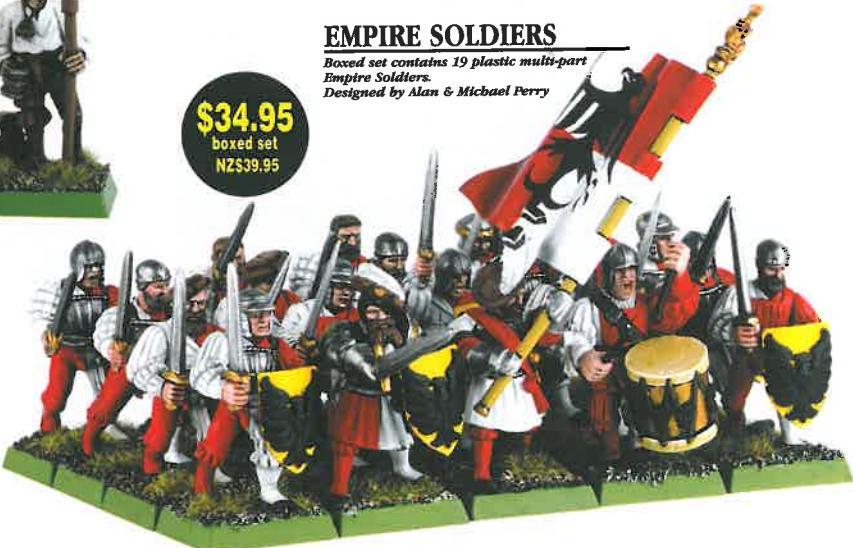
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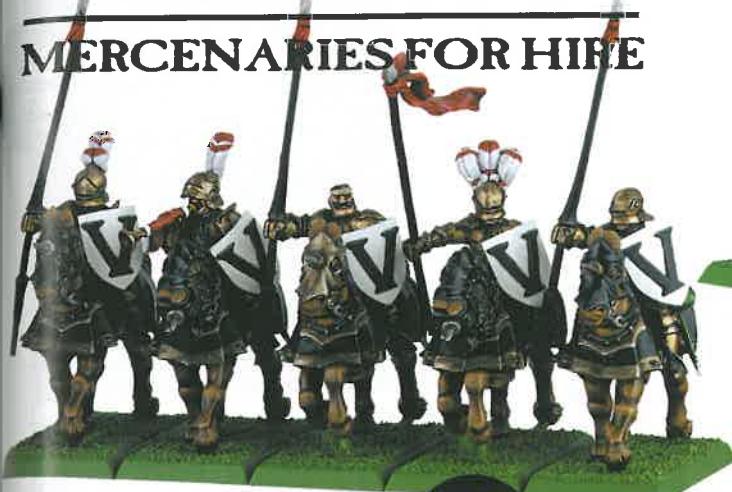


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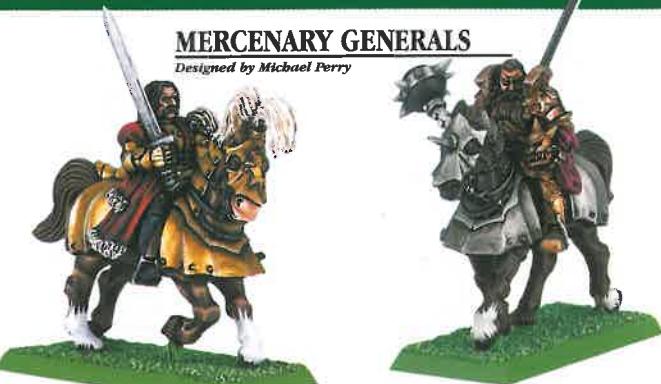
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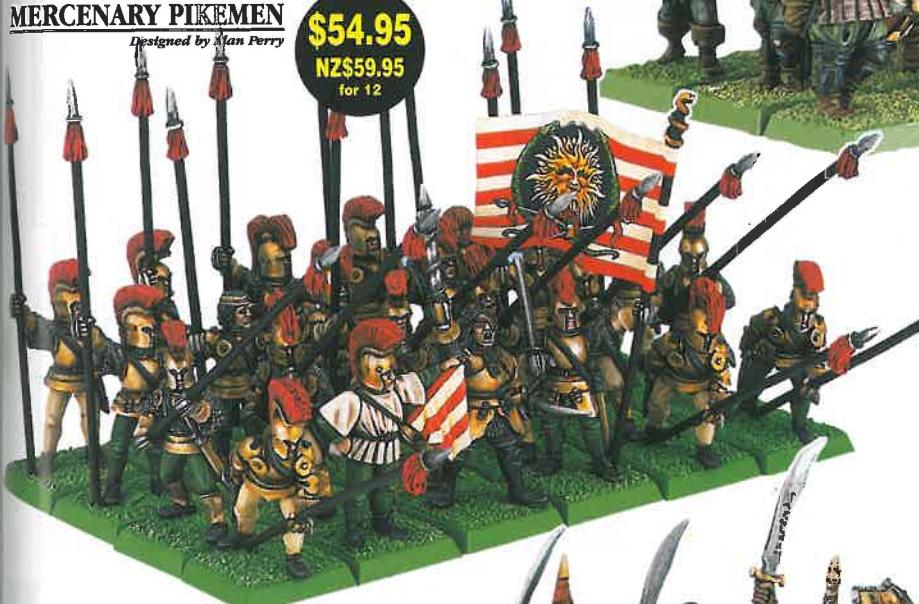
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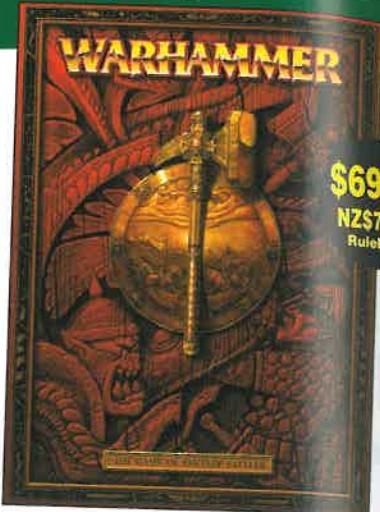
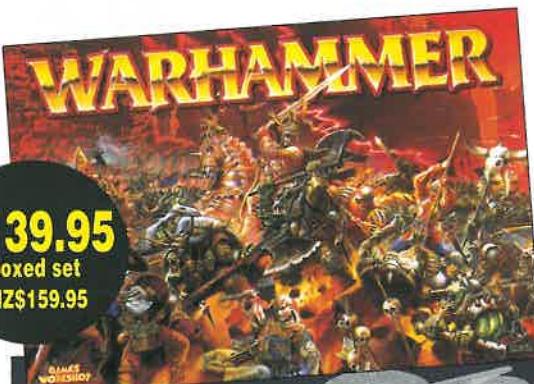
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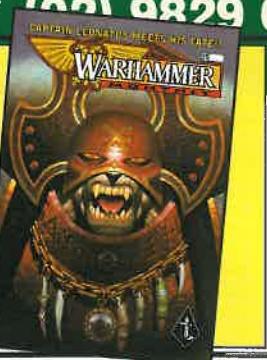
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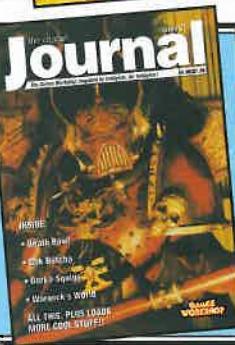
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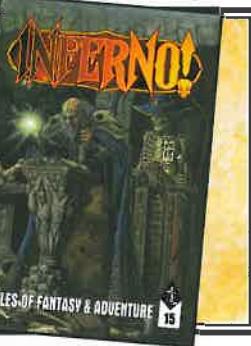
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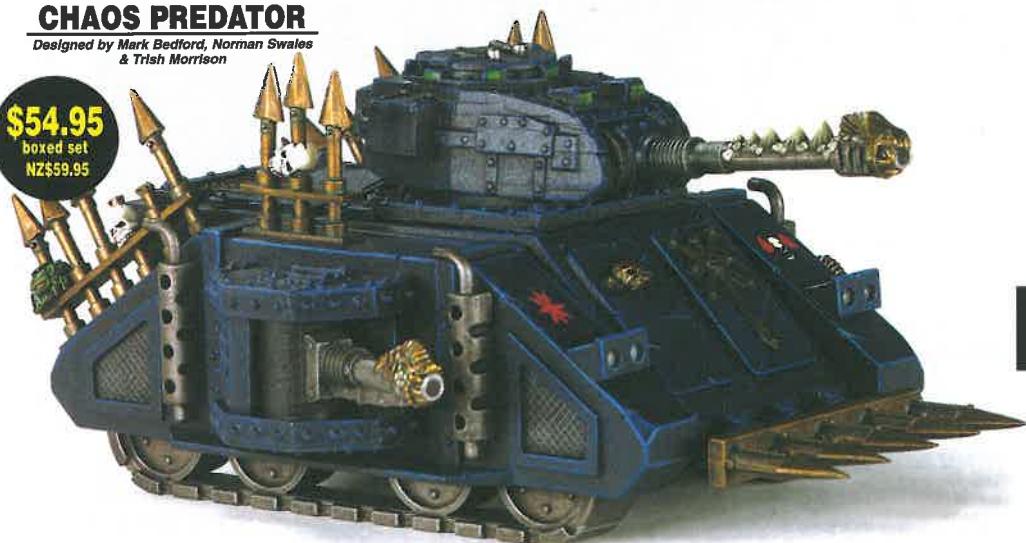


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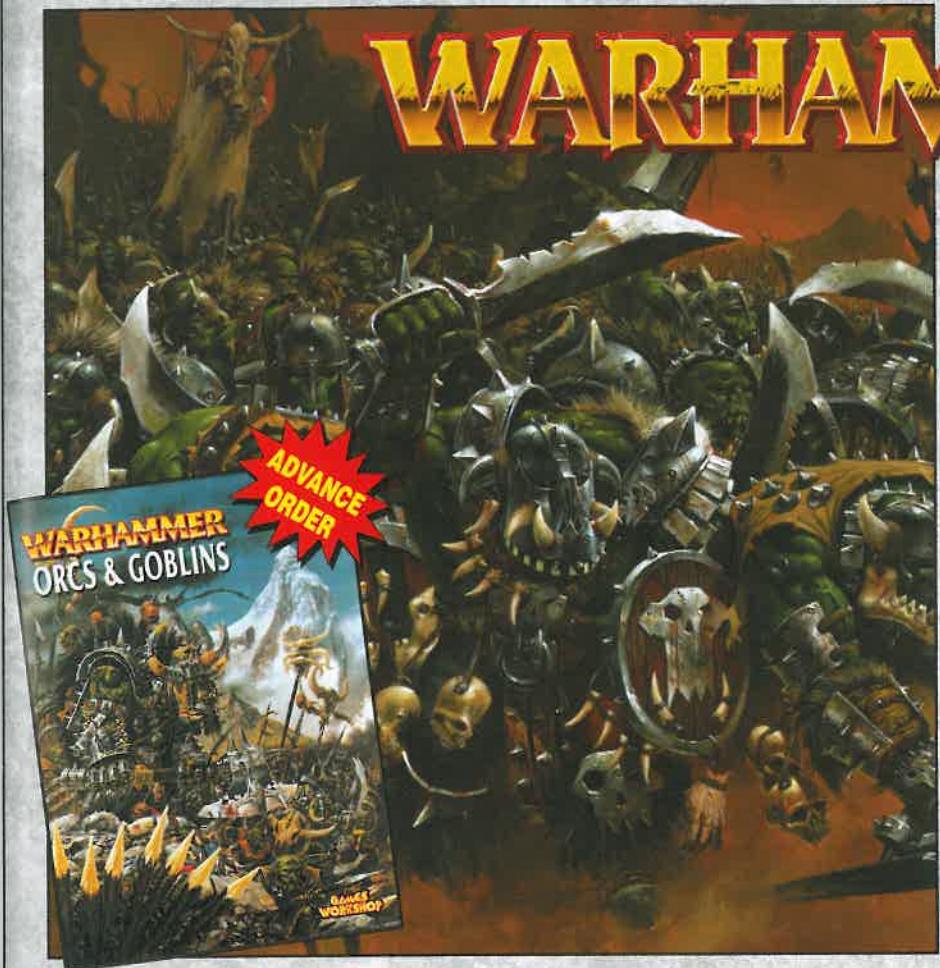
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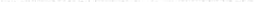
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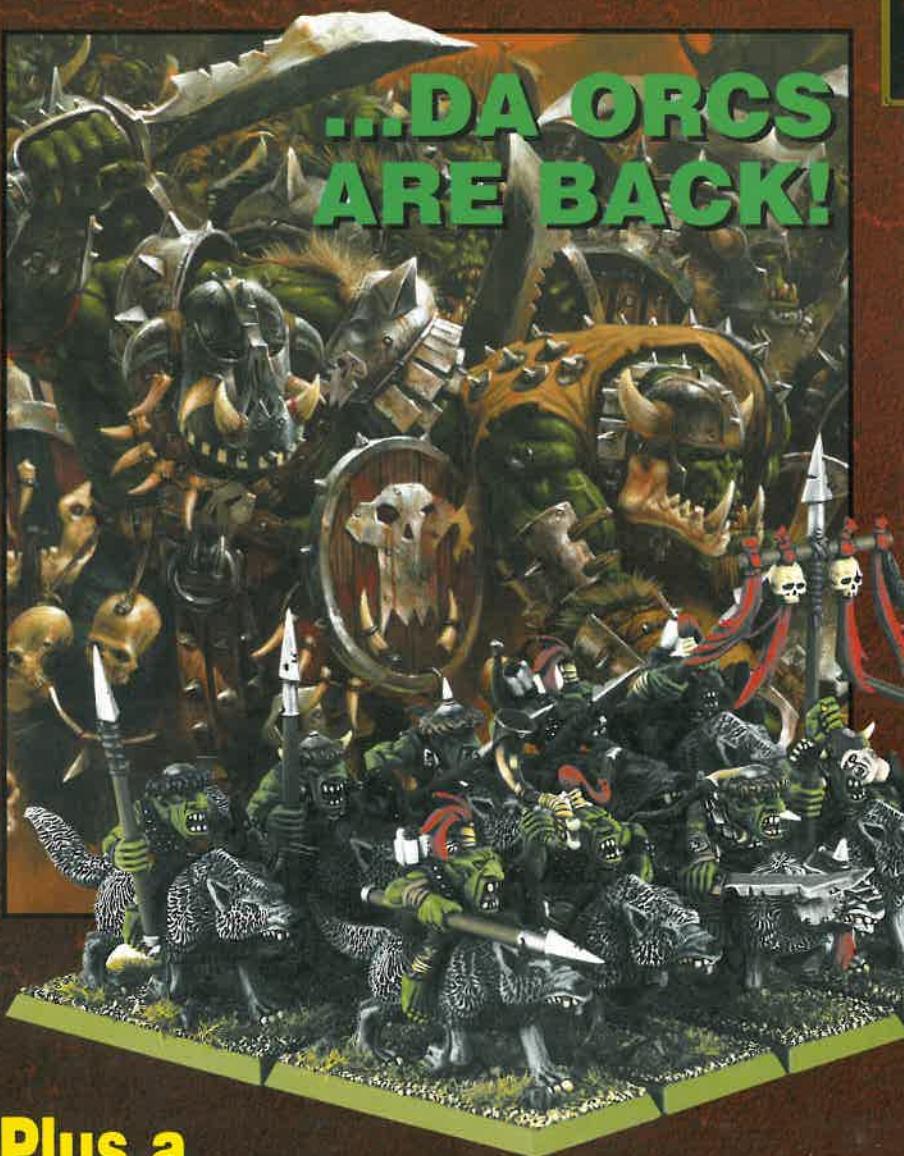
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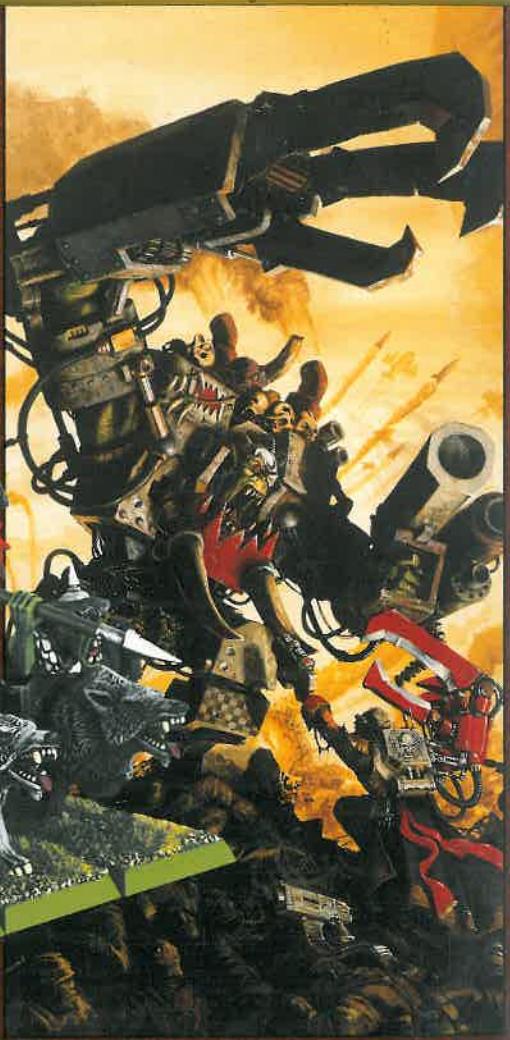
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