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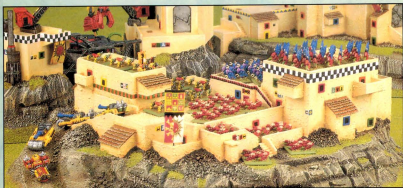
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TYRANIDS OVERRUNNING A REMOTE ORK SETTLEMENT



A POWERFUL TRYGON ASSAULTS A SQUAT CYCLOPS



AN IMPERATOR TITAN LEADS A DESPERATE DEFENCE AGAINST A TYRANID SWARM

WHITE DWARF

Issue 183
March 1995
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To demonstrate the idea of the narrative campaign, Jervis provides two linked **Warhammer** scenarios based on the on-going campaign run at the Games Workshop Studio.

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ULTRAMARINES CODEX

The latest Codex supplement for Warhammer 40,000 is released this month - the **Ultramarines Codex**.



Filled with all the special rules, troop types, and unique heroes of the Ultramarines, and all the Codex Chapters, the Codex also delves into the chapter's long and glorious history. Sculptor Jes Goodwin is putting the finishing touches on some awesome new additions to the Marine line, which will be available next month!

IMPERIAL GUARD

The overall response to all the newly released **Imperial Guard** boxed sets has been overwhelming! The Perry twins - Alan and Michael, continue to outdo themselves with another batch of great new releases this month.

ICE WARRIORS

The newest addition to the Imperial Guard Army comes in the form of the **Ice Warriors of Valhalla**. From a planet that is little more than a frozen wasteland, the Ice Warriors earned their fame for their never retreat and never surrender tenacity! Together with an "Eavy Metal" page, full rules and background for the Ice Warriors can be found elsewhere in this issue. Check out

ROUGH RIDERS

Galloping into combat with their explosive Hunting Lances, the Rough Riders make a devastating charge. Now you can add the brand new Lieutenant and Standard Bearer to your hunting party of Rough Riders. Both of these great new models can be found on the "Eavy Metal" pages in this issue.



CADIAN SHOCK TROOPS

Players who wish to customize or bulk up their units of Cadian Shock Troopers will be thrilled to see the release of blister packs of additional Troopers. The fantastic Cadian Shock Troop Lieutenant is also available this month!



HIVE MIND ANDY

In the past few months games designer Andy Chambers has been immersed in the Hive Mind and how to unleash Tyranid forces into the Epic game system. Using this sinister knowledge Andy will now turn his clearly focused (yet entirely alien) mind to the Warhammer 40,000 game. Prepare your defenses, you've been warned!

THIS MONTH'S WARHAMMER 40,000 RELEASES

0157	Codex Ultramarines	\$19.99
	(Army book supplement)	
0444	Ice Warriors of Valhalla	\$31.99
	(Boxed set of 10 models)	
9166	Cadian Shock Trooper Lieutenant	\$4.50
	(1 model per blister)	
9167	Ork Deathskull Lootas	\$5.50
	(1 model w/ heavy weapon per blister)	
9168	Attilan Rough Rider Lieutenant	\$6.50
	(1 mounted model per blister)	
9174	Rough Rider Standard Bearer	\$6.50
	(1 mounted model per blister)	
9175	Cadian Shock Troopers	\$5.50
	(2 models per blister)	



A Deathskull Lootas

DEATHSKULL LOOTAS

Now you can properly blast your foe while your Ork mobs and Gretchin hordes advance! The **Deathskull Lootas** add some much needed heavy metal to the Ork Army. These scavenging Orks come with an awesome array of deadly kustom kombi-weapons.

BOXED ARMIES

The boxed Armies - an entire Warhammer 40,000 force all crammed into one giant box - have proven so popular that we've had to bring them back. Look for new boxed Armies in upcoming issues of White Dwarf!

NEW RELEASES FOR APRIL

Every month we release dozens of new miniatures and models for our games. Getting your hands on all the releases listed on these pages, as well as the full line of Games Workshop products, is as easy as finding your nearest **Games Workshop Store** or **Chapter Approved Retail Shop**. There is a full list of **Chapter Approved Stores** on pages 12 and 13 of this issue and our store addresses are on page 17. If there are no local stores stocking Games Workshop products near you, then our speedy, efficient **Mail Order Service** will be happy to help. Just call 1-800-394-GAME for up to the minute product information and release dates.

THIS MONTH'S BLOOD BOWL RELEASES

0290	Zharr-Naggrund Ziggurats	\$39.99
	(Complete team of 12 models)	
9173	Hakflem Skuttlespike	\$4.50
	(1 Skaven Star Player per blister)	
9180	Hthark the Unstoppable	\$7.50
	(1 Chaos Dwarf Bull Centaur per blister)	

CHAOS DWARFS

This month sees the release of the final boxed set for the Blood Bowl system - the malevolent and sneaky Chaos Dwarf Zharr-Naggrund Ziggurats. Combining sturdy Chaos Dwarfs with their speedy Hothgoblin lackeys, this team means business!



A Chaos Dwarf Blocker

BLOOD BOWL

HTHARK

Star Player Hthark the Unstoppable is also released this month. This Bull Centaur is absolutely incredible, but as Robin Dews always points out, everyone goes down on a skull dice result! While this advice may not save the hapless player chosen as the recipient of a Hthark blitz, it will give you something to hope for. If you have to take Hthark down, think massive gang-block!

NEXT MONTH

While the last planned boxed set for Blood Bowl may be out this month, there will still be further Star Player releases. Fans of the fantasy gridiron can look forward next month to Chaos Mutants and that infamous war machine, the Dwarf Death Roller. Careful readers may be able to spot these upcoming models in this issue.

HAKFLEM SKUTTLESPIKE

Great news for Skaven coaches - Mutant Star Player Hakflem Skuttlespike is now available. With two heads to look for an opening in the enemy's line, Hakflem is ideal at dashing into open territory and using his four arms to catch that touchdown pass.



Hakflem Skuttlespike

WARHAMMER

VAMPIRE CHARACTERS

From out of the cold, shadowy lands of Sylvania come two of the most famous (and powerful) Undead Characters. Full rules can be found in this issue for both Vlad Von Carstein and his lovely (and deadly) wife, Isabella.



Isabella Von Carstein

FORCES OF CHAOS

Chaos Armies continue to swell and expand with this month's release of even more models.

First off, Aekold Helbrass, Champion of Tzeentch, can add a devastating (if somewhat unpredictable) element to your forces. Full rules for Aekold and his mysterious Breath of Life Chaos Gift can be found in the Warhammer Armies - Chaos boxed set.

FIENDS OF SLAANESH

Part scorpion, human, and reptile, Fiends of Slaanesh are bizarre and deadly daemons. With wicked barbed tails and an overwhelming soporific musk, the Fiends make a hard-hitting unit! Designed by Trish and Aly Morrison, these miniatures place even more power into the claws of Chaos Generals. Check out all the great new models on page 14.

THIS MONTH'S WARHAMMER RELEASES

9169	Vlad Von Carstein	\$6.50
	(1 Vampire per blister)	
9170	Isabella Von Carstein	\$6.50
	(1 Vampire per blister)	
9176	Aekold Helbrass	\$8.50
	(1 model per blister)	
9177	Fiends of Slaanesh	\$7.50
	(1 model per blister)	
0521	High Elf Army	\$235.00
	(Entire Boxed Army!)	



MORE BOXED ARMIES

The response to the Boxed Warhammer Armies has been phenomenal! Because of the high demand we will be releasing the previous boxed armies as well as creating new ones. Keep your eyes on White Dwarf for the latest news.

WARHAMMER QUEST

0001 Warhammer Quest
(Boxed Game)

\$59.99

WARHAMMER QUEST

Warhammer Quest is the game that lets you go adventuring into the dark and dangerous catacombs beneath the Warhammer World. Not only does the game come with what has to be the best full-color card components we've ever done, but it also includes over 90 plastic Citadel Miniatures! There were serious doubts as to whether we'd be able to stuff all the components into a single box! Check out the ad on the inside back cover of this issue.



One of the many models from Warhammer Quest

QUEST DAY

On Saturday, April the 22nd all Games Workshop stores and Chapter Approved shops will be holding a special Warhammer Quest preview day. All day long you can stop by and check out the brand new game, in fact, you can even join in a match. For further details, as well as a list of participating stores, see the ad on page 38.

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GAMES DAY 1995

Everyone here is getting caught up in the excitement of Games Day preparations. There are armies to paint, special gaming boards to build, and scenarios to come up with. Of course all the games must go through rigorous playtesting to make sure they're balanced (Really! It isn't just an excuse to play games).

Look for further Games Day information on page 28 in this issue of White Dwarf.

This is sure to be the biggest and best Games Day yet, so if you haven't already, make your plans to attend!



Top: Trent Nighman paints another Games Day model.

Left: Mark Gregory works on a Man O' War table.

Bottom: Hard working staff playtesting a Dwarf/Skaven battle in the mines!



GAMING TABLES

Whether it's an expert game where you bring your own models, a beginner's demonstration, or one of the many scenario games where we provide the figures - every Games Day match will be played out on a table full of spectacular terrain. Mark Gregory, our scenery expert, has been hard at work constructing these awesome battlefields. During Games Day Mark will also be on hand to answer questions and run terrain-building demos!

WARHAMMER

40,000

ICE WARRIORS OF VALHALLA

By Rick Priestley

Raised on a frozen and desolate homeworld, the Ice Warriors of Valhalla have a long and glorious history of victories against the Orks and other enemies of the Imperium. Famed as one of the toughest regiments of the Imperial Guard, these grim and tenacious warriors never retreat and never surrender.

VALHALLA

The planet of Valhalla was once a temperate paradise of forests and broad fertile plains. There is no record of its settlement, but legends recall a world ripe for colonisation and development. Its people spread across the world and prospered. The planet's main land masses were distributed more or less evenly, one centred at the northern pole and the other at the south. The equatorial regions themselves were dominated by a huge warm ocean eleven thousand miles wide.



Approximately ten thousand years ago Valhalla was struck by a comet of immense size and weight. The planet's defence lasers poured shot after shot into the comet. This did nothing more than break off several smaller fragments of what proved to be virtually solid iron. A mile wide fragment struck the northern continent causing massive earthquakes and destruction, but the main comet body landed in the sea.

At first the confusion and devastation made it hard to gauge the full effect of the strike. The boiling seas, clouds of vapour and pall of dust cut off the light. Temperatures plunged to freezing over the whole planet. Even more significantly, the impact had knocked the whole world from its orbit. For ten years Valhalla spun eccentrically until it finally settled some fifteen million miles further from its sun. By then the planet was a very different place indeed.

ICE WORLD

Valhalla had become a frozen world of ice. The survivors of the disaster found themselves pushed further and further towards the equatorial oceans as glaciers engulfed the polar continents. Eventually, there was no more land left, and they were forced to live upon the ice itself. Though 99% of all life

had been destroyed the people struggled through, building their cities deep inside the ice, beneath the glaciers and upon the frozen ocean. What little life remained they carefully cultivated, growing nutrient slimes and algae in vats heated by thermal stills.

Fate had dealt the world a cruel blow but had not finished with Valhalla. Just as the threat of starvation seemed to be receding, another and equally dangerous foe appeared. Orks came in their thousands, their damaged spacecraft blown upon the winds of the warp to the ice world. Finding little to sustain even their undemanding appetites, the Orks launched themselves upon the Valhallans with a ferocity sharpened by hunger. It was a fight for survival, the Orks were marooned and the only food on the whole planet lay inside the cities of the Valhallans – the precious organic cultures and the inhabitants themselves!



ICE WARRIORS OF VALHALLA



SERGEANT



MORTAR TEAM



TROOPER WITH FLAMER



ICE WARRIORS WITH LASGUNS



THE ICE WARRIORS OF VALHALLA SKIRMISH WITH A GROUP OF INVADING ELDAR



Ice Warriors of Valhalla lead the Imperial Guard's assault against an Ork horde.

A DESPERATE STRUGGLE

The fighting raged throughout the sub-glacial cities of the Valhalls. The thermal stills which rose above the ice were easy targets for the Orks, but the green-skinned creatures plunged downwards instead, into the heart of the ice cities. The fighting raged through the galleries and tunnels of Valhalla. The defenders knew every inch of their frozen domain, every gallery and shaft, and they made good use of their familiarity in each encounter. As the Orks fought inward they found themselves constantly ambushed, or led unwittingly into dead ends where tunnels would be collapsed behind them.



By the sixth week of fighting the Orks reached the main food chamber with its hundreds of nutrient slime vats. Almost half the Orks had been killed, but the remainder were every bit as determined as ever. The scent of the bubbling green slime assailed their keen nostrils and they licked their scaly lips in anticipation. The Valhalls prepared to put up a final resistance. If the chamber was captured they'd starve within a week. Every man, woman and child that could carry a gun crowded into the chamber and its surrounding galleries. The battle would decide which race would survive on Valhalla.

THE FINAL BATTLE

The Orks attacked in a great mass. The green-skinned warriors were maddened with hunger and no longer seemed capable of rational thought. If the attack had been better planned it might have succeeded, but as it was the Orks were repelled though at great cost. Almost half the defenders were slain or hurt. The Orks retreated and prepared for another rush.

The second attack came in two simultaneous thrusts. The first was repelled easily but this proved to be nothing more than a feint. The second was directed against a small side-chamber, part of the nutrient packaging plant that adjoined the main production vats. The pack aging plant eventually fell to the Orks, its defenders dead at their posts after exacting a heavy toll amongst the enemy.

From their newly won position the Orks rapidly moved reinforcements forwards. The humans found themselves in a crossfire, and were soon forced to give ground in the main chamber itself. The Orks were amongst the huge vats. These were pits hewn into the ground and filled with the sticky green algal slime. The raised sides of the pits provided cover for attacker and defender alike. The fighting intensified as the Orks struggled forward, pit by pit, and the humans gradually retreated or fell at their places.

VICTORY!

After three hours the Orks had lost half their number but had forced the Valhalls back against the ice wall. The defenders' prospects looked pretty grim as they prepared for a fresh assault, determined to sell their lives as dearly as possible. As



CADIAN SHOCK TROOPS
LIEUTENANT



JUNGLE FIGHTERS OF
CATACHAN LIEUTENANT

IMPERIAL GUARD



ROUGH RIDERS OF ATTILA LIEUTENANT



ROUGH RIDERS OF ATTILA STANDARD BEARER



THE ROUGH RIDERS OF ATTILA CHARGE AN ELДАР POSITION



the Orks rose as one and howled their battle cry, a mighty explosion tore through the cavern. Ice pillars toppled and fell into the nutrient pools, and the floor heaved and broke under the Orks' feet. The Valhallans rose in their turn and with an almighty scream fell upon their attackers. The Orks broke in confusion as fiery machines smashed through the floor, and the cavern swam in a mixture of slime and green ichor.

The Valhallans had won the day because their stiff resistance gave their engineers time to bore an ice shaft under the cavern floor. At the vital moment the old ice burners, industrial machines used to form the sub-glacial chambers themselves, had been allowed to burst through and run amok amongst the Orks. The intensely hot burners, carried by their own high pressure steam, had terrified the Orks. Those who did not run were badly burned or melted, and those who escaped were cut down by the vengeful Valhallans.

Though the planet of Valhalla is no longer a populous or affluent world, the Valhallans are famous throughout the galaxy. After destroying the Orks on their own world, regiments of Valhallans joined with other Imperial Guard to rid many worlds of the Ork invaders. Always the Valhallans fought with the same grim determination which they displayed in the ice cities of their homeworld. In battle their courage and tenacity earned them the respect of other regiments from all over the Imperium.

IMPERIAL GUARD MORTAR

The mortar fires a shell on a high, arcing trajectory, which flies over the heads of the nearby troops and crashes down onto the rear ranks of the enemy with a devastating explosion. Mortars are popular weapons in many Imperial Guard regiments because they are simple to construct and don't malfunction as often as some other heavy weapons. The following rules reflect the unusual way the mortar works. To fire it you will need both the Scatter dice (marked with arrows and hit symbols) and Artillery dice (marked 2, 4, 6, 8, 10 and Misfire).

The Imperial Guard mortar has two crew and is covered by the rules for weapon teams described previously in White Dwarf issues 180 and 182. The mortar fires in the shooting phase as normal but remember that the mortar is a heavy weapon and cannot move and fire in the same turn.

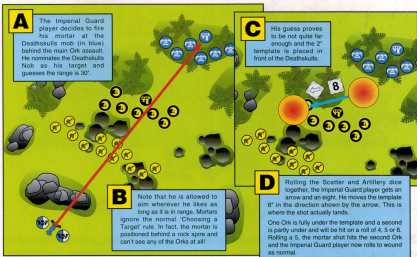
FIRING THE MORTAR

The first step in firing the mortar is to nominate the direction you wish to fire in – this must be within the model's 90 degree fire arc, centred in the direction faced by the mortar. The easiest way to do this is to pick an enemy model or a bit of scenery and declare that you are aiming directly towards that point. You can aim anywhere on the table that you think is within range of the weapon, regardless of whether you or any other model in your army can see the target point. This is the chief advantage of the mortar over other weapons. The mortar's unique system means that it is not subject to the usual Choosing a Target rules.

Once you've established the direction you are firing in you must declare the range. *Without measuring*, guess the range you wish to fire. You may guess up to a maximum range of 60". The mortar fires its shell high into the air and has a minimum range, so you cannot guess a range less than 12". It's important that you guess this range. If you wish to shoot other weapons in the same direction as the mortar then it's only fair to announce the mortar's range first, so that you can't measure the range beforehand! This makes the Imperial Guard mortar somewhat inaccurate but great fun to play.



Having guessed the range between 12" and 60", measure this distance towards the aiming point and place the centre of the 2" blast marker there. This may be bang on target or you might have guessed too much or too little. However accurate your initial guess was, you now have to roll the Scatter and Artillery dice together to see where the shot actually lands. It's best if you roll both dice near the blast marker, so that it's easy to work out where the shot ends up if it misses. Remember that the shot will scatter from the point you *guessed*, not necessarily the place you originally aimed towards.



SCATTER AND HITS

If you roll an arrow and a number, move the blast marker the number of inches indicated by the artillery dice in the direction shown by the scatter dice arrow. Mortars are not subject to the maximum scatter rule on page 37 of the Warhammer 40,000 Rulebook, so the shell may scatter over the weapon's range of 60" or land closer than 12" away if this is indicated by the

Scatter and Artillery dice rolls. Each model completely under the template is automatically hit, models partially under are hit on a further D6 roll of 4, 5 or 6 as with other weapons that use a blast marker.

Note that there is a slight difference to the Scatter and Artillery dice rolls compared to the normal chart on the Warhammer 40,000 quick reference sheet. This means the mortar will not explode on a Misfire and Hit result. Instead, this result simply counts as a dud just like a Misfire and arrow normally would.

ROLLING TO HIT

MISFIRE

If you roll a Misfire on the Artillery dice, ignore the Scatter dice result. The shell is a dud and either fails to explode or goes off harmlessly in mid-air.



If you don't roll a Misfire, and the Scatter dice is a Hit then the mortar shell is bang on target and lands right where you have guessed. Ignore the Artillery dice and work out any hits using the rules given.



If you roll an arrow and a number, the shell has scattered from the point of aim in the direction indicated. The distance the shell scatters is determined by the Artillery dice.

ICE WARRIORS OF VALHALLA

For every Command section in your Imperial Guard army you may include up to three squads of Imperial Guard. These could be Ice Warriors of Valhalla, Rough Riders of Attila, Cadian Shock Troops, Catachan Jungle Fighters or any other Imperial Guard regiment.

ICE WARRIOR SQUADS136 points

Squad consists of 1 Sergeant and 9 Imperial Guard armed with lasgun, frag grenades and flak armour (6+ save). The Sergeant is armed with bolt pistol, chainsword, frag grenades and flak armour (6+ save). One trooper is equipped with a flamer, and the squad includes a two man weapons team armed with an Imperial Guard mortar.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Imperial Guard	4	3	3	3	3	1	3	1	7

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
Guess between 12-60"		Special		4	1	-1	D6+4	Move or fire, 2" radius. See rules. 25 points

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Left: Game Towne has a complete line of Games Workshop products.
Right: Orks and Space Marines fight to the death in Warhammer 40,000.



GAME TOWNE CARLSBAD

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April 1st – Epic Intro Game starting at 1p.m. Come learn how to play and crush your opponent's army underneath your boot-heels.

April 8th – Blood Bowl All-Star Game starts at 1p.m. Double Elimination Tournament to the death or the seriously injured. Stop by, play, and take home a free gift or prize!

April 15th – Oh, no! It's the Tax-Day Tallyman Tournament! Come by at 1p.m. and win a prize! We won't tell the IRS if you don't! Also, Tallyman Painted Figure Contest, start painting now!

April 22nd – Warhammer 40,000 Intro Day at 1p.m. Armies provided. Also, Warhammer Quest Day!

April 29th – Man O' War Elimination Tournament! Begins at 1p.m. Sink as many ships into the briny deep as ye can – and win a prize! Losers and scow dogs will be forced to walk the plank!

And remember kids, every Friday is Blood Bowl League Night and Wednesday is Warhammer Night!



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QUEST DAY
APRIL 22ND!

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UNDEAD CHARACTERS



VLAD VON CARSTEIN
VAMPIRE LORD



ISABELLA VON CARSTEIN
VAMPIRE COUNTESS



HEINRICH KEMMLER
THE LICHEMASTER

HORDES OF CHAOS



FIENDS OF SLAANESH



AEKOLD HELBRASS
CHAMPION OF TZEENTCH



FIENDS OF SLAANESH



WARHAMMER

VLAD AND ISABELLA VON CARSTEIN

By Jervis Johnson

From the cursed lands of Sylvania comes the first of the legendary Vampire Counts – the malevolent Vlad von Carstein. With his beautiful wife Isabella, he leads the vast legions of Undead to battle against any who dare to confront them, cutting down his foes and using their shattered bodies to swell the ranks of his army.

VLAD VON CARSTEIN

Vampire Lord 375 points

+50 points Carstein Ring

+75 points Sword of Unholy Power

Your army may include Vlad von Carstein. He may lead the army if you wish, though he does not have to. If you choose him to lead the army then he replaces the general described in the main army list.

Vlad von Carstein was the first and greatest of the Vampire Counts of Sylvania. It was he who tainted the once human aristocracy of Sylvania with the curse of undeath, and in so doing created an Undead kingdom in the very heart of the Empire. Vlad von Carstein was a towering figure of a man, with a mane of black hair and piercing eyes. Those who met him and survived the encounter described him as having a feral charm and being extremely intelligent, but with an evil temper that could turn into a berserk fury if he was thwarted in his endeavours. It was said that at such times only his wife Isabella could calm him without blood being spilt.

In battle Vlad wields the *Sword of Unholy Power*, an enchanted blade that grants its owner great magical power. On his left hand he wears the infamous *Carstein Ring*, a magical artifact which gave Vlad the ability to cheat death time and again. It was only after the *Carstein Ring* had been stolen from him that Vlad von Carstein was finally defeated.

WEAPONS/ARMOUR: Vlad von Carstein may ride a Skeleton Steed (+2 points).

MAGIC ITEMS: Vlad may take up to four magic items in total. Usually he carries the *Carstein Ring* and the *Sword of Unholy Power*. The magic item card for the *Carstein Ring* can be found in Warhammer Battle Magic, while the card for the *Sword of Unholy Power* can be found in the Warhammer – Arcane Magic and Warhammer Armies – Undead supplements. The rules for the items Vlad von Carstein carries are summarised below for your convenience.

PROFILE M WS BS S T W I A Ld

VLAD VON CARSTEIN	6	8	6	7	6	4	9	4	10
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CARSTEIN RING

If Vlad is slain, he may return to life immediately. The model is replaced within 12" of the position where he was slain. All of his wounds are recovered and any magic items, spells etc are returned. If Vlad was leading the Undead army this means that his death does not destroy the army, and he may continue to fight as normal. The ring may only be used once per battle. If Vlad von Carstein is slain a second time he cannot return from the dead again.

SWORD OF UNHOLY POWER

Vlad may draw on the power of this sword to cast one of his Dark Magic or Necromantic Magic spells per magic phase.





The spell is cast automatically, without Vlad having to expend any power cards to cast it. The spell may be dispelled as normal. Roll a D6 each time the sword is used. If the dice roll is less than or equal to the power normally required for the spell that was just cast, then the energies of the sword are exhausted and it cannot be used again for the rest of the battle. For example, if Vlad cast a power 3 spell, then the sword would become exhausted on a D6 roll of 3 or less.

If Vlad von Carstein is resurrected by the *Carstein Ring* the *Sword of Unholy Power* does not regain its power if it was exhausted when he was killed. This also applies to any other items he has which can be exhausted or have a limited number of uses during a game.



SPECIAL RULES

As a Vampire Lord, Vlad von Carstein has a Magic Level of 3 and can have two spell cards. He can take his cards from either the Necromantic or Dark Magic decks. Alternatively, one of his spells may be drawn from one of the colour decks. Whatever else he chooses, Vlad must always take at least one Necromantic spell. When he casts a Necromantic spell, roll a D6. On a roll of 5 or 6 Vlad may cast that spell again this turn (as long as he has enough power cards left to do so).

ISABELLA VON CARSTEIN

Vampire Countess 175 points

Your army may include Isabella von Carstein, but only if it includes Vlad von Carstein as well.

Isabella was the daughter of Duke Otto von Drak. Vlad married Isabella, and then inherited her father's estates when both Otto and his brother Leopold died soon after the marriage. Isabella was a highly intelligent and darkly beautiful woman, and soon what had started out as a marriage of convenience developed into something far more. Vlad long resisted Isabella's requests to join him in undeath, but when she lay dying from a fatal wasting illness Vlad realised that he could not carry on without her, and reluctantly inducted her into the ranks of the Undead.

Isabella was Vlad's most valued confidante, and the only person whose advice he fully trusted. When Vlad was killed by Grand Theogonist Wilhelm at the Siege of Altdorf, Isabella committed suicide rather than carry on through eternity without him.

WEAPONS/ARMOUR: Isabella von Carstein is armed with a sword. She may ride a Skeleton Steed (+2 points).

MAGIC ITEMS: Isabella may take up to two magic items.

SPECIAL RULES

As a Vampire Countess, Isabella von Carstein has a Magic Level of 2 and can have one spell card. She must take her card from the Necromantic spell deck. When she casts a Necromantic spell, roll a D6. On a roll of a 6, Isabella may cast that spell again this turn (as long as she has enough power cards left to do so).



If Isabella is killed, then Vlad will be overcome by grief and go into a berserk fury. For the rest of the battle he will be subject to *frenzy*, as described on page 41 of the Warhammer rules. In addition, he becomes subject to *hated* against the model or unit that killed Isabella.

If Vlad is killed then exactly the same special rules apply to Isabella – she becomes frenzied and subject to *hated* against Vlad's killers. If the battle is part of an ongoing campaign and either Vlad or Isabella is killed, then you should roll a D6 for the surviving partner. On a roll of 1-3 they are overcome by despair and will kill themselves rather than face an eternity alone. On a roll of 4-6 they are driven mad by anger and grief, and swear vengeance against all living creatures – from now on the character is subject to *frenzy* and *hated* as described above in every battle that they take part in.

GAMES WORKSHOP[®]

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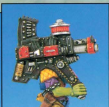
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EPIC TITAN LEGIONS

EPIC HIVE WAR!

By Andy Chambers

The new Epic Hive War boxed set unleashes the horrific alien forces of the Tyranids into the Epic games system. In this article, Andy tells us how he developed the background, creatures and battle tactics of the extra-galactic Hive Mind.

EPIC GAMES SYSTEM

The Epic game system has been available for over four years now and covers a lot of subjects in the 41st Millennium. The Epic game rules and miniature ranges are aimed at letting the players fight really massive battles involving whole battalions of troops and fighting machines. Space Marine, the first game in the Epic series, details some of the Space Marine forces of the embattled Imperium of mankind and the alien races of the Eldar and the Orks. Subsequent supplements have expanded

on the basic troop types and war machines presented in Space Marine and introduced the other major allies and enemies of the Imperium – the Squats and the dark forces of Chaos. Most recently a second Epic game, Titan Legions, has stomped into the shops. This game concentrates on the most gigantic war machines deployed by the fighting forces of the galaxy – Imperial and Eldar Titans and Ork Gargants, and includes models of the monstrous Ork Mega-Gargants and the humungous Imperator Emperor class Titan.





However, one race has long been conspicuous by its absence on the Epic battlefield – the Tyranids. The lurking threat of the Tyranids has been alluded to in Jervis Johnson's board games Tyranid Attack, and Doom of The Eldar as well as the Codex Imperialis entries for them in Warhammer 40,000. This terrifying race use bio-technology in place of the inorganic machines common to our galaxy. They genetically engineer creatures to fulfill the roles mankind uses machines for – warp drives, spacecraft, weapons and tanks. All of these things are bred from living flesh by the Tyranids. The Tyranids themselves are interlinked by a higher form of telepathy, a group mind which encompasses every living Tyranid, making them a kind of giant super-organism whose cells are individual creatures.

The Tyranids do not occupy worlds, instead they form vast hive fleets which move from one world to another, stripping them of all nutrients and genetic material like a plague of locusts. The organic warships of the Tyranid hive fleets have long threatened the fragile human Imperium but never before have the Tyranid hordes been able to swarm their way onto the Epic battlefield.

UNTIL NOW...

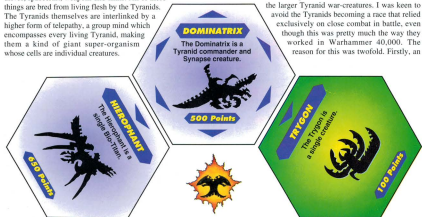
Hive War is the long awaited Epic Game supplement detailing the fighting forces of the Tyranids. Because the Tyranids have never been explored in Epic scale before, Hive War covers a lot of new details of their history, strategies and fighting style as well as the bio-engineered creatures they deploy in battle. This formed a daunting prospect for me at first – where to begin? How could I fit everything in?

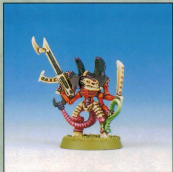
Fortunately, Epic Hive War concentrates entirely on a single race (unlike previous Epic supplements which have included two races or forces in each). This meant that I had plenty of room to get the Tyranids to feel suitably alien. I wanted not only to make the Tyranids play differently to other races on the battlefield, but also to expand the history of the galaxy's contacts with the Tyranids and interlink the various bits and pieces of information I had found about them.

TYRANID FORCES

The entire Tyranid Epic range has been created from scratch, including a new plastic set which includes Termagants, Genestealers, Tyranid Warriors and many previously unknown Tyranid creatures. In Hive War I've included information about all the Tyranid models in the pipeline at the time of going to press. As new models are released, rules and army cards for them will appear in White Dwarf magazine. Coming up with new ideas for Tyranid creatures was the most exciting and challenging part of Hive War and I must say I'm very pleased with the results. The miniature designers have excelled themselves in producing a brilliant range of models for the Tyranids to ravage the galaxy with.

The first step was to work out the size and look of the larger Tyranid war-creatures. I was keen to avoid the Tyranids becoming a race that relied exclusively on close combat in battle, even though this was pretty much the way they worked in Warhammer 40,000. The reason for this was twofold. Firstly, an





TYRANID HIVE TYRANT

The Trygon is a solitary, snake-like organism the size and weight of a super heavy tank. This predatory creature has been genetically engineered to turn it into a living weapon which generates a powerful electrical field. During battles this electrical field is launched forward as a rolling blast of high voltage power.



TRYGON

Hive Tyrants are terrifying alien warrior-lords of the Tyranid swarms. In addition to their formidable size and fighting prowess Hive Tyrants form vital synapse links in the structure of the Tyranid hive mind. In battles the presence of Hive Tyrants motivates the lesser creatures of the swarm and extends the influence of the hive mind across the teeming hordes.



AN EXOCRINE BROOD



A MALEFACTOR BROOD



AN EXOCRINE BROOD OVERRUNS A MOB OF ORK BRAINCRUSHAS

EPIC TYRANIDS™ AND CHAOS



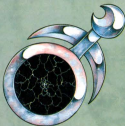
TYRANID DOMINATRIX



A CHAOS ARMY IS ATTACKED BY THE ALIEN FORCES OF THE TYRANID HIVE FLEET



FULGRIM
DAEMON PRIMARCH OF SLAANESH



KEEPER OF SECRETS
GREATER DAEMON OF SLAANESH

army with only one attack mode becomes easy to beat because its tactics are limited by the army itself. Secondly, I reckoned that a race as mutable as the Tyranids would quickly evolve to fight the forces of the galaxy at their own game. Once they had been confronted with tanks and artillery the Tyranids would soon genetically engineer creatures to fight at a distance as a reaction to them. Naturally the Tyranids would remain horrendously powerful in close assault as well, but they would have more than one trick up their bio-sleeve!

BIO-WARFARE

On this premise I spent a number of sleepless nights feverishly working out ways that the Tyranids could deal death at long range. A variety of lethal corrosive or poisonous projectiles which were spat, thrown or shot by muscle contractions came first, followed by electrical and psychic energy bolts later. It's amazing what a diversity of unpleasantness mother nature can

evolve when she tries. Armed with such bio-weaponry and armoured with polymer bonded carapaces and carbon-based chitin, I felt quite confident the war beasts of the Tyranids could battle the flimsy metal tanks so favoured by Ork, Imperial and Eldar forces.

Diversifying the Tyranid infantry forces proved much easier. Evolution of the lowly Termagant into winged and leaping forms has created Gargoyles and Hormagaunts to harass and overwhelm the enemy. Specially engineered Tyranid warriors has created the deadly, stalking Lictors which infiltrate enemy held areas to seek concentrations of opposing forces and murder lone opponents. Further manipulation of the Tyranid Warrior genes has created the powerfully psychic Zornthropes. These creatures are physically weak but bloated with psychic energy which they can use to protect themselves and (more importantly) vapourise the enemy with ravaging blasts of warp energy.





BIO-TITANS

The last element of Tyranid forces were the Titans. Would the Tyranid forces include something as big as Titans? Undoubtedly. Would they resemble the bipedal and roughly humanoid Imperial or Eldar Titans? Doubtful. A multi-legged form more reminiscent of spiders or scorpions seemed more interesting and feasible for bio-construction. Naturally these bio-Titans are very different to ordinary Titans. For example, Tyranid Titans have no energy shields but they do have incredibly tough armour and a capacity to regenerate damage very quickly. Bio-Titan weaponry includes such horrors as frag spines, stinger salvos, ripper tentacles and bile launchers.

Now the Tyranid forces included a whole host of creatures ranging upwards from the broods of Termagants, Genestealers, Tyranid Warriors and Carnifexes which are familiar to Warhammer 40,000 players. The new arrivals run from the compact but deadly Hormagaunts through tank-sized war beasts such as Haruspex and Malefactors, super heavy creatures like Trygons and Harridans to the mighty Hierophant and Hierodule bio-Titans.

As a final twist after some early playtesting I included special rules to allow several kinds of Tyranid creatures to deploy further forward than most armies. This was done to emphasise the overwhelming impetus of Tyranid assaults and make opposing forces feel under pressure from the very outset of the game. I also figured that Tyranid forces are invariably landed from space, often being held in reserve until the enemy has been brought to battle. To bring this factor into tabletop battles I came up with rules for the Tyranids to land their forces in Mycetic Spores, an organic equivalent of the Drop Pods used by Space Marines. These extra flourishes make the Tyranids a frightening foe to play against because they can attack from almost any direction, nicely representing the fact that forces fighting Tyranids are likely to be battling a planetwide invasion force instead of an isolated army.

TYRANIDS ON THE BATTLEFIELD

Of course coming up with the creatures and their different abilities was really the fun part. The next thing to work out was how to integrate all the broods together into an alien horde on the battlefield. Forces in the Epic game are chosen using army cards. These army cards have set points values and represent companies of troops, tanks or artillery. Companies can in turn be supported with extra squadrons of fighting vehicles or platoons of troops. Obviously the Tyranids would not have a strict military organisation like this, their's would have to be far more, well, organic...

To this end I redesigned the army cards for Tyranids so that they build up into an interlocking swarm structure. Each army card (or swarm card to use its correct title) represents a single brood of Tyranid creatures. A single brood is roughly equivalent in size to a platoon or squadron of more conventional troops. Each swarm is built up around an





Tyranids battle against Eldar Tempests and Nightwings in a dense forest.

exceedingly powerful Tyranid queen called a Dominatrix. The number of swarms in a battle force depends on the size of the game and the preferences of individual players as the swarm cards offer a great deal of flexibility in selecting an army.

THE HIVE MIND

These differences in organisation have helped to reflect the influence of the Hive Mind on the Tyranid fighting swarms. I also wanted to use the swarm structure and the influence of the Hive Mind to control Tyranid battlefield tactics to a certain extent. This has been achieved by coming up with a unique system for giving orders to Tyranid broods.



A lot of the Tyranid creatures are relatively unintelligent and will fight according to their instincts when not instructed otherwise by the hive mind. This is represented in Epic scale by not allowing them to choose their orders like ordinary troops and tanks, instead they do whatever they do best – charge forward into close combat, stay in place and shoot, or whatever. This instinctive behaviour is not a problem in itself but it does make the Tyranid swarms harder to co-ordinate in an overall plan.

To overcome this the Tyranid player receives Hive Mind cards. The Hive Mind cards represent the Tyranid gestalt consciousness controlling its minions in combat as well as providing support and special events like *psychic barrages* and *bio-assassins*. Playing Hive Mind cards allows the Tyranid player to control his instinctive creatures directly, so these cards are vital to the execution of any plan. The number of Hive Mind cards a player gets to use each game turn depends on the size of the swarms in his army. However, as the swarm suffers casualties its structure gradually disintegrates and the amount of Hive Mind cards it receives is reduced.

This all means that the Tyranid army becomes increasingly uncoordinated as it suffers more and more damage. These special rules ensure that a Tyranid commander is best off when working to a plan that places his instinctive creatures where they can support each other, rather than scattering his forces all over the battlefield.

The final difference between Tyranids and conventional forces is that Tyranids gain an increased number of victory points for breaking and destroying enemy forces and nothing for capturing Objectives. This is because holding particular pieces of a planet is of little importance to the Hive Mind in comparison to eliminating all enemy resistance on a world so that it can be stripped bare by the Hive Fleet.

The result of all these adjustments has proved most satisfactory and makes the Tyranids very different and challenging to play with or against. When this is combined with the stunning artwork and miniatures created for Hive War and the exceedingly handsome full colour cards, counters and templates in the box, I reckon that Hive War has turned out brilliantly well and will soon become a "Must Have" army for Epic players. I hope that it brings as much enjoyment to all you Epic players as it has given me working on it.

TRENT NIGHMAN



Trent Nighman is a member of the Games Workshop convention support team, as well as a fanatical gamer and painter. His Blood Bowl team, the Blackfire Broozas, which includes the two players pictured here, made it all the

way to the finals in our hard-fought Blood Bowl league! This year at Games Day Trent will be the U.S. painting expert. Make sure you stop by the 'Eavy Metal Booth where Trent will be on hand showing off more models from his personal collection, answering questions, and giving painting demonstrations.



Varag Ghoul-Chewer, Star Player



Black Orc Blood Bowl Player



Undead Wight Conversion



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Ork Nob Conversion



Eldar Wave Serpent



Eldar Guardian

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GAMES WORKSHOP

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LEARN HOW TO PLAY

There will be introductory games to Warhammer, Warhammer 40,000, and Titan Legions. No experience is necessary and everything needed to play will be provided. The games will begin with the referee taking his turn first, explaining through example to five intro players. After which the intro players will take their turn, learning while they play. There is no registration required, and games will last about one hour.

BEGINNER GAMES

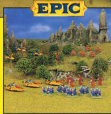
Beginner games will be provided for Warhammer, Warhammer 40,000, and Epic Space Marine. Experience is helpful but not required. There will be eight players participating (four per side) with simple army lists. Registration is required. Games are expected to last about one and a half hours.

ADVANCED GAMES

Advanced games will be provided for Warhammer, Warhammer 40,000, Epic Space Marine, and Titan Legions. Only experienced players should participate in the advanced games due to their complexity. The games will consist of eight players (four per side). Registration is required. Games are expected to last about one and a half hours.

BOARD GAMES

Board games will be Blood Bowl, Talisman, and Warhammer Quest. No experience is necessary and everything will be provided to participate. Registration is required.



BRING AND BATTLE EVENTS

Warhammer – Undead vs. All Comers

Ten players each bring a 250 point unit (no flyers, no wizards, no monsters, 40 point maximum on magic items, and the army must conform to the players particular army list). Citadel figures only. Miniatures must be painted with finished bases. Players are replaced by waiting players as units die or reach the center of the board. Players register at the table on a waiting list.

Warhammer 40,000 – Chaos vs. All Comers

Ten players each bring 400 points (no psykers, no daemons, 15 point limit on wargear cards). Citadel figures only. Miniatures must be painted with finished bases. Players are replaced by waiting players as units die or reach the teleporters in the center of the hulk. Players register at the table on a waiting list.

Titan Legions – Tyranids vs. All Comers

Ten players bring one titan or a squat super heavy vehicle (1,000 point limit). Citadel figures only. Miniatures must be painted with finished bases. Players fight to reach the Hive Ship's Maw and detonate their plasma reactor to attempt to destroy the invading Tyranid ship. Players register at the table on a waiting list.

BLOOD BOWL TOURNAMENT

One million gold piece teams – No duplicate star players. No money, star player points, or injuries carry over to the next game. Citadel figures only. Miniatures must be painted with finished bases. Players register at the table on a waiting list.

BLOOD BOWL

DUG-OUT OF DOOM

By Andy Chambers

As the cruel and heartless coach of the Doomlords, one of the top-ranking teams in the Studio League, Andy knows one end of a death ball from the other. Now he's going to let you in on a few dark secrets...

THE LURE OF CHAOS

After a long and successful career as coach of the Skavenblight Scramblers I finally decided to hang up my running shoes and try something different. I wanted to play with a slower but harder team than the Skaven, a team with players which didn't give me a sick feeling in the pit of my stomach every time they got blocked. Although I was tempted by the Ores, I was eventually seduced by the lack of subtlety of the Chaos team and the mouth-watering selection of hideous monsters that will play for them. After winning both the Spike Trophy and the Chaos Cup and getting to the semi-finals for the Blood Bowl, I must say I'm delighted with my choice.

DARK BLESSINGS

There are only two kinds of players available to a Chaos team: Chaos Warriors and Beastmen. There is only one skill possessed by these players and even that isn't a skill, its the physical ability *Horns* which is possessed by the Beastmen. This ability has nothing to do with clever stuff, it just makes them Strength 4 if they move at least one square while blitzing. Other than this, no skills. None! Natch! Zero! Nil!

But wait, the players themselves are quite good. Chaos Warriors have Strength of 4 and an Agility of 3 which makes them exceedingly tough players who can punch out most



opponents, handle the ball well and dodge with a good chance of success, unlike the Black Ores or Dwarf Long Beards they often end up facing. Though their slowish Movement of 5 stops Chaos Warriors being real Blitzers types they can still outpace the Blockers from other teams and once they've got the ball they're very hard to stop. The only real downside to Chaos Warriors is that you can't have more than four in your team and they cost the earth to recruit!

The Beastmen are less well armoured than the Chaos Warriors and a bit quicker, so with the help of their *Horns* they can do some blitzing and chase opposing Catchers around in the backfield. Other than this, the Beastmen have to fill in for all the other duties on the team – Thrower, Catcher, Lineman, etc as best they can. The main advantage of Beastmen is that they are relatively cheap so they can be used to pad the team out and replace losses.

So the Chaos team has players which are good basic all rounders and particularly adept at breaking heads. This means that if you are playing in a league you get a clean slate to start developing your team with. As your players earn skills and you get enough cash to buy Star Players you can take the team in whatever direction you like. Whichever way you want to go, there are a number of plays you can use to confound your opponent and improve your chances of winning.



BLOOD AND SHEKELS

Because the initial Chaos line-up is so lacking in skills it's a good idea to start off your team with a Star Player to take some of the pressure off your rookies. This means the rest of your team won't have to perform flawlessly for the first few matches. Another thing to consider carefully is how many team re-rolls to buy when you start out. Team re-rolls are expensive for Chaos teams (doubtless because the players are too busy ravaging cities to practice together regularly!) but they are vital to keep your game alive because you won't be getting any re-rolls for handy skills like *Catch*, *Dodge* and *Save Hands* that other teams take for granted. Here's the team I started our Studio League with:

Gnashrak Blackhoof,	
Minotaur Star player	160,000
4 Chaos Warriors	400,000
6 Beastmen	360,000
1 Team re-roll	70,000
Fan Factor 1	10,000

TOTAL 1,000,000

★ ★ ★ Did you know...

The Minotaur Star Player Gnashrak Blackhoof has one of the most lucrative contracts in Blood Bowl. He gets his pick of the crowd, his own straw and a custom built maze in the dug-out. When asked about his perks, Blackhoof simply said 'I'm milking them for everything they've got...!'

With the benefit of hindsight I can tell you that one team re-roll isn't enough! This is especially true in a league because once the team is set up you have to pay double to purchase extra team re-rolls unless you're lucky enough to draw an *Extra Training* Special Play card. Having *Extra Training* is only useful if you just happen to have 70,000 hanging around in the bank (which is like waiting for the spirit of Christmas to come to the Chaos wastes). This means that each extra team re-roll costs you 140,000! That's equivalent to the price of a new Star Player, so get them early while they're cheap.

Of course one solution is to take Lord Borak the Despoiler as your first Star Player and get an extra team re-roll for his *Leader* skill, or in a League take *Leader* as the first skill you get. But neither of these options takes advantage of this golden opportunity to kit yourself out with team re-rolls while they're cheap. Personally I'd now replace either the Minotaur or two of the Chaos Warriors with Beastmen in the starting line up, buy an extra team re-roll, and spend the excess on improving my Fan Factor. Additional fans are always handy as they can give you an advantage on some of the results on the Kick-off table, and they bring in much needed extra cash.

FEAR IS THE KEY

You'll note that my starting line up only includes eleven players and no Apothecary. This isn't as bad as it seems as you should be able to afford an Apothecary after your first or second match (getting one is highly recommended) and soon after that a few extra players to pad out the squad. The thing to remember is that Chaos teams aren't going to start off being well-balanced no matter what squad you pick. The only sure way forward is to get in some games and progress.

In these early games you might end up playing with only nine or ten players for part of the match, so practice some defensive and offensive set-ups with less players – this is good practice to prevent panic setting in half way through a game if you are a few men down. Overall the toughness of the Chaos team means that your casualties should be light, especially if you pick on weaker opponents like Elves, Humans or Skaven for your first few games.

These early games are also a vital stage in creating the best weapon in your armoury – a fearsome reputation. If opposing coaches perceive your team as being terrifyingly strong and aggressive they will be scared stiff of leaving their players in range to get blocked or blitzed and this will inhibit their plans. If you utter a few choice phrases like 'Well we've got no other skills so we'll just have to smash you up a bit before we score' you'll reinforce the opposing Head Coach's growing sense of apprehension.

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CHAOS BEASTMAN WITH
TENTACLES



THE CHAOS ALL-STARS SMASH INTO THE POCKET AS THE ATHELORN AVENGERS ATTEMPT A PASS.



ZHARR-NAGGRUND ZIGGURATS



HTHARK THE UNSTOPPABLE
CHAOS DWARF STAR PLAYER

The terribly mutating power of Chaos has twisted the Chaos Dwarfs into malevolent, evil, creatures. In one way, however, they haven't changed at all – they still love playing Blood Bowl! They force their Hobgoblin slaves to play in their Blood bowl teams, which makes them doubly sneaky and often bring along a Star Player bull centaur.



CHAOS DWARF BLOCKER



HOBGOBLIN



HOBGOBLIN



CHAOS DWARF BLOCKER



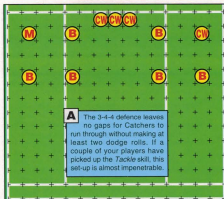
HOBGOBLIN



CHAOS DWARF BLOCKER



ZHARR-NAGGRUND ZIGGURATS CHAOS DWARF BLOOD BOWL TEAM



The Chaos 3-4-4 formation.

Naturally, if you actually inflict a few actual casualties, you will drive the point home even further. This is where having a Minotaur or Loed Borak in your starting line-up is essential. Both of these well 'ard Star Players can flatten the toughest opponent's and with their *Mighty Blow* skills can often put them out of the game altogether!

CHILLY KHORNE CARNAGE

So, what about game winning strategies? Personally I think that a powerful and aggressive defense is what wins games of Blood bowl, after all its so much easier to carry the ball into your opponent's End Zone from his half of the field than your own. To this end I use one of two defensive formations depending on the opposition.

The first formation, the 3-4-4, is for use against faster teams which use passing or lightning quick runs to get the ball down field: Elves, Skaven, Humans etc. Although this formation spreads your players a bit, it does make it near impossible for the opposing team to blitz a hole and make a straight sprint for the End Zone without having to make a string of dodge rolls.

On your turn, you should attack any of the opposing Catchers who might have broken through, remembering that if you can

get an assisted block against a Strength 2 Catcher your Chaos Warriors or Beastmen will count as Strength 5 and roll three block dice. This will make splattering the little scuttler a virtual certainty.

By using your stronger Chaos Warriors to bolster up your Wide Zones you can force the opposing team more towards the centre of the field where your whole back row can move in and shut down any Catchers that slip through. Alternatively you can place the Chaos Warriors on the inside and force the Catchers towards the side lines so you can smash them into the crowd.

While this is going on, you just concentrate on holding the centre and front line while you batter anything left in contact and try to cause some casualties. If this goes stunningly well you could be in a position to threaten the opposing Thrower in the next turn but it's more likely that you'll end up grinding down the opposition for a few downs before the ball-carrier starts to panic and you get an opportunity to pile on the pressure.

When you play against a fast team it's always advisable to keep two or three of your own guys covering open areas of the field in case the opposition makes a break for it. Nothing is so frustrating as being caught with no one close enough to bring down a player who's going to score. This sounds obvious but in the heat of a game it's all too easy for most of your players to get drawn into the fight to get through to the ball-carrier, leaving you vulnerable to a passing play.

The disadvantage of the 3-4-4 formation is that you can't fully capitalise on the Kick-off table 'Blitz' result because your players are too far back. It also leaves your players vulnerable to being outnumbered and dragged down if your opponent has tough Blitzers or Star Players, although the greater strength of your players will make this difficult. Having said all that, the 3-4-4 has served me very well through the seasons and remains my favourite set-up if I'm unsure about my opponent's plans.

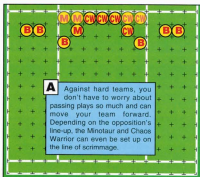
KILL THE GOOD!

The second defence is for nasty, crunchy opponents who can give as good as they get: Orcs, Dwarfs, Undead etc. Trying to beat up this sort of team is about as effective as trying to outrun a Skaven on a ratwheel! As these teams are slower, a defence in depth becomes less important, though against Orc teams you must keep a wary eye out for Goblins slipping (or being thrown) past the front line. In this formation, you should move your players up and place two models shoulder to shoulder for mutual support in each wide zone. The players in the middle can also move up to support the line of scrimmage. This should weigh the odds in your favour if a full scale rumble develops.

Against Orc, Dwarf and Undead teams the minions of Chaos can happily hold the line but are unlikely to pummel the enemy hard enough to win a battle of attrition. To overcome this, you can fall back on an unexpected advantage - speed! Because the Chaos players are slightly faster than most strong teams you can use your speed and power to break around the line of scrimmage before the opposing team manages to form a pocket around their ball carrier (which is the most common thing for them to do).

Once you're around the line a huge slugfest will ensue but after a few downs you can hopefully get your big, spiky gauntlets on the ball carrier and bring him down (preferably



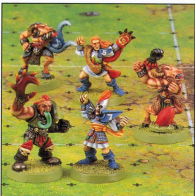


for the rest of the match...!). When the ball is free, bush any opposing players out of the way so their tackle zones won't interfere with you scooping up the ball. This achieved, get the nearest player to grab the ball and then leg it off downfield covered by as many players as you can extricate from the centre. Simple really...

SKILLS – THE UNHOLY ASCENSION

So, you've left a trail of mangled bodies through your first few games and earned enough Star Player Points to gain a few skills, now what skills do you take?

You'll find that your first few skills are likely to be dictated more by who your regular opponents are than anything else, particularly if you've been losing your initial matches. For example, one or two players with the *Tackle* and *Pass Block* skills are going to be a necessity if you're constantly chasing Catchers, Gutter Runners and their like. Against tougher opponents *Block* and *Guard* will be required to prevent them gradually overpowering you as they earn their own skills.



Chaos mutants overwhelm the High Elf defence and run in to score a touchdown!

However, in between plugging the gaps in your own defence you need to give a little thought to developing some new attacking strategies. The first strategy is to develop a stand-in for a Thrower who you can rely on to pick the ball up with either *Sure Hands* skill or (more preferably) the *Big Hand* physical ability. If the player also has *Pro* or *Pass* skill he can manage the odd passing play to catch opponents on the hop. Extra speed can give the opposing coach an extra shock too, *Sure Feet* or *Very Long Legs* will give your players a better chance of smashing clear and sprinting for the open backfield.

When you pick skills for players try to think ahead and pick ones that will complement each other in the long run, for example *Block* and *Mighty Blow* are two skills that work with each other by helping to ensure a block works and then (hopefully) keeping the opponent down with an injury. It's also a good idea to have in mind a specific role for a player when you pick his skills. Ask yourself if the player is offensive or defensive – is he going to storm up and beat a path all the way through to the End Zone or is he going to stomp around to mangle the opposing players as they try to pass the line of scrimmage?



CURSED INHERITANCE

If you roll any doubles when you're rolling for skills you can take a physical ability rather than choosing any skill. Whether to go for a physical ability or not really depends on the player and his position more than anything else. Chaos Warriors always benefit hugely from *Claw*, *Razor Sharp Fangs*, *Very Long Legs* or *Tentacles*, because they make them even harder hitting or difficult to run away from. On the other hand if you roll a double for your Beastmen it is usually better to take Agility skills like *Dodge* or *Sure Feet* (Sure Hooves?). Because you have no skills to start off with there are several skills which aren't worth worrying about until the team is well established, things like *Strip Ball*, *Damntless* and *Shadowing*. These are all very worthy talents but more basic skills like *Block* are usually far more useful.

If you are truly fortunate you may roll statistic increases for some of your players. Players with improved Movement or Agility scores should be groomed for specific jobs such as throwing or blitzing by the addition of a few more complimentary skills. Agility increases are particularly welcome because they give you someone who can pass, pick up the ball and dodge with a good basic chance of success. Blackmane, my precious Agility 4 Beastman, has served as an excellent Thrower with only the addition of *Pro* skill to give him a chance of re-rolling the dice when the chips are down. In my opinion, Strength increases are rather excess to requirements in an already strong team like Chaos, those double 6's are best used to pick physical abilities or hard-to-get skills.

With all this in mind here's my shortlist of skills for Chaos players.

CHAOS WARRIORS



To my mind Chaos Warriors are destined to either become Blockers on the line of scrimmage or Blitzzer types who lurk in the Wide Zones. Blockers absolutely need *Block* as their first skill followed by something that increases their chance of harming anybody they knock over - *Mighty Blow*, *Claw* or *Razor Sharp Fangs*, possibly even *Piling On*. Other skills

such as *Stand Firm* and *Guard* should be chosen to make your line even harder to push back.

Blitzzer-style Chaos Warriors are harder to create because they really need one or two agility skills or physical abilities to give them enough speed to catch who ever they're after. They still need *Block* (though they can get away without it) as well as some skills to keep them moving - *Break Tackle* is useful but the real peaches are things like *Dodge*, *Sure Feet* or the essential *Very Long Legs*.

A final thing to note is that either type of Chaos Warriors can make very good use of the *Frenzy* skill, because they keep blocking their opponent until they knock him over or they run out of movement allowance. Frenzied Chaos Warriors can use their superior strength to drive straight through the opponent's line or hoik opposing players off the pitch. If you want Chaos Warriors with *Frenzy*, I would strongly advise taking *Block* first of all so that they are less likely to mess up and fall over at some crucial moment.

BEASTMEN

As mentioned earlier in this article, Beastmen get the less glamorous tasks of backfield security and picking the ball up. You really should have at least one Beastman with the *Sure Hands* skill or *Big Hand* physical ability which makes it easy to recover the ball after the kick off. It's likely that the player that picks up the ball will end up carrying it all the way to the opposing End Zone because you can't usually afford the luxury of risking hand offs, so *Dodge* and/or *Block* will also come in handy for keeping the player upright.

The other roles for Beastmen are providing assists for Chaos Warriors and Star Players and covering the rear against fast running plays and passing plays. To keep a lid on dodging types, the *Tackle* skill is invaluable, in fact I have found that a Beastman with the *Tackle* and *Mighty Blow* skills is an



excellent remedy for Catchers who think they can dodge around your line and get away with it. If they try to dodge out of their tackle zone there is a greater chance they'll fall over, if they don't try to dodge they're going to end up eating dirt! *Pass Block* is also very useful against passing plays, though you really need two players with this skill for total coverage.

SOULED OUT

The last piece of Chaotic wisdom I can pass on is about buying Star Players. The Chaos team enjoys one of the widest selections of Star Players available to any team. Considering the dearth of skills available to the minions of Chaos and the psychological impact of 'uge slobberin' monsters, buying Star Players when you can afford them is highly recommended. Here's your player-by-player guide to Chaos nasty guys!

LORD BORAK THE DESPOILER CHAOS CHAMPION



Lord Borak makes a natural team captain because he has the *Leader* skill. His awesome *Strength* of 5, *Block* and *Mighty Blow* skills make him a good player to place on the line of scrimmage, though he also has the movement and agility of a Chaos Warrior so he can also blitz and carry the ball reasonably well. Lord Borak has the *Dirty Player* skill so he's deadly at fouling though I usually

only use him to foul if the Ref¹ has been got at somehow (either through a Kick Off result or Special Play card) so I can be sure he won't be sent off - Lord Borak is just too tough and useful to spend the game kicking his heels on the side-lines.

MORG'N'THORG OGRE BLOCKER

The mighty Morg'n'Thorg is not only an excellent Blocker with *Strength* 6 and the *Block* and *Mighty Blow* skills, but also fast and passably agile so he can dodge (a bit) and carry the ball (a bit). However such all-round talent doesn't come cheap so I would recommend either taking a cheaper Star Player instead (so you can afford more in the long run) or hiring old



Morg as one of your last team members when you can better spare the cash. In terms of player position Morg can play pretty much anywhere he likes (and who would argue) as he has the speed to move rapidly up through the Wide Zones and the strength to wade through the line of scrimmage.

'RIPPER' BOLGROT TROLL BLOCKER



Ripper Bolgrot is strong, slow and very hard to injure. This makes him a perfect player to start in the middle of the line of scrimmage, facing up against the worst the opposition has to offer. Because Bolgrot is cheap as Star Players go, and has the *Regenerate* ability you can pretty much leave him to lumber up

and down the line of scrimmage making the odd block here and there. Bolgrot's appalling Agility of 1 means that he is useless for pretty much anything except blocking so just stick him in the front line and let him biff people and you can't go far wrong.



GNASHRAK BLACKHOOF MINOTAUR BLOCKER

Gnashrak is a very useful player because he's got a good movement and has *Horns* which increase his strength to a deadly 7 when he's blitzing. This means that Gnashrak will roll three block dice against most opposing players, almost certainly knocking them over and hopefully injuring them with his *Mighty Blow* skill. Painful experiences like having Gnashrak KO'd on the first turn of the game has convinced me that Gnashrak has no real advantages over Bolgrot on the line of scrimmage and is more vulnerable to being knocked over and injured. Overall I've found Gnashrak plays best by starting in the Wide Zones and blitzing his way forward through the thinly spread opposition. The terrifying sight of Gnashrak stampeding into the opponent's Wide Zone tends to make them panic a lot and upsets their plans no end!

SCRAPPA SOREHEAD GOBLIN WITH POGO STICK

Scrappa offers some interesting options because he's quick, he can leap over things with his pogo stick, he has the *Dodge* skill and he can be thrown by a suitably large team mate like Morg or Bolgrot. These are all abilities not normally afforded to the Chaos team so initially Scrappa has loads of surprise value. The problem with the little feller is that he's very puny and to make good use of any of his abilities

he has to leave the protection of his beefier team mates and venture out on his own. Getting the ball to Scrappa is difficult



without a decent Thrower and the only alternative is for him to make a lone run for the End Zone with the ball, which is asking for trouble. I always found that opposing coaches kept a close eye on Scrappa and marked him too well to try either of the above.

However, at the end of the day Scrappa is the cheapest Star Player available to Chaos teams and he does offer the opportunity of scoring a one-down Touchdown if he is given a helping hand over the line of scrimmage by the aforementioned big guys. Hence he makes a good choice as a Freebooster for those more tricky matches.

NOBBLA BLACKWART GOBLIN WITH CHAINSAW



Nobbla is a useful Star Player for Chaos teams because he may only be a Goblin but he's got a chainsaw! Nobbla's presence puts opposing coaches in fear of their player's lives even more than monsters like Gnashrak and contributes considerably to your team's fear factor. In point of

fact Nobbla's best use is to foul opposing players when they've been knocked over by some of your larger and more robust players. He can be used to blitz of course but this is best left to bigger, meaner players on your team like Gnashrak as Nobbla is liable to get flattened if he doesn't get in a good



enough hit with his chainsaw to take down whoever he's attacking. Nobbla needs to be protected because the opposing coach will take any opportunity to lay him out and he's almost guaranteed to get injured if he falls over. Nobbla is cheap and therefore a good choice as a Freebooster, although when you can afford it he is a useful fellow to have permanently on the team roster.

SUMMING UP

Coaching a Chaos team can be a gruelling, bloody experience. Sometimes you will gnash your teeth in frustration as your opponents 'dance' past in a flurry of skills. Most of the time your opponent will weep in terror as his carefully constructed team gets consigned to the injury area or a black box!

Above all...hit 'em...hit 'em again...then kick 'em when they're down! And may the dark gods smile on you!



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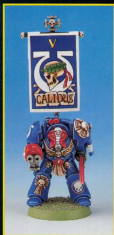
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MINIATURE MODELLING

Although it might sound like a contradiction, over the last year or so I've been kept so busy working on the 'Eavy Metal series of painting guides that I've barely had the time to just sit down and paint some models! The demands of preparing miniatures, writing text and captions, organising the photography and completing the dozens of other tasks that have to be done in order to publish a book, left very little time for anything else.

With the main guides now all in print, I've decided to take a break from writing and just sit down in order to create a series of dioramas based upon scenes from the Warhammer and Warhammer 40,000 universes.



'EAVY METAL MASTERCLASS

For some time now, White Dwarf hasn't contained any regular articles covering the miniatures and modelling end of the Games Workshop hobby. Each month, White Dwarf publishes all the new rules for the latest releases together with strategy and tactics articles plus the regular battle reports. This is all as it should be, as for most of us painting our models to the highest standard we can achieve is just a precursor to getting them onto the tabletop for a battle.

However, for many people, myself included, the thing that first attracts them to the Games Workshop hobby is the jewel-like quality of Citadel miniatures themselves. Long before I began to play the games, I was painting Citadel miniatures, experimenting with different colours, washes and glazes and always cutting, converting and adding extra bits to my models to create just the look and feel I wanted.

In many ways, working with Citadel miniatures in this way is not that dissimilar from the process of painting a picture. When Mark Gibbons or Dave Gallagher sit down to create an image of the Warhammer universe (like Dave's 'Hive War' painting on the cover of this issue), they always have a stock of miniatures on hand to help them check the detail and proportions of all the main characters. They might even set up some of the models next to their drawing board in the semblance of a battle scene. What I wanted to try and do was to push this process one stage further and 'paint' a picture of the Warhammer world in three-dimensions using the actual miniatures themselves!

INSPIRATION

I started out by leafing through the Warhammer Armies and Codex books, searching for some ideas and inspiration and it wasn't too long before I found what I was looking for. The battle between the Emperor and Warmaster Horus to decide the fate of mankind is one of the most exciting episodes in the Warhammer 40,000 universe. Artist Adrian Smith and writer Bill King had illustrated and described this dramatic scene and both of them had managed to capture the scale and power of the encounter in an equally vivid way.

The initial inspiration for my model came from Adrian's drawing. He managed to create strong visual images for both the Emperor and Horus. It was these two single figures that

first grabbed my attention, and made me want to pick up my pin vice and needle file and start modelling. The more I looked at the picture, the more powerful the scene became. The titanic clash is poised to begin with the Earth, the prize they both seek, framed in the viewport behind. Dead Space Marines lie everywhere, and at Horus's feet lies the broken body of Sanguinius, the winged primarch of the Blood Angels.



GETTING STARTED

The first thing I did was to create the conversions for the Emperor and Horus. This was many many months ago and some of you will remember seeing them in the Citadel Modelling Guide. Actually, once I'd got started on the whole scene, I realised that my Emperor miniature conversion just wouldn't work because I really wanted him to be positioned on the steps as in Adrian's illustration. Unfortunately this meant that I had to do the whole conversion over again!

This provides a good example of why you should really make a rough mock-up of your battle scene before you actually start work. This enables you to avoid the problems of bits not fitting together, or just not looking right when you make the real model. Making the mock-up also allowed me to put the miniature conversions in place to see if any fine adjustments were needed. I also made a rough backdrop at this stage so that I could work out the size and position of the Earth in relation to the rest of the composition.

ORDER OF CONSTRUCTION

Most of the techniques I used to construct this model have been covered in previous White Dwarf modelling articles or in the 'Easy Metal' modelling guide and so I won't go into too much detail here.



The basic structure of the diorama, the base, platform, stairs, pillar and back wall plus background were all constructed as separate pieces from plasticard, foam board and resin sheet (the pillar was actually made out of a length of plastic drainage piping!). These were then painted with Citadel paints before they were joined together with polystyrene cement or superglue. I also used strengthening pins where they were needed, such as fixing the altar to

the platform. The converted miniatures were completely painted and then carefully pinned and glued into position on the model only when the different sections were all finished and assembled. The only exception to this procedure was where the dead and dying Space Marines were going to be partly concealed beneath the level of the floor. These obviously had to be put into position before the raised platform was finally glued into place.

ADDING DETAIL

Much of the detail on the model was created by taking bits from other Citadel miniatures or kits and attaching them to the basic plasticard frame. The Chaos Alter was constructed from a piece of plastic sheet, cut to the right shape and then carved and painted to make it look like marble. Plasticard is great for adding flat detail, as you can draw out the design and carefully cut it out before gluing it to the model.

This is exactly what I did with the Chaos star design. Once I had cut out the basic shapes, I sharpened the points and straightened the edges with an emery board. I cut tiny discs off a length of plastic rod to use as rivets. The final touch was to cut the head of a map pin in half and glue it to the centre of the star as a gem-stone.

I used lots of spare skulls from the Citadel Undead plastic kits on various parts of the model and to the left of the archway you can see where I carefully cut away the skull from a Citadel plastic shield and glued it to the wall.



The photographs above are a good example of how other areas of detail were created. The photo on the left shows the wall section before it was painted and illustrates the wide variety of materials that were used. The wall itself was made from plain plasti-card, into which I cut a rough hole for the battle damaged area. I then used the foil from the top of a wine bottle to simulate the bent and twisted panelling. The exposed cables and wires were then constructed from lengths of tube and wire, cut and twisted into the right shape.

Overall, I am very pleased with the model. Although the basic structure was derived from Adrian's illustration, the diorama has acquired a life of its own and fully conveys the dark and brooding atmosphere of the Warhammer 40,000 universe. I've now started work on my next project, set in the Warhammer Old World, which will feature in a future White Dwarf.

THE CAST OF CHARACTERS

HORUS

The conversion of Horus was the first model I completed for the diorama. It is based on the body of a standard Chaos Terminator with the old head removed and replaced with a new one.

Finding a suitably evil and sinister looking head was not an easy task. In the end I used the head from the Leman Russ Space Wolf model as this has very harsh features and, once the hair had been carved away, looked just right.

By painting the face with an extremely pale skin tone, and applying deep shading to the eye sockets I was able to really give

the model a thoroughly nasty appearance. This effect was further enhanced by painting on the blood red veins on the skull. I think that the conversion really conveys the image of Horus as an immensely powerful but deadly evil warrior, hovering on the brink between total triumph or destruction and death.

The face is often the focal point of any miniature and can be used to really characterise your models. Most of the time, when painting rank and file miniatures for an army, a simple base coat followed by an ink wash and a little detail around the mouth and eyes will suffice. However, for your character models and commanders, you should always try to put in a little extra effort.

Finally, I added a few other small areas of detail such as the skulls and hanging chain in order to keep the model in character with the image in Adrian's picture.



SANGUINIUS

The conversion of Sanguinius was one of the very last models I completed. There are a couple of reasons for this. It would have been impossible to build the model before the rest of the scenery was finished because his pose is reliant on the shape of the diorama. The main reason that I left him until last though, is that I really wasn't sure how I wanted him to look! The appearance of both the Emperor and Horus is fixed by the picture, but Sanguinius is only hinted at. In fact he is given a very minor role in Adrian's drawing and I wanted to give him a far higher profile and make him a central element in the composition. It took me a while to decide how I wanted Sanguinius to look and in the end I decided to give him the classical appearance of an angel. This caused a few problems with the conversions and meant that extensive scratch building was needed. The nearest thing to an angel in the Citadel range is Blood Angels Captain Tycho, so I used the head and torso from this model, adding eyes and long hair to give a more natural look. The lower body and robes were scratch built, the wings were adapted from an old Citadel eagle I had in my bits box and bare arms were salvaged from a Blood Bowl miniature!





THE EMPEROR

This is in fact the second conversion that I have done of the Emperor. The first one, shown in the Modelling Guide, was not intended to be used in a diorama setting so was in an unsuitable position. The one shown here was made specifically for this project. One of the most difficult things when converting Terminators is achieving a dynamic pose. In the end, I used components from over eight different miniatures in order to make the Emperor look like he was walking up the stairs!



POSING DEAD MINIATURES

One of the most evocative parts of the diorama are the dead and dying Space Marines lying under the platform and behind the pillar.

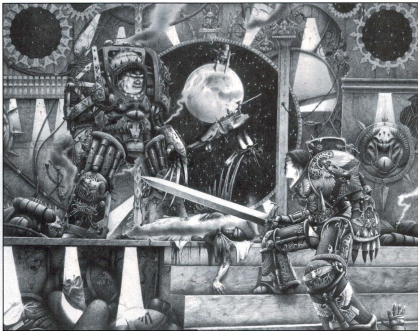
These are all fairly complex conversions in their own right involving much cutting and re-positioning of the limbs. This is no easy matter with Space Marines as their rigid power armour makes it tricky to get the limp into the relaxed position necessary to suggest that the model is dead. This is even harder if you keep the backpack on the model as it makes the miniature lie at a rather strange elevated angle. The important thing is to pose the miniature so that it becomes part of the ground and is lying in a realistic way. One of the easiest ways to do this is to remove one of the legs at the hip and twist it so that the foot is pointing sideways rather than straight up.

Because my miniatures would be partly concealed under the platform, I found that the best compromise was that unless the



figure was lying on its front, then I would take the backpack off. The two miniatures below show examples of these two different types of pose. Because the focus of the model was the Emperor and Horus, I also tried and think of the dead figures as pieces of scenery rather than individual models and so I gave their armour a blasted and battle-damaged look.





The Emperor and Horus by Adrian Smith.



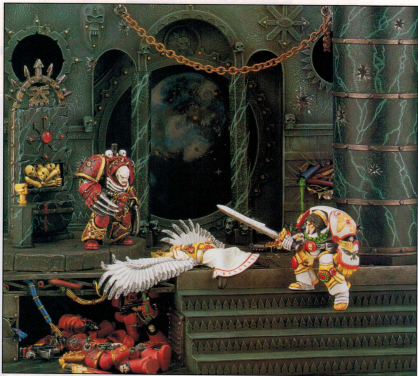
THE FINAL COMPOSITION

This photograph shows the placing of the three main figures – Horus, the Emperor and Sanguinius, in relation to each other. The positioning of the finished miniatures is one of the most tricky decisions you have to make when creating a model diorama.

What you are trying to achieve is a natural relationship between the main characters in which they all appear to be looking and responding to each other as they would in real life. No matter how good your modelling and conversion efforts, if the composition doesn't work as a whole then your miniatures will look wooden and stiff and the final image won't quite work.

THE COMPLETED DIORAMA

This picture shows the finished diorama in all its glory. As you can see, it's by no means an exact copy of the picture, but the overall scene is unmistakable. I added several new elements that are not included in the drawing and left out others to achieve the right balance. The painting of the individual miniatures is one of the most important elements in the overall appearance. I purposefully painted the Emperor and Sanguinius in bright, almost radiant white and Horus in a deeper and much more sinister looking colour scheme. The background is all basically the same colour and is designed to create a contrast with the miniatures, the marbling on the floor and pillar adds interest and gives a richer, more detailed feel to the large flat areas.



The Warmaster stood bestride the body of a broken angel. Behind him the tortured earth filled the viewport, a bumble for Horus to seize with one clawed hand. Corpses of massacred Space Marines lay everywhere.

His face glowing with internal bloodlight, Horus spoke. "Poor Sanguinius. I offered him a position of power in the new order. He could have sat at the right hand of a god. Alas he chose to align himself with the losing side!"

The Emperor stood transfixed, trying to force frozen words from his tongue. In the end he could only whisper: "Why?"

Mad laughter rang out. "Why? You ask me why? Have all those millennia taught you nothing? Weak fool, your timidity prevented you from binding the forces of Chaos. You shied away from the ultimate power. I have bound it to my will and will lead humanity into the new age. I, Horus, Master Of Chaos."

The Emperor looked at his former friend and shook his head. He saw the trap that had ensnared Horus. "No man can master Chaos," he said quietly. "You have deluded yourself. You are the servant not the master."

A look of rage transfigured the Warmaster's countenance. He stretched out a hand and a bolt of force leapt forth. The Emperor screamed as agony wracked his body. "Feel the true nature of my power then tell me I am deluded," roared Horus, in the voice of an angry god.

Beads of sweat stood out on the Emperor's forehead as he steeled himself against the pain. "You are deluded!" he cried.

Once again Horus gestured and fancies of pure poison seared through the Emperor's veins. "I let you come here, old friend, so that you could witness my triumph. Kneel before me and I will spare you. Acknowledge the new master of mankind."

WARHAMMER

40,000

SPACE MARINE DREADNOUGHT

Designed by Jez Goodwin.



Model supplied unpainted.



Space Marine Dreadnoughts are the living embodiment of their chapter's fighting spirit. Striding across the war-torn battlefields of the 41st millennium, they easily cut down their enemies with a deadly hail of fire from their assault cannon, or utterly crush them with their mighty power fists.

This boxed set contains a complete Space Marine Dreadnought. The box also includes 4 full-colour, self-adhesive banner sheets and 4 Citadel waterslide transfer sheets so that you can paint your Dreadnought in the Chapter colours of your choice.

This model requires assembly. We recommend that the parts are cleaned and trimmed with a modelling knife before being painted with Citadel paints.



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WARHAMMER

CHRONICLES OF WAR

by Jervis Johnson

Whether you're a stalwart Dwarf General or a scuttling Skaven Grey Seer, this article explains how to link your Warhammer battles together to form an ongoing campaign. By following these simple guidelines, you can lead your army on an epic trail of conquest!

LINKING YOUR BATTLES

A couple of months ago in the *Gathering of Might* battle report we described a huge, multi-player game of Warhammer that we played at the Studio. Astute readers will have realised that the introductory story written by Robin Dews made reference to two previous battle reports, namely the *Battle of Skull River* in WD170, and the *Gauntlet of Fear* battle report from WD178. If you re-read these articles you will see that they link together to form a single story which acts as the backdrop to a series of games we played at the Studio. This method of linking games together by writing a short story is called playing a *narrative campaign*, and, as I hope I will show below, it's a most satisfactory way of adding even more interest and excitement to your Warhammer games.

THE NARRATIVE CAMPAIGN

Narrative campaigns are simplicity themselves to set up and run. All that's required is two or more players, a reasonable understanding of the Warhammer world's background and history, and some imagination. The important thing to remember is that the games that form a narrative campaign are assumed to take place as part of the history of the Warhammer world, rather than in total isolation. This means that when you fight a battle, you need to decide when and where it happens, who is fighting it, and what are the reasons for the battle being fought in the first place.

Working out the narrative to link two battles is really very simple. We find that it's easiest for one player to carry the story along from the previous game so that it links in with the next battle to be fought. There is no need to write down the narrative as a short story, a series of notes will do, but it has to be said that the more effort that is put into the narrative, the better the campaign will be. All the battle reports we have published include a short narrative introduction, and so studying the games in your back issues of *White Dwarf* will give you a good idea of the length and amount detail that is required to make a good narrative.

Here's an example of how this process can work. Recently I've been fighting a series of battles against Nigel Stillman's Bretonnians with my Dark Elves. We're each developing new Warhammer Armies books and needed to play a series of

games to test out the new rules and troop types we were working on. Rather than just playing isolated games we decided to link them together to form a narrative campaign – after all, not only would this be more fun, but it might also provide us with material for the background sections of the army books! We decided that the battles would represent a campaign fought between the Bretonnians and a raiding Dark Elf army landed from a Black Ark. The Dark Elves would be in search of slaves, and once they had enough they would return to the Black Ark and head back to Naggaroth.





This proved the basis for a most entertaining narrative campaign, in the which the Dark Elf Admiral Karl Vraneth (that's me!) fought a string of battles against a range of Bretonnians Barons. Throughout the campaign he suffered only one minor defeat, and escaped with a vast haul of Bretonnians prisoners destined for the Dark Elf slave plantations. In the process he pillaged numerous Bretonnians towns and villages, and completed his campaign by defeating the forces of the Duke of Brionne (that's Nigel) in a pitched battle. The thoroughly cowed defenders of the port of Brionne surrendered to Admiral Vraneth's Black Ark, *Joyous Proclamation of Damnation*, as it sailed into the city's harbour! Now that Nigel is working on the Wood Elf army book we are planning on fighting a second narrative campaign, featuring the return of Karl Vraneth to the Old World on an expedition to the Wood Elf forests of Loren...

SPECIAL SCENARIOS

Although a narrative campaign will work perfectly well as a method of linking together battles between equal point value armies, it can also provide an ideal opportunity to fight battles with uneven forces and special rules. The narrative campaign that I played against Nigel with my Dark Elves was one of the former type, and each battle was between two equally pointed armies. The narrative simply served as an entertaining backdrop for the campaign and made the series of battles far more memorable. Sometimes, however, you will find that the narrative element in your campaign will start to develop a life of its own, and situations will arise that just beg for a few special rules to be added to the next battle.

An excellent example of how a narrative campaign can provide the inspiration for a special 'one-off' battles was the

narrative campaign we played at the Studio following the *Gathering of Might* battle report in White Dwarf 181. This battle had proved so exciting that we decided to carry the action by playing a narrative campaign to see what happened next. As those of you who read the battle report will know, a combined Wood Elf and Empire army commanded by Karl Franz was defeated by a confederation of Orcs, Goblins and Chaos Dwarfs. The Wood Elf army that fought at the battle had been largely destroyed, but the Emperor Karl Franz still had roughly 50% of his army still intact. If he could save the survivors of the battle then he would still have a sizeable force with which to slow up and hinder the victorious Orc, Goblin and Chaos Dwarf army.

WHERE NEXT?

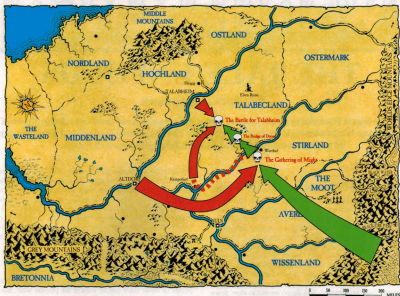
The accompanying map shows the location where the battle took place, close to the Empire town of Wurmbad in the province of Stirland. Because Karl Franz had been defeated he had to retreat, the question was where? Studying the map I decided that Karl Franz had three choices: he could either retreat into Wurmbad and take refuge behind its thick stone walls, retreat towards Talabheim and the Empire reinforcements that were marching along the Old Dwarf Road from Talabheim to Wurmbad, or he could retreat along the southern bank of the river Stir towards Kemperbad. Each choice had advantages and disadvantages. Wurmbad offered safety, but Karl Franz would be trapped within its walls, there were reinforcements on the road to Talabheim, but crossing the River Stir while being hotly pursued would be highly risky, while heading off south-west was quite safe and left the army free to manoeuvre, but was heading away from the Empire reinforcements on the Old Dwarf Road.

When faced with a number of choices like this when you are developing a narrative, you can either decide randomly which choice is taken, decide for yourself what happens, or ask another player to make the decision for you. In this case I decided to ask Robin Dews (who had taken the role of Empire commander in the *Gathering of Might*) to make the choice for Karl Franz. Ever cautious, he decided to take the prudent option and retreat south-west along the River Stir.



With the Empire forces in full retreat it was now time to decide what the Orc, Goblin and Chaos Dwarf army would do. Again there were three obvious choices: besiege Wurmbad, strike out along the Old Dwarf Road towards Talabheim, or pursue Karl Franz and attempt to force him to give battle and wipe him completely! As the commander of the baddies in the *Gathering of Might* battle report, I decided to allow myself to make the choice for the Orc, Goblin and Chaos Dwarf army. After much pondering, I decided to attempt all three options. I would dispatch the Chaos Dwarfs to besiege Wurmbad, while Grom the Paunch and the more mobile elements of the Orc and Goblin army chased after Karl Franz. Meanwhile, the rest of the Orc army would strike north towards the city of Talabheim.

THE CAMPAIGN SO FAR



The narrative was now starting to take shape. I decided that the siege of Wurtbad would take some time to complete and so could be ignored for the time being. After working out the points value of Grom the Paunch's forces and comparing them to what left of Karl Franz's army, I realised that the Goblins were not really strong enough to defeat Karl Franz's army on their own. This being the case, I decided that they would give up their pursuit and rejoin the main Orc army as it advanced on Talabheim. This meant that if Karl Franz struck northwards there was a slim chance for him to join up with his forces on the Old Dwarf road and defeat the combined Orc and Goblin army before the Chaos Dwarfs could rejoin them. However, something would have to be done to slow the Orcs down otherwise they would almost certainly reach Talabheim well before Karl Franz.

As I studied the map wondering what the Empire could do to slow down the Orcs, I noticed that the Old Dwarf Road crossed a tributary of the River Stir, and that this also happened to be the point which we had marked the Middenland contingent as having reached. If, I thought, the Middenlanders were able to destroy the bridge at this point it would delay the Orcs long enough for Karl Franz to join up with the rest of the Empire's forces. If not, then the Empire troops on the Old Dwarf road would have to fight alone against the Orcs until Karl Franz arrived with the reinforcements.

The only question that remained was to decide if the Middenlanders would be able to destroy the bridge in time or not? Rather than resolve this by a random dice roll, I decided it

would be more fun to fight a small battle between the Middenlanders and the Orcs' advance guard for control of the bridge. If the Middenlanders managed to fight off the Orcs' advance guard they would gain the time they needed to destroy the bridge.

This completed the narrative and formed the basis for the next two battles that we fought, as well as the siege which we have yet to complete. The first battle would be between the Middenlanders and the advance guard of the Orc army. The result of this battle would determine what forces were available for the second, much larger, battle between the forces of the Empire and the entire Orc and Goblin army. The details of the special rules that applied to the two battle are included in the following two scenarios, and they show extremely well just how much a narrative campaign can add to the games of Warhammer that you play.

FINALLY

As I hope this article has shown, playing a narrative campaign has a lot to offer any Warhammer player. Whether you use a narrative campaign simply to act as a backdrop for the battles that you fight, or get completely carried away and develop special scenarios based on the storyline you have invented, you'll find that running a narrative campaign is well worth the little bit of extra effort involved in setting it up. Now I must be going, as I've got to start organising Duke Vranarth's next slave raid...



THE TALE UNFOLDS

by Jervis Johnson

Following on from the previous article, Jervis describes two scenarios which form part of an ongoing Warhammer campaign at the Studio. These scenarios can either be used as part of your own campaigns or simply as interesting one-off battles.

GAME 1

THE BRIDGE OF DOOM, TALABECLAND, 2506

Following the defeat of the Empire army at the battle now known as *The Gathering Of Might* (see WD181), Karl Franz and the remains of his army retreated south-west along the banks of the river Stir. Grom the Paunch, accompanied by his Wolf Riders, pursued and harried the Empire force for many miles before turning back to rejoin the victorious Orc and Goblin army. While the Chaos Dwarfs besieged the town of Wartbad, the remainder of the Orc and Goblin army then marched along the Old Dwarf Road towards the city of Talabbeim. All that stood in their way was a small contingent of troops from Middenland. In a desperate bid to slow down the Orc army and give Karl Franz a chance to save Talabbeim, the commander of Middenland contingent ordered his men to destroy the only bridge which crossed the River Fenar.



This tributary of the Stir cuts across the Old Dwarf Road along which the Orcs were advancing. If it could be destroyed then the Orcs would be delayed for many days. However, before the Middenlanders could start demolishing the bridge, the advance guard of the Orc army marched over the horizon and started to deploy for battle! The Middenlanders would have to hold off the Orcs' advance guard if they were to have any chance of destroying the bridge and giving the Empire army and Karl Franz the time to regroup...

THE FORCES

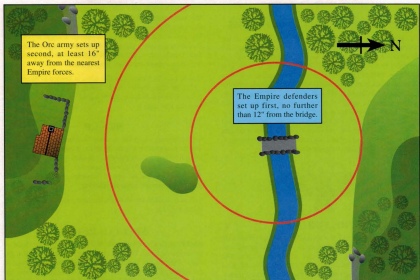
Select two armies up to a maximum points value of 1500 points (a lower limit can be used if the players wish, but it should not be greater than 1500 points). One player fields an Orc and Goblin army representing Morglum's advance guard, and the other has an Empire army representing the contingent of Middenland troops defending the bridge. Neither army may use allies, and neither side may take any magic items with a value of greater than 75 points. In addition the following specific restrictions apply to the armies.

ORC & GOBLIN ADVANCE GUARD

The army may not have a Warlord, Battle Standard or any special characters apart from Gorfang Rotgut and is limited to one Shaman who may not be higher than Master level. Characters may not be mounted on monsters, but can have any other type of mount. In addition, the army may not include any of the following troops: Boar Boyz, Wolf Riders, Spider Riders, Big 'Uns, Black Orcs, Giants and any type of war machine or monster.

MIDDENLAND CONTINGENT

The Middenland contingent may include 1 Hero (who may be Boris Todbringer, Elector Count of Middenland if you wish), 1 Wizard or Wizard Champion, and any number of Champions. Characters may not be mounted on monsters, but can have any other type of mount. In addition, the army may not include any of the following troops: any type of Knight, Outriders, Reiksguard infantry, any type of Kislev troops, Dwarfs, Halflings, Ogres or any type of monster. The army is limited to a single regiment of no more than eight Pistoliers, and the only war machine it may have is a single Great Cannon.



An example deployment map for the Bridge of Doom scenario with some additional woods and hills in place.

SET UP

The game is played down the length of the table. One narrow table edge needs to be designated as the north edge. Place a river with a stone bridge across the table, running west to east, about a third of the way down the table from the north edge. The river may only be crossed at the bridge. If you want, additional terrain can be generated using the normal rules, and we did this for our battle as you can see from the map above. The Middenland contingent sets up first. All units must deploy within 12" of the bridge, with half their regiments (rounding down) on the north side of the river, and the remaining half (rounding up) to the south. Characters and the Great Cannon (if one is taken) may be set up north or south of the river as desired, apart from Champions who must set up with their regiment. Any detachments must set up on the same side of the river as their parent regiment.

The Orc & Goblin advance guard set up second, south of the river, and at least 16" away from any Middenland troops.

Roll as normal to see who gets the first turn and how long the battle will last.

SPECIAL RULES

The River: The river is considered to be uncrossable except at the bridge, which should be wide enough to allow a column three figures wide to use it. Fleeing units that are on the 'wrong' side of the river (ie north of the river for Orcs & Goblins, or south of the river for Middenland troops) will head for the bridge and flee across it, unless the bridge is held by enemy forces. If the bridge is held by the enemy, then fleeing troops on the wrong side of the river will run until they reach the river bank, and will then stop (even if this means that they are caught by pursuers).

The Bridge: The Empire player may choose to attack the bridge as long as all his forces are north of the river. The bridge has a toughness of 9 and can take 5 points of damage. Models that are standing on or are in base-to-base contact with the bridge can 'attack' it in their own hand-to-hand combat phase, and will hit automatically. If the Middenland contingent has a Great Cannon then they can try and fire it at the bridge. However, the cannon ball will only hit the bridge if it lands directly on it at either the start or the end of its 'bounce' – in other words a cannon ball can only hit the bridge when it strikes the ground, not while it's travelling through the air.



VICTORY CONDITIONS

The Orc and Goblin advance guard win if they have any models on the bridge at the end of the game, or if they have crossed the bridge and are closer to it than any Empire troops.

Any other result counts as a Middenland victory.

GAME 2

THE BATTLE OF TALABHEIM, 2506

The forces that are available for this battle will depend on the outcome of the *Bridge of Doom* scenario described above. By this time Grom the Punch will have rejoined the Orc army, so the Empire will be facing the combined might of the Orc & Goblin armies. However, if the Middenlanders were victorious then Karl Franz will have time to join up with his forces near Talabheim which will mean that the Empire army will be larger (in terms of points) than the Orc and Goblin horde. If, on the other hand, the Orc advance guard is able to capture the bridge, then the Empire troops near Talabheim will have to confront the Orc and Goblin army on their own, and will just have to hope that Karl Franz is able to reach them before they suffer a catastrophic defeat!



THE FORCES

Select an Empire army of at least 3,000 points, and preferably more. The Empire force is split into two contingents, one commanded by Karl Franz, and one representing the reinforcements from Ostland, Middenland and Hochland. Karl Franz's contingent receives 60% of the Empire's total points, and the reinforcements make up the remaining 40% of the points. Each of the contingents is treated as a separate army and is selected using the normal rules (apart from the restrictions noted below). The size of the Orc and Goblin army is equal to 80% of the total size of the Empire force. All of this is summarised on the following table:

Total Empire Force	Karl Franz's Army	Empire Reinforcements	Orc & Goblin Army
8,000*	4,800	3,200	6,400
7,000	4,200	2,800	5,600
6,000	3,600	2,400	4,800
5,000	3,000	2,000	4,000
4,000	2,400	1,600	3,200
3,000	1,800	1,200	2,400

* This is the 'historical' size of the action, based on the survivors of the forces that fought in the *Gathering of Might* battle report.

LIMITATIONS

Select the armies up to the points value shown above. None of the armies may use allies. In addition the following specific restrictions apply to the armies:

Karl Franz's Army: Karl Franz's army must have Karl Franz as the Army General. Apart from that no restrictions apply.

Empire Reinforcements: The Empire reinforcements may not have an Army General or Battle Standard, and the only special characters that may be taken are the Elector counts of Hochland, Ostland and Middenland (unless he was killed in the *Bridge of Doom*). Characters may not be mounted on

monsters, but can have any other type of mount. In addition, the army may *not* include any of the following troops: Outriders, Reiksguard infantry, Halflings, Ogres or any type of Monster. The army is allowed to include a single regiment of Pistoliers, a single regiment of Reiksguard Knights, and up to three Great Cannon. No other Knights or War Machines apart from those mentioned above may be used.

Orc & Goblin Army: The Orc army is limited to Shaman of no higher than Master level, and may not include Gorfang Rotgut if he was killed in the *Bridge of Doom*. Apart from that no restrictions apply.

SET UP

Set up terrain using the normal Warhammer rules. If the Empire managed to win the *Bridge of Doom*, then the Empire and reinforcements are deployed together as one large army. If the Empire lost the *Bridge of Doom* then only the reinforcing army is deployed at the start of the game, although Karl Franz may arrive once the battle is underway.

Roll as normal to see who gets the first turn and how long the battle will last.

SPECIAL RULES

Karl Franz's Forced March: If the Empire lost the battle of the bridge then Karl Franz and his army are not deployed at the start of the battle. Instead, it's assumed that Karl Franz is desperately force-marching his army in a bid to reach the Empire forces on the Old Dwarf Road before they are defeated by the much larger Orc and Goblin army. To see if Karl Franz arrives in time, the Empire player rolls a D6 at the start of each of his turns, starting with the first. For the first three turns Karl Franz will arrive on a D6 roll of a 6. Starting with the fourth Empire turn, and until the end of the battle, Karl Franz will arrive on a D6 roll of 4, 5 or 6. When (or if...!) Karl Franz arrives, he and his army enter play in the same way as the reserves in the *Gathering of Might* battle report (see WD181). Some of the reinforcements may be held back and brought on at the start of a later turn if the Empire player desires.

Empire Army General and Battle Standard: Karl Franz is treated as the army General for both his army and the reinforcing army. This means that any unit from either army that is within 12" of Karl Franz may use his leadership when they take a leadership based test. By the same token, the Battle Standard in Karl Franz's army is treated as the Battle Standard for the both his army and the reinforcing army, and so any unit within 12" of the standard may re-roll any failed break tests.

VICTORY CONDITIONS

The normal Warhammer victory conditions apply.

ADAPTING THE FORCES

Although we use our narrative campaign to provide a linked series of battles for our two largest armies, the Empire and the Orcs and Goblins, you should feel free to adapt these rules to include any of the armies that you or your friends have.

Your own campaign might be set in another part of the Old World, where a High Elf army is defending a bridge against a Skaven horde, or any other such combination. The important thing is to experiment, use your imagination and most of all have fun!

WARHAMMER

TURNING THE TIDE

by Jake Thornton and Gavin Thorpe

In the aftermath of the battle known as the *Gathering of Might*, the Orcs pushed north, trying to capture a vital bridge. Meanwhile, the Empire forces marched south to destroy this vital link. The scene was set for a bloody battle.

The breathless and tattered messenger staggered into the Empire camp, falling at the feet of the burly sentry. "The Orcs are coming!" he gasped, "the Orcs are coming..."

The camp erupted into frenzied activity as battle horns sounded the call to arms. Halberdiers ran to form their ranks as horsemen calmed their whinnying steeds. As the final soldiers found their places and the dust began to settle, the commander of the small force strode into the clearing in front of them.

"Men!" he said, "our time for glory has come. Even now the Orc horde approaches and we are all that stands between them and the walls of Talabheim itself. Karl Franz rides to our aid but his army is tired and has marched far. It cannot reach the city before the enemy."

He stared at each of his followers in turn, their grim faces showing neither fear nor sadness – only determination.

"The Orcs have a mighty army but we cannot falter. We will either live forever in glory or the Orcs will feast on our bones!"

INTRODUCTION

After we'd played the *Gathering of Might* and Jervis had come up with the narrative and scenarios described in the previous articles, we were all eager to try them out! Gavin and Jake were chosen to fight out this continuation of the Studio's Warhammer campaign as both of them had taken part in several of the previous battles and knew the armies well. With so much resting on the outcome of the first battle, and even more on the second, excitement ran high as the Studio again rang with the sounds of war.

Although we used the Orc and Empire armies to fight this battle, there is no reason why you couldn't use any combination of armies. As Jervis said in his article, we are using these armies because they are the largest we have, and we are in the middle of an ongoing campaign. In fact, the scenarios were so much fun that we're going to fight them again to see what happens when Chaos fights the Dwarf or the Elves defend the bridge against the Undead!

LISSEN UP!

Gavin: The bloody rampage continues! Following my victorious command of the Goblins at the *Gathering of Might*, I was chosen to lead the attack to secure a vital bridge. My green chest swelled with pride as I set about selecting my crack company of troops to perform the deed. Looking at the special rules for the scenario I saw that it didn't matter one jot how many of my units were destroyed, or how many Empire soldiers fell. The only thing that counted was the bridge. I decided straight away that a small 'elite' force was what was required. However, as Jervis had placed tight restrictions on the troops I could pick, my definition of 'elite' rapidly became 'well quite good, really...!'

Since my army would have to converge on a small portion of the battlefield, I felt that the usual tactic of getting as many big units as possible would not be such a good idea. I could see the inevitable pile-up as the units failed Animosity tests, fled from combat and did all the other things they do to spoil your plans. I needed a force that could strike quickly and cleanly for the bridge without falling over each other on the way!

My first choice was a unit of Orcs with Gorfang Rotgut at their head. This mighty Orc leader was equipped with a *Portion of Strength* and the *Sword of Fortitude* which allows the bearer and the unit he is with to ignore fear, terror and panic tests. I wasn't worried about fear or terror, but panic can spell doom for an army, no matter how tough it is. Once a unit breaks this can cause a chain reaction and, before you know it, your whole army has run off!

Next I took thirty Night Goblins carrying the *Evil Sun Banner*, led by a Big Boss and hiding two Fanatics within their ranks. The regiment also concealed a Night Goblin Master Shaman with a *Spell Familiar*. Just for spite I decided to give the Goblin Big Boss *Mad Cap Mushrooms*. This devious magic item can be fed to a Night Goblin Fanatic, causing him to inflict an extra D6 hits against the first unit he hits. With two Fanatics and the *Mad Cap Mushrooms* that meant a potential of 3D6 Strength 5 hits on the unfortunate enemy regiment that triggered the release of these ball and chain loonies!



TURNING THE TIDE

For extra punchin' power I also dragged along three Stone Trolls. Their magical resistance and ability to regenerate made me sure they'd get into the heart of the fighting intact.

Looking down my mental list of RGUs (really good units!), I next chose twenty Savage Orcs. These primitive boyz are always subject to frenzy unless they are actually charged themselves. As I knew that Jake would be going for a largely defensive force and in all likelihood I would be the one doing the charging, the extra points were a worthwhile investment.

With some points left over I smoothed out the rough edges. I chose some Snotlings because I've never used them in a game. This may seem bit risky, but part of the fun of Warhammer is trying out stuff you've not played with before. The Orc regiment was given the *Dread Banner*, captured from some Reiksguard Knights as they fled the field of battle during the **Gathering of Might**. To the Savage Orc regiment I added a Big Boss with the *Amulet of Fire* and the mighty sword *Heart Seeker*. The *Amulet of Fire* would give the regiment a 4+ Dispel once each magic phase. Like my choice of Stone Trolls, I didn't want Jake's magic to start upsetting my plans.

GETTIN' READY

I had a distinct advantage in this battle as Jervis' special scenario rules stated that Jake had to set up his troops before I did. Looking at his deployment, there weren't any great surprises. I thought he would go for Halberdiers as their +1 Strength bonus counteracts the Orcs' Toughness of 4 and makes them a good choice.

I placed my Trolls and Gorfang's Orcs directly opposite the bridge. They were to lead the fighting and advance as quickly as they could. The Savage Orcs and Night Goblins were placed slightly to either side. I hoped to march around both flanks, drawing off one of the Halberdier units or, failing that, to at least attract a fair amount of the incoming missile fire.

The scene was all set for me to roll over the feeble Empire defence and onto the bridge...



The opposing armies deploy for the Bridge of Doom scenario.

... AT ALL COSTS

Jake: My orders were simple. I had to defend the bridge and buy time for both parts of the main Empire army to link up. If the Orcs captured it then the rest of the army would be massacred before Karl Franz could arrive. I had to hold that bridge, whatever the cost.



With this simple objective in mind I began to choose my (hopefully) valiant defenders. I was restricted to taking an army of foot soldiers apart from one regiment of Pistoliers which I quickly realised would be of little use defending a static position like the bridge. However, they did have one important ability – speed. This meant that they could advance ahead of the rest of my army and draw out the inevitable Night Goblin Fanatics. If these lethal troops weren't dealt with at a distance and they managed to get in amongst my dense ranks of Halberdiers then all would be lost. It was a suicide mission, but a vital one for the fate of the entire Empire army. With grim faces the Pistoliers bravely took up their position.

The rest of my army consisted of foot soldiers. These fell into two basic types: those who would pepper the approaching Orcs and Goblins with crossbow bolts, arrows and cannon balls, and the resilient blocks of Halberdiers who would resist the enemy once they had closed in.

I took two Halberdier regiments, both eighteen strong with standard bearers and Champions. This would enable them to form up many ranks deep and get the maximum bonus to their combat results. In addition, both of these regiments contained a second character and several magic items. The first was led by an Empire Hero with the *Amulet of Fire*. Their Champion held the *Ruby Chalice* and the regiment carried a *War Banner*. The second regiment was led by a Grey Wizard Champion with the *Book of Ashur* and the *Staff of Flaming Death*. Not taking *Dispel Magic Scrolls* was a bit of a risk, but it was one I

was willing to take. Their Champion wore the *Crown of Command* and the regiment also carried the *Dread Banner*. As you can see, these regiments were very well equipped.

A third, smaller regiment of eight Spearmen would stay on the bridge itself, to bar the way. As they would be in the centre of my army, I chose to give their Champion the *Horn of Urgok* to rally any of my troops that fled.

My missile troops consisted of four six-man Crossbow regiments, two of Archers, and the single Great Cannon I was allowed. With these few men I had to hold back the hordes of greenskins!

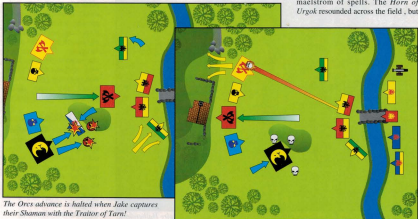


LET BATTLE COMMENCE!

The Pistoliers spurred their horses and galloped towards the Night Goblins on the other side of the hill. With a manic gleam in their eyes two Night Goblin Fanatics whirled out of the unit and crashed into the Pistoliers' ranks, killing them all! Seeing the gore-spattered Fanatics so close to them, the unit of Archers on the Empire's left failed their panic test miserably.

and turned tail to flee. In reply, the Fanatics were easily cut down by the massed Empire missile fire. With a deafening roar the Great Cannon fired too, the master gunner aiming at Gorfang Rotgut himself. Luckily Gavin made his 'Look out sir!' roll and another Orc took the cannonball right between the eyes! As the iron ball tore through the regiment, two more Orcs were smashed to pieces.

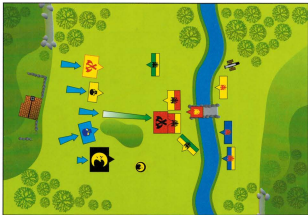
The first Magic Phase was a maelstrom of spells. The *Horn of Uryok* resounded across the field, but



Gavin dispelled it. He didn't want the fleeing Archers to rally as there was a good chance that their panic would spread along the Imperial line. Then the ghostly green *Hand of Gork* grabbed the Orc regiment and lifted them high above the battle to plunk them unceremoniously down in front of the surprised Halberdiers. Seizing his chance, the Grey Wizard pointed his *Staff of Flaming Death* at the newly-arrived Orcs. However, the blazing doom failed to appear as Jake rolled only a single hit and even this failed to wound the greenskins....!

With their customary blare of horns and pounding of drums, the Orcs and Goblins began their advance on the small Empire force facing them. Well they tried to. One of the Savage Orcs trod on the foot of another, who turned round and lashed out angrily. Soon the whole unit had forgotten about the battle and started squabbling amongst themselves. The Orc boyz started arguing over which regiment of Halberdiers they were going to charge, and in the end didn't charge at all! Standing next to the Savage Orcs, the Snottlings looked confused. They started to half-heartedly slap each other about, copying their brawling big cousins. The Troills squinted stupidly at the Orcs, and pondered this strange occurrence. On the far right, the Night Goblins were also tempted to join in the fun, but the waves of power from the *Evil Sun Banner* they carried exerted itself and they marched forward.

Once again magic played its part, this time to the benefit of the Empire. Jake started off the spell casting and played *Traitor of Tarn* with *Total Power*. As Gavin looked helplessly on, Jake proceeded to take over every single model in the Night Goblin unit, including the Shaman and his familiar! With both magic users on his side now, Jake had a free rein in the magic phase. The Orc boyz felt the *Hand of Gork* gripping them again, but this time they were dragged back to where they had started – facing the wrong way! The *Horn of Uryok* rang out again and the unit of Archers rallied instantly. Following this, the *Staff of Flaming Death* lived up to its name and hurled a fatal bolt of fire into the Savage Orcs. A single Orc was sheathed into flames, but this sight so unnerved his comrades that they failed their panic test and fled for the table edge.



After turns of frustration, Gavin finally gets the Orcs into combat with the Empire Halberdiers.

DISASTER!

Even though they were now magically aligned to Jake's army, the traitor unit of Night Goblins still needed their re-roll from the *Evil Sun Banner* to pass their Animosity test! The Shaman himself wandered away from the rest of the unit, conveniently placing himself right in front of Jake's Crossbowmen. As the rest of the Night Goblins turned and shuffled away from the river, the hiss of crossbow bolts and arrows filled the air. Despite the hail of missiles fired at him, the Shaman only lost a single wound! Mork was obviously watching over him.

In the magic phase the Orc boyz were once again swept away as the *Hand of Gork* reached down and moved them even further from the river. Still under Jake's control, the Night Goblin Shaman turned on his fellow greenskins, unleashing the power of the *Gaze of Mork* on the nearest regiment. Five Goblins died in writhing agony and some surprise, as the stream of energy ploughed through their unit and on into the supposedly magic-resistant Stone Troills.

Bashing a few heads, the Savage Orc Big Boss managed to get his unruly mob to rally, and they reformed in front of the woods. The Snottlings, who were just about to start to play 'running away' themselves, saw the Savage Orcs reorganising and stopped dead in their tracks. The Troills once again stared dumbly around and didn't move at all!

Gavin's hand trembled as he lay down his only dispel card. He had to get his Shaman back, otherwise he might as well pack up his fungus beer and go home now. Rolling the dice with quivering fingers, his shout of triumph echoed across the Studio. He'd rolled a six! Snatching the Shaman's Spell cards back from Jake he swore he'd get his revenge now. And he did. As the Grey Wizard attempted to cast the *Dance of Despair* on the Night Goblin Shaman, Gavin played *Destroy Power*, and then won the dice roll. The power was sucked from the Grey Wizard's memory forever. A very tired *Hand of Gork* stretched lazily across the battlefield, to lift up the Orc boyz and drop them down almost exactly where they had started.

The *Staff of Flaming Death* killed another Orc, but Goefang's *Sword of Fortitude* stopped the unit having to take a panic test (much to Gavin's relief). Looking at the bows pointing at him, the Shaman gulped and cast 'Ere We Go on himself, adding +1 to his Toughness. The Orcs had recovered slightly, but they were no closer to the bridge than when they had started. It would take some frantic moves to win the battle now.

COMEBACK

The stalwart Halberdiers accompanying the Grey Wizard moved forward a few steps, allowing their magic user a better aim with his *Staff of Flaming Death*. Meanwhile, the regiment of Spearmen lowered their weapons and started to advance across the bridge.



The Orcs' attack is repulsed the Empire defenders.

Gorfang was again pushed from the path of a Great Cannon shot by his comrades, four of whom were cut down by the speeding metal ball. Another potentially devastating volley of bowfire bounced off the Night Goblin Shaman without inflicting a single wound! Then the Shaman was thrown off his feet by a sudden blast from the *Staff of Flaming Death*, but as the smoke cleared the Shaman stood up, singing and spitting ash from his mouth, but still alive! What mystical energy protected this lucky greenskin? He had survived spells and volleys that would have wiped out scores of lesser goblins!

The Orc boyz started running towards the distant Empire regiments, keeping a strong line with the Snootlings and Savage Orcs, while the Night Goblins turned around again. It suddenly looked like there may be some real fighting after all!

Accompanied by a godly sigh of exhaustion, the *Hand of Gork* appeared once more over the battlefield, picked up the Orc boyz and casually tossed them into combat against the Halberdiers. This was despite Jake's best efforts to dispel this much-used Spell.

IN THE BALANCE

In their final turn, the Empire army stood solidly and fired everything they had at the approaching Orc and Goblin hordes. The Goblin Shaman was again the centre of a hail of crossbow bolts and arrows which finally made a pincushion of the resilient Gobbo. As he died, his *Spell Familiar* was hit too and disintegrated into a cloud of raw magic. The Savage Orcs lost three more of their number, two being struck by a cannonball, just as the third went down with an arrow in his eye.

In the centre, the Halberdiers' Champion stepped forward and yelled a tirade of abuse and references to their parentage at the Orcs. Gorfang Rotgut quivered with rage and with a mighty blow cut down the brave but impetuous soldier!

Then the Empire Hero struck at the Orcs, two of the greenskins falling prey to his flashing sword. Defeated but desperate, the Orcs grimly fought on.

With the death of the Goblin Shaman, the winds of magic were reduced to the roll of a single dice and not much happened. The *Horn of Urgok* blew loudly, but Gorfang Rotgut's *Sword of Fortitude* meant the Orcs in combat with the Halberdiers were immune to the panic tests it should have caused.

Better late than never, the rest of the Orc army surged forward, all their Animosity tests passed with rolls of sixes! Even the Trolls managed to drag themselves a few steps toward the bridge. Bellowing a war cry, Gorfang drank down his *Potion of Strength* and set about destroying the Halberdiers. This time it was the Hero of the Empire who challenged him. Although faster than the Orc Big Boss, he failed to land a single blow. In return, with his magically enchanted Strength of 8, Gorfang cleaved his sword through the impudent challenger. Unfortunately, the Halberdiers had now closed ranks, and two of the Orcs fell trying to get through the solid wall of steel before them. The Orcs blows failed to harm the Halberdiers, and the calamity of the situation was obvious. Seeing the weight of numbers pressed against them the Orcs turned and ran, only to be wiped out by the jubilantly pursuing Halberdiers. Seeing that everything was over, the Night Goblins failed their panic test and fled too. Even the slow brains of the Stone Trolls realised something was up and they also decided to flee from the chasing Imperial army – running further than they had in the previous four turns put together!

And so the bridge was held against the mass of the Orc and Goblin army. Imperial Engineers from Aldord arrived shortly after with kegs of black powder to blow up the bridge. The Orcs had failed and would now face the combined might of Karl Franz's army and the reinforcements from Middenland.



The battle unfolds as Jervis looks on.

ORC CONCLUSION

Gavin: Hah! They only delay the inevitable! Although it was a disappointing result, this must rank as one of the most interesting battles I have ever fought. With a traitorous Goblin Shaman and a regiment of Orc boyz impersonating a yo-yo, this bizarre battle never ceased to surprise us! I think the biggest lesson I learnt from this battle was to keep in mind any special rules that apply to the scenario you are going to play.

Throughout the formulation of my plan I forgot that Gorfang didn't count as a Warlord and was only acting as a Big Boss. If I had remembered this I would certainly have left the Stone Trolls behind. Usually a unit of Trolls' stupidity has little effect if you can keep them within 12" of your Warlord and make the psychology test using his Leadership (as I did during the *Gathering of Might*). In this case they were testing against their Leadership of 4 and did nothing at all!

The poor Snotlings didn't know whether they were coming or going! One minute they were copying the Orcs, the next they're pretending to be Savage Orcs. After that the Savage Orcs ran off and they're left feeling a bit lonely. Then the Orc boyz reappeared again only to be carried off by a magical hand moments later! My plan had been to keep the Snotlings close to the Savage Orcs which would have made them frenzy when the Savage Orcs attacked. Although Snotlings might not be the most threatening creatures in the Warhammer World, anything with six attacks demands at least a little respect.

Animosity played its part, as it stopped me charging to possible victory right at the start of the battle. Once I had lost that golden opportunity I was racing against the clock to claw my way back into a winning position. The fact that I only had four turns

to reach the bridge meant I had to get stuck in straight away. This was fine, since I had opted not to take any missile weapons at all for my army. When I saw that my Shaman had *Hand of Gork* I was overjoyed, to say the least. Providing that I could keep him alive I was virtually guaranteed to win.

My basic theory of quality over quantity worked against me in these circumstances, when one or two of my units acted beyond my control I had insufficient replacements to make up the odds. Despite this, I still think that having lots of units would have led to them getting in each others' way once I had closed in on the bridge.

Once again circumstances conspired against me, and halfway through the battle I was actually no closer to the bridge than when I had started. Obviously Sigmar was watching over the Empire while Gork and Mork sat in the corner and beat each other over the head with large clubs...

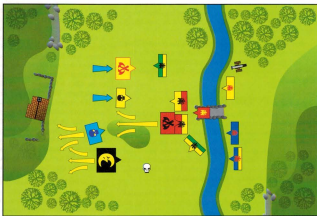
EMPIRE CONCLUSION

Jake: That has to be one of the weirdest games of Warhammer I've ever played, what with the *Traitor of Tarn* capturing thirty-odd Goblins, and a regiment of aircirc Orcs being flung from one end of the battlefield to the other.

Gavin tried his best but the luck of the dice were against him from the start. He was plagued by Animosity and my capture of his Shaman was the last straw. The *Hand of Gork* which looked like a battle-winning spell actually turned out to be something of a double-edged sword as I used it to move his Orcs to the far end of the battlefield.

I think that my plan was a good one but with Gavin's luck I was never really threatened. In fact, my main worry was Gavin using *Hand of Gork* to transport the Goblin Shaman onto the bridge itself. A regiment wouldn't fit on it, but a single character would...

All in all, a most unusual and entertaining game which I'd recommend for anyone wanting something a little different for their Warhammer battles.



Gorfang's Orcs break and the attack dissolves as the Night Goblins and Trolls also turn and flee.

THE BATTLE FOR TALABHEIM

by Jake Thornton and Gavin Thorpe

Following on from the *Bridge of Doom*, the Emperor Karl Franz led the combined might of two Empire armies against the marauding horde of Orcs & Goblins. This time, the greenskins would be outnumbered, but they weren't going to give up without a fight...

WHAT NEXT?

After the Empire victory in the *Bridge of Doom* scenario, the Orc army was delayed long enough for both parts of the Empire force to join up. With the Emperor Karl Franz at their head, the combined Empire army waited for the approaching Orcs just south of Talabheim...

Looking at Jervis' notes for this second scenario earlier in this issue, you'll see that the size of this battle isn't fixed. To fight the 'historical' battle, we'd need several players for each side, and as only Jake and Gavin were free at the time, we decided to fight a smaller version. Jake took 4000 points of Empire troops and Gavin chose 3200 points of Orcs and Goblins. This kept the right ratio of forces, but was a size of battle that we could easily play in one day. We fought the battle over an eight foot by four foot table, taking notes and photos as we played. Later, these notes and snapshots enabled us to recreate the most exciting moments of the battle under proper photographic conditions, where we took the photos you see here.

NO PRISONERS!

Jake: Well the odds were stacked in my favour and that's alright by me! I had struggled through the first scenario, which Jervis kept telling me was weighted towards the Orcs', and won. In this second battle, I was now going to make maximum advantage of my superior numbers and slaughter as many Orcs as I possibly could.

To this end, I chose an army with a high proportion of artillery and missile troops. These would form a solid base from which my two regiments of Reiksguard Knights could strike out and destroy the Orc units which had been crippled by my cannonade. I would also take lots of *Dispel Magic Scrolls* to stop the *Hand of Gork* and any other nasty surprises Gavin might have thought up. In addition, one of my wizards would carry the *Skull Staff* to aid any normal attempts to dispel the enemy magic. I had everything going for me and felt very confident. With a 20% points advantage in what was basically a normal game I just had to win. Didn't I?



Karl Franz leads the combined army of the Empire.



Morglum's Orc and Goblin horde.

IT'S NOW OR NEVER!

Gavin: This was the final showdown, and I was the underdog. This suited me fine as an overconfident opponent can make some serious slips. I wasn't particularly hopeful though, as Jake is an experienced gamer and was bound to devote as much attention to this battle as normal.

With 800 points more than me, the Empire army would probably outnumber my troops, or at worst be equal in size. For an Orc and Goblin army this is particularly bad as strength in numbers is their main advantage. If I couldn't outnumber the Imperial soldiers I would have to try and outclass them. Not easy when you're going to face tough opponents like Reiksguard Knights and Karl Franz on a Griffon!

First on my list was Morglum Necksnapper himself. Morglum was going to be the toughest component of my army and I was going to equip him for the job. Taking a look through Warhammer – Arcane Magic, I chose *Morgor the Mangler* to be Morglum's weapon. This mighty axe adds +1 to a character's Weapon Skill, Strength and Toughness. Not only that, the bearer always strikes first in combat, and the axe allows no saving throws for normal armour! This seemed the perfect choice – Morglum would cut through any units of mounted Knights like a red-hot knife through butter. To keep him alive until he was in a position to attack, I also gave Morglum the *Black Amulet of Armour of Protection*.

My next problem was getting Morglum into combat. It's all well and good loading your characters down with death-dealing weapons of destruction, but it only takes a single challenge from an enemy Champion to scupper your plans. Single characters fare badly against large units as they don't get a rank bonus or carry a standard. This means that your

character can still lose even when every one of his attacks kills an enemy soldier! I needed some cheap support for Morglum, and peering into the Studio figure cabinets I saw the answer. In a fit of greed I took all the Wolf Riders available – all thirty six of them! A Goblin Boss and Big Boss were added to the unit, to answer any challenges that may otherwise stop Morglum getting in close and hacking the enemy regiment to pieces!

My two other main units were a regiment of Black Orcs and a regiment of Savage Orcs. These are both really hard units that can really put some pressure on your opponent. A Savage Orc Master Shaman was added to the Savage Orc boys, allowing him an extra magic card every turn, and giving the whole unit a +1 bonus to their 'magical tattoos' saving throw. My next choice of two units of Night Goblins was essential. Their Fanatics are such a threat that your opponent has to take evasive action when they get too close. One unit was equipped with short bows, but this was for annoyance value rather than any hope of inflicting serious damage. Both units were led by Orc Big Bosses to counteract the Goblins' terrible Leadership.

I was certain that Jake would take two or three units of Kislev Horse Archers to draw out my Fanatics. To try and prevent this I gave one of the Orc Big Bosses the *Pipes of Doom* to take out the Horse Archers and allow my Goblin units to advance on the Imperial line with their Fanatics still unused. I also took two Doom Divers and a Rock Lobber to try to wipe out those pesky Horse Archers before they got too close.

The rest of my points went on a Night Goblin Shaman Champion, some *Dispel Magic Scrolls* and a few other odds and ends (especially the *Evil Sun Banner* and *Sword of Bork* which help prevent Animosity). We were ready to sell our lives as dearly as possible.

MORGLUM NECKSNAPPER'S ORC HORDE



Morglum Necksnapper on a war boar, equipped with *Morgor the Mangler*, the *Black Amulet*, and the *Armour of Protection*.



36 Goblin Wolf Riders with light armour and shields. The regiment includes a **Goblin Boss** and a **Goblin Big Boss** with an *Enchanted Shield* and the *Sword of Fortitude*.



15 Black Ores with extra hand weapons and a standard.



15 Goblins with spears.



12 Orc Arrow Boyz.



2 Goblin Doom Divers.



Rock Lobber.



6 Squig Hoppers.



40 Night Goblins and **3 Fanatics** with the *Evil Sun Banner*. The regiment includes a **Night Goblin Shaman Champion** with a *Dispel Scroll* and the *Orb of Thunder*, the *Orc Battle Standard* with the *Valorous Standard* and an *Orc Big Boss* with the *Pipes of Doom*.



40 Night Goblins with short bows led by an *Orc Big Boss* with the *Sword of Bork*. The regiment includes **3 Fanatics**.



20 Savage Orcs with shields and a standard. They are led by a **Savage Orc Master Shaman** who carries the *Book of Arthur* and two *Dispel Magic Scrolls*.



KARL FRANZ'S EMPIRE ARMY



Emperor Karl Franz riding *Deathblow the Griffon*. He is armed with the *Hammer of Sigmar* and carries the *Silver Seal* and the *Horn of Urgok*.



Two regiments of **Reiksguard Knights**, one with a **Champion** and the *Standard of Shielding*.



Two regiments, each of **9 Hallings Archers**.



Two regiments, each of **12 Archers**.



Ludwig Schwarzhelm, the Imperial Battle Standard bearer.



Grey Wizard Lord riding a *Waehorse* and carrying **3 Dispel Magic Scrolls** and the *Skull Staff*.



2 Mortars.



3 Great Cannons.



The Supreme Patriarch of the *Colleges of Magic* with a *Destroy Magic Scroll*, a *Dispel Magic Scroll* and the *Chalice of Sorcery*.



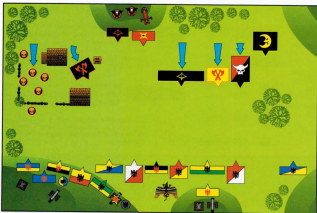
22 Halberdiers with light armour, shields and including a standard bearer. They are led by a **Champion**, and a **Hero** who carries the *Amulet of Fire*.



Three regiments, each of **9 Crossbowmen**.



Three regiments, each of **5 Kislev Horse Archers**.



ORC TURN 1

ORC TURN 1

Gavin: As a single mass the Orcs and Goblins marched towards the Imperial line. Well almost as a single mass. Once again the Night Goblins, even when equipped with an *Evil Sun Banner*, proved to be too unruly for their Orc Big Boss too handle. Rolling a 1 twice in a row, they failed their Animosity test and stood squabbling where they were!

My Wolf Riders were slowed down to Morglum's movement of 7", but I didn't want them to go this far anyway. If they went their full distance they would come within charge range of the Reiksguard Knights on the other side of the battlefield. Even if they weren't charged, it can be risky leaving a unit out on its own where they're vulnerable. In this case I was especially concerned about Karl Franz and Deathclaw. So the Wolf Riders moved 8" with the rest of the army, unwilling to stick their little green necks out just yet.

Guessing the range perfectly, I sent the Rock

Lobber's crude ammunition soaring towards the centre of one of the Reiksguard Knight units. Unfortunately, this amazing judgement was followed by bad luck. I rolled a scatter and the rock wobbled off target to narrowly miss the Grey Wizard standing on the hill. One of the Doom Divers landed slap-bang on target, killing a Great Cannon crewman and damaging the war machine itself. The other Doom Diver sailed over Karl Franz's head to hit the ground with an audible SPLAT!



The winds of magic were a five but since my Night Goblin regiment was suffering from Animosity, their Shaman Champion was unable to do anything this turn. I did, however, get an extra card for my Savage Orc Shaman because he was with a unit of Savage Orcs. On the Empire side, the Supreme Patriarch also gained a card from the *Chalice of Sorcery*. To begin the attack, my Savage Orc Shaman attempted to cast *Radiance of Ptolos* on the Wolf Riders. This spell would stop all missile fire at the unit (including war machines and missile-type spells) so Jake quickly dispelled it with the aid of the *Skull Staff*.

Jake then tried to cast *Bridge of Shadows* on my Wolfboyz, intending to move them back to the edge of the table again. Not wanting to suffer the same problem as I had in the *Bridge of Doom*, I had no choice but to use a *Dispel Magic Scroll* to prevent the magic from working. One scroll down and this was only the first magic phase.



EMPIRE TURN 1

EMPIRE TURN 1

Jake: With a shriek, Deathclaw opened his wings and took off, lifting Karl Franz high over the battlefield. As the Emperor and his Griffon soared above, a unit of Kislev Horse Archers shouted their battle cry and charged the Night Goblin Archers. As they advanced, a volley of shots whistled past them, wounding one of the lightly armed troopers. I made his saving





ORC TURN 2

throw only to find that they had run the gauntlet of arrows for nothing – the Goblins were more than 16" away and the Kislevites' charge failed to strike home.

Since this first regiment of Kislevites hadn't approached within 8' of the Night Goblins I was forced to advance another unit of Horse Archers into range. As expected, three spinning Fanatics emerged and swept into the unfortunate Kislevites. Three of the Horse Archers were bludgeoned by the Fanatics' huge ball and chains while the survivors turned their mounts around and fled for safety.

With a deafening roar my artillery let loose a devastating salvo. The mortar on the far left sent its shells as far as possible towards the Wolf Riders. Although it didn't have the power to reach that distant target the shell fell among the Savage Orcs blowing up three of the tattooed savages. Even so, one of them stood up again, saved by his magical tattoos!

The other mortar exploded in a plume of smoke, ripping itself apart as it misfired. Gavin's laughter was short-lived though, as two cannoballs tore into the massive unit of Wolf Riders, slaying five of them. With confused shouts the other Great Cannon crew clustered around their war machine. It had also misfired, but would be back in action next turn. Morglum himself had been saved from the fusillade by the 'Look out sir!' rule, as he was shoved aside by his diminutive bodyguards just in time!

The Wolfboyz were also the target of the Crossbowmen directly in front of them, the Kislev Horse Archers trotting around the woods and the Stirland Archers. Another two of their number fell as the sky was filled with the darkness of speeding arrows and bolts.

The plucky Halflings in the centre of my army managed to pick off two of the whirling Fanatics in front of them, much to the relief of the nearby Reiksguard Knights. One of the green dervishes is usually bad enough, but three of them can be downright murderous. The other units of missile troops fired, and a Black

Orc fell to the ground, shot through the throat. The madly bouncing Squig Hoppers proved a difficult target for the Crossbowmen and Halflings who fired at them, but a keen-eyed archer from the Moot managed to take one of them down.

With the Horse Archers' failed charge there was no hand-to-hand combat so I rolled for the winds of magic and scored a six. The extra cards for the Savage Orc Master Shaman and the Supreme Patriarch were dealt out without incident, and both of the greenskin magic users passed their Waaagh! tests. Gobbling down a rather mouldy piece of magical fungus, the Night Goblin Shaman also gained himself a single extra card.

Using the immense power of the *Staff of Volans*, the Supreme Patriarch unleashed the spell *Flamestorm* upon the already depleted ranks of the Wolf Riders. Morghum Necksnapper, the Goblin Big Boss and the Goblin Boss all managed to avoid the



EMPIRE TURN 2



With a mighty crash the Rieksguard Knights charge into the Savage Orcs.

blast, and in their stead three other mounted Goblins were flung from their giant wolves' backs. The best part about *Flamestorm* is its effect on movement. The targeted unit is immediately shifted 4" backwards, and the template remains in play to block further movement until it's dispelled. Those Gobbs wouldn't be coming towards my troops next turn!

Gravin continued his plan of killing my Horse Archers and cast the Savage Orc Master Shaman's *Pit of Tarnus* on one unit. I failed to dispel the magic and one unfortunate horseman disappeared into the ground, never to be seen again.

ORC TURN 2

Gravin: The Curse of the House of Thorpe fell upon my shoulders again as Animosity struck at the heart of my army. Both the Savage Orcs and the Night Goblins stopped to squabble amongst themselves and I began to quietly fume. For the second turn in a row the truculent little gitz wouldn't do anything – including the Shaman! The Night Goblin Archers also failed their test, but the Orc Big Boss leading them drew his *Sword of Bork* which allowed me to ignore this result. The remaining Fanatic zoomed in front of the Savage Orcs, while all but one of the Squig Hoppers continued their comical bounce towards the Empire lines. One of them, however, got completely the wrong idea. I rolled a double six and the fat Squig launched itself 12" towards my own table edge. "No, NO NO!" I screamed. "You're going the wrong way!"

With a loud "Sproing – Kertthunk!" the Rock Lobber misfired, destroying itself and its crew in a splendid display of Orc engineering. I hopelessly overestimated the ranges for my Doom Divers, and they soared high over their targets. The Night Goblin Archers looked around for a target and their evil

red eyes picked out the only things on the battlefield that were smaller than them – Halflings. However, their shots were mostly way off target, and only one of the rotund little chaps was killed by the volley. The Orc Arrer Boyz were more effective against the Kislev Horse Archers directly in front of them, striking down two of them and forcing the small unit to take a panic test. In a rather forlorn manner Jake rolled the dice, but against his expectations the Kislevites managed to pass their Leadership test.

The winds of magic blew strongly, and I dealt out nine cards. Typical! Both my Night Goblin Shaman and Savage Orc Master Shaman were breaking heads to restore order. Not only that, I was sure Karl Franz was going to dive down next turn and I couldn't use the Night Goblin Shaman's *Orb of Thunder*. There was nothing I could do to stop him. As I gnashed my teeth in frustration, the Waagh! power overcame the Night Goblin Shaman and his head exploded! Luckily, I had the *Escape* card and he was transported to the warp to recover. As I couldn't cast any spells, the first thing I tried to do was dispel that blasted *Flamestorm* that was blocking my route to glorious victory. Morglum fumed with anger as I failed and the magic flames continued to burn.

Obviously planning to do something sneaky, the Supreme Patriarch conjured up a *Scarlet Scimitar* in his hand. Then Jake's plan became clear as the Grey Wizard transported the Reiksguard and Supreme Patriarch using his *Bridge of Shadows* spell. Borne upon the magical bridge, the Reiksguard crashed into the Savage Orcs, lances lowered and grim-faced. If one of my Shamans had been available I would have used a *Dispel Magic Scroll* to stop what was surely going to be a deadly attack. It had been my turn and he was charging units at me! I don't like these transportation spells one bit.



ORC TURN 3

EMPIRE TURN 2

Jake: As Gavin had feared, Karl Franz swooped down from flying high to charge one of the Goblin Doom Divers. Squeaking hysterically the living artillery piece failed its terror test and ran from the battlefield. Then the Reiksguard advanced, trotting across the field where they were joined by the Grey Wizard. After the close call with the Rock Lobber in turn one, I moved him into the safety of the regiment.

My artillery battery spoke again, this time concentrating on the Black Orcs who were getting a bit too close for comfort. Four Orcs fell to the combined fire of two Great Cannons, but my mortar shot scattered off target and exploded harmlessly. Gavin easily passed the Black Orcs' panic test, and the unit readied its weapons in anticipation of some revenge. My third Great Cannon fired at the Wolfboyz again, and a solitary Gobbo was flattened by the hurtling cannonball.



My next task was to get rid of the Fanatic that was still whirling around in front of my line. The Kislevite Horse Archers on the far right showed an appalling lack of accuracy but the Stirland bowmen came to my rescue and landed four well-placed arrows in the greenskin. Even a mushroom-crazed Fanatic wouldn't be getting up from that! Another Wolf Rider was plucked from the saddle by a crossbow bolt, while the Halfling regiment in the centre avenged the loss of their comrade and killed two of the Night Goblin Archers. On the far left of my line, another Black Orc fell, cut down by an arrow fired by my Nordland Archers. The Squig Hoppers proved too unpredictable for the second regiment of Halflings, but three were killed as a hail of crossbow bolts thudded into their bloated bodies.

The triumphant charge of the Reiksguard Knights was not very impressive after all. The three Knights and their Warhorses all

failed to hit the Savage Orcs! The Supreme Patriarch managed to cut down two of the primitive greenskins, while his Warhorse felled another! In return, the Savage Orc standard bearer managed to wound the wizard, smashing him in the chest with his crude stone axe.

In the magic phase, the *Scarlet Scimitar* flashed in the Supreme Patriarch's hand, ripping through the protective tattoos of a Savage Orc.

Continuing with the Supreme Patriarch's attacks, I cast *Piercing Bolts of Burning* at the Savage Orcs, but Gav

smiled and laid down the *Destroy Spell* card. I lost the roll-off and the spell was wiped from my wizard's mind.

In return, the Savage Orc Shaman cast the Grey Magic spell *Radiance of Protos* on the Black Orcs, clumsily reciting the words from the *Book of Ashur* he carried. With all my artillery and missile troops on that side I didn't hesitate for a second. I was determined to annihilate the unit and so used a *Dispel Magic Scroll* to stop the spell from working.

It was Gavin's turn next to use a *Dispel Magic Scroll* to stop me casting *Bridge of Shadows* on my second regiment of Reiksguard Knights. Seeing that I intended to charge the Night Goblin Archers he was forced to do something to prevent the Reiksguard smashing through the centre of his army. Now that they were engaged in combat, Gavin tried to cast 'Ere We Go on the Savage Orc boyz. This would have added +1 to their Toughness and allowed them to strike first in the next round of hand-to-hand combat. My Knights were in enough trouble as it was, so I used another *Dispel Magic Scroll*.

Three *Dispel Magic Scrolls* in one turn! We'd both come prepared this time! This was obviously a pivotal moment – the outcome of the struggle between the Savage Orcs and Reiksguard Knights might well decide the whole battle.

ORC TURN 3

Gavin: With Deathclaw at my back, the first thing I had to do was take some terror tests. The remaining Doom Diver, Orc Arrier Boyz and Goblin spearmen were all within 8" and not one of them passed their test. The Doom Diver followed his mate off the battlefield, while the others ran away from the deadly Griffin. This meant they actually fled towards the rest of the Empire army! With any luck they might rally next turn and with no more artillery left to protect they could get stuck right in!

The Night Goblins on my left flank once again failed their Animosity test! Fortunately for them the *Evil Sun Banner* worked this turn and I passed the test with the re-roll. There wasn't much they could do though, as the Wolf Riders were blocking the way forward. Hoping that I could dispel the *Flamestorm* and get going, I wheeled the Night Goblins so that

they could follow the Wolf Riders past the woods. The errant Squig Hopper continued going the wrong way, as I rolled another double and he bounced 2" towards my baseline.

A half-hearted volley of arrows flew from my Night Goblins towards the Reiksguard Knights. As I expected, every shot pattered off the armour of this elite cavalry. With no artillery left and my Orc Arrer boyz fleeing in terror, it was time to resolve the hand-to-hand combat. Both Jake and I were tense – who would lose this turn, the Savage Orcs or the Reiksguard?

To swing things in my favour a little, the Savage Orc Master Shaman issued a challenge. As the only Empire character actually fighting was the Supreme Patriarch himself, he would have to answer it or retire to the back of the unit. Sneering in contempt the wizard turned his mount towards the Shaman and struck out with his sword. Three times he attacked, but the Savage Orc was only wounded once, his high Toughness proving too much for the Supreme Patriarch. The Shaman's return blows also caused a wound, but this was saved by the regiment's *Standard of Shielding*. Our attention turned to the ordinary warriors, and a single Savage Orc fell dead after a blow from one of the armoured knights.

To my horror I realised I there was no point fighting back. With their *Standard of Shielding* the Knights had a 1+ armour saving throw. My Savage Orcs have no saving throw modifier, and no matter how many wounds I caused the Knights would always make their saving throws. Jake had got one over on me again, the cunning rat! Not surprisingly, the Savage Orcs lost the combat and almost failed their break test. However, the Army Standard had now moved within 12" and the unit passed with the re-roll that this allowed.

With a flash of multi-coloured lights and a sharp crack of thunder, the Night Goblin Shaman Champion reappeared from his convalescence in the warp, right next to the Reiksguard battling the Savage Orcs. Unfortunately his return was rather

risky. I needed to roll a six for him to pass his Waagh! test but I did it! Maybe this time things would start to swing in my favour! The Savage Orc Shaman Lord wasn't so resistant though, and after rolling on the 'Eadbangerz' chart I discovered he wouldn't be able to cast any spells this turn. The winds of magic provided a paltry three cards, and the Supreme Patriarch gained another from the *Chalice of Sorcery*. I also drew a card for my Savage Orc Shaman. Although he couldn't cast any spells he could use dispels and other special cards as normal.

Before any new spells were cast, the *Scarlet Scimitar* in the Supreme Patriarch's hand lashed out at the Savage Orc Shaman he was duelling with. The blow struck the tattooed and he was left with only a single remaining wound. Things could be a bit touch and go from now on...

With a shout of triumph I managed to dispel the *Flamestorm*. I had been in two minds whether to do this, after all it was Jake's turn to move next. However, I couldn't risk the chance that I wouldn't get any more dispel cards. That template had to be removed for me to attack the weaker units of Jake's right flank.

As I tried desperately to hold my plan together I used the *Pipes of Doom* on the unit of Kislev Horse Archers nearest the small copse of trees to my left. Inflicting the full six Strength 4 hits, I managed to wipe out the unit to a man! Yes! Now we were getting somewhere!

Trying to swing things further in my favour, the Night Goblin Shaman cast *Fists of Gork* on himself. This would allow him to inflict D6 Strength 6 hits on a unit he was fighting in hand-to-hand combat, namely the Reiksguard Knights. With a slightly wild look in his eye at the prospect of this attack, Jake threw down yet another *Dispel Magic Scroll*. Surely that was the last one, he couldn't have any more! After the beating that my Savage Orc Shaman had already taken, my final act for the turn was to dispel the Supreme Patriarch's *Scarlet Scimitar*.



The Grey Wizard Lord draws the Fanatics to their doom as he appears inside a wood.

EMPIRE TURN 3

Jaake: Since they had been unable to use *Bridge of Shadows*, my Reiksguard Knights galloped across the battlefield, lances lowered at the Night Goblin Archers. Choosing to stand and fire, the Gobbos loosed off a volley of shots and much to my embarrassment, one of the noble horsemen tumbled from his mount, a Goblin arrow poking from his visor!

The Kislevites Horse Archers charged at the fleeing Orc Arrer Boyz, causing them to flee again, back towards Gavin's table edge. They carried on towards the Goblin Spearmen, who also managed to run out of charge range. Their charge having failed, the Kislevites slowed their mounts and laughed at the greenskins as they scampered away. Making sure that units broken in combat don't rally and return to fight is very important and herding fleeing units like this is one of the best uses for light cavalry once battle has been joined.

Deathclaw kicked off the hill, intent upon charging the flank of the Savage Orcs. However, even his powerful wings couldn't cover the distance, and the tattooed primitives were safe from Karl Franz for this turn. So that the Battle Standard he carried would be of more use, Ludwig Schwarzhelm spurred his on his Warhorse and galloped into the middle of the Empire army. Both regiments of Halflings wheeled to get the Squig Hoppers in their sights and my Halberdiers marched off the hill, eyes fixed grimly on the Black Orcs.

Yet again, Morglum Necksnapper was saved from a cannonball by the Wolf Riders around him, and the deadly shot tore into three of the Goblins. More Black Orcs were smashed to the ground by another of the Great Cannons, but the third misfired and couldn't shoot this turn. I continued to rain destruction on the Black Orc regiment, killing two with a direct hit from my remaining mortar. My Crossbowmen managed to cut down two more with their deadly bolts and finally only the standard bearer remained, stubbornly refusing to panic despite the loss of his unit.

Meanwhile, back on the other flank, three more Goblins on giant wolves were killed by the Stirlund Archers. As the last

slumped to the ground the devastating round of shooting was over. The clash of stone axe, sword and lance echoed across the hillsides as the bitter hand-to-hand fighting continued.

The two wizards exchanged blows with each other again. The Supreme Patriarch struck home but gasped in horror as his fatal attack was warded off by the Savage Orc Shaman's magical tattoos. In return the Supreme Patriarch was again wounded by a crushing blow from the greenskin's stone club. The newly-appeared Night Goblin Shaman Champion lashed out wildly, and managed to land a blow, but this was easily turned away by the Reiksguard's armour. The Knights and their horses managed to kill another two of the Savage Orcs and the frenzied savages could do nothing in return. Refusing to give up the struggle, the Savage Orcs carried on fighting.

The other combat was more decisive. Stepping forward, the Orc Big Boss shouted a challenge, and was answered by the Reiksguard Champion. To my horror I rolled nothing but ones for the Champion's attacks. Cringing slightly I waited for the return blows, but managed to make all of the Champion's saving throws. The rest of the unit was more successful and smashed four Night Goblins to the ground. This was too much for the reluctant Gobbos, who ignored the desperate shouts of the Orc Big Boss and fled. As they did so, the Reiksguard Knights swept on and totally annihilated the fleeing unit.

As he was standing in the thick of the fighting, it was no surprise when the Night Goblin Shaman failed his Waagh! test. Luckily for Gavin he only had to discard a single magic card. Using the *Staff of Volans*, the Supreme Patriarch once again cast *Flamestorm* on the Goblin Wolf Riders. The mounted Gobbos were hurled back and two more of their number left dead. They were going to stay where they were if I had anything to say about it! My fortune continued as the *Staff of Volans* still wasn't exhausted. The Savage Orc Shaman Lord initiated a *Mortal Duel* with the Supreme Patriarch, which he then lost. Gavin looked on glumly as he was forced to discard the *Pit of Tarnas* spell. Now that the Kislevites on my right were gone, I had to do something about the Fanatics in the large Night Goblin unit. Casting *Grey Wings* on himself, the

Grey Wizard Lord transported across the battlefield and appeared in the cospice of trees to my right. As he was now within 8" of the Night Goblins the Fanatics came whirling out. One actually reached him, but as soon as he entered the woods the Fanatic was killed, hopelessly entangled in the dense undergrowth!

Trying desperately to kill some of my Reiksguard Knights, the Night Goblin Shaman used *Fists of Gork* again, only for me to dispel it. Then I made a bit of a mistake. Blowing loudly on the *Horn of Urgok*, Karl Franz hoped to force the Savage Orcs to take a panic test. The Savage Orcs, however,



EMPIRE TURN 3

were now under the effects of their frenzy, and so were immune to all other psychology for the time being. The *Horn of Urgok* can only be used three times, and in the fury of battle I had wasted one of those attempts. Still determined to kill at least one Reiksguard Knight, Gavin used the *Pipes of Doom* on the unit in combat with the Savage Orcs. To my alarm, one of the Knights failed his saving throw (despite the fact it was a 2+) and was killed when he was thrown by his madly bucking horse.

The Wolfboyz were trapped again, all of the Fanatics had emerged and the Night Goblin Archers were dead. Things looked good for me. The only disappointment was the grim resilience of the Savage Orcs who didn't really stand a chance of winning but resolutely continued to fight.

ORC TURN 4

Gavin: Sudden inspiration struck me! There might not be enough room for my whole unit of Wolf Riders to get past the *Flamestorm*, but this didn't stop a character or two from leaving the unit and squeezing past. Declaring a charge against the Reiksguard, Morglum Necksnapper and the Goblin Big Boss burst from the ranks of the Wolfboyz and hurtled into the flank of the Empire Knights. Across the battlefield, the last Black Orc boldly charged the Nordland Archers, but his legs couldn't carry him far enough and he stumbled to a halt.

The Orc Army soon managed to rally, but the Goblins with spears weren't so bold and fled right off the table. Still affected by their frenzy, the Savage Orcs were immune to the terror caused by Deathclaw screaming just behind them. My remaining Squig Hopper had obviously been sitting backward on his Squig, as I rolled yet another double and the crazed Gobbo bounced off the table edge! On my left, the Wolfboys turned and started heading across the field behind what was left of my army. The two Fanatics moved too, one killing himself by moving into the trees, while the other, thankfully, moved away from my army. The last thing I needed now was a spinning loopy smashing through one of my regiments!

Swinging *Morgor the Mangler* in a wide arc, Morglum Necksnapper smashed into the Reiksguard Knights, tearing two of them from their horses. Hah! The Goblin Big Boss also managed to land two blows on the Knights, but armed with a normal sword his Strength of 4 gave Jake a 2+ saving throw, which he easily managed to roll.

Tired to the point of collapse, the Supreme Patriarch duelled on with the Savage Orc Shaman Lord, but failed to even hit him. The *Standard of Shielding* saved the Patriarch yet again, as the Shaman's clumsy riposte was saved by Jake's roll of a six. The Reiksguard were stricken with a sudden bout of



ORC TURN 4

ineptitude and failed to hit the Savage Orcs at all, and the same disease afflicted my Night Goblin Shaman. The Reiksguard had actually lost the combat by one, and I begged Gork and Mork to make Jake fail his break test. Sadly, they weren't listening and Jake passed his break test by a wide margin.

The roll for the winds of magic was a seven this turn, but I had other concerns. Failing his Waagh! test, the Night Goblin Shaman's head exploded again, and this time I couldn't save him. The Goblin Big Boss next to him died too as the shockwave of Waagh power hit him. Jake dispelled my use of the *Pipes of Doom* on the Reiksguard and in his excitement he wasted another use of the *Horn of Urgok*. This time he had hoped to affect Morghul Necksnapper, but as the dead 'ard character he is, Morghul is immune to all psychology tests!

I tried to cast *Ere We Go* on the Savage Orcs again, trying everything I could to swing the fight in my direction, but Jake successfully dispelled it. The *Scarlet Scimitar* appeared in the Supreme Patriarch's hand again, finally killing my Savage Orc Shaman. Boo. Hiss!

With both my Shamen dead there was nothing more I could do, so I played *Drain Magic* card and ended the turn. Although I had not been a sweeping success, I hoped Morglum's attack on the Reiksguard would be enough to break them in the next hand-to-hand combat phase. When this happened there would be a wide gap for my units to advance on the small, scattered missile regiments that opposed me. Admittedly there was another big unit of Reiksguard left and Karl Franz flying around, but I was trying to think positive!

EMPIRE TURN 4

Jake: The time for heroes had come. The Savage Orcs were suddenly set upon by the combined might of Ludwig Schwarzhelm and Karl Franz on Deathclaw. I had used the Grey Wizard's *Skull Staff* last turn to see what magic items Gavin had given to Morglum and when I'd found out he was wearing *Armour of Protection* and the *Black Amulet* I realised it would be almost impossible to kill him directly. To get rid of the Black Ore Warlord once and for all I would have to win the



Karl Franz joins the struggle between the Reiksguard and Morglum's Savage Orcs.

failing an Animosity test two turns in a row when equipped with the *Evil Sun Banner* is less than one in a thousand! Can you believe it? It seems that one in six chances come up nine times out of ten when I'm playing the Orcs and Goblins.

Jake's plan was simple and straight forward – pound the greenskins and then charge with the Knights. This could have gone so horribly wrong for him, but for the luck of the dice and cards. The thing about defeating an Empire force is opening the first crack. With a Leadership of 7, once units start fleeing and causing panic tests an Empire army crumbles really quickly. Those vulnerable units of Crossbowmen and Halflings were prime targets for my attack. They could have been easily beaten by a large Orc or Goblin unit. This would start to spread panic and cause the whole flank of the Empire army to collapse. My large unit of Night Goblins had six whole turns to get around the flank and attack, and with the *Pipes of Doom* I felt confident I would be able to cope with any pesky Kislev Horse Archers. I never got the chance to even start!

I still think my plan was basically sound. It was a crying shame I didn't think of Morglum Necksnapper leaving the Goblin Wolf Riders earlier, when the trouble started. He would have torn through the Reiksguard Knights in no time, leaving the Savage Orcs free to pick on somebody else. The early destruction of that unit of Reiksguard Knights would have left a massive gap for my army to advance on the missile troops and start hacking away. Like my battle against Jake in *A Gauntlet of Fear* (White Dwarf 178) it was no single event that swung the battle against me. It was a combination of the *Flamestorm* spell (and a dearth of *Dispel*s on both sides), my Night Goblins' refusal to move, my inability to use the *Orb of Thunder* when Karl Franz took off, and a handful of other small details which totally frustrated my plans.

On the up side, I think my choice of magic items and characters worked fairly well (except that blasted *Evil Sun Banner*) but I from now on I'll probably take the *Sky Arrow* of

Naloe in preference to the *Orb of Thunder*. The *Sky Arrow* of *Naloe* can be fired at creatures flying high, inflicting a hefty D6 Strength 10 hits. I prefer this magic item because it can't be dispelled and causes permanent damage. The horrified look on your opponent's face when his Manticore or Griffon is shot down is also most gratifying.

Me, bitter? Never. Just you wait 'till next time, Thornton....!



SIGMAR BE PRAISED

Jake: There will be rejoicing in Talabheim tonight! The Orc army has been destroyed and the town saved with hardly any loss. A fitting revenge for the Empire's crushing defeat in the *Gathering of Might*.

The battle went almost perfectly for me, from the *Flamestorm* halting Gavin's Wolfboyz to the breaking and destruction of the unfortunate Morglum. As Gavin rightly says, in a classic Empire ploy, I planned to shoot him to ribbons and then charge the shattered remains, and this is what I did. Like all simple strategies, it was on the whole, rather a good plan. True, it left the missile troops vulnerable, but not whilst the rest of the army was there to protect them. That's the trick – to use the best hand-to-hand troops to protect the missile regiments and war machines, whilst they rain fire and death down onto your enemy. Once they've been softened up then in goes the pick of the Empire's nobility in one glorious charge to sweep the enemy from the field.

Oh yes. It's also a good idea to be very lucky....!

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