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JULY 2004

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Featuring

THE LORD OF THE RINGS
STRATEGY BATTLE GAME™

Inspiration comes from many places for me, in some cases I am so easily inspired to start a new project that I don't even think the entire project through. This can, and often has lead to an entirely new army being purchased, 10 miniatures being put together and then the project gets put aside for whatever new project I have been inspired to start. Occasionally though there are exceptions to this rule, these exceptions are, *a)* game release, where I feel like I am obligated to start and complete a new army for the newer rules system, and *b)* A global campaign. Luckily for me I am having both of these events in the same year. I am currently putting the finishing touches to a few units of Chaos Warriors and my army for the Storm of Chaos is finished. I have also started a Dark Angels army for September. What a great year it has been for my Hobby.

Also way back in WD294 we ran the Great White Dwarf Readers Survey. By the time you read this they should be busy putting together the loads of miniatures they won.

Andrew Brown, Oberon NSW

Peter McKenzie, Hervey Bay QLD

Joshua Wales, Berry NSW

Nathan Wakelin-King, Clifton Hill VIC

Daniel Wraight, Woodlands WA

I would also like to thank everyone who sent in a response to the survey. These results when I finish compiling them will be the basis for the future direction of the OZ White Dwarf. Now all I have to do is enter the results from 15,000 or so surveys into the database.

Catch you next time.

BOO

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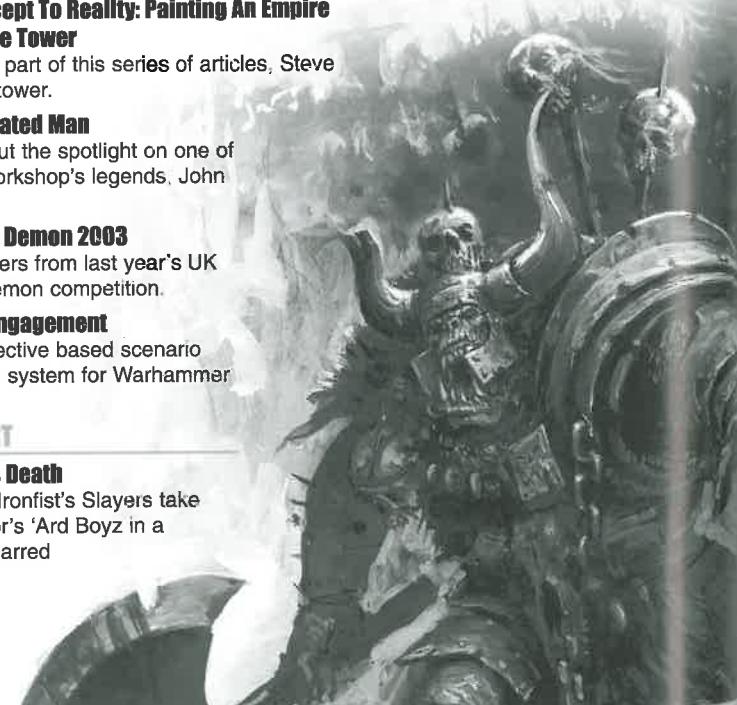
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WHITE DWARF

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THE SOUTHERN WAR GAMING CLUB

The Southern War Gaming Club was formed in October 2000. The club meets on Sunday afternoons (except long most weekends) from 12 noon to 5.00 p.m. The club is based at the Holdfast Bay Community Centre, King George Avenue Hove. There is plenty of parking and the centre is close to bus and train routes.

The Southern War Gaming Club currently has twenty good quality gaming tables offering a wide variety of table top terrains including; volcanos and lava, ice and snow, ash wastes, jungle, marshlands, deserts, green fields, industrial sites, etc. The club has a good selection of fantasy and 40K scenery and can field twenty tables for it's Fantasy or 40K tournaments. 40K, Fantasy and some Lord of the Rings is played at the Southern War Gaming Club.

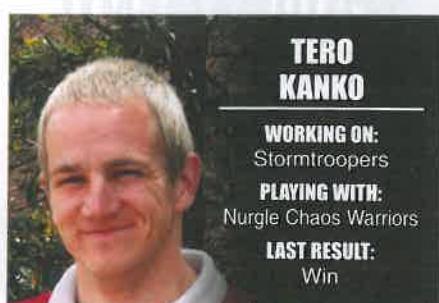
Membership is \$10.00 for the calendar year. Playing at the Southern War Gaming Club costs members \$2.00 per session or non members \$3.00 per session. The Southern War Gaming Club is a non profit organisation and money received goes towards paying the rent, building scenery and tables and monthly gaming prize for Fantasy and 40K players in both the Senior and Young Bloods categories. The Southern War Gaming Club continues to expand with the support of Callum and his staff at the Marion Games Workshop Store.

The club now offers the broadest tournament program in South Australia. In March the one day 1,250 point fantasy tournament "Gobbocon" is held. In May the two day 2,000 point Rouge Trader Tournament "Commissar's Cup" is held with the Commissar's Cup Shield (and subsequent bragging rights) hanging on display in the Games Workshop Marion Store. July heralds the 2,250 point Fantasy Rogue Trader Tournament "Southern Impact". The Southern Impact Shield also hangs in the Games Workshop Marion Store in all its splendour. In September the 1,500 point 40K tournament "Southern Inquisition" is also held. Tournaments at the Southern War Gaming Club usually include a sausage sizzle lunch and drinks are available to purchase. The club also hosts campaigns from time to time and a number of other tournaments and events are on the planning board, some serious and others very much 'tongue in cheek'.

For further information contact club president John Elliott via e-mail commissarjohn@hotmail.com

or club treasurer, secretary, chief cook and all rounder Mike Richardson via e-mail mike@bettanet.net.au or on (08) 8377 1717.

New members and visitors are most welcome.



DAWN OF WAR LATEST SCREENSHOTS

Here are some of the latest screenshots from Dawn of War from the E3 conference held in May 2004.



WARHAMMER ONLINE FAN SITE KIT

As you may have seen in our recent newsletter, we have now launched our brand new fan site kit now downloadable from our website at www.warhammeronline.com. To celebrate the launch of the kit we have also launched a competition with the best fan site each month receiving a very special prize pack of signed Warhammer Online artwork, merchandise and new game materials for upload onto their sites. The best fan site each month will also feature on the Warhammer Online Town Cryer newsletter.

The fan site kit contains all the materials, banners, screenshots, logos that you need to launch your very own dedicated Warhammer Online fan site!

Check out the fan site kit now at www.warhammeronline.com. Full terms and conditions for the use of these fan site materials are included in the downloadable kit.

Also below are some of the latest screenshots.



ROGUE TRADER TOURNAMENTS

SOUTHERN IMPACT

17th & 18th May

Warhammer: 2250 pts

Southern Wargamers

Holfast Bay Community Centre
King George Ave, Brighton, SA

Contact: John Elliot

Ph: 0415 544 773

Email: commissarjohn@hotmail.com

THE KOMPLETEN FANATIK - MELBOURNE 2004

Komplete Fanatik is a event where hobby enthusiasts can come together over a weekend and enjoy a demanding test of their commitment, passion, and fanaticism to our Hobby in a competitive environment.

If you're ready for the challenge of a tournament for the advanced hobbyists, then Komplete Fanatik will be held Saturday 21 & Sunday 22 August 2004, at the Centrepoint Pavilion, Melbourne Showgrounds.

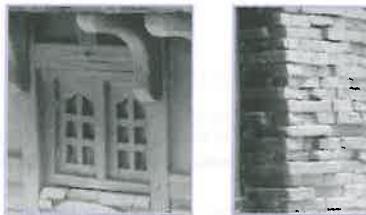
Players can participate in the 2250 point Warhammer, or 1850 point Warhammer 40,000 competition.

Tickets go on sale from Saturday 4 July at Games Workshop stores across Victoria.

For more information talk to staff.

FORGE WORLD NEWS

The talented guys at Forge World have a new piece of scenery to add to their already impressive ranges. The Warhammer Inn looks stunning and can make even the most ordinary battlefield look fantastic. This fabulous terrain piece is available soon.



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WARHAMMER

NEW RELEASES

new releases

VALTEN – EXALTED OF SIGMAR

AUS\$50 NZ\$55

Valten's courage knows no limits, and even impossible odds do not faze him.

This boxed set contains 1 Valten model, designed by Alex Hedström.

This model requires assembly.



BE'LAKOR – THE DARK MASTER

AUS\$50 NZ\$55

First Daemon Prince of Chaos, Be'lakor's hubris was turned against him and Tzeentch cursed him to millennia of insubstantial, maddening existence. Where once Be'lakor thought himself worthy to lead the legions of the gods in their final conquest of the world, now he was damned to crown the mortal champions of the gods, his heart seething with jealousy and betrayal.

This boxed set contains 1 Be'lakor model, designed by Juan Diaz.

This model requires assembly.



Prices are subject to change without notice. Prices correct at time of going to print.

GAMING CLUB

To see your club in the pages of White Dwarf, send in details of your Club along with some photos of any events you may have had, a recent club day, family days or anything you think the public would like to know about your Club.

If you are interested in this opportunity, send any information you have on your Club (including photos) to us here at the White Dwarf bunker. The one condition for us to consider your Club is that it must play Games Workshop Games.

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GAMING CLUBS**
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AUSTRALIA 1890

MALAKAI MAKAISSON'S GOBLIN-HEWER**AUS\$55 NZ\$60**

Thought to be the best engineer who ever lived, Malakai Makaisson was drummed out of the Guild of Engineers after the first airship fiasco, and became a Slayer. His latest invention is the Goblin-hewer. A rapid-firing, axe-throwing extravaganza of destruction, the Goblin-hewer is capable of scything through even the most numerous opposition with a hail of blades.

This boxed set contains 1 Goblin-Hewer, and 3 crewmen, designed by Tim Adcock and Aly Morrison.

This model requires assembly.

**SLAYER DOOMSEEKERS AUS\$18 NZ\$20**

Doomseekers plough recklessly into the enemy, whirling their weapons madly around their heads.

This blister pack contains 2 Doomseekers, designed by Aly Morrison.

These models require assembly.



BLACK ORCS

Though not as numerous as they had been, the survivors of Grimgor's exploits were toughened veterans of countless battles. With these 'Ardboyz, as Grimgor started calling them, the warlord returned to the Old World to show this Archaon upstart just who was boss.

BLACK ORCS WITH GREAT WEAPONS AUS\$18 NZ\$20

This blister pack contains 2 Black Orcs with great weapons, designed by Colin Grayson and Brian Nelson.

These models require assembly.



BORGUT FACEBEATER AUS\$22 NZ\$25

Borgut is a simple creature, who grew in the horde of Grimgor. To him, the slaughterer was the living manifestation of Gork, the epitome of all he, himself could hope to be. His loyalty is absolute, to be the right hand of Grimgor is to be the right hand of Gork.

This boxed set contains 1 Borgut model, designed by Colin Grayson.

This model requires assembly.



ORC SHAMAN ON BOAR AUS\$22 NZ\$25

This boxed set contains 1 mounted Orc Shaman, designed by Colin Grayson.

This model requires assembly.





WARHAMMER CHRONICLES

STORM OF CHAOS

This month Gav Thorpe presents Experience and Injury rules for characters taken from Dylan Owen's Bloodlands campaign.

With Storm of Chaos now in full swing, the minds of Warhammer players across the globe have turned to campaigns. In light of this, I have wrested these rules from the white-hot hard drive of Dylan Owen's computer. For those who haven't been following the Bloodlands campaign articles in recent White Dwarfs, Dylan has been running a map-based campaign in the Studio for quite a long time.

Dylan has used the Injuries and Experience rules printed here for just the Generals of each army in his campaign, as he wants to keep the focus on the main characters and

Campaign injuries and experience, presented by Gav Thorpe

reduce book-keeping between games to a minimum. As he said himself, "who cares whether a Hero is dead, plenty more where they came from." On the other hand, if players do want to use these rules for other characters in their campaigns, there's no reason why you shouldn't. Be aware that you'll have to modify some of the results for non-General characters.

As an additional note, Dylan's rules refer to campaign 'seasons', as this is the mechanic used in the Bloodlands campaign. Depending on how your own campaign is being run, this may well be a campaign turn, the next battle, and so on. For more information, have a read of Dylan's articles in WD284-287.

INJURIES

In a one-off Warhammer battle, we aren't too concerned about whether the

character reduced to zero Wounds is merely unconscious, bleeding to death or decapitated. However, in a campaign such things can take on their own prominence.

The following rules allow you to determine what battle scars your character has earned in the course of his battles for your glory. Dylan's inspiration for these is obviously the Mordheim campaign rules, but there's nothing wrong with that!

If a character is reduced to zero Wounds, or run down whilst fleeing, chewed by a giant and so forth, then after the battle is finished, roll a D66 on the Injuries table opposite. To roll D66, use two ordinary D6s. The first is the 'tens' dice and the second is the 'units' dice. For example, a roll of a 3 followed by a 5 is 35, whilst a 6 followed by a 1 is, guess what, 61!



Watch your general grow in stature as his Experience and skills swell.

INJURY TABLE

11-16 - DEAD/CAPTURED

The General must make a Toughness test. If he passes, he survives the battle but may take further wounds (roll again on this table, but if he rolls 11-16 again, he dies of his wounds in captivity). If he passes, then he is held captive by the enemy and must be rescued. If he fails, then he dies from his injuries and takes no further part in the campaign. If a General is killed then his successor must be appointed. The new General starts with no Experience and no skills, and must work his way to the top from scratch.

21 - LEG WOUND

The character's leg is shattered. He becomes lame. He suffers a -1 Movement characteristic penalty from now on when on foot. If he suffers this result again, he can only move if mounted, if he cannot be mounted, he must retire.

22 - ARM WOUND

Severe arm wound. The arm must be amputated. The character may only use a single one-handed weapon from now on, and may not carry a shield. He also loses one Attack. If he suffers this result again, he must retire.

23 - HEAD WOUND

Severe head wound. Dazed and confused. The character loses 1 from his Leadership score.

24 - WEAKENED

The character's bones are broken and his muscles torn. He recovers but is severely weakened. His Strength is permanently reduced by 1.

25 - CHEST WOUND

The character has been badly wounded in the chest. He recovers but is weakened by the injury so his Toughness is reduced by 1.

26 - BLINDED IN ONE EYE

The character survives but loses the sight in one eye; randomly determine which. A character that loses an eye has his Ballistic Skill reduced by -2. If the character is subsequently blinded in his remaining good eye he cannot use missile weapons and his WS is reduced to 1.

31-32 - OLD BATTLE WOUND

The character survives, but his injuries aggravate him – temporarily reduce his Wounds by -1 if you roll a 1 on a D6 at the start of any battle. Roll at the start of each battle from now on.

33 - NERVOUS CONDITION

The character's nervous system has been damaged. His Initiative is permanently reduced by -1.

34 - HAND INJURY

The character's hand is badly injured. His Weapon Skill is permanently reduced by -1.

35-36 - DEEP WOUND

The character has suffered a serious wound and must miss the next Campaign season while he is recovering. He may do nothing at all while recovering. You cannot field the General next season, but his army can still invade, though at a disadvantage without its leader. One of the other characters in the army replaces him temporarily next season as the General.

41-56 - FULL RECOVERY

The character has been knocked unconscious, or suffers a light wound from which he makes a full recovery.

61 - MADNESS

At the start of each battle, roll a D6. On a 1-3 the character suffers from *stupidity*; on 4-6 the character suffers from *frenzy*.

62 - FEAR

The character respects the prowess of the enemy which struck him down. He becomes overwhelmed with cautiousness and indecisiveness when confronted by them again. From now on, he *fears* all models of the race which caused his injury.

63 - BITTER ENMITY

The character makes a full physical recovery, but is psychologically scarred by his experience. From now on the warrior *bates* the race which caused his injury.

64 - HARDENED

The character survives and becomes inured to the horrors of war. From now on he is immune to all psychology.

65 - HORRIBLE SCARS

The character causes *fear* from now on.

66 - AGAINST THE ODDS

The character survives and rejoins his army after an adventurous escape. He gains +1 Skill, chosen following the normal rules. If he rolls this after having been captured, he automatically escapes capture.

EXPERIENCE AND SKILLS

After deaths and injuries have been worked out, it is time to calculate each General's Experience.

Generals earn Experience simply by fighting battles. After each battle calculate a General's Experience on the following table. The minimum amount of Experience a General can get is 0 (so a General will never lose Experience after a battle).

If a General has earned sufficient Experience then he may roll a D6. If the D6 score is less than a General's Experience then the General gets to roll on the Skill table of his choice. His Experience is then reduced back to zero.

If a general's Experience goes above 6, he automatically gets a skill without having to roll a D6 and his Experience is reduced to zero.

Whenever one of your Generals is allowed a new skill, you choose from one of the Skill tables listed below and roll a D6 to determine what skill your General learns. If you roll a skill your General already has, re-roll the result. Note that only Wizards can choose Arcane skills.

COMBAT SKILLS TABLE

D6 Skill

- Combat Master** – Re-roll one round of rolls to hit in combat once per battle (roll ALL rolls to hit, not just missed ones!)
- Mighty Blow** – Re-roll one round of rolls to wound in combat once per battle (roll ALL rolls to wound, not just missed ones!)
- Crushing Blow** – Any blows struck confer an additional -1 to the opponent's Armour Save.
- Lightning Reflexes** – If the General is charged, he strikes in order of Initiative, rather than the chargers always striking first.
- Duellist** – Gains +1 Attack when fighting a challenge.
- Fearsome!** – Causes *fear*. If he already causes *fear*, Fear tests are caused with a penalty to the tester's Ld of -1.

ARCANE SKILLS TABLE

D6 Skill

- Learned** – Can choose 1 spell instead of rolling for it at the start of a battle.
- Meditation** – Can re-roll one roll on the Mischief table each battle.
- Intuition** – The character and any unit he has joined, gets Magic Resistance 1.
- Seer** – Range of spells is increased by D6" (roll every time a spell is cast).
- Thaumaturgist** – The maximum Power dice the Wizard can roll to cast a spell is increased by 1.
- Sage** – The Wizard can add +1 to dispel spells cast by Bound Items.

EXPERIENCE CHART

Battle Result	Victor's Exp	Loser's Exp
Massacre	+2	0
Solid Victory	+1	0
Minor Victory	+1	+1
Draw	+1	+1

BATTLE EVENTS

General remained on battlefield at end of battle: +1

General removed as a casualty: +0

General removed from battle as the result of wound loss in close combat (as opposed to being run down by a pursuing enemy): +1
(Skaven do not get this bonus)

General fled off table or fleeing at end of game, was removed off table while fleeing (caught by pursuing troops), or refused any challenge during the battle. Scores no Renown at all (Skaven can ignore this penalty)

RESILIENCE SKILLS TABLE

D6 Skill

- Lucky** – The General will never fail his Look Out Sir! roll.
- True-Grit** – Has a 6+ Ward Save. If he already has a Ward Save, he will automatically pass the first Ward Save he has to make each game.
- Master-crafted Armour** – Automatically passes the first Armour Save he has to take each battle.
- Stalwart** – Immune to Killing Blow
- Resilient** – May re-roll an Injury result once each season.
- Immune to Poison** – Immune to Poisonous Attacks.



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LEADERSHIP SKILLS TABLE

For Undead characters
roll on the Undead Leadership table.

D6 Skill

- Inspiring** – The General's range for tests made on his Ld is increased to 18".
- Cool-headed** – Passes first Panic test he has to make each battle.
- Master Tactician** – Adds an extra +1 modifier to see who sets up a unit first and who takes the first player turn at the start of a battle.
- Iron-willed** – The General can re-roll any failed Rally test made using his Ld.
- Determined** – The General and the unit he is with gain +1 combat resolution if outnumbered in close combat.
- Courageous** – The General is immune to both *fear* and *terror*. If already immune to *terror*, re-roll.

UNDEAD LEADERSHIP SKILLS

D6 Skill

- Inspiring** – The General's range for tests made on his Ld is increased to 18".
- Master Tactician** – Adds an extra +1 modifier to see who sets up a unit first and who takes the first player turn at the start of a battle.
- Determined** – The General and the unit he is with gain +1 combat resolution if outnumbered in close combat.
- Unearthly Power** – *Vampire Counts*: the Army will not begin to crumble once the General dies.
Tomb Kings: The General also counts as a Hierophant (so both the General and the Liche Priest Hierophant must be killed before the army begins to crumble).
- Necromantic Vigour** – The General counts as a Battle Standard when determining unit instability (note that the effects of a General with this skill and the actual Army Battle Standard cannot be combined).
- Raise Dead** – *Vampire Counts*: At the beginning of the battle, after set-up, add D6 Skeletons or D6+2 Zombies to a unit of the appropriate type, or summon a new unit (if the unit numbers less than 5 it automatically crumbles) within 12" of the General.
Tomb Kings: At the beginning of the battle, after set-up, add D6 Tomb Guard, D6 Skeleton Warriors (roll 2 dice and choose the highest), or D3 light or heavy Horsemen to any one unit of the appropriate type.

NAME	EQUIPMENT	INJURIES
M WS BS S T W I A Ld		
Experience: <input type="checkbox"/>		
DESCRIPTION	MAGIC ITEMS	SKILLS
NOTES		



STORM OF CHAOS

With Archaon's Horde thundering toward Middenheim and slaughtering everything in its path, it'd be churlish not to get the writer of this intimidating army list to explain just how he expects players to go up against twice their own points value of the hardest warriors Chaos has to offer, and live to tell the tale...

TACTICA

HALTING THE TIDE

Phil: Well, the first thing that you have to do is admit to yourself that your forces are going to die. To a man. Once you've got your head around that, you can concentrate on taking as many of those thrice-damned Chaos Warriors as possible screaming to hell with you.

The Halting the Tide scenario pits you against Archaon himself (or Crom, his lieutenant) in a desperate bid to halt the forces of Chaos from reaching Middenheim. With the sheer number of Chaos troops at Archaon's disposal, it is a fool's dream to think that one small

army can achieve this, but a canny general might just be able to hold back the forces of evil for a while and buy the good guys a little more time. Well, help is at hand – the next few pages will give you a few handy hints on how to ruin Archaon's day.

MAD, BAD AND DANGEROUS TO STAND IN FRONT OF

First of all, let's look at the Chaos forces that will be arrayed against you. If you've played against Chaos before and think you know what to expect, be advised that Archaon's Horde itself is quite different from a normal Chaos army, and boasts a few nasty surprises.

First off, Archaon's Horde is so numerous that almost the entirety of the enemy deployment zone will be filled with bad guys. This is a daunting spectacle, to be sure – more spikes than a porcupine but with the attitude of a charging rhino. It's important not to be intimidated, however, as this could cost you later in the game when your attention's not as sharp as at the beginning of the game. Try not to be defeatist; after all, you already know that all of your forces are for the chop. By the manner of their death shall you know them...

KNOW THE ENEMY

Here are some of the main contenders in the Archaon's Horde army list. It's important to familiarise yourself with these units, as they all cost an awful lot of Victory Points. Kill these guys and you're halfway into the sagas of Middenheim already.

Chosen Warriors of Chaos / Chosen Knights of Chaos

Archaon's Horde allows the Chaos player to take Chosen Chaos Warriors and Chosen Knights of Chaos as Special choices. Coupled with the facts that Daemons are prohibited in Archaon's Horde (daemons can be so boisterous sometimes), and that there are many Special choices available to the Chaos



This map should be familiar to anyone involved in the Storm of Chaos campaign. It's your job to make sure those red arrows indicating Archaon's invasion move nice and slowly...

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Chosen Chaos Warriors can be taken as Special choices in Archaon's Horde

player fielding such a large army, you'll probably be going up against more than the usual single unit of each. In a 2,000 vs 4,000 point game you could be facing six units of high Strength, multiple Attack Chosen Knights. A truly scary prospect.

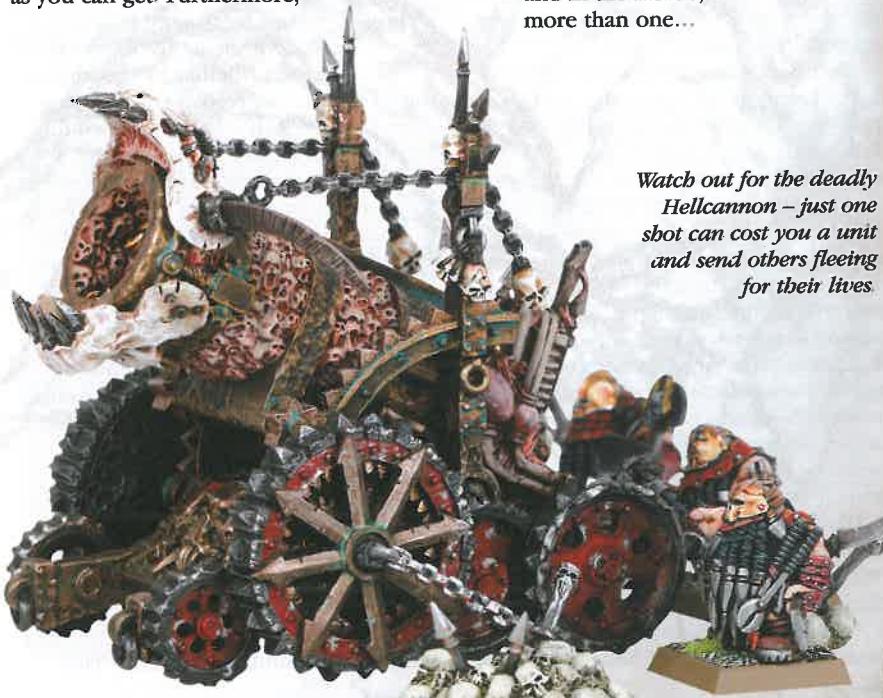
Luckily, both of these units have their weaknesses. Fully ranked up Chosen Warrior units are slow and relatively cumbersome, their movement easily slowed to a crawl by march-move inhibitors (see later on). It's not really worth pouring fire into these guys when there are so many more easy Victory Points around – Marauder Horsemen, Chaos Hounds, Chariots, and characters on Daemonic Steeds are far easier kills to garner instead of wading through ten or so T4 Chaos Warriors with excellent Saving throws before you begin to rack up the points. In short, ignore them till they're right upon you unless you have something that can bypass their armour.

Chosen Knights tend to be few in number – each one weighing in at a hefty 45 points even before upgrades, Marks of Chaos and so forth. That's only five points cheaper than an Empire Captain! It'll be tricky to kill a whole unit of these guys, so aim to reduce them to half strength before they hit your lines – even using the stand and shoot charge reaction if necessary. If a unit of sixteen Handgunners can take out five or so Chosen Knights with a couple of rounds of shooting it'll have paid for itself twice over – remember that fact when the Knights hit home and reduce them to a bloody paste.

The Hellcannon

The Hellcannon is the most devastating piece of artillery in the Warhammer game. Although it has superficial similarities to a stone thrower, it's far more potent, as you'd expect from a cannon around the size of a giant. It is a guess range weapon but can re-roll the Scatter dice if you get a result you're not happy with and, when the small Blast template is placed, everything underneath it suffers a Strength 10 hit doing D6 wounds – about as destructive as you can get. Furthermore,

a second template is then placed (the large template) over the first – anything under it must pass a Leadership test or flee directly away from the Hellcannon. Just one of these shots can cost you a unit and send others fleeing for their lives, even though in the Halting the Tide scenario your units are immune to Panic. With a Toughness of 7, a 3+ Armour Save and six Wounds, it's also incredibly difficult to kill. The Hellcannon is truly one of the most potent weapons in Archaon's arsenal, and in the Horde, he can take more than one...



*Watch out for the deadly
Hellcannon – just one
shot can cost you a unit
and send others fleeing
for their lives.*



Flayerkin ignore defended obstacles, so kill them fast in a siege.

So, how to deal with these monstrous daemonic machines? Well, there are a couple of pieces of good news under all that doom. Firstly, Archaon's Horde excels at one thing – close combat. The Chaos forces will try to close with you as quickly as possible, and once they are engaged, they prevent the Hellcannon from dropping any more salvos of hideous wailing doom on you – you'll have great spiky axes to worry about instead. Not much of a bright side but sometimes, when there's a couple of daemonic cannons growling at you, close combat doesn't seem so bad.

Secondly, and far more importantly, the Hellcannon has one major Achilles heel. The Rampage special rule forces the Hellcannon to roll 2D6 in the Compulsory Moves phase – if there is an enemy unit within that distance in inches then it must charge them. When it rampages, it can't launch daemonic blasts of energy into your lines, and you can always flee from the charge, hopefully rallying in your next turn and forcing the Hellcannon to charge once again. In this way you can lead these behemoths on a merry little dance, growling and spitting as they attempt to sate their thirst for steaming flesh and blood laced with the taste of fear.

How best to go about this? Simple; use skirmishers, fast cavalry and flyers. All you need is to get a small, mobile unit close enough to the Hellcannon that it will Rampage (try nipping round the flank or flying over the Chaos battle line)

– three inches away is a good place to aim for. Then flee the charge and repeat the process – fast cavalry are very good at this, due to the fact they can move when rallying after voluntary flight. Tunnelling troops and those that enter play from a table edge, such as Dwarf Miners, are also very handy for this role.

Another tactic to employ against the Hellcannon is salvos of missile fire. You probably won't damage the machine much, but, as with many war machines, the weak point is the crew. The Hellcannon has a nasty habit of devouring its own Chaos Dwarf handlers on a misfire, and whether by shooting or misfire if it has no crew it will Rampage every turn from that point on, even to the extent of charging Chaos troops (basically whatever is nearest to it). In this manner you can stop it from firing normally and set it on the Chaos horde into the bargain – it'll need a fair bit of committed firepower to achieve this though, which you may well need elsewhere.

Alternatively, if you play Empire or Dwarfs, you could just hit it with cannon balls until the thing eventually comes apart...

The Flayerkin

Good news on this one, provided you're not playing a siege. The Flayerkin – vile fusions of Chaos Marauder, Skaven, metal and chain – were created for Archaon by the evil Skaven genius Throt the Unclean in return for hundreds of slaves. They

have been created specifically to scale the walls of Middenheim with the climbing claws grafted to their wrist stumps, claws that can easily take off the heads of their foes in one clean sweep. As skirmishers with Killing Blow, small units of these guys will do their level best to engage your characters and take them down. Luckily, they only move 8" a turn, have 1 armour and a Toughness of 3: one good volley or magic missile spell should see them off. Don't let them get into contact with any of your leaders though, or it'll be the Chaos player netting the easy Victory Points. Also, if you're playing a siege, kill them off fast – they ignore defended obstacles and can easily roll over a wall section on their own.

A GLORIOUS DEATH

Time for the good news. In the Halting the Tide scenario, your troops are just aware of the fact they are all going to die as you are, and are hence immune to panic. This means you can count on your troops fighting to the last, and not running when the charges hit home.

Secondly, a force the size of Archaon's Horde isn't about to sneak up on anybody – as your forces are forewarned you will always get first turn. This is invaluable for executing the battle plans below, notably the Refused Flank and Breakthrough tactics.

There are several tactics it is possible to employ against the Horde no matter which army you play. Firstly, the big one: the refused flank.

REFUSING YOUR OPPONENT'S ADVANCES

Don't panic, this part isn't about Slaanesh, but rather the classic refused flank manoeuvre. Easily the prime tactic when facing a force that outnumbers you, this tactic hinges on concentrating the efforts of your force on one flank of the enemy army, whilst leaving the other flank with a long walk before they can achieve anything useful. Archaon's Horde is typified by the fact that it will almost always fill the entirety of the deployment zone, therefore it's easy to leave some units stranded or bottlenecked so they can't reach your forces. Even an experienced Chaos general who has read this article will find several of his units out on a limb if you execute this tactic correctly. The scenario is balanced so that, in a fair fight where the Horde brings its full might to bear, you can still achieve a draw with a decent defence plan. If you deny the Horde the ability to play to its strengths, you'll turn this draw into a win.

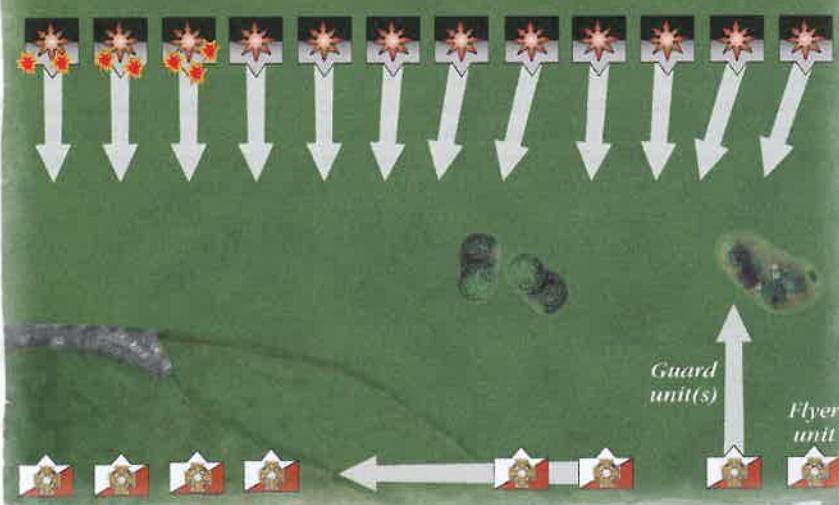
So, how to execute this manoeuvre?

- Unlike many of the tactics you can employ in the Warhammer game, this one hinges on your deployment. A good place to start is to have several decoy units – small, inexpensive units and fast units, such as skirmishers and fast cavalry – to deploy. These should be set up on the flank you intend to refuse (let scenery dictate which one this is, the one with the least in the way of obstructions is normally a good place to start).
- You might want to put them reasonably close to the centre, because firstly it doesn't pay to advertise what you're planning to do, and secondly, you can move these decoy units to rejoin your main battle force on the other flank of the deployment zone.
- I normally like to leave at least one fairly cheap ranked-up 'guard unit' in place on the far flank, maybe even two – any stranded Chaos forces attempting to swing round to engage your main battle force on the opposite flanks will expose their own flank to a charge from your guard unit. If the Chaos forces take the bait and charge the guard unit, so be it – you'll probably lose a unit, but it'll distract a section of the enemy army long enough for your main force to take apart the section on their own flank.
- In this manner the main bulk of your force can take on one half of the Chaos troops whilst the others spend several turns vainly trying to manoeuvre into position. When they arrive, you'll have dealt with several of the units on your own flank and should be in a position to redirect your fire and charges into the ranks of the newcomers.

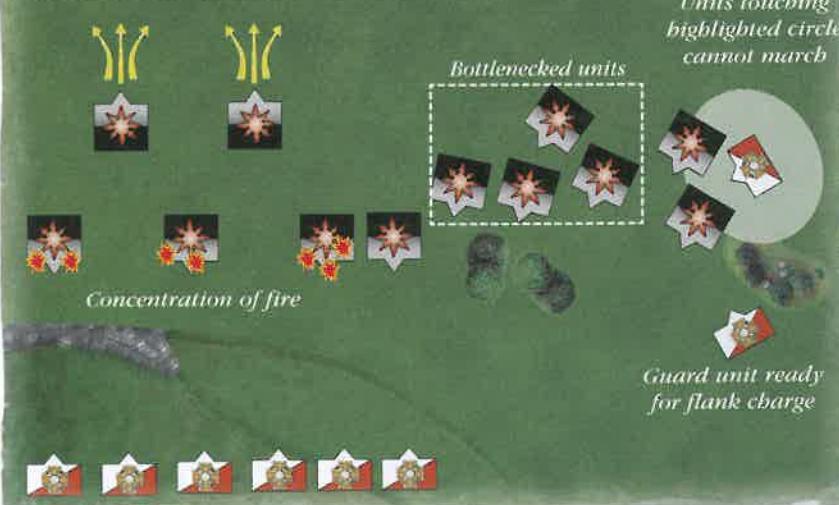
1. REFUSED FLANK – DEPLOYMENT



2. REFUSED FLANK – TURN 1



3. REFUSED FLANK – MID-GAME



BREAK ON THROUGH TO THE OTHER SIDE

Fed up with all this talk of shooting, cannons and magic missiles? Prefer to meet your foe face to spiky visor instead of all this namby-pamby lurking at the back? Never fear, there are ways to conquer the Horde that rely purely on force of arms. You'd just better have strong arms, that's all...

This tactic is difficult to achieve, and takes several turns, but can win you upwards of a thousand Victory Points in one fell swoop. The first place to start is to have a couple of really hard, cavalry units. I mean really, really hard ones – a couple of toolled-up characters in the front rank, a magic Banner of Horrible Doom™ or similar, and an ability not only to laugh in the face of death but also nick his scythe and spray-paint his skull pink. These units will be tasked with smashing into the Horde battle line and out the other side. Over and over again.

The breakthrough tactic is simple enough – just pick the weakest point in the enemy line (nice ranked-up units of low armour, low Toughness Marauders are a good place to start), aim your hardest cavalry unit at that weak point and charge as soon as possible. DO NOT pick a part of the line where your enemy has placed a second line of units that could countercharge if you break through, as this will ruin the tactic. Move a unit or two up in support. This may mean getting into charge range of Chaos cavalry or chariots, so make sure your general and preferably battle standard are within 12" of this supporting unit.

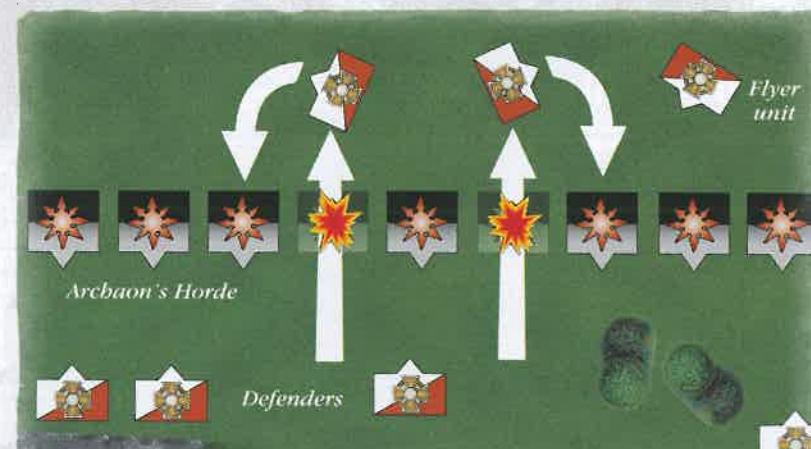
Assuming your designated charging unit is not all mouth, you should win the combat by lots and break through reasonably easily, causing Panic tests in the densely-packed neighbouring units. That's the first step – with a bit of luck you'll not only run down the unit you charged but scare another off into the bargain.

So now your hard unit(s) are at the back of the enemy line, and the fun really starts. Not only are you now restricting march moves, but the enemy cannot realistically turn to face the threat at the back of their battle lines without presenting their rear to the rest of your army, still in front of the Horde battle line.

Next turn, manoeuvre your hard unit around so that it threatens the rear of as many Chaos units as possible*, preferably those that have reached or are about to reach your supporting units in the main battle line. Snarl up any combat in your battle line by throwing as many units into the grinder as possible – the idea is to get the Chaos army to commit several units in return. If you can get an unbreakable unit in there so much the better, and a flank charge from fast cavalry might tip the balance even before the heavy cavalry hit home next turn.

The final part of this ploy is to plow your hard cavalry unit into the rear or flank of the Chaos units tied up in this combat. With the +2 for a rear attack, the fact you're negating ranks, the added unit strength and all the deadly goodness stacked up in the cavalry unit's front rank, you should win the combat convincingly and (with a bit of luck) send several Chaos units running. One healthy 3D6 Pursuit roll and the big Victory Points roll in – all the points of those expensive Chaos troops plus a bonus hundred for each standard captured.

Admittedly, there's a lot of ways the Chaos player can ruin this tactic for you, but when it works, it really works, and if you're going to pick an army that excels in close combat, trust me, this gives better odds than a reckless charge...



*alternatively, go on and take on that Hellcannon – it's worth 270 pts after all, and suffers from Instability...

THIS OUGHT TO SLOW 'EM DOWN

The oldest trick in the book for a shooting army is using a march inhibitor – whizzing flying unit over the heads of the enemy army and park it within 8" of as many enemy units as possible, restricting them from marching and buying your shooting units precious time. The enemy units will be slowed to a crawl (almost all Chaos infantry in Archaon's Horde has a move of 4") and, purely by keeping the flying unit within 8", you will have bought yourself more time to redeploy or simply shoot the hell out of the units you've chosen to punish. This also combines well with the refused flank tactic. If you haven't got any flying troops in your army, tunnellers will do just as well, or even fast cavalry at a pinch.

BOTTLENECKS

Another good trick to employ when you're up against seemingly overwhelming numbers is to use the terrain wisely. With a simple move, you can bottleneck your opponent's forces – this combines nicely with the refused flank tactic (see diagram three above – their advance is blocked by the woods and the other Chaos units). Your opponent will find that many of his units are forced to wait behind those units that are actually advancing or engaged in close combat. This will normally happen as a natural extension of the size of the Chaos force. However, by engaging with an unbreakable unit (swarms are perfect for this) you can force a bottleneck, halt the advance of a large section of the enemy battle line and concentrate your efforts elsewhere.

CONCENTRATE ALL FIRE

Whether you're shooting at your 'victim' unit or casting magic missiles at it, remember to concentrate your efforts on one particular target until it is damaged enough to either run away or give you a bunch of Victory Points. Causing Panic tests in the enemy is paramount – one flopped test and a unit is taken out of the running for at least two turns (one whilst it rallies and one whilst it gets back into position) allowing you to concentrate your efforts on the next nearest threat. It's a great feeling when part of the bad guy's battle line collapses, so don't get fazed by the enormous amount of threatening targets – take them out one at a time and they will become manageable pretty quickly.

PICK ON THE SOFTER BITS

You won't get too many chances to snaff up quick and easy Victory Points against the Horde, but when you do, grab them with both hands. That means sending a

Look for a shocker – whiz of the enemy of as many restricting the your shoot enemy units. Most all Chaos he has a moving the flying we bought employ or simple units you've to combine tactic. If you ps in your st as well, or. Loy when you're whelming in wisely. With bottleneck your combines nicely (see diagram) is blocked by Chaos units). At many of these units are engaged in mally happen. The size of the engageng with us are perfectly bottleneck, halt on of the entrate your

This tactic really comes into its own in the closing turns of the Halting the Tide mission, as you'll find stragglers galore and lone characters wandering about. Hit 'em with everything you've got, even if it means losing a unit or two in the process.

Lastly, don't be afraid of noble sacrifice. Your unit of five heavy cavalry's suffered a couple of casualties? Great, because now it makes for a perfect character killer. Just charge them straight into a unit harbouring an enemy character (preferably a wizard) and you'll be spitting him on up to four lances, plus the often-lethal attacks of the horses. A gamble that could easily net you a couple of hundred points before your Knights run for the hills, and pull an enemy unit out of the battle line into the bargain. They may even rally in your next turn. It's important you take these risks occasionally, or the Chaos line will run over you like a steamroller around Turn Four.

DON'T GET COCKY, KID
No matter how well things are going, it's generally an idea not to engage in combat until you've whittled away at least some of the Chaos units. You'll need every one of your units to make a difference if you want to win, so pick your fights. As you're immune to Panic, you're well within your rights to set up toward the back of your deployment zone, or to back away in your Movement phase – both of these tactics can buy you another vital turn of shooting/magic/not being cut apart and fed your own intestines.

On the flip side of this issue, when you're fielding an army twice the size of your opponent, it's easy to get complacent. Your opponent's mind will

TER BITS
ances to snail points against o, grab them is sending a

likely be filled with visions of his glorious Chaos legion running roughshod over your paltry defenders, pillaging and burning merrily, and I have to say having fielded the Horde a couple of times it really does affect your game. Jump on any mistakes your opponent makes, capitalise on any openings he's left in his line, and you'll find his demeanour change soon enough.

TACKLING THE BIG FELLA

OK, so we've tackled the Horde. One small detail remains – tackling Archaon. The easiest way to do that is to make sure that he doesn't reach the hard centre of your lines – effectively ignore him and feed him cheap units so that he can't bring that 855 points of killing power right into your most prized unit and pay off some of the investment he represents to the Chaos player. Unfortunately, as your enemy will be setting down his characters long after your deployment is complete, Archaon will usually be opposite the juiciest part of your lines. As the venerable scholars in Altdorf would say, this is a bad thing.

The baddest horsemen of them all, Archaon is a virtually indestructible killing machine capable of slapping the Four Horsemen of the Apocalypse back

into their stable. Luckily, his horse is not. Dorghar is a daemonic mount, and as such takes separate hits to Archaon himself – in fact two thirds of the hits that thud into Archaon will actually hit his steed. Although the damned thing has a Toughness of 5, 3 Wounds and a 5+ Daemonic Ward Save, it's still far easier to kill than Archaon – a good volley of firepower and a few magic missiles should send the Lord of the End Times tumbling to the floor. Once he's trudging towards your lines on foot, he's a hell of a lot easier to cope with.

IN CONCLUSION

Well, that little lot should get you started and make sure that you get less of a sinking feeling when your gaming buddy puts down those eight units of Chaos Warriors. Taking on the Horde in the Halting the Tide scenario really is the ultimate challenge, and you'll need to play a tight game and have luck on your side to get a decent win. However, if you do manage to get a win, you can truly impress your friends with tales of heroism and derring-do, the Storm of Chaos may yet be held at bay. Now get out there and take down as many of 'em as you can before the guy with the scythe shows up, and remember, have the spray paint ready...



Archaon is a lot easier to deal with if you kill his Daemonic Mount.

CHAOS WARRIORS

PAINTING MASTERCLASS

Mark Jones, our resident terrain builder, painted these Chaos Warriors. He settled on a Chaos Undivided scheme and so chose a naturalistic palette of colours. Rather than blending his colours together, Mark used drybrushing to achieve the smooth graduation on these models.

Drybrushing is ideal for picking out all the detail on a model and is perfectly suited to the ornate armour of the new Chaos Warriors. Mark dried off his brush thoroughly before starting to slowly build up layers of paint, working over a black undercoat. The shield was painted separately.



Armour & Weaponry



1 Start by thoroughly drybrushing Tin Bitz over all the areas of metal, leaving a little of the undercoat in the deepest recesses.

2 Lightly drybrush Boltgun Metal over the Tin Bitz, taking care to leave a little of the original colour showing.

3 To further lighten the armour plates, carefully apply an even lighter drybrush of Chainmail over the Boltgun Metal.



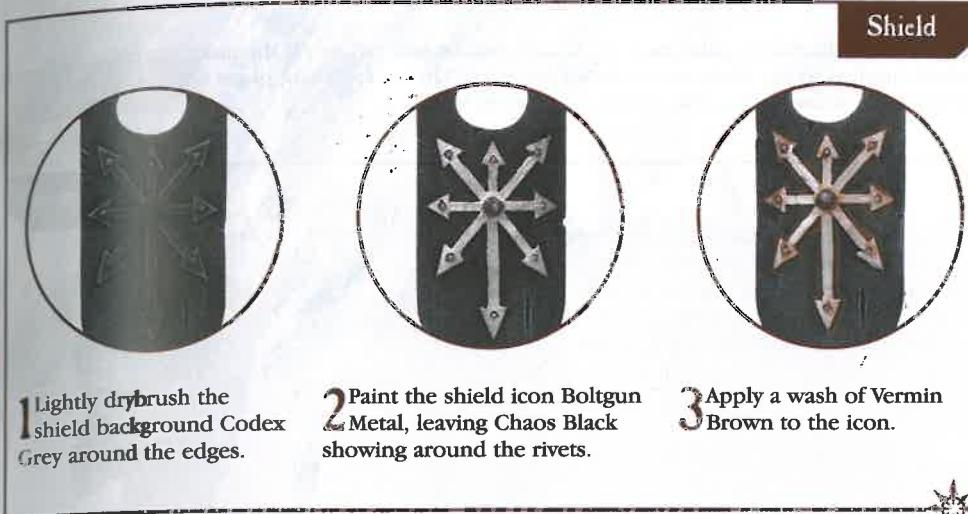
4 Apply a final, very light, drybrush of Mithril Silver, concentrating the colour around the edges of the plates.

5 To redefine the armour plates, paint a very thin wash of Chaos Black into the recesses of the armour, followed by a final wash of Vermin Brown for a rusty effect.

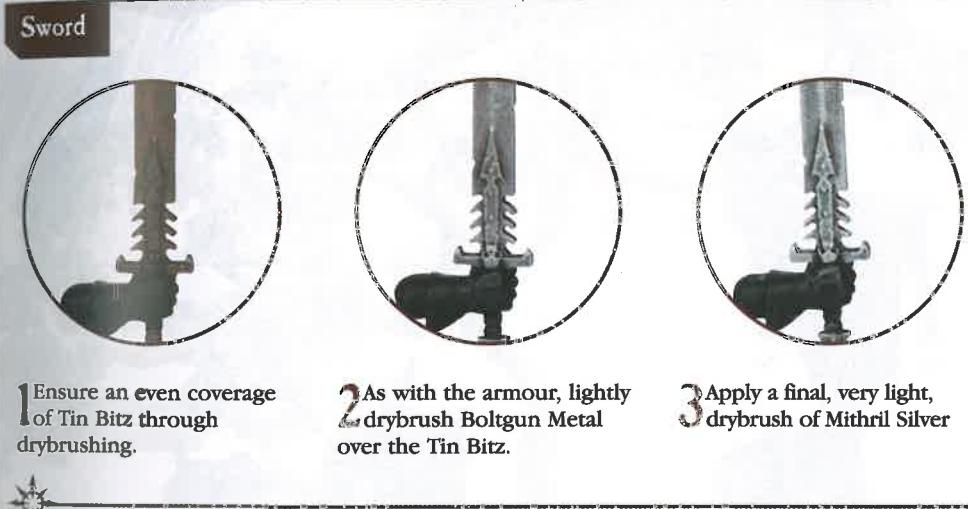




Fur



Shield



Sword



Mark applied his drybrushing over all his Chaos Warriors, giving the whole unit a strong, unified appearance. His technique is so controlled that it results in a remarkably smooth and consistent appearance. Even small touches, such as the subtle highlighting of the boots and gloves, together with the gloss varnish on the horns makes all the difference to the finished result.



Cloak

1 To begin with, the cloak uses an initial basecoat of Dark Flesh.



2 To finish off, lightly drybrush the cloak Dwarf Flesh.

Finishing off

To finish off the entire model, repaint the boots, belt, horns and gloves Chaos Black. Lightly drybrush Scorched Brown over the gloves and boots then apply a coat of gloss varnish to the horns. Glue the shield in place and finish the base.



Chaos Warriors can be painted in the specific colour palettes of the Chaos gods or you can go for the more natural colour schemes that are more commonly applied to the Warriors of Chaos Undivided. On the following pages are a number of example Chaos Warriors regiments that show the breadth of options open to you.

Mike Anderson

Mike: I always like to convert the models I own and the Champion model in this regiment of Chaos Warriors is a good example. Inspiration for characters comes from lots of different sources; in this case I based the look and feel of the miniature on a piece of artwork from the Hordes of Chaos book: Korpas Festerheart, Champion of Nurgle by Adrian Smith.



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Mike Dodds

Anderson

CHAOS WARRIORS



Mike: To get a really smooth graduation of colours on my models I like to apply lots of thin layers of paint. Take the armour, for example. Starting with Scab Red, I highlighted all the way up to Golden Yellow using Red Gore, Blood Red and Blazing Orange, mixing colours together as I went. This amounted to a grand total of eight layers of highlighting!

Fred Reed



Fred: Khorne is my favourite Chaos god, but, for a change, I decided to paint my Warriors the colours of Tzeentch, blue and yellow. However, yellow paint doesn't cover dark colours very well, so instead I used Bleached Bone shaded with Chestnut Ink and finished it off with three coats of Yellow Ink. This gives me a solid bright yellow that I really like.

Nick Cristofili



Nick: When I started to assemble my Warriors I imagined they were part of an ancient tribe of Nurgle worshippers who roam far and wide, scavenging pieces of armour. So I added parts from the Zombie, Chaos Mutation and Marauder sprues to the models, and based the Nurgle colour scheme around a palette of murky green and brown paints and inks.



Mark Bedford



Mark: For my Chaos Warriors I decided on a realistic palette of warm, earthy colours, including Dwarf Bronze with a Brown Ink wash for the metal. The shields were painted to look like wood and the cloaks have a plaid design applied to them. This creates the feeling that these Warriors were once great men from the north who were corrupted by Chaos aeons ago.

Dave Taylor



Dave: The face is one of the most important parts of any model. It's the first thing people look at so I like to apply as many stages as I can to get the best result. For my Chaos Warriors I started with a mix of Bestial Brown and Tanned Flesh, highlighting with Tanned Flesh, Dwarf Flesh, and Elf Flesh. A lot of stages, certainly, but worthwhile nevertheless.

Adrian Wood



Adi: Rather than paint my Warriors of Chaos in a fantastic way with garish colours, I opted to stick with the original theme of my Chaos Undivided army and go for realistic colours. When it came to painting the shields, however, I reversed my original colour idea and used a light background with a black emblem. I then carried this over onto the unit's banner.

Daniel Boone



Daniel: To achieve a solid, dark red armour for my regiment of Khorne Chaos Warriors, I began by painting a very thin coat of Red Gore over the black undercoat, using plenty of water. I then highlighted this dark red with more Red Gore, only this time much less dilute. To emphasise the sharp edges on the ornate armour, I carefully applied Blood Red.

Andy Brown



Andy: My Chaos Warriors have given their lives over to the Chaos god Khorne. Although I was quite happy with how they looked at first, I really wanted something to mark them out on the battlefield. Then I hit on the idea of literally drenching their shields in blood. This makes them stand out, boldly declaring their allegiance to the God of Blood and Skulls.

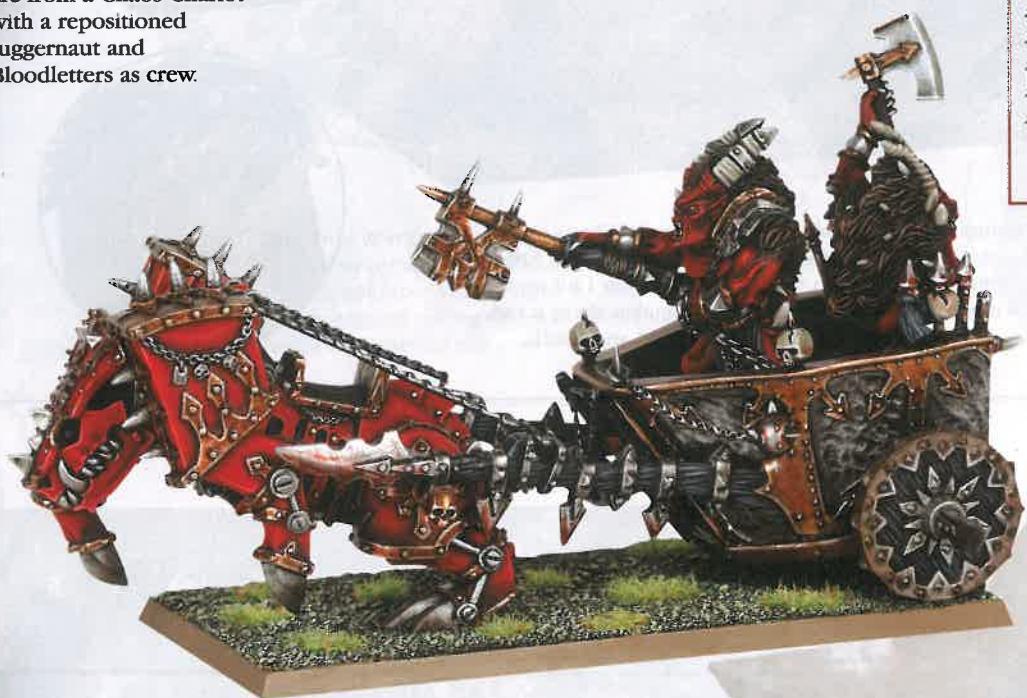
CHAOS WARRIORS



DAEMON

Chariot of Khorne by Neil Langdown

The main body of this Chariot of Khorne is made from an upturned Steam Tank hull, the yolks are from a Chaos Chariot with a repositioned Juggernaut and Bloodletters as crew.



Component List

- Juggernaut of Khorne
- Side, front and top armour plates of old Steam Tank
- 2 x Chaos Chariot wheels and scythes
- 2 x Chaos Chariot hafts
- Chaos Warrior shield
- Bloodletter
- Bloodletter Champion
- 2 x Chaos Terminator trophy racks



CHARIOTS

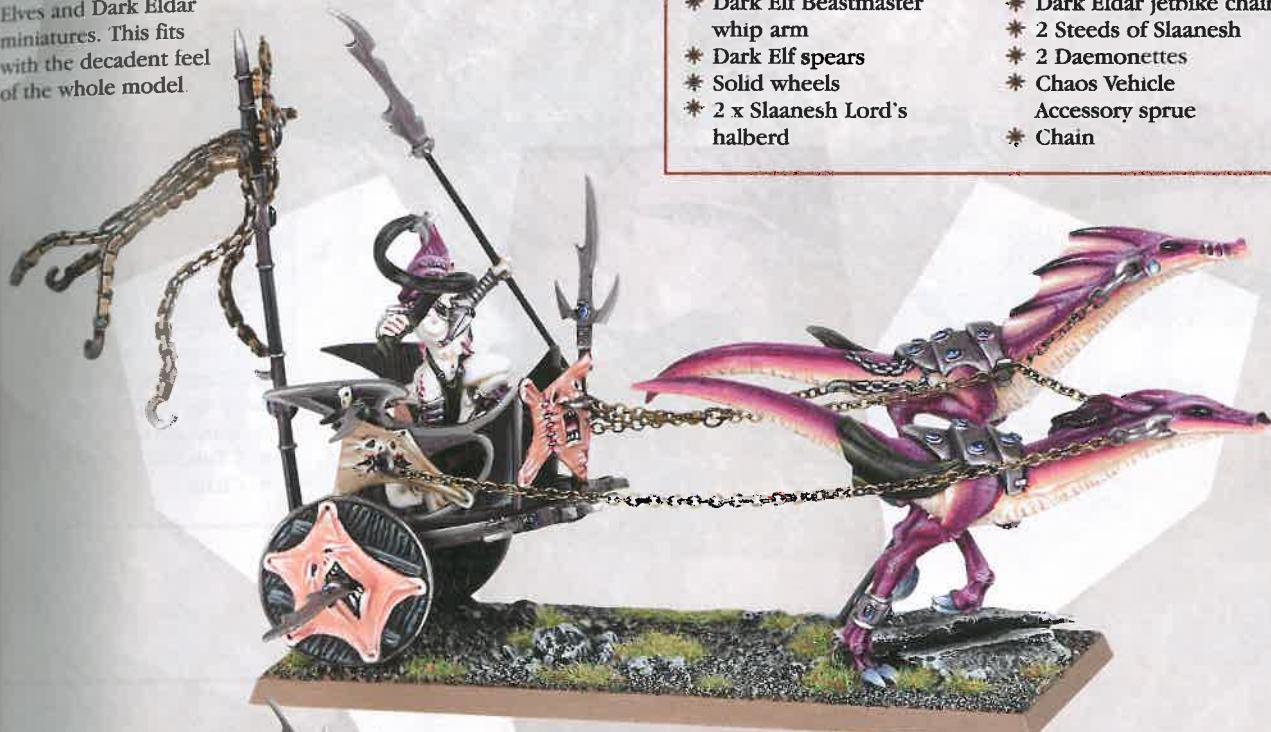
Chariot of Slaanesh by Kirsten Williams

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scythes
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or shield

Champion
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This delicate but deadly transport is based on the Dark Elf chariot with additional parts from Dark Elves and Dark Eldar miniatures. This fits with the decadent feel of the whole model.



Component List

- Dark Elf Chariot base and sides
- Dark Elf Beastmaster whip arm
- Dark Elf spears
- Solid wheels
- 2 x Slaanesh Lord's halberd
- Chaos Tank Accessory sprue
- High Elf banner pole
- Dark Eldar jetbike chains
- 2 Steeds of Slaanesh
- 2 Daemonettes
- Chaos Vehicle Accessory sprue
- Chain



Chariot of Tzeentch by Kev Asprey

A large round base and two large flying bases make up the platform of this flying chariot. The flames were cut from three Discs of Tzeentch to finish off the effect.



Component List

- 2 Flamers
- 2 Screamers
- 1 large round base
- 2 large flying bases
- 4 Disc of Tzeentch Spine sprues
- 3 Discs of Tzeentch
- Chain



Chariot of Nurgle by Seb Perbert

Based on a combination of parts from an Orc and a Beastmen chariot and crewed by Plaguebearers, Seb's model is pulled by a huge Beast of Nurgle Chaos Spawn.



Component List

- * Orc Chariot
- * Chariot base
- * Beastmen Chariot sides and haft
- * Orc banner
- * Spoked wheels
- * 2 x Plaguebearers
- * 3 Nurglings
- * Nurgle Lord's scythe and shield
- * Chaos Spawn body
- * Legs from a Great Unclean One





STORM OF CHAOS

SHAGGOTH

Storm of Chaos showcase



MARK TAIT

MATT PARKES

Hi t's fascinating to see how different modellers and painters approach the same subject matter. For some, a miniature is an opportunity to choose interesting and unusual

colour schemes, leaving the model unconverted. Others aren't satisfied unless they've really made their mark, often converting and even completely re-sculpting details to suit themselves.

Here are four examples of the Shaggoth, painted by Darren Latham, Matt Parkes, Tue Kaaie and Mark Tait. Compare each painter's unique interpretation of the monster.



TUE KAAIE

DARREN LATHAM

PAINTING WORKSHOP

THE HELLCANNON

When any model first appears, most people tend to react in one of two ways. On one hand, there are those (and I include myself here) who mainly paint armies and don't really feel satisfied with a model until we see it on a gaming table. Of course, there are also those who paint models purely for the joy of painting itself and treat every model as an individual piece of art.

The arrival of the Chaos Hellcannon into the Studio seemed like an opportunity to take a look at two painters with these differing styles working on the same model. While I wanted to see my Hellcannon rending the forces of the Empire as soon as I could, Mark Jones was more interested in indulging the opportunity to try out some ideas for painting decaying metals.



Left: Steve's Hellcannon after painting was complete. Steve opted to keep his crew separate for gaming purposes.

Preparation & construction: Mark

The preparation process was almost the same for both of us, and consisted of cleaning off mould lines and having a dry run at assembling our kits. We decided that, because of the



extra skulls and chains, the models would need bases, but also that it's best to leave them until we had the models themselves assembled and painted.

Mark: After the initial preparations, the first thing that I had to decide on was which parts I would need to paint separately. In the end I decided to put the barrel together, pin on the doors, and then paint everything else individually.

Mark: I happened to spot Steve's model just before he'd got around to spraying it and was a bit surprised to find he'd glued the furnace doors shut! He seemed to think that he'd end up having to glue them back on after every game, but I think it's unfortunate to lose all that detail for the sake of spending a bit of extra time pinning them on properly in the first place. I notice that he's glued all his Rhino and Devildog doors shut too. Maybe Steve's just worried about drafts...

Preparation & construction: Steve



Steve: While painting all those separate parts would allow me to get at every intricate detail of the Hellcannon, it would mean spending the best part of a week before I could get the model onto a gaming table. I think I'll be painting mine in one piece.

Of course, painting it this way has another advantage – I like to begin with only a rough idea of how I want the model to look, and develop the paint scheme as I go along. With the model in one piece, it's easier to see how it's coming together.

The only thing that I thought I would have to do before I could get stuck in was to pack some minor gaps in the barrel. When I took a look at the gap between the bellows at the back, I had visions of trying to fill it when the halves were together and watching the Green Stuff disappear endlessly into the barrel.

I decided to put the Green Stuff onto one half of the barrel, apply the glue immediately and then just squeeze the barrel together. I was then able to scrape off any excess Green Stuff when the glue was dry. With the Green Stuff in place, I could glue the barrel together, adding the doors and jaws.

All that remained for me to do was spray all of the components with Chaos Black undercoat, and assemble the model.

Painting: Mark



One thing that interested me was the variety of large metal surfaces. I've always enjoyed painting metal and I've been experimenting with ways to make metal look aged or decayed. This seemed like a perfect opportunity to try them out on a large scale.

I started with a coat of Dark Angels Green on the bronze parts of the model,

giving a greenish tinge to the later layers. Once I'd got the brass colour I wanted (a basecoat of Tin Bitz, followed by layers of Brazen Brass and Shining Gold), I applied a wash of Dark Angels Green in the recesses and corners of the metal. By adding thinned down Rotting Flesh to these areas, I could create the appearance of oxidisation.

◀Skulls

For the skulls on the barrel, I started with quite a dark colour, but ended up going much brighter to make them stand out from the surrounding metal. For the same reason, I ended up painting the large skull on the barrel mouth in bone rather than the metallic colour I originally had in mind.



◀Wheels

For the rusted iron wheels and chains, I started with a basecoat of Dark Flesh, followed by Vermin Brown and a light drybrush of Boltgun Metal, followed in turn by a wash of Blazing Orange.



◀Furnace doors

When I built the barrel, I pinned the doors open in order to give me the best access to the detail inside. Later, when I tried to put the frame on, I found that the doors were too wide apart. That meant that I had to take the doors off, drill new holes and pin them back on making sure that I could still get the frames on. Oh well...



Steve: I really love what Mark's done with his model so far, and this picture shows some of the real dedication he's put into it. Mind you, it's also a pretty good illustration of why it ended up taking him so long to paint...

Painting: Steve

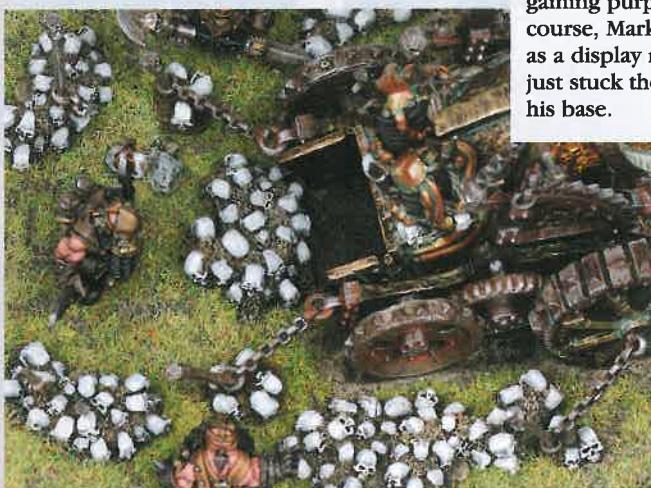


Steve: My idea for the model was a hellish furnace, bound together by a steel cage. To get this effect, I kept the painting down to a light drybrushing of Boltgun Metal over the black undercoat on the upper surfaces of the metal, and a little lining at the edges.

For the faces, I decided to start with Dark Flesh and then build up through all of the reds and oranges, ending up on a mix of Golden Yellow and Skull White. To get the smouldering appearance of a furnace, I avoided applying the colour across the entire surface of the faces. Instead, I painted less and less faces with each layer, until only a handful received any attention.

The metal was starting to look a bit dull, considering that it covers most of the model. As it happened, all it needed to brighten it up was a bit of brass detailing on the pipes, skull and wheels, and wooden planking on the bigger wheels.

The base and crew: Mark



Mark: Surprisingly, when it came to the subject of the bases, we both came to pretty much the same conclusion about what to do and why. On a model with this much detail, an overly complicated base would just make the whole piece look cluttered and confused, so a simple base seemed the way to go.

I made a rounded shape from hardboard, which is strong enough to hold the model while still being relatively easy to cut. Patches of ready mixed filler took away the flatness of the bases' surface, and with the skull piles and crew glued in place I was ready to start painting. I just thought I'd add some extra piles of skulls to give the appearance of having

loads of extra ammunition lying about.

I used much the same palette of colours on the crew as the cannon itself. Despite the amount of detailing on the models, I wanted them to be as dark and grubby as possible.



The base and crew: Steve



Steve: We did have one point of difference on this, and that was what to do with the crew. I decided to keep mine separate for gaming purposes. Of course, Mark was doing this as a display model, so he just stuck them directly to his base.



Steve: Given that I wanted to keep the crew separate from the base, I would have to make it narrow and irregular so that it looked right during play.

I chose hardboard because, to be honest, it's what Mark uses for this sort of thing and it seems to work very well for him.

I treated the actual base in much the same way as Mark had, except that I used a lot less Static Grass. I didn't bother adding more skulls, mostly because my narrower base just didn't have the room. Mark spent quite a long time painting all of the skulls on his base one at a time. I found it easier just to drybrush everything on the base in the same earthen

colour and then pick out a few skulls in Bleached Bone.

When I added Static Grass, I found that it was too bright, compared to the Hellcannon, so I used a wash of Brown Ink to make the grass look withered and dark. I also used Chaos Black paint to create small areas of scorching around the Hellcannon, particularly under the doors.

Like all Dwarf models, the cannon crew are mostly made up of armour and beard. I wanted to keep the beards black and the armour quite a dark colour. I settled on a basecoat of Dark Flesh for the armour followed by layers of Terracotta and Blazing Orange highlights.

Right: Mark's Hellcannon was a different beast entirely to Steve's, owing to the fact that Mark's was painted as a display piece, rather than a gaming option.



In the end, I'm satisfied with how my Hellcannon looks on the gaming board (although I can't escape the idea that it would look better in my Word Bearers army...). The metal work that makes up most of the model still looks fine, despite the fact that it only received one quick drybrush.

I have to say that I find myself gazing at some of the metalwork on Mark's model with the thought that maybe it wouldn't be such a bad idea, to take that much time and care on a single piece. Maybe I'll get round to doing that some time, but for now, I've got an army to paint...



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MODELLING WORKSHOP

MALAKAI MAKAISSON'S GOBLIN-HEWER

Engineer Malakai Makaisson has developed a new war machine for the Dwarf army, the Goblin-hewer. If you want to know how to assemble one of these arcane devices, then pay close attention to the words of Dwarf Slayer Sven Grimgut (aided and abetted by the inventor of the Goblin-hewer himself, Engineer Malakai Makaisson)...



Sven: You want to learn how to put the mighty Goblin-hewer together, right? Then you've come to the right place. Just bend your ear and I'll tell you how...

Malakai: Hold it! Before that young whippersnapper gets too carried away, remember it's always worthwhile cleaning the mould lines and flash off all the parts before assembling them. Most of the time you can just scrape it off with a knife but there's a trick to removing tabs. Clippers are the right tool for the job, my lad, just avoid cutting too close to the model or you might damage it.

I always had it drilled into me that a file is much better for scraping away metal than a knife. Remember, you're a craftsman: you can take off



tiny amounts of metal with a file, so take your time. If the mould line or flash is on a curve, just follow the shape when you file. The finish is nice and smooth, something to be proud of. OK lad what are you waiting for? Get on with it.



The Components

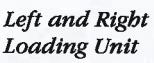
Sven: Right, listen up. The best place to start when assembling a Goblin-hewer is to separate the crewmen, the dead Goblin and rack of axes from the rest of the machinery. Don't worry, you'll need those spare axes soon enough. Here's a list of the parts:



Upper Drive Chain



Lower Drive Chain



Left and Right Loading Unit



Left and Right Throwing Arm



Throwing Axes



Crank



Rear Cog

Assembling the Goblin-hewer

Sven: So let's start assembling this weapon. Start with the base and...

Malakai: No, no, no! I've put more of these machines together than you've got hairs in your beard!



Rather than just build the model from the base up, like any young novice engineer would, build the complete centre frame and crank units first!

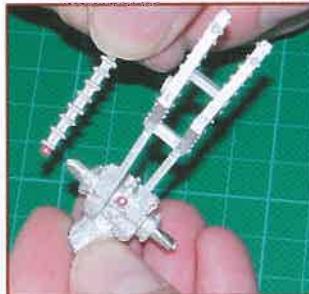
Sven: Grumble! Right, start with the centre frame and test fit the rear crank unit. If you test fit the parts first you know you won't have any trouble when it comes to gluing the pieces in place.

Look at the craftsmanship on that ornate housing for the axe throwing unit. Glue it to the rising centre frame and then it's time to put the two pieces together with the chain.



Malakai: I'll take over now, lad. Mark my words, you really need to take your time here.

The lower drive chain has two tabs on it, one long the other short. Glue the short tab in the slot underneath the complete axe throwing unit.



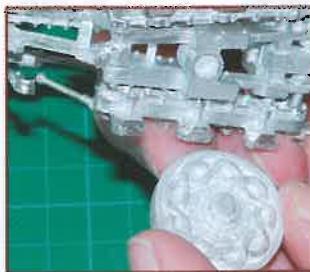
If you test fit the two sub-assemblies together, you'll see that the other end of the lower drive chain slots into the bottom of the rear crank unit. Glue the two halves together, making sure the lower drive chain is secure at both ends.



To finish off the complete centre frame and crank units, glue the rear cog and crank in place. Now then young 'un, let's see if you can finish off the job without my help!



Sven: Once you made the core of the machine, it's straightforward adding the rest of the parts. Start with the left and right loading units, then attach the two throwing arms with the separate throwing axe glued in place. Make sure you position the arms so it is just about to grab a fresh throwing axe. Then add the base and, once you've painted it, your Goblin-hewer is ready to unleash a hail of death upon the thrice-cursed Greenskin hordes.



Axe Throw Unit

Drive Chain

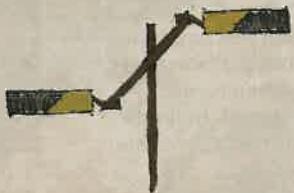
Upper Drive Chain

Left and Right wing Arm



Malakai Makaisson and his crew admire the deadly effects of the Goblin-hewer

from concept to **PAINTING**



Signal disrupted ahead/
send riders



Invasion force sighted



Too late/surrender denied

Left: Steve's finished semaphore tower in all its glory.

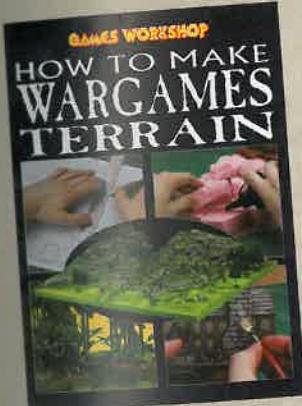
reality:

AN EMPIRE SEMAPHORE TOWER

part three



By Steve Cumiskey



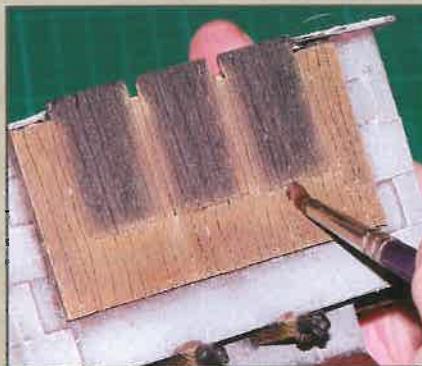
How to Make Wargames Terrain clearly explains how to build your own terrain pieces. Fully illustrated throughout, this book will help make terrain building as easy as possible. This book contains:

- Stage-by-stage instructions on how to build terrain features
- Useful techniques for basing and painting your models
- Ten example terrain boards made by modellers from around the world
- Appendices: inspiration, tools and materials

Whatever your level of experience, this is the indispensable guide for anyone wanting to learn more about making terrain suitable for wargaming.

S

teve Cumiskey returns with the final part of his Concept to Reality series in which he takes us through the process of building an Empire semaphore tower, from the planning to the final details. Having completed construction of his tower in last month's issue, he sets to work on the painting and adding the finishing touches.



By the end of last month's article, the tower was almost ready to paint. All that I needed to do was add a planking effect to the wood and cover the base with sand. As the wooden parts were made from balsa wood, all that I had to do was to score it with a sharp pencil. Even this light pressure is enough to leave distinct lines in balsa wood that can be seen even after painting. I also made a few small cuts around the ends of some of the planks to add to the illusion of the planks and make the building look lived in.

Preparations

Normally, the first step in painting a model would be to undercoat it. In this case, I decided that, for the stone and slate on the tower, a coat of grey textured paint would be enough. The signal mast and shelter are both made from plastic, which meant that I could use a normal undercoat spray for both.

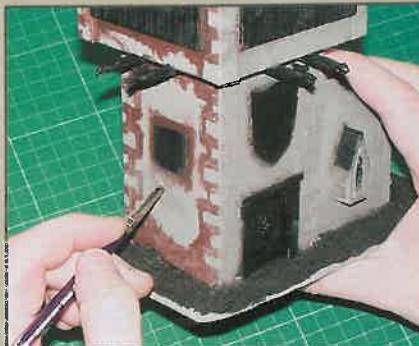
I couldn't use textured paint on the balsa wood if I wanted to keep the grain effect. Instead, I painted all of the wooden parts with a mixture of PVA, water and Chaos Black paint. The PVA helps to seal the surface and prevent it from being damaged during drybrushing.

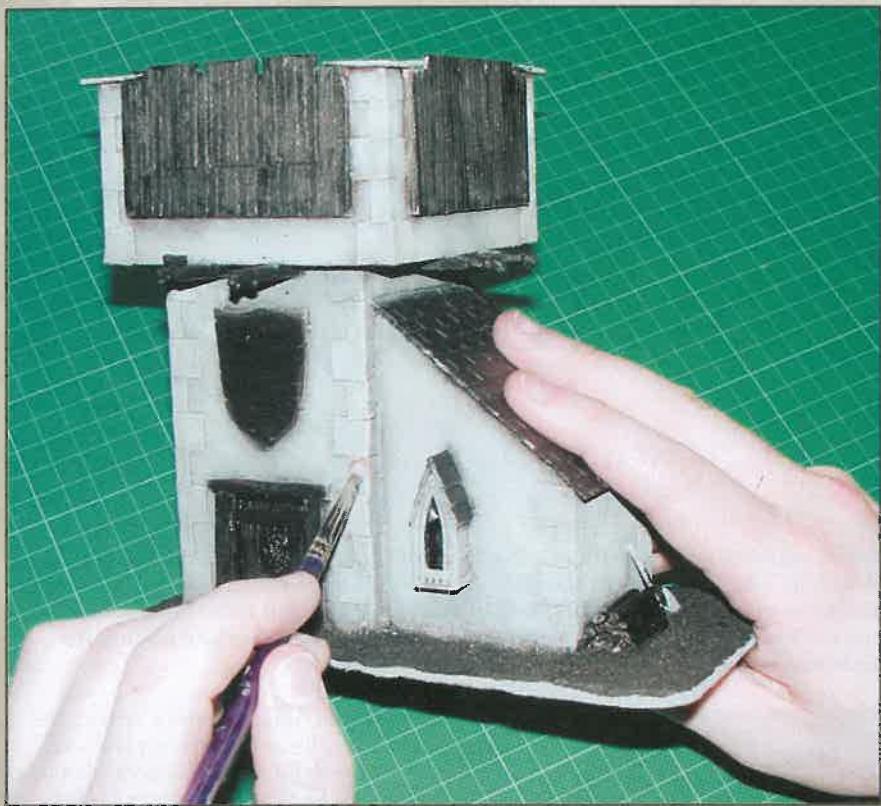
At the last minute, I made the decision not to glue the shelter and signal mast to the roof of the tower. Not only would this make painting and storage a lot easier, it would also allow me to use the building as a normal tower when I wanted to.

Stonework

Rather than use my normal technique – which would be to paint the entire model in a dark colour and drybrush towards something lighter – I decided to let the grey colour of the textured paint serve as my basecoat.

To create the shadows and gaps in the blocks on the wall, I painted these areas with watered down Scorched Brown. This looked quite messy at first, but once I'd begun to drybrush the model, they began to appear a lot more natural.





Codex Grey turned out to be quite close to the colour of the textured paint that I'd used, so it seemed the obvious choice for the first drybrush. For the next layer, I used Fortress Grey, applied in patches across the surface of the model. I then used Bleached Bone and Rotting Flesh in different areas, to give definition to the edges on the model and to brighten patches of the stonework (see above).

Slates

For the slates, I used Dark Flesh as a basecoat to establish the warm, reddish colour that I wanted. I followed it with layers of Terracotta and Blazing Orange, drybrushed over the slates. To make sure the edges of the slates stood out enough to be noticed, I drybrushed a little Rotting Flesh onto the edges of the tiles.



Wood

I wanted to give the wood the appearance of having been in place for a while. Cutting small pieces out of the ends of specific planks goes some way to doing that. I started with a basecoat of Scorched Brown, followed by a pretty solid layer of Bestial Brown. I followed these up by drybrushing the wood in patches with Snakebite Leather, Bleached Bone and a little Rotting Flesh for a hint of green.



Varying the colour on the surface of the wood helps to make it look more natural, while adding a faint touch of green to wood makes it look more aged and weathered.

Details

With the bulk of the model painted, I could concentrate on the smaller details. I wanted to leave the shield and provincial markings until later to avoid messing them up when I added the weathering.

The weathering effects I used are mostly just stains, made with washes of Catachan Green and Scorched Brown. I concentrated them under windows, joints in the walls and on the roof, where water would drain from the gargoyles.

There's very little metal on the model. What little there was, I painted with a basecoat of Tin Bitz, followed by a layer of Brazen Brass.



Shields and province markings

When I drew the original sketch for the tower, I used photocopies to try out a few different colour schemes. In the end I opted for the colours of Middenheim, to fit in with the battles around the Storm of Chaos. I made sure to apply the paint to the provincial colours patchily, to keep the same worn and weathered appearance as the rest of the tower.

The shield design came from some of the sketches for banners in the Storm of Chaos book. The Guild mark is a variation on the mark in a sketch from the Death on the Reik supplement for Warhammer RPG. I gave it a dominant blue colouring, to match the Middenheim flag.



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The next time I start to build a terrain project there's a few things that I could do with keeping in mind. After all the trouble I went to, gluing the door on, it looks a little bit too wide. This is mostly down to the relatively thick frame, but also because the proportions of the door itself are a little off.

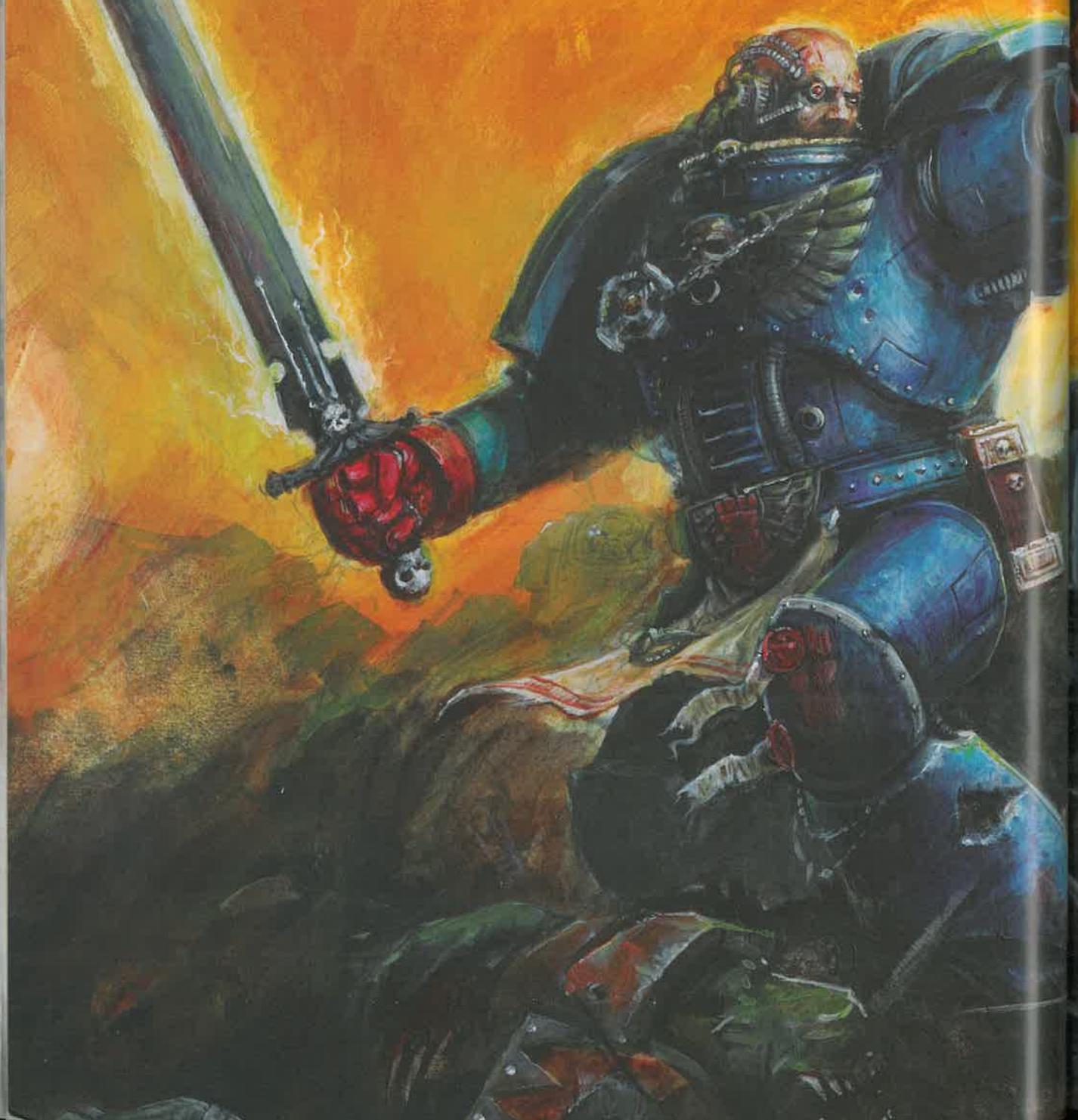
The shield is also a little on the large side, partly because I took the size of it from the sketch in *How to Make Wargames Terrain*, in which the tower is actually smaller than the one I made. In some ways, the size was a blessing because it gave me plenty of room to paint the wolf design.

Having said all that, when I look at the finished tower on the table, surrounded by my Empire defenders I'm satisfied with the end result. It just means that I'll have to carry the lessons learned here onto building terrain for my next army, which should be easier as I don't think pyramids have doors...



A group of Empire militia defend the tower from a Skaven attack.

SUNDAY OCTOBER 24TH 2004
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GAMESDAY **& GOLDEN DEMON 2004**

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GOLDEN DEMON

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Once again you will have the option to pre-register for Golden Demon. This means that on the day, all you'll need to do is walk up to the Express Counter and hand your entry in, leaving you more time to play games, enjoy the displays, and check out your competition.

Just visit our Website

www.games-workshop.com, follow the links from the Oz News page to the Golden Demon page, and then fill out and submit the pre-registration form.

If you have any problems or questions about pre-registering, please contact Games Workshop Direct on (02) 9829 6111, or you ask about it in any Games Workshop store.

GOLDEN DEMON 2004 COMPETITOR GUIDELINES

- Each competitor is allowed to lodge a maximum of 3 entries across categories 1-14 - so long as they meet each category's criteria. They may choose to enter an additional entry in the Open category 15 – entry in this category doesn't count to their maximum. However, you may only enter once in any category. All entries to the Golden Demon Competition must be painted Citadel miniatures, Forgeworld or Imperial Armour models or scratch-built models that you have sculpted yourself.
- Conversions are allowed, but MUST be consistent with the atmosphere of the game world and conform to spirit and ethos of the Games Workshop universes.
- Except in the Duel, and Open categories entries must be mounted on the base size appropriate to the model (in most cases that's the one it is sold with or which it is allowed in game system rules). Any scenic bases cannot be larger than double the width or height of the base the model comes on. Except in the Duel, and Open categories all models must be removable from any scenic base to allow viewing of the model on its own merits.
- All entries to the 2004 Golden Demon Competition must be **personally** handed in by the entrant and registered at the Hordern Pavilion, Moore Park, Sydney on Sunday the 24th of October 2004, as

early as 9am and no later than 12pm. All entries must be picked up on the day of the event, by the entrant in person, at the specified times.

- Competitors will be fully responsible for the transport of their own entries to and from the event and for the storage of their transport and packing materials on the day.
- Games Workshop reserves the right to refuse entry to the competition.
- Once they are booked in, Games Workshop undertakes to treat all entries with the greatest care, but will accept no responsibility for any loss or damage to individual entries. Entry to the competition is at the competitor's own risk.
- Due to licensing restrictions, entries to non The Lord of the Rings™ categories may not include components from The Lord of the Rings Strategy Battle Game™ range, and vice-versa.
- Entry to the competition gives Games Workshop the right to display, photograph and publish an entry as they see fit.
- The Golden Demon Slayer first prize can only be won by entries into Categories 1-11. Though eligible this year to enter some categories Games Workshop Staff are not eligible to win the Slayer prize.
- Finally, while you may not agree with the outcome of the competition, the judges' decision is final.

GOLDEN DEMON CATEGORIES

01. WARHAMMER SINGLE MINIATURE

This category is open to single Warhammer miniatures on standard slottabase sizes 20x20mm or 25mm 25mm.

02. WARHAMMER LARGE MODEL

This category is open to Warhammer miniatures on slottabase sizes: 25x50mm, 40x40mm, 50x50mm or 50x100mm. This category is for all Warhammer cavalry, single monsters and chariots. This covers ridden monsters, Dragons, Greater Daemons, Trolls, Ogres, single Chariots, etc.

03. WARHAMMER REGIMENT

This category consists of a collection of 5-20 models from Warhammer Fantasy Battle. This category is open to Warhammer miniatures on slottabase sizes: 20x20mm, 25x25mm, 25x50mm, or 40x40mm. Entries for this category must consist of a legal unit entry chosen from the appropriate army list. The unit must include a Standard Bearer, a Musician, and a unit Champion if available to it. This category does not include a unit of chariots and Characters cannot join units. If mounted on a scenic base the entry should be no larger than 300mm x150mm.

04. WARHAMMER 40,000 SINGLE MINIATURE

This category is for single Warhammer 40,000 miniatures on standard round slottabases size of 25mm. The category is predominately for a single freestanding approximately humanoid sized figure which come on 25mm base. The only exception to this is those models wearing Terminator Armour or similar size (Ogryns, Ork Mega Armour, Tyranid Warriors, Tau Battlesuits etc) which are provided with a 40mm slottabase – there are no other

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exceptions. Conversions and constructs must be based on a 25mm base regardless of the original components. All other models on 40mm bases qualify for the Large model category.

05. WARHAMMER 40,000 LARGE MODEL

This category is open to a single Warhammer 40,000 miniature on slottabase sizes 40mm, 60mm, and 25x50mm. This category includes any single Warhammer 40,000 model that comes with a mounting base. This includes the Avatar, Demon Princes, Greater Daemons, Large Tyranids, Dreadnoughts, Marine Bikes, Jetbikes, Warbikes and special characters such as the Judging Chair, Deceiver, Ghazghkull...

06. WARHAMMER 40,000 UNIT/SQUAD

This category consists of a collection of 5-20 Warhammer 40,000 models: This category is open to Warhammer 40,000 miniatures on slottabase sizes: 20mm, 25mm, 25x50mm, 40mm or 60mm. It must consist of a legal unit entry chosen from the appropriate Codex, Chapter Approved article or Imperial Armour army list. This category includes squads mounted on bikes, jetbikes and warbikes as described in the various Codices but not vehicle squadrons. All figures must be mounted on their appropriate bases.

If mounted on a scenic base the entry should be no larger than 300mm x150mm.

07. WARHAMMER 40,000 VEHICLE OR SQUADRON

This category is for any single large Warhammer 40,000 vehicle including tanks, or vehicle squadrons and Tau Battle Suit teams. (Forgeworld Imperial Armour vehicles are also included in this category.) If mounted on a scenic base the entry should be no larger than 300mm x300mm and the entire entry should be not higher than 350mm.

08. WARHAMMER WAR MACHINE OR CHARIOT UNIT

This category is for Warhammer Fantasy Battle war machines with a complete game legal crew (where applicable) including, Ballistas, rock

lobbas, trebuchets or chariot units etc. If mounted on a scenic base the entry should be no larger than 300mm x300mm and the entire entry should be not higher than 350mm.

09. DUEL

This category consists of two single models mounted onto a single 50x50mm or 60mm round slottabase. The judges will be looking for a dynamic pairing of two opponents in some kind of combat or other dramatic situation. Models may be from the Warhammer or Warhammer 40,000 ranges.

For this category your entry must be no larger than 60mm round base.

10. THE LORD OF THE RINGS™ SINGLE MINIATURE

This category is open to any single the Lord of the Rings Strategy Battle Game™ range or scratch built miniatures on slottabase size up to 25mm

11. THE LORD OF THE RINGS™ LARGE MODEL OR GROUP

This category is open to any single the Lord of the Rings Strategy Battle Game™ range or scratch built miniatures on base size 40mm or larger for a single entry figure. For a group you must include a collection of nine figures on their appropriate base size or a Warmachine and its full crew. If mounting the collection on a scenic base it should be no larger than 300mm x150mm.

12. YOUNG BLOODS: WARHAMMER 40,000 SINGLE MINIATURE

The young bloods painting competition is open to any competitor aged 14 years or under. Your entry should consist of any single Citadel miniature from the Warhammer 40,000 universe, on its standard 25mm or 40mm round slottabase if using a Terminator Armoured size model or similar (Ogryns, Ork Mega Armour, Tyranid Warriors, Tau Battlesuits etc).. Scenic display bases are not allowed in this category.

13. YOUNG BLOODS: WARHAMMER SINGLE MINIATURE

The young bloods painting competition is open to any

competitor aged 14 years or under. Your entry should consist of any single Citadel miniature from the Warhammer universe, on its standard 20mm or 25mm slottabase. Scenic display bases are not allowed in this category.

14. YOUNG BLOODS: THE LORD OF THE RINGS™ SINGLE MINIATURE

The young bloods painting competition is open to any competitors aged 14 years or under. Your entry should consist of any single miniature from the Lord of the Rings Strategy Battle Game™ range, on its standard 25mm round slottabase. Scenic display bases are not allowed in this category.

15. OPEN

The Open Category is an opportunity to let your imagination run riot. Typically you'll enter the Open category with – Battle scenes, vignettes, Dioramas, Converted figures, both large and small, or scratch built work. Judges will be looking for entries that convey a strong image, theme or story that is a part of Games Workshop's gaming universes. To do this the entry will demonstrate a high level of modelling and/or converting, as well as a high level of painting skill. This should be the most demanding category to consider entering. It may not be enough to simply enter a single large model or group that hasn't been altered from the standard production. Entrants are also welcome to provide any details that support and explain the work they have put into creating their entry. This should be in a hard copy form and no more than 4 A4 pages – including all photos diagrams and text.

ForgeWorld

Forgeworld will be offering a special award for the best forgeworld model in any category. To be eligible you will need to use forgeworld models or components in your entry but it must still comply to the categories normal guidelines.

PAINTING FRENZY

You've been waiting all year to hear about this years Australian Games Day, and for many of you the Golden Demon painting awards are a very important part of Games Day..

Golden Demon is Australia's most prestigious miniature painting competition and this year it will draw entries from all over the Asia-Pacific region. There are fifteen categories this year (including the Open and Young Bloods categories) to challenge your painting and modelling skills, and an entry into any one of the first eleven categories may win you the coveted Golden Demon Slayer prize!

Here are a few tips to help you on your way.

- The most important hint is about your choice of miniatures. Don't choose a model purely because it's the latest release, or because it's from a fashionable army. Pick something which you really want to paint, regardless of whether it's an old or new miniature. You will make a much better job of it if you have genuine

enthusiasm for the project rather than trying to please the judges.

- Don't neglect your bases. A good base, finished with a little care and attention, really sets off the model on it and enhances your chances of winning. Don't give in to the temptation to go overboard either.
- Try to concentrate on one or two categories. Focus on those areas you enjoy, eg. if you like detailing tanks then enter the Warhammer 40,000 Large Model category.
- When painting groups of multiple figures it is important they look coherent. Try to be consistent with colour schemes on groups of models. This will guarantee they are more visually striking than groups painted with two or more colour schemes.
- Also, when planning your Golden Demon miniature for this years competition remember that you have to transport it, nothing would be worse than arriving on the day with a broken miniature.

Well that's it for advice. Good luck everyone and get painting!

Games Day 2003
Warhammer 40,000 Single
Gold & Golden Demon
Slayer Sword winner by
Leigh Carpenter



GAMESDAY & GOLDEN DEMON 2004

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GAMESDAY & GOLDEN DEMON 2004

THE TICKET DEALS!

Based on the success of last year's event we've decided to offer you the same cool ticket deals this year. They'll make it much easier for you to pick up a Games Day 2004 miniature and t-shirt.

Please note: We expect the t-shirts and miniatures to sell out so get your tickets nice and early to avoid disappointment. You will not be able to purchase the miniature or t-shirt at Games Day 2004.

DEAL ONE

THE TICKET: AUS\$30

Deal One contains one Games Day Ticket (allowing multiple entries into the Games Day venue on Games Day) and a full colour Games Day Programme.

DEAL TWO

THE MINIATURE: AUS\$55

Deal Two includes the Ticket and Programme as described in Deal One plus the Archaon on foot Games Day 2004 miniature (pictured on this page). The miniature will be supplied to you when you purchase your ticket.

Coach Ticket deals may be available from your local Games Workshop stores. Ask staff for details.

DEAL THREE

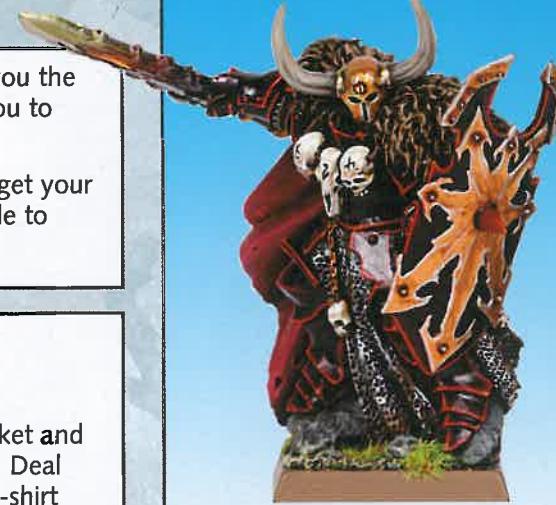
THE T-SHIRT: AUS\$55

Deal Three includes the ticket and Programme as described in Deal One plus the Games Day t-shirt (pictured on this page). The t-shirt will be supplied to you when you purchase your ticket.

DEAL FOUR

THE LOT: AUS\$75

Deal Four includes the ticket and Programme as described in Deal One plus the Archaon on foot Games Day 2004 miniature and the Games Day t-shirt. Both the t-shirt and miniature will be supplied to you when you purchase your ticket.



Games Day 2004 Archaon on foot



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GAMESDAY
GOLDEN DEMON 2004





THE ILLUSTRATED MAN

Games Workshop's artistic visionary John Blanche talks about what inspires him when bringing new worlds to life - preferably without using the colour blue.

By Guy Haley

I distinctly remember being told what I liked was all well and good, and I had a romantic spirit, but it would never earn me a living, so there was no point in doing it." So speaks John Blanche. As he is now the Art Director of Games Workshop, you can't help but think his teachers at art college might feel a little foolish.

John's life is a strange story almost worthy of Dickens, a writer he has a great deal of respect for (like another favourite writer, Mervyn Peake, he was an artist too), going from working class kid with a love of toy soldiers to some kind of artistic demigod.

Among "shared" fantasy and science fiction universes, those of Warhammer and Warhammer 40,000 are perhaps some of the most evocative. As an artist and director of artists, John has played a major role in shaping these worlds, or "alternative histories" as he prefers to call them. Partially owing to his sensibilities, these twin game worlds have become dark and dangerous places, contrary to the glossy, High Fantasy heroes and heroines favoured in the US.

Though it was the emergence of Dungeons and Dragons in the 1970s that gave birth to Games Workshop, the men of GW were soon pushing their games away from the sub-Tolkien worlds of roleplaying. Early RPG's were kind of the American dream writ large, cartoon versions of the frontier, where adventurous spirits could wrest vast fortunes from unfortunate Orcs by the application of a big axe, even becoming Gods if sufficient foes were felled. Not so in Warhammer and the science fantasy universe of Warhammer 40,000, places populated by flawed characters, where the only path to glory is dark and diabolical, and the gods are forever hungry.

"To me fantasy is much darker than American High Fantasy, certainly more violent, and more oppressive. But it's also very real," says John. "I didn't see fantasy being occupied by shiny characters, it was all very Dickensian. Fantasy denizens to me all look like Fagin. Everybody has an eye-patch and a wooden leg, dirty fingernails, and worn clothes. And thereby lies the strength of it. It is evocative, there is so much background there, the universes are so strong."

John explains that Games Workshop worlds are inspired a lot by the real world. Further, he maintains that the Games Workshop game worlds are extensions of Northern European culture. "History is fascinating. I constantly find that real life is far more bizarre, far weirder, than what you can conjure up with your own mind. In fact, the resonance isn't just history, or the history of Western Europe, but it echoes through our past, right back to Paleolithic times. It's a very Northern European thing. Skulls crop up all the time, for instance, in Northern European art. Why? These things have always fascinated me, and they find their way into my pictures. You don't see it so much in Southern Europe. If I were better with words, I might write a book about it."

Would Gothic be the right word?

"Yes, and no. Gothic means lots of things. You have the architectural style, from the Early Middle Ages, which then became something else in the Late Middle Ages, and was then reinvented by the Victorians, and they applied to all sorts of stuff. Then we have what we call Games Workshop Gothic, which is inspired by, but is none of these things." The word "Gothic" itself comes from the Goths, a group of ancient

"I didn't see fantasy being occupied by shiny characters, it was all very Dickensian. Fantasy denizens to me all look like Fagin. **"**

“ I was seriously ill a few years ago. It really was a matter of life or death. And as I lay there I thought ‘what will I leave behind?’ ”

Germanic tribes, which brings us neatly back to Northern Europe. John himself is a living extension of this tradition. His major influences include Rembrandt, Albrecht Dürer and Hieronymous Bosch. He even goes so far as to put altered versions of figures from their paintings into his own.

“ The thing is, ” he says, “ you carry those people with you. I’m not so excited by Bosch anymore, I don’t go out and look at his work, but it is part of me, I suppose, these days. ”

The influences are there to see. For instance, John still rarely uses blue, his works executed in the earthy orange and red tones favoured by his heroes. However, his head is not only turned by the Germanic.

“ The best painting I have ever seen in the flesh, and a lot of people look at me aghast when I say this, is the Mona Lisa by Da Vinci. When I saw it I was astounded because I thought it was so much bigger. It’s tiny. They keep it in the Louvre, in this big box, and you have to look through bullet-proof glass at it. You have to push your way through crowds of people. But when I saw it I was transfixed, I

thought, ‘God that is incredible! ’ To the same extent I like the Pre-Raphaelite Edward Burn Jones. Lawrence Alma-Tadema also. He was a very big Victorian artist, he came from Belgium but he was actually knighted by Queen Victoria. He was one of the few foreigners to be made Sir. And I have read accounts of them throwing away his paintings in the 1950’s because they regarded them as being purely chocolate box covers! But I’ve seen a couple.

I saw one in a Hamburg museum. You stand 15 foot away and you’re looking at a photograph, and you walk up close and you’re seeing paintbrush strokes. It is emotional, painterly and textural, it is photographic at the same time, the guy’s a genius! But the person who really had more impact on me than anybody else has to be Rembrandt. He can do the lot. Again, he can paint almost photographically, and at other times he can be very loose and expressive. ”

This conflict, and its resolution, between emotional expressionism and the painter’s craft crops up several times as John talks. In some ways, it seems to have driven his development



SKAVEN REGIMENT BOX COVER
by Karl Kopinski

“ This is one of about six box covers we did at once. It is satisfactory because it is a representation of the box contents, it is the plastic miniatures. But, probably for the first time, it was making them as individual characters. They are the plastic

miniatures, yet they’re not. They are what the plastic miniatures represent in your mind, put into very emotional context. ”

I remember at the time, we were desperate to put full art on box covers. Something that is very, very difficult to achieve, because we have so many boxes, and you can’t just do one. You have to try and roll it out. It was something silly like

‘do us a box cover in two weeks’. You say that to an artist and they’ll look at you aghast because they want to do the best job they possibly can. But one of the interesting things is if you put pressure on people who have the ability and the experience to do professional work quickly, then they kind of emotionally loosen up. ”

To the same dwarf Burn so. He was a from Belgium Queen Victoria to be made them throwing because the chocolate box

eum. You stay at a pose and you're emotional, graphic at the person more than it. He can do stness he can be on, between the painter's cranks. In some development



as an artist. He says that when he was younger he was concerned mostly with photographic realism, but this has changed.

"Those painterly brush strokes express raw emotion, whereas tight controlled painting is, to some extent, just purely a visual record. To put a bit of emotion into it gives the painting lots of warmth and a dynamic that you don't get from photographic rendering. Once I started to appreciate that in fantasy art... I mean, a person I used to dislike was Frank Frazetta. I used to think, 'It's just done dead quick. He's a great artist but he just doodles them off.' And then, one day I thought, 'Actually, the guy's a genius!' After that I started to look at different things in art. I started to appreciate even some contemporary art, not all of it, because a lot of it's awful. Rather than just look at the surface, I started to look into art and feel some of the emotional values of the artist."

Strangely, neither seemed to be particularly favoured by his teachers at college, which just goes to show that while art is a fundamental part of human life, the people who define it as such are horribly afflicted by fashion.

"They tried to unteach me at art college. I was a working class lad from a council estate. I went to a secondary modern school, and I worked very hard to get into art college. When I arrived there

it was full of quasi-intellectuals, and the big word at the time was existentialism. I didn't know what it meant, and nobody would tell me what it meant. I wanted to draw pictures. It was just horrendous. A lot of my colleagues had unhappy experiences at art college, because the teachers tried to steer them towards what they consider to be high art, and the craft, the exercise of rendering, is frowned upon, which is extraordinary."

This is not something that has held back John, nor the likes of Dave Gallagher, Alex Boyd, Karl and Stefan Kopinski, or Paul Dainton, some of Games Workshop's enormously talented artists.

"That leads me to my conviction. I go to a lot of exhibitions and galleries. I don't go to them all, but when I go to them I think there's work that we're producing in our studio now that can stand up alongside some of these great, great artists."

It's this reverence for the output of the Design Studio that has led to the creation of The Gallery at Warp Artefacts, an online repository for the very best GW artwork. The fine art prints available from The Gallery were personally selected by John and represent both a historical record of the Warhammer and Warhammer 40,000 games and are a testament to the talents of the studio artists.

THIRD EDITION WARHAMMER 40,000 COVER - BLACK TEMPLARS by John Blanche

"I worked through my Christmas holidays painting that. It took a number of months. Not full working days. Now there's a thing I've got a very strange position here, because I'm a number of people. One of the people that I am is part of the management team, part of the structure that analyses and delivers and makes demands of other people. One of the people I am is somebody who does conceptual sketchwork, coming up with fresh ideas, driving the imagery, provoking corners and laying down baselines for people to build on top of. And the other person I am is an artist, pure and simple. Putting those three things together time wise can be very hard."

“I go to a lot of exhibitions and galleries... I think there's work that we're producing in our studio now that can stand up alongside some of these great, great artists.”

Still, GW's artists are not entirely free. They can't just make their own stuff up. They are, John says, illustrators, with deadlines to meet. But they are also one of Games Workshop's primary engines when it comes to dreaming up new weirdness to unleash on the tabletop, a process that can also be seen at work in the fiction published by The Black Library. They help the worlds live, and more, they push their evolution forward.

“The push and shove of it is those technical restraints, but the pleasurable side of it, the organic growth side of it is trying to make our art visionary, make it lyrical, give it a narrative. That's my personal sort of driver, not just filling spaces in a book with pictures. Recently I went to the Turner exhibition in Birmingham. I love Turner's work, but I'd say 90-95 percent of it was very dull. I feel I know why Turner, like everybody else, had to earn a living, so he was doing commissions for wealthy people, classicist pictures showing their estates and their houses and the people around them. Only when Turner had the freedom to truly express himself could

he really let go. So I was looking at his work and was thinking, ‘Hey, he'd just really love to work for Games Workshop!’”

John now describes himself as living in the worlds he has helped to create. His own time is spent working on sketch books, explorations of Warhammer and Warhammer 40,000. “So I have something to leave to my family. I was seriously a few years ago. It really was a matter of life or death. And as I lay there I thought ‘what will I leave behind?’ I've done loads of work but lots is lost, or kept in a drawer.”

Confronted with mortality, John works hard to deepen our fictional universes. A more powerful case for the lure of Warhammer you will not find. This is fortunate for us, as the man is, after all, a genius.

Next month John will select more of his favourite pieces from the Games Workshop archives. Meanwhile, you'll be able to find prints of Games Workshop artwork at: www.warpartefacts.com

MORDHEIM

by Alex Boyd

“Mordheim was kind of my baby at the time I wanted to produce something that was mad and wild as Bosch, you see the inspiration coming out, because Mordheim is this city that was devastated not only by the meteorite impact but by the unleashing of Chaos upon it. To present it as generic fantasy warriors fighting generic daemonic warriors is so bland, so boring. But instead to give it a bit of hard, grim character, the madness you see in Dickens or Shakespearean plays. Dickens, who is a cartoonist, had characters like Uriah Heep. His name, just words, build a picture of the character himself. His actions, his moods, his looks, his name, describe what that character is. That's something that really fascinates me, to absolutely transcend clichés and actually create archetypes.”



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RIGHT: WARHAMMER 40,000 ROGUE TRADER COVER – CRIMSON FISTS
by John Sibbick

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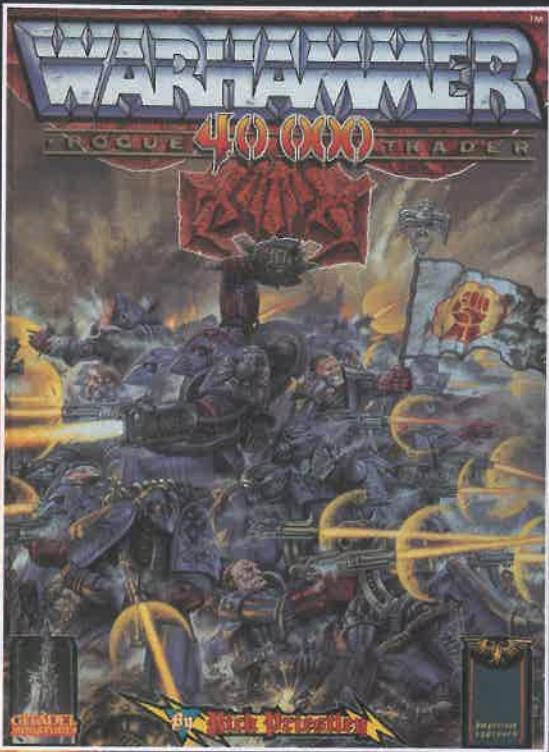
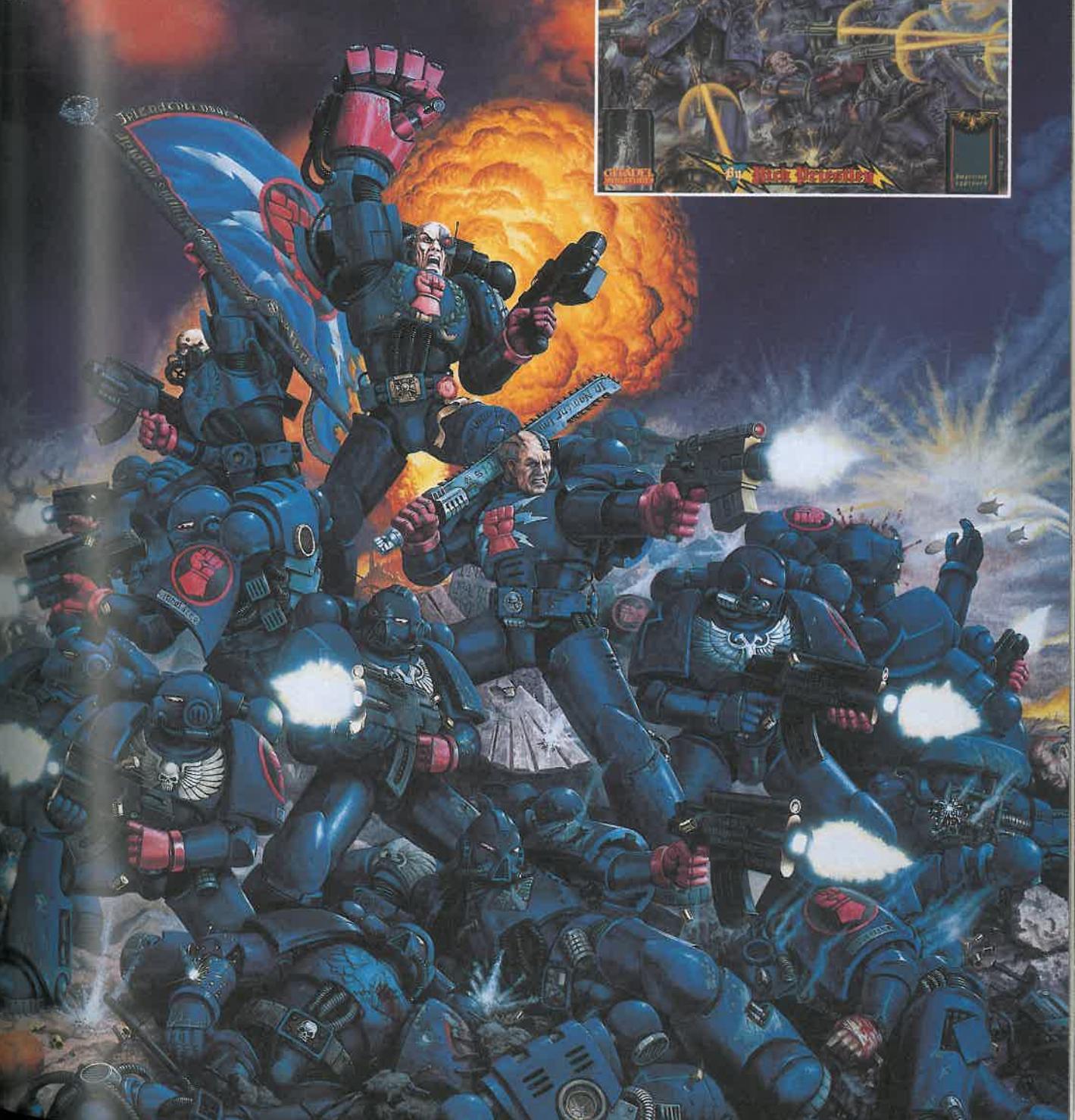
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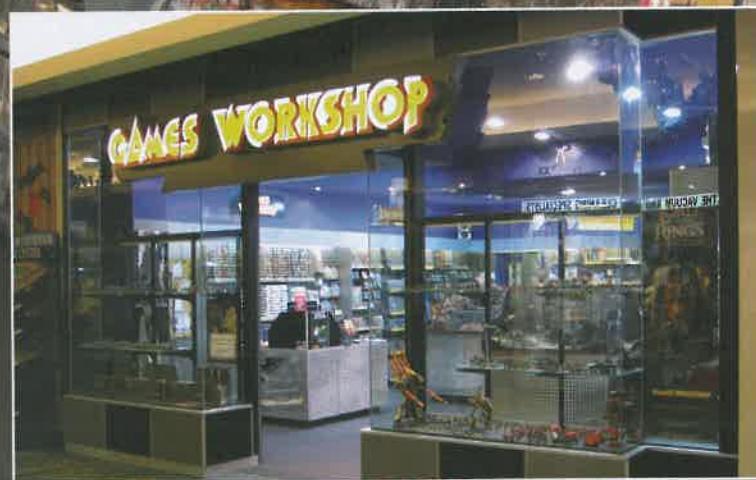
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BELOW: MARINE CODEX COVER – CRIMSON FISTS UPDATE
by Dave Gallagher

"John Sibbick is probably the world authority, in terms of being an artist, on dinosaurs. He does lots of dinosaur books. He hadn't quite embarked on that career when he did that cover for us. Very quiet man, very humble man. That was the first freelance commission for Warhammer 40,000 that we did. It was commissioned for the cover. The vision behind it was to be an archetypal last stand. The mighty, knightly warrior, facing overwhelming odds. That painting has been brought up to date by Dave Gallagher. So you see an updating of the Marine armour marks, I always forget them, because I'm terrible with numbers. But again, you know they're going to die, that it's a last stand. There are three missiles in the background coming straight for those Marines, a lot of people miss that, but when you see them, you know everyone of them is going to die."





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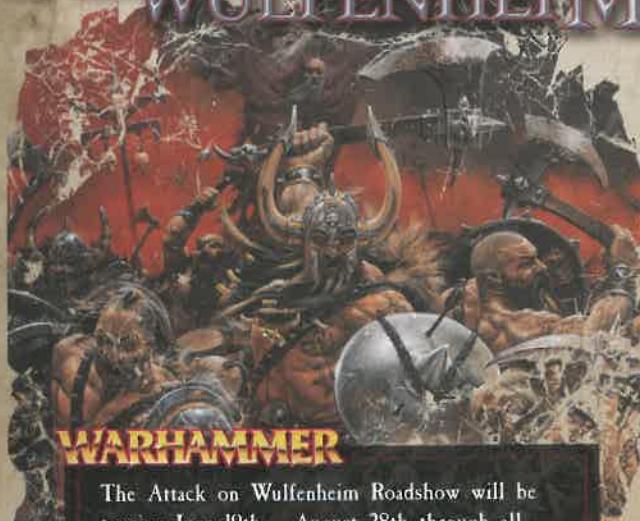
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Shops with their name in RED have Games Night every Thursday. Those with their names in White have their Games Night on Fridays.

GAMES WORKSHOP

ATTACK ON WULFENHEIM



The Attack on Wulffenheim Roadshow will be touring June 19th - August 28th through all NSW Hobby Centres.

STORM OF CHAOS

HOBBY CENTRE JULY EVENTS

Games Workshop Hobby Centres

All throughout July your local Hobby Centre will be running all sorts of exciting gaming, painting and modelling activities. Expert Staff are on hand to help you with any hobby skills you want to learn or hints and tips on gaming.

The Storm of Chaos Worldwide Campaign is well under way this month, with each Hobby Centre engaging in a frenzy of Warhammer gaming. Bring in your forces and help decide the fate of the Old World!

The Shadow of The Black Gate looms over the free peoples of Middle-earth and it is up to Aragorn the King to rally the forces of good and drive back Saurons Hordes. All throughout July Hobby Centres will be playing heroic "The Lord of The Rings" battles.

Don't forget the **Assault on Wulffenheim** Roadshow continues to tour through NSW from June-August and should see some epic Storm of Chaos battles. During July the Roadshow visits:

Wollongong - July 3rd
Newcastle - July 10th
Hornsby - July 17th
Miranda - July 24th
Eastgardens - July 31st



Ask staff for more details about heroic
"The Lord of The Rings" Gaming at
Hobby Centres Throughout July.

THE SHADOW OF THE BLACK GATE

THE LORD OF THE RINGS STRATEGY BATTLE GAME



NEW LINE CINEMA
A THOMAS LEE COMPANY

STORM OF CHAOS

SPECIAL CAMPAIGN EVENT

VISIT HOBBY CENTRES
ON THE
10TH-11TH JULY
FOR A SPECIAL
STORM OF CHAOS
CAMPAIGN EVENT!

An exclusive region of the Storm of Chaos Campaign Map will be activated over this weekend of mayhem. Only Battles fought over the 10th-11th July at Australian/New Zealand Hobby Centres will be able to log results on this region. This is a unique chance to influence the outcome of the Storm of Chaos! Ask your Hobby Centre staff for more details.



THE LORD OF THE RINGS

STRATEGY BATTLE GAME

- A Tale of Good & Evil (Part Eight)

- Battle Royal: The Battle of The Pelennor Fields Preview

- Might of Mordor

- Conversions Showcase

THIS MONTH'S RELEASES FOR THE LORD OF THE RINGS



Witch-king on Fell Beast

Designed by Michael Perry, this boxed set contains the Witch-king mounted on a Fell Beast.

These models require assembly.

WITCH-KING ON FELL BEAST
AUS\$85 NZ\$95



Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

BATTLE

“The board is set, the pieces are moving. We come to it at last – the great battle of our time.”

Gandalf, from *The Return of The King*

EROYAL

THE LORD OF THE RINGS STRATEGY BATTLE GAME

Adam Troke takes a look at the forthcoming *The Battle of Pelennor Fields* supplement.

It's nearly upon us! Next month sees the arrival of the third expansion to *The Lord of The Rings* game. The Pelennor Fields supplement contains a wealth of additional rules and scenarios, to add new depth to your games of *The Lord of The Rings*. This book details the Haradrim invasion of Gondor as they march to the fields of the Pelennor, swelling the ranks of the Dark Lord. Players have a wealth of new Heroes and

Warriors to add to their Good and Evil armies and some thrilling scenarios in which to pit their wits against their foes!

Where the *Siege of Gondor* concerned itself primarily with the fighting between the forces of Mordor and the White City, this expansion deals with two quite different protagonists. Fighting for Good is the noble Prince Imrahil. Well known to readers of *The Lord of The Rings*, Imrahil is a valiant and mighty leader of Men who rallies to the aid of Gondor, bringing his bold knights with him. Eagerly awaited by many Good players, the Swan Knights of Dol Amroth are an exciting addition to the forces of the Free Peoples in their fight against the darkness.

Rangers of the North





Knight of Dol Amroth

Testing Imrahil's resolve and prowess to its very limit is the Serpent Lord, Suladân, a Haradrim chieftain of enormous charisma and prowess. Suladân must pit his abilities against not only the forces under the control of Imrahil, but the murderous and manipulative Hâsharii, secretive agents serving the will of the Haradrim's dark masters. Without giving the game away on this exciting sub-plot, I cannot really say more about them, other than watch your back! The army of Harad boasts ranks of deadly Haradrim Warriors, armed with spears or lethal bows complete with poisoned arrows. Racing ahead of the main force are the Haradrim Raiders, skilled horsemen from Harad's desert plains.

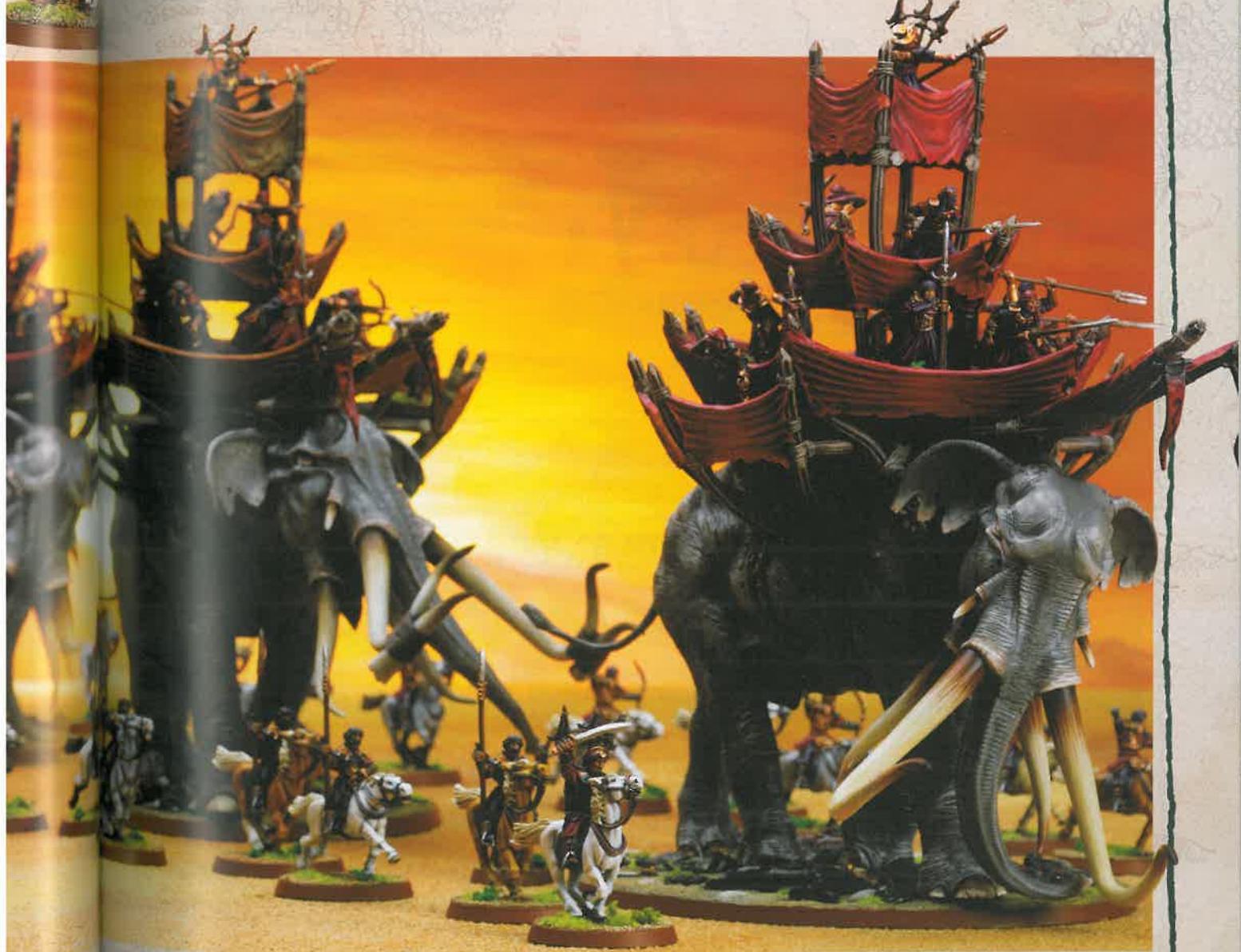
The Mûmak deserves a mention all of its own. The largest plastic kit Games Workshop has ever produced, the Mûmak is a faithful representation of the towering Oliphants seen in *The Two Towers* and *The Return of the King* films. Utterly deadly, the full rules

for using these behemoths in your own games are contained within *The Battle of The Pelennor Fields* expansion.

Last, but by no means least to be mentioned are the Rangers of the North. Those dour handed Dûnedain warriors who came to Aragorn's side in the book are yours to command with *The Battle of The Pelennor Fields*. Each a Hero in his own right, the Rangers of the North are a company worthy of a king. Having lived a life of hardship in the wilds of Erebor, they excel in all aspects of warfare.

The book itself contains new scenarios and rules to enrich your own battles in Middle-earth, a history of Harad and its relationship with Gondor, and much more besides!

The forces are mustering for the greatest battle of the Third Age, the survival of the Free People hangs in the balance. On the fields of Pelennor the War of The Ring will be won or lost.



A Tale of Good & Evil

Part Eight – Additional Forces

By now, both of our collectors have begun to amass sizeable armies, with each now able to pick and choose the most suitable forces for any games they may want to play. For Steve, this is the perfect time to start bringing some real diversity to his collection by adding some Rohan reinforcements to his beleaguered Warriors of Minas Tirith. With suitably Orcish logic, Adi has decided that a larger force needs larger warriors, and, in The Lord of The Rings, they don't come much larger than Mordor Trolls.

Riders of Rohan Allies

by Steve Cumiskey



The Riders of Rohan come to the rescue of a band of Gondorian Rangers.

Steve: I've finally reached the stage with my force where I can play whatever kind of game that I want to, from a few isolated individuals fighting for their lives to a respectable siege. While I want to add some more siege engines and characters (especially Aragorn in full kingly armour to lead my Knights), this seems like a good time to try my hand at some of the allies of Gondor.

The first time I'd thought about collecting a small force from Rohan was when I decided to add named characters to my army. I've always liked the

models of both King Théoden and Gamling, but decided to hold off painting them until I had time to paint some of their own warriors to ride with them.

As I'm writing this, I've just recently seen *The Return of The King* (again). The sight of the

combined forces of Rohan launching themselves at the Orc besiegers brought back the idea of collecting some of Théoden's warriors. I found myself looking forward to painting the coloured cloaks and armour of the Riders after spending so long painting the pure silver and grey of the defenders of Minas Tirith.

So far, I'd painted all of my models in much the same colours as those used by the 'Eavy Metal team, but a chance comment in one of the documentaries on The Two Towers DVD led me to an idea for making my Warriors of Rohan stand out.

Behind the throne of King Théoden, there are a number of banners, representing the forces under the marshals of Rohan. I decided to make my warriors follow one of these other marshals taking on his colours, and, after looking at the banners closely, I settled on an earthy red.

Choosing bases

I started with the idea of adding scenery to the bases of my Riders, but in the end I decided that the grey ruins alone wouldn't look right for Rohan. At the same time, I still wanted to tie the allies together in some way and so decided to go for a compromise solution. I would add a single piece of ruined scenery to the base, and then cover the rest in modelling sand and static grass. I planned to make the base look like a mixture of earth and debris that might be found on the edges of Osgiliath or Minas Tirith. The ruins on the bases should tie my Rohan warriors with their allies from Gondor, while still giving the Riders an earthy appearance.



Painting the Riders

Once I'd made the decision to go with red as the dominant colour for my Riders, I just had to decide how to apply it. In the end, I thought that an earthy, brownish red would suit the character of Rohan. I started with a basecoat of Dark Flesh and then worked up the colour with layers of Terracotta and Red Gore, painting the shield devise with Bleached Bone for a pleasing contrast.



The first Rider I painted had a brown horse. The reason for this was pretty simple – I was used to painting horses that colour. I knew that I could make them look good in very little time. The trouble with brown is that it was too similar to the red on the Rider's cloak, making the model seem like a reddish-brown blob from a distance.

Adding some green and grey details to the rider helped to make him more distinct, but I decided to use brighter colours for the rest of the horses to make the distinction clearer.





Mordor Trolls

by Adrian Wood

Adi: It's funny how, when you see a movie, certain scenes stick in your memory; I can remember when I first saw the Mordor Trolls at the Black Gate in *The Two Towers*. Much larger than a Cave Troll and with an armoured helmet, they looked very

impressive, in fact, I even went to see the film a second time with an eye to sculpting a helmet on a Cave Troll. This turned out to be my first real stab at putting together a *The Lord of The Rings* model.

I was really looking forward to the final film, as I expected to see more of the Mordor Trolls in action, particularly during the siege. I wasn't disappointed. Once the new Mordor Troll was available, I got one



Adi's converted
Mordor Troll



Mordor Trolls support the Orc attack.

Construction

The first thing to do was put the model together on its base, ready for painting. Large models like Trolls are made in separate parts, head, body and limbs. The Mordor Troll also has separate armour plates to add to the helmet and a brutal-looking club. To get the joins between the pieces as smooth as possible, I used a file to flatten any gaps before assembly. As a rule, if I can avoid using Green Stuff to fill unsightly gaps, I will. This isn't because I don't like using Green Stuff. I just prefer to spend a little time getting a good fit between the pieces in the first place.

I started by putting the bulk of the model together: the limbs and body. The armour plates were attached to the Troll's helmet before the completed head was glued onto the body. I then took the 60mm base and positioned the model so that there was plenty of space at the front for extra details.

Colour Scheme

When I came to paint the model, I began by painting a coat of Dark Flesh onto the monster's skin, followed by a wash of Chaos Black. This helped to add some real shadow to the scaly texture. I then began to build up highlights on the scales with drybrushing. Starting with Dark Flesh, I then applied Terracotta, Dwarf Flesh and finally Elf Flesh. I painted the scales on his back much lighter than the face, legs and hands.

The metal was painted in my usual style: Chainmail all over, then followed by a wash of Brown Ink. Some final highlights were layered onto the edges of the metal. All the Mordor Orcs' metal is painted this way and it worked equally well on the larger armour plates and hand weapon. The claws were painted Kommando Khaki and then the nail lines were painted back on with Brown Ink. Based on the models I'd painted before, the straps and cloth were painted Bestial Brown and washed with Chaos Black. To finish off, I picked out the buckles in Chainmail and his teeth in Kommando Khaki.

As I mentioned earlier, I'd mounted the Troll on the base with plenty of space at the front. I decided to glue one of my Mordor Orcs onto it. I chose one of the models with a two-handed axe - it's not my favourite weapon choice but actually looks great on the base

of the Troll! To fit with the colours I'd painted the Troll I repainted some of the cloth on the Orc using Bestial Brown and Kommando Khaki. Once I'd finished highlighting the Orc, it was time to finish the base. I textured and painted it in the normal way: a basecoat of Dark Flesh, drybrushed with Codex Grey and Bleached Bone, only with some larger gravel.

With a colour scheme for his Riders of Rohan firmly established, Steve has begun to get stuck into painting some character models. Adi, of course, steals the Witch-king model for himself, putting together the Witch-king on Fell Beast as well as a surprise conversion...



Adi was so excited he combined two Trolls together to get an armoured Loader Troll and a Drummer Troll!

Mat Ward provides new rules for including Easterling and Mordor Uruk-hai Siege Bows in your forces of Evil. He also details how he converted the crews for his own force.

Hopefully by now many of you have had a chance to get to grips with Siege of Gondor and have experienced the joy of siege engines raining down their lethal missiles onto the foe. Personally, my favourites are the bolt thrower-esque machines available to the forces of Good and Evil, from the rapid-firing destructiveness of the Minas Tirith Avenger Bolt Thrower to the brute force of the Mordor Siege Bow. Alright, I admit it, I much prefer the Mordor Siege Bow – it just makes such a mess of enemy formations.

As it happens, when Siege of Gondor was written, there was only so much space that we had to fit it into. Even though the book is 33% bigger than *Shadow & Flame*, things still had to be trimmed out. For example, in the armies of Mordor there are, as we all know, more than just Orcs to worry about. Easterlings, Uruk-

THE MIGHT OF MORDOR

Mordor Uruk-hai & Easterling Siege Bows

hai, Haradrim, Variags, Half-trolls – the list is endless.

One thing I really wanted to get into the book was some siege engines crewed by things other than Orcs – the Troll that crews the Mordor War Catapult is a good example of this. However, two things that didn't make it into the book were some more crew variants for Mordor siege weapons, specifically those crewed by Uruk-hai and Easterlings, and to save them going to waste I thought I'd share them with you.

The armies of Mordor employ Uruk-hai crewed siege bows in battles where the artillery is close to the front lines. The Uruk-hai crew can be depended upon hold their positions in the face of the enemy – something that Orcs are notoriously poor at doing – and should the enemy close with them, they are more than

capable of fending them off without assistance. At the same time, hailing as they do from a land that has almost constantly been at war with Gondor and its other neighbouring realms, Easterlings have long been accustomed to war. Accordingly, their siege engines are crewed by veteran warriors, able to pick a weak spot in a fortification or a single man from a crowd with ruthless skill and efficiency.

As with all rules published in these hallowed pages, please remember that you must have your opponent's consent to use them in a game – the only official rules are those that you can find in the *The Return of the King* rulebook and the range of supplements. These rules are provided for you to add an extra dimension to your game if you wish – as normal, remember that you must have your opponent's consent to use these in a game.



The hordes of Sauron lay siege to Minas Tirith.

EVIL WARRIORS



EASTERLING SIEGE BOW

Points Value: 60

Siege Bow	Strength (9)	Defence	Batter Points			
Easterling	F 3/4+	S 3	D 5	A 1	W 1	C 3

Crew

An Easterling Siege Bow consists of a siege bow and two Easterling crew armed with daggers and wearing heavy armour. Extra crew can be added at additional cost.

Easterling crewman

7 pts each

Special Rules

Piercing Shot. If shooting at a Battlefield target, the missile can conceivably hit several enemies. The target model is struck one blow at the Strength of the siege engine, is knocked to the ground, and is flung 2D6"/4D6cm directly away from it. Except as noted below, any other models that lie within the path of the victim suffer a single Strength 6 hit and are knocked to the ground if they have Strength 5 or less. If the propelled model hits an obstacle or Siege target, it immediately stops and inflicts a single Strength 6 upon it.

Accurate. Siege bows are easier to aim than catapults and other heavy siege engines. When firing a siege bow at a Battlefield target the shot will only scatter 3"/8cm rather than 6"/14cm.

Like the Uruk-hai Siege Bow, this Easterling weapon team has been made using a single additional blaster – in this case, the Easterling Command group. The loader was made by removing the banner from the Standard Bearer and replacing the top of the pole with the tip from a Gondor spear.

The commander was made by removing the halberd from the Easterling Captain model and replacing it with a dagger made from the halberd's tip. Finally, to make them stand out from the other Easterlings, the horns on their helmets were carefully clipped off.



MORDOR URUK-HAI SIEGE BOW

Points Value: 70

Siege Bow	Strength (9)	Defence	Batter Points			
Uruk-hai	F 4/4+	S 4	D 5	A 1	W 1	C 3

Crew

An Uruk-hai Siege Bow consists of a siege bow and two Uruk-hai crew armed with daggers and wearing armour. Extra crew can be added at additional cost.

Uruk-hai crewman

10 pts each

Special Rules

Piercing Shot. If shooting at a Battlefield target, the missile can conceivably hit several enemies. The target model is struck one blow at the Strength of the siege engine, is knocked to the ground, and is flung 2D6"/4D6cm directly away from it. Except as noted below, any other models that lie within the path of the victim suffer a single Strength 6 hit and are knocked to the ground if they have Strength 5 or less. If the propelled model hits an obstacle or Siege target, it immediately stops and inflicts a single Strength 6 upon it.

The crew for this siege bow were made from ordinary Uruk-hai warriors. The loader had his two-handed mace clipped away before drilling a hole through his clasped hands. The bolt he is holding was made from a length of brass rod with the tip of a Gondor spear used for the arrowhead.

To make the commander look more dynamic, both of his arms were positioned by bending or cutting off and repositioning the arms. Finally, his left hand was remodeled with a little Green Stuff to make him look like he is pointing at the target.

Upgrades

These siege bows may be given the following upgrades at additional cost (see page 36 of Siege of Gondor for details).

Easterling Engineer Captain*	75 pts
Uruk-hai Engineer Captain**	85 pts
Siege Veterans*	15 pts

* Easterling Siege Bow only

** Uruk-hai Siege Bow only

Accurate. Siege bows are easier to aim than catapults and other heavy siege engines. When firing a siege bow at a Battlefield target the shot will only scatter 3"/8cm rather than 6"/14cm.

Conversion Showcase

Personalising your *The Lord of The Rings* miniatures

Conversions are, without doubt, the best way to add individuality to your *The Lord of The Rings* forces. Mat Ward's been out and about to see how gamers from around Games Workshop have personalised their forces.

More than any other game, *The Lord of The Rings* really does lend itself to making every model as distinctive as possible. Whether it be the lowliest of Goblins or the mightiest of Elven lords, each model deserves to be given a character all of its own. This can seem a little daunting at first but, with a little practice and a good measure of inspiration, there is no limit to what you can do to make your models really stand out.



Mat Ward based this Goblin Captain on one of the Moria Goblin Drummers. The arms have been bent into a new position, while the shield and sword have been taken from a plastic Goblin Warrior.



Haldir's Elves can easily be converted into spearmen with a little time and patience. This one has literally had the blade from his sword repositioned and the tang of the sword lengthened with a section of brass rod.

The second is a little more complicated, but only a little. The right arm has been carefully removed and replaced with one from a plastic High Elf to give the model a more dynamic pose. A little Green Stuff has been used to extend the Elf's hair; covering the site where the arm was attached to the body.



Never underestimate the power of an alternate paint scheme. This High Elf has been painted in pale blue tones and washed with Blue Ink. This gives it the appearance of one of the corpse candles of the Dead Marshes – a perfect substitute for a Barrow-wight.



Often the most effective conversions are the simplest, as shown by this Captain of Mirkwood by Mat Ward, where Haldir's sword has been exchanged for a Rohan Royal Guard's spear.



Mark Bedford's Gil-galad conversion is a fantastic example of what you can achieve with a little practice, patience and Green Stuff. The head and both arms have been repositioned and the robes remodelled to give the figure a more dynamic pose.



*To give a little more variety to his Evil force, Rob Wood has used all manner of bits and pieces from across the whole *The Lord of The Rings* range of Orcs to customise his Warg Riders using different heads, alternate weapons, and shields.*



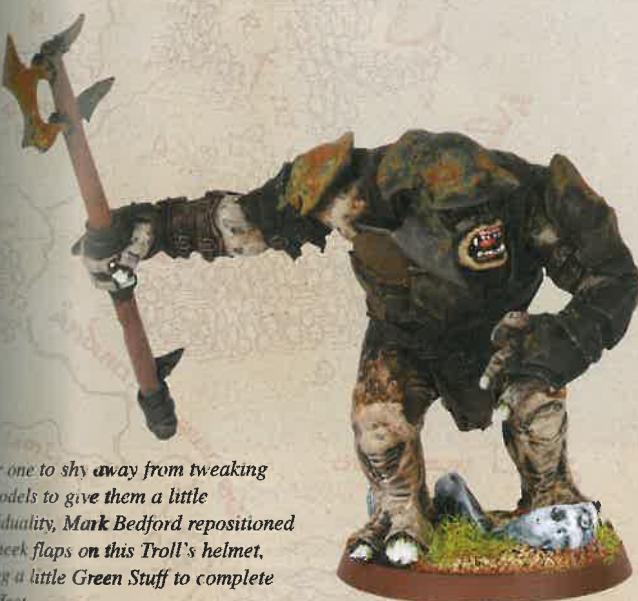
Another straightforward but effective conversion, Mark Latham's Aragorn has simply had his arms modelled into a new pose with a little Green Stuff.



Mat Ward's Thranduil is a heavily-converted Radagast that uses elements from several other models, including Haldin, Gandalf, and a High Elf swordsman.



Rob Wood has used a Gondor Spearman as the basis for his Gondor Captain conversion. The sword is taken from a plastic Gondor Warrior and the head used to belong to Gamling. To disguise the join Rob has sculpted on hair using Green Stuff.



Never one to shy away from tweaking his models to give them a little individuality, Mark Bedford repositioned the cheek flaps on this Troll's helmet, adding a little Green Stuff to complete the effect.

Siege of Gondor allows you to upgrade your Siege Engines with all manner of modifications, from flaming ammunition, to severed heads and faster reload times. All of these modifications need to be shown on the model, but there are some simple ways that you can get the desired effect.



Mark has added 'Swift Reload' to his Avenger Bolt Thrower by simply modelling an extension to the magazine of the weapon. This is a simple but effective upgrade to model, requiring only a little plasticard and Green Stuff.



Mark Bedford has added 'Flaming Ammunition' and 'Severed Heads' upgrades to his Ong War Catapult. The straw bales are made from brush bristles, while the pile of heads have simply been 'liberated' from a sprue of plastic Warriors of Minas Tirith. As a final touch, Mark has created a new crew member for the Siege Engine, fashioned from a plastic Mordor Orc whose spearhead has been replaced with a small amount of Green Stuff modelled to look like flames.



The tip of the bolt for this Siege Bow has been remodelled with Green Stuff to give the impression that it is on fire. As with the War Catapult, Mark has given one of the crew a flaming brand by replacing the tip of his weapon with suitably sculpted Green Stuff.

A group of Dwarves face a race against time to warn their brethren of the advance of Evil from the lands of Mordor. Aided by the Men of Rhovanion, can they prevail?

SCENARIO - THE RETREAT TO DALE

A The Lord of The Rings scenario



Description

Sauron's armies march on the north of Middle-earth. Beset on all fronts, the defenders of the lands around the Long Lake are stretched thin and it is child's play for the Orc commanders to isolate and destroy the opposition. The first few watchtowers of Erebor fall swiftly, before warning can be given. Fortunately for the Dwarves a handful of Dwarven warriors have managed to evade the oncoming armies of Mordor. Though they could not remain hidden for long, the Dwarves have managed to put just enough distance between them and their foes. Seizing the time they have won, the Dwarves strike out for the nearest beacon to warn Dale and Erebor and summon aid. It will be a hard fight – can the Dwarves prevail?

Participants: Good

- 6 Dwarves with Dwarf bow
- 1 Captain of Rhovanion (use a Captain of Rohan)
- 4 Warriors of Rhovanion with shields and throwing spears (use Warriors of Rohan)
- 4 Warriors of Rhovanion with bows (use Warriors of Rohan)

Evil

- 12 Orc Trackers
- 12 Orcs with shield

Up to one Warrior of Rhovanion may be given a banner.

Points Match: Light the Beacon!

As well as re-enacting the withdrawal to Dale, you can use this scenario to play other 'Light the Beacon!' games. If you want to play this game with other forces, choose a Good force of up to 200 points and an Evil force of up to 150 points.

Layout

This game is played on a board 48"/112cm by 48"/112cm. Set in the hilly uplands surrounding the Lonely Mountain, the board should be covered with a large number of hills, with a few trees and rocky outcrops interspersed over the scope of the board. The warning beacon is placed 6"/14cm in

from the centre of one board edge (see map).

Starting Positions

The Good player deploys the Dwarves in their deployment zone (see map) – the remaining Good models are held in reserve and may be available later during the game. When this has been done, the Evil player deploys his models up to 6"/14cm in from the board edge opposite the beacon.

Objectives

The Evil player wins if he manages to reduce the Good force to 25% of its starting strength or less or kill all of the Dwarves before the beacon is lit. If he does not achieve either of these objectives, the Good player wins.

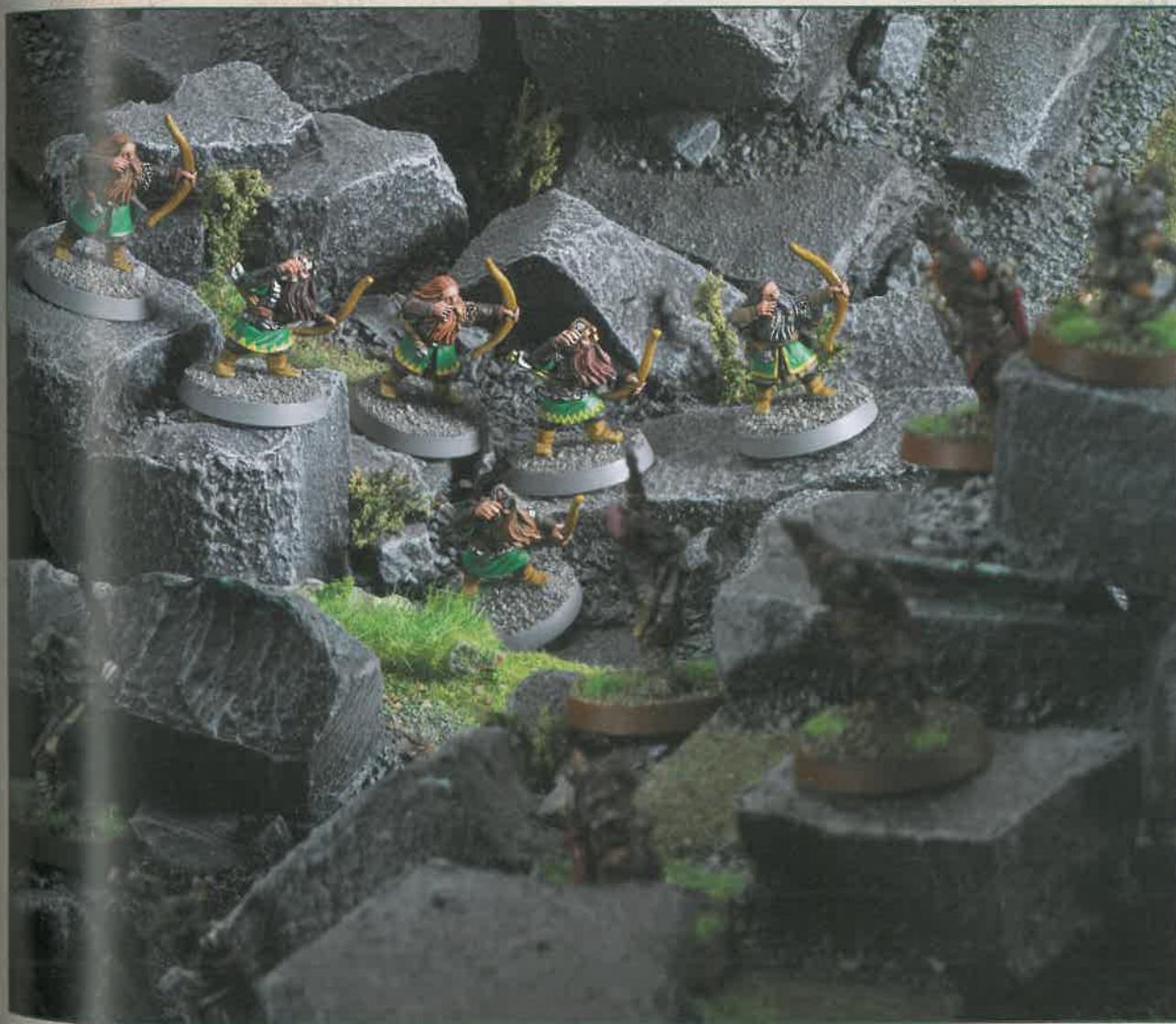
Special Rules

The Beacon. A Dwarf may light the beacon if he spends his entire move touching it without doing anything else (including fighting in close combat). If he does so, the

beacon is lit and there is a good chance that reinforcements will start to arrive. At the start of each turn following the one in which the beacon was lit, after all Good models have been moved, the Good player may roll a dice for each of the Good models that was not deployed at the start of the game. On the result of a 4 or more, the model immediately moves onto the board from the Beacon table edge. Note that Might may not be used to modify this roll.

Clash of Skirmish Lines. As the Dwarves are part of a larger force, they will only need to start taking Courage tests once half of the entire Good force has been destroyed.

Likewise, the Orcs are merely the vanguard of their army and, taking heart in the close proximity of the main force, do not take Courage tests until their force has been reduced to 50% of its original strength.



Dwarf bowmen keep the pursuing Orcs at bay.

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Over the next few pages is a small collection of some of the Golden Demon winners from the Games Day held in England in October last year.

GAMESDAY GOLDEN DEMON 2003

WARHAMMER 40,000 VEHICLE

GOLD Space Wolves Rhino by Miika Bergdahl



SILVER

Possessed Nurgle Dreadnought by Allan Carrasco

**BRONZE**

Dark Angels Dreadnought by Koen Baker



WARHAMMER 40,000 MONSTER

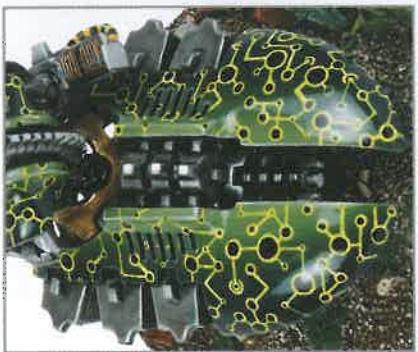
GOLD

Sanguinius by Martin Sahlin



SILVER

Necron Lord by Matt Parkes



BRONZE

Hive Tyrant by M. Robertson



DUEL

GOLD

A Graveyard Encounter by Joe Hill



SILVER

Inquisitor vs Mutant Ork by Mark Lifton



M. Robertson



BRONZE

Gutter Runner vs Pistolier by Bas van der Schaaf



With the release of Codex: Imperial Guard last year we thought it was about time we updated the Armoured Companies with some new doctrines and equipment.

CHAPTER APPROVED

IMPERIAL GUARD ARMOURED COMPANIES By Pete Haines, Jervis Johnson & Graham McNeill

The Imperial Guard is a vast organisation of millions upon millions of men and war machines. By far the most common organisational unit of the Guard is the ubiquitous Infantry Company, but there are several other types of company utilised. Equally important, though deployed in vastly fewer numbers, are the Imperial Guard Armoured Companies.

An Imperial Guard Armoured Company consists almost entirely of armoured vehicles, with the only infantry included being those mounted in Chimeras, to keep up with the rapid advance of the tanks. A typical Armoured Company can consist of anything between 12 and 24 tanks and is primarily used to batter through enemy strongpoints, exploit a breakthrough or act as a mobile reserve to counter-attack advancing enemy.

An Armoured Company will often be used to spearhead attacks and, break through enemy lines. Special missions or objectives of an particularly critical nature are often entrusted to Armoured Companies, though

they are unsuitable for holding ground or raids into enemy territory. Armoured Companies are specialised formations and how they are raised and integrated into an Imperial Guard army is quite different to a regular Imperial Guard regiment.

REGIMENTAL ORGANISATION

The Imperial Guard is a massive organisation, drawn from a million different worlds and brought together by the Departmento Munitorum through a rigorously enforced, but incredibly arcane, system of tithes. Most of the regiments raised for service in the Imperial Guard are infantry, which is not surprising as the one

resource the Imperium has in abundance is manpower. However, while the Imperial Guard is rightly regarded as a ponderous organisation which specialises in delivering bludgeoning hammer blows to an enemy rather than the decisive rapier-thrusts of the Adeptus Astartes, it still needs a way of breaking through defensive lines and taking the battle to the enemy.

Armoured Regiments are the assault arm of the Imperial Guard. Raised on industrialised worlds and equipped with unsophisticated but rugged vehicles they have been the weapon of choice for Imperial Guard Generals for as long as the Imperium has stood. An Armoured





Cadian armour smashes into the Ork lines.

Regiment consists of several companies; normally there will be at least three but some regiments boast over a dozen. Because of the sheer power of tanks in action, Armoured Regiments normally split into their constituent companies in battle. A company of tanks can be allocated to an Infantry Regiment to provide close support or conversely operate on its own,

supported in some cases by troops detached from infantry regiments in the same army.

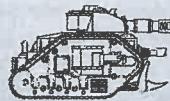
It is rare for tanks and infantry to be officially part of the same regiment but once intermixed to fight it is common for secondments to become permanent, at least for the duration of a war or crusade. In all practical cases the Armoured

Company is the level of tank formation most commonly encountered.

An Armoured Company will always have a commander operating either alone in his own tank or supported by an HQ Squadron of one or two more tanks. The Leman Russ Vanquisher is a popular choice as Command tank as its long barrelled battle cannon is especially effective in the hands

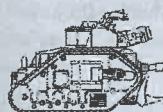
TANK COMPANY

COMMAND TANK



1ST SQUADRON

1



2



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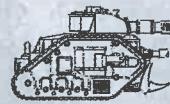


2ND SQUADRON

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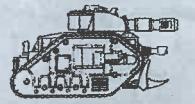


3RD SQUADRON

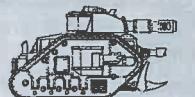
1



2



3



Order of battle of Alpha Company, 17th Brimlock Dragoons, at the start of the Damocles Gulf Crusade

of a Veteran crew. The company will consist of three to six squadrons of tanks, each squadron having a command tank, and one to two other tanks. These will most commonly be Leman Russ tanks although Demolishers, Hellhounds and, Chimeras can also be pressed into service.

SUPPORT UNITS

Whilst the formal organisation of Armoured Companies contains only tanks, some cross-attaching of units is commonplace. This is not based on any standard practice formalised in Imperial Guard manuals, but is instead either improvised by experienced commanders or a necessity of battle.

The most common attachments are infantry from Steel Legion-style formations. (The Steel Legions are specifically an Armageddon unit, but the term is used more widely to describe infantry units entirely mounted in Chimera transports). The Chimeras enable the infantry to not only keep up with the tanks, but to add significantly to an Armoured Company's firepower. The infantry are invaluable in dense terrain where the risk of assault by enemy infantry is at its highest. Despite their power, tanks are vulnerable to attack by determined infantry, Eldar haywire grenades and Ork super-stikkbomz are both capable of defeating the most powerful armour and the threat alone will drastically slow armoured operations if there are no infantry supporting them.

When it comes to reconnaissance Imperial tanks are too large and noisy to perform the job well. To fill this niche Armoured Companies are commonly assigned squadrons of Sentinel walkers. The Sentinel is the workhorse of virtually every Imperial Guard formation and it is the exception to the rule that all Armoured Companies include only tanks. Armoured Company commanders are always enthusiastic to secure Sentinel support and when they get it will do anything to avoid letting it go. The Sentinel has such excellent all-round capabilities that a tank formation acting independently is hamstrung without them. They excel at sniffing out the enemy, and having located them, are sufficiently well armed to support the tanks in the ensuing battle. Broadly speaking they are used in two roles: pure reconnaissance as described above and as tank hunters. While the Armoured Company's tanks roar forward Sentinels can occupy concealing terrain and fire accurately with their lascannons in support. Their flimsy armour is less of a disadvantage when the enemies' attention is fixed on the near-invulnerable Leman Russ. The other advantage of Sentinels is that they can go virtually anywhere an infantryman can go and still take their heavy firepower with them. They can find routes through difficult terrain for the tanks to follow and give a commander a means of finishing off an enemy when the tanks' firepower drives them deep into a wood or town.

Finally it is possible that artillery units will be assigned to an Armoured Company. This is actually very rare as artillery is at its best when set up a good distance from the enemy lines and is able to remain static and bombard continually. This method of fighting is diametrically opposed to the bludgeoning tactics of the Armoured Companies. Sometimes the artillery is transferred to act as improvised tanks to swell numbers and other times they are there because formations merge in the heat of battle without any real tactical reason. In either case Griffons and Basilisks are not entirely at home in Armoured Companies and will often find themselves doing jobs they would not normally be expected to do. In the scouring of Ynthei in M38.889 Griffons with dozer blades were used by the Narmenian Armoured Companies to clear enemy earthworks while the tanks provided covering fire, and during the fighting against Waaagh! Drojock in M40.472, Basilisks with armoured crew compartments served alongside the Antroch Lancers as battle tanks while storming the Vannen River fords. On other occasions the artillery have simply served to spread incoming fire more thinly and reduce the chances of the fighting tanks being damaged.

An Armoured Company does not have any attached support vehicles or ammo carriers; these will normally be provided for an

The shimmering form of the wraithgate pulsed like a handful of diamonds scattered on a velvet cloth, the haunting echoes of distant songs resonating from light years away. Arenian Nuaeth, Farseer of Ulthwé, watched as yet another group of Eldar passed through the oily iridescence of the gate, through the webway, and returned to the craftworld. He turned from the gate, his heart heavy that this world was being abandoned, yet unable to see any other course of action. The runes all pointed to its destruction at the hands of the Despoiler as his foul armies poured from the Eye of Terror. Faced with horrible death, Arenian knew that the only course of action was to abandon this planet to its fate.

But nothing in this universe was ever that simple. The Mon-Keigh, ever ignorant of the subtle workings of the galaxy sought to apprehend his people and interrogate them as to their reasons for abandoning their ancient homeland, though the signs were surely plain enough for even these blinkered barbarians to see. Even now their armies fought to prevent the Eldar's escape, but Arenian had positioned his Black Guardians to seal off the route that led to the site of this wraithgate, and was confident that they could hold back the unsophisticated Mon-Keigh long enough for them to vacate this world.

A pair of heavily laden Wave Serpents skimmed slowly towards the gate, their movements much less graceful than usual. A Falcon glided behind them, its bright lance tracking left and right. Normally Arenian would be reluctant to allow such large vehicles access to a wraithgate, but there was simply no other choice.

It began as a barely noticeable tremor in the earth, a dance of pebbles across the dusty earth. A distant growl, like approaching thunder on the plains swelled from behind the hillside. Arenian turned, puzzled, and with a pulse of thought instructed the pilot of the Falcon to investigate. The noise grew in intensity, until Arenian suddenly realised what he was hearing. But it was impossible, how could they have overcome his Guardians so swiftly? Before he could utter a warning, a roaring steel behemoth crested the rise in front of the Falcon, jetting filthy oilsmoke from belching exhausts at its rear. A human officer waving a glowing sword rode in its open cupola and the spiked bulldozer blade on the hull of his vehicle smashed into the striken vehicle, tearing through its curved hull like paper and driving its prow into the earth. The Mon-Keigh tank slammed down on top of the Falcon, its lumpy mass crushing the handcrafted vehicle to wraithbone splinters.

Screams were drowned out as a dozen more tanks came over the hill, guns firing and explosions rippling through the Eldar. A Wave Serpent exploded, smashing into the ground and ploughing the earth. Scattered return fire ricocheted from the hulls of the Mon-Keigh tanks as they roared downhill, stuttering blasts of gunfire whipping through the screaming Eldar. A streak of light slashed through the air, striking the turret ring of a tank and blowing it off in a booming explosion. The other tanks scattered, and Arenian saw lighter transport vehicles following behind, dismounted infantry jogging after them. An officer in a long greatcoat led them and the Farseer directed the full force of his will at the man, smiling grimly as he saw him convulse, blood pouring from every orifice in his head. He ducked as a spray of bullets raked the air above him and sprinted back towards the wraithgate as the Mon-Keigh tanks destroyed what remained of his people. Like voracious predators they rampaged, crushing and killing all before them and Arenian knew that they were doomed. He exerted his will and the wraithgate collapsed, the shimmering passage to Ulthwé closed, the craftworld's survival more important than his own.

Arenian drew his witchblade and prepared to show these upstart Mon-Keigh what true pain was.

every units will Company, artillery is at distance from to remain ly. This cally tactics of the times the s improvised other times tions merge my real Griffons at home in I often find could not n the 39 Griffons by the nies to clear tanks bring the rock in ured crew de the ks while rds. On ave simply e more thinty e fighting

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dozen guns firing he Eldar hing into rth. rom the s they of gunfire Eldar. A he air, and explosion Tyranian saw g behind, them. A item and c of his as he saw in every s a spray m and gate as the t remained predators ing all hat they ll and the ing aftworld's own. prepared h what



Tanks of the Emperor's Shield Armoured Company close in on the Tyranids of Jourmall Hive.

individual campaign by the Department Munitorum. Each squadron can contain a mix of vehicles, but the newer the regiment, the more likely they are to be the same. These lightly armed but very valuable vehicles will never be risked in combat if there is any other option. Their crews are not combat-hardened and are often made up of men who can only be trusted to labour rather than fight.

When units are assigned to support the Armoured Company from other formations such as infantry or artillery they are assigned to either a company commander or a squadron commander. This keeps the internal organisation of the Armoured Company constant and avoids confusing battlefield command with additional sub-units. It is acknowledged that tank commanders do not always know what is best for their support units so a degree of autonomy is acceptable. The sergeants of Armoured Fist units, for example, quickly learn what is needed of them and do not wait for an order to intercept enemy infantry.

ARMoured COMPANIES IN BATTLE

Armoured Companies of the Imperial Guard are renowned for the speed and ferocity of their assaults, smashing through enemy positions with the thunder of their armoured vehicles. Their deployment is not undertaken lightly, for it is a logistical nightmare to coordinate so many vehicles together with their associated materiel, such as ammunition, fuel, food and water and all manner of sundries consumed at a frightening rate by an Armoured Company. Whole convoys of fuel trucks follow in the wake of an Armoured Company, which in turn need to be guarded and fuelled, generating even longer supply chains.

When the full might of an Armoured Company is unleashed, there is little that

can stand against it. Dozens of tanks roar forwards, their tracks churning the ground and cannons firing with the sound of thunder. The very earth trembles as these iron Leviathans attack and only the most determined or foolish enemy will dare to stand against them. In the wake of the blitz of an Armoured Company's attack come the Infantry Companies, but there is usually very little for them to do but mop up the scattered remnants of broken, terrorised enemy soldiers. Ironically, despite being capable of such awesome destruction, Armoured Companies are unsuited for holding the ground they capture, relying on infantry to consolidate their gains.

As well as spearheading assaults Armoured Companies are also particularly effective as mobile reserves, breaking up enemy offensives that have burst through friendly forces. Enemy troops and armoured fighting vehicles that have battled through a first line of defence are typically disorganised and scattered – easy prey for a concerted counter-attack. Their speed allows them to react rapidly to the changing fortunes of the battlefield and often the sudden arrival of squadrons of heavy armour has turned retreat into attack. Such dramatic operations produce a different breed of Guard officer, one more used to flamboyant displays of heroism than the drudgery of common footsloggers. Used to the protection of several tonnes of steel and armplas, many officers are prone to wilder excesses of courage than those who know that only a few thin layers of ablative material stand between them and death.

One of the greatest heroes of the 3rd Armoured Company of the 124th Cadian regiment was Colonel Tamus Sirhan, commander of the Leman Russ battle tank, 'Anvilus Imperator'. Famed for always riding into battle with his hatch open and

Campaign: Hive Fleet Kraken incursion
Warzone: Radnar – Jourmall Hive
Formation: Emperor's Shield
Opposition: Tyranids

Following the battles on Ichar IV, Imperial forces were redeployed to contest the hive world of Radnar. The area around Jourmall Hive was filled with Tyranid nests and the ability of the Tyranids to emerge anywhere in the vicinity made the region very difficult to attack. The Imperial lines surrounded the hive, a total distance of 340 miles, and a six week bombardment was commenced. Tyranid spore mines inflicted heavy losses on the besiegers, but ultimately it was the news that swarms were moving towards Jourmall from the other infested hives that prompted action. The Emperor's Shield Regiment, numbering nine full-strength companies, was massed to break into the levelled hive city. They included large numbers of tanks equipped with flamers, both Hellhounds and Leman Russ Demolishers, and as they reached the outer line of nests they used these to cleanse each in turn. Faced with a choice of frying in their holes or emerging, the Tyranids swarmed to the surface. The tanks advanced in close formation leaving the smaller Gaunts nowhere to go. Their tracks were stained with the beasts' foul ichor as whole broods were crushed beneath them. Ahead of the tank line, a sea of flame rolled forward, consuming even more Tyranids before they could get to them. Every time a Carnifex or Tyranid Warrior brood emerged, it was transfixed in a lattice of lascannon fire or pummeled by numerous battle cannon. The implacable advance of the Emperor's Shield shattered the control of the hive mind, preventing any form of coherent response and, without any significant pause, continued to the far side of the hive site where the remnants of the swarm were herded to destruction against the lines of circumvallation.

THE TANK SQUADRON

Within the Imperial Guard the most common lower level formation is the squadron. This consists of three tanks, one of which is a Command tank. Virtually every combination of armoured vehicle has at some time operated as a squadron either by plan or necessity although the classic squadron consists of three Leman Russ battle tanks.

Line abreast

This formation involves the squadron Command tank setting the line of march while the other two tanks accompany it to either side. All the guns can fire forward and the flanks of the Command tank are covered. The weaknesses are that changes in direction from the Command tank leave little time for the other tanks to adjust and the formation is very weak if engaged to flank where only one tank can bring its weapons to bear.



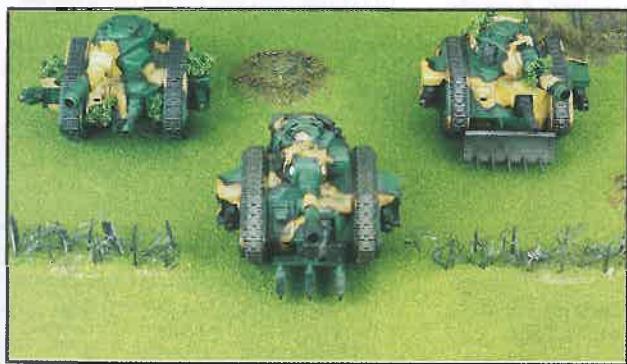
Echelon

Particularly useful when moving around an enemy strongpoint the echelon allows all weapons to be brought to bear in either direction. A simple turn left or right forms a new echelon advancing in a different direction. The flanks of the lead two tanks are partially protected but only from one side and the rear tank can be vulnerable. Each tank can offer supporting fire against assault to the tank in front.



Spearhead

Intended for general advance, this formation is superior to a standard line abreast as the Command tank's flanks are still partially covered but now its sponson guns have a wider firing arc. Two tanks can direct their fire to either flank so the formation is stronger against flank attacks and any enemy assaulting the squadron leader's tank can expect to be engaged by the sponson weapons of the supporting tanks.



Column

Column is primarily used for moving along roads or between areas of difficult terrain. It leaves the tanks very vulnerable to flanking fire and limits forward firepower quite drastically. Generally this formation is only used when it is the only formation that fits the circumstances. When moving up on an enemy position though it does ensure that only the lead tank can be engaged guaranteeing that the supporting tanks can move out and engage when space allows.



brandishing his family power sabre, he disdained those who cowered in their vehicles when there was the glory of dying enemies to behold. Ever eager to lead the charge of his vehicles, his company expended more fuel and munitions in the six-month Draxian Campaign, than the entire 235th Loackran Regiment recorded in their three-year campaign to liberate the Lodwyn Belt. Colonel Sirhan remains the only warrior in the 124th Cadian to have won the Order of Macharius, following his actions at the Battle of Vrodenk Ford, where he and his company fought and destroyed a Chaos Battle Titan. The Titan protected the one place where armoured vehicles could cross the River Astur and which led to the enemy rear echelons. Imperial forces had taken a fearsome pounding trying to cross the river with pontoon bridges and every attempt had met

with failure. The commanders of the force were unaware of this location until Sirhan's tanks captured the forward elements of the enemy's recon company probing from the north and were able to extract information on how they could approach the Imperial positions unseen.

Sirhan immediately mounted up his tanks, commandeering fuel and shells earmarked for the 2nd Company and roared off to the north in search of the crossing. Dawn was breaking as his scout vehicles reported the presence of the ford, though they attracted heavy fire as they attempted to cross. Determined to exploit this ford, no matter the cost, Sirhan led his vehicles from their laager and drove his tank straight into the water. As the tanks reached the centre of the river, a thunderous tremor shook the ground and the towering shape of a Titan

emerged from behind the sides of the river valley. Three Leman Russ were blown apart in as many seconds by the Titan's guns, before the rest were able to scatter and return fire. The behemoth's void shields flickered as shell after shell impacted, but none could penetrate its thick armour and another swathe of tanks exploded under its withering firepower.

Colonel Sirhan charged forwards, his tank belching smoke as it emerged from the river. Supporting infantry waited in the shadow of the titan, but as more and more tanks emerged from the river, the weight of their suppressive fire began to take its toll. The shells of the few tanks that had survived to close with the Titan were now close enough to bypass their foe's shields and armoured plates cracked and ran molten beneath their repeated barrage.

Realising that it had underestimated its foe, the Titan began backing off, but Colonel Sirhan was not to be denied. He drove right up to the Titan and unloaded his remaining ordnance into its weakening leg joint. His last shell detonated against the giant war machine's joint and, in a shower of flame and exploding metal shards, the Titan collapsed on top of the Colonel's Command tank, crushing him and his crew to death. The last, battered survivor of the company was able to vox regimental HQ and tell them what had happened. Within four hours flanking elements of the 124th Cadian Regiment had crossed the Astur and were able to catch their enemy completely by surprise, rampaging through their baggage and supply camps. Every one of the dead tank crews received the Medallion Encarmine and Colonel Sirhan was awarded the Order of Macharius, despite some officers' belief that he should be posthumously court-martialled.

While an extreme example, Colonel Sirhan is fairly typical of the mindset of the commanders of Armoured Companies: daring, dramatic and dynamic, always

leading from the front and contemptuous of cowards. The men and women who make up the soldiers of an Armoured Company see themselves as the elite companies of the Imperial Guard and are often disdainful of the lowly infantryman, all too often forgetting that all the different arms of the Imperial Guard must work together to achieve victory.

At the Battle of the Vasterloir Salient, Armoured Companies from the Jouran Dragoons counter-attacked the forces of the Ork Warlord, Grashtak the Arch-Murderer as they broke through the trenches of their Infantry Companies. So successful was the counter-attack that the commander of the company, Colonel Mitrofan Tesla, pursued the Orks through the no man's land separating the two armies, back to their own positions. In the mad haste of pursuit, Tesla allowed his tanks to become scattered and when the Orks rallied and counter-attacked his force, many were picked off by bands of Ork Tank Hunters. It was a testament to Tesla's skill that he was able to regain a measure of command and control over his

Heretics crave the cleansing fire of absolution. They need not fear, for we shall deliver.

Captain Kurt - Hellhound commander

company and fight his way back to the following Infantry Companies. Together with the supporting infantry, the Jourans were able to smash through the Ork lines and destroy hundreds of Ork warbands, breaking open the Salient and paving the way for ultimate victory in the campaign against the Orks.

While Armoured Companies are an extremely powerful shock force in battle, they rely (however much their commanders might disagree) on supporting units of artillery and infantry to operate at their most effective. The terror of an entire company of tanks crashing through a position should not be underestimated and many foes have had cause to rue the day they overestimated their ability to hold off the Armoured Companies of the Imperial Guard.



TACTICS OF THE ARMOURED COMPANIES

Armoured Companies do not see action as much as infantry units. Infantry can be used in virtually any terrain, can be used to police rebellious populations, perform menial digging and entrenching and provide garrisons on backwater worlds. Whilst an Armoured Company *can* be used in this way, it is far from ideal, the crews shouldering their lasguns and act as improvised infantry. Their real role and best use is in major campaigns where their ability to deliver battle-winning attacks is legendary.

THE ARMOURED COMPANY AS A SPEARHEAD

Because the Imperial Guard as a whole is operationally quite slow it is sometimes advantageous for their advance to be spearheaded by Armoured Companies. In this role they advance ahead of the main army in tight formations, often supported by Sentinel squadrons seconded from reconnaissance units. These formations will advance at maximum speed cutting holes in the enemy formations before pressing on without pause to isolate pockets of resistance which can then be mopped up by the more conventional Imperial Guard units advancing behind them. Massed armour is almost impossible to stop without the enemy committing their own mobile forces, thereby allowing the Imperial Guard to seize the initiative and force the enemy to fight a battle of attrition.

This approach is most effective when the line of attack is aimed at weak points in the enemy line. Overall the objective is not to destroy the enemy by direct action but to fragment them and get the Armoured Companies amongst second line formations disrupting supplies and overrunning depots.

The key to success is how well the tanks are supported; lack of fuel and ammunition will often halt their advance long before the enemy are able to do so and counter-attacks launched against the sides of the line of march will drain the Armoured Company's strength and may cut them off entirely.

THE ARMOURED COMPANY IN GRAND ASSAULTS

Often the Imperial Guard will be fighting on battlefronts stretching hundreds or even thousands of miles. The lethality of 41st millennium weaponry makes constant attack very expensive in lives and even the Imperial Guard cannot simply throw men away attacking strongly held positions. The result will often be that the battle lines stagnate into gruelling trench warfare. Few enemies can sustain this type of battle against the Imperial Guard because of the

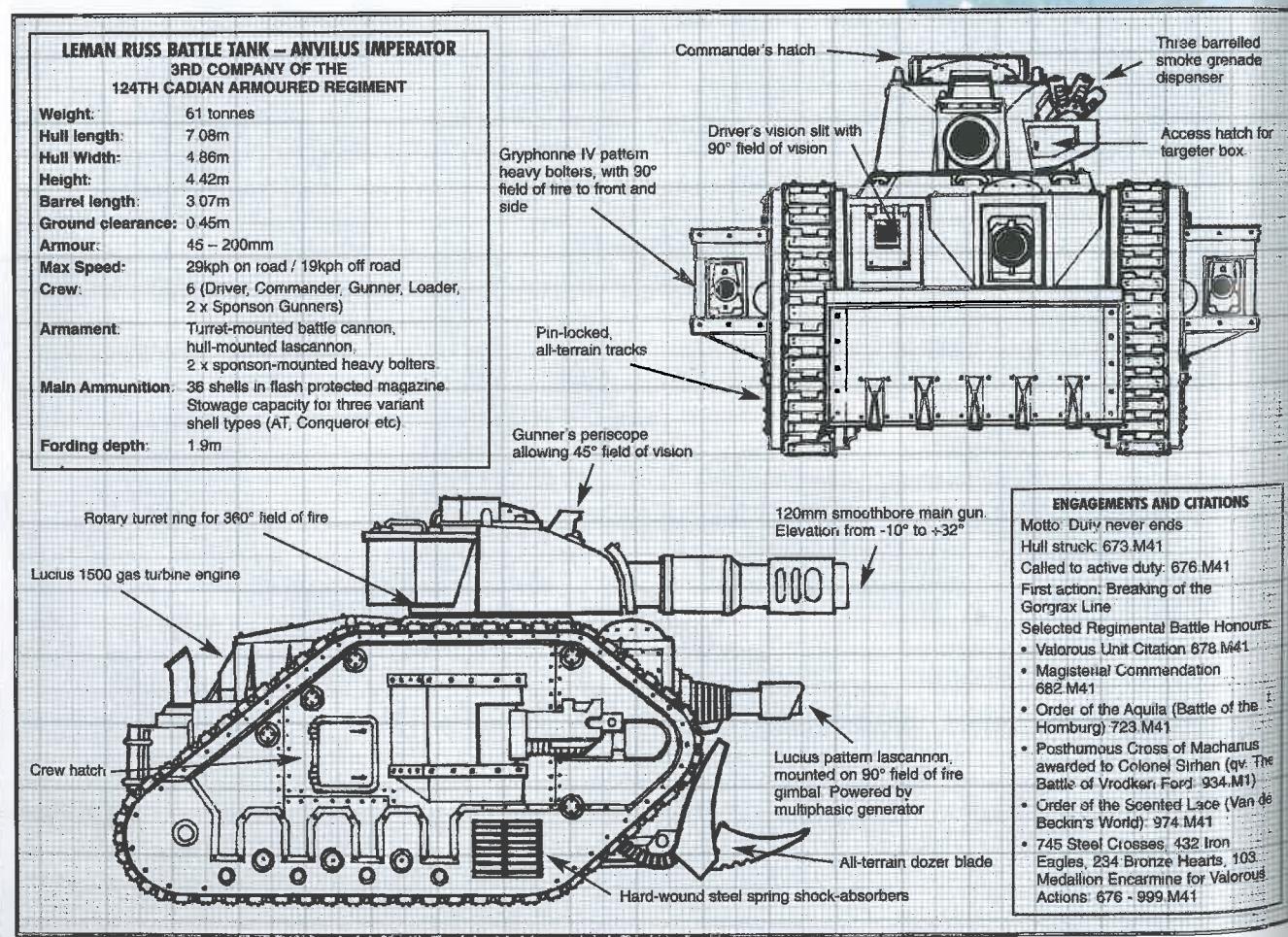
Despise infantry if you must. Crush them under your tracks, by all means. But do not ignore them. Battlefields are littered with the wreckage of tanks whose crews ignored infantry.

Anon

massed supporting artillery that can be brought to bear. There comes a point in this type of battle though where the enemy have been weakened enough and a decisive blow needs to be struck.

Armoured Companies will often be massed in several locations behind the front lines. There is rarely any attempt at deception, since the sight of dozens of squadrons, wheeling and forming up is a thoroughly demoralising one. As units will naturally disperse to minimise artillery casualties the sight of the Armoured Companies forming up to charge will force the enemy to mass their own firepower, making the final Imperial bombardment even more deadly. The attack can actually be delayed while the tanks add their cannon to those of the artillery. When enemy units start dispersing or even falling back, the signal will be given to charge.

The tank attack will not be slowed by trenches, wire, shell holes or mud, the noise alone freezing experienced warriors with fear, and the relentless power of the charge will frequently crush the enemy front line for little or no loss. The tank charge will be supported by a general advance. Light artillery, such as mortars, can continue to fire as, even if they are not on target, their shells cannot harm the tanks. With the main defensive line overthrown, the Armoured Companies will often revert to individual spearheads before moving on to secondary objectives.



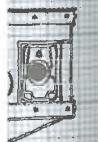
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DESIGNER'S NOTES

In Warhammer 40,000 it is generally true that emphasising one thing in an army can create an unfair advantage. The reason for this is quite simple, an opposing army may be balanced to deal with a wide range of opponents but may not be able to cope if one particular troop type is used to the exclusion of all else. This is especially true of the Armoured Company, an army that could potentially consist entirely of battle tanks with 14 frontal armour! Whilst a well-balanced army can reasonably expect to deal with a few of these behemoths, dealing with an army of them will take time. Time, sadly, is something they will not have as they wither under non-stop bombardment from masses of ordnance weapons.

I have tried to balance matters up in two ways. Firstly, I have been extremely strict about the variety of supporting troops an Armoured Company can use. This creates some tangible weaknesses for it that an opponent may be able to exploit. Secondly, I have reflected squadron organisation in the list by making it compulsory to include a command or ace tank in every set of three. The points cost of these tanks is higher than their improved Ballistic Skill really merits, but the effect is to make the average points cost of each tank higher keeping the number of them that can be fielded to manageable proportions.

These changes have allowed me to avoid introducing artificial special rules to limit

the effectiveness of Armoured Company vehicles making the army more compatible with the other Warhammer 40,000 armies. It is possible in due course that there may be a codex dealing specifically with Armoured Companies but before this can be done this list format will need a lot more playtesting and that is where all you treadheads out there come in. I welcome any thoughts or experiences you have regarding the army, so don't hesitate to write in to Chapter Approved.

ARMY LIST ENTRIES

Each army list entry consists of the following:

Unit Name: The type of unit and limitations (if any) on the maximum number you can take (eg, 0-1).

Profile: These are the characteristics of the unit type, including its points cost. Where the unit has different warriors, there may be more than one profile. As most of the units in the game are vehicle crew, the only important elements of the profile will be the points cost and the Ballistic Skill, as noted above.

Weapons: The unit's standard weapons. Like the profile, these will only be used by the crew of a vehicle if they are forced to dismount.

Unit Size: The number of models allowed in the unit, all of which count as a single

choice on the Force Organisation chart. Often this is a variable amount, in which case it shows the minimum and maximum unit size.

Options: Lists the different equipment and vehicles the unit may have. It may also include the option to upgrade one or more models in the unit to a special status.

Special Rules: This is where you'll find any special rules that apply to that unit.

VEHICLE INVENTORY ENTRIES

These are very similar to the army list entries and consist of the following:

Unit Name: The name of the unit and limitations (if any) on the maximum number you can take (eg, 0-1).

Profile: The front, side and rear Armour Values of the vehicle, and its points cost.

Type: What type of vehicle it counts as under the Warhammer 40,000 rules (eg, skimmer, tank, etc).

Weapons: The vehicle's standard weapons.

Upgrades: Lists the optional weapons and vehicle upgrades which the vehicle may have.

Special Rules: Here you'll find any special rules that apply to that vehicle.





IMPERIAL GUARD ARMOURY



A character may carry up to two weapons but only one of these may be a two-handed weapon. Within these limits, a character may add to or replace any weapons he already has with weapons from the Armoury. Each model may take up to 50 points worth of wargear but no item more than once. Wargear and weapons must be represented on the model. Full rules for wargear can be found in Codex: Imperial Guard.

VEHICLE UPGRADES

Some Imperial Guard vehicles may be fitted with the following equipment (see the entry for the vehicle in the army list for details). Any upgrades taken must be shown on the model. No duplicates may be chosen for the same vehicle. Upgrades marked with * cannot be used by Sentinels.

Armoured crew compartment	20 pts
Camo netting	1 pt
Extra armour	5 pts
Hunter-killer missile	10 pts
Mine sweeper *	5 pts
Pintle heavy stubber *	12 pts
Pintle storm bolter *	10 pts
Rough terrain modification *	5 pts
Searchlight	1 pt
Smoke launchers	3 pts
Track guards *	10 pts

SINGLE-HANDED WEAPONS

Bolt pistol	1 point
Plasma pistol	10 points
Power weapon	5 points
Storm Trooper Sergeants only	
Close combat weapon	1 point

TWO-HANDED WEAPONS

Bolter	1 point
Shotgun	1 point
Storm bolter	5 points

WARGEAR

Bionics	5 points
Carapace armour	5 points
Frag grenades	1 point
Honorifica Imperialis	25 points
No more than one per army	
Krak grenades	2 points
Master-crafted weapon	15 points
Medallion Crimson	15 points
Melta bombs	5 points
Surveyor	2 points

What I cannot crush with words I will crush with the tanks of the Imperial Guard!

Lord Commander Solar-Micharius

IMPERIAL GUARD ARMOURED COMPANY SUMMARY

	WS	BS	S	T	W	I	A	Ld	Sv
Guardsman	3	3	3	3	1	3	1	7	5+
Veteran Sergeant	3	3	3	3	3	3	2	8	5+
Storm Trooper	3	4	3	3	1	3	1	8	4+
Vet Storm Trooper Sgt	3	4	3	3	1	3	2	8	4+

	Armour: Front	Side	Rear	BS
Basilisk	12	10	10	3
Chimera	12	10	10	3
Destroyer Tank Hunter	14	12	10	3
Griffon	12	10	10	3
Hellhound	12	12	10	3
Leman Russ	14	12	10	3
Leman Russ Demolisher	14	13	11	3
Leman Russ Conqueror	14	12	10	3
Leman Russ Exterminator	14	12	10	3
Leman Russ Vanquisher	14	12	10	3
Salamander Scout Vehicle	12	10	10	3

ORDNANCE	Range	Str.	AP	Type
Battle cannon	72"	8	3	Ordnance 1/Blast
Conqueror cannon	48"	7	4	Heavy 1/Blast
Demolisher	24"	10	2	Ordnance 1/Blast
Earthshaker*	120"	9	3	Ordnance 1/Blast
Griffon mortar*	G12-48"	6	4	Ordnance 1
Laser destroyer	72"	10	2	Heavy 1/Blast
Vanquisher Battle cannon	96"	8	3	Ordnance 1/Blast
Vanquisher AT shell	96"	8	3	Ord. 1; 2D6 Arm. Pen.

*These weapons have additional special rules. See the vehicle's entry in the Vehicle Inventory for more details.

RANGED WEAPONS	Range	Str.	AP	Type
Autocannon	48"	7	4	Heavy 2
Boltgun	24"	4	5	Rapid fire
Bolt pistol	12"	4	5	Pistol
Flamer	Template	4	5	Assault 1
Grenade launcher (frag)	24"	3	6	Assault 1 Blast*
Grenade launcher (krak)	24"	6	4	Assault 1*
Heavy bolter	36"	5	4	Heavy 3
Heavy flamer	Template	5	4	Assault 1
Hellgun	24"	3	5	Rapid fire
Hellpistol	12"	3	5	Pistol
Inferno cannon	24"	6	4	Heavy 1/Template*
Lascannon	48"	9	1	Heavy 1
Lasgun/Autogun	24"	3	—	Rapid fire
Laspistol/Autopistol	12"	3	—	Pistol
Melta gun	12"	8	1	Assault 1*
Missile launcher (frag)	48"	4	6	Heavy 1 Blast*
Missile launcher (krak)	48"	8	3	Heavy 1*
Mortar	G48"	4	6	Heavy 1 Blast
Multi-laser	36"	6	6	Heavy 3
Multi-melta	24"	8	1	Heavy 1*
Plasma cannon	36"	7	2	Heavy 1 Blast*
Plasma gun	24"	7	2	Rapid fire*
Plasma pistol	12"	7	2	Pistol*
Shotgun	12"	3	—	Assault 2
Storm bolter	24"	4	5	Assault 2

*Consult the Warhammer 40,000 rulebook for more details on these weapons.

ARMOURED COMPANY ARMY LIST

HQ

Command Tank 100 points + vehicle

Unit Size: One vehicle. The Command tank has a BS of 4.

Options: The Company Commander, and any Commissars assigned to the detachment, will ride into battle mounted in one of the following vehicles, bought at additional cost from the vehicle inventory: Leman Russ, Leman Russ Vanquisher, Leman Russ Exterminator, Leman Russ Conqueror.

SPECIAL RULES

Comm-link: Up to one Command tank may be designated as the Company Commander's vehicle, and has the Improved Comms upgrade at no additional points cost.

ELITES

Tank Ace 65 points + vehicle

Unit Size: One vehicle. The Tank Ace has a BS of 4.

Options: The Tank Ace must be mounted in one of the following vehicles bought at an additional cost from the vehicle inventory: Leman Russ, Leman Russ Exterminator, Leman Russ Vanquisher, Leman Russ Conqueror, Destroyer Tank Hunter.



Tech Priest Enginseer

(As Codex: Imperial Guard)

Must have a transport vehicle



Storm Troopers

Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv	
Storm Trooper	10	3	4	3	3	1	3	1	8	4+
Storm Trooper Sergeant	10	3	4	3	3	1	3	1	8	4+
Veteran Sergeant	+6	3	4	3	3	1	3	2	8	4+

Number/squad: Sergeant and between four and nine Storm Troopers.

Weapons: The Sergeant carries a hellpistol and close combat weapon. The Storm Troopers have hellguns with targeters. All squad members have frag and krak grenades.

Options: Up to two Storm Troopers may be armed with one of the following special weapons: meltagun at +10 pts; plasma gun at +10 pts; flamer at +6 pts; grenade launcher at +8 pts. Storm Trooper squads may have meltabombs at +4 pts per model.

Character: The Sergeant may be upgraded to be a Veteran Sergeant at +6 pts. A Veteran Sergeant has access to the Imperial Guard Armoury.

Transport: The squad must be mounted in a Chimera transport vehicle bought from the vehicle inventory.

TROOPS

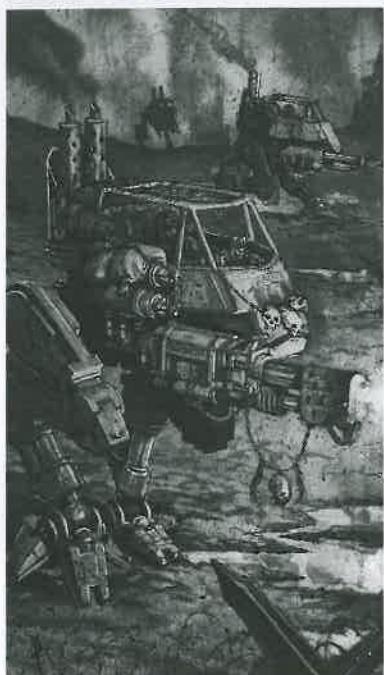
Tank Units

Number/Squad: One vehicle.

Options: For each Command tank or Tank Ace, you may purchase 0-2 vehicles from the following list: Leman Russ, Leman Russ Exterminator, Leman Russ Conqueror. Each vehicle chosen in this way will count as one Troops choice on the Force Organisation chart.



FAST ATTACK



Sentinel Squadron

Pts	WS	BS	S	Front Armour	Side Armour	Rear Armour	I	A
Sentinel	35	3	3	5	10	10	10	3 1

Type: Walker, Open-topped.

Crew: One Guardsman.

Squadron: A squadron consists of between one and three Sentinels.

Weapons: Each Sentinel in a squadron must be armed in accordance with one of the following configurations. (A squadron may contain several different patterns):

- Catachan pattern – heavy flamer (+5 pts)
- Mars pattern – multi-laser (+10 pts);
- Cadian pattern – autocannon (+15 pts)
- Armageddon pattern – lascannon (+20 pts).

Options: Sentinels may be fitted with any items allowed from the Vehicle Upgrades list opposite.

SPECIAL RULE

Scouts: Sentinels are used to scout ahead and are always in the vanguard of the army. To represent this, any Sentinels in the army may be deployed at the start of a battle, even in scenarios where they could not normally be deployed. For example, if you were the defender in a Take & Hold mission then your Sentinels would set up at the start of battle instead of being placed in reserve with the rest of the Fast Attack units. If you are playing a scenario where you can only deploy a limited number of units then any Sentinels you deploy are not counted against the limit for the scenario. In addition to this, after both sides have deployed, any Sentinels may make a 'free' move. The move happens before dice are rolled to determine who takes first turn. All of the normal movement rules apply.



Reconnaissance Section

Unit Size: One vehicle.

Options: The Reconnaissance section consists of one of the following vehicles bought from the vehicle inventory: Chimera, Hellhound, *Salamander Scout Vehicle*.



Armoured Fist Squad 60 pts + weapons + upgrades + transport

Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Guardsman	—	3	3	3	3	1	3	1	7 5+
Veteran Sergeant	+6	3	3	3	3	1	3	2	8 5+

Number/squad: Sergeant and nine Guardsmen.

Weapons: The Sergeant may have a lascannon and close combat weapon OR a shotgun OR a lasgun. Guardsmen have lasguns.

Options: Two Guardsmen may form a single heavy weapon crew. A heavy weapon crew must be armed with one of the following weapons: lascannon at +25 pts, missile launcher at +15 pts, autocannon at +15 pts, mortar at +10 pts or heavy bolter at +10 pts.

One Guardsman not acting as heavy weapon crew may be armed with one of the following special weapons: meltagun at +10 pts; plasma gun at +10 pts; flamer at +6 pts; grenade launcher at +8 pts.

Any Guardsman not acting as part of a heavy weapon crew or using a special weapon may be equipped with a vox-caster at +5 pts.

The entire squad can be equipped with frag grenades at +1 pt per model or krak grenades at +2 pts per model.

Character: The Sergeant may be upgraded to be a Veteran Sergeant at +6 pts. A Veteran Sergeant has access to the Imperial Guard Armoury.

Transport: The squad must be mounted in a Chimera transport bought from the vehicle inventory.

HEAVY SUPPORT

Support Tank.....Cost of vehicle

Unit Size: One vehicle.

Options: The Support tank must be one of the following vehicles bought from the vehicle inventory: Leman Russ Demolisher, Leman Russ Conqueror, Destroyer Tank Hunter.



Artillery Vehicle.....Cost of vehicle

Unit Size: One vehicle.

Options: The Artillery Vehicle must be one of the following vehicles bought from the vehicle inventory: Basilisk; Griffon.

VEHICLE UPGRADES

Armoured crew compartment	20 points
.....or 15 points for Sentinel	
Camo netting	1 point
Extra armour	5 points
Hunter-killer missile	10 points
Mine sweeper*	5 points
Pintle storm bolter*	10 points
Pintle heavy stubber*	12 points
Rough terrain modification	5 points
Searchlight	1 point
Smoke launchers	3 points
Track guards*	10 points

Armoured Crew Compartment

These may only be added to open-topped vehicles. The vehicle no longer counts as being open-topped.

Camo Netting

Vehicles often carry rolls of camouflage netting that can be unrolled to help hide the vehicle. In scenarios using the Hidden Set-up rules, vehicles carrying camo netting can be set up hidden anywhere in their deployment zone, not just in or behind appropriate terrain features.

Mine Sweeper

The vehicle is fitted with a heavy dozer blade or some other device designed to clear minefields (see the Warhammer 40,000 rulebook). It can enter a minefield without being attacked. Any minefield that the vehicle moves across is cleared and removed from play.

Extra Armour

Vehicles equipped with extra armour count 'Crew Stunned' results on the

Damage tables as 'Crew Shaken' results instead.

Hunter-killer Missile

These missiles are treated as krak missiles with an unlimited range but may be used only once per battle. Roll to hit and wound or to penetrate armour as normal.

Improved Comms

These upgrades take the form of long 'whip' aerials or other large aerial set-ups. A vehicle with improved comms can communicate with other Imperial Guard formations, such as nearby reserves or artillery support. To represent this, the improved comms allow the Imperial Guard player to re-roll one Reserves roll per turn, and to re-roll the dice when checking to see if an enemy unit or obstacle is hit by a preliminary bombardment.

Pintle Storm Bolter/Heavy Stubber

Pintle-mounted weapons are located on the outside of a vehicle and can be used by a crewman from an open hatch or by remote control from inside. A pintle weapon can be fired when the vehicle is eligible to fire another non-ordnance weapon.

Rough Terrain Modification

This is a catch-all category for the many upgrades that help vehicles move through difficult terrain, such as dozer blades. They allow a vehicle moving no further than 6" that turn to re-roll a failed Difficult Terrain test.

Searchlight

Searchlights can be used in missions where the rules for night fighting are used (see page 134 of the Warhammer 40,000 rules). They allow one enemy unit spotted by the vehicle to be fired at by any other Imperial Guard units in range that have a line of fire. However, a vehicle that uses a searchlight can be fired at by any enemy units in their next turn; they can see the light shining in the dark.

Smoke Launchers

These carry charges that can be fired to hide the vehicle behind a cloud of smoke. Once per game, after completing movement (no matter how far), a vehicle with smoke launchers can trigger them. Place cotton wool around the vehicle to show it is concealed by smoke. The vehicle cannot fire and use its smoke launchers in the same turn. Any penetrating hits scored by the enemy in their next Shooting phase count as glancing hits. After the enemy's turn, the smoke disperses with no further effect. Note that a vehicle may still use smoke launchers even if its crew are stunned or shaken.

Track Guards

Track guards protect the vulnerable track mechanism of an armoured vehicle. The vehicle treats 'Immobilised' results as 'Crew Stunned' instead, on a D6 roll of 4+. This result applies even if the vehicle has extra armour.

IMPERIAL GUARD ARMOURED COMPANY DOCTRINES

An Imperial Guard Armoured Company does not use the Doctrines detailed in Codex: Imperial Guard. These are the specialities of the Infantry Regiments that make up the majority of the Imperial Guard's fighting strength. Instead, Armoured Companies' have their own list of Doctrines. These function in the same way as the ones in the Codex, but are only available to Armoured Company armies (so don't even ask if you can use them with a conventional Codex army!).

Other than this, the rules for selecting doctrines for Armoured Companies are the same as those detailed in the codex. You can select up to five doctrines for your army.

TANKS ONLY SPECIAL RULE

Most doctrines refer to tanks. This is deliberate, so only tanks may use the doctrine (so no Sentinels with Crush and Grind for example).

RARE TROOPS

The following unit entries and vehicle types are considered Rare Troops and may not be used in an Armoured Company army unless a doctrine is expended for each type you wish to include.

Techpriest Enginseer

Salamander Scout vehicle

Destroyer Tank Hunter

Leman Russ Vanquisher

Leman Russ Exterminator

Leman Russ Conqueror

Griffon Mortar

ORGANISATIONAL DOCTRINES

Siege Regiment

The regiment is known more for its artillery than its tanks. Tank units must choose vehicles listed in the Artillery Vehicle entry rather than the Tank Unit entry. The artillery vehicle Heavy Support entry must be selected from the vehicles listed in the Tank Unit entry. Command tanks and Tank Aces must use Chimeras instead of the stated vehicle options. May not be combined with the Heavy Armour doctrine.

Heavy Armour

The regiment is disdainful of reconnaissance, trusting that they can break through any enemy position with their battle tanks. They may not use any of the Fast Attack options detailed in the list or Artillery vehicles. They may, however, take Tank Units as Fast Attack or Heavy Support choices. They are still limited to 0-2 per Command tank or Tank Ace. May not be combined with the Siege Regiment doctrine.

SKILLS AND DRILLS

ACES HIGH SPECIAL RULE

Command and Ace tanks must have at least as many points spent on Doctrines as any other tank in the army.

Evasive Driving – 10 points per tank

Tanks from this regiment are trained to use the mass of their vehicles to deter or crush attacking infantry. If the tank is assaulted by infantry having moved on its last turn then each model assaulting the tank takes a wound on a roll of 4+. Normal Armour Saving throws apply.

Ace sponson gunners –

10 points per tank

This regiment is expert at training its sponson gunners to defend their tanks from enemy assaults. If the tank has been assaulted in the Assault phase, then the tank may fire its sponson weapons (if in arc) at the enemy assaulting the tank at Initiative 10.

Anti-tank rounds – 20 points per tank

The regiment is known for engaging enemy armour with battle cannons rather than lascannons. When a tank fires a battle cannon at an enemy vehicle it may use a special anti-tank round instead of its normal shell. Range is unaffected but, instead of firing like normal ordnance, a roll to hit is made using the BS of the vehicle. If a hit is scored, roll 2D6 and add the weapon's Strength as normal for armour penetration, adding the dice together. The large Blast marker is not used, but penetrating hits are resolved using the Ordnance Penetrating Hits table. These rounds require precise aiming so cannot be fired if the vehicle has moved.

Ace driver – 15 points per tank

The regiment does not suffer its assaults being slowed by difficult terrain. Its drivers are trained to avoid or crush obstacles with brutal efficiency. If the tank moves 6" or less through difficult terrain it does not have to take a Dangerous Terrain test. If it moves up to 12" then it must take the test but, if it has rough terrain modification, it may re-roll a failed test.

Crush and Grind – 15 points per tank

When assaulting enemy infantry the regiment has no compunction about crushing them under its tracks. The first unit tank shocked in a turn by a tank with this doctrine will take D6 S4 hits before resolving the tank shock as normal. Normal Saving throws apply.

Ace Gunners – 25 points per tank

A tank using this doctrine acquires and engages targets with blinding speed and accuracy. Any shooting rolls of 1 may be re-rolled once. Additionally it may re-roll the Scatter dice (not the Distance dice, just the Directional dice) when firing an ordnance weapon directly.

SPECIAL EQUIPMENT

Improved Sponsors – 5 points per standard Leman Russ Battle tank
Each standard Leman Russ may select its sponsor weapons from those available to Leman Russ Demolisher at the points cost specified there.

Overcharged Engines –

15 points per tank

At the end of its move a vehicle with an overcharged engine can try to go an extra 6" in a straight line. It must make a Difficult Terrain test first which it must pass to take the extra movement. A vehicle and any mounted passengers may not shoot in the same turn that it uses overcharged engines. Passengers may not disembark at the end of the move as it is travelling far too quickly for Imperial Guard troops to safely dismount.

Forge-crafted – 20 points per tank

The tank has been built on a forge world as the proving piece of a Magos of the Adeptus Mechanicus. Once per game, the owner can force the enemy to re-roll the result of a single glancing or penetrating hit. The new result must be accepted though.

Side Skirts – 15 points per tank

The tank crew have added sheets of plasteel to the sides of their tank to grant further protection against ranged attacks (they have no effect against close combat attacks). The side armour of the tank is increased by +1 but can never be better than 13 or the tank's frontal armour.

Machine God's Blessing –

25 points per tank

The tank is has been crafted on an Adeptus Mechanicus forge world and is protected by charms and wards set by the Techpriests to thwart the enemies of Mankind. Attacks that specifically amend a tank's armour rating such as bright lances, dark lances and blasters do not have any special effect against the tank and do not amend its Armour Value.

Anti-mag – 10 points per tank

The crew have learned to coat their tank with anti-magnetic paste. The effect is to prevent enemy grenades sticking to the armour. Whenever a grenade (or meltabomb, stikk bomb etc) causes a glancing or penetrating hit the tank has a special Saving throw of 4+ against its effects.

Reinforced Ceramite Armour –

30 points per tank

This vehicle has numerous plates of heat-reflecting ceramite, giving it extra protection against meltas weapons. Melta weapons (including melta bombs) do not roll an extra dice for armour penetration when attacking a vehicle equipped with reinforced ceramite.

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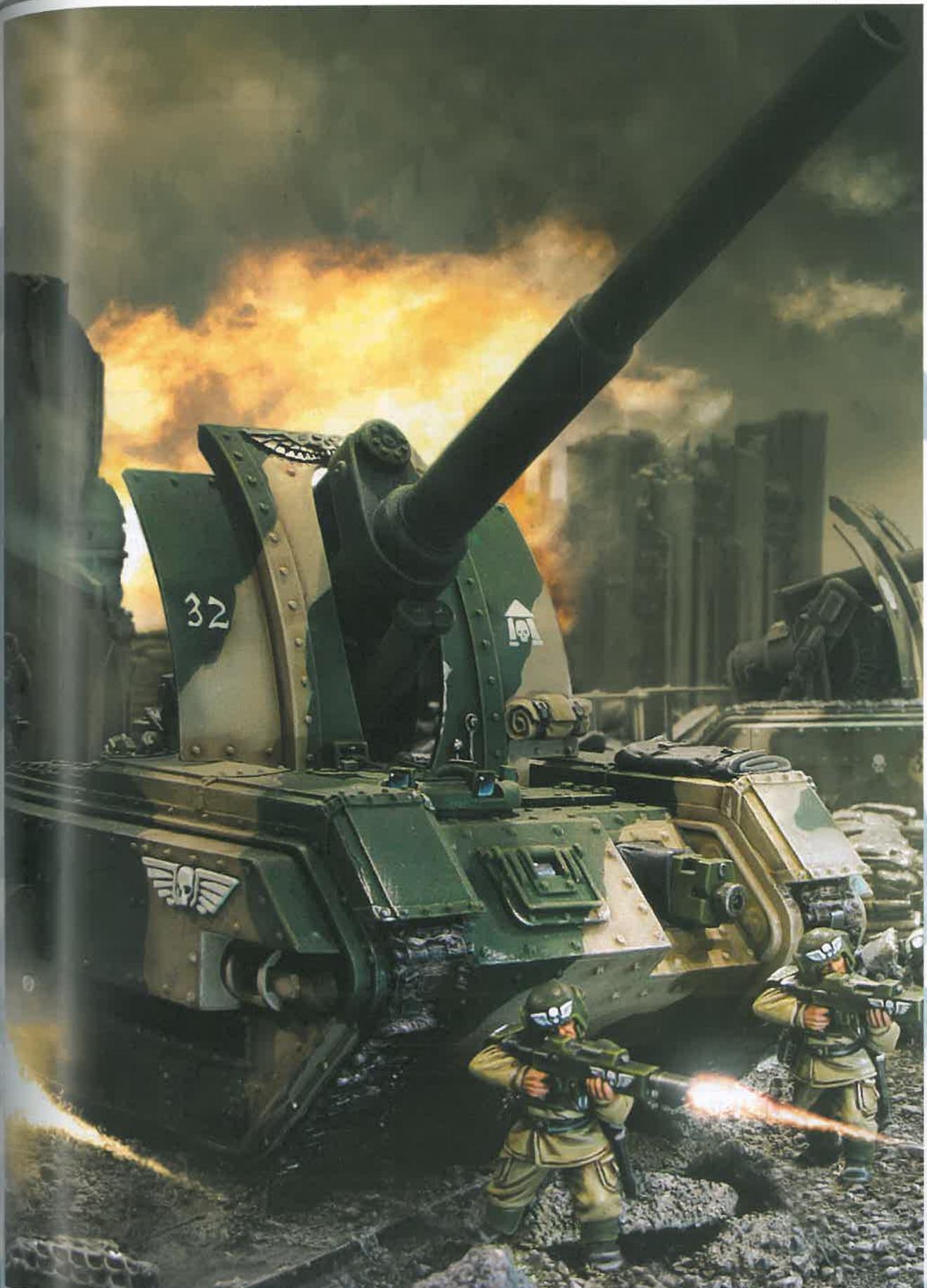
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Cadian Basilisks shell enemy fanatics as infantry squads protect them from attack.

IMPERIAL GUARD ARMOURED VEHICLE INVENTORY

The Imperial Guard army is not noted for its subtlety, preferring to smash a nut with a sledgehammer if possible. This approach is reflected in the design of their vehicles as well. Tanks of the Imperial Guard are rough, rugged and very adaptable. Below is the list of vehicles available to an Armoured Company Commander.

BASILISK

	Points	Front Armour	Side Armour	Rear Armour	BS
Basilisk	100	12	10	10	3



CHIMERA

	Points	Front Armour	Side Armour	Rear Armour	BS
Chimera	70	12	10	10	3

Type: Tank.

Crew: Imperial Guard.

Weapons: The Chimera must have one of the following turret weapons: multi-laser at +10 pts; heavy flamer at +10 pts; heavy bolter at +10 pts. It may also have either a heavy bolter or a heavy flamer mounted in its hull at +5 pts.

Options: A Chimera may have any of the following: camo netting, extra armour, hunter-killer missile, pintle heavy stubber, pintle storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

Transport Vehicle: A Chimera can carry up to 12 models (count Ogres or models in Terminator armour as two models).

Independent characters that join a unit with a Chimera may also travel in it.

Type: Tank, open topped. Crew: Imperial Guard.

Weapons: The Basilisk has an Earthshaker artillery gun and hull-mounted heavy bolter.

It may also be equipped with any of the following: armoured crew compartment, camo netting, extra armour, hunter-killer missile, pintle heavy stubber, pintle storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

The Basilisk may be modified to allow it to fire indirectly as described in the special rules below, at a cost of +25 pts.

SPECIAL RULES

Indirect Fire: The Earthshaker can fire 'indirectly' at targets it can't see in the same way as a mortar or Whirlwind. Earthshakers that fire indirectly obey the normal Earthshaker cannon rules, except that they become Barrage (ie, Guess range) weapons with a range of 36"-240" (see page 84 of the Warhammer 40,000 rulebook). Note that the minimum 'guess' for indirect fire is 36".



GRIFFON

	Points	Front Armour	Side Armour	Rear Armour	BS
Griffon	75	12	10	10	3

Type: Tank, open topped.

Crew: Imperial Guard.

Weapons: The Griffon is armed with a heavy mortar and hull-mounted heavy bolter.

A Griffon may have any of the following: armoured crew compartment, camo netting, extra armour, hunter-killer missile, pintle heavy stubber, pintle storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

A Griffon may be armed with siege shells at +5 pts.

SPECIAL RULES

Siege Shells: A Griffon may fire a siege shell instead of a normal round. Siege shells use the smaller Blast template instead of the Ordnance template but are ordnance in all other respects. Roll 2D6+5 when rolling for armour penetration for siege shells against bunkers, instead of two D6 and picking the highest. If you're using the rules for buildings from the back of the Warhammer 40,000 rulebook, siege shells affect models inside a building on a 4+ instead of a 6.

HELLHOUND

	Points	Front Armour	Side Armour	Rear Armour	BS
Hellhound	115	12	12	10	3



Type: Tank, open-topped, fast. Crew: Imperial Guard.

Weapons: The Hellhound is armed with a turret-mounted Inferno cannon and a hull-mounted heavy bolter.

Options: A Hellhound may have any of the following: camo netting, extra armour, pintle heavy stubber, pintle storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

Type: Tank.

Crew: Imperial Guard.

Weapons: Turret-mounted Inferno cannon and hull-mounted heavy bolter.

Options: It may have any of the following: camo netting, extra armour, pintle heavy stubber, pintle storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

SPECIAL RULES

Inferno cannon. The Inferno cannon fires a lethal gout of flame over considerable distances. Its profile is as follows:

Range 24" Str 6 AP 4 Heavy 1, Template

When firing the Inferno cannon, designate a target unit and place the normal flamer template so that it is at least partially over as many unit members as possible. The whole template must be in range and line of sight. Roll to hit once, using the Hellhound's BS. If you hit, then all models partially or wholly under the template are hit. If you miss, they are each hit on a roll of 4+.

SALAMANDER SCOUT VEHICLE

	Points	Front Armour	Side Armour	Rear Armour	BS
Salamander	100	12	10	10	3



SPECIAL RULES

Souped-Up Engines: Because they operate so far in front of the main units, the crews of Salamander Scout vehicles often overcharge the engines of their vehicles in order to make a swift escape should they encounter strong enemy forces. Imperial commanders tend to overlook such breaches of regulation given the dangerous missions lightly equipped scout units often have to perform.

A Salamander Scout Vehicle's souped-up engines make it a fast vehicle.

DESTROYER TANK HUNTER

	Points	Front Armour	Side Armour	Rear Armour	BS
Destroyer	170	14	12	10	3

Type: Tank. Crew: Imperial Guard.

Weapons: The Destroyer is armed with a hull-mounted laser destroyer (see page 24 for statistics; fired using crew's BS; does not scatter).

Options: A Destroyer may have any of the following: camo netting, extra armour, hunter-killer missile, mine sweeper, pintle heavy stubber, pintle storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.



LEMAN RUSS BATTLE TANK

	Points	Front Armour	Side Armour	Rear Armour	BS
Battle Tank	140	14	12	10	3

Type: Tank.

Crew: Imperial Guard.

Weapons: The tank is armed with a turret-mounted battle cannon and must have one of the following hull-mounted weapons: lascannon at +15 pts; heavy bolter at +5 pts.

Options: The Leman Russ may be upgraded with two side sponsons armed with a pair of heavy bolters at +10 pts, or a pair of heavy flamers at +10 pts.

The Leman Russ may be equipped with any of the following: camo netting, extra armour, hunter-killer missile, mine sweeper, pintle heavy stubber, pintle storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.



LEMAN RUSS VANQUISHER

	Points	Front Armour	Side Armour	Rear Armour	BS
Vanquisher	175	14	12	10	3

Type: Tank.

Crew: Imperial Guard.

Weapons: The Leman Russ Vanquisher is armed with a turret-mounted Vanquisher battle cannon and a co-axial storm bolter (counts as a pintle-mounted storm bolter). In addition, it must have one of the following hull-mounted weapons: lascannon at +15 pts; heavy bolter at +5 pts.

Options: The Vanquisher may be upgraded with two side sponsons armed with a pair of heavy bolters at +10 pts, or a pair of heavy flamers at +10 pts.

It may be given the following: camo netting, extra armour, hunter-killer missile, mine sweeper, pintle heavy stubber, rough terrain modification, searchlight, track guards, smoke launchers.



SPECIAL RULES

Vanquisher Battle Cannon: This weapon has a longer range and, against vehicles, a special anti-tank ordnance shot can be used. Instead of placing the Blast marker, roll to hit with the crew's BS. Hits cause 2D6 + Strength for armour penetration.

Veterans: For +20 points, the crew can be upgraded to Veteran status. At the start of the game, roll for one Vehicle Battle Honour from the Warhammer 40,000 rulebook.

LEMAN RUSS EXTERMINATOR

	Points	Front Armour	Side Armour	Rear Armour	BS
Exterminator	120	14	12	10	3

Type: Tank.

Crew: Imperial Guard.

Weapons: The Leman Russ Exterminator is armed with a turret-mounted, twin-linked autocannon. It must also have one of the following hull-mounted weapons: lascannon at +15 pts; heavy bolter at +5 pts.

Options: The Leman Russ Exterminator may be upgraded with two side sponsons armed with a pair of heavy bolters at +10 pts.

It may be given the following: camo netting, extra armour, hunter-killer missile, mine sweeper, pintle heavy stubber, pintle storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.





LEMAN RUSS DEMOLISHER

	Points	Front Armour	Side Armour	Rear Armour	BS
Demolisher	140	14	13	11	3

Type: Tank. Crew: Imperial Guard.

Weapons: The tank is armed with a turret-mounted demolisher cannon and one of the following hull-mounted weapons: lascannon at +15 pts; heavy bolter at +5 pts.

Options: The tank may have two side sponsons armed with a pair of one of the following weapons: heavy bolters at +10 pts; multi-meltas at +30 pts; plasma cannons at +20 pts; heavy flamers at +10 pts.

It may be given the following: camo netting, extra armour, hunter-killer missile, mine sweeper, pintle heavy stubber, pintle storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

LEMAN RUSS CONQUEROR

	Points	Front Armour	Side Armour	Rear Armour	BS
Conqueror	145	14	12	10	3

Type: Tank. Crew: Imperial Guard.

Weapons: The tank is armed with a turret-mounted conqueror cannon and a co-axial storm bolter (counts as a pintle-mounted storm bolter). In addition, it must have one of the following hull-mounted weapons: lascannon at +15 pts; heavy bolter at +5 pts.

All Conquerors have the Searchlight vehicle upgrade.

Options: The Conqueror may be upgraded with two side sponsons armed with a pair of heavy bolters at +10 pts, or a pair of heavy flamers at +10 pts.

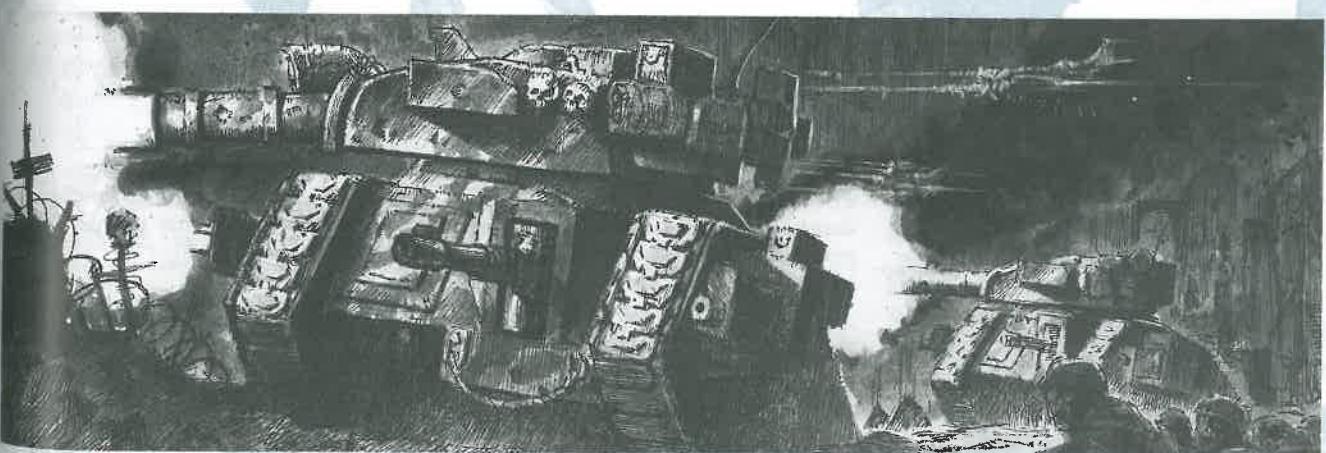
The tank may be given any of the following upgrades: camo-netting, extra armour, hunter killer missile, mine sweeper, pintle heavy stubber, pintle storm bolter, rough terrain modification, track guards, smoke launchers.



SPECIAL RULES

Conqueror Cannon: The Conqueror replaces the standard turret weapon with a shorter barreled version of the battle cannon, firing a smaller, less destructive shell. The reduced recoil allows the vehicle to fire whilst on the move, making this Leman Russ variant more mobile when leading an assault.

Range	Strength	Penetration	Shots
Conqueror Cannon 48"	7	4	Heavy 1/Blast



RULES OF ENGAGEMENT

A new objective-based scenario generation system for Warhammer 40,000

Bored of playing the Cleanse mission? If you're anything like us here at White Dwarf the vast majority of our Warhammer 40,000 games revolve around this default mission and after a while it can seem a bit bland. And it's not always possible for players to decide ahead of a game what scenario they'd like to play, especially if you're pitting yourself against new foes at a club or in a Gaming Room. Ryan Powell, Kurt Periolat and Chris Hutchings took this as a challenge and have come up with a set of rules for generating scenarios on the day. Even better than that their objective-based system brings a great new dynamic to your games set in the 41st millennium adding even more atmosphere to battles. Read on as the three of them spill the beans...

In the grim darkness of the 41st millennium, countless armies fight pitched battles across a war-torn galaxy. From massive, planet-wide sieges to surgical raids against isolated outposts, the armies of the far future are often called upon to complete difficult missions under terrible conditions. Warfare in this dark time is not for the armchair commander, but for the relentless general who pursues victory at any cost and under any condition.

The scope for gaming is huge. Imagine small-scale fighting for a bunker complex, or a desperate attempt to recover lost plans. So why, when we gamers turn up to our local Gaming Room or club, do we always end up playing Cleanse?

As veterans of innumerable Cleanse battles, the three of us decided that the game could benefit greatly from a new, alternate way of

generating missions and building army lists. The Rules of Engagement system is intended to create missions that cater to fun, eventful games that are rarely the same. The focus of our system is on pitched battles between desperate forces, requiring your army to engage in strategic movement rather than wholesale slaughter if they are to achieve the objectives set out before them.

Rules of Engagement also brings the opportunity for some atmospheric narratives. The objectives given here can help inspire a story for your games, from the protection of a comms station, attempting the assassination of the enemy commander to surviving a bombardment or retrieving vital documents from behind enemy lines.

The following rules detail how to generate a scenario for Warhammer 40,000, set up and play a game using the Rules of Engagement.

Maintain barrage!" Captain Landeer of the Gundam Heavy Infantry bellowed to his mortar crews. The tell-tale 'crump', 'crump' of their weapon platforms, dug in behind the thick walls of the Imperial Bastion, answered. Smoke and fire erupted like incandescent blooms upon the nearby killing fields, kicking up vast clouds of snow and ice with every impact.

They were almost overrun.

The Tyranids had crashed through the first of the outer barricades like a furious and unrelenting storm. The Gundam defences were spread thin across a wide plain and yet the alien's advance was precise, seemingly geared toward penetrating the

command bastion and the vox tower. Landeer had watched from this vantage point in horror as his men were massacred, torn apart by terrible claws and dissolved by the alien horde's horrific bio-weapons. The 8th and 16th platoon were in full flight, dragged down and consumed as the rampaging mass overtook them.

And yet there was still hope. Corvar and his crack units could still achieve their objective. Landeer just had to keep the aliens at bay for long enough.

Lander looked out to the land at the fringe of the fighting. The barren waste of arctic tundra and frozen chemical lakes made for a bleak vista.

He looked at Stannard, his vox operator. The man was at his station, one ear cupped by the headset, tweaking the dials frantically for a signal.

Lander's head pounded from the sub-sonic throb of the 'nid bio-construct that was scrambling the vox somewhere out there on the field of battle. He felt its presence crushing his skull and sapping his will, even at this distance.

"Stannard?" Landeer ventured.

Stannard shook his head.

Turning his attention back to the battlefield Landeer watched as the last outer barricade was overwhelmed, a mass

of Termagants dragging down the first line of Guardsmen like a swarm of malevolent ants. He was certain now, they were headed for the bastion.

Lander tapped his microbead.

"All platoon commanders," Captain Landeer bellowed above the awesome din of the heavy artillery thundering from the bastion walls, "Fall back and consolidate at the Bastion."

The signal only just prevailed. Compliance came back through frenetic static.

The heavy weapons continued to pound, punctuated by the staccato crack of lasfire, but the alien horde did not slow and even as the last of the platoons mobilised and withdrew to the shelter of the Bastion, the Tyranids threw themselves against the first wall with frenzied abandon.

Lander looked back to the vox.

Stannard rubbed his temples from the neural interference that had scrambled the long-range vox.

"Nothing sir," he returned.

Lander turned back. He gripped the aquila at his breast.

"Come on, come on," he urged with quiet desperation, beneath him the frenzied tide was growing.





Necrons protect a crystal communication node from an attack by the Word Bearers Chaos Space Marines.

OBJECTIVE MARKERS

Rules of Engagement requires that each player has two objective markers. This gives players the opportunity to make items relating to their army (check out our examples at the end of this article – Ed). All measurements are taken from the centre of the marker, so exact size does not matter. We recommend a 60mm round base. Objective markers are not considered difficult terrain and do not block line of sight, regardless of how the marker looks.

ARMIES AND TERRAIN

Armies are chosen using the standard force organisation chart. Point values should be

RULES OF ENGAGEMENT STEPS:

1. Determine point values and construct army lists.
2. Place terrain and roll for deployment zone measurements.
3. Dice to select deployment zones.
4. Place objective markers.
5. Determine Mission for each player.
6. Deploy armies.
7. Roll for first turn and begin game.

decided by both players beforehand. While Rules of Engagement works for any size game, it has been our experience that 1,000 points is the optimum for exciting, well-paced games. After you have selected your army, terrain should be placed by any mutually agreed upon manner.

DEPLOYMENT

To determine deployment zones, both players should roll a die and add the two results together to find the total, then consult the Rules of Engagement Deployment Chart.

Once the type of deployment zone has been determined, each player then rolls dice equal to their strategy rating, choosing the highest result. The player with the highest roll may choose which deployment zone to set up in.

SETTING UP OBJECTIVE MARKERS

Each player takes turns placing their objective markers. Each player rolls a dice to determine who places a single marker first, with the winner getting to choose first or second placement. Each player must place one objective marker within their deployment zone and one in the No Man's Land outside both deployment zones. These objective markers must be farther than 6" from any table edge, and no closer than 18" to another objective marker. The players alternate

deploying their objective markers until all four of them are placed.

After all markers have been placed, each player rolls a Scatter dice for their markers, on a 'hit' result the marker will remain where it was placed, otherwise roll a single dice for the number of inches the marker scatters. Note that markers may scatter out of deployment zones and may end up within 18" of each other after they scatter. Players should keep in mind that you will be randomly determining (explained below) which, if any, of the objective markers you will need to control to win the game. Placement of markers is crucial, as you may end up defending the markers you place, and likewise you may be assaulting the enemy's. It would be wise to place markers in a position where they cannot be easily captured by the enemy, but could potentially be defended by you.

CONTROLLING OBJECTIVE MARKERS

Many of the scenarios used in Rules of Engagement require you and/or your opponent to control various objective markers at the end of the game. To control an objective you must have more models than the enemy within 3" of the objective (measured from the exact center of the marker – a good reason to put them on

round bases) at the end of the game. Models who are broken or falling back may not be counted for the purpose of controlling objectives. Vehicles with a base front armor value of 12 or more count as two models for the purpose of controlling objective markers. Multi-wound models such as Ork Nobz, Eldar Wraithlords, and Space Marine Commanders still count as a single model for this purpose. Additionally, any unit that specifically states that it may not hold table quarters or objectives (such as Nurglings) obviously cannot control an objective marker.

SCENARIO MISSIONS

After terrain and objective markers are set up, it is time to determine what your orders are. Each army will have orders from their high command detailing what their purpose on the battlefield will be. These may or may not be the same as the enemy and may or may not affect what your enemy does during the game. Each player should roll two dice,

add the results, and consult the Rules of Engagement scenario table (to the right of these pages) to determine their mission. Both players should tell each other which mission they rolled. In addition to the basic objectives needed to achieve victory, the mission you roll may also offer additional rules, such as Infiltrate or Deep Strike, that are in effect for your army.

Since each player rolls separately, any special rules for their mission apply ONLY to their army and not their opponent's force. This means that one army may have the ability to use deep striking units such as Terminators, while the other army may only have the option of infiltrators or no special rules at all. These rules are detailed in the Rules of Engagement Mission Chart opposite.

GAME LENGTH

All games have a fixed length of six turns.

DEPLOYMENT AND FIRST TURN

The player who won the dice roll for choosing deployment zones must place a unit first. Players alternate deploying a single unit/vehicle in the following order: Heavy Support, Troops, Elite, HQ, and Fast Attack until both sides are setup.

If the mission allows, infiltrators are placed last, anywhere on the table so long as they are at least 18" away from any enemy model and in or behind cover. If allowed, units that Deep Strike may be held in reserve as per their normal rules.

After all the units have been set up each player rolls a single dice, the player with the highest roll may choose whether they want to go first or second.

VICTORY CONDITIONS

If one side completes all of their objectives while the opposing player has achieved half or none of theirs, then the game is a major victory. If one side completes half of their objectives while the opposing player has achieved none of theirs, then the game is a minor victory. If both players have achieved either all, half, or none of their objectives, then the game is considered a draw.

EXPANDING RULES OF ENGAGEMENT

Although the Rules of Engagement are excellent for one-off games, you can just as easily use the system to help you build scenarios for narrative battles, or campaigns. Use the table to randomly determine objectives for the battles in your campaigns. See this month's Warhammer 40,000 battle report for an example of how we've used a randomly generated scenario in the context of a narrative campaign. If your campaign is run by a Gamesmaster they can alternatively select the missions in the table opposite to drive the campaign storyline.

RULES

Each player rolls two dice and consults the table below to determine their army's mission and victory conditions.

2D6	MISSION
2	Assassinate
3	Sabotage
4	Lightning Raid
5	Foothold
6	Hold Out
7	Firebase
8	Bridgehead
9	Rescue
10	Unconventional Warfare
11	Hold the Line
12	Bombardment

ASSASSINATE

Your army has been given strict orders to assassinate the enemy command in order to cause disarray and hopefully rout the opposing army.

Objective 1: You must destroy the enemy general. If a player has more than one HQ choice that may act as the general, they must nominate before the game which model is their army general.

Objective 2: You must control any one enemy objective marker.

Special Rules: Deep Strike, Infiltrate

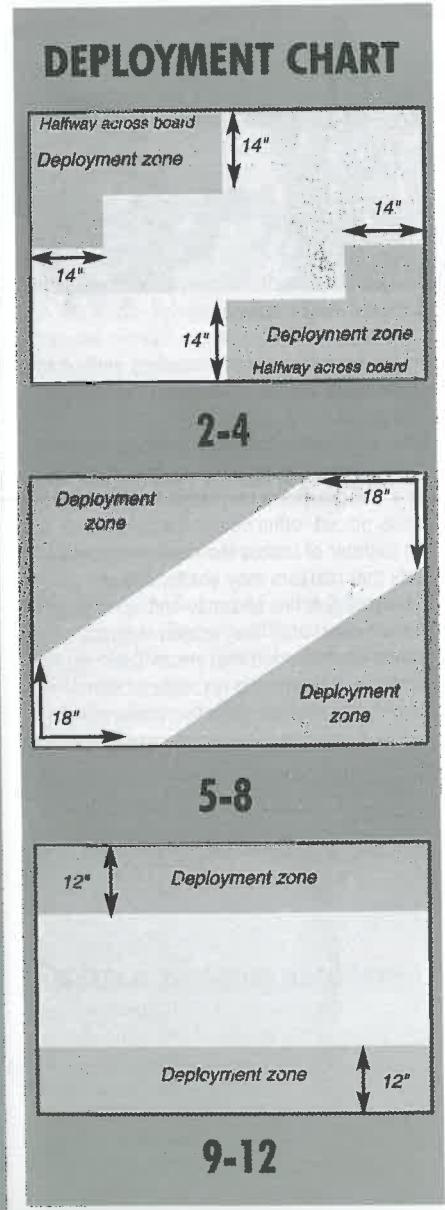
SABOTAGE

Equipped with explosives, your army has been tasked with the thankless job of sabotaging enemy objectives, be they fuel

Sergeant Corvar and his men moved like silent shadows across the tundra, a drift cloaking their advance.

To his left he was acutely aware of the surging alien horde rampaging past, a mere 100ft from their position. Corvar felt the slick chemicals daubed over his skin to ward off the effects of the bitter cold and interfere with the alien acute olfactory senses.

They were close to achieving their goal. Only one more objective to neutralise. He could feel the pressure of the bio-construct upon his skull. He stopped and made a fist in the air. The rest of his men replied, punching upwards in perfect unison. Sergeant Corvar tapped his microbead.



OF ENGAGEMENT MISSION TABLE

dumps, ammunition tenders, or monoliths to the dark gods.

Objective: You must destroy both enemy objective markers in close combat. Every non-vehicle infantry unit carries the charges for this task but you can only use them to destroy enemy objective markers. To destroy an objective, you must end your movement in base-to-base contact with it and spend your entire assault phase doing nothing other than setting the charges. At the end of your assault phase, the objective is destroyed. The destroyed objective marker may not be controlled by either side and should be removed from the table after the assault phase.

Special Rules: Infiltrate

LIGHTNING RAID

By concentrating your attack, you hope to push through the enemy lines and strike deep in enemy territory.

Objective 1: You must have two units above 50%, or two mobile vehicles, in the enemy deployment zone at the end of the game.

Objective 2: You must control any one enemy objective marker.

Special Rules: Deep Strike; Infiltrate

FOOTHOLD

Orders are clear: secure a path through the enemy lines in this sector so that reinforcements may break through and carry the battle to the enemy.

Objective: You must control both enemy objective markers.

Special Rules: Deep Strike; Infiltrate

HOLD OUT

Your army finds itself pinned down by suppressing fire. As the opposing force approaches, you hope to simply hold out

long enough for fresh reinforcements.

Objective: You must control both of your own objective markers.

Special Rules: None

FIREBASE

Often during the heat of battle, exact and precise orders are impossible to follow. Finding yourself under the heel of the enemy, you strive to take whatever land you can during the ensuing combat.

Objective: You must control any two objective markers.

Special Rules: None

BRIDGEHEAD

Your army has been tasked with securing a foothold on this territory. By controlling this bridgehead, you hope to provide a clear route to allow the rest of your forces through to assault the enemy.

Objective 1: You must control any one of your objective markers.

Objective 2: You must control any one of the enemy objective markers.

Special Rules: Infiltrate

RESCUE

Your army has been ordered to rescue a vital military item from the battlefield. This could be a wounded soldier, military documents, or intelligence. Whatever the item may be, you must secure it and ensure its safe extraction from the battlefield.

Objective 1: You must rescue one strategic military item. To rescue the item, any non-vehicle unit in your army must spend one full movement phase in base to base with an enemy objective to recover the data, gather information, etc. Once this has been achieved the item is considered 'rescued'.

Objective 2: You must control any one of

your own objective markers.

Special Rules: Infiltrate

UNCONVENTIONAL WARFARE

Contact with high command has been broken. Your exact orders may or may not have been determined correctly. Without further contact, you find yourself forced to work with the last intelligible message you received, praying that the mission is somehow a success.

Objective: You must control two randomly determined objective markers to win the game. Randomise by numbering the markers one to four then rolling a die. On a roll of a 5 or a 6 you may choose which of the objective markers to control.

Special Rules: Deep Strike

HOLD THE LINE

The enemy is pushing into your territory. You hope to stop their advance in order to prevent further attacks.

Objective 1: You must have more friendly units than enemy units in your own deployment zone at the end of the game.

Objective 2: You must control one of your own objective markers.

Special Rules: None

BOMBARDMENT

You have your opponent pinned down. The distant support weapons of your heavy artillery rain a constant hail of high explosive death upon the beleaguered enemy. The pure definition of war lies before you, grind your opponent into the dirt.

Objective 1: You must reduce all enemy units to under 50%.

Objective 2: You must control one of your own objective markers.

Special Rules: Preliminary Bombardment

"Objective bio-construct ahead," he said, "swallow inhibitors."

There was a sharp crack in Corvar's mouth as he split the plastic casing around the neural inhibitor capsule that would enable them to get close enough to the Tyranid bio-construct to strike.

Swallowing the chemical within, Corvar and his unit advanced...

The first wall had fallen, only the inner tower of the bastion remained. Men of the Gundam 5th, 14th and 21st platoons were fighting a desperate rearguard with short-range fire and fixed bayonets to give the rest of the army a chance to fall back

and regroup within the tower.

The aliens were fighting hard to get in at them and suddenly Landeer was aware that the vox tower might not be their only mission. As a field Captain he was privy to war plans concerning the Guard push on this planet. He heard of the alien taking captives, of them boring into men's minds for information...

"Fall back, fall back!" Landeer yelled from the tower wall into his microphone. The chaos of men dying punctuated by the chittering of the enemy was the only reply.

The long-range vox screeched with persistent static.

Lander took out and primed his laspistol.

then unsheathed his chainsword.

"Keep trying Stannard," he said grimly and descended from the wall to join his troops.



USING RULES OF ENGAGEMENT FOR 40K IN 40 MINUTES

Although Rules of Engagement were designed with big armies in mind, there is no reason why you cannot use them for smaller games. The following rules should be used when playing games smaller than 1000pts. They are also ideal for games of 40K in 40 Minutes.

All of the standard Rules of Engagement steps should be used, with the following modifications:

OBJECTIVE MARKERS - Players should only use one objective each, placed within No-Man's land as normal.

SCENARIO MISSIONS - Each player should roll a single die and consult the following reduced chart for their mission.

D6	MISSION
1	Lightning Raid
2	Sabotage
3	Hold Out
4	Foothold
5	Firebase
6	Hold the Line

A Termagant exploded in a mass of alien flesh and viscera.

Grenade launcher barrel smoking, trooper McIntyre didn't stop firing.

Corvar and his storm troopers waded in like men possessed, destroying the bodyguard protecting the bio-construct with furious lasfire.

"Charges!" he cried, hefting a tube-charge from his stripped down field kit. The rest of the men did the same.

The bio-thing was immense. Like a huge and throbbing intestine, it pulsed with sentient menace. Its flesh-pink body-sac dripped with fluids and its tiny eye and



Lightning Raid: By concentrating your attack, you hope to push beyond the enemy lines and strike deep into enemy territory.

Objectives: In order to win, you must have one unit above 50% or two mobile vehicles in the enemy deployment zone at the end of the game.

Special Rules: Deep Strike; Infiltrate

Sabotage: Equipped with explosives, your army has been tasked with the thankless job of sabotaging enemy objectives, be they fuel dumps, ammunition tenders, or monoliths to the dark gods.

Objectives: You must destroy the enemy objective marker in hand-to-hand combat. Every non-vehicle infantry unit carries the charges for this task but you can only use them to destroy enemy objective markers. To destroy an objective, you must end your movement in base-to-base contact with it and spend your entire assault phase doing nothing other than setting the charges. At the end of your assault phase, the objective is destroyed. The destroyed objective marker may not be controlled by either side and should be removed from the table after the assault phase.

Special Rules: Infiltrate

Hold Out: Your army finds itself pinned down by enemy suppressing fire. As the

opposing force approaches, you hope to simply hold out long enough for fresh reinforcements to arrive.

Objectives: You must control your own objective marker to win the game.

Special Rules: None

Foothold: Orders are clear: secure a path through enemy lines in this sector so that reinforcements may break through and carry the battle to the enemy.

Objectives: You must control the enemy objective marker to win the game.

Special Rules: Deep Strike; Infiltrate

Firebase: Often during the heat of battle orders are impossible to follow. Finding yourself under the heel of the enemy, you strive to take whatever land you can during the ensuing combat.

Objectives: You must control any one objective marker to win the game.

Special Rules: None

Hold the Line: The enemy is making a push for victory, and is advancing into your territory in great force. You hope to stop their advance before they get too far.

Objectives: You must have more friendly units than enemy units in your own deployment zone at the end of the game.

Special Rules: None

down the vox in the comms tower above his head.

After a few moments, the sound of thundering engines could be heard on the breeze, faint at first but growing with intensity with each passing second.

A great roar exploded over the sounds of battle and a squadron of Imperial aircraft soared across the sky above, scorching the air with twisting contrails.

The Marauders surged over the Tyranid horde, forming up into a bombing pattern, preparing to discharge their payload onto the enemy.

Landeer looked up to the sky as the fury of the Imperial Navy made its awesome presence felt.

They'd done it. The vox was back up and the horde was overstretched and vulnerable. They had protected the bastion from the alien assault and the Imperial battle plans were not compromised. Landeer muttered a quick prayer to the Emperor for Corvar and his men then saluted the Marauders, as fire exploded in their wake.

"Give 'em hell boys."

The explosion lit up the sky. For a moment the battle seemed to stop.

Landeer felt his headache ebb and heard Stannard frantically shouting co-ordinates

MAKING OBJECTIVE MARKERS

Inspired by Rules of Engagement, the White Dwarf team modelled and painted up some objectives for their own armies. These are all great examples of how simple yet effective your own objectives can be.



Ammo Depot: Vital ammunition to supply troops is a much fought-over objective. Nick Kyme made this marker from plastic accessories and weapons.



Daemonic Monument: A foul monument used in summoning rites by Chaos cultists. It was made by Christian Byrne from a Chaos Fury set upon a column from the Arcane Architecture range.



Imperial Statue: Old models make for great statues. Nick Kyme used a classic Adeptus Arbites. A statue such as this could be a rallying point for friendly troops.



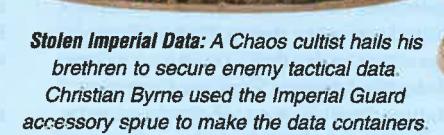
Stasis Hover Platform: A Lexmechanic has imprisoned a Necron for study – held in stasis it is unable to phase-out. Paul Rudge uses this as an objective marker for his Necron army.



Airdrop Recovery: This Imperial reconnaissance trooper has found a valuable supply pod. Guy Haley made this using the battlefield accessory sprue and a plastic Cadian.



Necron Crystals: Another objective for Rudgie's Necron force. The large crystal was made from polystyrene, the smaller crystals came from hexagonal plastic rods.



Stolen Imperial Data: A Chaos cultist hails his brethren to secure enemy tactical data. Christian Byrne used the Imperial Guard accessory sprue to make the data containers.



Tyrant Ripper Pods: Paul Sawyer used pistachio nuts to make the pods and added Ripper swarm models. Copious amounts of PVA glue was used for the ichor.



Tyrant Seeding Spore: Paul Sawyer used peanut shells as the basis for the spore. The spiky bits are the ends of plastic devourer weapons from the Tyranid Gaunt sprue. PVA tinged with purple ink has been added as ichor.

A GLORIOUS DEATH

Garagrim Ironfist's Slayers take on Grimgor's 'Ard Boyz in a no holds barred battle!

Following on from last month's epic confrontation between the forces of Chaos and the stout defiance of the Empire, this month's battle report sees two old foes – Gav Thorpe and Gordon Davidson – face off in a hypothetical battle between the forces of Garagrim Ironfist and Grimgor Ironhide.

Gav Thorpe: I'm sure that you've sometimes wondered 'what if?' when looking at the Warhammer background. What if Mannfred von Carstein attacked a Dwarf hold in the Worlds Edge Mountains? What if Tyrion led an assault against Naggaroth? In this way we can create scenarios and campaigns to fight out with our armies.

When having another look at the Storm of Chaos Old World map, I noticed something that hadn't been obvious before. There's a big green arrow going south to show Grimgor Ironhide's advance, and a big arrow going north to show the route of Garagrim Ironfist and the Slayers of Karak Kadrin.

The two were almost pointing directly at each other... This got me to thinking. 'What if Grimgor's army had run into the Slayers?'

So this was the hypothetical situation I had in my head when Gordon Davidson and I picked out armies for this battle report. When we were stood at the table, setting up the scenery, it then occurred to us that such an encounter should be represented by something other than a Pitched Battle. It was at this point that I produced a copy of the Warhammer Scenario Generator.

Rather than use it to randomly create a scenario, we would go through each of the stages in turn and choose the most appropriate options.

We actually began out of sequence, starting with the terrain by setting

up a board using the Orc village scenery we had available. We extrapolated the 'what if' scenario to the Slayers running into Grimgor as his Boyz had set up camp for a well-earned rest after their long march south.

This immediately led us to an Assault engagement, with the Slayers as the attackers. We then turned our eyes to the objectives and, given the nature of the two armies, it became immediately obvious which choices to make.

As general of the Slayers, I opted for the Kill Them All! objective that would give double Victory Points for wiping out units, but no Victory Points for anything else – very apt for an army of Slayers facing Greenskins. With the psychotic Grimgor in charge of the Orcs, Gordon straightaway decided to go for Vengeance – an extra 500 VPs for killing Garagrim himself.

We then went through and chose deployment zones that would suit the terrain we had, and decided to add a bit of tension with Random Game Length. Finally, we decided that we would have a Special Circumstance, which basically involved us re-rolling 2D6 until we finally rolled a double or a total of seven!

In the end we generated Pride – an interesting little effect that means that units have to overrun or pursue if not led by a character (and Orcs have to, even when they are led by a character!).

Right: Gav and Gordon used the scenario generator to finetune this titanic battle.





A SLAYING WE WILL GO!

Gav: Originally, Gordon and I had planned to fight a 2,000 points Slayer army against an Orc force of twice the

size. However, this thunder having been stolen last issue by Archaon's Horde, I instead managed to squeeze together 2,500 points from the 'Eavy Metal Slayer army for an even-sided fight instead. With this in mind, I pretty much took everything in the cabinet, so rather than talk about army selection here, I'll go through what my plan was instead. You can see the army over the page.

As the only missile troops in the army, I deployed Long Drong's Slayers to one flank and the Goblin-hewer to the other. Though Grimgor's 'Ard Boyz lack any of the really fast stuff, like Wolf Chariots or Wolf Boyz, there was still a good chance that a Boar Chariot or unit of Boar Boyz could get behind my line and cause no end of problems. As everything in the Slayer army is Unbreakable, these small units would only hold up a flank attack for a turn or maybe two, but I hoped that this would be enough for me to move a character or Doomseeker into position to counter the threat.

Speaking of Doomseekers, these are great for breaking up the enemy battle line. Against the massed units of the 'Ard Boyz I was hoping for good things from them. Since they are pretty much guaranteed to kill a couple of

models with their special attacks, often the enemy will have nothing to strike back, and even if they do, the -1 to hit the Doomseeker makes them difficult to shift. The only problem comes from enemy characters, which can quite often do a wound or two on the Doomseeker, and perhaps even get an Overrun move into the bargain in the first round. My general plan for these were as screens to block Gordon's charges to allow me to counter charge with my slower blocks of Slayers. I would avoid Grimgor and Borgut if possible, and would also have to keep an eye out for his Chariots.

I usually keep a roaming Dragonslayer for this purpose too, and kept him out on the left flank to help out the Goblin-hewer if necessary. The ability of lone models to negotiate difficult terrain without penalty makes them very useful where you have a bottleneck, such as between the two woods to my left. This Dragonslayer would stop any flanking unit from marching and, if necessary, charge into them to delay them for another turn at least, giving the Goblin-hewer as much time as possible to fire.

The bulk of the battle line would leg it towards the enemy as fast as possible and get stuck in. With Garagrim and some tasty Dragonslayers and Giantslayers to beef up their hitting power, I was confident that one-on-one my units were a match for the enemy (except for Grimgor, who I'll get to in a bit). The difficulty would come with the Giant or Chariots adding their hitting power to a combat

- you see, the thing about Slayers is you need to kill them as quickly as possible. I could quite happily slug it out with 'Big Uns and Black Orcs, and would eventually gain the upper hand, but if a Chariot's Impact hits or a Giant's special attack took out four or five Slayers in one swoop, that would leave me at a serious disadvantage in the ensuing drawn out combat.

This is where the Master Rune of Taunting came into play. By forcing an enemy unit of my choosing to declare a charge against a rock hard unit of Slayers, I was hoping to draw out a Chariot or maybe the Boar Boyz, stopping them combining the charge with another Orc unit. Combined with the Doomseekers whirling about getting in the way of the Greenskins, I hoped to dictate the shape of the two battle lines when the major engagement took place. On paper it all looks good - let's hope I can pull it off in practice.

One advantage of attacking in an assault is being able to deploy second. I was faced with the choice of either pitting Garagrim against Grimgor or avoiding him. On the one hand, Garagrim had the best chance of taking this behemoth down. On the other, Grimgor also had the best chance of taking Garagrim down and earning those bonus Victory Points. In the end, pragmatism was the better part of valour and I faced Garagrim off against the slightly lesser threat of Borgut Facebeater.



GRIMGOR IS DA BOSS

Gordon: Grimgor is da boss of Orc bosses, I've played many games with him and he rarely loses, and dies even less often. I

particularly enjoy using him against slaytaries as they deserve his wrath more than most. When Pete Haines was designing Grimgor's 'Ard Boyz we talked a lot about making a pure Orc army work and I think he's designed something very characterful and fun, as well as rock hard.

For this game we were playing a 'what if?' scenario. With this in mind I wanted to pick the kind of army that Garagrim would have to come and fight. It would be full of so many huge Orcs and monstrous beasts that no Slayer could resist coming for a wee tussle.

Grimgor was first pick, obviously, and I wanted to try out Borgut to see how the two fought together along with their bodyguard units. Some Big 'Uns and Boarboy Big 'Uns filled out my Core choices. I love the fact that you can upgrade all Orcs in Grimgor's army to lovely Weapon Skill 4, Strength 4 Big 'Uns, and chose to do this with both of my Orc units.

Next up, some war machines seemed like a fun pick. Nice slow Dwarfs in big units made anything less than a Rock Lobba seem rude. An Orc Chariot felt right too, as I was facing Slayers I wouldn't have to worry about facing any war machines or cavalry so I'll be able to pick and choose my targets for both shooting and charging.

If that wouldn't interest a looney Slayer army enough, not much would. Just to be sure, I wanted Hungry Bob the Giant to come out and play this

time, bringing his Troll pals along with him. I put my Battle Standard Bearer along with them and stuck him on a Boar making this quite a tough unit.

Lastly I picked a Level 2 Shaman to go alongside the Effigy of Gork I get for free (tee hee).

With our scenario conditions, my army would be emerging from camp as the Slayers barrel over the table towards it. Big Orc units will form the centre, with my Trolls and Boar Boyz speeding round on my right and left flanks respectively. Hungry Bob and the Chariot will support the centre and help out where needed whilst the Rock Lobba will rain nasty death down on the miniature ginger psychopaths to thin their numbers pre-contact.

LORDS		
	Garagrim	305 pts
HEROES		
①	Dragonslayer with 2 x Runes of Fury, Killing Blow	140 pts
②	Dragonslayer with Master Rune of Swiftness, Rune of Fury, Vampireslayer	160 pts
③	Dragonslayer with Battle Standard, Master Rune of Taunting, Beastslayer	165 pts

CORE UNITS		
	20 Slayers with great weapons, Standard & Musician	
	2 Giantslayers	268 pts
	20 Slayers with 2 hand weapons, Standard & Musician, Giantslayer with Rune of Fury	
	20 Slayers with 2 hand weapons, Standard & Musician, Giantslayer with Rune Cleaving	278 pts
	4 Doomseekers	273 pts
	Core Total	1,079 pts

SPECIAL UNITS		
	20 Brotherhood of Grimm with Standard & Musician, Giantslayer with Rune of Striking	
	10 Long Drong's Slayers	321 pts
RARE UNITS		
	Goblin-hewer	130 pts
	TOTAL	2,495 pts



GARAGRIM'S SLAYERS

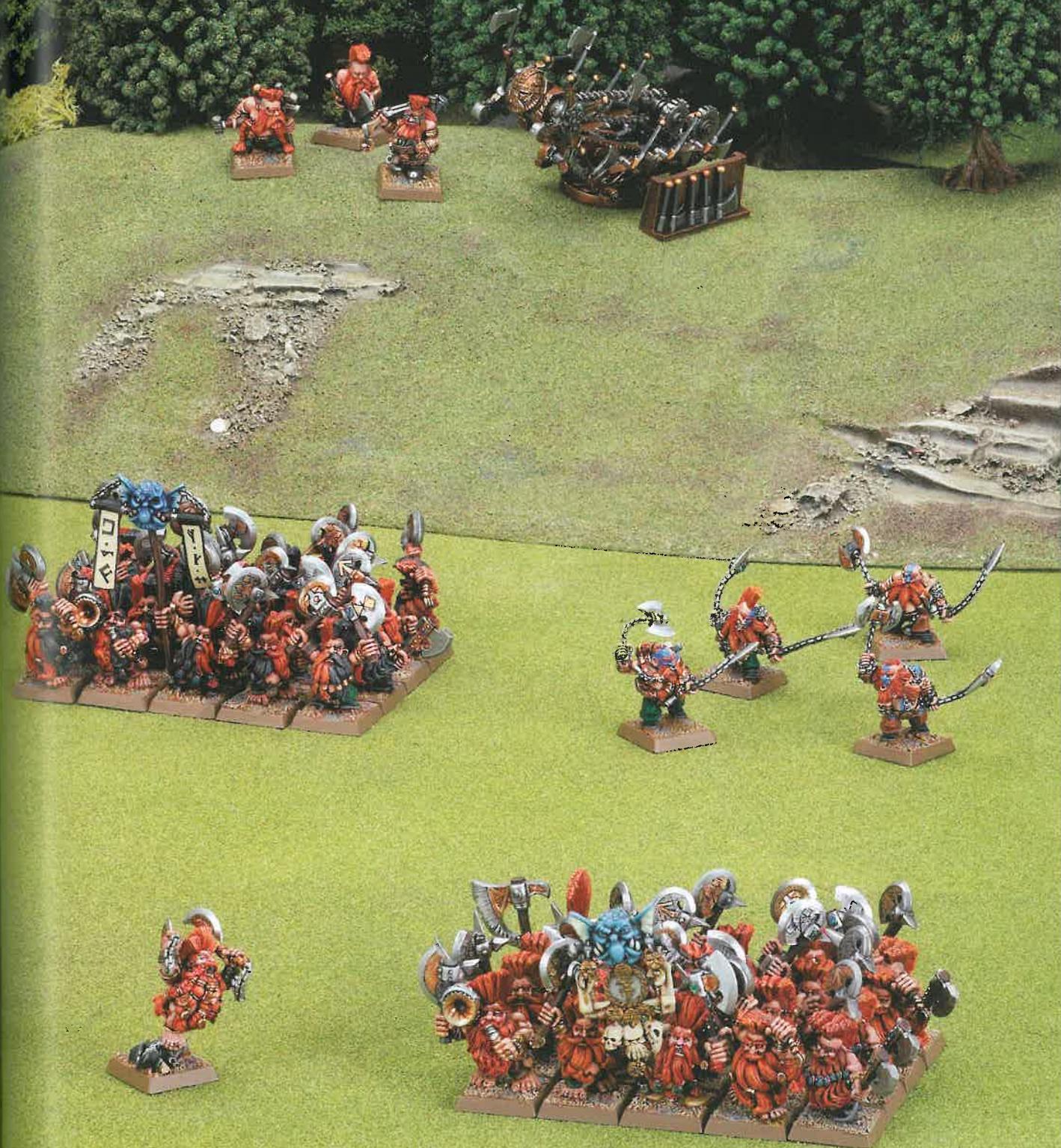
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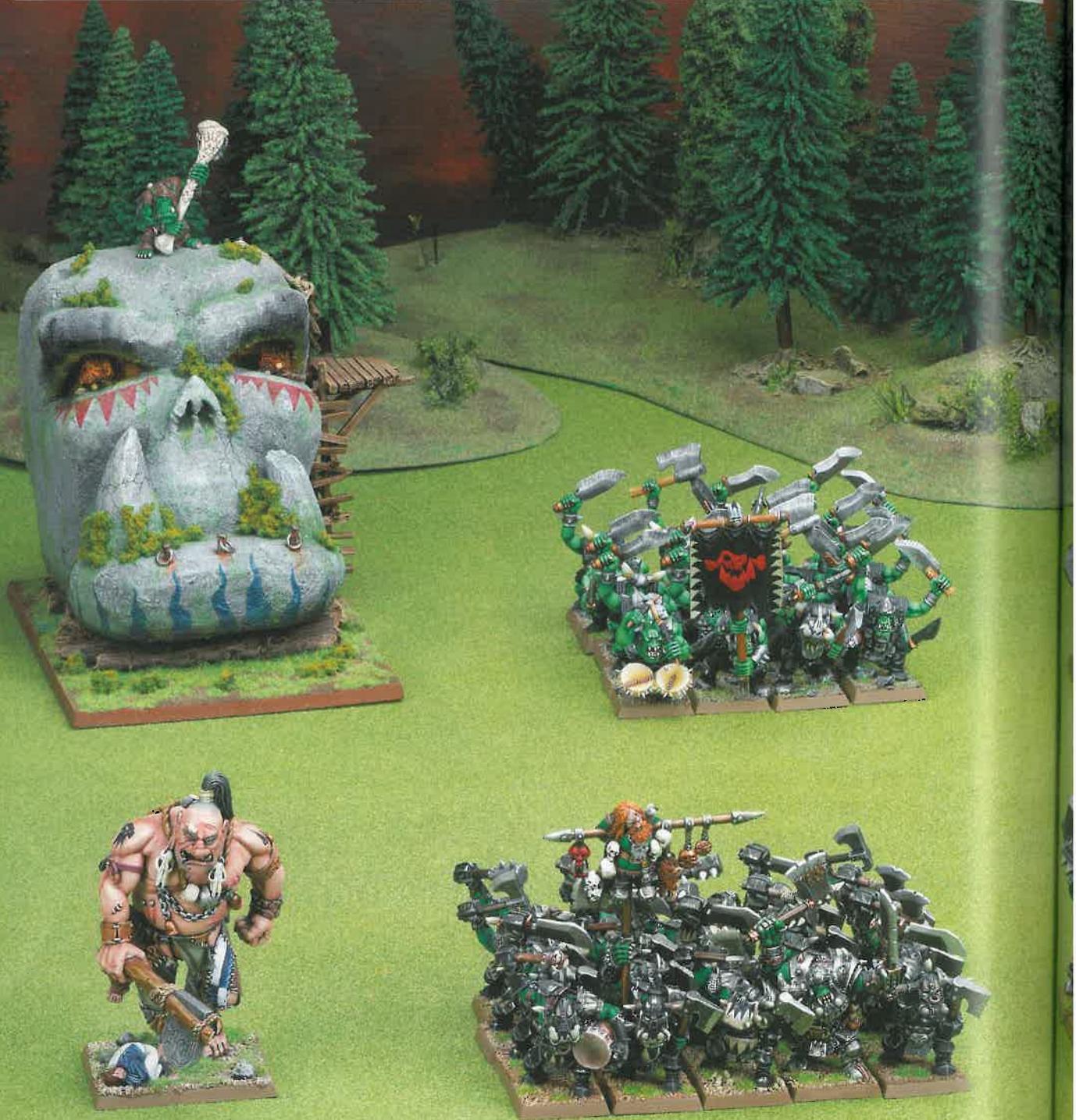
195 pts

130 p15

495 pts

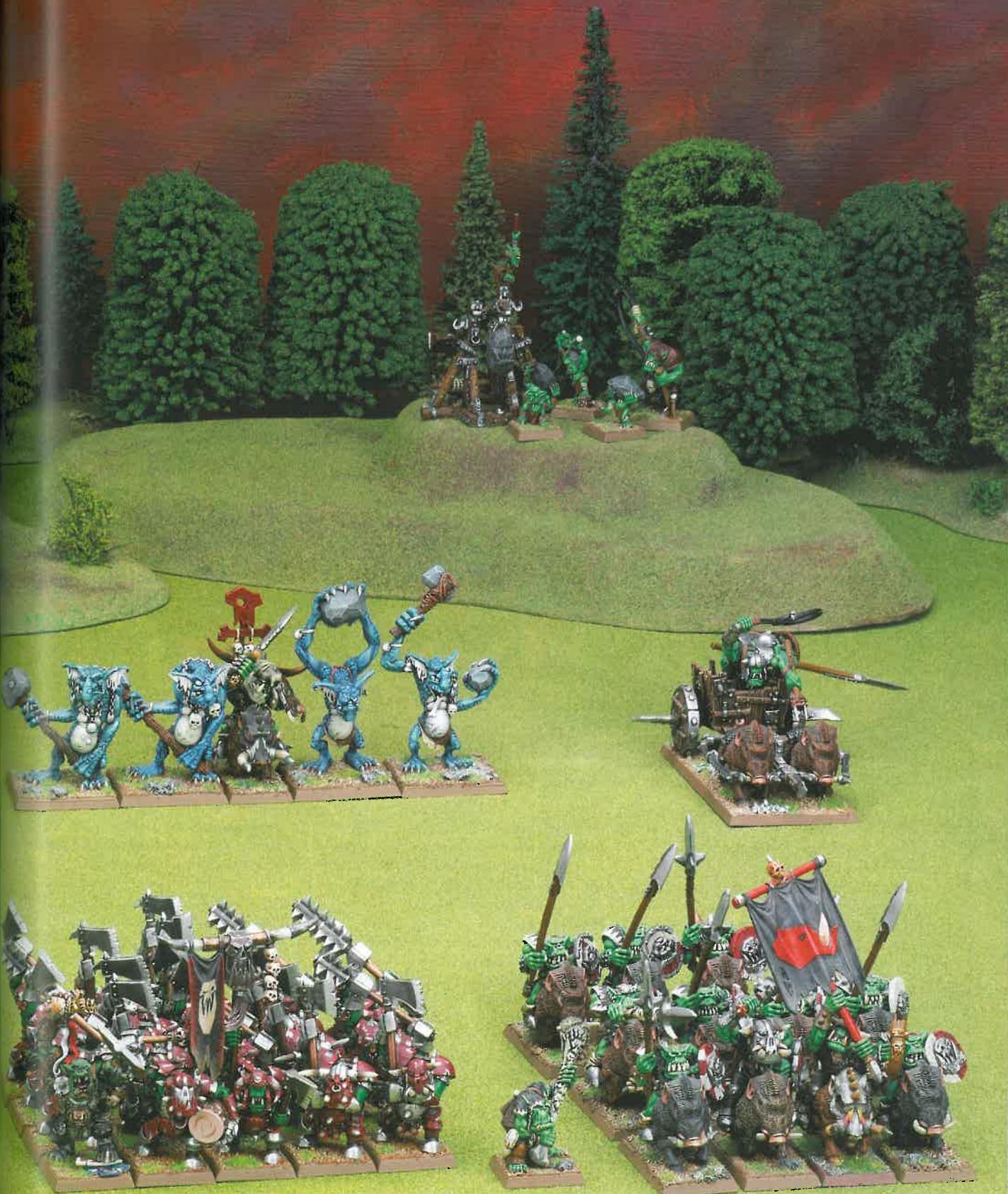


LORDS		CORE UNITS		SPECIAL UNITS	
●	Grimgor with 19 Black Orc bodyguards, with great weapons and full command	208 pts	75 pts	Rock Lobba with Orc Bully	
HEROES		19 Black Orcs with additional hand weapon, standard and musician	246 pts	Orc Boar Chariot	
Borgut	175 pts	12 Boar Boyz Big 'Uns with full command and Banner of Butchery	327 pts	4 Stone Trolls	220 pts
1 Orc Big Boss with boar, battle standard and light armour		Giant		Effigy of Gork	
118 pts		TOTAL		205 pts	
Level 2 Orc Shaman		Free		2,499 pts	



lly
75 pts
80 pts
220 pts

205 pts
Free
,499 pts





The Dwarfs' hunger to get to grips with their bated foe drives them forward with unexpected speed.

TURN ONE

Before the battle begins, the Slayers have a special move, known as the 'Look Snorri, Trolls!' move (if you want to know where the inspiration for this rule came from, dig out a copy of the fourth edition Empire book and read Bill King's excellent fiction near the back!). This moves every Slayer unit (except the Goblin-hewer) forward 2D6" and, combined with having the first turn, this would put the crazed Dwarfs virtually on top of the Orcs for their second turn. The rolls were mixed, with a certain advance in echelon forming, the units on the left moving further forward than those on the right. The Doomseekers had good rolls for the most part, keeping them in front of the Slayer units – that was

essential, because if the Slayers had outpaced the Doomseekers they would have been forced to pretty much forfeit the subsequent Movement phase to allow these blocking models to get to the front again.

The Movement phase of the Slayers' opening turn was pretty straightforward, the orange-haired force sweeping forwards towards their Orc foes. On the left of their line, a lone Dragonslayer made for the cover of the trees, but his less than leggy strides left him short of the vital cover, so he unslung his axe and stood ready to defend the path between the woods.

With a clanking and whirring, the Goblin-hewer opened fire, launching a salvo of razor-sharp axes scything into the Boar Boyz, cutting two of the

Greenskins from their saddles. An angry silence descended on the Orc horde, as they stood for a moment glaring at their attackers. With a wordless bellow, Grimgor raised his axe, Gitsnik, above his head, and the Orcs poured forwards.

With a deep blue glow, a rune upon the Battle Standard of Karak Kadrin flared into life. Gazing into the magical light, the crew of the Orc Chariot heard guttural insults in their own crude tongue – "Yooze boyz eat dung" and "Da Beardies fink yooze a skinny gobbo." Gnashing their teeth, the incensed Orcs goaded the boars into a lumbering run, the Chariot's scythed wheels rumbling across the rocky ground of the foothills. With a triumphant bellow, they crashed their

Chariot into the Slayers, hacking left and right with their choppas. Seeing the Chariot surging ahead, Hungry Bob the Giant lumbered forwards to join in the fun, his lengthy strides just long enough to carry him into the Slayers alongside the Chariot.

To their right, the Boar Boyz spied an orange crest near the trees ahead of them, and dug in their heels. Their squealing mounts charged forwards as the Orcs lowered their spears, intent on running straight over the bristling Dragonslayer.

As the remainder of the Orc army advanced on the Dwarfs, Zapgob the Shaman could feel the growing power of the Great Green around him. Behind him the effigy of Gork pulsed with energy and sparks began to leap from his eyes. With a sudden yell of surprise, Zapgob lost control of the swirling Waaagh! energy and his head detonated in a huge burst of green bolts, his smoking body collapsing to the floor. Grimgor glanced over his shoulder as he advanced, and shook his head disappointedly "Zoggin' shamans," he muttered.

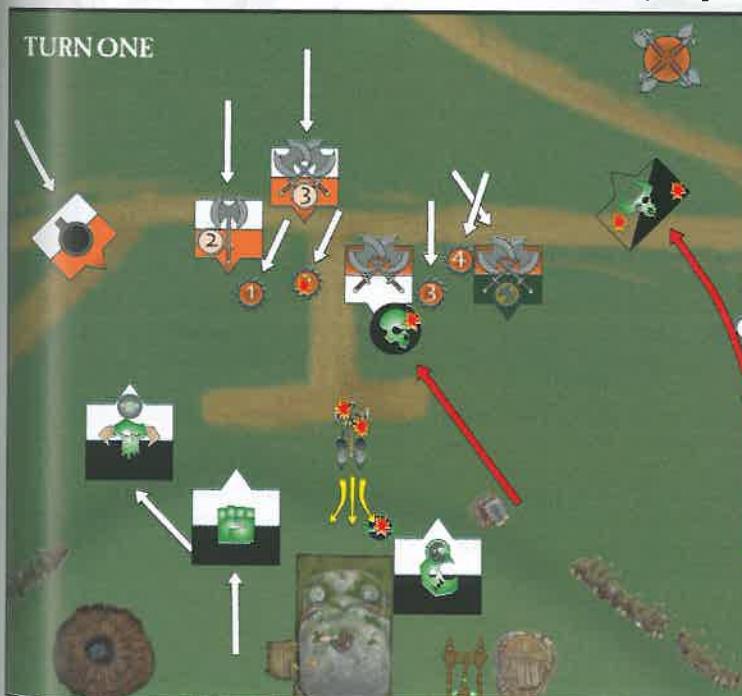
Ignoring the magical pyrotechnics beside them, the Stone Thrower crew sighted their war machine on the approaching Slayers armed with great weapons. The Orc Bully's aim was off though, and the rock ploughing into the ground ahead of its target, sending a shower of mud and rock shards splintering in all directions, cutting down a Doomseeker in the explosive impact.

The Slayers parted neatly in front of the charging Chariot, the Slayers avoiding the flashing scythes splayed from the wheels. One not-so-nimble Dwarf was gored on the tusks of a boar, but the wild swings of the crew failed to find a target. Beside them, Hungry Bob reached down and wrapped an immense hand around the glowing rune banner of the Dwarfs. The bearer refused to let go and was hoisted into the air. With an interested grunt, the Giant grabbed the wriggling Dwarf with his free hand and gave him a bite to see if he tasted any good. Spitting out pieces of red-dyed scalp, the Giant let the lifeless body of the Dragonslayer flop to the ground.

The Slayers lunged forwards, axes swinging, biting into the legs of the Giant who had so thoughtlessly eaten their leader. The Chariot crew were surrounded by a wall of blades sending splinters of wood and hunks of boar flesh flying in all directions. Even the presence of Hungry Bob did nothing to steel their nerve and they promptly turned the Chariot around and fled.

As the Boar Boyz thundered in towards the Dragonslayer, the manic Dwarf pointed his axe towards their boss in an obvious challenge. With a guttural battle-cry, the burly Orc answered and urged his boar ahead of the others, his spear plunging into the semi-naked Dwarf's body, his porcine

mounts trampling the wounded Dwarf under its iron-shod trotters. With barely a break in stride, the unit thundered on towards the Goblin-hewer.





TURN TWO

With their comrades engaged against the Giant, the other Slayers moved forward and held their line against the oncoming Orc tide. Ahead of them the Doomseekers threw themselves at the foe, one of them running full pelt towards Borgut Facebeater, his chain-axes whirling in a deadly arc, the other ploughing into the bodyguard of the mighty Grimgor himself.

The Boar Boyz were a perfect target in front of Malakai Makaisson, and he yelled at his crew to reload quicker. Making a few final adjustments himself, he let fly with the Goblin-hewer, the

spinning axes cutting down four of the pig-riding Greenskins. Unperturbed by their losses, they focussed their attention on the growing combat in the middle of the battlefield.

Shining axe blades glanced harmlessly off Borgut's armour, but as his fellow Black Orcs pressed in, the bellowing Doomseeker cut down a handful of their number. Realising that if you want something doing, you have to do it yourself, Borgut ducked between the scything axes and drove his choppa into the Doomseeker, but the manic Slayer ignored the gory wound and pressed forward with even greater vigour.

On the other side of the battlefield, Grimgor watched in angry shock as three of his own Boyz, his chosen lads, were hacked down as the Doomseeker hurled himself into their ranks. With Grimgor's warning growls in their ears, the Black Orcs weren't going to back down from this fight, and began to chant their Warlord's name.

As the axes of the Slayers began to cut into his legs, Hungry Bob the Giant jumped away to avoid their blows. A sudden idea entered his slow brain and he continued jumping, landing on the tattooed death-seekers. Ignoring the cuts from their blades, he cackled loudly as the little Dwarfs were squished beneath his hobnailed feet, and by the time he stopped for breath, six of them were left mangled and crushed on the bloodied earth.

Thankfully free of the vengeful Slayers, the crew of the fleeing Chariot quickly gathered their nerve again and once more turned their death-kart around to face the enemy.

The Big 'Uns in the centre of the Orc line felt the angry gaze of their leader upon them. "Come on ladz, we'll show 'em", shouted their leader and they plunged forwards as quickly as possible. With war howls screaming, they smashed into the Slayers directly ahead of them. Urged on by their Orcish leader, the Trolls on Grimgor's left flank broke into a gangly run, intent on Long Drong and his Slayer Pirates. Pistol smoke filled the air, and lead balls whizzed past the monstrous brutes, one of them grunting in pain as a bullet found its mark in the Troll's shoulder. Seeing an opening, the Boar Boyz broke into another lumbering charge, passing by the rear of the regiment engaged against Hungry Bob and ploughing into the flank of the unit now fighting against the Big 'Uns.

Under the cuffs and shouts of their Orc bully, the Gobbo crew of the Stone Thrower hefted another rock onto the sling of their war machine. The Bully adjusted aim again, pointing towards the Goblin-hewer beyond the Slayer line, but the Gobbos began to argue amongst themselves and by the time the Orc had cracked their heads together the opportunity to fire had been missed for the moment.

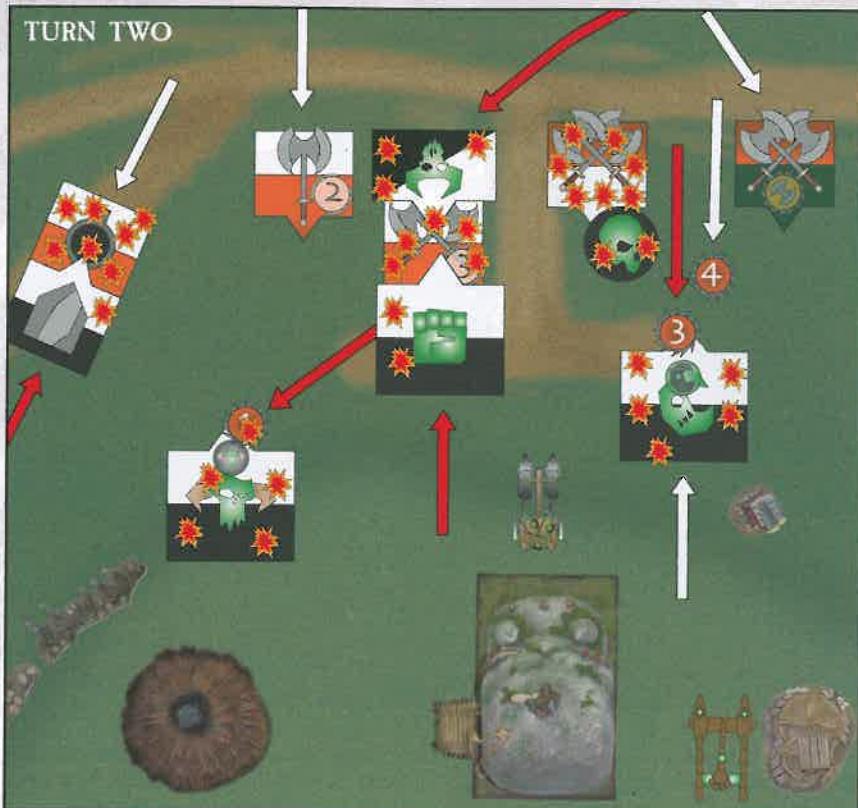
In the fights against the Doomseekers, Grimgor himself stepped forward to deal with the irritating stuntie, but even the mighty Warlord could only find a glancing hit amongst the whirling chains and axe blades surrounding the Doomseeker. One of his Black Orc Boyz, however, was cut down for his troubles trying to imitate

his leader. Borgut's ladz fared no better, losing two more of their number and failing to hit the whirling deathdealer.

Hungry Bob was having fun and continued to jump up and down, smashing seven more Slayers into a bloody pulp, whilst a Giantslayer pushed to the front of the mêlée and tried to earn his name, dealing a mighty blow to the kneecap of the giant.

Beside them, the combined charges of the Big 'Uns and Boar Boyz took a heavy toll on the Slayers, seven of their number sent to meet their ancestors in a storm of spears, tusks and bloodied choppas. For their part, the Slayers fought back valiantly, their gleaming axes cutting down two of the Big 'Uns. Behind them, the Boar Boyz brought even more of their numbers to bear.

Unnoticed by the rest of the army, the courageous Long Drong and his Slayer Pirates fought bravely against the Trolls. The Orc Big Boss leading the brutish creatures cut down their leader, and over half the remaining unit fell to the claws and teeth of the huge beasts.



The Slayers swarm around Hungry Bob, but the Giant continues on his killing spree.



TURN THREE

The Doomseeker having done an admirable job of holding up Borgut and his ladz, Garagrim now led the Brotherhood of Grimmir into the Black Orc second-in-command. The Big 'Uns found themselves in a compromised position and were simultaneously charged by the remaining unengaged Doomseeker and the Slayers armed with great weapons.

With the battlefield now becoming a large mass of fighting, Malakai and his Goblin-hewer crew were desperately short of targets. Spying the recently rallied Boar Chariot on the hill opposite, the Slaver Engineer tweaked his ingenious war machine to fire at maximum range, and a volley of axes flew over the battlefield, imbedding into the Chariot but with no discernible effect on the machine or its crew.

On the far right, Long Drong's Slayers were in a one-sided fight against the Trolls, losing another three of their number. In return, one plucky Slayer Pirate fired his pistol into the face of a Troll, only to stare in amazement as the hideous injury healed over, regenerated by the unnatural creature.

In the massive brawl in the centre, four Big 'Uns fell to the attacks of the charging Doomseeker and Slayers with great weapons. Combined with the furious assault of the Boar Boyz, the burly Orcs chewed their way through half a dozen Slayers, but their efforts were in vain. Faced with a flank charge and the numbers of the newly arrived Slayers, the Orcs felt victory slipping through their grasp. The Big 'Uns, knowing that Grimgor was not far behind and would surely help them out soon, managed to hold their ground. The Boar Boyz felt entirely less confident and abandoned the fight, breaking from the combat and fleeing in front of the Goblin-hewer.

Hungry Bob continued his enthusiastic leaping, crushing the last of the Slayers with a gleeful shout. Meanwhile, irked beyond imagining by the Doomseeker who had cut down another two of his ladz, Grimgor gave an angry bellow and swung Gitsnik in a wide arc. The magical blade snapped



The Brotherhood of Grimmir close in on Borgut's Boyz after his sorry demise.

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Long Drong's Pirates try in vain to hold off the brutish Trolls.

through the flying chains of the Dwarf and lopped off his head. Kicking the decapitated body aside, Grimgor led his Boyz onwards.

Between the charge of the Brotherhood of Grimnir and the flailing axes of the Doomseeker, the Black Orcs following Borgut lost five of their number. As the Boyz and Slayers battled it out, Borgut and Garagrim met face to face. The War-mourner gave a grim

smile as the Orc stalked towards him, which was promptly wiped from his face by the brow of the Black Orc's head smashing into his nose. Stunned by the sudden attack, Garagrim was defenceless against the flurry of choppa blows that rained down on him, hacking into his body and limbs. Spitting his last breath, Garagrim launched himself at his hated foe, using his body's final strength to carve a bloody furrow across Borgut's chest. The two warriors fell to the ground together in a death's embrace, their bloody mixing on the stony ground. Dismayed by the death of the leader, the Black Orcs turned and fled, outpacing their short-legged foes and heading up the hill.

Feeling the battle poised to turn against him, Grimgor bellowed in rage and charged forwards, leading his Black Orcs into the flank of the Slayers fighting against the Big 'Uns. Beside them the Chariot pounded down the hill and slammed into the unfortunate Slayers, whilst Hungry Bob, missing the fun of jumping on Slayers, lumbered into the Slayers fighting to the front of the Big 'Uns. Seeing their leader taking the fight to the foe, the fleeing Black Orcs on the right flank regained their courage and turned to face the oncoming Brotherhood of Grimnir.

Having restored a bit of order to his diminutive crew, the Orc Bully in charge of lobbin' rocks resighted on the Goblin-hewer. Checking for wind

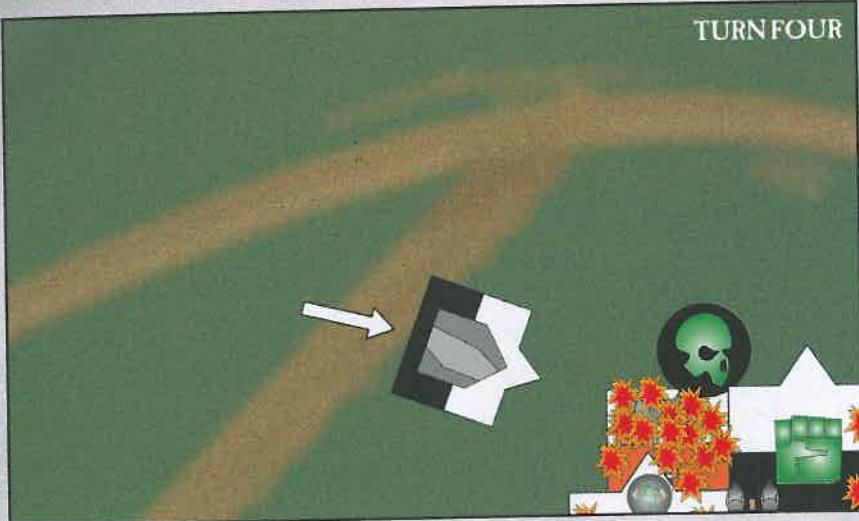
direction, rope length and readjusting for firing downhill, he pushed and shoved the Gobbos to make the right adjustments. With a big grin, he commanded for them to let fly with the biggest boulder they could find, which corkscrewed wildly through the air and fell far short of its target. One Gobbo got a clip round his ear for his troubles, the other a boot up the backside.

The Chariot repeated its earlier poor performance, killing only a single Slayer with its cautious impact, the crew and boars failing even to hit the orange-haired maniacs. Three more fell to the crude choppas of Grimgor's lads, whilst the Dragonslayer hurled himself at the Black Orc Warlord, chanting his deathsong, in an effort to buy time for his fellow Slayers. With hardly a break in stride, the Scourge of Kislev hacked the Dragonslayer into five bloodied lumps, bellowing his joy.

Obviously his mind filled with fond memories of splattered Dwarf underfoot, Hungry Bob leapt ungainfully onto the other Slayers, reducing seven of them to a pulp beneath his stinking feet. The Big 'Uns, who had lost two more of their number to the Doomseeker, chopped apart two of the Slayers with great weapons, directing their attacks against the most dangerous foe. One of their number fell in return, whilst yet another was axed to death by the Slayers avoiding the indelicate attentions of Hungry Bob's feet.



TURN FOUR



TURN FOUR

With the remnants of Borgut's ladz regaining their nerve in front of them, it was too good an opportunity for the Brotherhood of Grimmir to miss and they charged in. Beside them, the Doomseeker followed, his chain-axes whirling just above the heads of his

comrades. In the centre of the battlefield, the extended combat had degenerated into a brawling scrum filled with orange crests, waving axes, bloodied choppas and the deep chortling of Hungry Bob punctuated by the sound of Slayers exploding under the Giant's immense weight.

The Boar Boyz were facing off against the Goblin-hewer, and Malakai Makaisson's eyes narrowed as the crew frantically reloaded the machine. Squinting through his special magnifying lens-glasses, the Slayer Engineer made a final adjustment to the trajectory and then let fly with another salvo of spinning axes, cutting down two more of the Orc cavalry.

Borgut's ladz lost four of their number to the attacks of the enraged Slayers, the survivors of the onslaught managing only to club down one of the Brotherhood in return. Their esteemed leader gone, a whirling dervish of a Slayer and the Brotherhood of Grimmir bearing down on them, it was all too much and they turned and fled. The crew of the Rock Lobba ignored them, as the Gobbos were standing patiently listening to their Orc leader's explanation of what would happen to a Goblin fired from the catapult, when the Brotherhood were suddenly dodging past the war machine and barrelling towards them, axes raised with murderous intent.



The Brotherhood of Grimmir make light work of the Rock Lobba crew.

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Malakai defends his hewer to the last.



Gordon restrains his joy.

Hungry Bob continued to tap dance across the remaining two Slayers, only stopping a few minutes later when he realised that the wriggling had stopped. The Doomseeker whirled his blades madly about himself, slicing one of the burly Greenskins apart and keeping the others at bay. Grimgor's magical choppa hacked through a swathe of Dwarfs, three of them falling to a single swipe of the glowing blade. Around him, the Black Orcs did their best to follow the Warlord's example, and yet another three fell to their cruel attentions, as did another who was struck down by the boars pulling the Chariot. Those who were left did their best to fight back, cutting down two Black Orcs who had been pressing in behind them, but were unable to fell any more of the Big 'Uns. The Orcs pressed their advantage, but the Slayers were resigned to their deaths and so bravely fought on.

The carnage in the centre continued, Grimgor hewed left and

right with Gitsnik at the Slayers with great weapons, but had got used to fighting much taller opponents and all but one of his swings went high. The Doomseeker led a solitary fight back, killing two Big 'Uns, whilst around him the combined attentions of the Boar Chariot, Black Orcs, Big 'Uns and Hungry Bob slaughtered the remaining Slayers.

Meanwhile, over at the Goblin-hewer, Malakai levelled his repeater handgun and fired off a volley of shots at the charging Boar Boyz, with no discernible effect. The Boar Boyz for their part managed to skewer one of the crew, whilst their grunting mounts did for another, and the Boss himself managed to strike a deep score across the shoulder of Malakai. None too happy about this, the Slayer Engineer gave a shout and dragged forth his axe, cutting the Greenskin from his saddle as his axe rose and fell in bloody arcs. Panting, he turned to face the others.



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TURNS FIVE AND SIX

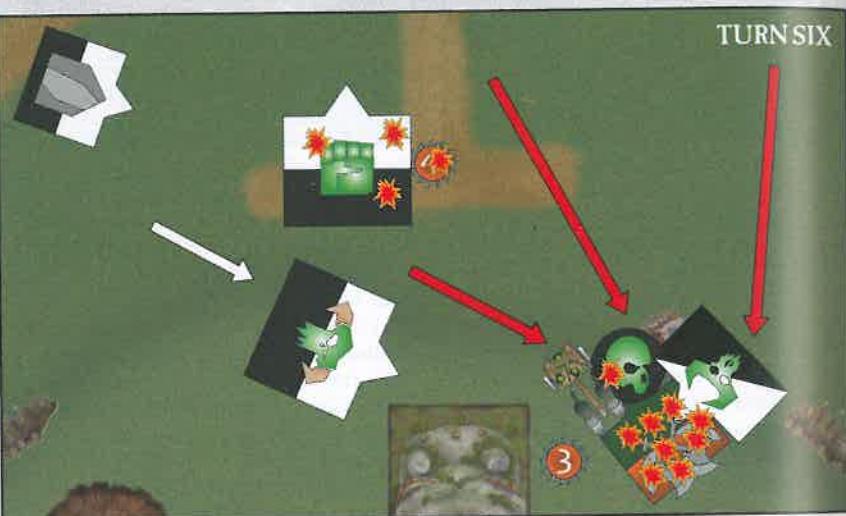
Malakai's fight was short-lived, as he was cut down by the remaining Boar Boyz, while the Doomseeker who was the sole Dwarf survivor of the massive mêlée in the centre was finally taken down by the Big 'Uns, swamping him with a press of bodies.

The Trolls began to wander in from the left flank, staring stupidly at the heaps of Dwarf and Greenskin bodies littering the ground, salivating copiously. While the Brotherhood of Grimmir butchered the unfortunate Rock Lobba crew, Grimgor reorganised his battle line to face off against them.

The small regiment of Dwarfs marched bravely to their doom, goading on the Greenskins with shouted comments and instructive gestures. Arrayed against them were Grimgor and his ladz, Hungry Bob, the Chariot and the Boar Boyz. The surviving Doomseeker trotted out to the flank of the Brotherhood, axes swinging gently from side to side as he waited for the Black Orc onslaught.

With a mighty warcry, the Chariot and Boar Boyz slammed into the Brotherhood at full tilt, joined a moment later by the lumbering Giant. Feeling peckish, Hungry Bob bent down and lifted up a Giantslayer, his mouth gaping wide. Spitting his fury, the Giantslayer dug his axe into Giant's exposed arm and with Hungry Bob's howl of disbelief and pain deafening him, was dropped unceremoniously back to the ground.

Realising that their performance had been a little low on quality so far and that Grimgor was looking at them with that look in his eye, the Chariot crew urged their piggies into a galloping run that smashed into the Brotherhood, scything down four of them. The tusks of the boars gored another, though the crew themselves could not find a hit whilst bouncing around on the back of the jolting Chariot. The rampaging Boar Boyz, fresh from the



fight against Malakai and his crew, speared another two of the Brotherhood, whilst their porkers trampled another into the mud.

Grimgor stopped suddenly as he marched towards the surviving Slayers, cocking his head towards the glowering effigy of Gork.

"What's dat?" he said. "No time fer playin'? Dat zoggin ark-ay-on is at da

humie city? Right ladz, leave 'em be, we've got more important fings to do!"

With that, he turned around and pointed south, the bloodied blade of Gitsnik glistening in the twilight.

Below: As the Orc army advances, the Brotherhood prepare for their final stand.





KILL SOME OF THEM...

Gav: The battle ended up as everything I had hoped for. From games against

Gordon during the development of Storm of Chaos, I knew that the Slayers and Grimgor's 'Ard Boyz had the potential for lots of devastating fun, and this battle pretty much shows that.

Despite that seemingly no-brainer of two close combat armies rushing towards each other, there was actually quite a bit of subtlety to the battle. For my part, this meant the judicious use of the Doomseekers to mess with

Gordon's head as much as possible, as well as the varying runes and Slayer skills interacting with the different units' abilities.

In the end, it was a crushing defeat for the brave Slayers, but in following the theme of the battle report, I'd like to point out a couple of 'What if?' moments that arose from having the Kill Them All! objective. What if Hungry Bob had lost his last wound? That would have been an extra 410 Victory Points for me. What if I hadn't had Kill Them All! but instead was scoring VPs for units below half strength as normal? That would have meant points for the Boar Boyz, Big 'Uns, Grimgor's Black Orcs, and the Giant!

So, all-in-all, I'm not at all disappointed in my performance. Like all Dwarf armies, even a Slayer army lacks that cutting edge of shock troops to hammer the final nail in a unit's coffin. More importantly, this has to be one of the most fast-paced and fun games I've ever had – the White Dwarf crew did a good job just trying to keep up with Gordon and myself, as we happily churned through the game at a rate of knots.

I would have got away with it, if it hadn't been for that pesky Hungry Bob...

Happy gaming!



GRIMGOR IS DA BOSS

Gordon: Gav and I had previously fought a couple of games whilst playtesting these two lists and had finished one game apiece. This was to be our decider.

I can't get over the irony of picking Trolls and a Giant and between them they killed over 1,000 points of Dwarfs and both were still alive at the end of the game (the Giant only just). I expected them to be the first to fall under the axes of my maniacal opponents. For Hungry Bob to be my man of the match was a terrific result. He really showed what great fun Warhammer is. I hooted with delight when he ate the army standard and its tasty bearer and hollered with glee as he jumped up and down on one, then two units of Slayers, until there was just mush left.

The fight between Borgut and Garagrim was hilarious with both cutting down the other in special abilities madness. Borgut used his special headbutt to cause a wound and

make Garagrim WS1 for the rest of the combat, he then rolled enough hits and wounds to finish off Garagrim. The dead Dwarf then used his special Deathblow ability to get all his attacks even if killed, and dispatched Borgut in an unceremonious and final manner. Hilarious stuff.

Doomseekers drove me mad. They are almost impossible to kill as most troops die before getting in an attack and you have to risk your Heroes against them, and then they have 2 Wounds each, aaargh! I was on a mission to kill them all by the end of the game – only one escaped my wrath.

Along with my wizard blowing up (as usual), my Trolls ate Long Drong's Pirates and the Boar Boyz took out Malakai and his mad machine – a dark day for Dwarfkind, and more Orcs flocking to Grimgor's ever victorious banner would be the result.

With lots of irreverent violence and knife edge combats, this was one of the most fun games I have played in a long time.

Grimgor is da boss.



Smiles all around! (sort of)



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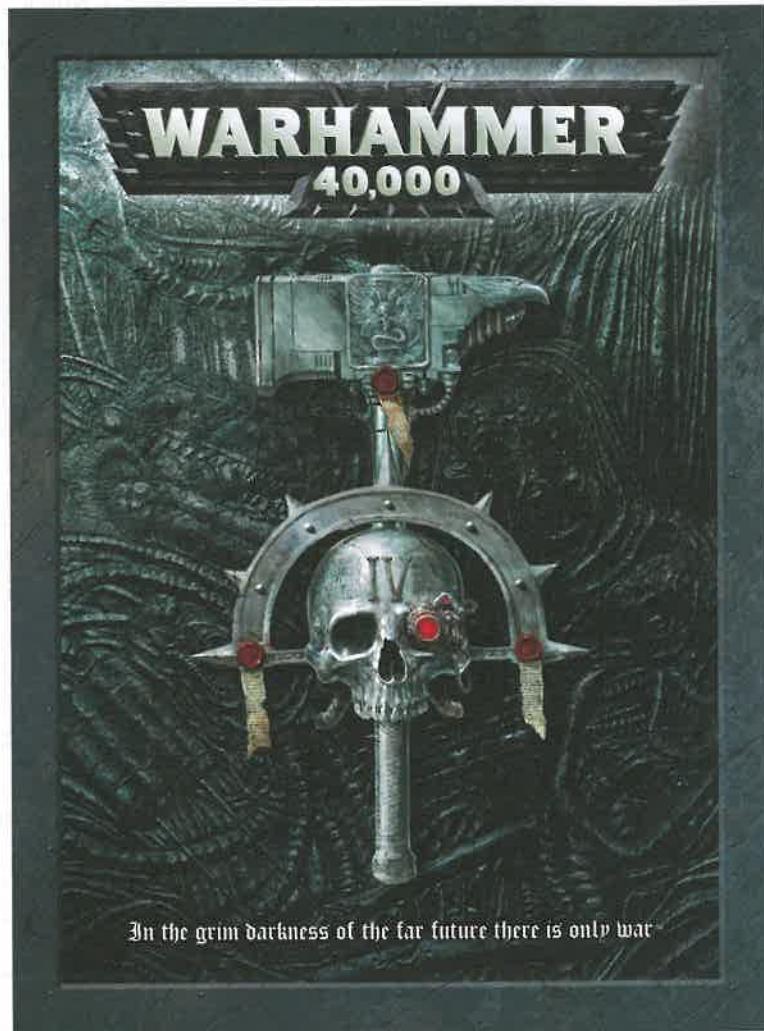
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BE'LAKOR THE DARK MASTER

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TZEENTCH

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Tzeentch is the Changer of the Ways, and change is the essence of Chaos itself, as well as of the ever-mutating energy that is known to mortals as magic. He is the Great Schemer, a subtle manipulator with an all-encompassing knowledge. His plans are inevitably convoluted and vast, spanning across untold aeons, inexplicable and contradictory to all mortal minds.

- Be'lakor the Dark Master (use as Exalted Daemon)
- Twelve Chaos Horrors of Tzeentch
- Three Screamers of Tzeentch
- Total Points: 509



NURGLE

AUS\$134

Nurgl is the Lord of Decay. It is he who unleashes famines and pestilence upon the world, and so it is to Nurgle that mortals turn when they wish protection from the ravages of disease, age, and the inevitable decline brought by the passing years.

- Be'lakor the Dark Master (use as Exalted Daemon)
- Twelve Plaguebearers of Nurgle blisters
- Two Nurglings blisters
- Total Points: 502



SLAANESH

AUS\$166

Slaanesh, the Dark Prince of Chaos, is the youngest of the four greater Chaos gods. The Lord of Pleasure is patron of all things beautiful and seductive. The embodiment of indulgence in all its forms, Slaanesh's allure is highly addictive, and those who follow him are quickly overcome by the seductive vices of pride, arrogance and excess. Divinely beautiful and alluring,

Slaanesh is portrayed as exuding a palpable and irresistible charm.

- Be'lakor the Dark Master (use as Exalted Daemon)
- Twelve Daemonettes of Slannesh
- Six Chaos Purifiers
- Total Points: 512



KHORNE

AUS\$196

Khorne is the Blood God. He is an angry, raging god of bestial strength and merciless battle prowess who rewards bravery, might at arms and conquest.

Khorne despises spellcasting and magic in general, although magical weapons and armour that aid the slaughter in his name are a different matter.

- Be'lakor the Dark Master (use as Exalted Daemon)
- Ten Bloodletters of Khorne, including a Musician and Standard Bearer
- Six Fleshhounds of Khorne
- Total Points: 507



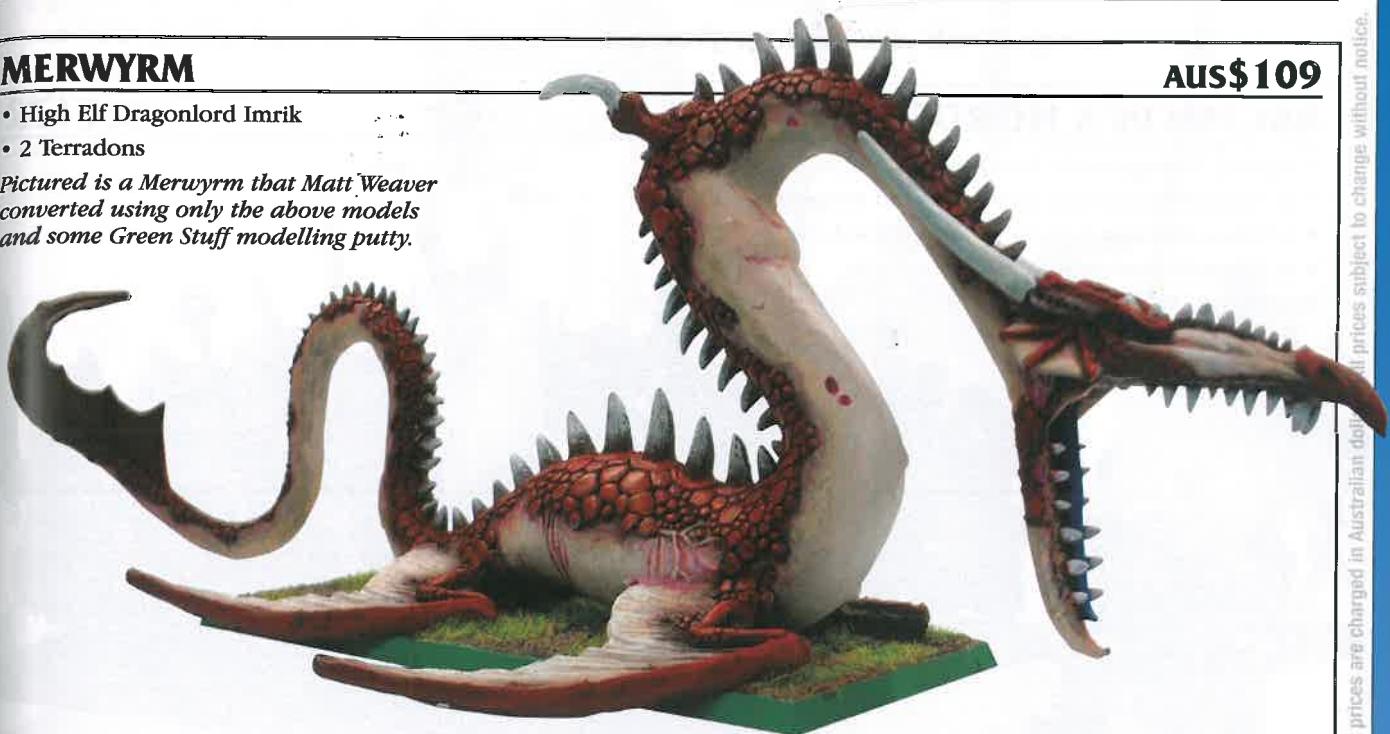
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- High Elf Dragonlord Imrik
- 2 Terradons

Pictured is a Merwyrm that Matt Weaver converted using only the above models and some Green Stuff modelling putty.



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- 1 Chaos Warrior Chariot
- 1 Chaos Champion of Khorne on Juggernaut
- 1 Bloodletters blister
- 1 Chaos Spiky Sprue

CHARIOT OF SLAANESH AUS\$79

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- 1 Plaguebearers of Nurgle blister
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- Aspiring Champion of Chaos (using Crom the Conquerer)
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- 12 Chaos Warriors with hand weapons and shields
- 16 Chaos Marauders with flails

Total Points: 502

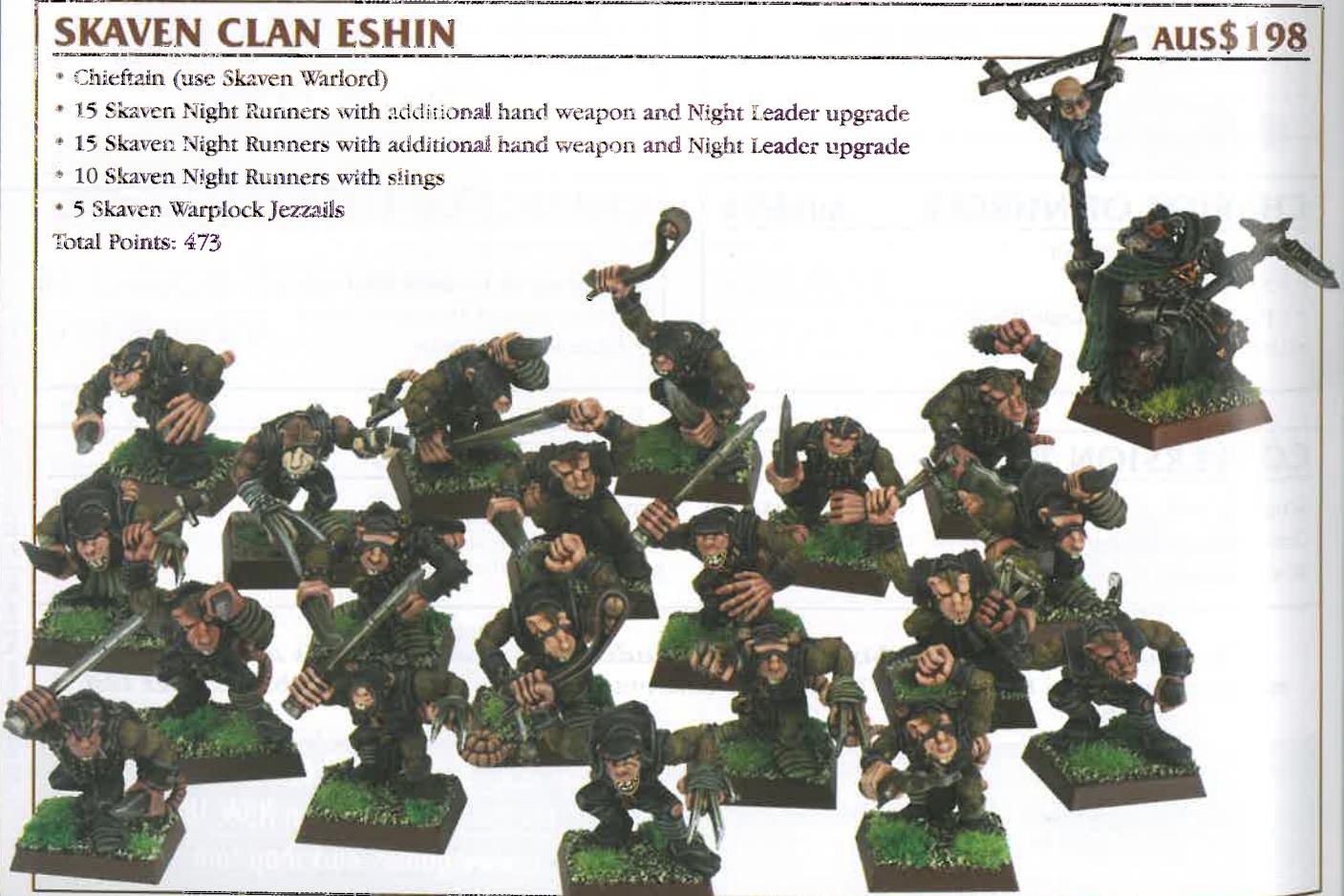


SKAVEN CLAN ESHIN

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- Chieftain (use Skaven Warlord)
- 15 Skaven Night Runners with additional hand weapon and Night Leader upgrade
- 15 Skaven Night Runners with additional hand weapon and Night Leader upgrade
- 10 Skaven Night Runners with slings
- 5 Skaven Warplock Jezzails

Total Points: 473

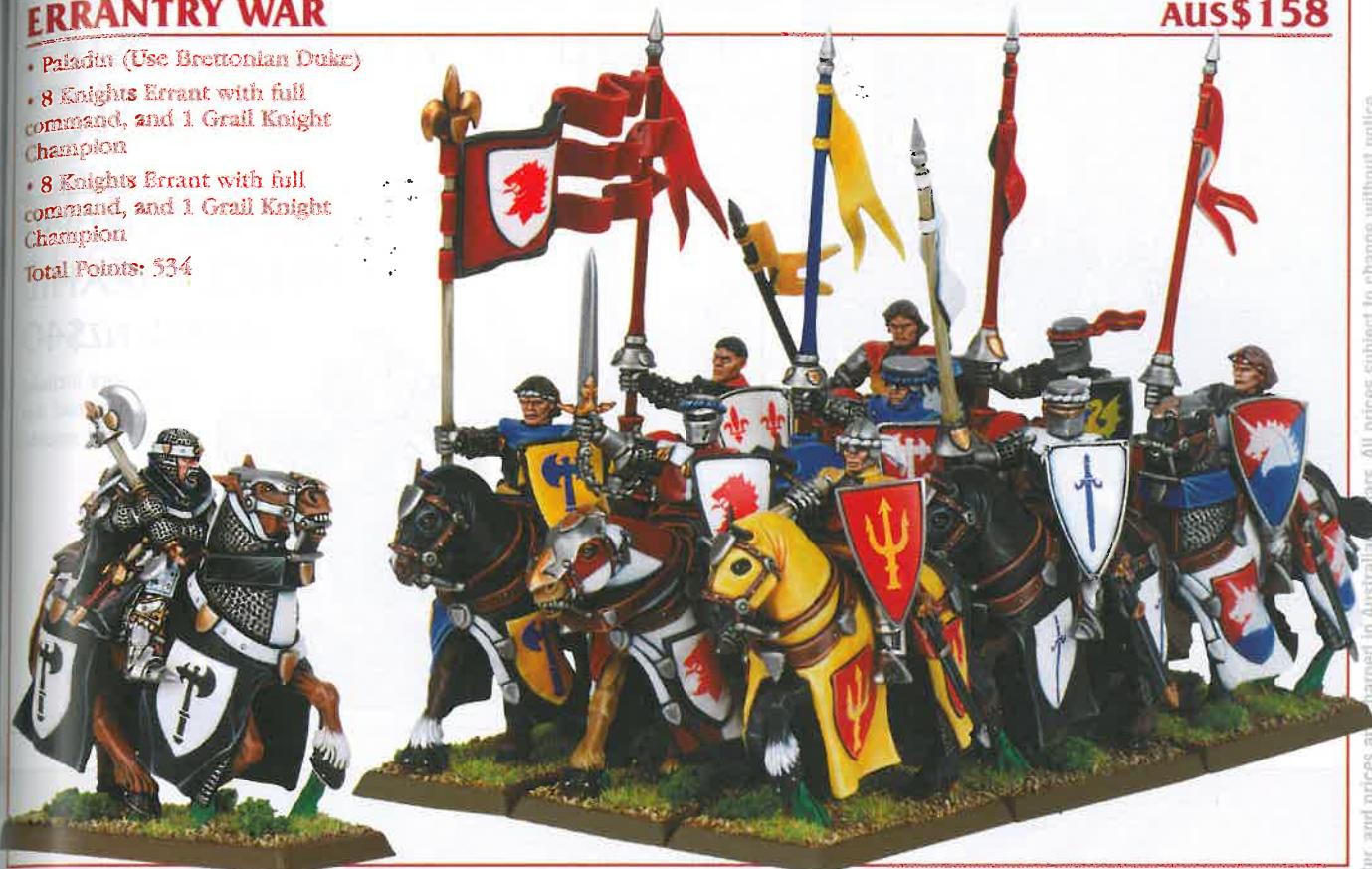


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- Paladin (Use Bretonian Duke)
- 8 Knights Errant with full command, and 1 Grail Knight Champion
- 8 Knights Errant with full command, and 1 Grail Knight Champion

Total Points: 534

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- 1 Black Orc Big Boss (using Grimgor Ironhide)
- 16 Black Orc Boyz with Full Command and additional hand weapons
- 16 Orc Boyz with Full Command and additional hand weapons
- 1 Orc Boar Chariot

Total Points: 518

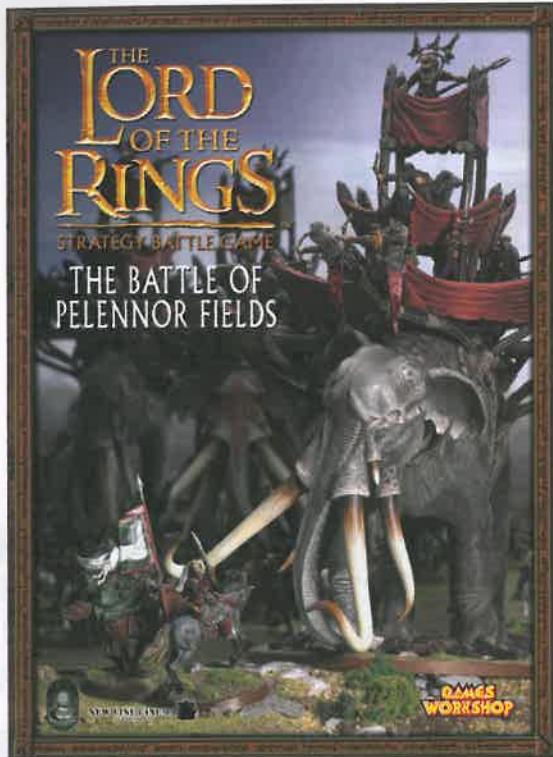
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