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ELDAR WARP SPIDERS ENGAGE A HORDE OF GENESTEALERS



WORLD EATERS CHAOS SPACE MARINES IN COMBAT WITH ULTRAMARINES ASSAULT TROOPS

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NEW RELEASES FOR APRIL

Products listed on these pages are planned for release during the month of April. Each month Games Workshop has new products released on two shipping dates, usually the 2nd and 4th weeks of the month. The new releases will be available at Games Workshop stores, shops participating in the Chapter Approved retailer program and most stores included in our Independent Retailer listing. For convenience there is a complete bi-monthly listing of Independent Retailers in every issue of White Dwarf. If you have any problems obtaining any of these items, Games Workshop has an efficient Mail Order Service that can help you.



SPACE WOLVES

This month sees the release of the **Space Wolf Rune Priest** in Terminator armor as well as the rerelease in pewter of the **Long Fangs** boxed set. Rules for both new releases can be found in the **Codex - Space Wolves**.



ASSAULT JUMP PACKS

These are the same great **Jump packs** that come with the **Ultramarines Assault Squad** boxed set (0665). Because the jump packs are now sold in their own separate blister pack, you can properly outfit all your Assault squads and heroic characters.

GENESTEALERS

There are few beings in the 41st Millennium capable of matching the savage ferocity of a **Genestealer** in hand-to-hand combat. With the boxed set of ten plastic models now available all players wishing to quickly build broods of Genestealer may easily do so.

IMPERIAL PSYKERS

Following last month's release of **Dark Millennium** are three excellent new **Imperial Psyker** models. Rigorously trained for service in the name of the Emperor and carefully screened by the Inquisition for Warp contamination, these models are available now.

ELDAR

With the **Eldar Codex** nearing release you can start to look for a steady stream of new models. In this issue you will find full rules and background for the powerful **Warp Spider Aspect Warriors**. To check out the new **Dark Millennium** psychics for the Eldar look no farther than **Witch Hunt**, a bloody Warhammer 40,000 battle report on page 48 of this issue. Jes Goodwin has also sculpted a brilliant new Eldar Farseer (the infamous Eldrad Ulthran, the Farseer of Ulthwe) which will be released this month.



ELDRAD ULTHRAN FARSEER OF ULTHWE

THIS MONTH'S WARHAMMER 40,000 RELEASES

0804	Long Fangs	\$22.99
	(Boxed set of five models)	
0777	Purestrain Genestealers	\$12.99
	(Boxed set of ten plastic models)	

BLISTERS

9060	Eldar Warp spider (2)	\$5.99
9062	Space Wolf Rune Priest in Terminator armor (1)	\$5.99
9063	Assault Jump Packs (3)	\$5.99
9065	Eldar Farseer (1)	\$7.99
9066	Imperial Psykers (2)	\$5.99

MAN O' WAR



MORE FLYERS

Using the flying monsters from **Sea of Blood** expands your Man O' War game into whole new dimensions of cunning strategies and dreadful perils.

The **Dwarf Gyrocopters** give Dwarf Admirals swift interceptors capable of filling enemy flyers full of holes with their deadly Gatling Cannons.

THIS MONTH'S MAN O' WAR RELEASES

0391	Dwarf Gyrocopter Squadron	\$8.99
	(Boxed set of three ships)	
0392	High Elf Dragon Riders	\$8.99
	(Boxed set of three models)	

The **High Elf Dragon Riders** will also be released this month. With their fiery breath the Dragons can instantly set an enemy ship ablaze and few flyers would dare aerial combat against the skill and might of the Elf Dragon Riders.

WARHAMMER

SKARSNIK AND GOBBLA

Let the Warhammer World beware! **Skarsnik**, Warlord of the the Eight Peaks, is released this month and now available to lead your Goblins to victory. Don't forget Skarsnik's constant companion – a giant Cave Squig named **Gobbla**. Famous for his huge size, horrible stench, and incredible hand-to-hand ferocity, Gobbla is mindlessly loyal to his master.

REAVR KNIGHTS

With high weapon and ballistic skill as well as the speed of their Elven steeds, the **High Elf Reaver Knights** make a dangerous hit-and-run unit. Released for the first time in pewter this boxed set adds a versatile and highly mobile unit to the mighty army of Ulthuan.

NECROMANCER ON MANTICORE

From the pages of the upcoming **Warhammer Armies Undead** book comes one of the Empire's most deadly foes. **Dieter Helsnicht**, the Doom Lord of Middenheim, was once one of the Empire's mightiest wizards before being driven from the realm for delving too deeply into the forbidden dark magic of Necromancy. After countless years thirsting for revenge, Dieter Helsnicht and his monstrous Manticore steed have returned.

GIANT

Finally rereleased in pewter, this colossal model will instantly put fear and respect into your opponents troops. Giants regard everything smaller than themselves (and that leaves practically



WARLORD SKARSNIK

everything!) as potential food and there are few creatures or heroes in the Warhammer World powerful enough to argue with a Giant.

HOBGOBLIN HERO

The Chaos Dwarf Army gets a splendid new Hobgoblin Hero mounted on a wolf this month. A perfect leader for keeping the occasionally cowardly Hobgoblin rank and file in line.

SKAVEN

Three great new command models, a standard bearer, musician, and a hero, help lead the rank and file of the mighty Skaven army.



THIS MONTH'S WARHAMMER RELEASES

BOXED SETS

8016	High Elf Reaver Knights (Boxed set of four models)	\$22.99
0518	Necromancer on Manticore (Boxed set)	\$24.99
0829	Giant (Boxed set)	\$34.99

BLISTERS

9059	Hobgoblin Hero on Wolf (1)	\$6.99
9061	Skarsnik and Gobbla (2)	\$7.99
9064	Skaven Command (2)	\$5.99

BLOOD BOWL DISPLAY

Next time you are at your local stockists, Independent Retailer, or Games Workshop store, look for the bone-crunching stand-up display showing off the brand new **Blood Bowl**. If they don't have the fast-playing, carnage-filled game of fantasy football, tell 'em to get on the ball!



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BLOOD BOWL

Next month sees the release of the brand new, completely revised **Blood Bowl**. For several months now, Jervis Johnson has been working hard on this latest version of one of our most popular games. At times, the design studio has been gripped with Blood Bowl frenzy as we ran several hard-fought leagues in order to fully develop and playtest the rules. Without doubt, everyone who has played the game agrees that this is the best version of Blood Bowl ever!

The new game uses a series of downs to control the flow of play, and all blocks, are resolved using a set of special "blocking dice". These make for fast furious fun as you can crunch through your opponent without the need to stop and look up lots of results on different tables.

BLOOD BOWL®

Gary and Jervis get down to some Blood Bowl mayhem.



Some of the brand new plastic and metal Blood Bowl miniatures. Left to right: Human Catcher, Orc Lineman, Black Orc and Human Blitzler.

The game comes complete with a giant full-colour pitch and dug-outs painted by **Richard Wright**, a comprehensive rulebook, player reference sheets and two brand new sets of plastic miniatures – a Human team designed by **Michael and Alan Perry** and an Orc squad designed by **Gary Morley**. Gary has also completed work on a new metal human team and an Orc squad. Also in the pipeline are brand new Skaven, Undead and Dark Elf, Dwarf and High Elf Blood Bowl teams.



For next month's issue, Jervis Johnson has written a full guide to the new game, and for WD173 we aim to bring you a complete game report showing the whole system in action.

BLOOD BOWL®

**BLOOD BOWL DEMONSTRATION DAY
SATURDAY APRIL 30th**

Come in to any Games Workshop store or Chapter Approved Retail Store and check out the brand new **Blood Bowl**! This is your chance to get spring training and preview the mayhem-filled game of fantasy football. (See page 15)

THIS MONTH'S BLOOD BOWL RELEASES

0281	Blood Bowl (Boxed game)	\$54.99
0282	Orcland Raiders (Boxed set of 11 models)	\$29.99

WARHAMMER

40,000

SPACE MARINES

WARRIORS OF THE IMPERIUM



Models supplied unpainted.

THIS BOXED SET CONTAINS SIX COMPLETE SPACE MARINE MODELS CONSISTING OF:

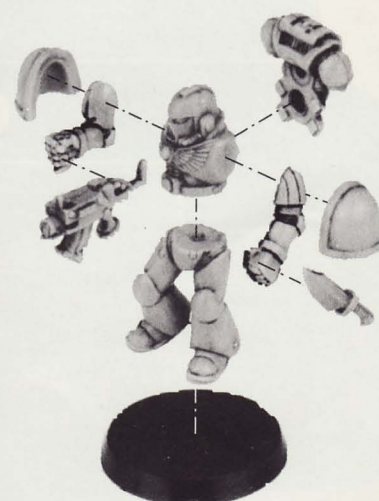
- 2 Space Marine torso and leg sprues (Three models per sprue).
- 2 Space Marine bolter and back pack sprues (Enough wargear for all six models).
- 2 Space Marine arms sprues (Sufficient for all six models).

Space Marines are the finest warriors in the Imperium of Man.

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These are multi-part plastic models which requires a degree of modelling skill to assemble.



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WARHAMMER 40,000

DARK MILLENNIUM

WARGEAR, VEHICLES AND PSYKERS

By Andy Chambers

Dark Millennium, the first major supplement for Warhammer 40,000 has just been released. We asked Andy to talk us through the contents of this exciting addition to the Warhammer 40,000 system.



Dark Millennium contains a lot of new material for players of Warhammer 40,000. To help you swallow the larger chunks I thought I'd take the opportunity to talk about some of the contents and how they can enhance the different races. Vehicles and psykers are the two things most likely to call for a large portion of your army's points so I'll start by looking at these.

VEHICLES

Extra vehicle datafax cards are included in Dark Millennium to cover all the models currently available as well as some which aren't yet released. This will come as a great relief to some players whose hard-pressed armies have been suffering without the heavy support that vehicles can furnish.

The Eldar in particular can now lay hands on their beloved War Walkers, Dreadnoughts and Jetbikes as well as the heavier Vyper Jetbike (no model yet but I am assured that Jes Goodwin is extruding the wraithbone for it even now).



Because Eldar warriors are rather fragile, these war machines are essential to improve their survivability and provide much needed heavy weapons support. They do so by introducing an element to the army which can both match the Eldar troopers' mobility, and also carry heavy firepower. In addition, they can easily absorb the kind of punishment that would wipe out whole squads of Aspect Warriors.

The extra datafax cards also allow Orks to field their hordes of Bikes, Wartraks, Scorchers and Buggys. These serve a vital counterpoint to the mass of Ork boyz and Gretchin on foot, being able to roar across the battlefield ahead of them and tie up the enemy until the rest of the army gets in close to rip 'em apart. All these vehicles are rather vulnerable to enemy fire but because of their low points cost (50-60 points each as a rule), the loss of a few bikes is negligible.

Although Ork Warbikes, Buggys and Wartraks can be armed with vicious sustained fire weapons like twin heavy bolters and autocannon, these are only really worth taking against opponents too numerous or slow moving to make good use of cover, like Imperial Guard or Squats. Against Space Marines and Eldar, actually scoring a hit with these weapons can be almost impossible.

When fighting these opponents I favour heavy plasma guns and multi-meltas which are bound to land somewhere even if it's not where you intended! A particular favourite of mine is a Wartrak Scorchers armed with a heavy flamer. Because the flamer is a template weapon, the usual lack of targeters on Ork vehicles is less of a problem – just hurtle across the table at an opportune moment and whoosh! crackle, burn, no more enemy Devastator squad!



The Imperium is not neglected of course. New datafax cards for Bikes, Attack Bikes (armed with a multi melta), Land Speeders and Sentinels open up the opportunity to make lightning raids and supply mobile fire support. The Land Speeder has been somewhat reconfigured from its early incarnations in anticipation of a new model which is in the pipeline. It now totes either a heavy flamer and multi melta for close ground attack or multi-laser and lascannon, heavy plasma gun or missile launcher for long range pop-up attacks. The assault cannon armed Sentinel is now a force to be reckoned with as my own squadron of three Sentinels, "The Head Hunters", can testify. The already impressive selection of Imperial heavy armour is also further broadened by the inclusion of the Leman Russ battle tank, a fearsome armoured fighting machine which should be available in kit form by the end of the summer.



Dark Millennium also includes a deck of ten vehicle cards, which are rather like Wargear cards for vehicles. These are included mostly to offer an opportunity to convert models by adding extra armour plates, weapons and equipment. These extra bits really help to individualise vehicles and enhance their capabilities. Two of my favourite vehicle cards are the *Searchlight* and *Bulldozer Blade* for literally digging infantry out of hiding. Ork Buggys, Wartraks and other vehicles can also be made considerably more resilient with a *Kustom Force Field*, and Scorchers are really wicked with a Squig fuel injector attached!

Vehicle cards can also be used for Dreadnoughts and it's worth noting that if you are going to use a Dreadnought when there are psykers in the opposing force you should consider taking a *Null Shield* for it. Because they cost a lot of points and only have a single crewman, Dreadnoughts can be rather vulnerable to some psychic attacks and so it makes sense to give them the best possible protection.

VEHICLE SQUADRONS AND SUPPORT WEAPON BATTERIES

With so much more equipment available in Dark Millennium, the victory points tables in Warhammer 40,000 proved rather too narrow to cover all eventualities. This prompted us to put a set of expanded victory points tables into the supplement. During playtesting many players found that the lighter types of vehicles such as Bikes and Wartraks were giving away a lot of victory points when they were destroyed. The same was true of individual support weapons.

To overcome this problem, Dark Millennium also introduces a system for organising vehicles and support weapons into units. Victory points are scored for damaging or destroying the unit rather than individual vehicles or support weapons. Larger vehicles such as battle tanks and Dreadnoughts still fight individually. The effect of placing light vehicles and support weapons in units is very beneficial as it encourages you to use them as a more cohesive force rather than frittering them away as individual pieces. The firepower of support weapon batteries is scary as hell, and opponents confronted by a rampaging vehicle squadron have the stark choice of chucking large amounts of fire at it to try and stop it, or scuttling for cover.

PSYKERS

The full psychic system in Dark Millennium is developed from Warhammer Battle Magic, so it will be familiar to many gamers already. In brief, the system works like this: psykers have psychic powers cards which are drawn randomly from one of several decks before the start of the game. Each turn, both players are also dealt a random number of warp cards which the psykers can use to activate or nullify psychic powers. Though the warp deck mostly comprises force cards (used to activate powers) and nullify cards (used to block enemy powers), a number of special cards represent particularly powerful attacks or defences as well as events such as psychic duels and daemonic attacks.

Psykers can potentially use their powers every turn if the warp card deal is favourable and because both players can use their powers in each psychic phase, psykers can achieve a lot over the course of a game. The best way of stopping enemy psychic powers from working is by having a psyker of your own to nullify them. This all means that a player who has psyker superiority will be able to do all sorts of horrible things against a poorly prepared opponent.

Of course there are upper and lower limits on how good or bad psykers can be. If there is only a single psyker on the battlefield the number of warp cards dealt out is reduced. However, a wily opponent will take a high level psyker and a cheap low level psyker to ensure that he gets the full number of warp cards even if you don't take a psyker yourself (or if your psyker gets greased!).

On the other hand, having more than two psykers doesn't increase the number of warp cards dealt, so having a lot of psykers doesn't necessarily increase the amount of powers you can use. However, having lots of psykers does increase your choice of which powers to use. When psykers are dealt their powers they are allowed to decline their first deal in the hopes of getting something more useful in their second. This means that having several psykers also allows you to ensure that any powers you particularly want can be ferreted out of their deck.



Personally, I always try to field a high level psyker with a low level "backup" psyker. The backup gives me a broader choice of powers to use, and is useful in case my first psyker is killed or the enemy psychic contingent is wiped out. In games with smaller armies (a thousand points or so) the backup psyker is left out because he's too expensive an investment to keep around "just in case".

However, even in low points games I always take a high level psyker because life becomes a real struggle if the enemy has a



better psyker than you do. Psykers themselves are pretty tough characters and good in combat, especially if well equipped with wargear (see later), so they can often earn their keep bludgeoning people in hand-to-hand combat as well as melting their brains at a distance!

The psychic powers themselves are divided into decks of cards for different races and psykers. Each of these decks, or disciplines to give them their proper title, gives the psykers of different forces a distinct flavour. To give you a guide of what to look out for I'll go through each discipline in turn.

ELDAR RUNIC POWERS

Eldar psykers are subtle and powerful. They have a plethora of cheap psychic powers which they can use to enhance their own troops or launch pin-point attacks against important models amongst the opposition. This combines with the fact that nearly all Eldar forces are commanded by a Farseer, the most powerful of Eldar psykers, to produce a dire psychic threat to any opponent.

The danger when fighting the Eldar is that they can use several powers in each psychic phase, and as you can't tell which ones are going to cause you the most problems, you don't know which ones to try and stop. For example, if the Eldar player placed a *Doom* on one of your character models and then used *Mind War* to attack the model during the same psychic phase the character will be toast. But the Eldar player may just use *Doom* to rattle you into using a nullify on it before he plays something much nastier later. Because *Doom* uses very little force, your opponent can easily use it to bluff, or combine with



another power he plays later to devastating effect. There are many low energy powers similar to *Doom* in the Eldar discipline, as well as some big powers that can cause immense grief if unleashed at the right (or the wrong time).

Because of these manifold dangers, it's often best to try and hold on to at least one nullify card until the Eldar player has no cards left to play. In general, take along the highest level psyker you can afford and consider investing in a psychic hood for him to increase his chances of nullifying psychic attacks. The *Executioner* and *Mind War* powers in particular make it easy for them to pick off even the most powerful heroes, so vulnerable psykers and characters need protective wargear if they go up against Eldar. Likewise vehicles and particularly Dreadnoughts should be equipped with null shields if possible.

SPACE MARINE LIBRARIAN POWERS

With Space Marines you really have to watch out for the Librarians themselves. Over half of the Librarian psychic powers revolve around enhancement of the Librarian himself, so if he gets to use them unhindered he quickly turns into a raging, teleporting close combat monster!

This is very bad if you rely on having a few well hard characters or large vehicles to do most of your damage because an enhanced Librarian can tear apart vehicles and defeat almost any opponent in hand-to-hand combat. Even greater daemons have reason to worry. If the Librarian doesn't have *Teleport* you can breathe a small sigh of relief because the amount of mayhem he can inflict is limited by his ability to

move around from opponent to opponent. Unfortunately players with low cunning may get around this by mounting the Librarian on a bike or other transport vehicle.

Of course snuffing out the offending Librarian is the easy answer, but this has to be achieved before he succeeds in getting his defences up. Powers such as *Psychic Shield*, *Iron Arm* and *Strength of Mind* can quickly make the Librarian unbelievably tough and almost impossible to kill.

Using psychic duels to rob the Librarian of some of his powers can be effective, but it's usually easiest to catch him out once he's got overconfident and overextended himself. Sooner or later the Librarian will stick his nose out a little too far without any friends giving him support. At this point, either flamers or special issue grenades (such as stasis or vortex) can be usefully employed to settle the problem once and for all. An alternative strategy is to try and keep the Librarian at bay until the Energy Drain card comes up in the warp deck (automatically nullifying all powers in play) or else just keep trying to nullify the enhancements he's already played.

Don't get the mistaken impression that Librarians can't use straightforward psychic attacks, 'cos they can. Not only are there some nasty attacks in the Librarian discipline but Librarians can also draw powers from the Inquisition and Adeptus Astra Telepathica disciplines. Both of these disciplines also include a number of quite deadly ranged powers. With luck, the first few psychic phases should tell you what you're up against before too much damage is done.

INQUISITION PSYCHIC POWERS

Most players tend to avoid taking many Inquisition powers unless they are up against Chaos, though some of them are also powerful against Tyranids, psykers and the Eldar Avatar. However it's a mistake to think of the Inquisition powers as only being good against Chaos as the Inquisition discipline contains several of the most destructive powers available.



The powers *Storm of Wrath*, *Holocaust* and *Vortex* are all capable of winning the game if played at the right time, though they are all expensive to use and can backfire badly if unleashed prematurely. Watch out for the cunning player who stores up energy and waits for an opportunity when your own warp cards are exhausted to play one of these three. Of course disaster may strike and you simply can't prevent him using one of these powers – if this occurs all you can do is pray that your troops are well dispersed and feeling lucky.

As with Space Marine Librarians, Inquisitors and Grey Knights can draw powers from other disciplines, namely the Librarian and Adeptus Astra Telepathica disciplines. Again this flexibility makes it difficult to determine what kind of psychic threat Inquisitors or Grey Knights will pose until a couple of psychic phases into the game.

ADEPTUS ASTRA TELEPATHICA POWERS

The Adeptus discipline forms a pool of psychic powers used not only by Adeptus Astra Telepathica psykers but also by Space Marine Librarians, Chaos Magi, Inquisitors, Grey Knights and the Genestealer Magus. This means the Adeptus powers are one of the most frequently used disciplines in Dark Millennium. The Adeptus psychic powers offer a good balance of cheap and easy to use psychic powers, sturdy mid-range powers and one huge turbo nasty power: *Lightning Arc*.

The Adeptus powers are dangerous because they are very diverse. The powers are split between potent attacks and powers which move troops around. Of these, the movement powers are probably the most dangerous as they can unexpectedly bring close combat troops within striking distance.

This deadly combination of using a psychic power to bring a specialist assault squad into play without getting them whittled down by defensive fire can really ruin your day. Unfortunately, there are few defences against this save keeping your distance until you know what the opposing psyker is capable of. Naturally you needn't worry if you are confident about being able to defeat any of the enemy troops in hand to hand combat, though this is a luxury only Tyranid and Genestealer forces can generally claim.

ORK WEIRDBOY POWERS

Ork Weirdboyz don't specialize in subtlety. They don't move troops around or enhance them (except by accident), they just kill things. Nearly all of the Weirdboy powers are straightforward attacks affecting individuals or groups of models. The few which aren't are either for attacking psykers specifically or assaulting all psykers and enthusing the boyz with the energy of the *Waaagh!*

While this frees you from having to worry about subtle combinations of powers it does mean that you will be under a constant barrage of psychic attacks throughout the game. The power of *Waaagh!* energy is such that Ork Weirdboyz can use more warp cards than psykers of other races. This trait can be particularly frustrating when you're low on energy and the opposing Weirdboy is still chucking attacks at you like there's no tomorrow.

When you're going up against Orks it's wisest to invest in a bit of psychic protection for your most valuable assets and some defensive psychic powers such as the Librarian power *Strength of Mind* or the Inquisitor power *Aura of Fortitude*. Alternatively, you can take the offensive with some anti-psyker powers such as the Eldar *Mind War* power or the Inquisition's *Purge Psyker*, and melt the opposing Weirdboy's brains.

Direct action is also possible – Weirdboy powers mostly need a clear line of sight so the Weirdboy himself can't stay out of the way too much. Weirdboyz aren't as fearsome in hand-to-hand combat as most psykers, so attacking them in close combat works well against them, although their Weirdboyz Minderz will do their best to stop you. Another option is to engage some other Orks in hand-to-hand combat in the hope that the resulting surge of *Waaagh!* energy generated by the Orks will be too much for the Weirdboy to handle and his head will explode!

SQUAT PSYCHIC POWERS

The Squat psychic discipline is unsurprisingly rather limited, comprising only four powers rather than eight like those already listed. Of these, *Domination* and *Hammer of Fury* are attacks which are short ranged but exceptionally dangerous. Watch out for *Domination* in particular because it allows the Squat player to take control of one of your models for just long enough for them to fire a weapon or throw a grenade for example – obviously this can be rather terminal if you are in the habit of equipping characters with vortex grenades!



The remaining two powers are *Force Dome* and *Mental Fortress*. *Force Dome* is a flexible power which can be used to protect the Squats themselves or to trap enemy models. Though it's possible to break out of a *Force Dome* it's difficult and you can guarantee that the Squats will be busy while part of your force is trapped and helpless. To this end you should try to keep back a nullify for the *Force Dome* when it comes up, as it will do regularly as its the only long range power the Squats have got.





TYRANID PSYCHIC POWERS

The Tyranid discipline also has four powers in it. If you are faced with a Hive Tyrant or Genestealer Patriarch you can guarantee that it will have all four powers and nothing else. A Genestealer Magus, on the other hand, can also draw powers from the Adeptus Astra Telepathica deck so the advice given above also applies if one of these is present on the battlefield.

The Tyranid powers are all pretty short ranged with the exception of *Psychic Scream*. This power affects psykers and can stun them or drive them insane. This means only Psykers with a good leadership characteristic should go up against Tyranids, Adeptus psykers (for example) are rather too likely to go insane to make them worth bringing along.

The Horror is a power which forces enemy squads to take a break test if they are within range of the psyker, so troops and characters with a good Leadership characteristic are again vital. The two remaining powers, *Catalyst* and *Hypnotic Gaze* are both channelled through Tyranid or Genestealer broods. *Catalyst* is by far the most dangerous (and, fortunately, hardest to use) as it makes the brood in question frenzied and more importantly gives them a 2D6 armour save like Terminators.



If the Tyranid player uses *Catalyst* make every effort to stop him and keep trying to nullify it on successive turns if you fail. If you don't, you'll find this rampaging brood virtually impossible to eliminate by shooting at them – and if they're in hand-to-hand combat you're already as good as dead.

THE CHAOS PSYCHIC POWERS

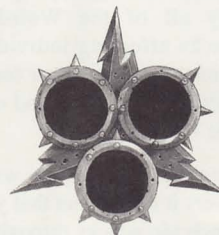
Like Hive Tyrants and Genestealer Patriarchs, Greater Daemons have all four of the powers from their particular deck so they're fairly predictable. A Chaos Magus can draw powers from the Adeptus deck as well, so they are potentially very dangerous. There are three disciplines of Chaos powers, one for each of the dark Gods which permits their followers to use psychic powers.

SLAANESH

The Slaanesh powers are all attacks, and three of them have a good range so early blasts are likely. Two of these long-ranged attacks affect only a single model so it is more than likely that your characters will be picked on. Aegis suits for your most valuable characters may be wise. The most dangerous power in the Slaanesh discipline is the *Fleshy Curse* which turns a model into a Chaos Spawn if it can't roll equal to under its Toughness characteristic on 2D6. The Spawn, to add insult to injury, crawls around chewing up your own troops! Stay alert for this power being played or much woe can follow.

NURGLE

The Nurgle powers are mostly short ranged, a couple of them being aura-type powers which are not good for you! Another uses a flamer style template and is exceedingly potent. The template attack kills models which fail their armour save so don't get too close without good armour.



The nastiest Nurgle power is *Plague Wind*, which can easily wipe out a squad and summon up daemonic Plague Bearers from their diseased corpses. Again, you need to keep a nullify handy to use on *Plague Wind* or you can have the unpleasant situation of one of your squads being snuffed and the Chaos player getting even stronger.

TZEENTCH

The Tzeentch powers contain a spread of attacks with short, medium and long ranges. Each is increasingly difficult to use, but all of them are very potent and can be deadly against individual models and vehicles. *Tzeentch's Fire Storm* is the attack with the longest range. Its area of effect covers a blast marker and can even penetrate a vehicle's armour to affect crewmen inside. As with *Plague Wind*, the souls destroyed by *Tzeentch's Fire Storm* are used to summon up Pink Horrors to the spot which can be very nasty! The other power held by Tzeentchian types is the *Boon of Tzeentch*. This gives the player more warp cards to use on his other powers – making it more likely that he'll be able to launch a psychic attack when you are least likely to be able to resist.

WARGEAR

While Warhammer 40,000 contains ten Wargear cards, Dark Millennium adds another fifty five entirely new ones. The addition of a few choice pieces of wargear allows you to upgrade your characters to be manic purveyors of destruction on a large scale. The only problem is what to take?

To my mind, pieces of wargear tend to fall into three distinct categories when I'm deciding what to take. There are a number of things which I always give characters or take when I am fighting particular opponents – I call these **Essential Items**. Less regular extras which are still useful but fairly cheap I term **Enhancements**. Finally, most expensive and limited-use items I consider more useful in the context of a **Cunning Ploy**.

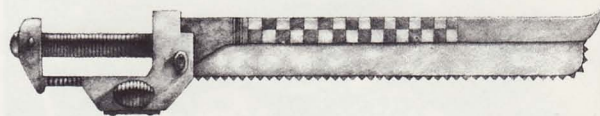
ESSENTIAL ITEMS

One mistake many players make when they pick Wargear cards is to think only in terms of how much damage they can inflict, rather than how they can protect their own characters.

Personally I always, always start by taking some kind of force field for my commander – a displacer field by preference but a conversion field (or a kustom force field for an Ork) will suffice at a pinch. With such an important character it's foolish not to spend a few points on protecting him properly! I don't generally hold with power fields as they are expensive and a bit limited (they only protect against shooting, not hand-to-hand combat).

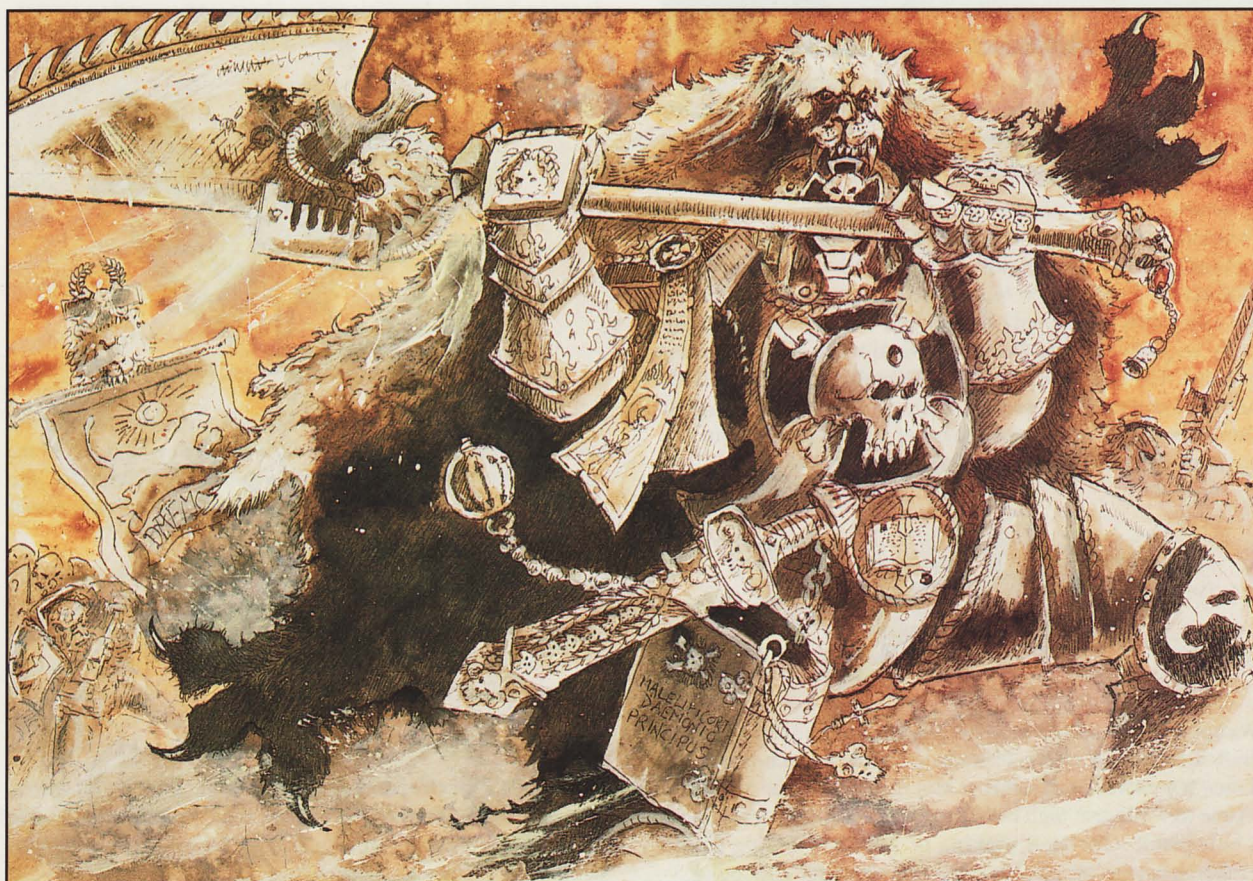
Psykers and lesser characters can be worth helping out with a force field, even if its just a refractor field. Tech-Priests, Apothecaries and Mekaniaks have only one wound so they are particularly vulnerable, but quite valuable, so they are often first to get a force field for extra protection.

Having dealt with defence, consider offence. Most weaponry on the Wargear cards comes into enhancements below. However, there are a few choice weapons which I consider essential if available to me – the Daemon Weapon for Chaos, the kustom blasta and kustom shoota for Orks and the Eldar ancient weapons such as the Executioner, Fire Pike, Lasblaster, Web of Skulls and Bright Lance.



Other than this, Psykers should always be equipped with a force weapon of some kind. This is because the force weapons are cheap and give you more flexibility in using your powers by allowing you to store psychic energy from turn to turn. Eldar psykers have access to the best psyker-orientated wargear and should always consider taking advantage of this by picking the Seer Runes and the Spirit Stone.

Finally, a couple of essential items against daemons are the Nemesis force weapon and the psycannon. Though they are expensive these weapons spell instant doom for any warp-spawned abominations that try and get in your way (the psycannon is good against psykers too).





ENHANCEMENTS

Enhancements are things which make characters slightly nastier in combat or harder to kill. The bionics Wargear cards are a good example of enhancements as they are cheap and give the character an edge in combat.

A number of fairly standard pieces of wargear – jump packs, frenzon and targeters for example, are very cheap enhancements. These are suitable for champion-level characters such as veteran sergeants or Nobz. Most enhancements should only be lavished on characters who are fairly tough as they are too expensive to waste if the character is killed. The medi-pack can also be handy to have around for putting important characters back on their feet, though it should be given to a minor character so that one of your big guys isn't wasting his time patching other people up.



Weapons such as the auxiliary grenade launcher, master crafted bolt pistol or combi-weapon are useful to increase the damage a character can inflict at a distance. After all, it is a shame to waste that high ballistic skill on shooting people with a bolt pistol. One-shot seeking or armour-piercing ammo further enhances the effectiveness of a character's shooting.

Characters of course are rather more handy in hand-to-hand combat than anywhere else. Digilasers, combat drugs and the storm shield are good choices here. Combat drugs are especially useful if you know your opponent is likely to use a particularly tough close combat orientated character like Ragnar Blackmane. Combat drugs make even the wimpiest character able to hold their own for a round or two against such raging monsters.

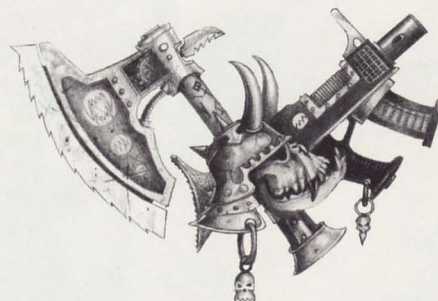
Against certain races (most notably the Eldar) your characters may need Aegis suits to protect them from psychic attacks. Similarly, consider enhancing your best psyker by equipping him with a psychic hood to increase his chance of nullifying incoming attacks.

CUNNING PLOYS

The wargear usable for cunning ploys is all pretty expensive, which makes it imperative to only pick it for a special reason. This could be because a particular enemy character, vehicle or squad of troops always gives you a very hard time, or you know that your force is going to find it difficult completing certain objectives or preventing the enemy completing theirs.

Rad and stasis grenades are particularly useful for blocking off areas if you have severe problems stopping your enemy executing the *Dawn Raid* and *Take and Hold* missions. An Assassin with polymorphine should make it possible for Imperial players to complete the *Witch Hunt* and *Assassins* missions with a minimum of fuss. The graviton gun is a must for any mission involving attacking Battle Bunkers.

The warp jump is very useful for a character who is worth a lot of points but needs to be in the right place at the right time – daemon-hunting Inquisitors or characters carrying vortex, virus or haywire grenades for example.



One of these three grenade types thrown (accurately) at the source of your problems is usually enough to take it out of the running. Normally the problem is getting the character into position so a transport vehicle or teleport-style psychic power could serve you well here too.

Don't forget that cunning ploys include counter measures to the enemy's own ploys. A teleport jammer is worthwhile to any player who suffers visitations from the Grey Knights, Terminators and the like. Immune (which makes a character immune to rad, virus, toxin and the rest) can upset your opponent's plans to off your commander with a nasty grenade – this could be considered an essential item for Orks.

Well that's enough spouting off about what I think you should do to get the best out of the stuff in Dark Millennium, dive in there and find out for yourself. If you don't have a copy of Dark Millennium get one soon!

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Bring 1,000 points of troops.
- April 9th Man O' War demo. Figures provided.
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- April 30th Blood Bowl demo day!



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Warhammer 40,000 night!
Bring 1,000 points of troops.
- April 14th Northern Ohio Modelling Association
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SKARSNIK, WARLORD OF THE EIGHT PEAKS

by Rick Priestly

SKARSNIK, WARLORD OF THE EIGHT PEAKS

80 points
+ 75 points Prodder
+ 50 points Gobbla

Skarsnik is the chieftain of the Crooked Moon tribe and the most powerful Night Goblin Warlord in the whole of the southern Worlds Edge Mountains. All the other Goblin and Orc tribes acknowledge his overlordship of the mountains around the ruined Dwarf hold of Karak Eight Peaks.

Since the Dwarfs returned to reoccupy their ancient hold, Skarsnik has virtually kept the Dwarfs prisoner within their tiny citadel. When Dwarfs try to enter or leave Karak Eight Peaks he hunts them down and hangs their beard scalps on long poles within sight of the citadel walls. He is remarkably cunning and is constantly luring the Dwarfs into ambushes and traps. At the battle of East Gate he managed to surround a Dwarf relief force and virtually destroy it, forcing the remnants to flee back into the citadel itself.

Skarsnik is accompanied by a huge Cave Squig which he calls Gobbla. Gobbla is enormous, very smelly, and mindlessly vicious but seems totally loyal to his master. Skarsnik feeds Gobbla on Dwarfs and any Goblins careless enough to stray too close.

Skarsnik carries a huge magical weapon called a Prodder. This enables him to throw blasts of magic about the battlefield.

Profile	M	WS	BS	S	T	W	I	A	Ld
Skarsnik	4	5	6	4	4	3	6	4	9
Gobbla	-	6	0	6	4	3	6	4	2

WEAPONS/ARMOUR: Skarsnik wears light armour.

MAY RIDE: Skarsnik can ride a chariot pulled by either war boars or giant wolves as described in the War Machines section of the Warhammer Armies Orcs and Goblins army list.

MAGIC ITEMS: Skarsnik may carry up to three magic items including Skarsnik's Prodder. Other items may be chosen from the magic item cards also published in Warhammer Armies Orcs and Goblins. See Warhammer Battle Magic.

SPECIAL RULES

MOVEMENT

Gobbla is chained to Skarsnik and so always moves together with him. The two models are placed side by side. Should Skarsnik be slain Gobbla will bite through his chains and act like a large monster that has lost its rider. See the Warhammer rulebook (PP68-69) for the Monster Reaction Table. Gobbla moves 2D6" per turn once free of Skarsnik.

HAND-TO-HAND FIGHTING

Gobbla will not bite Skarsnik but he may attack other Orcs or Goblins if given half a chance. If there are any enemy in base contact he will always bite enemy models in preference to friends. If there are no enemy in base contact he may bite other Orcs, Goblins, etc if they are touching. This tends to happen if Skarsnik joins a Mob and fights with it. Roll a dice at the start of the hand-to-hand combat phase. On the roll of a 6 Gobbla will attack whatever is touching him. Work out Gobbla's attack as normal. No break test is necessary for friends due to Gobbla's indiscretions.

SHOOTING

When the enemy shoots bows or other missiles at Skarsnik any hits are randomised between Skarsnik and Gobbla. Roll a D6: 1-3 = Skarsnik hit, 4-6 = Gobbla hit.



GOBBLA

Gobbla does not test psychology separately from Skarsnik. The two models are treated as a single entity and Gobbla always follows Skarsnik. Should Skarsnik be killed Gobbla reacts as described on the Monster Reaction Table in the Monsters section of the Warhammer rulebook. Gobbla does not react like an ordinary wild Squig as described under the Squig Hunter rules. If Skarsnik is killed Gobbla becomes so enraged that he takes no psychology or other leadership-based tests; he cannot be broken in hand-to-hand combat and is immune to the effects of psychology.

SKARSNIK AND GOBBLA

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SKARSNIK



GOBBLA



GOBLIN SQUIG HOPPERS



SKARSNIK AND HIS CAVE SQUIG GOBBLA LEAD AN ATTACK ON A HIGH ELF ARMY

HOBGOBLIN CHIEFTAIN

Hobgoblins are the treacherous, sneaky allies of the Chaos Dwarfs. Taller and thinner than Goblins, Hobgoblins often ride giant wolves and carry bows. In ages past, during one of the many rebellions against their Chaos Dwarf masters, Hobgoblins betrayed the Orc and Goblin slaves. Since this time the Hobgoblins have enjoyed the Chaos Dwarfs' favour and under the protection of their masters often fight as part of a Chaos Dwarf army.



HOBGOBLIN CHIEFTAIN MOUNTED ON A GIANT WOLF



CHAOS DWARFS AND BLACK ORCS CLASH WITH AN EMPIRE ARMY

BLACK ORC COMMAND

The origins of the mighty Black Orcs lie far back in the midsts of time. Using arcane magics, the inscrutable Chaos Dwarfs, succeeded in creating this new race of Orc slaves. Black Orcs were strong, fearsome warriors, not given to endless in-fighting that characterises the other orcish races. However, the Black Orcs proved to be too independantly-minded to make good slaves, and rebelled against their masters. They have carved a niche for themselves as the most powerful of the Orc and Goblin tribes, but some Black Orcs still remain loyal to the Chaos Dwarfs.



STANDARD BEARER



BIG BOSS



BOSS



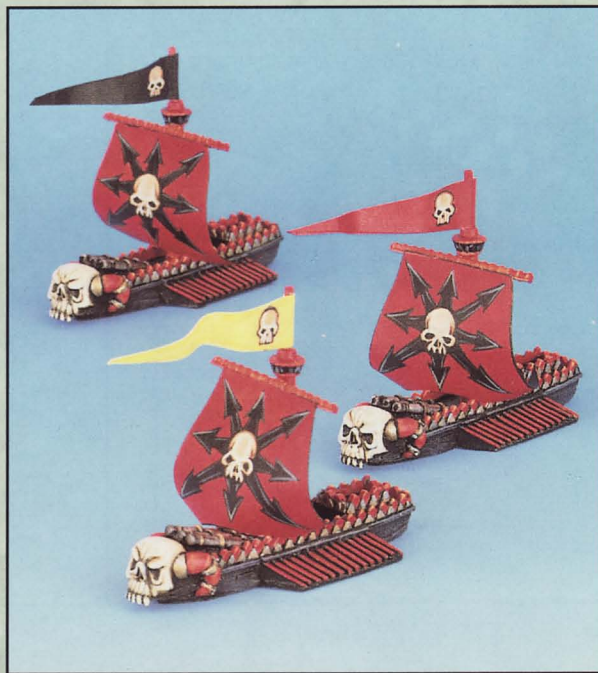
A REGIMENT OF BLACK ORCS

CHAOS FLEETS

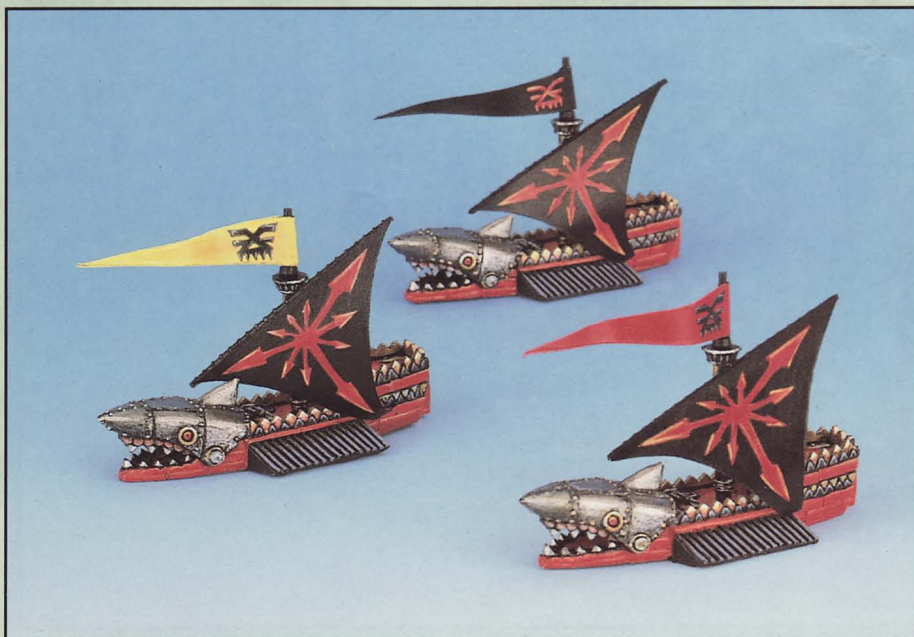
Down from the northern seas sweep the fleets of Chaos, to lay waste to the empires of the Old World. Emblazoned with the symbols of Khorne, huge Bloodships cut the water, driven by the power of insane oarsmen. As they close with their enemies, great bronze cannon rain down burning skulls, while the gaping maw on the Bloodship's skull-faced ram, vomits forth molten iron and lead. The dark hull of an Ironshark silhouetted against the horizon fills all seafarers with dread. As these massive craft hunt down their foes, their huge fanged jaws gape open to tear their victims apart, spilling their blood into the black depths of the ocean. Behind these vessels sail the Chaos Deathgalleys. Their hulls bursting with the zealous followers of Chaos, they roam the seas seeking only to spill blood in honour of the dark powers.



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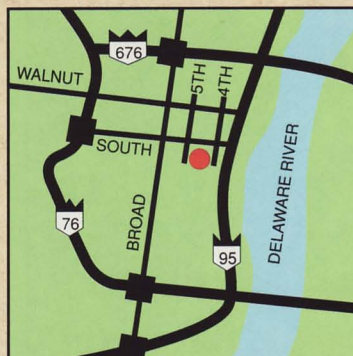
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SPACE MARINE®

CHAOS ARMIES

By Mark Watts

In last month's issue, Mark took a detailed look at the forces of the Eldar in Space Marine. This time he's turned his attention to Chaos Armies and their diverse assortment of brutal followers, deadly war machines and towering Titans.

No world is safe from the corruption of Chaos – its energy can leak into any mind that is weak, creating an opening through which daemons can enter the world. Some people give themselves freely to the cause of Chaos, trading their soul for a lifetime of power and the fleeting chance that their Chaos God will grant them the rare gift of immortality. These renegades from human society are the Chaos Champions whose followers include pirates and bandits, and even small daemons gifted to the Champions by their masters.

The Greater Daemons inhabiting the Eye of Terror (a region at the edge of the Imperium warped by Chaos) are constantly at war, usually with each other. However, when the opportunity presents itself, the forces of Chaos ally with one another and spill forth in vast fleets of abandoned Space Hulks to ravage and destroy the planets of the Imperium. These armies are led by Greater Daemons accompanied by their warbands of

abhumans, daemons, giant war machines, Chaos Champions and traitor Imperial Guard or Cultists.

Not even the Imperium's elite Space Marines are immune from the touch of Chaos. Thousands of years ago the Imperium was torn apart by the great civil war known as the Horus Heresy. Super-human Primarchs corrupted by the four Chaos Powers led their rebel Space Marine Chapters in a bloody war against the Emperor. The insurrection was finally crushed and the forces of Chaos forced to flee when their leader, Warmaster Horus was slain by the Emperor in a final apocalyptic battle. Although defeated, the Chaos Space Marines live on until such a time arises when they can exact their revenge against all humanity.

Of all the armies you can play in Space Marine, Chaos is perhaps the strongest, and it is certainly one of the most colourful. The armies of Chaos are structured very differently from all other races in Space Marine. Essentially, they are based around the Greater Daemons and Primarchs of the four Chaos powers, Nurgle, Tzeentch, Khorne and Slaanesh. Each Greater Daemon is the equivalent of a Company Card requiring a minimum of three followers or Support Cards (called Minions in the Chaos horde), and a maximum of five. Each of the four powers has its own unique abilities which will enhance the fighting strength of your army, although each person's force will differ depending on their own personal favourites.

CREATING A CHAOS ARMY

Although a lot will depend on the point size of the game you are fighting, the basic principle of constructing your army in blocks around the Greater Daemons remains the same. This tends to make Chaos armies quite challenging to play as a lot more juggling of units is required to create the right balance between the amount of Daemons and followers in the army.

The most important thing to remember is that, at its heart, Chaos is primarily a close combat army. The main thing to concentrate on is how to get your forces into close combat as quickly as possible.

Unless playing an extremely large game, or combining your army with that of another Chaos General, you will find it nearly impossible to use all the Greater Daemons in your army. As a personal method, I always begin by selecting just a few of my favourite Greater Daemons or Primarchs and select their followers around a battle plan that I feel reflects their particular fighting styles. Depending on the amount of points left over I can then decide whether to buy more followers and/or another Greater Daemon.





Tzeentch forces assault a heavily defended Squat stronghold.

KHORNE AND TZEENTCH

My first allegiance is usually to Khorne, the Chaos God of War and Bloodshed. Khorne is a true fighting god and his followers are some of the most potent close combat warriors of all. Khorne also has a great hatred of magic and most of his followers have some sort of immunity or protection from any psychic attacks made against them.



The Bloodthirster is the embodiment of Khorne's power, such that its bloodlust and fury make it a near unstoppable close combat opponent. With a CAF of +12 it should win most one-on-one fights, even when pitted against Titans. Angron, Daemon Primarch of the World Eaters Space Marines, was once a mighty warrior of the Emperor before being corrupted by Chaos. Many centuries of service to Khorne has wrought great physical changes on Angron, endowing him with the same fearsome fighting qualities as his master as well as a terrifying roar that has the ability to rout nearby enemy. Both these servants of Khorne are at their best when plunged into the thick of the fighting, seeking out the strongest enemies to slaughter.

In complete contrast to Khorne are the forces of Tzeentch. He is a scheming and cunning God, a master of magic whose followers nearly all share part of his abilities.

The Lord of Change is Tzeentch's most favoured follower. Although lacking the close combat skills of the Khorne Daemons, the Lord of Change possesses the awesome Bolt of Change. This ranged attack transforms the victim into a heaving Chaos monstrosity that attacks and devours anything within its reach. When cast on a group of closely packed infantry like an Ork mob, this can be a particularly devastating weapon, as unless the spawn can be defeated in close combat, it remains on the board rendering objectives or vital terrain impassable to your opponent.

My favourite Greater Daemon, and one I always try to include whenever possible is Magnus the Red – Daemon Primarch of the Thousand Sons. Like the other three once loyal Primarchs, Magnus possesses great powers that have been bestowed upon him by his patron God. Not least of these is his Beam of Power.

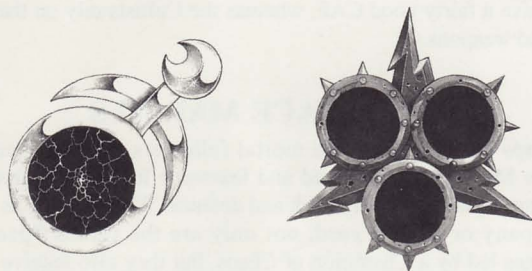


Unleashed from his single cyclopean eye this blast of raw energy is easily capable of destroying any target it strikes due to its high armour save modifier. With a range of 100cm Magnus is able to eliminate enemy vehicles, strongpoints and even Titans from the safety of his own baseline.

SLAANESH AND NURGLE

A more subtle form of destruction is practised by Slaanesh, Lord of Pleasure, whose perverse beauty and sensual magic render his opponents helpless. Greatest of his followers are the Keeper of Secrets.

These bull-headed Great Daemons combine sensuous pleasure with power and brute force. A powerful close combat opponent, it can create the Aura of Slaanesh once per turn which can cause any model under the template to literally die of pleasure. This is a particularly effective weapon against Super Heavy Tanks as the crew inside gain no protection from the tank's high armour saving throw.



This strange mixture of beauty and deadliness is also the characteristic of Fulgrim, Daemon Primarch of the Emperor's Children, whose soporific musk causes nearby enemy units to switch allegiance and turn upon their own side. As this particular attack is tested against a unit's morale it is at its most devastating when used on armies such as the Imperial Guard or Orks whose morale is one of their weak points.

Perhaps one of the most frightening Chaos powers to behold is Nurgle: God of Plague, Pestilence and Decay. Nurgle Daemons make a terrifying sight, their flesh rotting with decay and covered with running sores.

Mightiest of his minions are the Great Unclean Ones. These loathsome Greater Daemons are accompanied by hordes of tiny Nurglings, whose numbers make it impossible for more than one model to engage the Great Unclean One in close combat. This is an adequate compensation for the Greater Daemon's low CAF. Great Unclean Ones may also vomit a Stream of Corruption over nearby enemy units. This repulsive attack destroys all opponents under the template on a 3+ regardless of armour saving throws. The appearance of Mortarion, Daemon Primarch of the Death Guard, couldn't be more different from his master. This cowed skeletal figure is able to invoke a Plague Wind that infects any model within 15cm with a deadly rotting disease which can spread like wildfire through a closely packed unit. Armed with a daemon-etched scythe he is also a fearful opponent in close combat.

One characteristic that is common to all Daemons, lesser and greater alike, is their terrifying appearance, causing troops to be literally rooted to the spot in terror. In game terms this translates as a rule that prevents living troops (not Dreadnoughts or Wraithguard) on first fire orders from shooting any Daemons that charge into close combat against them. Once a Greater Daemon is in close combat the engaged unit must make a morale check and go onto Fall Back orders if it fails. These rules make Daemons ideal attackers against areas that are well defended, such as objectives held by troops like Squat Thunders or Marine Devastators who rely on devastating firepower to keep attackers at bay.

CHAOS CARDS

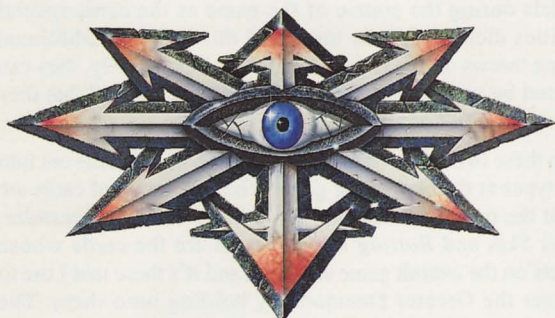
For every Greater Daemon that you choose for your army you are randomly dealt 3 Chaos cards. These cards represent the various mutations and strange abilities common to all Chaos creatures. The cards are dealt at the beginning of the game and held in your hand until you decide to use them in one of two ways. The first and simplest is to play them on your units or models during the course of the game as the cards special abilities dictate. For the most part this involves additional saving throws or bonuses to your CAF. Alternatively, they can be used by your Greater Daemons to negate any kill that they suffer as a result of failing their saving throw.

With these two methods in mind I like to sort my cards out into two types at the start of the game. The first group of cards are of all the ones I consider minor abilities, such as *Eyestalks*, *Scaly Skin* and *Rotting Flesh*. These are the cards whose effects on the overall game are slight and it's these that I use to protect the Greater Daemons by holding onto them. The second group is made up of cards that I deem useful to my battleplan or able to radically alter a situation to give me an advantage. A good example of this type of card is *Invisibility*. During a battle against the Eldar, a unit of my Plague Bearers was attacked in close combat by Exarchs. By playing *Invisibility* on my lesser Daemons I was able to save these valuable troops from a one sided round of combat as well as exposing the Exarchs to fire from my cultists in the advance phase.

One of the greatest assets of a Chaos army is its morale. Greater Daemons radiate an energy that causes their followers to be filled with great determination enabling them to automatically pass any morale checks whilst in line of sight of



them. Although this involves a little extra thought in deploying your units it ensures that your army is virtually unstoppable as long as the Greater Daemons are present. Therefore, if I buy a Bloodthirster, I ensure that the followers I buy with it are of a type suited to close combat such as Minotaurs, Bloodletters and Juggernauts of Khorne.



CHAOS FOLLOWERS

The followers of Greater Daemons can be split into three basic types: Daemons, Daemon Engines, and mortal followers. The mightiest amongst these are the Daemons, who stalk the battlefield at their master's command, destroying all but the strongest of foes. Although not as powerful as the Greater Daemons their appearance is equally horrific

The Daemon followers of Chaos are varied but all are deadly. Khorne's Bloodletters are not only lethal in close combat, but can also regenerate which makes them very hard to kill. Pink Horrors too have a sort of immunity from death as each one that is hit is simply replaced by two Blue Horrors instead of being removed.

It is easy to be taken in by the devastating powers of these, and other Daemons but the key word when choosing your Chaos army is balance. In order to get close enough to be deadly in combat you will have to cross the battlefield. To survive the inevitable hail of fire from your enemy you will need the protection of a screen of more numerous, but cheaper troops.

There are many mortal followers of Chaos, ranging from the disillusioned individuals seeking power and revenge to the hordes of mutated outcasts who seek only blood and destruction. One of the races where many of their numbers fell prey to the temptations of Chaos were the Squats. The twisted brethren of this noble race are responsible for constructing many of the special weapons and war machines that feature so strongly in all Chaos armies. On the battlefield, Chaos Squats fight with great ferocity, favouring, like their still loyal brothers, the use of heavy weapons to eliminate their foes. Bought in small warbands and led by a Chaos Champion they are at their best placed in cover where they can provide supporting fire for the rest of the army.

If it's muscle you're looking for, then a warband or two of Trolls and Minotaurs led by Chaos Champions, should be your first choice. Although lacking the intelligence to use any form of ranged weapons, their numbers and high CAF make them excellent close assault units. Trolls in particular are prone to stupidity, making their actions fairly random from turn to turn. As adequate compensation they do have the ability to regenerate wounds (in the same way as Bloodletters) making them a valuable addition if only for the frustration they cause as they rise from the grave to continue the fight.

By far my favourite units are the Juggernauts of Khorne. Ridden by favoured Champions, these living steeds of iron and brass are practically unstoppable while charging. Even if killed during the first fire segment, the Juggers can still complete their combat before they are removed. With a CAF of +5 they are sure to take a few enemy stands with them.

To some degree or other, every army requires expendable troops. Their job is to distract the enemy and split-up his fire in order to protect your less numerous elite units. Being relatively inexpensive and numerous (200 points for ten stands plus a Chaos Champion for the Beastmen), both Beastmen and Chaos Cultists fill the role of cannon fodder admirably. Like their larger relatives, the Minotaurs, Beastmen lack ranged weapons but have a fairly good CAF, whereas the Cultists rely on their ranged weapons.

CHAOS SPACE MARINES

Perhaps greatest of all the mortal followers are the Chaos Space Marines. Well armed and fearsome in close combat, they are equally good at attack and defence. When bought as a Company or Legion card, not only are the Chaos Space Marines led by a Champion of Chaos, but they also receive a special Chaos reward card. This card reflects the particular characteristics and powers of the Space Marine Legion's Primarch. For example, the World Eaters have had bestowed on them the Blood Rage of Khorne, increasing their CAF for a turn, while the Thousand Sons are capable of summoning and casting a vortex. Like other Chaos cards they are discarded after they have been used.

Although these Space Marines have turned to Chaos they were once loyal and as such have access to many of the machines and equipment used by their still loyal counterparts. In the Renegades boxed set, Minion cards are provided for the more common things like Bikes, Land Speeders, Rhinos and the much feared Terminators and Land Raiders. A wise Chaos General should make the most of this quality equipment to supplement his army with some much needed support.

WAR MACHINES

At present the most common Daemon Engines found in the Chaos army are constructed by Khorne and Tzeentch. Both these Gods have set their particular mark on these fearsome machines. Those of Khorne are covered in black skull decorated armour and bristle with weapons. Although no less destructive, the Daemon Engines of Tzeentch present a very different spectacle. Powered by arcane sorcery they fly above the battlefield raining destruction on all below.

TZEENTCH FLYERS

The Fire Lord is one of the largest flying Daemon Engines of Tzeentch. Although these heavy bombers are laden with weapons they are still capable of quite a turn of speed, up to a maximum of 60cm a turn. During its movement the Fire Lord can only travel in a straight line, dropping clusters of firestorm bombs on the enemy as it swoops overhead. Once this bomb run is finished the rest of its weapons can open fire to pick-off any surviving opposition.

Smaller in size but no less deadly are the squadrons of Doom Wings that stream across the battlefields at such a speed that shots fired against them suffer a -1 modifier. In close combat

the Doom Wing is so manoeuvrable that it doubles its CAF when fighting other flyers. Because of their fast but limited style of movement both these flyers are most suited for deployment on the flanks of your army. From this position they can speed forward, flying low to make the most of any cover, before cutting across the centre to make long strafing attacks on any concentrated enemy formations deployed on the baseline.



The strongest of all the Tzeentch Daemon Engines are the Silver Towers. Apart from their numerous cannon, the Silver Towers' most potent weapon is its beam of power. This magical bolt of energy has a long range and a good save modifier of -2 making it an ideal weapon for picking off enemy vehicles. Although slow moving compared to the Fire Lord or Doom Wing, the Silver Tower is able to move up to 20cm and still fire in the first fire segment of the combat phase. Silver Towers are bought in pairs and create a magical wall of warding 10cm in length between them. Any enemy fire that passes through the warding, indirect or otherwise, suffers a -1 to hit modifier. By deploying a unit or two of Silver Towers in front of your charging infantry you can gain some potent fire support while providing them with much needed protection.

DAEMON ENGINES OF KHORNE

Daemon Engines of Khorne are bought in squadrons of three (comprised of any variants that you choose) for a mere 300 points. Although all these war machines feature various combinations of scythes, blades, spikes and guns it seems easier to simplify matters by dividing them into two types. The first features mostly short ranged weapons and usually have a much higher CAF than normal. The second variety tend to have more long-ranged weapons although this is usually offset by the fact that all of Khorne's Daemon Engines must have either advance or charge orders – reflecting Khorne's eagerness to close with the enemy.

The Deathdealer, Brass Scorpion and Cauldron of Blood all fall loosely into the first category. The Brass Scorpion is a particularly fast vehicle, as well as being armed with several guns and a potent short-ranged gatling sting that rolls six attack dice. Despite a fairly low saving throw, its high CAF tends to make short work of any close combat opponents while its scything power claws can cut a path through even the densest woods. The Deathdealer also has a short ranged gatling cannon as well as a longer ranged tower gun and numerous bolters, all topped off by a gigantic mechanical warrior at the front. A slightly higher saving throw gives welcome protection to the five troop stands that it's capable of transporting. Personally I never like to put this many eggs in one basket and tend to limit myself to two or three stands per vehicle.

The Cauldron of Blood with its flame template of lava-like Daemon Blood has a more specific battlefield role when included in my army. Anything under the template is hit on a



A mighty Banelord Titan leads the Chaos army to battle.

SPACE MARINE PLAY SHEET

SPACE MARINE

SPACE

CONFLICT IN THE WAR-TORN



MINIATURES SUPPLIED UNPAINTED. BANNERS NOT INCLUDED. CONTENTS AND COLOURS MAY VARY FROM THOSE SHOWN.



TORN UNIVERSE OF THE 41ST MIL

WARLORD TITAN

Move:	Close Assault Factor
15cm	+14
Notes:	
The Warlord Titan has a vast arsenal and capacity to mount & weapons. Mark down the targets - illustrated on the box.	



SPACE MARINE SUMMARY SHEET

SPA

SPACE MARINE SUMMARY SHEET

TROOP TYPE	MOVE	SAVING THROW	CLOSE ASSAULT FACTOR	WEAPONS	RANGE	ATTACK DICE	TO HIT ROLL	TARGETS SAVE MODIFIER	NOTES
Space Marine HQ Unit	10cm	None	+4	Bolt Pistol	25cm	2	5+	0	Command unit. Imperial troops within 10cm add +1 to their Morale value.
Tactical Marines	10cm	None	+2	Bolter	10cm	1	5+	0	
Imperial Guard Raider	20cm	2+	+3	Lasgun/Bolter	25cm/15cm	2/1	5+/6+	0/2	May carry 2 troop standards.
Marine troop carrier	4+	0	0	None	15cm	1	6+	0	Command unit. Orks may only be given orders if there is an Ork Command unit within 10cm.





Banelord Titan

roll of 4, 5, 6 with a -1 modifier regardless of any cover. This makes the Cauldron of Blood a useful weapon for flushing infantry out of buildings or fortifications.

I tend to class the Tower of Skulls and the Blood Reaper as longer ranged weapons, as both are armed with a multitude of medium ranged (50cm) guns. The Doom Blaster lobbs a thunderous barrage of shrapnel-packed shells in the form of two barrage templates.

All Daemon Engines of Khorne are powered by psychic energy released by bloodshed and violence. Their fighting ability is greatly increased if the battle is going well for Chaos. If Chaos is ahead on victory points at the end of a turn the Daemon Engines receive +1 to their to hit rolls, +1 to their saving throws and roll an extra D6 in close combat. Although it takes a very good general to put a Chaos army ahead on victory points in the early stages of a battle, if you can do this your Daemon Engines become nearly invincible.

CANNONS OF KHORNE

Through not true Daemon Engines, the Cannons of Khorne deserve a mention. Mounted on an armoured carriage these giant cannons fire a huge meteor of flame drawn from the energies of warp space itself. This is one of the few weapons of Khorne that is able to stay on first fire orders, and you should make the most of this by positioning them with a commanding view of the battlefield from turn one. This weapon is a particularly nasty way of turning the tables on those opponents who like to pack buildings full of infantry. With its -4 save modifier this type of cover can work against them as the

buildings come crashing down, killing far more stands than you could have if they had been deployed in the open.

CHAOS TITANS

During the Horus Heresy great numbers of the mighty Titan Legions turned traitor and joined Horus against the Emperor. With the death of Horus the surviving Titan Legions were driven into the Eye of Terror where they now dwell, waiting to be unleashed again. During their time on the various Daemon Worlds many of the Titans have become warped and mutated taking on many of the characteristics of their patron God. Some Titans have had their heads reshaped into Daemonic visages, grown long sinuous tails topped with blades or guns, while others have special weapons used only by Chaos, as well as the more common ones.

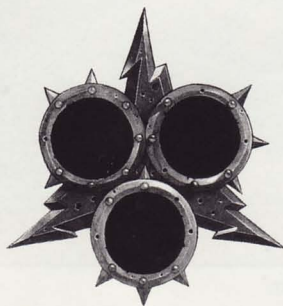
Though Chaos Titan Legions use both Reaver and Warhound variants, by far the most common are the Mighty Warlords. Most feared of these is the dreaded Banelord Titan. Whereas other armies buy their Titans as special cards, the Banelord can only be bought as a Minion card for the Bloodthirster. Because of its insatiable bloodlust the Banelord can only be given charge or advance orders. The Banelord also receives the bonus to its dice throw like the Daemon Engines if Chaos is winning, as well as a special psychic saving throw of 3, 4, 5 or 6. Despite its high CAF and good close combat weapons it is very rare that I put the Banelord on charge orders, preferring instead to make use of its potent weaponry. Personally I never set out to go one-on-one with an undamaged enemy Titan during the course of a normal game. Because of its slow movement rate your opponent has time to prepare for an attack, and if he has any sense you will be badly shot up by him as you charge.



A far better tactic is to keep moving forward on advance orders in order to make the most of its devastating armaments to support your attacking army. The carapace mounted Havoc Missile launcher is perhaps the Banelord's deadliest weapon when used in this role. The missile rack is loaded with six Havoc missiles that can be fired in ones or twos or altogether in one delightfully destructive salvo.

On its arm-mounts the Banelord carries a Hellstrike cannon and a Doomfist. The Hellstrike cannon is great against infantry in buildings as the huge hellfire shell explodes above the target

raining down a corrosive mixture that makes a mockery of any protective cover. The Doomfist is a hellish combination of chainfist and battle claw giving it an extra D6 in close combat as well as the ability to rip pieces off its opponent if it wins. As an added bonus, two melta cannons are built into the weapon to provide a short ranged but powerful attack capable of vapourising the heaviest armoured vehicles. As powerful a machine as the Banelord is, the inability to go onto first fire makes it very vulnerable to suicide attacks by fast moving bikes or infantry detachments. To counter this threat, I use a warband of Chaos cultists to act as bodyguards in a similar way to the tactic used to protect the Greater Daemons.



LORD OF BATTLES

The Lord of Battle is not just a Titan sized machine but also a Greater Daemon of Khorne imprisoned within a mechanical form. As such, all the rules for Greater Daemons and the bonus applicable to Daemon Engines still apply, as do the rules concerning order counters. Apart from the fixed headcannon and hull firethrowers the Lord of Battle has a choice between four arm mounted weapon variations. The first two are close combat weapons and while the chainfist is the same as a chainfist on a Titan, the Hellblade is a little different. If the Lord of Battle wins a round of combat against a Titan it makes a special slash attack on up to two different locations inflicting damage as normal. Ranged weapons include the Deathstorm which is useful for eliminating infantry or lightly armed vehicles. The Doomburner fires a burst of super-heated molten metal which carves through armour and any cover with equal ease. With the differing arm variations you can equip it the style of game you like to play giving it the role of either moving firebase or close combat Titan killer. Yet again you might find it prudent to deploy an ever present bodyguard of infantry as before. One great advantage the Lord of Battle has over other Titans is that, as a Greater Daemon, it can continue to nullify the effect of terminal damage as long as you can continue playing Chaos cards.

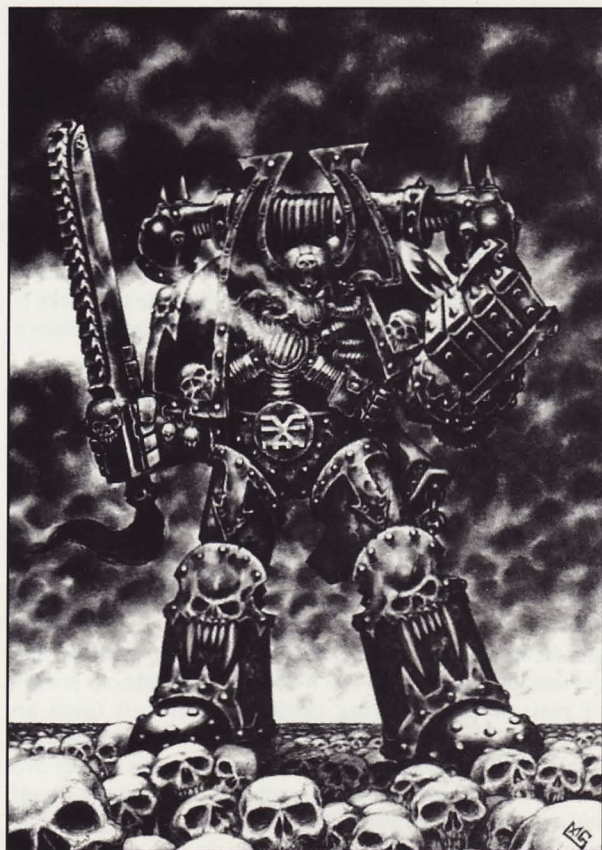
CHAOS ARMY TACTICS

Despite the fact that no two Chaos Armies are going to be identical, the basic tactics should remain the same due to certain consistent factors. By their very nature, all Chaos armies include a high proportion of close combat troops who lack any ranged weapons such as Beastmen and Daemons. Those units who do possess these weapons, such as Chaos Squats and Space Marines, are few in number and lack the range of other armies' support weapons. Being outgunned and outnumbered in this way makes it all the more important to close with the enemy as quickly as possible to exploit the advantage of your superior close combat units. How to best go about this very much depends on your fighting style and the composition of your army.

Wherever possible you should endeavour to make the most of the terrain provided, moving your best units (usually the least numerous) from cover to cover until you are within range for that final charge. If you find yourself in a situation with little terrain on the board it's sometimes best to try and concentrate your attacking force in one place – there's safety in numbers. Faced with so many targets your opponent may make the mistake of diluting his fire amongst several units. Even if this isn't the case, simply by massing your troops together you ensure that by sheer weight of numbers some will live through the fusillade of fire to complete their mission. Another way of taking some of the pressure off your attacking units is to place something powerful like a Titan or Greater Daemon with them. The usual response to this rather terrifying sight is to hit it with everything available in order to prevent it closing in. Lucky shots aside, good saving throws and judicious amount of Chaos cards can enable these models to soak up a lot of punishment that would otherwise be killing off your infantry.

These reasons alone are why choice of table edge is such an important consideration to every Chaos General. Although it might seem strange, whenever I have the option I tend to take the side of the board with the least terrain on it. The main reason behind this is that I'm more than likely to be the attacking player and therefore my army needs to make the most of any terrain to gain protection as I cross the battlefield.

When attacking, I always deploy my army as far forward as possible (this also tends to make any terrain on my baseline obsolete) so that by the end of turn two even my slowest units will be on his side of the board. Any dense terrain on his side further than 25cm from his baseline will drastically cut down his line of sight. This, in turn, forces him to move his troops at the beginning of the game to better positions therefore





Chaos Beastmen protect a Great Unclean One from attacking Imperial Grey Knights.

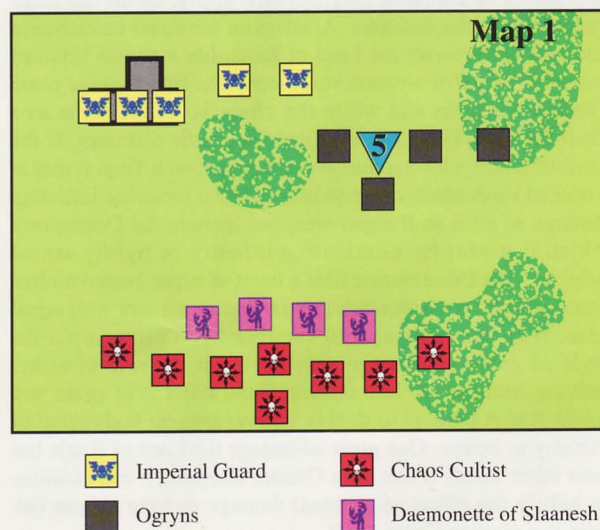
reducing the amount of fire my army is exposed to while crossing open ground in the first couple of turns. Once across, this same terrain provides cover for my troops as they move closer, ready to charge into close combat. Also, because only a small proportion of my army will be used as long range support, the need to have cover on my side of the board is greatly reduced. In fact, having little cover makes it even harder for your opponent to launch attacks on your own objectives.

Once dice throws for table edge and initiative are taken care of, we move onto the vital stage of deployment. As a general rule of thumb I prefer to limit my army deployment to half or two thirds of my table edge (depending on the army points size). This is a good way of maximising the punch and firepower of a smaller army when fighting a numerically larger enemy. Also, should your opponent deploy across the whole length of his baseline, those units at the opposite end to your attack will be out of range, forcing him to redeploy or lose their influence on the game. However, with your own troops being deployed in a smaller area they are particularly vulnerable to attacks by barrage weapons, making these high on your list of priorities to eliminate.

My usual bias to Khorne and Tzeentch has the advantage of providing me with a good mix of close combat and supporting units. Once I've decided where my main attack will be I like to group together my assault force, comprising those Greater Daemons whose followers I have chosen for their high CAF. A typical selection of units will be Minotaurs, Trolls, Beastmen, Juggernauts of Khorne, Bloodletters and Chaos Cultists (my cannon fodder) led by Bloodthirsters or Lords of Change. Amongst this force I deploy Daemon Engines, Lords of Battle and the faster Titan variants like Warhounds so I can use their devastating short ranged fire to thin out the stubborn pockets of resistance. Following behind this assault force are detachments of Chaos Squats or Space Marines, usually transported in Rhinos. This trailing force move in to take over the defence of any objectives captured allowing the assault force to continue forward. Their combination of high morale, good firepower and high CAF enables them to put up a good

defence against opponents as diverse as hordes of Ork Boyz and the elite Space Marines.

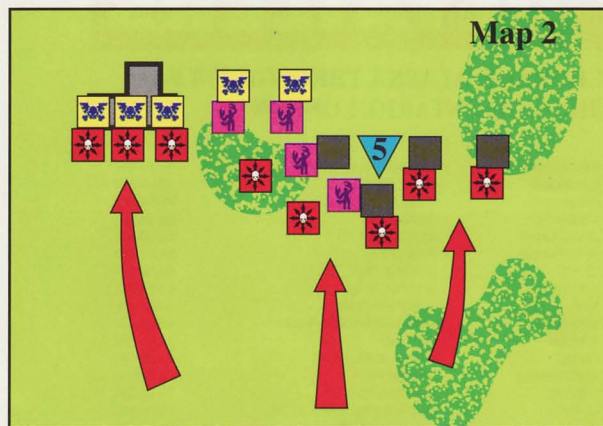
ATTACK AND DEFENSE



In this particular battle, a unit of Daemonettes of Slaanesh followed by a Warband of Chaos Cultists are about to launch an attack against an Imperial held objective. Both the Ogryns and the Assault troops have just advanced to their positions as the Chaos Horde charges into the attack (Map 1).

Deciding to take a bit of a risk in order to eliminate both Imperial units and take the objective this turn, the Chaos General throws his Cultists into the fight alongside the fearsome Daemonettes. Despite the Cultists low CAF the gamble might pay off if the Imperial troops succumb to the Daemonettes special attack. By putting the maximum distance between the Cultist stands, the Chaos General is able to create a chain long enough to engage all the enemy stands in close

combat. Invoking their aura of euphoric ecstasy, the Daemonettes force both the Imperial units to take an automatic morale check before combat begins. Fortunately for Chaos, both units fail their tests and are now entranced, unable to fight back. Any stand in close combat against either the Daemonettes or Cultists is immediately eliminated (Map 2).

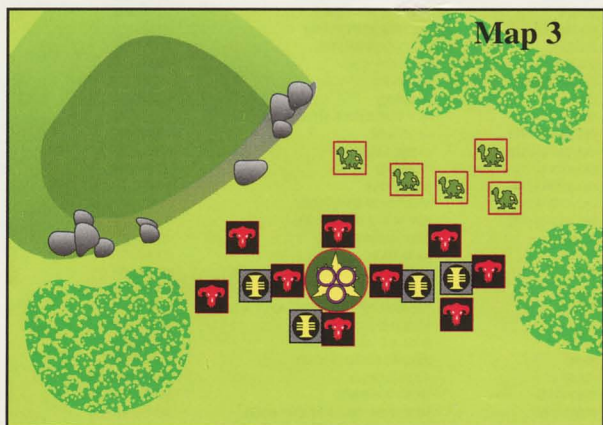


	Imperial Guard		Chaos Cultist
	Ogryns		Daemonette of Slaanesh

GREATER DAEMONS

By virtue of their high saving throw and ability to use Chaos cards to nullify the effects of otherwise mortal wounds, Greater Daemons are almost invulnerable to normal attacks. However, because all Daemons are creatures of the Chaos dimension – the source of all psychic energy – they are particularly vulnerable to psychic attacks, such as those made by Space Marine Librarians, Eldar Warlocks, and Ork Weirdboyz.

Any Greater Daemon slain by a psychic attack cannot be saved by a Chaos card and is hurled back into the warp. To avoid this happening it is important to provide your Daemons with 'escorts'.



	Grey Knights		Beastman
	Greater Daemon		Troll

Perhaps the greatest danger to Chaos comes from the elite Space Marine Grey Knights. Clad in Terminator armour and

armed with special psychic weapons, the Grey Knights have the ability to destroy Daemons in close combat as well as at a distance. To make matters worse for the Chaos player, they possess the ability to teleport onto any part of the battlefield during the movement phase. So just how do you deal with a powerful opponent like this who can literally appear anywhere? The simplest and most effective tactic is to give each Greater Daemon a bodyguard of troops who are able to keep up with them as they move around the battlefield. By surrounding the Greater Daemon with at least four stands you can block any attempt by the Grey Knights to engage him in close combat. Once they have teleported down they must move around like any other unit. This gives your Greater Daemon the chance to either outrun them (not very brave but it keeps you alive), overwhelm them in close combat with other units, or pick them off with supporting units like Chaos Squats. None of these methods, however, can protect your Greater Daemons from the Grey Knights' ranged attacks. If you find this limits your battleplan too much, try to ensure that the Greater Daemons finish their movement amongst some other infantry who can give it the same protection.

FIRE SUPPORT

When it comes to long ranged firepower to support your attacks the powers of Chaos have a fairly limited choice of models. Apart from buying detachments of Land Raiders your best option is to invest in some Cannons of Khorne or a mighty Warlord Titan. These Titans, when equipped with some barrage weapons, or long ranged lasers like volcano cannons or turbo lasers, enable you to redress the balance a little with some death and destruction of your own. My favourites, however, are definitely the Cannons of Khorne. Although both the firing procedure and strength of each hit is variable (not forgetting the ever present danger of a misfire), the infinite range and high save modifier combine to make them devastating when they do hit.

With most of the Chaos army being comprised of relatively slow foot troops, I always take the opportunity to have at least a couple of units of fast moving Disc riders or Chaos Space Marine Land Speeders and Bikes. Because of my particular devotion to Khorne I always tend to have Daemon Engines. Like the Lord of Battle, they receive a bonus to their dice rolls if the Chaos army is ahead on victory points that turn. The more of these war machines you have the more important this factor becomes. The unfortunate and frustrating fact when commanding a Chaos army is that until you get into close combat your opponent has probably been able to amass more victory points than you simply by sitting on first fire and shooting up your advancing army.

I try to remedy the victory points situation at the start by using these fast moving detachments to snatch as many objectives as possible. Though this tactic can work well it's a good idea to keep back some of these units in order to harass weak points in the enemies lines, particularly on the flanks. To protect himself, your opponent must tie up valuable units in a passive role defending objectives and artillery throughout the game instead of shooting at you.

Regardless of any casualties that you inflict through shooting or lightning hit and run attacks, a conclusive victory for Chaos can only be brought about through close combat. Leaving you with this pearl of wisdom it only remains for me to say good gaming and may your dice always roll high.

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WARHAMMER

40,000

WARP SPIDER ASPECT WARRIORS

By Rick Priestley

This month sees the release of the Codex Eldar together with the first in a range of new Eldar miniatures. In this special preview, Rick provides the background history of a new Aspect Warrior shrine as well as rules for their unique wargear.

BACKGROUND

The Warp Spiders take their name from the tiny creatures which may be seen within the Dome of Crystal Seers amongst the wraithbone trees. These minute sparkling creatures can move anywhere within the Craftworld by means of the wraithbone core, melting their bodies into the infinity circuit and crystallising at a new location. They have evolved from the psycho-plastics of which the Craftworld is made, and are therefore able to assimilate with the Eldar's physical environment, moving through the infinity circuits much like the souls of dead Eldar.

The spiders are aggressive hunters of intrusive psychic forces, and are attracted in vast numbers to the presence of any

invasive psychic entities. As the wraithbone core is supportive of psychic consciousness in a similar way to warp space, it is possible for it to become corrupted by the fragmented consciousnesses of lost human or other non-Eldar souls.



In theory at least, it would also be possible for a daemon of Chaos to find its way into the wraithbone core, although such a thing would be immediately apparent. The tiny warp spiders ensure that this doesn't happen, hunting and destroying alien psychic fragments much as white blood cells in the human body attack and neutralise foreign bacteria.

The Warp Spider Aspect Warriors epitomise the doctrine of aggressive defence. Their costumes and weaponry reflect the tiny warp spiders after which they are named. By means of a compact warp-generator within their armoured shell, the warriors are able to make short warp-jumps, disappearing and reappearing some metres distant. This enables them to make sudden and totally unexpected attacks upon their foes. Their ritual weapon is the Death Spinner, which projects a deadly cloud of mono-filament wire.

ARMY LIST

WARP SPIDER SQUADS

..... 41 pts per model

Your army may include any number of Warp Spider squads. The Warp Spiders wear the unique warp jump packs and carry Death Spinners.

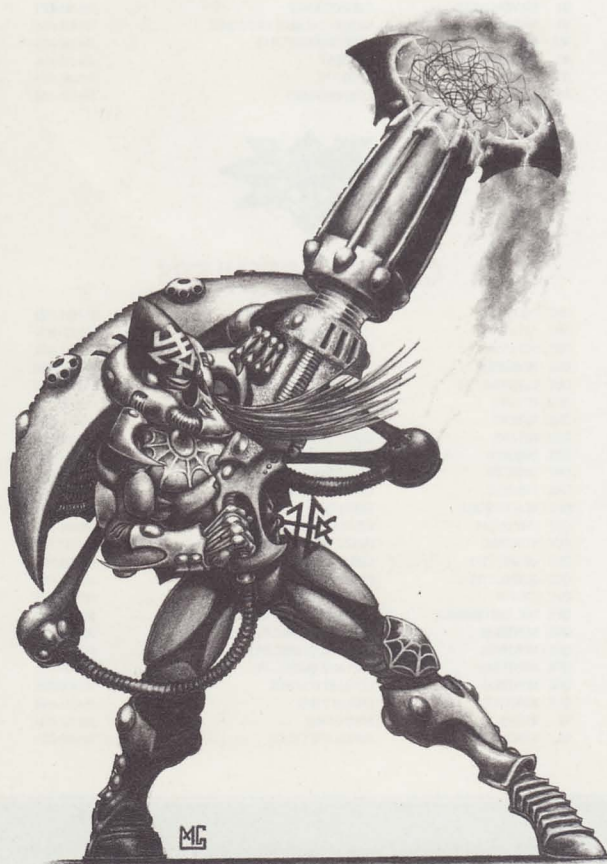
Troop Type	M	WS	BS	S	T	W	I	A	Ld
Warp Spider	4	4	4	3	3	1	4	1	9

SQUAD A squad consists of between 3 and 7 models.

WEAPONS Death Spinner with hand-to-hand combat blade.

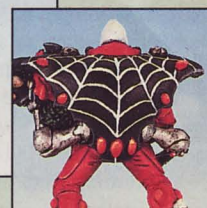
ARMOUR Warp Spider Aspect armour (3+ save).

WARGEAR Warp Spiders carry Warp Spider jump generators.



ELDAR ASPECT WARRIORS

WARP SPIDERS



Unlike Guardians, Aspect Warriors do not display the colours and symbol of their Craftworld on their armour. Instead they display their allegiance to their individual shrines regardless of which Craftworld they are from. Each Aspect Warrior shrine has its own distinctive rendition of the traditional colours and markings of its Aspect, with further variations designating different squads from the same shrine.



The Warp Spider Warrior Aspect adorn their armour in the colours of red and black, often offset with white. Commonly the armoured shell of their jump generator has a marking unique to their shrine, with further variants being applied to the markings of different squads from the same shrine.



TYPICAL VARIANTS OF THE WARP SPIDERS COLOUR SCHEME

SHRINE MARKINGS

DARK REAPERS



Dark Reapers use the rune *Dralith* to mark their helmets, showing their role within the Path of the Warrior as the harbingers of death and destruction.

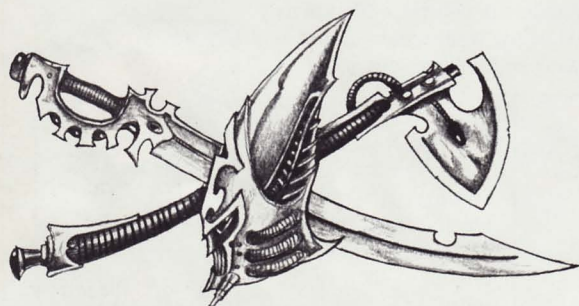
Dark Reapers Aspect Warriors wear heavy armour of interlocking plates and carry sleek but deadly missile launchers. They embody the aspect of the War God as Destroyer, the dark reaper of souls, most sinister and lethal of all the warrior aspects. Their armour is predominantly black or midnight blue to signify their embrace of the dark and destructive forces of the Eldar psyche. This is offset by the colour red, which symbolises red ruin and fury, on their helmets and weapons. Some shrines favour back-banners or weapon pennants marked with skulls or the triple-bladed scythe, though this is by no means universal.



SOME COLOUR SCHEME VARIATIONS FOR DARK REAPERS

DEATH SPINNER MONOFILAMENT GUN

This weapon is usually known simply as the Spinner. It is of similar concept and design to the deadly Harlequin's Kiss and the much larger Doom Weaver support vehicle. All of these weapons project a long thread of single-molecule chain, or mono-filament wire. This kind of device and the technology used to create it are unique to the Eldar. The Spinner's magnetic containment field spools the wire together and hurls it towards the enemy in a rapidly expanding mist-like mass called a spinner cloud. The wire strikes its target and its own tension causes it to writhe and lash as loose ends seek out tiny loopholes in the victim's armour. Where it touches flesh or soft tissue the wire uncoils inside the victim's body, severing tissues and turning flesh into pulp.



SPECIAL RULES

Template. The Death Spinner uses the large teardrop-shaped template from the Warhammer 40,000 game (the same template that is used for a heavy flamer). Position the template in the normal manner. Any models either wholly or partially under it are considered targets and may be hit by the spinner cloud as described below. Note that this is slightly unusual: normally models which are partially under a template are not automatically targets. However, the spinner cloud's tendrils reach out and ensnare their victims, so models on the edge of the template are almost as likely to be affected.

Spinner Cloud. No conventional 'to hit' roll is made against targets in the spinner cloud. Instead the Eldar player rolls to see if the spinner cloud catches the target before it has time to leap aside. The Eldar player rolls a dice for each target. If the target is wholly within the spinner cloud template then the Eldar player adds +1 to his dice roll. If the score is more than the model's Initiative value the target is hit by the spinner cloud. If the score is the same as or less than the model's Initiative value then the model avoids the spinner cloud and is safe. A total score of 6 always hits the target, even if its Initiative value is 6 or greater, so there is always a chance of hitting your target. Bear in mind that you receive a +1 modifier for targets entirely covered by the spinner cloud, so a dice roll of 5 or 6 will automatically hit such targets.

A model which avoids the spinner cloud is immediately moved to the closest point on the outside edge of the template. This is extra movement and does not compromise the model's

shooting, hand-to-hand fighting or further movement except as noted below.

If a model is successfully hit by a Death Spinner then it is pinned in place for the duration of the shooting phase, assuming it is not slain. This means that it will not be able to avoid further Death Spinner shots, for example. If the target is shot at again by another Death Spinner it is therefore hit automatically. Note that it is possible for a target to avoid several Death Spinner shots during the same turn, so long as the Death Spinners fail to cause hits.

Resolve Hits. A target hit by a Death Spinner is automatically slain unless it can make a successful armour save with a -2 modifier. Take any armour saves including saves for field defences exactly as if hit by a conventional weapon. If armour saves are failed the target is dead regardless of how many wounds it may have – the long mono-filament wire has penetrated the target's armour and uncoiled hideously inside his body.

VEHICLES

The Death Spinner has special rules for penetrating vehicle armour. These are the essentially the same as the rules for the Harlequin's Kiss, another deadly spinner weapon.

When you place the Death Spinner template over a vehicle you automatically determine which locations on the vehicle are hit. Compare the vehicle datafax location charts to the model. Any locations either wholly or partially covered by the template are hit on the D6 roll of a 4, 5 or 6. In the case of exposed crew, for example the crew of a Land Speeder, if they are hit then proceed straight to any armour saving roll exactly as for foot troopers. In this case no roll is made against the target's Initiative.

To determine how much armour is penetrated roll a D6. If the score is 1-5 then whatever you roll is the amount of armour penetrated. If the score is 6 then roll a further D6 and add its score to the first. If this second D6 roll is also 6 add the score of a further D6, and so on, until a number less than 6 is rolled. This means the chances of scoring highly are low, but there is always a chance of penetrating even the thickest armour. If the target is penetrated roll a D6 and refer to the chart below.

VEHICLE CREW PENETRATION CHART

- 1 One randomly determined crewman is caught and killed by the wire.
- 2-4 Roll a D6 for each crewman. On a score of 1, 2 or 3 the individual is unaffected. On the score of a 4, 5 or 6 the crewman is killed.
- 5 Roll a D6 for each crewman. On the score of a 1 the individual is unaffected. On a score of a 2 or more the crewman is killed.
- 6 All crew are killed.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
						-2	Special	Roll against 1 to hit (+1 if target wholly covered). Score of 6 hits. See above.

WARP SPIDER JUMP GENERATOR

The Warp Spider Aspect Warriors use a warp generator to distort space, enabling them to jump from one place to another. When Warp Spiders jump they disappear from one place and instantaneously reappear elsewhere. A Warp Spider squad may jump instead of making a normal move, but cannot jump and move normally during the same turn as the process of jumping absorbs all the time they have for movement. A Warp Spider squad may also make a jump immediately after the shooting phase, allowing them to jump, shoot, and then jump again. Warp Spiders ignore intervening terrain when they jump



and may appear inside buildings, bunkers, and dense terrain, but they may not jump into vehicles.

The maximum total range that a squad can jump during a turn is normally 18". This distance can be divided between the movement phase and after the shooting phase. So, for example, you could jump 12" in the movement phase and 6" after the shooting phase. To jump the squad, take any one model and move it the desired distance. Once the first model has jumped the rest of the squad automatically follow – place the remaining models within 6" of the first, and with normal squad coherency (ie, all models within 2" of another). This may mean that some of the following models move further than the first to jump. This is perfectly acceptable as long as the restrictions given above are not broken.

It is possible to jump into hand-to-hand combat during the movement phase or after the shooting phase in which case hand-to-hand combat is initiated as normal. Note that in this case an enemy on overwatch will be unable to shoot as the Warp Spiders materialise instantly beside their prey, allowing no time to see them. The Warp Spiders receive the usual +1 combat score modifier for charging – this represents the sudden surprise as much as anything!

It is also possible for Warp Spiders to extend the total jump distance, but this is dangerous as prolonged exposure to the warp will quickly destroy an Eldar. The maximum permitted distance is 30", and the longer the jump the greater the risk.

When attempting a jump which will exceed your normal maximum distance roll a D6 for each model. You may need to roll before moving in the movement phase if attempting a long jump or you may need to roll after the shooting phase if extending your total jump distance that turn. On a score as indicated below the Warp Spider has been caught in the warp and destroyed.

Range	Destroyed on Score of
18-24"	6
24-30"	5 or 6

WARP SPIDER TACTICS

The basic tactics of the Warp Spider Aspect Warriors revolve around their unique wargear. Their favoured method of attack is to warp within a short distance of their foe and discharge their Death Spinner mono-filament guns. These weapons are deadly, but have a relatively short range, and are therefore well suited to the Warp Spiders' special abilities.

As well as the lethal Death Spinner, the Warp Spiders carry a warp generator and it is this which really makes them special. Unlike jump packs or Swooping Hawk Wings, the warp generator enables the Warp Spiders not only to move long distances in their movement phase, but also to move again after they have fired.

This is an extremely unnerving problem for your enemy to face as the Warp Spiders appear from nowhere, slaughter his men, and disappear before the survivors can do anything

about it. They are the only troops in Warhammer 40,000 who have this double move, and mastering the use of this ability is the key to getting the most out of the Warp Spiders. Jump generators are always accurate and don't need to avoid obstacles, unlike Swooping Hawk Wings. With this ability you can pursue your enemy wherever he hides, and not even his most secure command post is safe.

Against these Aspect Warriors all you can do is watch them very closely and make sure that endangered squads are covered by overwatch. Warp Spiders are only visible at the beginning and end of a warp jump – they simply aren't there in the middle – and so any overwatch should concentrate on areas they are likely to turn up. This threat alone may protect some of your troops, and will at least mean that the Warp Spiders are greeted by a hail of fire if they do attack.

WARHAMMER

40,000

PLASTIC BOXED SETS

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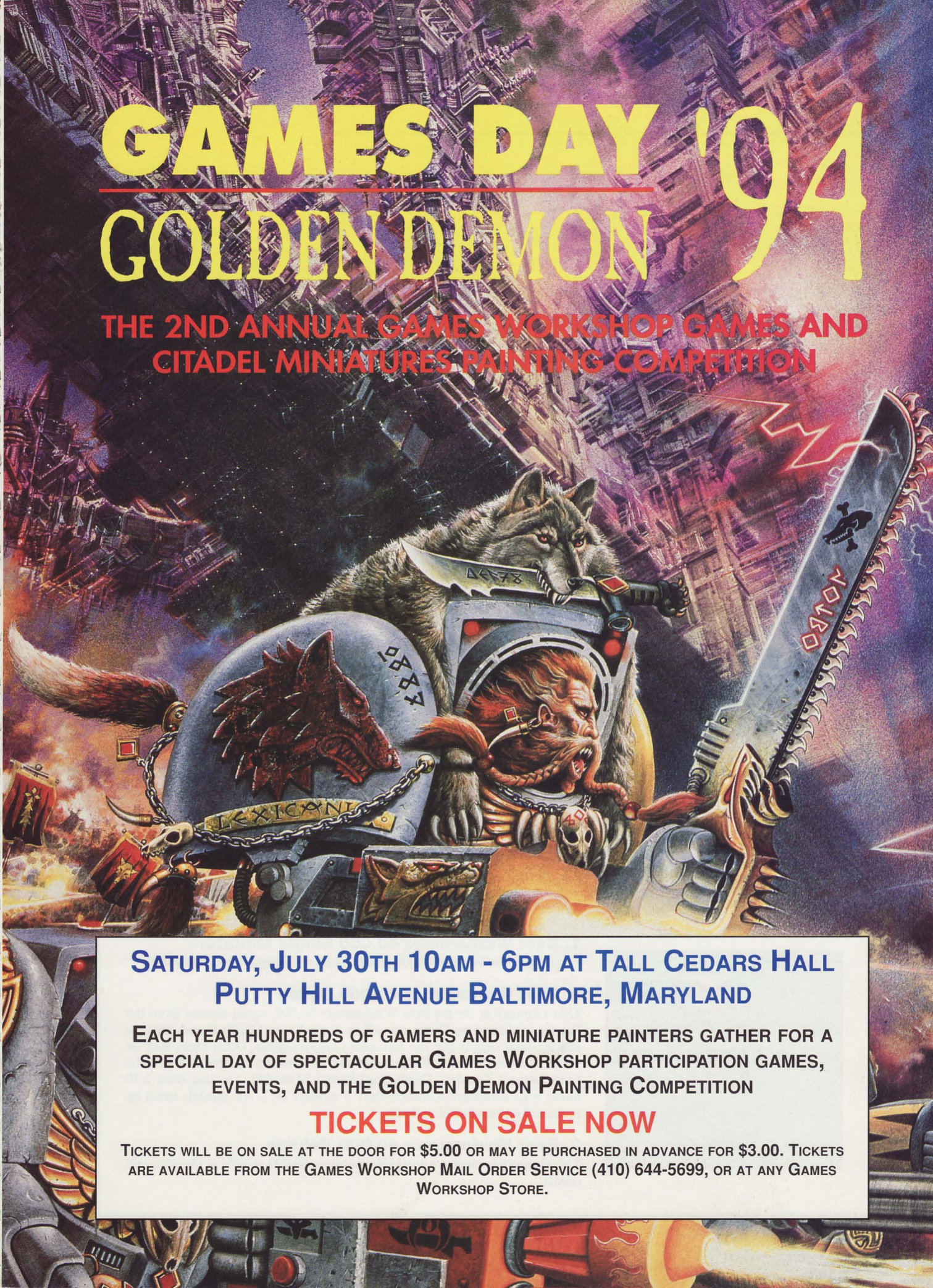


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**SATURDAY, JULY 30TH 10AM - 6PM AT TALL CEDARS HALL
PUTTY HILL AVENUE BALTIMORE, MARYLAND**

EACH YEAR HUNDREDS OF GAMERS AND MINIATURE PAINTERS GATHER FOR A
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EVENTS, AND THE GOLDEN DEMON PAINTING COMPETITION

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GAMES DAY '94

GOLDEN DEMON

Each year, the Golden Demon Awards bring the best miniature painters and modellers together in a challenging competition designed to test their skills to the limit. On these pages we present a full set of categories for this year's competition. You can enter as many categories as you wish, so be sure to register at Games Day July 30th and get to work painting those miniatures. This year it could be your turn to win a prize!



1994 GOLDEN DEMON AWARD CATEGORIES



1. Best Warhammer 40,000 Single Miniature

Any single Warhammer 40,000 miniature on a standard round slottabase.

2. Best Warhammer 40,000 Squad

This category is for the best Warhammer 40,000 squad chosen from the Squads section of the Codex army lists. Note: Space Marine squads must be full ten-man squads and not five-man combat squads. Other races may be chosen within the army list parameters (ie: Striking Scorpions 5 models, Dark Reapers 3 models, Death Skull Mob 5-20 models, Snotling Herd 2-10 bases plus Runtherd, Genestealers 5 models etc). All models must be presented on standard slottabases.

3. Best Warhammer 40,000 Vehicle

This category is open to a single Warhammer 40,000 vehicle or Dreadnought model.

WARHAMMER®

4. Best Warhammer Single Miniature

This category is open to single Warhammer foot or mounted miniatures. All models must be presented on appropriate slottabases up to a maximum size of 25mm x 50mm (a cavalry base) ie: not models on 40mm x 40mm bases.

5. Best Warhammer Command Group

Entries for this category consist of any four Warhammer miniatures on their standard slottabases (25mm x 50mm maximum size as for single miniatures). Your entry must include four of the following five models for any one army: an Army General, an Army Standard Bearer, a Regimental Musician, a Regimental Champion or a Wizard.

6. Best Warhammer Monster

This category is open to all Warhammer monsters on 40mm x 40mm standard slottabases. You may include a rider if you wish. ie: Orc Wyvern, Chaos Dwarf Bull Taurus, Ogre, etc.



SPACE MARINE™

7. Best Epic Model

This category includes either a single model of a Titan or a Gargant or a unit of up to three Super Heavy Vehicles or Chaos Daemon War Engines.





8. Best Battle Scene

Entries for this category must consist of a battle scene from either Warhammer 40,000, Warhammer or Space Marine. The entire display must not be larger than 8 inches by 8 inches and the maximum permitted height is 12 inches.



The model should have at least two miniatures arranged in a combat scene but otherwise there is no restriction on theme or content.

SPECIAL COMPETITIONS

This year, as well as the Golden Demon Awards, we will be holding two additional competitions.

Young Bloods Competition

Entries for this category consist of any single miniature.



The Young Bloods category is open to competitors aged 14 or under.



Space Marine Chapter Design Competition

This category consists of a single Warhammer 40,000 Space Marine miniature painted in a new Chapter color scheme designed by the entrant.

The judges will be looking for original and imaginative ideas rather than brilliantly painted models, although clean, neat painting will help to show your ideas in the best light.

The winning design in the category will be used to create a new Chapter of Space Marines, which will then be featured in White Dwarf magazine.

GOLDEN DEMON COMPETITORS GUIDELINES

- 1.) All entries must be Citadel miniatures.
- 2.) All single miniatures must be mounted on the appropriate gaming bases. To help the judges compare the entries, we prefer these to be painted green.
- 3.) Slight conversions are allowed, but must adhere to the atmosphere of the game world and spirit of the miniatures.
- 4.) The judges will be looking for well-painted miniatures that adhere to the imagery of Games Workshop's fantasy universes.
- 5.) No entries from any previous Games Day will be accepted.
- 6.) All miniatures to the 1994 competition must be personally entered in at Games Day. No postal or store entries will be accepted.
- 7.) The greatest care will be taken with all competitors' entries, but Games Workshop can accept no responsibility for models that are accidentally damaged or broken.
- 8.) Entry into the competition gives Games Workshop the right to display, photograph and publish any entry as they see fit. The judges' decision is final and no correspondence will be entered into.

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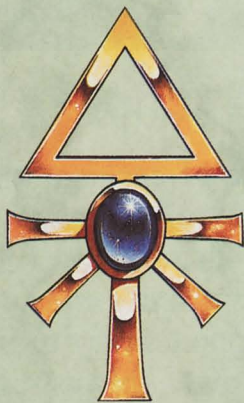


WITCH HUNT

By Jake Thornton and Adrian Wood

This month's battle is a mighty clash between an Eldar Warhost from the Biel-Tan craftworld and an Ork horde led by Warboss Grishnak. The game uses the new psychic system from Dark Millennium and amply demonstrates the destructive power of psykers on the battlefields of the forty-first millennium.

The Eldar Farseer stood motionless amid the battered remains of the old refinery. The vast bulk of the storage tanks loomed on either side of him, stained and pitted by the ravages of the jungle that had crept back, eager to reclaim what the settlers had abandoned. Twisted girders and crumbling plasticrete showed where the dormitories had stood and amongst these sorry remains the Eldar army had deployed. Waiting for the Orks.



The morning passed quietly with little but the buzz of mosquitoes and the calls of strange, brightly coloured birds to break the silence of the ruins. As they had settled in to await their enemy, the Eldar warriors had succumbed to the desolate atmosphere of the place and now sat quietly, each lost in his own thoughts.

Suddenly, a loud explosion rent the air followed by raucous laughter. More explosions followed and more laughter. The Orks had arrived. Immediately the Eldar warriors began preparing themselves, making final checks on their weapons and wargear, readying

themselves for the fight to come. As the Eldar prepared the sounds of the Ork's approach grew louder. They crashed through the undergrowth blasting away at anything that moved, bolter shells ripping apart trees and wildlife with equal efficiency.

This general advance stumbled to a halt among the cover of a group of rock spires that hid most of the Orks from view. Occasionally their back banners were visible as they moved about, forming their battle line and waiting for the order to attack.

With fluid grace the Farseer motioned to the Scouts who had been awaiting his orders. They gathered about him as he gave his directions to the heavily camouflaged Eldar warriors.

"Move in as close as you can." He said. "Prevent their army from dispersing. Slaughter them without mercy."

The Scouts nodded and silently moved off in the direction of the Ork lines, their cameleoline cloaks blurring their forms as they disappeared into the ruins.

Silence descended once again as both armies busied themselves with final preparations. The Orks had paused briefly in their destruction as they formed up in their different mobs.

The Orks began to advance, chanting as they came a green wave working itself into a killing frenzy. The Farseer stood calmly waiting for further reports, not wanting to commit more warriors until he knew the Orks' deployment.

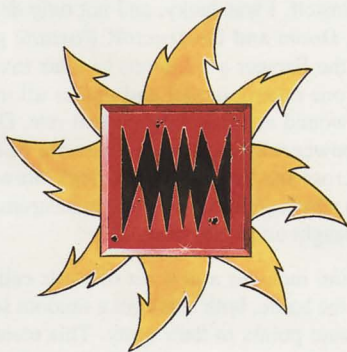
The pilot of the War Walker was the first to call in over the comm-net. Then the Scouts. Then everyone could see them.

The Farseer's voice crackled over the Eldar comm-net. "Fire on my command".



INTRODUCTION

With Dark Millennium about to be released, we've recently been playing a lot of games of Warhammer 40,000 at the Studio. The Dark Millennium supplement adds a vast range of equipment and wargear to your games. In the following battle we used the expanded psychic system, the new victory points tables, the strategy cards and several of the dozens of new wargear cards. Together these add an extra level of excitement and conflict to your Warhammer 40,000 games.



At the time of writing, the new Eldar Codex was just being finished and so we were able to use the revised and enlarged Eldar army list. We also had an Eldar army in the Studio that had been painted by Fred Reed who works in our Bristol store. This army will be featured in its own article in a future issue, but first we wanted to try it in battle. For opponents, we looked

no further than our own Ork army and the stage was set for an exciting battle.

We set up this game on one of the Studio's eight foot by four foot gaming tables and kept notes as we played. Because it is very difficult to take high quality photographs in the middle of the battle, we just took snapshots of each turn. After the battle was over, we used these photographs along with the maps we had made during the game to recreate the battle and set it up with proper lighting and camera equipment.

We both chose our armies and drew mission and strategy cards for the battle. Dark Millennium includes two new missions – *Guerrilla War* and *Witch Hunt* – and we added these to the mission cards from Warhammer 40,000. As it was, Jake drew *Witch Hunt* and Adrian drew *Take and hold*. Determining your mission after you have chosen your army makes a big difference to your force selection as you need to take troops that are good all round and will be useful whatever mission you are ordered to carry out. This is very important as you can make a battle much harder for yourself by picking the wrong troop types.

Having set up the scenery before either of us had drawn our missions, we then added an extra piece to represent the Ork's objective. This crate of vital supplies was in the middle of the refinery complex that we had assembled from Adrian Wild's brilliant new industrial scenery.

Finally, we randomly chose the psychic powers for each of our psykers. The Farseer and Warlock drew from the Eldar Runic powers deck, and the Warhead from the Waaagh! powers. With both forces ready battle commenced.

THE ELDAR WARHOST

by Jake Thornton



The Eldar are an unusual race. Not only do they not have the numbers to make mass attacks like the Orks, they also lack the armoured toughness of the Space Marines. Despite this, they can be devastating at long range with their shuriken catapults and scatter lasers, or lethal close-in with attacks by Howling Banshees and Striking Scorpion Aspect Warriors.

The big danger in selecting an Eldar army is trying to be good at everything. Eldar troops are specialists, and to function well as a whole, you need to decide what style of play you feel most comfortable with and what is most effective against your enemy.

To beat the Orks I would have to destroy hordes of lightly armoured troops. Whatever the mission I drew, I knew that I would be badly outnumbered. I also knew that I wouldn't be able to survive drawn-out close combat with dozens of Goffs, even though the Eldar army has some of the best hand-to-hand troops in Warhammer 40,000. Charging into hordes of Orks with Howling Banshees is all very well for the first turn but tends to fall apart when the survivors open up with their massed bolt pistol fire at point blank range. You kill an Ork for every Aspect Warrior in your first turn, then they wipe you out. The Eldar are a dying race and cannot afford this sort of exchange. In hand-to-hand combat, the bonuses for multiple attackers make sheer weight of numbers a viable tactic against even the highest quality warriors. I would therefore need to be able to kill as many of the greenskins as possible before they came within charge range.

For this reason I decided to take an Eldar army that dealt death from afar. All my Guardians would be equipped with shuriken catapults, I would take both War Walkers and the anti-grav platform for the scatter lasers. From behind my lines the Dark Reapers would rain frag missiles on the approaching masses and in front, my Scouts would stall and confuse the Ork advance with their needle gun fire and frag grenades. I decided to deploy in depth and try to defend the whole board.

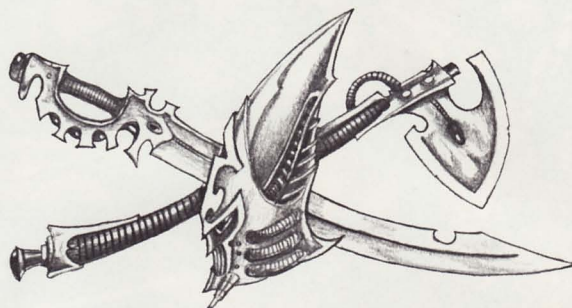
I started by picking three small Guardian squads of five models each. The Codex Eldar army list allows Guardian squads to be anything from five to ten models strong but I stuck to small squads to allow me to cover several areas of attack at once. Because of the points cost of my warriors, I knew that I would only be able to field a small force compared to the Orks. These few Eldar would make a rather thin line across the eight foot wide tables that we use at the Studio. If the Ork's mission was Dawn Raid then I would have a lot of trouble stopping them.

The two Aspect Warrior squads that I chose were both picked for very specific tasks. The Dark Reapers were perfect support troops. With their Dark Reaper range finders and missile launchers they would be able to lay down a barrage with near unerring accuracy anywhere they could see. All I had to do

was to find them a good vantage point. I planned to use them to hold down one flank by themselves.

Swooping Hawks are definitely my favourite Aspect Warriors. They are so mobile that they are able to stall enemy attacks and breakthroughs anywhere on the battlefield, giving the rest of the army time to react and redeploy to face new threats. They are also ideal for launching surprise raids wherever the enemy is weakest.

The Eldar scatter lasers on the anti-grav platform and the War Walkers were my best weapons for clearing areas of the table of Orks. These were to cover the more important sectors of the board whilst the Guardian squads covered the rest. War Walkers are also fast, and this meant that they would be able to shoot up one of the Ork flanks and still have time to redeploy in order to have an effect elsewhere before the battle ended.



Finally I took two psykers – a Farseer and a Warlock. The Farseer is a very important character in the Eldar army as he is not only a fourth level psyker, but also their army commander when the Avatar is not present. This combination of psyker and commander is quite unusual and only occurs in Eldar, Tyranid and Genestealer armies. In a battle this means that your commander is even more deadly than usual, but this expensive investment of points has to be protected. The enemy will surely pick him out as a prime target whenever they can and you therefore need to be particularly careful about the risks you run with him.

I was hoping that my Farseer would get the awesome power *Executioner* which would enable him to kill Orks without endangering himself. I was lucky, and not only drew that, but also *Fortune*, *Doom* and *Destructor*. *Fortune* gives Eldar within 12" of the Farseer a +2 bonus to their saving throws. *Doom* selects one enemy model and makes all unsaved hits automatically wound at twice their normal rate. *Destructor* is an awesome power which unleashes a storm of devastation that travels across the board. My Warlock drew the power *Eldritch Storm* which creates a whirling maelstrom that throws aside anyone caught under the template.

Dark Millennium includes a new set of cards called Strategy Cards. Before the battle, both sides get a random strategy card for each thousand points in their army. This meant that both Adrian and I got two strategy cards, the ones I picked being *Craven Cowardice* and *Insane Bravery*. Both of these cards are played on broken squads, one causing an enemy squad to scatter completely – removing it from the battle, and the other instantly rallying one of your own. Some of the strategy cards are played before the battle begins, but the two I had drawn would obviously have to wait until we had seen some combat.

ELDAR WARHOST

1499 Points



ELDAR FARSEER



Farseer equipped with Rune armour and armed with a laspistol. He carries three wargear cards – *Cameleoline*, *Digital Lasers* and *Executioner* and is also armed with plasma grenades.

WARLOCK



Warlock (level one) equipped with Rune armour and armed with a laspistol. He carries two wargear cards – *Cameleoline* and a *Force Sword*. He is also armed with frag and plasma grenades. **Note:** My opponent agreed to my duplication of *Cameleoline*.

SWOOPING HAWK EXARCH



Swooping Hawk Exarch armed with a laspistol and equipped with Exarch armour. He carries one wargear card – *Lasblaster*. He also has the warrior powers *Battle Fortune* and *Crack Shot*.

SWOOPING HAWK ASPECT WARRIORS



5 Swooping Hawks armed with lasguns, laspistols, Swooping Hawk grenade packs with frag and krak grenades and equipped with Hawk armour.

DARK REAPER ASPECT WARRIORS



3 Dark Reapers armed with missile launchers with frag and krak grenades. They have Reaper range finders, laspistols and Reaper armour.

SCOUT SQUAD



5 Scouts armed with needle sniper rifles and laspistols and equipped with mesh armour and cameleoline cloaks. The entire squad is also armed with frag grenades.



3 GUARDIAN SQUADS



5 Guardians per squad, each armed with a shuriken catapult and frag grenades. One model in each squad also carries a flamer and the leader is armed with a laspistol and power sword.



SCATTER LASER

1 Scatter Laser on anti-grav platform.



WAR WALKERS

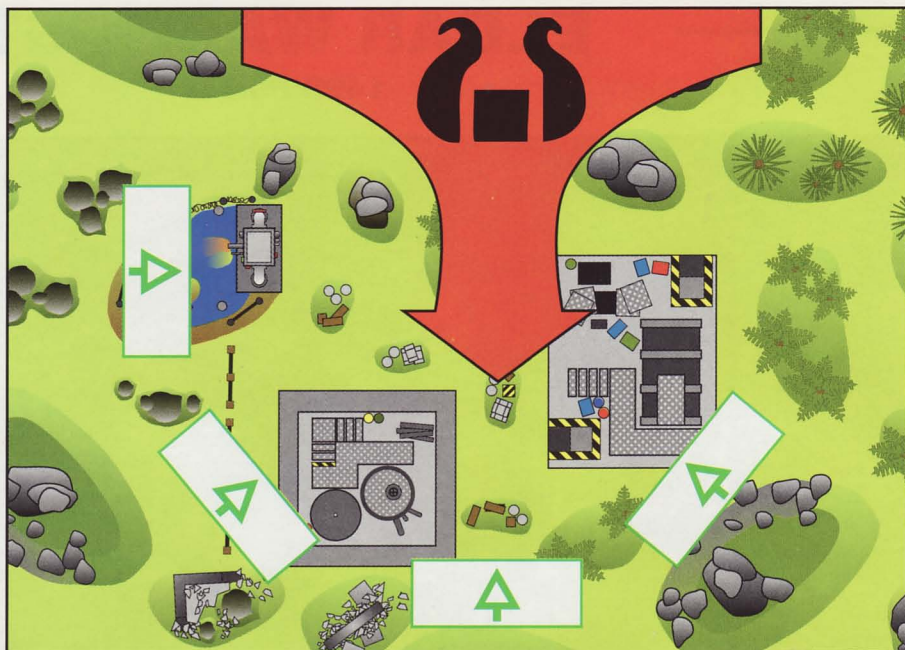
2 War Walkers with lascannons and scatter lasers.

ELDAR PLAN

Before we picked our Mission cards and the Orks deployed, all I had decided upon was the general strategy of a firepower based army. This obviously meant that I would spend most of the game sitting back and firing as the Orks advanced. Even the most glorious close combat troops can die horribly when swamped by huge numbers of Orks, and I've even seen Gretchin slaughter Harlequins in hand-to-hand combat. I wasn't going to waste my forces in the kind of battle that favoured my enemy.

I was very happy to see that Adrian had deployed on a narrow front. This enabled me to halve the length of my battleline and allowed all of my weapons to bear on a much smaller area. I jumped at the chance to keep him hemmed in and deployed both my Dark Reapers and Scouts with this in mind.

I had been dreading having to defend the whole width of the table against a *Dawn Raid*, *Engage and Destroy* or *Guerrilla War*. Luckily Adrian drew the mission *Take and Hold* and I



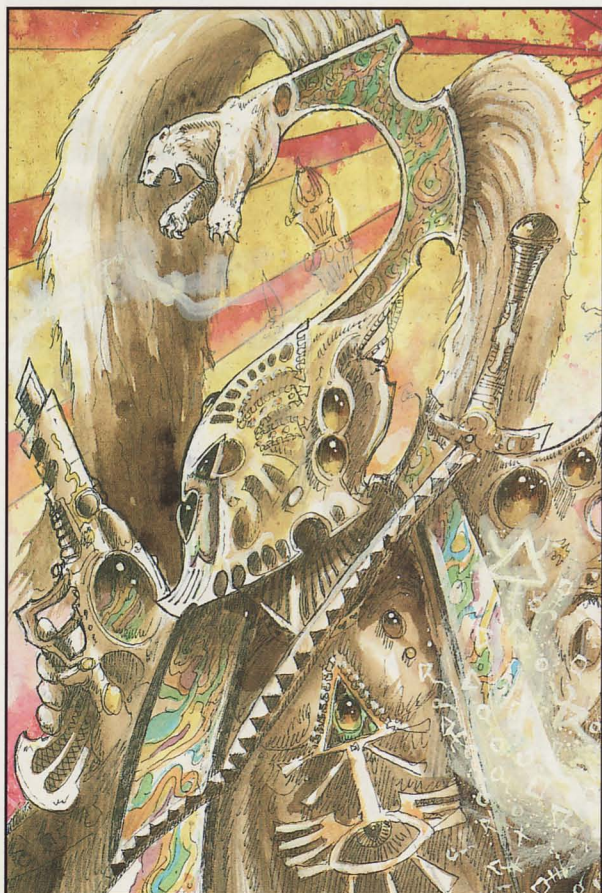
got *Witch Hunt*. I couldn't have come up with a better combination if I had chosen them myself. The Orks were after a fixed objective so I knew where they would be going. All I needed to do was to concentrate on killing one model, the Warphead, whilst keeping the Ork's objective clear of greenskins.

In Warhammer 40,000 I've found that if you can achieve your objective and stop your opponent from achieving theirs, then you will almost always win. This isn't always true, as *Angels of Death* in White Dwarf 166 shows, but the side which hasn't achieved its objective needs to inflict a massive amount of damage to catch up.

Having seen the Ork deployment and our Mission cards I decided to set a trap for the Orks. With the help of the terrain, the fuel silos and refinery, I would funnel the Ork advance onto a killing zone around their objective where they could be shot like fish in a barrel (see map above). I had to keep them from spreading out around the sides of the refinery where they would begin to surround me by sheer weight of firepower. The more I could keep the Orks bunched up, the more they would get in each other's way and the better a target they would be for my scatter lasers and missiles.

My Scouts were deployed as far forward as they could go and very close to the Ork's position. Their sniper fire on the exposed Ork flank would be a thorn in Adrian's side from turn one. Once the Orks began to advance they would be hit from both sides as the approach to the objective was under the sights of the Dark Reapers on my left and a War Walker on my right. The objective itself was a killing zone overlooked by no less than three scatter lasers, two squads of Guardians with shuriken catapults and my Farseer. I didn't expect that anything the Orks had would survive that.

The Ork's own aggression would force them forwards and the Dark Reapers, War Walkers and terrain would keep them bunched up. Those who survived running the gauntlet of frag missiles would arrive nicely bunched up in the killing zone, ready to be gunned down by my scatter lasers. Above the carnage the Swooping Hawks would act as a mobile reserve and close the lid on the trap.





ORK ARMY



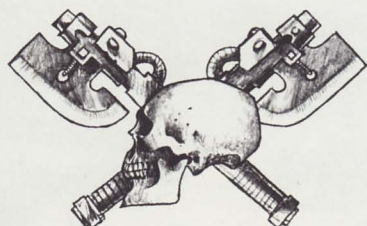
I was certainly looking forward to this encounter between the Orks and the Eldar. The Orks are my favourite Warhammer 40,000 army and the Eldar a close second. Both armies are highly unusual when compared to the Space Marines and require practice and careful planning to use effectively.

I started by considering my enemy. I have commanded, as well as having been on the

receiving end of the Eldar on numerous occasions. Eldar are faster than Orks, more accurate with their weapons and have far better leadership with even basic troops having a leadership of eight. They are however, not very tough and die quickly when hit by massed bolter fire.

As I have played against Jake on a number of occasions, I tend to know the kinds of armies and tactics he favours. Jake prefers to keep Orks at arm's length and shoot them up with long range weapons, regardless of the mission objective. I guessed that the Dreadnought and War Walker with its scatter laser would be in favour. The Dark Reapers and Psykers would also be handy to attack from afar. I didn't expect any frightening close combat troops as this can be the equivalent of a fencer fighting a bear. For all their skill, a squad of Howling Banshees would easily be crushed by the Orks once the initial carnage was over. Should Jake be true to form, the heavy weapons and Psykers in his army would cost him most of his points. Overall I didn't expect to face a large army.

Orks tend to outnumber the Eldar, usually by 3 to 1. However, without a strong head a huge and powerful body is useless. The Ork Warboss is the brains (such as they are) of an Ork army and without his leadership the army easily crumbles. I decided to equip him with a Displacer field which, in my opinion, is almost compulsory for an Ork leader. I used the model of the great Ork Ghazghkull Thraka to represent him and as the model carried a combi-weapon I decided to buy him a bolta-bolta. I didn't expect him to see front-line action, but should anyone threaten him behind the lines he would be able to take care of himself.



A Battle Standard is a must for the Orks and without any extra equipment only costs fifty points. The reassuring presence of the army's banner is vital in maintaining morale amongst the boyz and has held together many an army that otherwise would have run away. It is not only very useful in battle, but costs so few points that he doesn't give away any victory points if he is killed.

The new Warphead Weirdboy being developed for the Ork Codex is a vital part of the army. Psychic power used in battle is an important part of the 41st Millennium. The Warphead is the most powerful of the Ork's Psykers and is more than a match for any enemy.

We were really excited about using the new Psychic combat system in Dark Millennium that Andy Chambers lent to us. Having read the rules, I picked four Ork Psychic powers at random: *Da Krunch*, *Waaagh!*, *'Edbutz* and *Brain Bursta*. As you can no doubt tell, Ork Psychic powers are simple and effective. *Da Krunch* causes a huge ectoplasmic foot to descend and flatten the enemy. If an enemy model fails to jump out the way by rolling under his initiative the results are a strength 10 hit, a -6 save modifier and probably death.

Waaagh! effects Ork mobs within 36", increasing their weapon skill and allowing them to re-roll failed leadership tests. *Waaagh!* will also stop an enemy Psyker from using his psychic powers and can cause a wound unless the effected Psyker rolls equal to or under his mastery level. *'Edbutz* is a type of psychic duel that allows the Warphead to attack a Psyker in much the same way as *Waaagh!*



Brain Bursta fires a stream of Psychic force that can kill an enemy model in line of sight. *Brain Bursta* is probably one of the psychic powers I like least because the Warphead has to stick his head out of hiding to use it! This is because the only weakness of a Warphead is his lack of armour and so he must be kept as safe as possible from enemy fire.

Each part of an Ork army fulfils a specific role. Gretchin are literally a screen of bodies for the rest of the army to advance behind. A twenty strong mob of Gretchin, particularly when in range of the Warboss and rolling on his leadership, will absorb horrendous casualties and not run. This tactic prevents your better mobs from taking casualties before they get into close range, where Orks fight their best.

The Goffs are always good stock hand-to-hand troops and because the Orks can field large mobs of boyz, I took the biggest mobs I could. Two twenty strong mobs, each with a smattering of Skarboyz and two extra Nobz would be very hard to destroy. They are hard to manoeuvre as well, but they won't break easily.

For support I favour Death Skulls armed with heavy bolters and stubbers which are both sustained fire weapons. An Ork's average Ballistic Skill is compensated for either by their large numbers or by weapons that hit many times if they do hit. Sustained fire works by scoring a hit and then rolling the sustained fire dice to determine how many extra hits or jams the weapon gets. Should an Ork hit with a sustained fire weapon he at least has the chance of hitting plenty of times. I armed their Nob with a plasma pistol. The studio army also features a mob of Bad Moons with a lascannon and autocannon and a mob of Evil Sunz with a multi-melta. These mobs would provide the backbone of the army to support the Goff muscle. In total, my selection came to 1500 points.

WAAAGH GRISHNAK

1500 Points



WARBOSS GRISHNAK



Warboss Grishnak is armed with a bolt pistol, sword, and frag stikkbombz. He wears flak armour, and has two wargear cards – *Combi-weapon* (bolta-bolta) and a *Displacer field*.

BATTLE STANDARD



Gretchin carrying a battle standard.

WARHEAD AND MINDERZ



Weirdboy Warhead and 4 **Minderz**. The **Warhead** has flak armour and carries one wargear card – *Weirdboy Staff*. The **Minderz** are armed with bolt pistols and axes, frag stikkbombz and flak armour.

GOFF MOB



18 Goffs armed with bolt pistols, axes, frag stikkbombz and wearing flak armour. **2 Skarboyz** equipped as above but with power swords.



2 Goff Nobz wearing flak armour and armed with bolt pistols and chainswords.

GRETCHIN MOB



20 Gretchin equipped with flak armour and armed with autoguns, or autopistols and knives.

GOFF MOB



10 Goffs armed with bolt pistols, axes, frag stikkbombz and wearing flak armour. **10 Skarboyz** equipped as above but with chainswords.



2 Goff Nobz wearing flak armour and armed with bolt pistols and power swords.

DEATH SKULL MOB



8 Death Skulls equipped with flak armour and armed with bolters and frag stikkbombz. Two Orks carry heavy stubbers, two more carry heavy bolters and one is armed with a heavy plasma gun.



1 Death Skulls Nob armed with a plasma pistol and wearing power armour.

BAD MOONS MOB



8 Bad Moons equipped with flak armour and armed with bolters and frag stikkbombz. One Ork carries a lascannon and one Ork carries an autocannon.



1 Bad Moons Nob wearing flak armour and armed with a bolt pistol and an axe.

EVIL SUNZ MOB



8 Evil Sunz equipped with flak armour and armed with bolters and frag stikkbombz. One Ork carries a multi-melta.



1 Evil Sunz Nob wearing flak armour and armed with a bolt pistol and a chainsword.

DA PLAN

The Eldar had to hunt down and kill my Warphead. I had to *Take and Hold* a point situated between the two main buildings of the refinery complex. As we often do at the Studio, we placed an extra piece of scenery to represent the objective. In this case we used a distinctive crate with a yellow and black striped top which you can see on the map. We then drew strategy cards and I got *Malfunction* and *Brilliant Strategy*. With these in mind I formulated my plan.

In Warhammer 40,000 it is very important to try to achieve your mission objective. The five extra victory points that you get will nearly always give you the lead. I therefore focussed heavily on charging the objective when formulating da plan. There was plenty of cover leading up to the objective and a reasonably narrow fire corridor. Jake would be bound to concentrate at least two War Walkers on this area if nothing else. For this reason I would pack in as many Gretchin as possible to tie up their firepower until the Orks were close enough to charge. I would probably lose quite a few Gretchin as I advanced but that's what they're for, and if the Bad Moons could hit the War Walkers with their heavy weapons I would reach my objective. The Warphead would also prove useful in destroying the War Walkers.

Orks are very dependant on the Warboss for leadership so I deployed them with that in mind. This dictates an almost symmetrical set up for the Orks which is effective if a little predictable. The Warboss took up position in cover, facing my objective, where his influence would be strongest. I then set up the rest of the army around him.



My deployment certainly raised eyebrows amongst some of the staff here at the Studio. My mobs were packed closely together to focus on advancing towards the objective. I decided to risk my *Brilliant Strategy* card in order to grab the first turn and disperse the mobs as soon as my movement phase began. Both Goff mobs, the Gretchin mob and the Evil Sunz made up this forward assault.



However unmanoeuvrable this deployment may appear, in practice, the relentless advance of seventy boyz always gains ground regardless of the losses incurred. These mobs would swamp the objective within a few turns. I guessed that the Dark Reapers would deploy on the hill to my right, and hopefully the Evil Sunz could use their multi-melta's large blast radius to give them a taste of their own medicine.

I deployed the Deaths Skulls on a spire of granite to cover the advance of the whole army with their heavy bolters and stubbers, but didn't want them to stand in the open too much. I kept the Bad Moons covering the area around the objective with their lascannon and autocannon, ready to deal with anything large that might try to halt the advance, such as one of the War Walkers. Also the *Malfunction* card would allow me to damage one of Jake's support weapons or War Walkers without firing a shot.

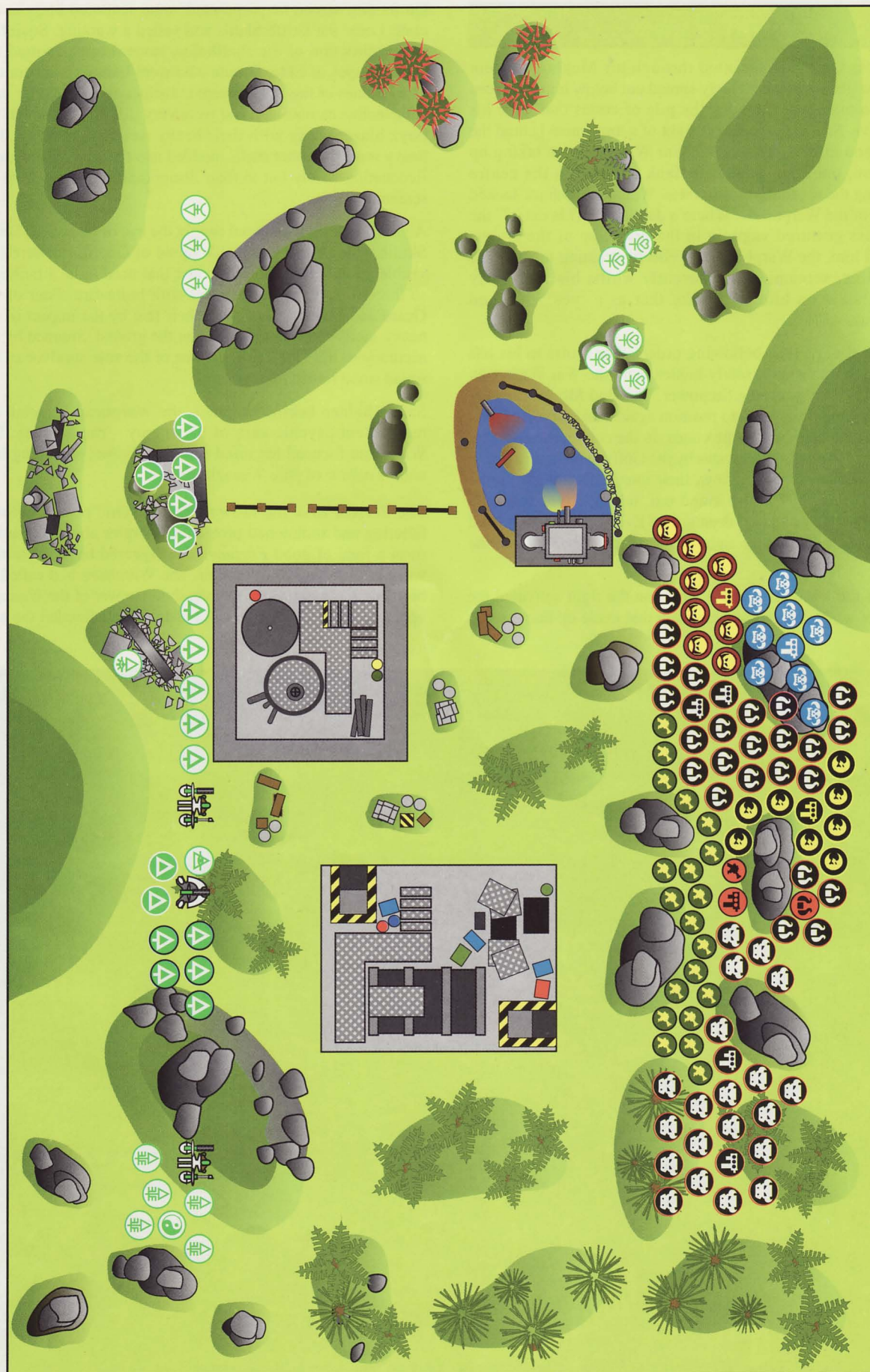
Once I had considered my attack strategy I had to decide where I was going to place my Warphead. As the Eldar mission was to kill him, the Warphead had suddenly become a hazard as well as a benefit to my army. I had to be aware of the threat to his life, but couldn't allow this to stifle his effectiveness during the attack. As long as I kept him amongst the boyz Jake wouldn't be able to specifically target him.

The Farseer was the greatest threat to the Warphead, being able to attack the Warphead with psychic powers from the other side of the battlefield. The Farseer in turn would become a target for the Warphead, who would slowly whittle down his wounds and keep him occupied, often whilst benefiting his own comrades. The psychic power *Waaagh!* is a case in point. When unleashed, any Orks within 36" of the Warphead add one to their weapon skill and re-roll any failed leadership tests. Also, any enemy psykers in range are knocked flat unless they roll equal to or under their psychic level on a D6. Should they fail, they suffer one wound and are unable to use psychic powers until next turn.

The only other threat to my Warphead were the Swooping Hawks who I knew were Jake's favourite Aspect Warriors. As long as the Warphead remained in cover the Swooping Hawks would have to land and shoot first before using their lethal grenades, by which time the Orks would be on top of them.

I was fairly sure Jake would anticipate my deployment but an Ork army's numerical superiority is always its greatest advantage and would hopefully swing the battle in my favour.

DEPLOYMENT MAP



ORK TURN 1

Warboss Grishnak squinted through his Mekboy kustom bigview glasses at the refinery spread out below him. Between the two main buildings lay the pile of crates that were his objective. Suddenly he caught sight of a movement behind the pipes and girders. Two Eldar War Walkers were taking up position, one facing his left flank and one in the centre guarding the approach to the crates. Warboss Grishnak looked about for the Warphead. "Where's da junk then? Is dat it?" the Warboss gestured vaguely in the direction of the crates. Behind him, the Warphead was visibly straining towards the front line, screaming incoherently whilst his four burly minders sat on him. "I'll take that as a 'yes'," smirked Grishnak.

The Warboss began bellowing orders. The Goffs to his left ducked behind a wall, safely hidden from the War Walker on the hill and its awesome firepower. The Bad Moons carrying heavy weapons moved into position against an outcrop of rock to cover the approach to the crates. In the centre, the Gretchin were herded towards the crates by the Goffs, who in turn began to run forward crouching low, their long arms trailing on the ground. The Goff mob fanned out, taking cover behind a number of boxes and oil drums. The Evil Sunz ran up behind the sewage outlet on the right, ready to cover the Goffs in the centre.

One of the Nobs leading the Goffs on the right activated the mass of wires, buttons and circuitry that made up his scanner.

On its dim screen he pinpointed some scattered blips in the craters near the Death Skulls and yelled a warning. Squinting in the direction of the shellholes, several boyz spotted the vague shapes of Eldar Scouts who were hiding in the craters. The outlines of the Scouts were indistinct and blurred by their cameleoline camouflage and were very difficult to see but the boyz blazed away with their heavy weapons anyway. The heavy sound of bolter shells thudded into the lips of the craters, ricocheting wildly but to their disappointment there were no screams.

A glint of sunlight on metal caught the eye of one of the Death Skulls with an 'eavy bolta. A squad of Guardians were just visible partly concealed in a crater that used to be a building, so the Ork sprayed the plasteel with bolta-fire. Four of the Guardians were knocked from their feet by the impact of the heavy shells and sprawled dead on the ground. Stunned by the accuracy of the Ork's fire, the last of the sole survivor of the squad stood rooted to the spot.

Safely hidden behind the lines, the Warphead detected the malevolent psychic aura of his enemy – the Farseer. The Warphead focused his mind towards his foe, smashing him with 'Eadbutz of pure Waaagh! power.

The Farseer took the blow of raw psychic power without faltering and summoned protective energies about himself to form a field of good *Fortune*. He staggered back as another wave of Ork power struck him. The Warphead had called on his Gods Mork and Gork to unleash the power of the *Waaagh!* upon the horde. As the wave of Orky power flooded the area



the chanting greenskins began to feel unbeatable, but the Farseer suffered no ill effects from the huge psychic power surge.

Projecting himself forward through the warp, glowing strands of energy streamed from the Farseer's outstretched fingertips. Slowly they wove themselves into a monstrous glowing form which materialised in the midst of the Ork advance. Two Gretchin at the head of the assault fell victim to the unstoppable attack of the *Executioner*, the Farseer's Eldar blade tasting his enemies' blood once more.



ORK TURN 1

The Farseer had waited patiently until the Warhead had exhausted his power to *Doom* the Weirdboy. Having found the thread of destiny that spelt destruction for the Warhead, the Farseer left him vulnerable to any assault from the rest of the army.

ORK TURN 1 VICTORY POINTS

ORKS 0 POINTS
ELDAR 0 POINTS





ELDAR TURN 1

ELDAR TURN 1

As the Ork horde began manoeuvring toward their objective, the Farseer began directing his forces in reply, closing the trap they had carefully laid. Firstly, the Dark Reapers climbed onto the rocky hill on the left flank to gain a good position to fire on the Orks. The Farseer himself advanced deliberately on the crates that were the Orks' goal and stood overlooking them, summoning force from the warp to energise his psychic powers. On his left the last remaining member of the badly mauled Guardian squad leant out from the cover of the ruins to snap off a shot at the advancing Goffs in an attempt to avenge his fallen comrades.

The Warlock and Guardians directly behind the silo ducked into cover behind its twin towers. The War Walker covering the crates remained in position, the crewman checking his weapon sights. On the Farseer's right the anti-grav platform carrying the scatter laser moved through the jungle, followed by the remaining Guardian squad. The heavy weapon's crewmen remained out of sight behind the cover of the trees.

On the right flank, the War Walker moved to the crest of the hill. The pilot was intent on killing as many of the Orks advancing across the battlefield as possible, as well as guarding against a flank attack. From behind him the Swooping Hawks took to the skies ready to attack next turn.

Once the forces had repositioned themselves, the return fire of the Eldar army began in earnest. The first Scout raised himself up out of his shellhole and threw a frag grenade towards the closest of the Evil Sunz moving forward in the open. It landed at the Ork's feet and exploded showering him with a thousand lethal pieces of metal. As the debris settled, the Ork lay dead but the rest of the Evil Sunz didn't waver, even when the crystallised poison from the Scouts' needle guns claimed another of their mob.

In the centre of the battlefield the area around the Ork objective became a killing zone. The combined fire of the scatter laser on the War Walker and the anti-grav platform lanced across the battlefield, cutting down seven Gretchin. The War Walker's crewman singled out a Goff for special

treatment but his lascannon missed, smashing a gaping hole in an empty oil drum. Between the towering silos a single Guardian found a line of sight on a Goff and riddled him with a burst of shuriken. As the front line of the Ork advance fell, clutching at smouldering holes that pierced their writhing bodies, the Farseer calmly drew his ornate laspistol and shot down one more Gretchin. He waited for them to turn and run but the fearless creatures stubbornly advanced over the bodies of the first line.

The War Walker on the hill to the right of the Eldar line had carefully positioned himself where he could see the Evil Sun with the multi-melta. He adjusted the sights on the Scatter Laser to destroy the devastating weapon, and pressed the trigger. To the amusement of the Goffs, the War Walker's scatter laser *Malfunctioned* and blew up! As the smoke cleared the Eldar pilot narrowed his eyes and fired the Lascannon. A stream of brilliant energy briefly joined the War Walker and its target before slamming the Evil Sun carrying the multi-melta into the side of the sewer outlet. The Ork crashed to the ground, a massive, gaping hole in his chest.

The Farseer tapped into the power of the warp and tried to summon the force to send the *Destructor* carving a line of devastation through the enemy battleline. Feeling the force building, the Warphead exerted his will and with a tremendous effort he countered the attack.

The Farseer staggered as the Warphead *'Edbutted* him once more but managed to steady himself. As The Warphead tried to ward off the *Doom* that had been placed on him, the Eldar Warlock stored what force he could in his sword in preparation for the battle to come.

ELDAR TURN 1 VICTORY POINTS

ORKS 1 POINT
ELDAR 0 POINTS

ORK TURN 2

The Orks felt the power of *Waaagh!* flowing through them and threw caution to the wind. The Gretchin scampered forward to take the place of their fallen comrades and the Goffs advanced into firing positions against the Farseer who stood overlooking their objective.

Infuriated by the Scouts' attack on the Evil Sunz, the Death Skulls narrowed their beady eyes and took careful aim. The Evil Sunz, on the other hand, chose to ignore the Scouts. Their Nob yelled at his boyz to take cover behind the sewer outlet and cover the advancing Goffs. The Bad Moons with the autocannon and lascannon took careful aim at the War Walker,

whilst the remaining boyz opened fire on the Scouts.

In the centre of the Ork lines, Warboss Grishnak was feeling invincible. However, remembering the Swooping Hawks he had seen take to the skies a few moments before, he yelled, "Oi! Hide dat Warphead in da rocks. Those flyin' Eldar scum are up to sumfin' tricky". The Warphead began to shuffle towards the front line as fast as his minders would let him.

The Death Skulls began once again to pump shells into the craters that concealed the Eldar Scouts. Steadying himself against a rock, the

Ork carrying the heavy plasma gun fired into the midst of the craters and watched with glee as an unfortunate Scout vanished in a burst of incandescent energy. The Death Skull who had cleared the Guardians from their hiding place opened fire on the sole survivor but his aim was off. The War Walker and Farseer were also spared from damage despite the huge amount of bolter shells that exploded around their positions, ripping apart the crates that hid the Eldar commander.

The *Doomed* Warphead snarled and unleashed another 'Edbutz at the Farseer. Saving his protective forces to nullify more lethal powers, the Farseer stood his ground and shrugged off the Ork's attack. In reply the Warlock released the power stored in his force sword and summoned an *Eldritch Storm*. As he focussed the power on the Ork's objective he felt the force draining away and the *Eldritch Storm* faded to nothing.



ORK TURN 2

The Warphead's minders watched proudly as sparks began to fly around their charge. He had summoned the power of Gork himself in the form of *Da Krunch!* Across the battlefield the Farseer watched powerless as a huge green ectoplasmic foot descended from the skies. Before he could warn the Guardians, the foot had stamped down on the patch of jungle that concealed them, killing two of the warriors who failed to jump clear in time. As the foot faded away, the smashed remains of the anti-grav platform mounted scatter laser could also be seen. Under the steady gaze of the Farseer the remaining Guardians stood their ground.

ORK TURN 2 VICTORY POINTS

ORKS 2 POINTS
ELDAR 0 POINTS



The Eldar open fire as the Ork advance closes in.



ELDAR TURN 2

ELDAR TURN 2

Circling high above the battlefield the Swooping Hawks saw their chance. Diving down behind the Ork lines the valiant Aspect Warriors aimed straight for the *Doomed* Warhead.

As they touched down, the Swooping Hawk Exarch levelled his bulky lasblaster at the Warhead and gave the order to open fire. The squad loosed a hail of devastating beams of energy, killing one of the minders. The Exarch fired too, his triple

barrelled lasblaster carving a swathe of death that cut down another minder and injured the Warhead himself. Despite only hitting the Ork psyker once, the *Doom* doubled the number of wounds leaving him close to death but still alive.

Meanwhile on the Eldar left, the Scouts turned their attention away from Evil Sunz and focused on the Death Skulls in an attempt to silence the Ork's heavy weapons. The Dark Reapers too began to pick their targets.

Behind the silos, the Guardian squad remained

resolute. The survivors of the attack by *Da Krunch* advanced bravely in spite of the power of the Warhead. The Warlock on the left wisely drew back.

The Farseer and the War Walker behind him stood firm against the green tide whilst the damaged War Walker examined the Ork lines in an attempt to pinpoint either the Warboss or the Warhead.

Picking their targets calmly the Scouts killed both of the Death Skulls with heavy bolters. The Dark Reapers fired a storm of missiles amongst the Goffs who were caught in the open. The



Eldar Swooping Hawks make a surprise attack on the Warhead.

ground was torn apart by massive explosions that threw the Orks about like broken toys and as the smoke cleared three Goffs and a Nob lay dead, together with two Evil Sunz. Following their lead, the lone Guardian in the ruins tried to pick off some of the survivors but failed to wound anyone.

In the centre, the survivors of the Guardian squads shot at the approaching wall of Orks, killing a Goff with their shuriken catapults. Then the War Walker covering the crates opened up. Three Goffs and two Gretchin fell to the ground clutching gaping wounds but the green tide continued to press forward. Through the milling Ork bodies on the right, the War Walker on the hill couldn't target the Warphead and picked out one of the Ork boyz to slay. With the Goff squarely in his sights of his lascannon the pilot fired, hitting the Ork and knocking him off his feet. As the Eldar pilot watched in astonishment, the Goff stood up, a little singed but miraculously alive!

Wary of the brute strength of the Warphead's psychic powers, the Eldar Farseer drew all the available force from the warp and earthed it through himself in a dazzling display of light. Robbed of the warp's energies, the Warphead once again failed in his attempt to unleash the *Waaagh!*

ELDAR TURN 2 VICTORY POINTS

ORKS 2 POINTS
ELDAR 2 POINTS

ORK TURN 3

Shaking with anger at the attack on the Warphead, Grishnak ordered the Bad Moons and Death Skulls to "ferget da Scouts and wipe out da flyin' scum". Grishnak and his faithful Gretchin standard bearer stood behind the two Bad Moons with the autocannon and lascannon to 'encourage' their aim. The Orks' front line continued its relentless advance towards their objective over the fallen bodies of their comrades. As they moved forwards they fired wildly at the Farseer who waited fearlessly for their charge.

As the remaining Minders carried the wounded Warphead away from trouble and closer to the front line, the Swooping Hawks were hit with bolter fire from all sides. The massed Bad Moons slew a single Swooping Hawk, his wings crumpling as the explosive rounds thudded into him. The Death Skulls' Nob fired a stream superheated metal from his plasma pistol and another Swooping Hawk died. The Eldar Aspect Warriors faced the gunfire coolly as the rest of the Death Skulls opened fire with their heavy bolters and cut down two more.



ORK TURN 3

Bleeding heavily from his wounds, the Warphead began to course with energy once again, summoning again the power of *Da Krunch* to destroy the War Walker. Across the battlefield the Farseer felt the familiar energies building and nullified the attack.



As he retaliated against the Warphead, a rift opened in the warp and a huge daemonic hand snatched at the Farseer. Concentrating his will, the Farseer hastily sealed the rift only to find himself under attack from the Warphead yet again.

Quickly evading the effects of the 'Edbutz the Farseer projected himself through the warp to put an end to the psychic duelling. The Warphead's Minderz watched in horror as the ghostly form of the Eldar psyker appeared in front of them. Before they could react, the apparition raised its hand, beams of light stabbing out at their injured leader from the digital lasers.

Without waiting to see if the Ork psyker had survived, the Farseer's projection raised his mighty Executioner high and brought it down on his surprised foe. The Warphead was slain, gore splashing the surviving minderz as his bloody remains slid to the ground.

With its job done, the ghostly projection dissolved once more into glowing strands of mist leaving the Orks stunned. The Eldar had achieved their primary mission gaining a large lead in victory points and leaving the Orks with no psyker!

ORK TURN 3 VICTORY POINTS

ORKS 3 POINTS
ELDAR 8 POINTS



ELDAR TURN 3

ELDAR TURN 3

Casting his eyes upon his fallen comrades the Swooping Hawk Exarch and the remaining member of his squad soared back across the battlefield towards the Eldar lines. As they passed over the Warboss they both dropped frag grenades on him from their special packs. Though the grenades were both accurate, when the smoke from the explosions had cleared only one Goff and one Bad Moon had been killed. Warboss Grishnak and his Gretchin servant carrying his battle standard were both unhurt. As the last two Swooping Hawks landed they fired at the advancing Goffs killing another Ork. Over

their heads flew the missiles from the Dark Reapers which landed amongst the Goffs killing another.

Safe in their shellholes, the Scouts' needlers spat more poisonous death at the Death Skulls facing them. Three more boyz fell but despite their losses the mob remained steady.

On the front line the bloodbath continued. Around the Orks' objective in the centre of the battlefield the bodies were piled high and still the Eldar created a maelstrom of death. Five more Gretchin fell to the combined fire of the

Farseer and the Guardians. The War Walker laid down a withering hail of fire cutting to pieces four more of the Goffs.

The Farseer felt satisfied. The main threat to the Eldar, the Warhead, was dead. The Orks would have to face all of the Eldars' concentrated firepower and the Farseer knew the battle had turned. The Farseer tapped into the warp's energy, created a field of good *Fortune* around himself, and inwardly smiled.

ELDAR TURN 3 VICTORY POINTS

ORKS 3 POINT
ELDAR 10 POINTS

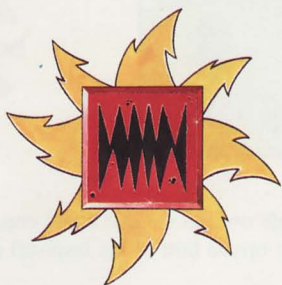


Ork heavy weapons boyz fight against the heavily camouflaged Eldar Scouts.

ORK TURN 4

Warboss Grishnak hesitated. Then, mounting a rocky outcrop, he bellowed the only answer to the bloody killing of his prized Warhead: "CHARGE!"

The Ork army readied itself then charged towards the enemy, surrounding the precious objective. The heavily depleted Evil Sunz pulled back from the front line as the remaining Death Skulls repositioned themselves for a final burst of gunfire. The Swooping Hawks were engulfed in dust as the Orks' heavy bolters tore up the ground at their feet. From his raised position Grishnak picked out the Farseer and fired his bolta-bolta wildly. The Orks' luck had gone completely and every shot they fired missed.



Suddenly the lead Gretchin saw a flash of light and next second fell to the ground in two halves. The Farseer had struck once more, *Executing* the hapless Gretchin. The tattered remains of the Gretchin mob snarled, but the Farseer was powerless to continue his assault for the moment. The Goffs braced themselves to meet the furious assault the last turn would surely bring.

ORK TURN 4 VICTORY POINTS

ORKS 3 POINTS
ELDAR 10 POINTS



ORK TURN 4



ELDAR TURN 4

The Farseer quickly assessed the situation. The Ork charge had to be beaten back. He gave a few simple instructions on the commlink and the Eldar took up positions for the final firefight.

Behind the Ork lines the Scouts once again turned their attention to the Evil Sunz and killed two more but failed to

break the resolve of the remaining boyz. The Dark Reapers again only manage to kill one of the Goffs as their missiles either failed to explode or deviated wildly off course.

The Guardians and War Walker in turn fired mercilessly on the Orks who were already overturning and ransacking the crates in a last ditch effort to get to the supplies. The combined hail of shuriken discs and intense energy beams cut down the last two Gretchin and four more Goffs. On the left of the massed horde stood the Swooping Hawk Exarch



ELDAR TURN 4

and his remaining trooper. They too joined in the carnage with their lasgun and blaster, spraying the Goffs with laser energy and killing two more Orks.

The damaged War Walker on the crest of the hill spied the Warboss who was screaming oaths and firing his gun wildly in the air. A single blast of power shot across the battlefield and struck the Warboss full force. The Ork completely disappeared only to reappear a few feet away, saved from death by his displacer field.

The Farseer strode over to the last intact crate. He forced the lid open with the ornate butt of his laspistol and gazed on its contents.

ORK TURN 4 VICTORY POINTS

**ORKS 3 POINTS
ELDAR 11 POINTS**



The surviving Swooping Hawks fire into the flank of the Ork advance.



The Ork horde swarms over its objective in its final turn

ELDAR CONCLUSION

When the battle smoke had cleared the Orks had gone leaving only the bodies of their fallen comrades. Amongst the corpses lay the dead Warphead, slain by my Farseer.

True to form the Orks had adopted their simple tactic of going for the objective at all costs. It very nearly worked. On my last turn I managed to kill all the Orks within three inches of their objective but only just. One or two unlucky dice rolls and I would have been stuck.

My plan to funnel the Orks into a killing zone by firing on them from both sides worked perfectly, the only problem was that two of my scatter lasers were destroyed and I had been relying on these to cause lots of damage. As it was, the War Walker that survived unscathed had killed sixteen Orks and Gretchin by the end of the battle. If Adrian hadn't destroyed the others then none of the Orks would have escaped alive.

My Farseer spent most of the battle right at the front in a rather brave attempt to extend the effective range of his devastating power *Executioner*. This gamble paid off handsomely when he killed the Warphead with it in turn three. As it was the Warphead was only half an inch inside the maximum range of the power but that was close enough.

It is always harder to learn from victories than losses because it's so easy to pat yourself on the back at your brilliant strategy and gloat over your enemy's mistakes. In general though I

think that my plan worked fairly well and Adrian became so wrapped up in taking the objective at all costs that he didn't have time to exploit the inherent weaknesses of my set up.

On the Orks' side I think that Adrian's main fault was in following my plan for his army, and converging on his objective. If he had advanced on the same width as he had deployed, then I would have been forced to take some of the Eldar defending the centre and place them on the flanks or risk being completely overrun. Any squads he sent around the sides of the buildings to attack my flanks wouldn't have been able to capture the Orks' objective themselves, but they would have been greatly helping the whole army by drawing fire away from those who could.

All in all this was an exciting game greatly enhanced by the excellent new psychic rules from Dark Millennium.

ORK CONCLUSION

Whoever came up with the brilliant Strategy should be taken out and shot!

I feel that the game could have gone either way up until the middle of turn three. I can definitely see a pattern of opportunities that were presented to me which were double-edged swords. First let's take the Strategy cards I picked. *Brilliant Strategy* gave me the opportunity to move first. This was too good a chance for an Ork player to resist because Orks nearly always move second. However, given that my mission

was *Take and Hold* I would have been better moving after the Eldar as this gives the Orks a last turn advantage to jump on an objective or take more enemy down without fear of reprisal (apart from overwatch of course). This clearly shows that it can be more strategic not to play a strategy card rather than just blindly use the card for the sake of it.

Certainly *Malfunction* was extremely handy to pick as it actually gained me a victory point for damaging a War Walker without firing a shot. In hindsight I may have been hasty in using it on the first War Walker that opened fire rather than waiting to use it on the War Walker in the centre which commanded the area around my objective and was more of a long term threat.



I had deployed the Orks very close together and they would have been a perfect target for frag missiles if there had been any that could see them. I guessed that the Dark Reapers wouldn't be able to get into a firing position for a turn and unless Jake had an area effect strategy card such as *Barrage* or *Virus Outbreak* I was safe. By the time Jake's missile launchers could see my mobs they were safely dispersed.

As the game progressed I focused too much on swamping the objective with Orks rather than threatening Jake's forces as a whole by moving the Orks forward as they were deployed. If I had done this, my huge Ork line converging on the thin Eldar line would have caused Jake to spread his fire across the battle front instead of concentrating it on one point. Also, when Jake finally opened fire on the Goffs on my right I halted their advance and moved towards my objective. I should have ignored the missiles as I usually do in favour of threatening a squad of Guardians that I could easily have hacked to pieces in hand-to-hand combat.

All the heavy weapons had less line of sight than I had anticipated. The Death Skulls were probably the worst placed of my heavy weapons and should have been deployed on the hill to the right of my main line in much the same way as the Dark Reapers were positioned. A screen of Gretchin would have protected them from harm.

Up until turn three the game was going very much to my original plan. The Gretchin were a walking shield and quite rightly so. The Goffs were converging on the objective from both sides. Although the Swooping Hawks had wounded the Warphead they suffered for it and he was still on his feet. In many respects I should have swapped the positions of the Warphead and the Warboss at this point. This would have denied the Swooping Hawks a line of sight to shoot him again without placing him too near the front line. I usually like to keep the Warboss out of harm's way but there was plenty of cover for him to hide behind and plenty of boyz who would sell themselves dearly for their exalted leader.

The Warphead exhibited low Orkish cunning by picking off Jake's scatter laser which was causing so much trouble to my

advance. The War Walker at the objective was his next target. As well as this, he kept throwing 'Edbutz at the Farseer or knocking him down with *Waaagh!* and this kept him on his toes. In fact the Farseer was becoming my target for the battle. It was in the middle of summoning the power of the *Waaagh!* that he was cut down by the Farseer's *Executioner*.

I realise now that the greatest flaw in my plan was simply the reliance on the Warphead to achieve victory. He is one of the most powerful characters in Warhammer 40,000, certainly as far as psykers are concerned. Whilst he was alive I felt in control. Once I realised how much my heavy weapons were tied up by lack of clear lines of sight the Warphead became my support weapon for the battle. My plan to use him to destroy all the most potent of the Eldar weapons ie: the scatter lasers, and therefore allow the Orks numbers to swamp the objective was certainly valid. However, as killing the Warphead was Jake's mission, moving close enough to be in a position to *Krunch* the enemy was very risky as I found out to my cost. With his death I was confused as to how to continue. Also, I was too caught up in the heat of battle to think straight and pick my targets carefully. This is a particularly easy mistake to make with the Orks as there are so many models to think about.

Jake's basic battle plan was fine and as predictable as mine was. He certainly achieved his objective. His deployment on the flanks was perfect but my only criticism was that his set up in the centre was a little unsure. It would have made sense to place the scatter laser on the anti-grav platform to the left of the Farseer rather than the right. The pipes and hard cover here would have proved more effective protection than the trees as well as being out of range of *Da Krunch*. Also, the squad of Guardians who were killed by the heavy bolter whilst in hard cover may have been better kept in reserve behind the silos with the other Guardians. I personally would have taken a second squad of Dark Reapers in preference to all the Guardians, but considering the missions we could have picked Jake may have thought them too costly.



Having learned from this battle I am now making good use of Warbikes and Scorchers to overcome the Orks' lack of manoeuvrability and really take the battle to the enemy. Also, the new shokk attack gun rules which are being tested at the moment for the Ork Codex have proved very effective. It is not the only good support weapon being tested either. I am also making use of an extra Weirdboy as back up should the Warphead be killed. My general rule for an Ork army is that everything counts in large amounts!

The Orks are a brilliant army to stretch your tactical knowledge and gaming skills. Although their tactics are never subtle, an Ork force is neither a simple nor straightforward army to use. I have heard it said that no one won a gun fight by being a crack shot. It was always the man who kept his head, picked the right targets in the right order and was coolest under fire who emerged triumphant. In Warhammer 40,000 this is certainly a skill to be developed.

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WARHAMMER

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The Giant strides about the battlefield yelling and belching, instilling fear into even the most stalwart of warriors. Immense size and strength give him a huge advantage in combat. A blow from a Giant has no chance of being stopped by ordinary armour. Even if you can defend yourself against the Giant's powerful attacks you are by no means safe. Giants are notorious drunkards and have a tendency to fall over when startled, crushing anything beneath them.

Model designed by Aly Morrison

This is a Marauder Miniature expert kit that requires a degree of modelling skill. This model is not recommended for young or inexperienced modellers.

Marauder Miniatures are supplied unpainted. This model requires assembly. We recommend that parts are carefully cleaned and trimmed with a modelling knife before assembly, and that the model is undercoated before painting with Citadel paints.

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NECROMANCER ON MANTICORE



Designed by Gary Morley

Dieter Helsnicht, the Doom Lord of Middenheim, was once one of the mightiest wizards in the Empire before being banished for delving too deeply into the forbidden art of Necromancy. Mounted on a Manticore, one of the most devastating and ferocious monsters in the Warhammer World, the Necromancer has returned.



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SEA OF BLOOD

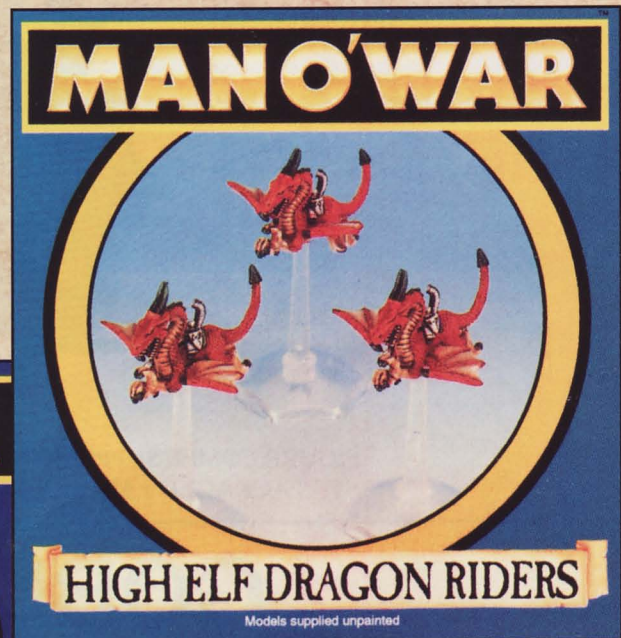
TM

MAN O' WAR FLYERS BOXED SETS



Box contains 3 Dwarf War Balloons

The flying creatures from Sea of Blood can expand your Man O' War game into whole new dimensions of cunning strategies and dreadful perils. With frightening speed squadrons of airborne monsters swoop from the skies to terrorize the vessels below. Aware of the danger from above, many warfleets enlist their own flyers to act as interceptors. The battle for supremacy of the sky has begun!



Box contains 3 High Elf Dragon Riders



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Designed by Michael Perry and Norman Swales

HOBGOBLINS

HOBGOBLIN HERO ON WOLF - 9059



FIGURE COMES SUPPLIED WITH A SHIELD SPRUE.
PACKAGED 1 MINIATURES PER BLISTER.

GOBLINS

SKARSNIK AND GOBBLA - 9061



PACKAGED 2 MINIATURES PER BLISTER.

SKAVEN

SKAVEN COMMAND - 9064



PACKAGED 2 FIGURES PER BLISTER.

PSYKERS

IMPERIAL PSYKERS - 9066



PACKAGED 2 FIGURES PER BLISTER.

ELDAR

ELDAR WARP SPIDERS - 9060



PACKAGED 2 FIGURES PER BLISTER.

ELDAR FARSEER - 9065



PACKAGED 1 FIGURE PER BLISTER.

SPACE WOLVES

SPACE WOLF RUNE PRIEST IN TERMINATOR ARMOR - 9053



PACKAGED 1 FIGURE PER BLISTER.

ELDAR ASPECT WARRIORS

ELDAR SWOOPING HAWKS - 8023



SWOOPING HAWK EXARCH
WITH LASBLASTER



SWOOPING HAWKS WITH LAS GUNS



ELDAR DARK REAPERS - 8024



DARK REAPERS WITH MISSILE LAUNCHERS



DARK REAPER
EXARCH WITH
WEB OF SKULLS

ALL ELDAR ASPECT WARRIORS ARE PACKAGED 2 MODELS PER BLISTER PACK.

ELDAR ASPECT WARRIORS

ELDAR DIRE AVENGERS - 8025



ELDAR DIRE
AVENGER EXARCH
WITH POWER SWORD



ELDAR DIRE AVENGERS WITH SHURIKEN CATAPULTS

ELDAR FIRE DRAGONS - 8026



FIRE DRAGON EXARCH
WITH FIRE PIKE



FIRE DRAGONS WITH MELTAGUNS

ALL ELDAR ASPECT WARRIORS ARE PACKAGED 2 MINIATURES PER BLISTER.

SPACE ORK BOYZ - 8013



EVIL SUNZ



ORK BOYS



EVIL SUNZ



WORK BLOOD AXE



ORK BLOOD AXE



ORK BLOOD AXE



ORK BLOOD AXE



ORK SNAKEBITE



ORK BAD MOON



ORK BAD MOON



ORK BAD MOON



ORK BAD MOON



ORK STORMBOY



ORK STORMBOY



ORK STORMBOY OF KHORNE



ORK DEATH SKULL



**ORK GENESTEALER
HYBRID**



ORK
FREEBOOTER



ORK DEATH SKULL



ORK GOFF



ORK GOFF

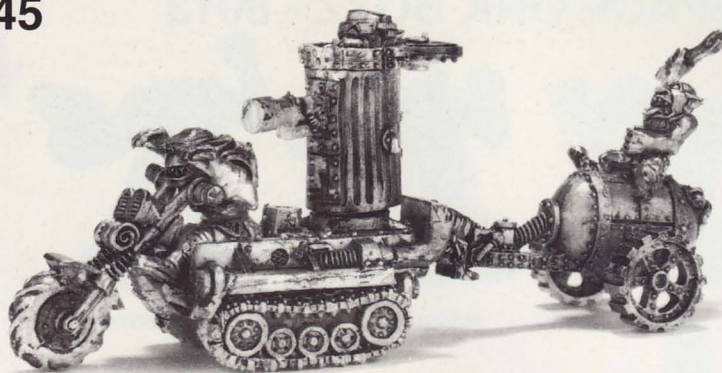
EACH BLISTER COMES SUPPLIED WITH A PLASTIC ORK ARMS SPRUE AND AN ORK WEAPONS SPRUE. PACKAGED TWO MINIATURES PER BLISTER.

ORK VEHICLES

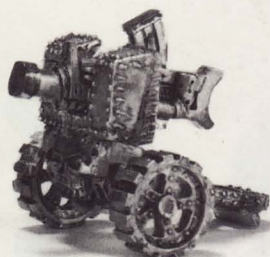
ORK VEHICLES - 8045



GRETCHIN
LOADER



ORK SCORCHER WITH FUEL TANK
AND SNOTLING PUMPER



HOP SPLAT FIELD GUN



MEKBOY WITH WHIP
AND WRENCH



GRETCHIN
LOADER

PACKAGED 1 VEHICLE AND CREW PER BLISTER.

ORKS IN POWER ARMOR

ORKS IN POWER ARMOR - 8047



KUSTOM BIONIK ARM



BIONIK EYE



PLASMA PISTOL AND
POWER ARM



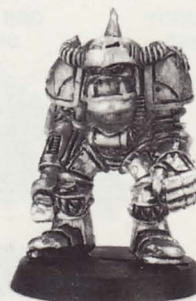
BOLTA AND
POWER FIST



BIONIK ARM AND
KUSTOM WEAPON



PLASMA GUN



BIONIK ARM AND
KUSTOM WEAPON



BOLTA AND
POWER ARM

PACKAGED 2 FIGURES PER BLISTER.



AN ELDAR WAR HOST OVERRUNS A BLOOD ANGELS SPACE MARINE OUTPOST

WARHAMMER 40,000TM DARK MILLENNIUM



WARHAMMER
40,000
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