



225

September

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WHITE DWARF



WARHAMMER ARMIES Dogs of War

- MORE RULES FOR MORDHEIM, CITY OF THE DAMNED!
- ORC AND LIZARDMAN CASTLES!
- DUNGEONBOWL RULES!
- WARHAMMER DOGS OF WAR VS BEASTMEN BATTLE REPORT!
- RULES FOR PLAYING SPACESHIP BATTLES!
- AND BUCKETLOADS OF BRILLIANT NEW MINIATURES!

GAMES
WORKSHOP®

ISSN 0265-8712



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WARHAMMER ARMIES Dogs of War



This month's White Dwarf features the excellent Warhammer Armies: Dogs of War. Not only do we take a look at some of the new Regiments of Renown and special characters on page 10, but there's a nail-biting battle report featuring a Dogs of War mercenary army taking on a foul Beastman horde on page 85!

BLOOD BOWL®

★ DUNGEONBOWL ★

Page 48 and the card sheet

It's just as much fun playing Blood Bowl in a dungeon as it is on a Blood Bowl pitch!



WHITE DWARF™ CONTENTS

DOGS OF WAR

COVER

By David Gallagher.

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Graham Davey has all the news about what's going on over the next few months here at Games Workshop!

CHAMBERS OF THE HORNED RAT 38

Andy Chambers has been hard at work on a great idea for fighting battles between spaceships. We bring you his work in progress and a set of rules for you to have a go yourself. Just punch out the counters from the card sheet and get fighting!

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Gareth is a tournament nutter. He's so crazy about tournaments that he actually paints up a different army for each tournament he takes part in. He's not a bad painter either, as you'll see when you look at his Sisters of Battle army!

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Are you looking for some ideas for that conversion you've been planning? Are the Dogs of War your next choice of army? Mail Order's got some very special deals just for you!

*One of Gareth Hamilton's
Sisters of Battle.*



WARHAMMER

The Game of Fantasy Battles

DOGS OF WAR 10

Fat Bloke himself introduces the biggest bunch of ruffians this side of Tilea.

MORDHEIM, CITY OF THE DAMNED 25

Here are more rules for Warhammer Skirmish games. We've also listed four Warband lists so you can muster your own warband and explore the hidden secrets of the City of the Damned.

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Nick Davis deals with the various castle designs that are built by Warhammer races, including Orcs, Dwarfs and Undead.

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DA DREADS! 21

Adi Wood's amazing Ork Dreadnought conversions, featured in WD222's Warhammer 40,000 battle report, caused quite a stir. Well, he's done some more work on them and has agreed to tell us how he made them...



SPACE MARINE COMMAND SQUAD 52

This new boxed set contains all the command miniatures you need to lead your Space Marine army to victory.



Crimson Fists Techmarine with bolt pistol and power axe.



Ultramarines Veteran Sergeant with scanner.

Product Code: 60249999225



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WHITE DWARF™

THE WHITE DWARF BLOKES



Paul Sawyer:
Fat Bloke
(Oh, and Editor)



Adrian Wood:
Orky Bloke



Graham Davey:
Wordy Bloke



Nick Davis:
Lizard Man



Andrew Sharman:
Clinically insane



Dave Taylor!

Eye protection is recommended when looking at these photographs. A blindfold is ideal.

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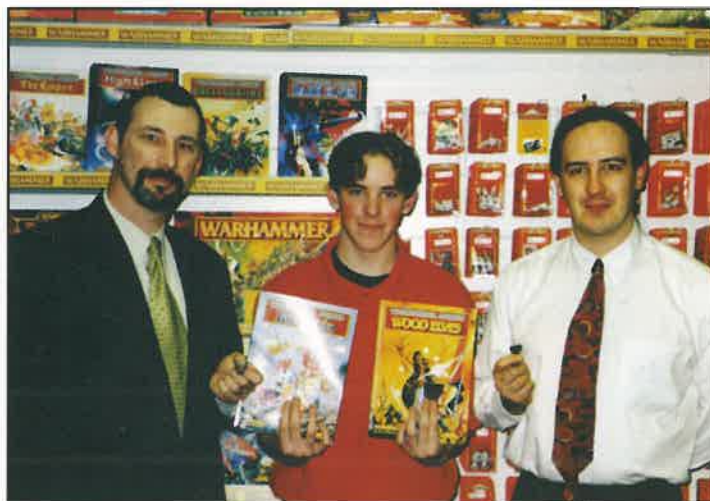
The Soapbox is all washed up!

We've had loads of interesting submissions for the Soapbox over the last few months, so many in fact that there's no way we could ever publish them all. So we've decided to start a letters page instead. This way we can take the best bits from those Soapboxes we already have as well as publishing as many letters as we can fit in. So get writing! Whatever aspect of Games Workshop games you want to write about, we want to hear your opinion.

Write to: White Dwarf Letters Page, PO Box 576, Ingleburn, NSW 1890.

BUILD THOSE ARMIES

MANY COMMANDERS HAVE TAKEN ADVANTAGE OF OUR ARMY COLLECTING CARDS!



Michael (left) and Paul (right) have recently finished their Army Collecting Cards and collected their limited edition badges from Matt at our Adelaide store

Army commanders across the country have been using our great Army Collecting Cards to build their forces.

Divided into three sections, the armies listed in the cards form a solid core of dependable troops as well as a good selection of exciting elite units and characters. As you complete each section you are entitled to a FREE miniature that compliments the troops from that section. Once you have completed the entire card you will be presented with a limited edition enamel badge. Look out for our new range of cards in the coming months or race into your local Games Workshop store, and start collecting now!

REGIMENTS OF RENOWN

MONEY, MONEY, MONEY

Mercenaries from across the Old World are seeking employment in the armies of anyone with enough cash to pay their fees.

Mercenary Regiments of Renown will fight for most armies, so you can use them to add some variation into your force or fill a tactical hole. They can also form entire armies of Dogs of War, led by a hard-bitten Mercenary General.

For more details about this new Armies book and the Regiments of Renown that are released this month, turn to the



▲ The Birdmen of Catrazza swoop low over the rest of a Dogs of War army, that includes Long Drong Slayer's Pirates and Braganza's Besiegers.



article later in the issue. More regiments are out next month, including the amazing Birdmen of Catrazza.

This issue's battle report 'Cry Havoc' pits a complete Dogs of War army, commanded by the Perry twins (who sculpted many of the new figures), against a fearsome Beastman horde.

◀ Long Drong Slayer
Marksmen of Miragliano ▶



CONQUERING THE GLOBE

As is traditional in these pages, here is yet more evidence of White Dwarf's global domination...



Firstly, Lt. Alex Fennell, based in the Falkland Islands, introduces our magazine to an elephant seal in South Georgia (the seal promptly does an impression of Fat Bloke at lunchtime). Meanwhile, Bo Tolstrup and Jonas Faering (from GW Scandinavia) discovered this Sahva Monk in Katmandu who was eager to find some additions to his Nurgie Daemon army.



TOWERING ABOVE

FORTIFICATIONS UNDER CONSTRUCTION



Wall section, tower and gatehouse

All around Games Workshop HQ, castles and fortifications are springing up, ready for Warhammer games using the new Siege

rules. The imminent release of separate parts of the Mighty Fortress will give a greater variety of what you can build.

Mark Jones from our Model Making department (below) has taken a single tower, mounted it on a simple scenic base and added a wooden parapet, to make a stunning piece of scenery for a normal Warhammer battle. Of course, the individual parts of the Mighty Fortress are designed primarily so you can add to your castle and make it even bigger, but the towers clearly look great on their own!

WARHAMMER

This month's Warhammer releases:

DOGS OF WAR

Warhammer Armies Dogs of War	\$34.95
Alcatani Fellowship (Metal boxed set)	\$54.95
Alcatani Fellowship (Three models per blister)	\$14.95
Bronzino's Galloper Gun (Metal boxed set)	\$39.95
Galloper Gun (Four models per blister)	\$24.95
Beorg Bearstruck & Bearmen of Urslo (Metal boxed set)	\$39.95
Beorg's Bearmen (Three models per blister)	\$14.95
Marksmen of Miragliano (Metal boxed set)	\$29.95
Marksmen of Miragliano (Three models per blister)	\$14.95
Long Drong Slayer's Pirates (Metal boxed set)	\$39.95
Long Drong Slayer's Pirates (Three models per blister)	\$14.95
Asarnil the Dragonlord (Metal and Plastic boxed set)	\$54.95
Mercenary General (One model per blister)	\$14.95
Lucrezia Belladonna (One model per blister)	\$17.95

WARHAMMER 40,000

This month's Warhammer 40,000 releases:

SPACE MARINES

Space Marine Command Squad (Metal boxed set)	\$54.95
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Black Library

This month from the Black Library:

Warhammer Monthly 7	\$4.95
Inferno 8	\$9.95
Firepower (Epic 40,000 compilation)	\$15.95



Nick Davis has taken a different approach and made his Lizardman castle from scratch. Lookout later in this issue for details of how he went about it and ideas for the castles and forts of other races.



LATEST GAME FROM MINDSCAPE/SSI

ULTRAMARINES BATTLE CHAOS



The latest game from Mindscape, the people who brought you Final Liberation and Shadow of the Horned Rat, is nearing completion. Chaos Gate is a Warhammer 40,000 game in which you will command squads of Ultramarines in deadly combat with the forces of Chaos. More details next issue.



LEADING FROM THE FRONT



Ultramarines Captain

NEW SPACE MARINE COMMAND SQUAD

Striding over the front line this month comes a stunning Space Marine command squad, consisting of a Captain, Veteran Sergeant, Apothecary, Techmarine and Standard Bearer. Full details later in this issue.

COMPETITION RESULTS

Remember the competition from White Dwarf 223?

The question was which actor in which film inspired the character of Cypher from the Chaos Codex? We've had loads of good guesses, including Robert De Niro in Angel Heart and David Prowse (as Darth Vader) in Star Wars. However we have not yet received a correct answer! You have still got time to get your entry in. Entries should be sent, on a postcard, to White Dwarf, Games Workshop HQ, PO Box 576, Ingleburn, NSW, 1890.

TROLL SHORTAGE GRIPS MAIL ORDER

After years and years of hard labour and regular beatings we have finally crushed the life from some of our more frail Trollz. Even regular quarts of fungus beer (with a squig chaser of course!) have failed to revive them. Things look bleak and only YOU may be able to help!



Justin Keyes, subdued by the beatings.

Justin Troll has finally made the move to help Dave Taylor in our Australian Studio. This breach has been ably filled by the more than ample Rob Sutherland, who will now supervise da Trollz. Rob will be looking for more Trollz to stuff in the Lair (our Sydney HQ). After only a few weeks into the job he has declared our ideal Trollz (sorry, applicants) should be 18 to 25, enthusiastic, willing to work



Rob Sutherland, preparing the fungus beer.

hard and have an excellent knowledge of Warhammer and 40K. If this sounds like you, write for an application form from the address below.

Personnel Officer,
Games Workshop
PO Box 576,
Ingleburn NSW 1890



From within the



The good news for all you fans of Malus Darkblade, is that he has returned to the latest issue of the action-packed Warhammer Monthly. Unfortunately the bad news is that with only one ancient artefact left to claim and a final face-to-face reckoning with the wicked Daemon Tz'arkan, this is the final episode of Darkblade, Book One. However, the robed acolytes from the Black Library reliably inform me that Dan Abnett is busy working on the script for Book Two.



This month sees the release of the latest issue of Inferno! Not only is it full of brilliant short stories, great artwork and stunning illustrated features, but it is sporting a new look

– the new, hotter than a hot thing Inferno! logo. With its extra spiky lettering and burning reds and oranges, the new logo doesn't just say Inferno!, it is an Inferno!

Finally, nicely complementing the new look logo is Karl 'Kal Jerico' Kopinski's ace picture of Escher ganger and former uphive noblewoman Yolanda (or Escher Spice as we prefer – Ed). Karl is alleged to have got his girlfriend to pose for this superb cover painting.

FIREPOWER

If you are a big fan of Epic 40,000 then you'll be pleased to hear about Firepower, the latest release from the Black Library. Firepower is a compilation of all the best White Dwarf and Citadel Journal articles for Epic 40,000, plus a selection of hot, new articles from the Games Development team. While we're on

the subject of the Games Development team, Andy Chambers, Jervis Johnson and Gav Thorpe have declared Firepower as 'Chapter Approved'. This means that everything contained in Firepower is 100% official and you can use it in your games of Epic 40,000 without having to seek the permission of your opponent first – although we would recommend telling your opponent that you are using Firepower rules before the game begins.

What more can we say? Crammed to bursting with 96 pages of brilliant, 'Chapter Approved' Epic articles, at only \$15.95, Firepower is a must have for all Epic players.



GAMES WORKSHOP STORE EVENTS

INSTORE GAMING

- The Dogs of War have been unleashed on the Old World this month so we will be running loads of exciting Warhammer games including these Regiments of Renown.
- Following the release of Warhammer Siege last month, all stores will be running a series of siege scenarios based on 'The Siege of Wolfenburg' article from this issue of White Dwarf. These games will take place on the weekend of the 19th and 20th of September. Call your store for details.
- School holidays, and therefore Holiday Events, begin again towards the end of this month. Why don't you call your store to find out what's going on! Make sure you don't miss our mystery 'Second Week of Doom!'.



GAMES DAY GAMING!

We've managed to cobble together a few tables for all Games Day ticket-holders to play at.

- We will be running over 20 large participation games on the day, for Warhammer, 40K, Blood Bowl, Gorkamorka, Epic 40K, Necromunda, Space Hulk and Warhammer Quest.
- We will also be running a whole bunch of introductory games so that gamers can try out different games, as well as some crazy events etc.

**SUNDAY 27TH
SEPTEMBER 1998,
10AM-4PM,
BANQUET HALL,
DARLING HARBOUR
CONVENTION
CENTRE, SYDNEY.**

• All miniatures are provided! There is no need to bring any miniatures except for your entries for Golden Demon '98.

GOLDEN DEMON '98!

- Only those hobbyists attending Games Day are eligible to enter Australian Golden Demon '98.
- All entries are to be presented on the day at Games Day, NOT a week earlier in Birmingham (oops!).

TIME IS RUNNING OUT!



These photos are from our Adelaide store where Alan, Jonas, Matt and Tim whipped the crowd into a frothing pack of baying wolves!



Finely recreated by Matt Weaver, this Eldar Howling Banshee power sword is one of the Black Library artefacts that are accompanying this Roadshow.

PREPARE FOR THE FINAL BATTLE
 The battle shall be joined at
Games Workshop
NEWCASTLE
Thursday 3rd September.
 Be present to stop the Space Wolves' return to Fenris and recover stolen artefacts from the Black Library.

HURRY KYRL GRIMBLOOD... WE ONLY HAVE 48 HOURS TO SAVE FENRIS!

For the past few months our "Defence of Cerberus III" roadshow has been visiting many of our stores around the country. Time is now running out and the Space Wolves of Kyrl Grimblood's Great Company must finally return to Fenris.

Later in this issue, in the 'Battle of the Fang' article, you can read about the siege of the monastery fortress of the Space Wolf Chapter by the power-crazed heretic Cardinal Bucharis. As the histories tell, Kyrl Grimblood and his troops, fresh from a campaign into the Eye of Terror, broke the three year deadlock upon their return to Fenris.

The final opportunity for the alien Eldar to prevent the Space Wolves return will take place at Newcastle store on games night, Thursday 3rd September. From there the wild Space Marines travel to Games Day to protect their home.



These Space Marine helmets are also on display!

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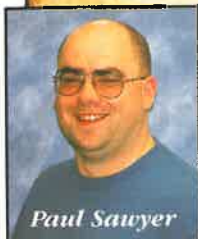
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FAT BLOKE PRESENTS...



Paul Sawyer

Every now and again something comes along that breaks away from the norm and changes the way we

perceive our favourite games systems. Warhammer Armies: Dogs of War is just such a thing.

Dogs of War allows you to field specialist Regiments of Renown as an addition to your existing Warhammer army or field them as an entire army in their own right.

For me though, the best aspects of these new regiments are their remarkably diverse history and special rules which mark them out from the standard regiments associated with their races. Who could possibly resist the opportunity to field Long Drong Slayer's Dwarf Pirates in their army, armed to the teeth as they are and sporting every possible sailor stereotype? Who would pass up on taking the Birdmen of Catrazza – human crossbowmen of deadly skill, able to keep shooting as they soar across the battlefield on their mechanical wings?

Not me, that's for sure.

Anyway, what you really want to know is all the gory details about both the book and the new regiments so here goes...

FAT BLOKE

Paul Sawyer

WARHAMMER ARMIES Dogs of War

"This is a tale of the Warhammer World – of warlords and bandits, of sell-swords and freebooters, and of brave adventurers who willingly risk all upon the battlefield for the chance to win measureless riches. They are the Dogs of War! This book explains how you can incorporate mercenary fighting regiments into any Warhammer army and also how you can create an entire army of Dogs of War under the leadership of a daredevil mercenary general. It's a book which will prove useful to any Warhammer player, whether he wishes to incorporate new mercenary units into an existing force, or start an entirely new Dogs of War army."

This is the opening paragraph in the new Warhammer Armies: Dogs of War book by Nigel Stillman, Rick Priestley and Tuomas Pirinen and is a fine starting point – but you want to know a bit more, don't you? Well, in addition to new rules for using pikes in Warhammer, there are rules for Paymasters, Moneylenders, as well as an in-depth look at the city states of Tilea – a traditional hotbed of mercenary activity.

ANY TIME, ANY PLACE, ANYWHERE...

Unlike other Warhammer armies, the Dogs of War do not come from a particular place, nor do they comprise a particular race, although men do feature very strongly amongst their number. They are bands of warriors who live by fighting – fighting for pay, fighting for adventure and, most importantly

of all, fighting for the chance to win fabulous wealth. Amongst the Dogs of War, freebooters from the frozen wastes of Norsca rub shoulders with Corsairs from Araby and mysterious warrior monks from the east.

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

REGIMENTS OF RENOWN

Incorporating Regiments of Renown into your existing Warhammer army is dead easy. All you need to do is take the regiment's points cost from the 'allies' allowance in your army list. As each Regiment of Renown is, by its very nature, unique, it goes without saying that you may only use one of



The infamous Golgfag along with his mercenary Ogres, sculpted by Trish Morrison, are available for hire from next issue!



Regiments of Renown in the employ of an Empire Elector Count

each regiment in your army (think of them as special characters). Bear in mind, however, that each Regiment of Renown is available to hire for a limited selection of armies. This isn't because they are picky about who they fight for but because certain races would never hire some of these mercenaries (Bronzino's Galloper Guns would never be hired by the artillery-despising Bretonnians for example).

RAISING A DOGS OF WAR ARMY

Fielding an army made entirely of Regiments of Renown is another option. All you need is a mercenary general to lead it and almost as important, a paymaster. As money is the one thing that all mercenaries crave, the Paymaster is a central figure as he holds the purse strings. So long as the Paymaster survives, a Dogs of War army will function with typical steely determination. Should the Paymaster be slain though, things will start to get a bit hairy...

As Dogs of War armies 'worship' coin they don't have Army Standard Bearers, instead they take inspiration from the Paymaster, who will lift the lid of the pay chest and remind them of their 'productivity bonus'.

WHAT'S NEXT THEN?

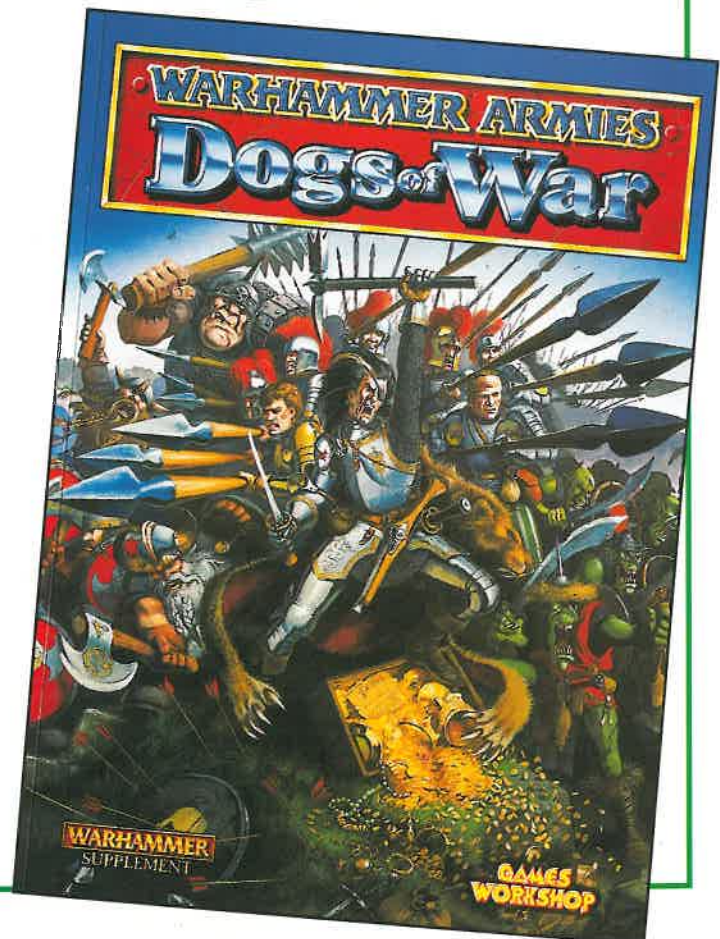
The following pages show just a few of the many Regiments of Renown and other mercenaries which commonly make up a Dogs of War army, along with the rules for using the most beautiful (and deadly) woman in all Tilea – the hireling sorceress, Lucrezia Belladonna. Please note that although we've written up Warhammer roster cards for the regiments released this month, the number of troops is not set – you can take a varying amount of rank and file troops for each regiment.

It doesn't end there however. Oh, no...

Over the next few months we'll be bringing you even more of the mercenary regiments and characters that are in the Dogs of War book, such as Al Muktar's Desert

Dogs, Borgio the Besieger and Golgfag's Mercenary Ogres. We also have in mind a plan to bring you some completely new regiments through White Dwarf in the future.

So, take a look at the troops available for hire over the next few pages and then tell me you can resist the lure of the Paymaster's coin...





BRONZINO'S GALLOPER GUNS

Sculpted by Norman Swales and Alan & Michael Perry

◀ Captain Bronzino and one of his galloper guns.



Whilst in the employ of Borgio the Besieger, Prince of Miragliano, at the Battle of Pattio, Master Gunner Bronzino ordered the lightweight cannons to be removed from the galleys of Remas and attached to specially made carriages. This remarkable innovation played a vital part in the victory and Bronzino proceeded to raise a battery of specially designed guns. Bronzino continued to serve Borgio well, but after the assassination of his employer, Bronzino sought other employment. Since then the battery has fought in the employ of several notorious mercenary generals, bringing Bronzino enough gold to forge even more improved designs of lightweight cannon.

Rapidly deployed into action and firing at close range, these guns cause horrific damage to opponents in an open battle. Then, when the enemy closes, the gunners hitch up and gallop off at speed to a safer position.

Having earned an awesome reputation in Tilea and incurred the undying hatred of the unfortunate enemies whose downfall he has masterminded, Bronzino has fought across the known world from Lustria to Araby. Greatly enriched by his efforts, he returned to Tilea where he has been refitting and reforging his guns and considering the numerous offers of the rival merchant princes who wish to wage war upon each other.

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UNIT: BRONZINO'S GALLOPER GUNS

ARMOUR/WEAPONS: LIGHT ARMOUR & SWORD

POINTS: 269

CHAMPION: BRONZINO

	@		Pts.							
TROOP TYPE	@		Pts.							
	M	WS	BS	S	T	W	I	A	LD	SAVE
BRONZINO	4	5	5	4	4	2	5	3	8	4+
WARHORSE	8	3	0	3	3	1	3	1	5	-
CREW	4	3	3	3	3	1	3	1	7	6+

NOTES: 2 GUN TEAMS

MARKSMEN OF MIRAGLIANO

Sculpted by Alan Perry



◀ Maximilian Damark,
Captain of the Marksmen of Miragliano.



One of the most famous regiments to use that most Tilean of weapons, the crossbow, is the Marksmen of Miragliano. The Marksmen have been going for a hundred years or more and have served under several different captains, the most senior marksman assuming leadership as each captain retired or fell in battle. The regiment always recruits its soldiers from Miragliano and often returns to its home city to replenish its ranks and renew family ties.

The number of battles in which the Marksmen have won distinction (and, of course, increased their amassed riches!) is far to great to recount here!

The Marksmen of Miragliano have served many masters, including the Emperor, the Tzarina of Kislev, several Dwarf Lords and have even been known to fight on the same side as High Elves in numerous overseas assignments.

WARHAMMER®

UNIT: MARKSMEN OF MIRAGLIANO

POINTS: 257

ARMOUR/WEAPONS: LIGHT ARMOUR, SWORD & CROSSBOW @ 11 Pts.

CHAMPION: MAXIMILIAN DAMARK @ Pts.

TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE
MAXIMILIAN	4	5	5	4	4	2	5	3	8	6+
MARKSMEN	4	3	4	3	3	1	3	1	7	6+

NOTES: 16 MODELS IN UNIT - MAY SKIRMISH



WARHAMMER

ASARNIL THE DRAGONLORD

Sculpted by Chris FitzPatrick & Trish Morrison



A Prince without a domain, following his exile by Phoenix King Finubar the seafarer, for saving his homeland rather than following the King's orders, Asarnil the Dragonlord and his Green Dragon companion, Deathfang can now be found in the pay of armies on the battlefields of the Old World.

Unusual for a mercenary, Asarnil is not driven by money alone (although his fees are exorbitant) as he stills longs for the day he can return to Caledor in triumph with the riches he has amassed. For now though his lance and sword are most definitely for hire.

WARHAMMER UNIT: ASARNIL THE DRAGONLORD

POINTS: 750

ARMOUR/WEAPONS: TITANIC ARMOUR, SHIELD, SWORD, GLANCE										@	Pts.
CHAMPION:										@	Pts.
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE	
ASARNIL	4	6	6	4	4	2	8	3	9	4+	
DEATHFANG	6	7	0	7	7	8	5	8	8	4+	

NOTES: MAGIC ITEM - THE AMULET OF DRAGONHEART -1 TO HIT IN H-T-H

CAUSE TERROR - DEATHFANG IS A GREEN DRAGON

DRAGON TAMER - ENEMY DRAGONS MUST TAKE A LEADERSHIP TEST TO FIGHT

DRAGONRAGE - +1 TO MONSTER REACTION CHART IF ASARNIL IS SLAIN

Victory was finally within our grasp. Then, without warning, a vast, green Dragon fell from the skies to bar our way. Its teeth were like scythes, billious, green fumes leaked from its nostrils, and on its back rode a proud warrior. This was the first we saw of Asarnil.

Extract from 'The glorious adventures of Gunter Friesheim'

LONG DRONG SLAYER'S PIRATES

Sculpted by Colin Dixon



◀ Long Drong Slayer,
Captain of the Dwarf pirates.



As his name suggests, Long Drong is particularly tall (for a Dwarf). His career as a seafarer in Barak Varr, the Dwarf coastal fortress, started as cabin boy and rose to Captain of the trading ship *The Barrel of Ale*.

Following a disaster that no Dwarf could bear – losing his ship's cargo of dwarf ale on the rocks in a storm, Long Drong's life as Captain of a trading ship was over and he resolved to become a Slayer, roaming the seven seas. His crew, feeling the loss of the ale as much as their captain, followed his lead into the life of Slayers.

Now known as Long Drong Slayer, he quickly gained a reputation as the most notorious pirate ever to lurk on Sartosa. Sailing in his new ship *The Fair Fregar*, Long Drong has voyaged to many distant lands; Lustria, Albion, Araby and many uncharted lands on paid missions to recover lost pay chests, some of which may not be as genuine as he claims. As a consequence, Long Drong has made many enemies who have put a handsome price on his head – what more could a seafaring Slayer wish for?

WARHAMMER

UNIT: LONG DRONG SLAYER'S PIRATES

ARMOUR/WEAPONS: LOADS OF PISTOLS

POINTS: 328

CHAMPION: LONG DRONG

@ 13 Pts

TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE
DRONG	3	6	5	4	5	2	4	3(+1)	10	-
PIRATES	3	4	3	3	4	1	2	1(+1)	9	-

NOTES: ALL ATTACKS S4, -2 SAVE

ENEMY ARE AT -1 TO HIT IN HAND TO HAND COMBAT



LUCREZZIA BELLADONNA

• HIRELING SORCERESS •

358 points including magic items

The most beautiful woman in Tilea, and some say the whole of the Old World, she is also the most dangerous to know! Lucrezzia is a renowned sorceress and rumoured to be an arch poisoner, mistress of many assassins!

Lucrezzia's first husband, Luigi, Prince of Pavona, perished at the hands of paid assassins sent by rival Merchant Princes. Lucrezzia, then only a very young woman, was determined to keep her hold on the principality at all costs. Several mercenary generals who commanded armies in defence of her city became her husbands and therefore also Princes of Pavona. Every one met with a mysterious demise, usually when their political and strategic skill was found wanting!

Consider Borso, who lost the battle of Etobrutti and died soon afterwards when his wounds were mistakenly treated with poisonous herbs. The next day, the mercenary captain Donato assumed command, won a great victory and saved the city from the Verezzians. Donato married Lucrezzia soon afterwards and became Prince of Pavona. A few years later Donato was about to make a disastrous alliance with Trantio against Borgio the Besieger, who was married to Lucrezzia's older sister Dolchellata at the time. However, before the army of Pavona was committed to this unwise course of action, Donato succumbed to a meal of poisonous toadstools which had been gathered from the woods by an ignorant kitchen servant unable to tell the difference between edible and venomous mushrooms. Lucrezzia was of course angry and distressed, but not so much as to prevent her subsequent marriage to the dashing captain Ranuccio, after an indecently short interval. He immediately rushed off at the head of the army of Pavona to attack the rear of the Trantine army just as it was deploying against Borgio and expecting reinforcements from Pavona! For this show of solidarity with an old ally, Pavona was richly rewarded by Borgio.

Lucrezzia's seventh husband, Poggio, recently made an abrupt exit from the political scene after drinking three bottles of very dubious quality wine. Lucrezzia is now casting her eye around for a new husband to share the government of Pavona and lead its armies to victory, with her by his side. Are you man enough for Lucrezzia Belladonna? Mercenary Princes with a delicate digestion should not apply!



Your Dogs of War army may include Lucrezzia Belladonna as a Hireling Wizard.



Model sculpted by Chris FitzPatrick

Lucrezzia	4	3	3	4	4	3	5	2	7
Warhorse	8	3	0	3	3	1	3	1	5

Magic: Lucrezzia has three Battle Magic spells.

Weapons/armor: Armed with a sword.

Rides: Rides a warhorse.

SPECIAL RULES

Expert Poisoner

Lucrezzia is rumoured to be an expert in the mixing of poisons and potions. Whether this is true or not, no one knows, or at least no one has lived long enough to tell the tale. Her enemies always seem to come to a bad end! Lucrezzia is equipped with three items of a poisonous nature: the *Phial of Poison*, the *Poisoned Stiletto* and the *Potion of Pavona*.

Stunning Beauty

It is said that Lucrezzia Belladonna is the most beautiful lady in the Old World. However, Bretonnian Knights consider this honour to rightfully belong to the Fay Enchantress of Bretonnia. When a Tilean noble once praised her beauty at a tournament in Bretonnia, he was immediately challenged to a joust by a rash Bretonnian Knight. The Lady Belladonna, who happened to be present, appointed the Tilean as her champion. When the Tilean, following the local custom, asked Lucrezzia for her favour, she simply kissed his lance. Unfortunately the Tilean was unhorsed in the joust, though he did score a glancing blow on the Bretonnian which resulted in nothing more than a scratch. However, the Bretonnian quickly slumped in the saddle and fell down dead. When the heralds asked whether the lance tip was poisoned, Lucrezzia said; "How could it be poisoned, I have just kissed it and I don't feel at all unwell!" Since then no one has claimed to be more beautiful than Lucrezzia Belladonna. To cast doubts on her beauty is the kiss of death!

One amazing effect of Lucrezzia's stunning beauty is that any friendly fleeing unit within 6" of her at the beginning of her turn will immediately rally, being ashamed to be seen running away from the enemy before such a beautiful and commanding lady.

POISONOUS ITEMS

Although Lucrezzia is a Master Sorceress, she does not have magic items. Instead she has various Poisonous Items, reflecting her special skill as an arch poisoner! These items are not affected by anything that normally affects or negates magic items.

Lucrezzia carries three Poisonous Items. These are always the *Phial of Poison*, the *Poisoned Stiletto* and the *Potion of Pavona*.

Phial of Poison

Poisonous Item 50 points

Long before the battle, the enemy camp is infiltrated by Lucrezzia's paid assassin, equipped with a phial of poison specially prepared by his mistress. This will be tipped into the drink or meal of one of the enemy characters during the feasting on the eve of battle. There is no telling which character will be poisoned, the agent will just take his best opportunity and slink away. The poison is slow-acting and will strike the next day as the armies draw up for battle.

To represent the effects of the poison, roll a dice for each character in the opposing army starting with the lowest points value and working upwards. The first character to roll a 1 has been poisoned and suffers 2 wounds immediately, which may slay him outright or debilitate him in the battle. No save is possible against the poison. If no character scores a 1, the poison has failed.

Poisoned Stiletto

Poisonous Item 50 points

Lucrezzia always keeps a stiletto dagger secreted in her garter. This is not only for self defence, but because you never know when you might want to do an off-the-cuff assassination and may not have a ready prepared poison to hand! Of course, Lucrezzia's stiletto has been dipped in the venom of a toad and used to chop poisonous mushrooms!

Lucrezzia may use her stiletto instead of her sword in hand-to-hand combat. If so, she will strike after her opponent, but any successful hit causes an automatic wound. The victim may make an armour save as normal.

Potion of Pavona

Poisonous Item 50 points

This is a potion which Lucrezzia can give to any character on her own side before the battle, or she can drink it herself. The effect of the potion enhances D6 characteristics by +1 each (up to a maximum of 10). You can choose which characteristics are enhanced, though each may only be improved once. Lucrezzia will mix up the potion with these in mind, selecting the right ingredients. However, there is a risk! The potion may prove slightly poisonous. To represent this, after you have nominated the character, if you roll a 1 when rolling to see how many characteristics are enhanced the unfortunate victim immediately suffers 1 wound instead of any benefit whatsoever.



MERCENARY • GENERAL •

Throughout the Old World there are those who are drawn to the life of the professional soldier. The most successful and powerful of these adventurous sell-swords become the leaders of entire armies of mercenaries.

Mercenary Generals are hard-bitten campaigners, veterans of countless battles across the Old World. Some harbour ambitions of conquest and fame but all fight for money and treasure.

Model sculpted by
Michael Perry



ALCATANI FELLOWSHIP

Sculpted by Alan and Michael Perry



► Captain
Roderigo
Delmonte: leader
of the Alcatani Fellowship.



Unusual amongst the mercenaries of the Old World, the pike-armed Alcatani Fellowship is willing to fight on behalf of the poor and needy at rates much lower than most mercenary units. Led by the most popular mercenary captain in the land, Roderigo Delmonte, the Alcatani fellowship are cheered and greeted by simple country folk all over Tilea.



UNIT: ALCATANI FELLOWSHIP

POINTS: 261

ARMOUR/WEAPONS: LIGHT ARMOUR, SWORD & PIKE

@ 9 Pts.

CHAMPION: RODRIGO DELMONTE

@ Pts.

TROOP TYPE

M	WS	BS	S	T	W	I	A	LD	SAVE
4	3	3	3	3	2	3	2	8	6+
4	3	3	3	3	1	3	1	7	6+

RODRIGO

PIKEMEN

NOTES: 24 MODELS IN UNIT

BEORG BEARSTRUCK & THE BEARMEN OF URSLO

Sculpted by Dave Andrews and Trish Morrison



▲ Beorg Bearstruck, leader of the Bearmen.



▲ Oerl the Young, regimental standard bearer of the Bearmen.



Gifted with the power to shape-shift during battle, Beorg is a were-bear of extraordinary power. Leading his Norse Bearmen to war, he is a terrible sight to behold.

Beorg joined Archaon's Chaos armies as they marched upon the lands of the Empire, and excelled himself at the Battle of the Monoliths. He went on to cut a swathe through the lands of the Empire, eventually setting up camp in the Border Princes where he can be hired by those who can afford his price.



WARHAMMER UNIT: BEARMEN OF URSLO

POINTS: 352

ARMOUR/WEAPONS: LIGHT ARMOUR, AXE & SHIELD @ 11 Pts.

CHAMPION: BEORG BEARSTRUCK @ Pts.

TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE
BEORG	4	5	0	6	5	3	5	4	9	*
OERL THE YOUNG	4	4	3	4	3	1	4	2	7	5+
BEARMEN	4	4	3	4	3	1	4	1	7	5+

NOTES: 16 MODELS IN UNIT

* BEARFANG TALISMAN (4+ SPECIAL SAVE)

BEAR BANNER (+1 TO HIT IN FIRST TURN OF COMBAT)

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DA DREADS!

by Adrian (Grand Warlord) Wood

Dreadnoughts make a brilliant centrepiece for any Warhammer 40,000 army and in the Ork army, they become a focus for the power of the Waaagh! on the battlefield. Adrian talks about how he put together his spectacular Dreadnought conversions.



Adrian Wood

When Orks see a good idea they often try to copy it in their own inimitable style. This is true of the Ork Dreadnought (or Dread as it is more commonly called by da Boyz) which was inspired by the first sighting by the Orks of an Imperial Dreadnought. A Dread is a huge lumbering mechanical beast, a hybrid of Ork and machine, created by the combined efforts of a Mek and a Painboy. Inside the armoured shell is a living Ork, interfaced or 'plugged in' by the Ork Oddboyz. Once installed, the Ork finds himself in control of a heavily armoured, metal body, complete with a pair of enormous power claws and two of the shootiest weapons the Mek can muster. In battle the Dread strides at the head of the Boyz, metallic cries of "Waaagh!" echoing across the battlefield from crude amplifiers. Blasting away with its

weapons at anything that moves, the Dread makes short work of anyone foolish enough to cross its path. Armoured troops and vehicles are rent apart like toys and cast aside. The Dreadnought becomes the focus for the Ork army on the battlefield, the living embodiment of all that is Orky!

DA MEK'S WORKSHOP

You'll have seen my new Ork army in action against the Praetorian Imperial Guard regiment, in White Dwarf 222's battle report 'Last Stand at Glazer's Creek'. Since then everyone has been asking how I made my Ork Dreadnoughts, built about a year ago from all manner of bits and pieces. Not one to disappoint, I've put together a construction diagram and a list of all the parts for making them. In fact, Mail Order, have got an ace deal going for all the bits you need to make the Dreads - just give them a call. Firstly, though, I'd like to talk a bit about how the whole idea came about...



The Dreadnoughts lead part of my Ork army to war. Notice the new, metal banners which have replaced the original paper ones.

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I began to put together my new Ork army, Waaagh! Grishnak Grimjaw (as opposed to Waaagh! Grishnak Ironhide, my older Ork army, as seen in WD 201) quite a long time ago now, around the time that we started to try out the rules for the Gorkamorka game. When I got a set of the rules I put together loads of vehicles in order to get stuck into fighting the new game. After a while, when the new plastic Orks appeared, I decided to put a whole army together using the new, savage-looking Gorkamorka Ork models. I much prefer them to the older Ork models as they are much more menacing and brutal-looking.

GORKAMORKA

The Gorkamorka game is the perfect opportunity to make the most bizarre vehicle conversions. You can use all manner of parts, whatever you have lying around. My favourite source of bits to use for converting my Trukks and Traks are the plastic Epic 40,000 Imperator and Mega Gargant kits. These kits contain all manner of interesting shapes that can, with a little imagination, customise vehicles. As well as making loads of buggies for Gorkamorka, I had a go at making a Dread based on a couple of old Mega Gargant models combined together. The finished model was huge and imposing with loads of guns all over it. Unfortunately I wasn't that satisfied with the Dread. The final product still looked a little too much like a Gargant, as I suppose you'd expect! I chalked that one up to experience and got on with modelling my new Ork army.

It was around the time of the Great Lead Sale and I picked up a load of different bits and pieces for vehicle conversions on the cheap. When I looked at all the bits I had, I wondered if there was anything really specific I could make from them. I was staring at the bits from the Squig Katapult when an idea struck me. Within an hour I had made not one but two Dreads out of various parts ranging from the Squig Katapult to the Razorback turret, Orky support weapon chassis, actual Ork Dreadnought parts and bits from the Space Marine Predator. What a difference from my original effort. The models looked

heavy and clunky, a real gizmo, straight from the mad imagination of a Mek. In battle I often use them as a pair, particularly when fighting Imperial Guard. Power claws are great for juggling battle tanks you know, even if the Dreads end up dropping them. Battle tanks, much like a lot of vehicles, don't take well to being thrown about!

ALL CHANGE

In a lot of ways, armies are never really finished, there are always new ideas to try out. As far as my own army is concerned, I've been going over the mobs and applying warpaint, repainting some models in the process and adding standards to the mobs too. It's normal to add standards to Warhammer regiments, but not to Warhammer 40,000 armies, unless it's a battle standard. I don't like to see back banners on Ork Nobz and think that an Ork carrying a banner alongside the Nob looks much better. I didn't want my standards to be made of paper, somehow the ones I had already made for my vehicle mobs just didn't look right. I came up with the idea of making junk banners out of skulls, Orky icons and chains, etc. You can see in the photos in this article that the Dreadnoughts' banners have been re-modelled since Glazer's Creek. I know that often gamers prefer not to touch a squad again once they've finished painting it. I think you can, and indeed should, feel free to repaint and remodel squads and vehicles if you want to. I'm always getting new ideas that I want to use on my models to make them even more Orky. For instance I'm thinking of adding Ork glyphs to my models in the form of waterslide transfers. The Gorkamorka ones are perfect for this.

GO FOR IT!

As I've said before, no Ork weapon is the same. There are some differences between my two Dreads but generally you can see which parts from the list below were used and how. Why not have a go at making one yourself – just follow the diagram. Even better, if you are feeling more adventurous, try making an even wackier conversion!



Notice the 'Grim' glyph (for Grishnak Grimjaw) on the original paper banner

THE BASIC PARTS I USED FOR MY DREADS



KATAPULT ARM
010301003



TRAKTOR KANNON
CONTROL PANEL x2
010302205



WINDING HANDLE x2
010301004



CLAW 2
010300109

CLAW 1
010300108



AUTOCANNON x2
010105412



HATCH BASE x2
010505302



KATAPULT FRONT x2
010301001

the mad
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claws are
e Dreads
vehicles,

there are
army is
applying
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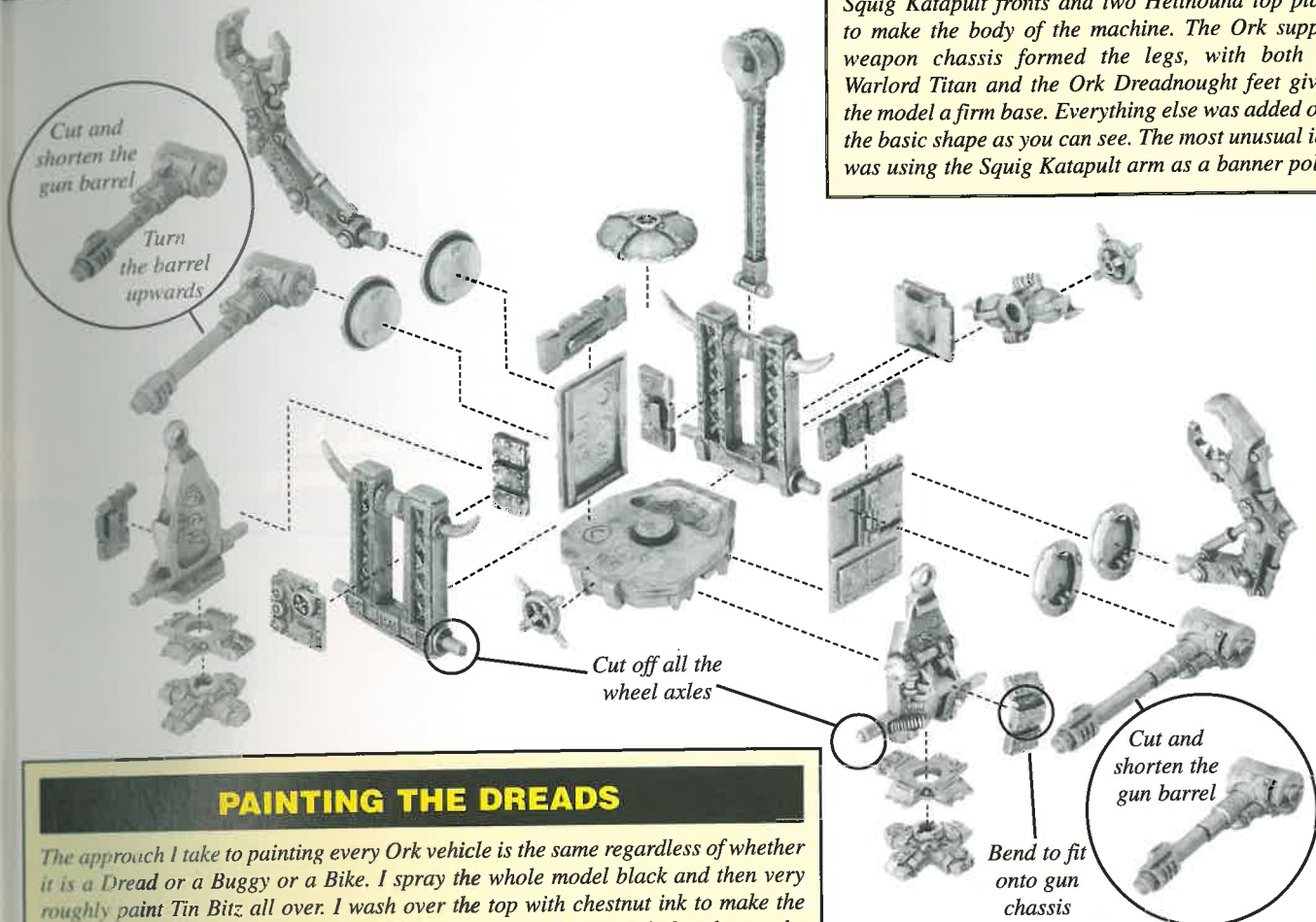
ADS



NG HANDLE x2
110301004



T FRONT x2
301001



Using the Razorback turret as a base, I used two Squig Katapult fronts and two Hellhound top plates to make the body of the machine. The Ork support weapon chassis formed the legs, with both the Warlord Titan and the Ork Dreadnought feet giving the model a firm base. Everything else was added onto the basic shape as you can see. The most unusual idea was using the Squig Katapult arm as a banner pole.

PAINTING THE DREADS

The approach I take to painting every Ork vehicle is the same regardless of whether it is a Dread or a Buggy or a Bike. I spray the whole model black and then very roughly paint Tin Bitz all over. I wash over the top with chestnut ink to make the model look really rusty. In order to brighten up the metal again I drybrush over the rusty colour with Boltgun Metal. The final effect looks like metal, rusted solid by months of pouring rain and baking sun. In the case of the Dreads I then picked out the non-metal areas such as wooden handles and Orky glyphs. Finally the additional metal plates and power claws were either painted Bestial Brown or Dark Angels Green. One of my favourite techniques is for painting red and yellow over black. In the case of red, I start with a base colour of Red Gore, then a coat of Blood Red, with Fiery Orange for the final highlight. For yellow I start with a couple of coats of Fiery Orange highlighted up to white. A wash of yellow ink makes a rich yellow colour which is then highlighted up to white again.

The same
Dreadnought
with the
improved metal
banner, also
featuring the
'Grim' glyph.



SMALL TURRET
ARMOUR PLATE x4
010505507

LARGE TURRET
ARMOUR PLATE x2
010505508

DOOMWHEEL WARPSTONE
GENERATOR CHAMBER
020600208

TURRET
0433/3

HELLHOUND TOP PLATE x2
010505502

CHASSIS x2
010301703

FOOT x2
010300113

WARLORD TITAN FOOT x2
0049013

HATCH
010300101

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Thomas Pirinen

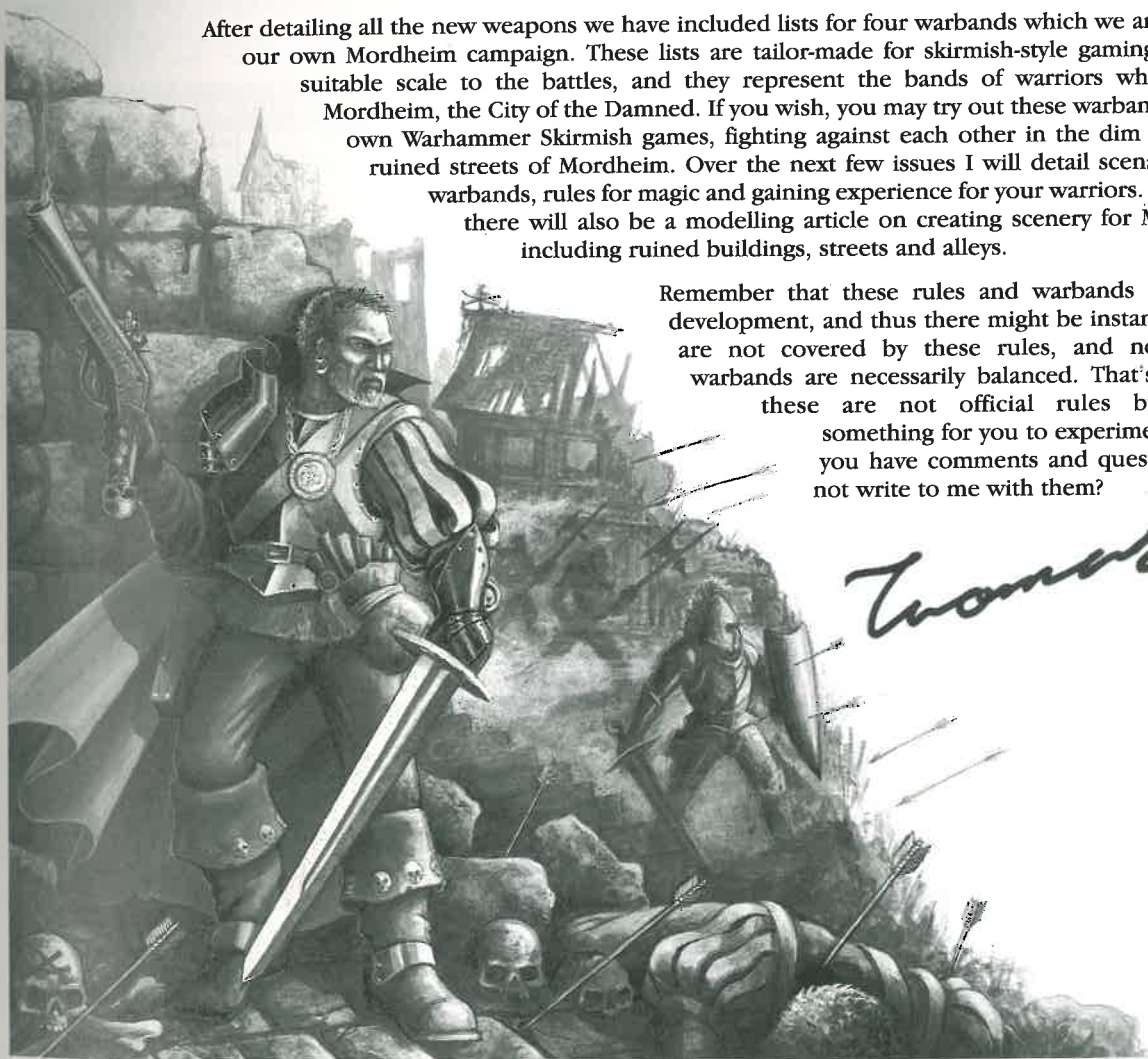
By Thomas Pirinen

Welcome to the third part of my series of articles about Warhammer Skirmish games and the cursed city of Mordheim, the setting of the game. In this issue I will cover all the rules for the more unusual and new weapons used in the Warhammer Skirmish game. Some of the weapons detailed here are already available in the Warhammer game but have slightly different rules when used in Skirmish battles. This represents the way these weapons function in small-scale battles compared to the massed battles fought in the Warhammer world.

After detailing all the new weapons we have included lists for four warbands which we are using in our own Mordheim campaign. These lists are tailor-made for skirmish-style gaming, giving a suitable scale to the battles, and they represent the bands of warriors who fight in Mordheim, the City of the Damned. If you wish, you may try out these warbands in your own Warhammer Skirmish games, fighting against each other in the dim alleys and ruined streets of Mordheim. Over the next few issues I will detail scenarios, new warbands, rules for magic and gaining experience for your warriors. Hopefully, there will also be a modelling article on creating scenery for Mordheim, including ruined buildings, streets and alleys.

Remember that these rules and warbands are under development, and thus there might be instances which are not covered by these rules, and not all the warbands are necessarily balanced. That's alright – these are not official rules but rather something for you to experiment with. If you have comments and questions, why not write to me with them?

Thomas



WEAPONS AND ARMOUR

Weapons used in Warhammer Skirmish games are by and large the same ones you use in the Warhammer game, though there are several new weapons which suit the style of skirmish fighting.

Use the normal Warhammer rules for the following weapons and armour: halberds, flails, double-handed weapons, lances, short bows, bows, long bows, slings, crossbows, repeating crossbows, javelins, hand guns, pistols, heavy armour, light armour, shield.

Apart from these standard weapons there are several more unusual weapons which are rarer or more suited to individual warriors than units of troops. Life and death in Mordheim is decided by the amount and quality of weapons a man (or Dwarf, or Orc) carries. Below we describe the different weapons which warriors may wield as well as other equipment such as armour and shields. It is not unusual to see these much rarer weapons used in the streets of Mordheim.

CLOSE COMBAT WEAPONS

DAGGER

Daggers and knives are extremely common, and men are allowed to carry them in places where weapons are otherwise forbidden. Many a warrior in Mordheim has died with a dagger stuck in his back.

Range	Strength	Save modifier	Special Rules
Close Combat	As user	-	-

HAMMER, STAFF, MACE OR CLUB



Perhaps the simplest type of weapon, a hammer or a mace is brutal but nevertheless effective. These weapons range from primitive

wooden clubs studded with spikes to elaborately forged Dwarf hammers made from the finest steel. A blow from a mace can easily crush a skull or knock a man unconscious.

Range	Strength	Save modifier	Special Rules
Close Combat	As user	-	Stun on 2-4

SPECIAL RULES

Concussion. Hammers and other bludgeoning weapons are excellent at knocking people senseless. When using a hammer, club or a mace, a roll of 2-4 is treated as 'stunned' result on the injury table.

AXE

The axe is the traditional equipment of the Empire woodsman, and in poorer, rural areas it is also used as a weapon. An axe has a heavy blade and if swung by a strong man, it is a difficult weapon to parry. The heavy blade of an axe can easily cut through armour, though it requires a considerable strength from the wielder.

Range	Strength	Save modifier	Special Rules
Close Combat	As user	-	Extra -1 save modifier

SPECIAL RULES

Cutting edge. A battle axe has an extra save modifier of -1, so a model with Strength 4 using a battle axe has a -2 save modifier when he hits an opponent in hand-to-hand combat.



SWORD

The sword is often referred to as the king of weapons. The most common sword available, the broadsword of the Empire, is a masterpiece by the standards of any smith: a full four feet of gleaming steel, double-edged and razor-sharp.

Swords are much more effective weapons than crude clubs and axes, though learning to use a sword is a long and difficult process. It takes years to truly master the way of the sword. Most warriors of Mordheim die long before that.

Range	Strength	Save modifier	Special Rules
Close Combat	As user	-	Parry

SPECIAL RULES

Parry: Swords offer an excellent balance of defence and offence. A model armed with a sword may parry blows. When the opponent rolls to hit, a model with a sword may roll 1D6. If the score is greater than the highest to hit score of his opponent, then the model has parried the blow, and that attack is discarded. Note that you may parry only one attack in each hand-to-hand combat phase (even if you have two swords).

MORNING STAR

A morning star consists of a wooden or steel shaft with several heavy chains with spiked, steel balls attached. It is a very destructive weapon, but requires a great deal of skill from the warrior wielding it.

Range	Strength	Save modifier	Special Rules
Close Combat	As user +1	-	Heavy, Difficult

SPECIAL RULES

Heavy. The morning star is extremely tiring to use and thus the +1 Strength bonus applies on the first hand-to-hand combat phase only.

Difficult to use. A model armed with a morning star may not carry a second weapon in his other hand. He requires all his skill to wield the morning star. He can use a shield.

SPEAR

Spears range from the sharpened sticks used by Goblins to the impressive cavalry spears that are typical of the Elves. The long reach of a spear gives a warrior a considerable advantage in battle.

The best spears available are the broad-bladed, steel spears of the Dwarfs, though there are several types available in the shanty towns around Mordheim.

Range	Strength	Save modifier	Special Rules
Close Combat	As user	-	Strike first/+1 S



Range	Strength	Save modifier	Special rules
10"	4	-2	+1 to hit. Fire every other turn

SPECIAL RULES

Accuracy. A Duelling pistol is built for accuracy. An accomplished duellist is able to hit a coin from twenty paces. All shots from a duelling pistol have a +1 bonus to hit rolls.

Prepare shot. A duelling pistol takes a complete turn to reload, so you may fire only every other turn. If you have a brace of pistols you may fire every turn.

BLUNDERBUSS

The Blunderbuss is a primitive blackpowder weapon, which fires a hail of lead balls, rusty bolts, bent nails, and other assorted scrap metal. A blunderbuss can be a powerful, if erratic weapon. It takes such a long time to load that most warriors discard it after the first shot.

Range	Strength	Save modifier	Special Rules
Template	3	-	Fire once only

SPECIAL RULES

Template. Take the large teardrop-shaped template from the Warhammer game and place the narrow end at the nozzle of the Blunderbuss and the broad end over the target.

Any models under the template take 1 S3 hit.

One Shot. It takes very long time indeed to load a Blunderbuss. You may only fire it once per battle.

THROWING STAR/KNIFE

Throwing stars are used mainly by the assassins of the sinister House of Shadows, or street thugs who specialise on ambushing the unwary. A perfectly balanced knife, thrown from behind, has ended the life of many a noble, warrior and merchant in Mordheim.

Range	Strength	Save modifier	Special
6"	As user	-	-

SPECIAL RULES

Thrown weapon. Models using throwing stars or knives do not suffer penalties for range or moving as they are perfectly balanced for throwing.

CROSSBOW PISTOLS

Crossbow pistols are the masterpieces of expert weaponsmiths: miniature crossbows with all the power and accuracy of a real crossbow. As these weapons may be easily concealed, they are a favourite weapon of assassins.

Range	Strength	Save modifier	Special
12"	4	-1	H-T-H

SPECIAL RULES

Shoot in hand-to-hand. A model armed with a Crossbow pistol may shoot it in the first round of hand-to-hand and this shot is always resolved first, before any blows are struck. This shot has a -2 'to hit' penalty.

SPECIAL RULES

Strike first if charged. The long shaft of the spear allows a warrior to thrust at oncoming enemies before they have a chance strike the spearman down. A warrior armed with a spear will always strike first in the first round of combat, even if charged. Note that this does not apply against enemies armed with spears or lances.

Cavalry bonus. A mounted warrior armed with a spear receives a +1 Strength bonus when he charges. If the warrior's Strength is 3, for example, his total Strength will become 4 when he charges. Note that this bonus only applies for that turn.

MISSILE WEAPONS

Bows and slings have been used in the Old World since time immemorial, but blackpowder weapons are a very recent invention. They are unreliable and temperamental weapons, but they have a long range and they hit exceedingly hard. Armour offers almost no protection against blackpowder weapons, as the lead bullets can penetrate even the strongest steel of a breastplate or shield. The loud noise that blackpowder weapons make is very frightening and that alone can scare off the enemy!

Most blackpowder weapons are bought from Dwarfs at great expense, though some of the forges of Nuln and Altdorf have started to experiment with making Hand Guns.

DUELING PISTOL

A duelling pistol is a work of art, and a gunsmith labours long and hard on producing a single one. Duelling pistols are often carried by Imperial nobles. They are used to solve disputes over love and honour, and many a noble has died at dawn in a duel over some grievance or other.

Duelling pistols are expensive weapons, and poorer warriors rarely have them, for even though they sometimes manage to steal or buy one, the ammunition is very expensive.

The wealthiest warband leaders and merchants in Mordheim carry pistols as status symbols, commanding great respect, admiration and envy.

NEW ARMOUR

When fighting becomes desperately close, a good suit of armour may mean the difference between life and death. The finest armour in the Known World is made in the forges of the Dwarf Strongholds, where the secrets of steel and fire are well understood.

Hardened leather jackets are often worn by the hunters of Ostland, while the more urban soldiers of the cities prefer mail coats and steel breastplates. The forges of the Empire have many skilled smiths capable of forging fine armour, for the humans learned this craft from the Dwarf master smiths.

In Mordheim, only the wealthy and powerful are able to afford the luxury of armour, apart from leather tunics and odd helmets and wooden shields. But the richest leaders of the most successful warbands wear suits of high quality armour. A good suit of armour is just as much a symbol of wealth and power as it is protection against the weapons of enemies.

ARMOUR

DWARF ARMOUR

Dwarfs make the finest armour in the world, and in this they far surpass any humans or even the great Elven smiths. A suit of armour from Karak Kadrin can withstand a blow or turn aside an arrow which would penetrate a shoddy suit of armour made by mere humans.

SPECIAL RULES

Save. A warrior wearing Dwarf armour has a basic D6 saving throw of 4, 5 or 6 against a wound.

Initiative. A warrior wearing Dwarf armour will have his Initiative score halved.

Dwarf-Sized. Only Dwarfs may wear Dwarf armour.

BUCKLER

Bucklers are small, round shields designed for parrying or deflecting blows. They are most often made of steel for they need to be tremendously durable to survive the brutal blows of hand-to-hand combat.

Using a buckler requires great skill, but a nimble warrior can protect himself from blows which would otherwise cripple him.

SPECIAL RULES

Parry. A model equipped with a buckler may parry blows. When the opponent rolls to hit, a model with a buckler may roll one die. If the score is greater than the highest to hit score of his opponent, then the model has parried the blow, and that attack is discarded. If a warrior is also armed with sword he may re-roll failed attempts to parry. You may only parry 1 attack in each hand-to-hand combat phase.

HELMET

From the shining, steel helmets of Bretonnian Knights to the leather caps of Skaven, all sensible warriors try to protect the most vulnerable part of their bodies. Even races like Orcs, who are not too bothered about head wounds, prefer to wear helmets because they can have an impressive array of horns and plumes.

SPECIAL RULES

Save. A model equipped with a helmet has a special 4+ save on D6 against being stunned. If the save is made then treat the 'stunned' result as 'knocked down' instead. This save is not modified by the opponent's Strength.

STARTING A WARBAND

The Warband lists in this article are used to recruit and equip your warband. You must recruit at least three warriors including a leader. You have 500 Gold Crowns to recruit your warband and buy them weapons and armour. Any Gold Crowns unspent are discarded.

HEROES AND HENCHMEN

For game purposes we separate the warriors in your warband into heroes and henchmen.

LEADER

Every Warband must have a leader. He represents you, the player. He makes the decisions and leads your warriors through the ruthless battles in the darkness of Mordheim.

OTHER HEROES

Your Warband may include up to five other Heroes apart from your leader. They represent exceptional individuals who have the potential to grow to be mighty warriors and wizards. They form the core of your warband. Note that your warband may not include more Heroes of any specific type than listed in the Warband list. This means that some warbands can not have six Heroes. In the forthcoming articles we will hopefully include the experience system which will allow the Heroes to grow to their true potential, and Henchmen to become Heroes.

HENCHMEN

Henchmen typically fall into two groups. There are Henchmen like Dwarf Clansmen, Skaven Clanrats and

Mercenary warriors, who represent typical members of their race, and Warhounds, Chaos Hounds and Dire Wolves which represent more unusual creatures who may fight in a warband.

All henchmen belong to a Henchmen group. The typical size for a Henchman group is 1-5. All Henchmen in a group must stay within 6" of each other. If the members of the group become separated (because of missile casualties, for example) you will have to rectify this in the next Movement phase. The Henchmen group may be joined by a hero and the whole group may use his Leadership value. When charging, the rule for keeping models within 6" is suspended until all hand-to-hand combats are resolved. This means that Henchmen may charge separate targets.

WEAPONS & ARMOUR

Each hero you recruit can be armed with one or more weapon and any armour chosen from the appropriate list (see below). The different types of warriors are restricted to different types of weapon. The Equipment lists of each warband tell you exactly what equipment is available to them.

Every model in each Henchman group must be armed and armoured in exactly the same way. This means that if your Henchmen group has four warriors, and you want to buy them swords, you must buy four swords.

READY FOR BATTLE!

The warband is now ready to start its fighting career!

REIKLANDERS - HUMAN MERCENARIES

"War is good."

- Fritz Roseman, Mercenary Captain of the
Sellswords Mercenary warband

These are times of unrelenting warfare, civil strife, violence and famine. Times of orphan children and wanton slaughter. These are good times. Mordheim is the place to be now, for all the nobles and merchants have promised huge rewards for the magic stones which rained down from the skies and destroyed the city. So bring your broadsword and don your armour. It's time to win riches and fame. Perhaps even carve your own kingdom...

REIKLANDERS

Reikland is the heart of the Empire. The Reiklanders are professional, disciplined soldiers. They take war extremely seriously and will let nothing stand between Dietmar, the dynamic and ambitious Grand Prince of Reikland, and the throne of the Emperor.

Altdorf, the capital of Reikland is also the seat of the Grand Theogonist. Thus it is not surprising that the Reiklanders are devout Sigmarites, and the Grand Prince's claim to the throne is backed up by the powerful Cult of Sigmar. There is a long-standing feud

between the rulers of Reikland and Middenheim, separated as they are by their character and religion.

SPECIAL RULES

The men of Reikland are well disciplined, and thus they may use their captain's Ld within 12" instead of 6".

CHOICE OF WARRIORS

A Mercenary warband must include a minimum of 3 models. You have 500 Gold Crowns. The maximum number of warriors in the warband is 15.

HEROES

Captain: Each Mercenary warband must have one Captain.

Youngbloods: Your warband may include up to 2 Youngbloods.

Champions: Your warband may include up to 2 Champions.

HENCHMEN

Warriors: Your warband may include any number of Warriors.

Marksmen: No more than half of your warband may be Marksmen.

Swordsmen: Your warband may include no more than 5 Swordsmen.



Mercenary Captain Francis Burg. Based on the new Soldiers of the Empire plastic models, Alan has added a shield with a converted shield device on it. In order to hang the model's pistol, Alan has made a gun belt from modelling putty.



Reiklander Marksman. This model was originally a Bretonnian Archer, with a head taken from the Soldiers of the Empire plastic sprue.

Notice the surface of Alan's bases. He has cut up small pieces of card to make a stone effect.



Alan Merrett's Reiklander Human Mercenary warband, 'The Punishers'.

HEROES

1 MERCENARY CAPTAIN .. 60 Gold Crowns to hire

A Mercenary Captain is a tough and professional warrior, a man who will fight anyone or anything if the price is right.

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

Weapons and Armour: A Mercenary Captain may be equipped with weapons and armour chosen from the Mercenary Equipment list.

SPECIAL RULES

Leader: Any warrior within 12" of the Mercenary Captain may use his Leadership characteristic when taking any Leadership tests.

CHAMPIONS 25 Gold Crowns to hire

Champions are amongst the toughest and the best fighters in the Mercenary warband. They often answer challenges issued to the warband, and they get the pick of equipment and loot, after the Captain.

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

Weapons and Armour: Champions may be equipped with weapons and armour chosen from the Mercenary Equipment list.

YOUNGBLOODS 15 Gold Crowns to hire

These are young fighters who are still inexperienced, but eager to win their spurs in the savage fights amongst the ruins of Mordheim.

Profile	M	WS	BS	S	T	W	I	A	Ld
Youngblood	4	2	2	3	3	1	3	1	6

Weapons and Armour: Youngbloods may be equipped with weapons and armour chosen from the Mercenary Equipment list.

HENCHMEN Bought in groups of 1-5

WARRIORS 25 Gold Crowns to hire

These dogs of war are seasoned, grim fighters, fearing no man or beast in combat.

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

Weapons and Armour: Warriors may be equipped with weapons and armour chosen from the Mercenary Equipment list.

MARKSMEN 25 Gold Crowns to hire

The archers and hunters of the Old World are famed for their skill, and it is said that they can hit a coin from 300 paces with a long bow.

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

Weapons and Armour: Marksmen may be equipped with weapons and armour chosen from the Marksman Equipment list.

SWORDSMEN 35 Gold Crowns to hire

Swordsmen are professional warriors, experts at taking on and beating several opponents at once. They are much sought-after by Warband leaders, as their skills are ideally suited for fighting in Mordheim.

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

Weapons and Armour: Swordsmen may be equipped with weapons and armour chosen from the Mercenary equipment list.

SPECIAL RULES

Expert Swordsmen. Swordsmen are so skilled with their swords that they may re-roll any failed hits when charging. Note that this only applies if armed with swords, and not with double-handed swords or any other weapons.

MERCENARY EQUIPMENT LIST

Hand-to-hand combat weapons:

Dagger (1st free)	2 GC
Mace	3 GC
Hammer	3 GC
Battleaxe	5 GC
Sword	5 GC
Double-handed weapon	15 GC
Spear	10 GC
Halberd	10 GC
Morning Star	10 GC

Missile Weapons:

Crossbow	25 GC
Pistol	15 GC (30 for a brace)
Duelling pistol	25 GC (50 for a brace)
Bow	10 GC

Armour:

Light armour	20 GC
Heavy armour	50 GC
Shield	5 GC
Buckler	5 GC
Helmet	10 GC

MARKSMAN EQUIPMENT LIST

Hand-to-hand combat weapons:

Dagger (1st free)	2 GC
Mace	3 GC
Hammer	3 GC
Battleaxe	5 GC
Sword	5 GC

Missile Weapons:

Crossbow	25 GC
Pistol	15 GC (30 for a brace)
Duelling pistol	25 GC (50 for a brace)
Bow	10 GC
Long bow	15 GC
Blunderbuss	35 GC
Hand Gun	35 GC

Armour:

Light armour	20 GC
Shield	5 GC
Helmet	10 GC

THE POSSESSED

Come now child and bear of the power and glory of the Dark God. Your nobles and priests have fooled you, for it is Tzeentch, the Changer of Ways, who is the true master of this poor, thin world.

Now you have heard this. Now you too must change... or die.

As the Magister Magistri of a Cult of Possessed, you command a group of worshippers of the Dark Gods. Your warriors are no ordinary men, but crazed fanatics who willingly let the Daemons of the dark take over their bodies and minds. Human sacrifices, dark rituals, Daemon worship – nothing is too base or low for you.

The Possessed worship an Unspeakable Beast which lurks in the darkness of the Pit, the crater which the meteor left to scar the earth. They believe that this mythical creature is an emissary of Tzeentch, the Master of Change. The Possessed carry a symbol of the Dark Moon on their shields and robes.

CHOICE OF WARRIORS

A Possessed warband must include a minimum of 3 models. You have 500 Gold Crowns to recruit your warband. Maximum number of warriors in the warband is 15.

HEROES

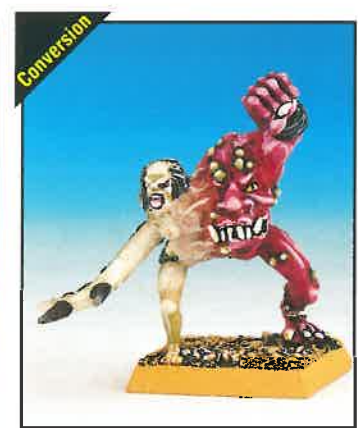
- Magister:** Each Possessed warband must have one Magister.
- Possessed:** Your warband may include up to two Possessed.
- Acolytes:** Your warband may include up to two Acolytes.

HENCHMEN

- Initiates:** Any number of models may be Initiates.
- Mutants:** Any number of models may be Mutants, but the mutants may not outnumber Initiates. If the number of Initiates ever falls below the number of Mutants, you may not recruit new mutants until the you have corrected the unbalance.
- Daemons:** Daemons may only be summoned to battle. See special rules.



Magister Lord Coronarius von Redig. This model is based on Abriman, with the head of a classic Chaos Sorcerer model and a Chaos Warrior mace.



This Possessed is made from a Pink Horror and a classic Two Headed Beastman model with a Chaos Spawn tentacle, a Gorkamorka Nob's fist, a Daemonette head and copious amounts of modelling putty to fill in the holes.



Paul Sawyer's Possessed warband, 'Brotherhood of the Dark Moon'.

HEROES

MAGISTER 60 Gold Crowns to hire

Magisters lead the covens of the Possessed. They have been granted magical powers by their patron god. They are fanatical followers of the Dark Gods, utterly dedicated on bringing Chaos on earth.

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

Weapons and Armour: The Magister may be equipped with weapons and armour chosen from the Cultist Equipment list.

SPECIAL RULES

Leader. Any models in the warband within 6" of the Magister may use his leadership instead of their own.

POSSESSED 70 Gold Crowns to hire

The Possessed have committed the greatest of heresies: they have given their bodies to the Daemons. As a result they are nightmarish creatures, a melding of flesh, metal and black magic. Inside each of them lives a supernatural thing of evil, a daemon from the dark reaches of the Realm of Chaos.

Profile	M	WS	BS	S	T	W	I	A	Ld
Possessed	5	4	0	4	4	2	4	2	10

Weapons and Armour: None. The Possessed never use weapons or armour and do not suffer penalties for fighting without them.

SPECIAL RULES

Fear. Possessed are terrifying, twisted creatures and therefore cause *fear*. See the Psychology section of the Warhammer rules for details.

ACOLYTE 25 Gold Crowns to hire

Acolytes are innocent men who have been driven insane by Daemonic possession. They may no longer be possessed, but their insane strength makes them dangerous fighters. The Cultists regard them as holy, and let them work out their unreasoning rage in battle.

Profile	M	WS	BS	S	T	W	I	A	Ld
Acolyte	4	2	2	3	3	1	3	1	6

Weapons and Armour: The Acolytes may be equipped with weapons and armour chosen from the Acolyte Equipment list.

SPECIAL RULES

Immune to psychology. The Acolytes have been driven insane by Daemonic possession and therefore they are immune to all psychology.

HENCHMEN (bought in groups of 1-5)

DAEMONS 50 Gold Crowns to summon

Daemons are supernatural creatures made of pure magic. They can be called forth from the dark reaches of the shadowy Realm of Chaos with bloody sacrifices and dark magic. Such processes are insanely dangerous, but the deranged Possessed cults are willing to take the risk.

Profile	M	WS	BS	S	T	W	I	A	Ld
Daemon	4	5	5	4	3	1	5	3	10

Weapons and Armour: Daemons are armed with hellish weapons which cause D3 Wounds per wounding hit.

SPECIAL RULES

Cause Fear. Daemons are creatures from the dark dimensions of insanity and nightmare. All Daemons cause *fear*.

Daemonic aura. Daemons have a 4+ saving throw, just as if they were wearing armour. This save is completely negated by magic weapons.

Summoned: Daemons must be summoned to battle. Roll a D6 to see how many turns a Daemon will fight for before it automatically returns to the Realm of Chaos.

D6	1	2	3	4	5	6
	2 Turns	4 Turns	4 Turns	5 Turns	6 Turns	7 Turns

INITIATES 25 Gold Crowns to hire

Initiates are crazed, human followers of the Cult, eager to descend into damnation. Their vile deeds and unspeakable acts have driven them to the brink of insanity.

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

Weapons and Armour: The Initiates may be equipped with weapons and armour chosen from the Cultist Equipment list.

ACOLYTE EQUIPMENT LIST

Hand-to-hand combat weapons:

Dagger (1st free)	2 GC
Mace	3 GC
Hammer	3 GC
Battleaxe	5 GC
Sword	5 GC
Double-handed weapon	15 GC
Flail	15 GC

Armour:

Light armour	20 GC
Heavy armour	50 GC
Shield	5 GC
Helmet	10 GC

CULTIST EQUIPMENT LIST

Hand-to-hand combat weapons:

Dagger (1st free)	2 GC
Mace	3 GC
Hammer	3 GC
Battleaxe	5 GC
Sword	5 GC
Double-handed weapon	15 GC
Spear	10 GC

Missile Weapons:

Bow	10 GC
Short Bow	5 GC

Armour:

Light armour	20 GC
Heavy armour	50 GC
Shield	5 GC
Helmet	10 GC

WITCH HUNTERS

"I will burn every inhabitant of the Empire if I have to!"

– Witch Hunter General Bernhardt van Hal

After the tragedy of Mordheim, the Grand Theogonist, high priest of the cult of Sigmar, has declared a crusade against the wicked city. This evil place must be purified with fire and sword. All must die so their souls can be saved. The hell-stone which laid waste to the city is cursed, a device of Daemons. Witches and Chaos-worshippers worm in the catacombs below Mordheim. The city and all its inhabitants must burn in the purifying flames.

It is time for the order of the Witch Hunters to emerge from the shadows, and head for Mordheim. The hour of blood and fire is at hand.



HEROES

Captain: Each Witch Hunter warband must have one Captain.

Sigmarite Priest: Your warband may include a single Sigmarite Priest.

Witch Hunters: Your warband may include up to three Witch Hunters.

HENCHMEN

Seekers: Any number of models may be Seekers.

Flagellants: Your warband may include up to 5 Flagellants.

Warhounds: Your warband may include up to 5 Warhounds.

CHOICE OF WARRIORS

A Witch Hunter warband must include a minimum of 3 models. You have 500 Gold Crowns which you can use to recruit your initial warband. Maximum number of warriors in the warband is 12.



Both these Witch Hunters are based on Necromunda Redemptionist models.



These are both classic Marauder Dark Elf Warhound minatures.



Ian Strickland's Witch Hunter warband, 'The Soldiers of Faith'.

HEROES

1 WITCH HUNTER

CAPTAIN..... 60 Gold Crowns to hire

A driven man, full of fanaticism, a Witch Hunter Captain is obsessed with cleansing the ruins of Mordheim and bringing the justice of Sigmar on earth.

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

Weapons and Armour: A Witch Hunter Captain may be equipped with weapons and armour chosen from the Witch Hunter Equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Witch Hunter Captain may use his Leadership characteristic when taking any Leadership tests.

WITCH HUNTERS 25 Gold Crowns to hire
Witch Hunters are the members of the grim Order of Witch Hunters. They are dedicated to eradicating Chaos and all its minions.

Profile	M	WS	BS	S	T	W	I	A	Ld
Witch Hunter	4	3	3	3	3	1	3	1	7

Weapons and Armour: Witch Hunters may be equipped with weapons and armour chosen from the Witch Hunter Equipment list.

WARRIOR-PRIEST 45 Gold Crowns to hire
Many powerful fighting men have come from the ranks of the Faithful.

With fire burning in their eyes, these warrior-priests of Sigmar stride into battle, chanting aloud Deus Sigmar.

Profile	M	WS	BS	S	T	W	I	A	Ld
Warrior Priest	4	3	3	3	3	1	3	1	7

Weapons and Armour: Warrior Priests may be equipped with weapons and armour chosen from the Witch Hunter Equipment list.

SPECIAL RULES

Healing Hand: Any model in base contact with the Warrior Priest at the end of the Movement phase will immediately stand up, with all Wounds recovered.

HENCHMEN (bought in groups of 1-5)

FLAGELLANTS 40 Gold Crowns to hire
Flagellants are fanatics obsessed with the end of the world.

Profile	M	WS	BS	S	T	W	I	A	Ld
Flagellant	4	3	3	4	4	1	3	1	10

Weapons and Armour: Flagellants may be equipped with weapons and armour chosen from the Flagellant Equipment list. Flagellants never use missile weapons, even if they gain Advance rolls which would otherwise allow them to do so.

SPECIAL RULES

Fanatical: Flagellants are convinced that the end of the world is nigh. Nothing in this world holds any terrors to them, so Flagellants automatically pass all Leadership-based tests they are required to take. Note that you may not use their Leadership for Rout tests – they are insanely brave but not great leaders.

SEEKERS 20 Gold Crowns to hire
Seekers are men who have forsaken their lives and live only to destroy the evil minions of Chaos. They are often men who have lost their homes and families to the forces of Chaos.

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

Weapons and Armour: Seekers may be equipped with weapons and armour chosen from the Seeker Equipment list.

WARHOUNDS 15 Gold Crowns to buy
Witch Hunters are often followed by packs of ferocious hunting dogs. With their huge jaws and powerful bite, they are perfect for hunting down (and tearing apart) any heretics.

Profile	M	WS	BS	S	T	W	I	A	Ld
Warhound	6	4	0	4	3	1	4	1	5

Weapons and Armour: Jaws and brutality! Warhounds cannot use weapons or armour.

WITCH HUNTER EQUIPMENT LIST

Hand-to-hand combat weapons:

Dagger (1st free)	2 GC
Mace	3 GC
Hammer	3 GC
Battleaxe	5 GC
Sword	5 GC
Double-handed weapon	15 GC

Missile weapons:

Crossbow	25 GC
Pistol	15 GC (30 for a brace)

Armour:

Light armour	20 GC
Heavy armour	50 GC
Shield	5 GC
Buckler	5 GC
Helmet	10 GC

FLAGELLANT EQUIPMENT LIST

Hand-to-hand combat weapons:

Mace	3 GC
Hammer	3 GC
Battleaxe	5 GC
Flail	15 GC
Morning Star	15 GC
Double-handed weapon	15 GC

SEEKER EQUIPMENT LIST

Hand-to-hand combat weapons:

Dagger (1st free)	2 GC
Mace	3 GC
Hammer	3 GC
Battleaxe	5 GC
Sword	5 GC
Double-handed weapon	15 GC
Spear	10 GC

Missile weapons:

Bow	10 GC
Short bow	5 GC

Armour:

Light armour	20 GC
Shield	5 GC
Helmet	10 GC

SKAVEN WARPHUNTERS

"And thus I am glad to announce that an irrefutable scientific proof exists that Skaven are merely a figment of imagination."

— Hieronymus Bach of the University of Nuln

It is the time of Chaos. It is the time of civil war. It is the time of the Skaven. The Thirteen Lords of Decay have chosen Clan Eshin to recover the priceless magical stones which the manlings would use foolishly and perhaps do harm to the Greater Cause of the Horned Rat. No-no, the Wyrddstone belongs to the Skaven. More potent by far than Warpstone and far safer to use, the meteoric stone's value to the Skaven is incalculable.

It is your clan, the silent and deadly Clan Eshin which has been assigned the mission to recover all the Wyrddstone. You must lead a warband of the clan's finest scouts and killers into the ruins, and quickly, stealthily and silently gather the priceless shards. If someone gets in your way... Well, you don't want the manlings to start believing in Skaven again do you? None must survive.



CHOICE OF WARRIORS

A Skaven warband must include a minimum of 3 models. You have 500 Warptokens which you can use to recruit and equip your initial warband. Maximum number of warriors in the warband is 20.



Clan Rat armed with a jezzail. The gun was cut away from the jezzail gunner with only the left hand remaining. This was then glued onto the new miniature.

HEROES

Assassin Adept: Each Skaven warband must have one Adept.

Gutter Runners: Your warband may include up to two Gutter Runners.

Night Runners: Your warband may include up to two Night Runners.

HENCHMEN

Clanrats: Any number of models may be Clanrats.

Skavenslaves: Any number of models may be Skavenslaves.

Giant Rats: Your warband may include any number of Giant Rats.

Rat Ogre: Your warband may include a single Rat Ogre.



Alexander Boyd's Skaven warband, 'Skrak's Vermin'.

HEROES

1 SKAVEN ASSASSIN ADEPT 60 Warptokens

You have been sent by the Nightmaster of Clan Eshin to collect the precious Wyrdstone. Success means many breeders, wealth and a better position amongst the Clan. Failure... ah, but you are not going to fail, are you?

Profile	M	WS	BS	S	T	W	I	A	Ld
Assassin Adept	6	4	4	4	3	1	5	1	7

Weapons and Armour: A Skaven Assassin Adept may be armed with weapons and armour chosen from Skaven equipment list.

SPECIAL RULES

Leader. Any warrior within 6" of the Skaven Adept may use the Adept's Leadership instead of his own.

Poisoned weapons. The Skaven Adept causes D3 Wounds with each wounding hit.

0-2 GUTTER RUNNERS 40 Warptokens

Gutter Runners are the silent and fearsome infiltrators of Clan Eshin. They are already trained in the deadly skills which they must master to become full Assassins.

Profile	M	WS	BS	S	T	W	I	A	Ld
Gutter Runner	6	4	4	4	3	1	5	1	7

Weapons and Armour: A Gutter Runner may be armed with weapons and armour chosen from the Skaven equipment list.

0-2 NIGHT RUNNERS 10 Warptokens

Night runners are young apprentices of Clan Eshin. Initiated into the secrets of the Clan, they make up for their lack of knowledge with their ambition and ruthlessness.

Profile	M	WS	BS	S	T	W	I	A	Ld
Night Runner	5	2	2	3	3	1	4	1	4

Weapons and Armour: Nightrunners may be armed with weapons and armour chosen from the Skaven Clanrat equipment list.

HENCHMEN (bought in groups of 1-5)

CLANRATS 25 Warptokens to recruit

Clanrats are the mainstay of the great hordes of Skavendom. The strongest who survive amongst them will become Stormvermin, the most feared warriors of the Skaven warbands.

Profile	M	WS	BS	S	T	W	I	A	Ld
Clanrat	5	3	3	3	3	1	4	1	5

Weapons and Armour: Clanrats may be armed with weapons and armour chosen from the Skaven Clanrat equipment list.

SKAVENSLAVES 10 Warptokens to buy

Skavenslaves are used by their masters in vast numbers, both in war and for labour. In the alleys of Mordheim they can be used to tie down enemies while the mighty Gutter Runners finish them off.

Profile	M	WS	BS	S	T	W	I	A	Ld
Skavenslave	5	2	2	3	3	1	5	1	4

Weapons and Armour: Skavenslaves may be armed with weapons and armour chosen from the Skaven Clanrat equipment list.

SPECIAL RULES

Group size: Slaves can be bought in groups as large as you wish.

GIANT RATS 15 Warptokens to buy

Giant Rats are creations of the twisted Clan Moulder. All of the other Great Clans buy and use them in battle.

Profile	M	WS	BS	S	T	W	I	A	Ld
Giant Rat	6	2	0	3	3	1	3	1	4

Weapons and Armour: None. Giant Rats cannot use armour or weapons.

SPECIAL RULES

Pack size: Giant Rats can be bought in groups as large as you wish.

0-1 RAT OGRE 215 Warp tokens to buy

These horrible monsters are creations of Clan Moulder and they are much in demand as bodyguards for important Skaven such as Warlocks, Grey Seers and Chieftains.

Profile	M	WS	BS	S	T	W	I	A	Ld
Rat Ogre	5	4	3	5	5	3	5	2	5

Weapons and Armour: Jaws, claws and brute force! Rat Ogres cannot use weapons or armour.

SPECIAL RULES

Fear. Rat Ogres are huge and frightening monsters which cause *fear*.

Stupidity. A Rat Ogre is subject to *stupidity* unless a Skaven Hero is in base contact with it.

SKAVEN EQUIPMENT LIST

Hand-to-hand combat weapons:

Dagger (1st free)	2 WT
Mace	3 WT
Hammer	3 WT
Battleaxe	5 WT
Sword	5 WT
Flail	15 WT
Spear	10 WT
Halberd	10 WT

Missile weapons:

Sling	2 WT
Throwing Stars	15 WT
Pistol	15 WT (30 for a brace)

Armour:

Light armour	20 WT
Heavy armour	50 WT
Shield	5 WT
Helmet	10 WT

SKAVEN CLANRAT EQUIPMENT LIST

Hand-to-hand combat weapons:

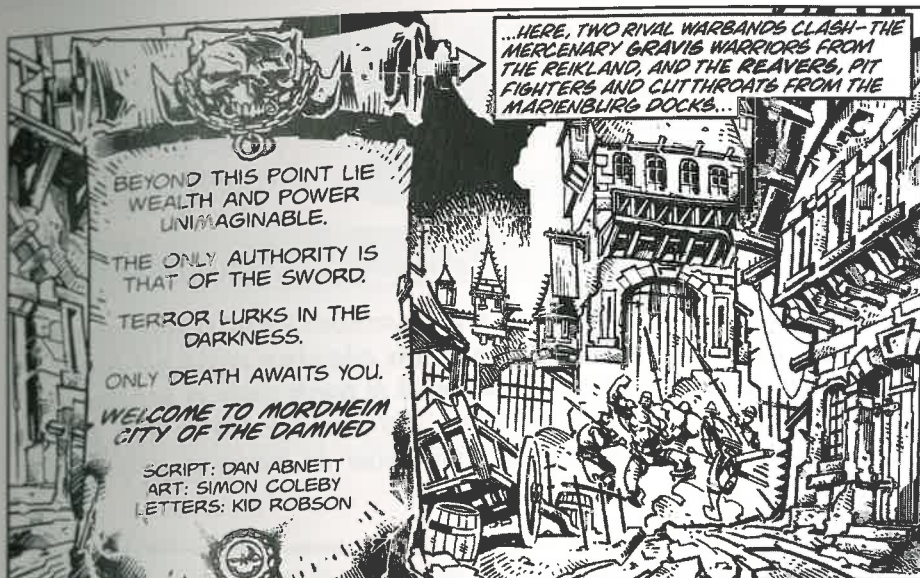
Dagger (1st free)	2 WT
Mace	3 WT
Hammer	3 WT
Battleaxe	5 WT
Sword	5 WT
Spear	10 WT

Missile weapons:

Sling	2 WT
-------	------

Armour:

Light armour	20 WT
Shield	5 WT
Helmet	10 WT



OFT TIMES, IT IS THE MERE PROMISE OF WYRDSTONE THAT BRINGS SLAUGHTER AND DEATH TO MORDHEIM... *The End.*

CHAMBERS OF THE HORNED RAT SPACESHIP BATTLES



Work in progress by Andy Chambers



Andy Chambers

It's been a while since we last heard from Mr Chambers but it was worth the wait! Over the past few weeks Andy has been playing around with a set of rules for battling fleets of spaceships, and it took only a moderate bribe to persuade him to let us publish them. So what follows are a set of rules in development (i.e. unfinished!) for you to have a crack at. Over to Andy...

Greetings one and all, and welcome back to my Chambers. Now then, I have something rather exciting for you – especially those with long memories. Listen to this quote from a certain Rick Priestley way back in 1987:

"The first all-Warhammer 40,000 supplement is currently in progress, and will hopefully be out in the latter half of 1988. This is the spaceship combat game, including special boarding action rules, ship-to-ship combat, and the full lowdown on Imperial ships and fleet organisation."

And then there's this one from WD119 (November 1989):

"Work progresses apace on Battlefleet Gothic – the game of starship combat in the 41st millennium – these pages give you but the merest hint of the level of detail we intend to cover."

Of course Battlefleet Gothic didn't arrive in 1988 or 1990, or ever (unless you count its smaller brother Spacefleet). Now you're starting to understand why we don't tell you when new games are going on sale – it's plain embarrassing if you have to ask us again the next year!

Personally, I have a terminal weakness for spaceship games of all sorts. The idea of commanding a great fleet of powerful warships cleaving through the void, of outwitting my bumbling opponent and blasting his ships to atoms, of crushing entire star systems beneath the awesome power of the weapons at my command, ahhh... it's all just so megalomaniacal. Anyway, since Battlefleet Gothic seemed to be in the metaphorical broom cupboard of Games Design, I decided to have a play around with it. I wrote some basic rules based on Epic 40K and played a few games as part of my 40K Piscina campaign.

One of the main ideas was to make the game play like you were commanding a fleet of ships rather than being in personal command of each one. I tried to make this work by using command cards, with the idea that to move or attack with part of your fleet the appropriate cards had to be played on it. Ships which came under attack could defend themselves through a combination of returning fire at close range and special cards which could be used to counter threats.

While intriguing, this early attempt was too sluggish to play properly. It felt frustrating to have part of your forces sitting around doing nothing and a bad combination of cards could leave you virtually helpless. Gradually I started to give ships more and more leeway in what they could do without command cards being played on them. Soon the only things that the command cards were being used for was special activities like locking on weapons, turning more tightly or moving faster than normal. So I took out the cards altogether and introduced a method of making a dice roll (a Command Check) for ships that wanted to do something special.

The command check is very much like a Leadership test in lots of other Games Workshop games so I started assigning a Leadership value to ships. This proved to be a good way of showing the fundamental difference between ships manned by slick, well-trained crews (like Eldar) as opposed to bunches of ill-disciplined swabbies (like Orks).

While I was writing the rules with one hand I started building some ships with the other. Long talks with that guru of design Jes Goodwin gave me plenty of inspiration to get building and I cracked into some lengthy sessions of sawing, hacking, drilling and cursing. Some time later (okay, a long time later) I completed the Imperial warship Righteous Endeavour, based on some concept sketches Jes had idly left lying around (the fool!). Other ships followed which can be seen over the next few pages.



As Andy playtests his concept rules, his battle squadrons intercept Chris Smart's Chaos fleet.

These rules are still under revision but Fat Bloke pestered me until I agreed to give them a run out in White Dwarf (he can be quite scary when he's hungry) so I can get some feedback from any other spaceship fanatics out there. You will need to use some common sense in order to interpret the rules because they aren't complete, but the basic mechanics should be all there. Let me know what you think.

SHIP CHARACTERISTICS

Ships have the following characteristics.

LEADERSHIP:

A ship's Leadership value indicates how experienced and well-trained its crew is and/or how clever and decisive its captain is in combat. The Leadership value of ships is randomly generated at the start of the game by rolling a D6.

D6 roll	Leadership
1	Untried (Ld 6)
2-3	Experienced (Ld 7)
4-5	Veteran (Ld 8)
6	Crack (Ld 9)

HITS:

A ship's hits is how many times it can be hit and damaged before it is reduced to a floating wreck (note: 'hits' are also referred to as damage points in some places, don't be confused – both terms mean the same thing).

SPEED:

The Speed characteristic is how far a ship moves in one turn.

TURNS:

Ships can usually turn just once during their move. This characteristic shows how sharply a ship can turn, normally this 45° for an ordinary ship and 90° for an agile one.

SHIELDS:

Shields are rated according to how many hits they can absorb in a turn before they temporarily collapse.

ARMOUR:

When a ship is fired at, the attacker needs to roll equal to or over its armour rating on a D6 in order to score a hit.

TURRETS:

These are mounted over the length of a ship to shoot down incoming torpedoes and fighters.

ARMAMENT:

This section of the data card lists the ship's main armament and its location.

RANGE/SPEED:

The maximum range of weapons is shown in centimetres. In the case of weapons which move towards their target, like torpedoes for example, the speed of the weapon is shown rather than its maximum range.

FIREPOWER/STRENGTH:

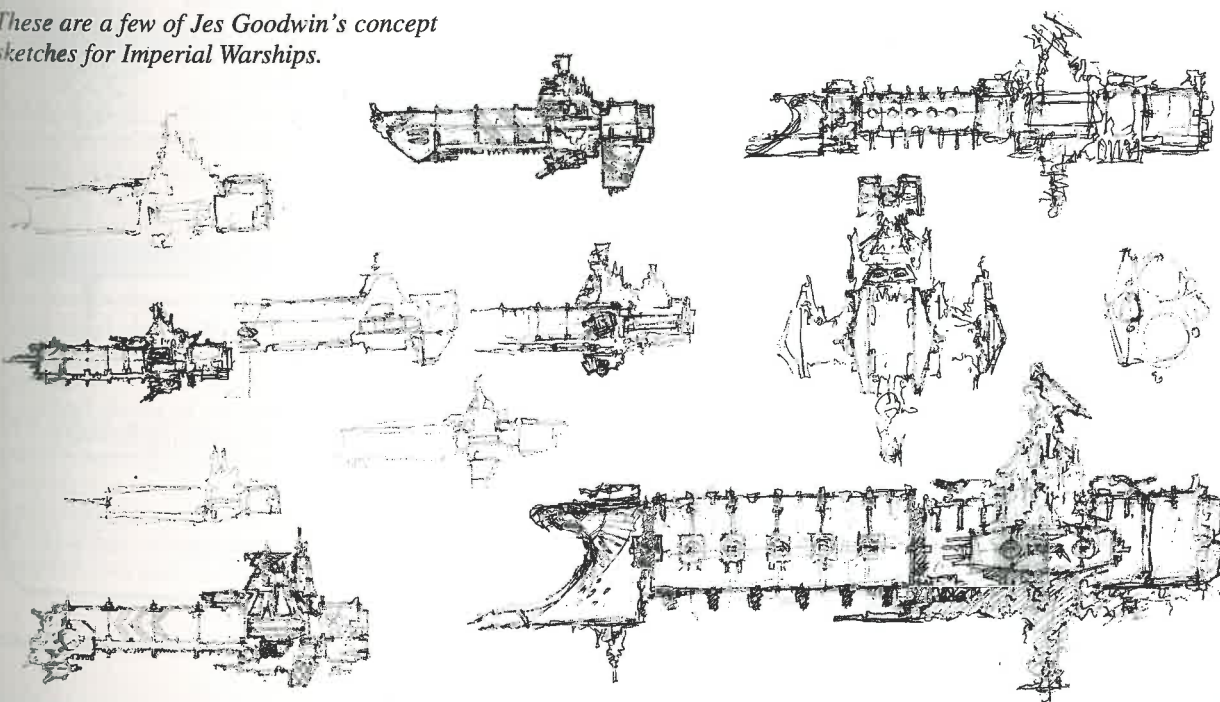
This number represents how effective a weapon system is when it shoots – the higher the number the better. Special weapon systems like torpedoes and lances have a strength rating instead of a firepower value.

FIRE ARC:

Weapon systems may only fire in particular directions depending on where they are mounted on the ship.

IMPERIAL LUNAR CLASS CRUISER 140 pts					
Hits	Speed	Turns	Shields	Armour	Turrets
8	20cm	45°	2	6+front /5+side/rear	2
Armament	Range/Speed	Firepower/Strength	Fire Arc		
Port Lances	30cm	Strength 2	Left		
Starboard Lances	30cm	Strength 2	Right		
Port Weapons	30cm	Firepower 6	Left		
Starboard Weapons	30cm	Firepower 6	Right		
Prow Torpedoes	Speed 30cm	Strength 6	Front		

These are a few of Jes Goodwin's concept sketches for Imperial Warships.



TURN SEQUENCE

Players alternate taking turns. During their turn each player moves and shoots with their ships as detailed below.

MOVEMENT PHASE:

This is when a player may move his ships. A player begins by removing any special order dice he placed last turn (exception: ships on Brace for Impact orders are stuck with them for this turn).

Next the player moves his ships and squadrons one at a time. The player may take Command Checks to institute special orders before moving a ship or squadron. If any Command Check is failed, no further checks may be made in the same turn. *Note that ships must move at least half their Speed unless they use special orders to hold position. See the movement rules for more details about how to move your ships.*

SHOOTING PHASE:

This is when the player resolves firing at the enemy by his ships. The player can shoot with any of his ships which are within range of the enemy. See the Shooting rules for more details about how to resolve shooting.

TORPEDO PHASE:

This is when both players move any Torpedo markers which were launched in the Shooting phase or are still on the tabletop having been launched in a previous turn. See the Torpedo rules for more details on torpedoes.

END PHASE:

Both players may attempt to repair critical damage which has been inflicted on their ships. D6 blast markers are also removed by the player whose turn it is. See the End Phase section of the rules for more about repairs and removing blast markers.

MOVEMENT PHASE

A player may move each ship up to its full Speed each turn. All ships get a basic move at up to their Speed. Speed varies from one ship to another but by way of an example an Imperial Lunar class cruiser has a speed of 20cm.

MINIMUM MOVE DISTANCE:

Ships must always move at least half of their Speed unless they use the Burn Retros special order, which is detailed on the Special Orders chart.

TURNING:

When ships move they have to travel in a straight line, directly ahead. However ships may make one turn as part of their movement unless they are using special orders which prevent them turning.

A ship can turn by a maximum of either 45 degrees or 90 degrees. How sharp a turn they can make is included in the ships' characteristics. By way of example our old friend the Lunar class cruiser can make turns of up to 45 degrees. A ship must move at least 10cm before it can execute a turn.

THE SHOOTING PHASE

A player can make direct fire attacks with each of their ships in their turn. In order to make direct fire attacks the shooting ship must have at least some of its weapons within range and fire arc of the enemy.

SPECIAL ORDERS:

When a ship is moved it can be placed on special orders if it passes a Command Check on 2D6.

Mark ships using special orders with Epic 40K order dice.

Leadership modifiers. Under Fire: -1 if the ship has blast markers in contact. Enemy Contacts: +1 if the enemy has special order dice in play.

NORMAL ORDERS:

If a ship has no special orders it may make the following actions.

Move: half to full Speed

Turns: up to one

Weapon Batteries and Lances: full effect

RELOAD TORPEDOES

The ship may reload any torpedoes it is armed with in the Shooting phase.

Move: half to full Speed

Turns: up to one

Weapon batteries and lances: full effect



LOCK ON

To hit rolls for lances and weapon batteries may be rerolled.

Move: half to full Speed

Turns: up to one

Weapon batteries and lances: full effect with re-roll



COME TO NEW HEADING

The ship can make an extra turn.

Move: half to full Speed

Turns: up to two

Weapon batteries and lances: half effect



ALL AHEAD FULL.

The ship may move at increased speed.

Move: Speed + 4D6cm

Turns: none

Weapon batteries and lances: half effect



BURN RETROS

The ship may move at up to half its cruising speed or even remain stationary. Does not have to move 10cm before turning.

Move: zero to half Speed

Turns: up to one

Weapon batteries and lances: half effect



BRACE FOR IMPACT!

This order may be used during your opponent's turn, replacing any special orders the ship has at the time. The ship gains a 4+ saving throw against each hit inflicted on it (hits on shields may not be saved). Leave the Brace For Impact orders in place during the ship's next turn and remove them in the End phase.

Move: half to full Speed

Turns: up to one

Weapon batteries and lances: half effect



GUNNERY CHART

FIREPOWER	CLOSING	SHIPS				TORPEDOES
	MOVING AWAY	SHIPS				
	ABEAM	SHIPS				
1	1	1	1	0	0	
2	2	1	1	1	0	
3	3	2	2	1	1	
4	4	3	2	1	1	
5	5	4	3	2	1	
6	6	4	3	2	1	
7	7	5	4	2	1	
8	8	6	4	3	2	
9	9	6	5	3	2	
10	10	7	5	4	2	
11	10	8	6	4	2	
12	11	8	6	4	2	
13	12	9	7	5	3	
14	13	10	7	5	3	
15	14	11	8	5	3	
16	14	11	8	6	3	
17	15	12	9	6	3	
18	16	13	9	6	4	
19	17	13	10	7	4	
20	18	14	10	7	4	

GUNNERY MODIFIERS:

Ships at very long range will be harder to hit and at close range they will be easy to hit. Debris, radiation and other impedimentia can also obscure a target and are represented by blast markers in Battlefleet Gothic. Blast markers are described in more detail later, for now its worth knowing that they can make a target harder to hit.

Modifiers are applied in the form of column shifts. A good modifier (such as being at close range) means you move across one column to the left when you work out how many hit dice to roll. A bad modifier (such as being at long range) means you move across one column to the right.

Modifiers:

1. Target within 15cm – shift one column left
2. Target more than 30cm away – shift one column right
3. Target behind intervening blast markers – shift one column right

RANGE:

Measure the range from the firing ship to the target vessel. Then look up the range of the firing ship's weapons on its data sheet; any weapons which are out of range may not fire. Because ships vary immensely in size and shape we use the stems of the models' flying bases as a pair convenient centre points for checking range.

LANCES:

Lances are incredibly high powered energy weapons capable of burning straight through an armoured vessel. On most ships lances are mounted in huge turrets with triple or quad energy projectors which focus into a concentrated beam of destruction.

Lance rules:

If a lance weapon system is within range and fire arc of the target simply roll 1D6 per point of lance strength. Any dice which score a 4, 5 or 6 hit the target and score one point of damage.

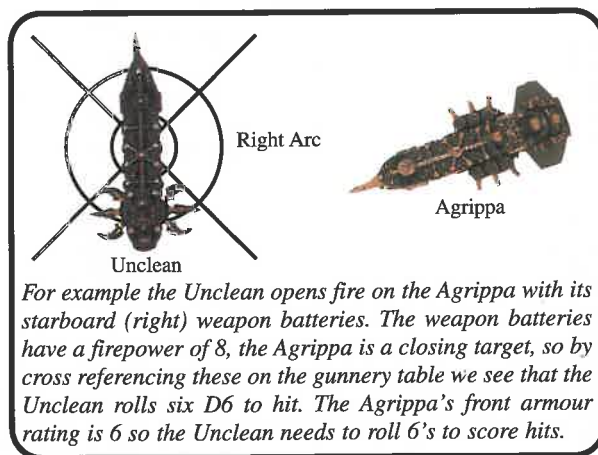
WEAPON BATTERIES:

Weapon batteries form the main armament for most warships, ensuring that much of their hulls are pockmarked by gun ports and weapon housings. Each battery consists of rank upon rank of weapons; plasma projectors, laser cannons, missile launchers, rail guns, fusion beamers, graviton pulsars and many

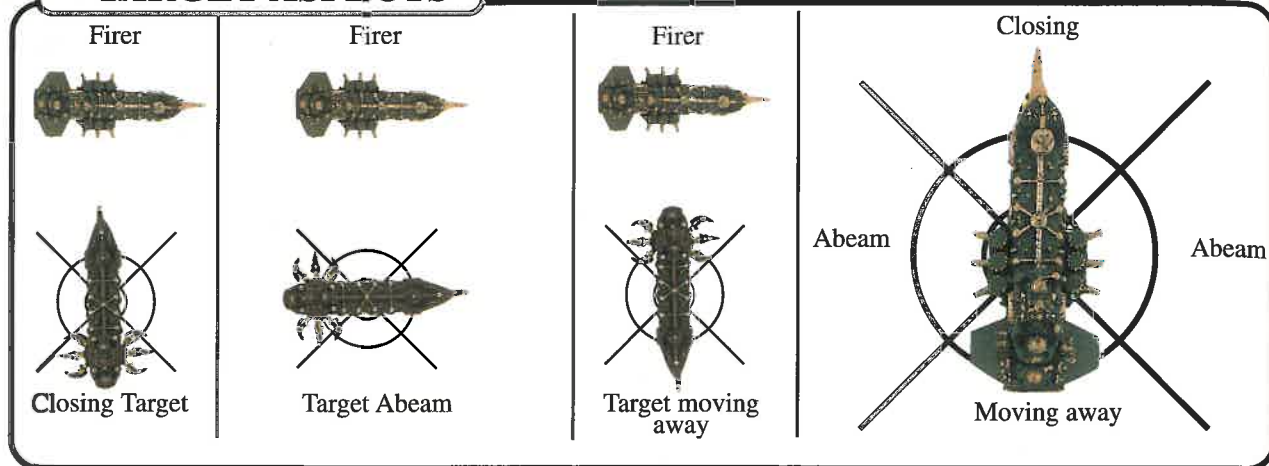
others. Weapon batteries fire salvos, using a co-ordinated pattern of shots to catch the target in the middle of a maelstrom of destruction.

Weapon Battery rules:

If a weapon battery is in range and fire arc of the target, look up the firepower of the battery. Total up the firepower of all the weapon batteries the firing ship is shooting at the target. Next look up the target's type and orientation on the Firepower chart.



TARGET ASPECTS



First find your total firepower in the Firepower column on the left-hand side of the chart. Next look across the top of the chart to find the target type you are shooting at. Which way the target is travelling is important for gunnery because it is much harder to hit a target moving across your sights than one moving towards or away from you.

By cross referencing the firepower of the attack with the target type and orientation you will find out how many dice to roll to hit. Each dice roll which equals or beats the target's armour rating scores a hit and inflicts one point of damage.

TAKING HITS:

When a ship is damaged note the number of hits it has taken on your fleet roster. Once a ship has lost half of its damage points it is crippled. When a ship has lost all of its hits it is out of action and a roll is made on the catastrophic damage table to see if it explodes or drifts helplessly.

CRIPPLED SHIPS:

A ship which loses half of its damage points is crippled. Crippled ships halve (rounding up) their weapon strength and firepower, turrets, shields and reduce their move by 5cm.

CRITICAL HITS:

Roll a D6 for each hit scored on a ship (but not against its shields). On a roll of 1-5 the hit causes no extra effect. On a roll of 6 the hit causes critical damage, roll 2D6 on the Critical Hits table to see what effect it has.

BLAST MARKERS:

When ships are fired at, some of the results are shown by blast markers. Blast markers represent all kinds of violence – gigantic explosions, expanding shockwaves, intense radiation clouds, tumbling debris, unexploded warheads, plasma bursts and so on. You can find a set of blast markers on this issue's card inserts.

Placing blast markers:

Blast markers are shown on the tabletop by placing counters, these remain in play until they get removed in a subsequent End phase. Most Blast markers are placed to show the hits taken on a vessel's shields as described later, but exploding ships and especially apocalyptic weapons can also cause Blast markers to be placed. Blast markers are placed for the following circumstances:

1. For each hit absorbed by a ship's shields.
2. For ships which are reduced to 0 damage and roll on the Catastrophic Damage table.

Note that blast markers do not move once they have been placed on the tabletop. They show an area of tumultuous, strife-torn space and temporarily become part of the battlefield once they are in play.

Blast marker effects:

Movement: If a ship moves through blast markers it reduces its move that phase by 5cm. A ship with no shields which moves through blast markers suffers a point of damage on a D6 roll of 6. A Torpedo marker will be prematurely detonated and destroyed if it moves over a blast marker and a 6 is rolled.

Shooting: If a ship's line of fire passes through any blast markers it suffers a column shift to the right on the gunnery table. Lances are unaffected.

As the battle comes to its devastating conclusion, Chris's flagship Darkchild, is destroyed as its warp drive implodes.



CRITICAL HITS TABLE

2D6 ROLL	EXTRA DAMAGE	RESULT
2	+0	<i>Dorsal armament damaged.</i> The ship's dorsal armament is badly damaged by the hit – power lines are severed, traverse mechanisms crippled and many gunners killed. The ship's dorsal armament may not fire until it has been repaired.
3	+0	<i>Starboard armament damaged.</i> The starboard armament is taken off line by the hit. The ship's starboard armament may not fire until it has been repaired.
4	+0	<i>Port armament damaged.</i> Heavy damage silences the port side weaponry. The ship's port armament may not fire until it has been repaired.
5	+0	<i>Prow armament damaged.</i> The ship's prow is ripped open. Its prow armament may not fire until it has been repaired.
6	+1	<i>Engine room damaged.</i> The engine room is severely shaken by explosions, forcing all hands to tend to the reactors. The ship may not make any turns until the damage is repaired.
7	0	<i>Fire!</i> Oxygen lines are broken, leading to fires in many compartments. Roll to repair (extinguish) the fire in the End phase, if the fire is not put out it causes 1 point of extra damage and keeps burning.
8	+1	<i>Thrusters damaged.</i> The ship's thruster assembly is disabled. Reduce the ship's speed by 10cm until the damage is repaired.
9	0	<i>Bridge smashed.</i> The armoured fortress which contains the ship's captain and his officers is smashed. The ship's Leadership is reduced by 3. This damage may not be repaired.
10	0	<i>Shields collapse.</i> The shield generators overload and burn out, leaving the vessel virtually defenceless. The ship's shield strength is reduced to zero. This damage may not be repaired.
11	+D3	<i>Hull breach.</i> A huge gash is torn in the ship's hull, causing carnage among the crew.
12	+D6	<i>Bulkhead collapse.</i> Internal pillars buckle and twist, whole compartments crumple with a scream of tortured metal. Just pray that some of the ship holds together.

NOTES: If a critical hit is rolled which cannot be applied, for example a ship with no prow weapons gets a 'prow armament damaged' critical, apply the next critical instead. In this case the ship would suffer engine room damage instead. If a ship suffers multiple criticals to the same location they must all be repaired before the location functions again.

CATASTROPHIC DAMAGE TABLE

2D6 ROLL	BLAST	RESULT
2-6	1	<i>Drifting hulk.</i> The ship is reduced to a shattered hulk drifting in space. The wreck moves 4D6cm forward in each of its subsequent movement phases. Place a blast marker in contact with it's base after each move.
7-8	1	<i>Blazing hulk.</i> The ship is reduced to a burning wreck with uncontrolled fires blazing on every deck, in time the fires will either burn out or trigger a cataclysmic explosion. The wreck moves 4D6cm forward in each of its subsequent movement phases. Place a blastmarker in contact with the wreck's base and roll on the catastrophic damage table again after its move.
9-11	= 1/2 Damage	<i>Plasma drive overload.</i> The ship's plasma coils overload and explode in a blazing inferno of white hot plasma. Remove the ship from play, leaving behind a number of blastmarkers equal to half its starting number of hits. Every ship within 3D6cm of the exploding wreck is struck with firepower equal to the ship's starting number of hits.
12	= Damage	<i>Warp drive implosion.</i> The ship's warp drive implodes, tearing a hole in real space which tears at nearby vessels with horrific force. Remove it from play, leaving behind a number of blastmarkers equal to its starting number of hits. Every ship within 3D6cm of the imploding wreck is struck by lance shots with a Strength equal to the ship's starting damage capacity.

NOTES: Blazing or drifting hulks block lines of fire which pass over their base, due to venting gasses, lumps of debris and so on. Likewise torpedoes which strike a hulk will detonate. If a hulk suffers any hits, roll on the Catastrophic Damage table again.

SHIELDS:

Ships are protected by powerful energy shields. The amount of damage shields are able to absorb is limited and they will be overwhelmed by a sustained attack, forcing a temporary shutdown while the shield generators vent off the excess energy.

Each shield will block one point of damage from hitting a ship in a single shooting phase. A blast marker is placed touching the ship's base for each hit blocked by the shields to show how much energy has been absorbed.

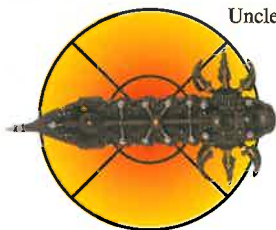
Once the number of blast markers in contact with a ship's base is equal to its number of shields, no further damage may be absorbed by the shields that turn. Any further hits will inflict damage on the ship itself.

Shields: If a ship's base is in contact with blast markers when it is fired on, its shield strength is reduced by one per blast marker.

Iron Duke



Unclean



In the example above the Iron Duke (which has 2 shields) is fired on by the Unclean and the Chaos player scores three hits. Two hits are absorbed by the Iron Duke's shields so two blast markers are placed in contact with the Iron Duke's base to show it has already stopped two hits with its shields this turn. The third hit scores one point of damage on the Iron Duke itself. Any further hits against the Iron Duke this turn will score damage on the ship itself because its shields are down. Shields are only effective against lances and weapon batteries. Attacks made by torpedoes get inside a ship's shields so that they provide no protection.

CATASTROPHIC DAMAGE:

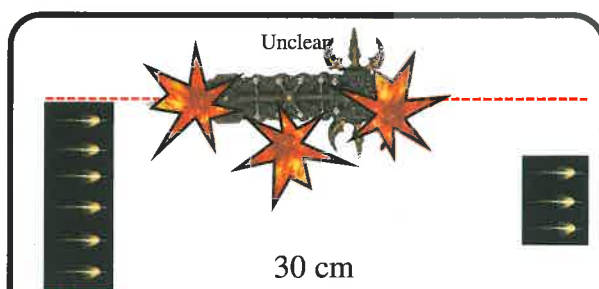
A ship with no hits left is effectively out of action. There may be some crew left alive, trapped in compartments which have not been breached yet, there may even be power available in some sections of the ship, but the ship can no longer fight. There is a chance that the ship will be destroyed by catastrophic damage as its plasma drive overloads or its warp drive triggers. Roll 2D6 on the catastrophic damage table to see what happens.

TORPEDO PHASE

Torpedoes may be launched by a ship with torpedo tubes. These are normally fitted to the prow of a ship. Torpedo salvos have a Strength value and Speed value, the ship's datasheet will tell you the Strength and Speed of the salvo a ship can launch. The higher the Strength, the more torpedoes there are in a salvo and the larger the marker placed to represent the salvo, the higher the Speed, the faster the torpedoes travel.

Standard torpedoes move in a straight line once they have been launched, travelling a distance equal to their speed each Torpedo phase until they are detonated or leave the playing

area. If the Torpedo marker hits a ship's base (friend or foe) it attacks. Roll one D6 to hit the ship for every point of Strength in the torpedo salvo. Torpedoes will pass through shields before they impact so ignore any shields the target has when applying damage. The torpedo salvo continues moving after the attack but its strength is reduced by one for every hit it inflicted. Replace the marker with a smaller one as necessary.



In the diagram above a Strength 6 torpedo salvo moves in the Torpedo phase and hits a ship. Six D6 are rolled for the attack and three dice score hits on the target. The torpedo salvo is reduced to Strength 3 and continues moving up to its full move of 30cm. If any other ships were in its path they would also be attacked.

SHOOTING AT TORPEDOES:

Torpedoes may be fired at in the shooting phase with direct fire weapons. Weapon batteries use the Torpedo column on the Gunnery table. Lances and weapon batteries both need 6's to hit torpedoes because they are small, fast moving targets. If a Torpedo marker is hit it is removed from play.

PREMATURE DETONATION:

A salvo of torpedoes can be triggered prematurely by the following circumstances:

1. On a D6 roll of 6 if it moves through any blast markers.
2. If the salvo is fired on by weapons and any hits are scored.
3. If it hits another Torpedo marker.

If a Torpedo marker is prematurely detonated it is removed from play.

TORPEDO DEFENCES (TURRETS):

Most fighting ships mount numerous weapon systems and turrets for shooting down torpedoes during their final attack run. A ship's main armament is simply too huge and slow to track torpedoes at such close ranges. A ship's turrets can fire against each and every torpedo salvo that attacks it in a Torpedo phase. Roll a D6 for each turret, each dice which scores a 4, 5 or 6 reduces a torpedo salvo's Strength by one.

THE END PHASE

During the End phase ships are repaired and we 'tidy up' the table top a little by removing some blast markers.

Damage Control:

Both players can attempt to repair critical damage during the End phase. Repair crews will be working continuously of course, welding up hull breaches, re-routing power conduits, putting out fires and generally trying to keep the ship functioning. Ships roll one D6 per damage point remaining in the End phase. Each roll of a 6 repairs one critically damaged system or puts out one fire. If the ship has any blast markers in contact it rolls only half as many dice.

Blast marker removal:

The player whose turn it is rolls a D6 and removes that number of blast markers at the end of the turn. Blast markers in base contact with ships may not be removed.

IMPERIAL LUNAR CLASS CRUISER 140 pts

Hits	Speed	Turns	Shields	Armour	Turrets
8	20cm	45°	2	6+front /5+side/rear	2
Armament	Range/Speed	Firepower/Strength	Fire Arc		
Port Lances	30cm	Strength 2	Left		
Starboard Lances	30cm	Strength 2	Right		
Port Weapons	30cm	Firepower 6	Left		
Starboard Weapons	30cm	Firepower 6	Right		
Prow Torpedoes	Speed 30cm	Strength 6	Front		

IMPERIAL TYRANT CLASS CRUISER 145 pts

Hits	Speed	Turns	Shields	Armour	Turrets
8	20cm	45°	2	6+front /5+side/rear	2
Armament	Range/Speed	Firepower/Strength	Fire Arc		
Port Weapons	45cm	Firepower 4	Left		
Starboard Weapons	45cm	Firepower 4	Right		
Port Weapons	30cm	Firepower 6	Left		
Starboard Weapons	30cm	Firepower 6	Right		
Prow Torpedoes	Speed 30cm	Strength 6	Front		

SHIPS' STATS

So those are the rules as they stand at the moment. Below are stats for different ships, try them out and feel free to jiggle with the characteristics for speeds, armament, shields and so on as you see fit. The points values given below are only a rough guide – if you think some of the ships are worth more or less than the values given, write in and let me know!

CHAOS CARNAGE CLASS CRUISER 155 pts

Hits	Speed	Turns	Shields	Armour	Turrets
8	25cm	45°	2	5+	2
Armament	Range/Speed	Firepower/Strength	Fire Arc		
Port Weapons	45cm	Firepower 6	Left		
Starboard Weapons	45cm	Firepower 6	Right		
Port Weapons	60cm	Firepower 4	Left		
Starboard Weapons	60cm	Firepower 4	Right		
Prow Weapons	60cm	Firepower 6	Front, Right, Left		

CHAOS MURDER CLASS CRUISER 160 pts

Hits	Speed	Turns	Shields	Armour	Turrets
8	25cm	45°	2	5+	2
Armament	Range/Speed	Firepower/Strength	Fire Arc		
Port Weapons	45cm	Firepower 10	Left		
Starboard Weapons	45cm	Firepower 10	Right		
Prow Lances	60cm	Firepower 2	Front		

WIN ANDY'S SPACESHIPS!



Here's your chance to get hold of the ships Andy made to playtest his Battlefleet rules with! We've cast up up a small quantity of these ships to give to the lucky first ten picked out from the correct entries.

All you need to do is drop us a postcard, with the answer to the following question:

"What did Andy Chambers call the first Imperial warship he mocked-up?"

- Iron Duke
- Righteous Endeavour
- Agrippa

Send your entries to:
Battlefleet Competition
White Dwarf
Games Workshop Ltd.
Willow Road, Lenton
Nottingham NG7 2WS

Winners will be announced in White Dwarf 227

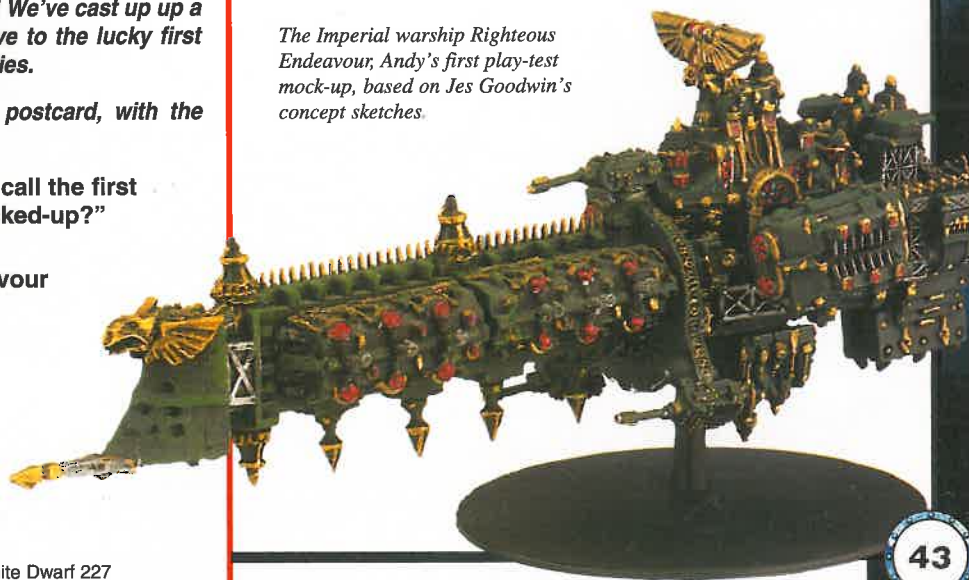
GAME SET UPS

This is something you'll have to improvise for the time being. As a basic game I would suggest each player picks one or more ships to use and the two sides are deployed 80cm apart. The player with the least points value in ships gets the first turn and play continues until one side has no ships left. Well that's all for now – hopefully I'll be able to add some more to this basic set of rules in the future.

In the meantime I look forward to receiving any feedback, criticisms, queries or anything else you care to jot down. Please address any letters to Andy Chambers (Gothic Rules), Games Workshop, Willow Road, Lenton, Nottingham, NG7 2WS.

May the Horned One make you roll plenty of sixes...

The Imperial warship Righteous Endeavour, Andy's first play-test mock-up, based on Jes Goodwin's concept sketches.



GAMES WORKSHOP HOLIDAYS

GAMESDAY & GOLDEN DEMON 98

Easily the largest Game Workshop event ever held in Australia, Games Day '98 will be absolutely huge. If you don't have a ticket you should call Mail Order on (02) 9829 6111, we may have a few left!

**SUNDAY 27TH
SEPTEMBER,
10AM-4PM.
BANQUET HALL,
DARLING
HARBOUR
CONVENTION
CENTRE,
SYDNEY**

Incoming report from
Imperial spy network in
Segmentum Pacificus

password accepted

+++downloading +++

decryption key valid.....

+++ decrypting +++

+++ COMPLETE +++

THOUGHT FOR THE DAY

Attack the Enemy where
he is weakest. Where he is
strong draw him on until he
is trapped. Where he is
unsure strike quickly and
scatter his forces.

School holidays are almost upon us again!

Prepare yourselves for the following dates:

VICTORIA: September 19th - October 4th

QUEENSLAND: September 19th - October 4th

NSW: September 26th - October 11th

SA: September 26th - October 11th

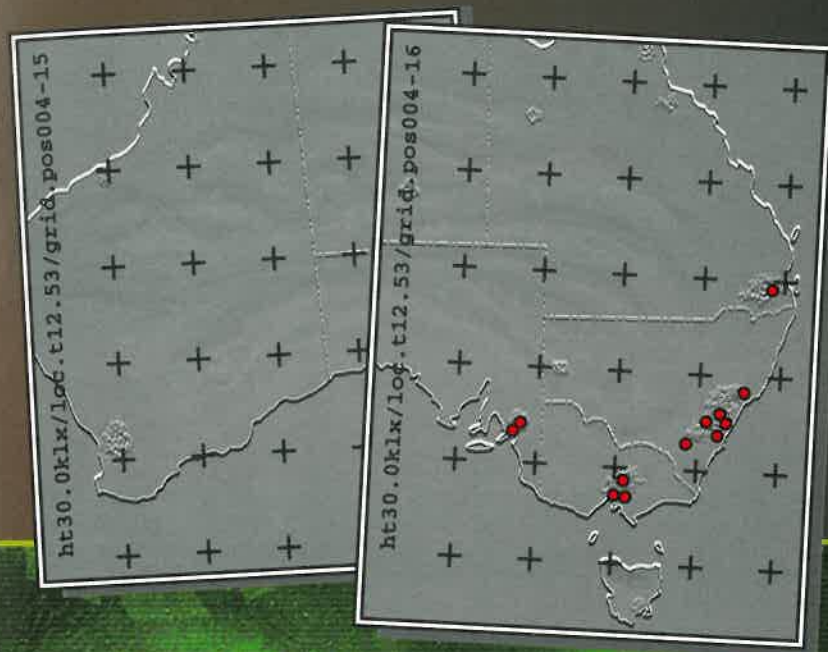
ACT: September 26th - October 11th

NEW ZEALAND: September 26th - October 11th

**Ask your store staff for details of the
first week of events, the second week has
not yet been revealed to those working to
uncover these secrets. That's right!**

Another mystery week.....END

WORKSHOP EVENTS



Loyal Imperial contacts in the
Terra Australis system.....

+++downloading +++

VICTORIAN CONTACTS:

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QUEENSLAND CONTACT:

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Castle Hill: (02) 9899 8188
Miranda: (02) 9526 1966
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AUSTRALIAN CAPITAL TERRITORY CONTACT:

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Auckland: (09) 302 0279

HOLIDAY EVENTS HOLIDAY

BLOOD BOWL

★ DUNGEONBOWL ★

By Jervis Johnson

Blood Bowl goes underground! With updated rules, teleporters and exploding chests, this classic variation of Blood Bowl has returned.



Almost ten years ago I designed a game called Dungeonbowl. The game was a supplement for a previous edition of Blood Bowl, and it proved highly popular – so much so that people still ask me about it at conventions and in letters to this day. What makes this especially surprising is that the game was designed over the course of about a week, when we

decided at the very last minute to include a game with two new plastic Blood Bowl teams we were releasing at the time. In spite of the rather limited amount of time available to develop the game (or may be because of it!), the game played surprisingly well, so after I was asked for the umpteenth time if we had any plans to release the game, I thought, “What the hell, I’ll update it for the new rules.” And that’s what makes up the rest of this article...

THE COLLEGES OF MAGIC

There are many variations of Blood Bowl played in the Old World, but possibly the strangest is Dungeonbowl. Deep beneath the surface, two teams of highly skilled psychopaths stalk around a dungeon in order to settle an argument that has kept wizards at loggerheads for years. For many decades spellcasters have disputed which of their magical colleges is the most powerful. Dungeonbowl is their attempt to settle the matter without involving the general population – who usually come off rather badly when wizards have a disagreement.

Anyway, a few wizards got tired of all-night arguments about which college was the most powerful, and being keen Blood Bowl fans, suggested that each college should set up a team and settle the matter amicably on the Blood Bowl field. Of course, being wizards they couldn’t just play Blood Bowl normally, that would be far too mundane, no, they decided to play the game in a magically constructed underground labyrinth.

To make things even more interesting (and because this is a dungeon after all) the ball is hidden in one of six treasure chests – the other five chests being booby-trapped with a (usually) non-lethal explosive spell! The first team to find the ball and get it to

the opposing team’s End Zone wins the match. Last, but by no means least, to allow more freedom of movement in the dungeon, half a dozen ‘teleporter pads’ are scattered about, which allow players to magically ‘zap’ from one place to another – the fact that the players occasionally got lost in the warp just adds to the fun!



DUNGEONBOWL TEAMS

Dungeonbowl teams are rather different to normal Blood Bowl teams, in that the players which may join the team are determined by the college the team is affiliated to, rather than a race. The college whose team wins the most matches over the season is allowed the final say in any arguments arising between the colleges over the following year. This system has proved remarkably successful at keeping the peace between the rival colleges, and is therefore much appreciated by everyone in the Old World – but especially by those that are Blood Bowl fans!

Most Dungeonbowl teams can field more than one race, as shown on the Dungeonbowl College Team Chart. The main race is known as, erm, the Main Race (originality was never my strong point). Extra players are available from other races called the Other Race and the Last Race. You can have any number of players from the Main Race, up to six players from the Other Race, and up to two players from the Last Race.

So, to pick a team, first pick a college, and then pick the players. Dungeonbowl teams can have up to 16 players, and can include up to two blitzers, four blockers, four catchers, two throwers, one star player, and any number of linemen. If you can use players that don’t fit into any of these categories (Dark Elf Witch Elves, for example), then you may have up to two of them. As in normal Blood Bowl, the total cost of a starting team may not exceed 1,000,000 gold pieces. Only star players belonging to one of the races listed on the Team chart may be used in the team. You can buy fan factors, cheerleaders, apothecaries, etc, as normal. All Dungeonbowl teams may buy team re-rolls for 50,000 gold pieces each.

DUNGEONBOWL COLLEGE TEAM CHART

College	Main Race (0-16)	Other Race (0-6)	Last Race (0-2)
Light Wizards	Dwarfs	Halflings	Norse
Golden Wizards	Orcs	Chaos Dwarfs	Ogres
Jade Wizards	Goblins	Orcs	Trolls
Celestial Wizards	High Elves	Wood Elves	Treemen
Grey Wizards	Humans	Chaos	Ogres
Amethyst Wizards	Skaven	Goblins	Minotaurs
Bright Wizards	Dwarfs	Humans	Norse
Amber Wizards	Dark Elves	Orcs	Skaven
Rainbow Wizards	Wood Elves	Halflings	Humans
Dark Wizards	Undead	Dark Elves	Trolls

DUNGEON SET-UP

In order to play a game of Dungeonbowl you first need a dungeon (doh!). There are two different ways to set up a dungeon; you can draw it out on paper (that's the hard way), or you can use Warhammer Quest floor plans (the easy way!). If you haven't got any Warhammer Quest floor plans then Mail Order have a number of floor plan sets available separately – give them a call! Dungeonbowl teams play in all kinds of different dungeons, so you can really set up a dungeon in any way you like, within the guidelines given below. We've included a couple of example dungeon set-ups which you can copy if you wish, but there is really no need to ever play two games in the same dungeon. When designing your own dungeon both players should build it as a joint effort. The aim is to make an interesting dungeon – remember that at this stage it is not a competition!

Note that the dungeon must include a two square by four square 'end zone' for each team. We've provided two of these for you to use with this article (check out the card insert!). These are placed in the dungeon last of all, and must be paced as far apart as possible. In addition, all of the corridors in the dungeon must be at least two squares wide, and doorways are always assumed to have had the doors removed (i.e. they are simply openings). Apart from that there are no restrictions on how you build the dungeon.

TREASURE CHESTS & TELEPORT PADS

Included on the card insert are six Chest counters and six Teleport Pad counters. The Chest counters are double-sided; all six have a picture of a chest on one side, and on the reverse side five have a picture of an explosion and one has a picture of a ball. The Teleport counters are single-sided and numbered from one to six.

Place the Chest counters so that the chest side is showing and shuffle them up. Then take it in turn to place

them in the dungeon. A Chest counter can be placed in any square that is at least eight squares from an end zone and at least four squares from another chest. Next place the Teleport Pad counters. These may be placed in any empty square you like (you can even place them in an end zone if you like).

THE PLAYERS

Finally you can set up your players. Each coach places six players (not eleven as in the normal game) in his end zone board section. Players can only be placed in the end zones at the start of the game. Further players will get to teleport into the dungeon once the game is under way...

★★★ Did you know...

A simple misunderstanding of the rules marred the exchange matches between the Dungeonbowl team the Blood Axes and the Marauders Blood Bowl team. The first match was a classic game of Blood Bowl, ending with a huge sixteen-nil defeat for the Blood Axes. The Blood Axe team captain complained that the Marauders had cheated by starting with the ball and, by the way, where were all the teleporters?

When the return match took place underground the Marauders lost. Their team captain complained there was no kick-off, no ball and on finding a treasure chest, guarding it against the Blood Axes and finally getting the chest to the surface, it exploded when opened.

DUNGEON SET-UPS



THE END ZONES



THE COUNTERS



Six teleporters numbered one to six.



Six chests



Five explosions on the reverse of five Chest counters.



One ball on the reverse of one Chest counter.

RULES OF PLAY

Dungeonbowl uses the standard Blood Bowl rules, except where they are modified below. The object of the game is to find the ball and get it into the opposing end zone in order to score a touchdown. The first team to get a standing player who is holding the ball into the opposing end zone is the winner. Note that the turn marker is not used, and that the game is not split into two halves. Play is continuous until a team scores, and that team is the winner!

The following rules are not used in Dungeonbowl: Kick-Offs, Illegal Procedure Calls and Team Wizards (lets face it, with all the fans being wizards things would quickly get out of hand if they started casting spells!).

TELEPORTING

The Teleport Pad counters represent special teleport gates set up by the magicians at the start of the game. You can use them to move players around the dungeon very quickly. Unfortunately you can't be sure where (or even if) a player will re-appear.

When a player moves onto a pad, roll a D6. The player is immediately teleported to the pad with the same number. It 'costs' the player one square of movement (if they have any left) to gather their senses once they materialise, and they may then carry on with their move as normal. However, if the player ends up being teleported again in the same turn, the huge strain on his body causes dreadful internal injuries; roll on the injury table immediately to see what happens to the player, without making an armour roll.

CHAIN REACTIONS

If a player is teleported to a square already occupied by another player, the player who was originally there is teleported away in a chain reaction. Roll a D6 to see where the victim is teleported to (which may, in turn, cause another chain reaction). Remember that if a player is teleported twice in the same turn he suffers an injury.

LOST IN SPACE

Teleportation is not an exact science, and there is always a chance that something will go wrong. To represent this, if you roll the number of the pad the player is on, then he is lost in space! For example, if a player was on pad number three and you rolled '3' on the D6, then he would be lost in space. Remove the player from the board and keep him to one side. He can take no further part in the game, although he will be located by the team's wizards in time for the next game. The ball cannot be lost in space (it is magically protected), and will instead drop to the ground and then scatter from the pad the player was on. Dropping the ball in this way will cause a turn-over.



DUG-OUT TELEPORTERS

Each team's dug-out contains a special teleporter that can be used to move players from the reserves box to the dungeon. A coach may teleport one player from the reserves box to the dungeon each turn. In Dungeonbowl a coach may have any number of players in the dungeon at any one time. In practice, however, it is rare for a coach to be able to get all of his players into the dungeon before a touchdown is scored. Note that you can't teleport players from the dungeon back to the dug-out.

★ ★ ★ Did you know...

Early games of Dungeonbowl didn't have teleporter pads. This meant there was a tendency for the action to concentrate around doorways, which was entertainingly violent but meant that games often ended in draws after all the doors got blocked with dead and maimed players – something had to be done! Without any other solution springing to mind, the Wizards fell back on the thing they knew best – magic. "Wouldn't it be a good idea," they reasoned, "the players could teleport around the dungeon. Just think of the tactics they could use." Their knowledge of teleportation, however, was, and still is, severely limited, with a real risk of losing the ball player somewhere in the warp. "Still," they said, "the players won't know if we don't tell them." And, in a remarkable tribute to the bone-headed stupidity of your average Blood Bowl player, they still have not twigged to this day!

OPENING TREASURE CHESTS

At the start of the game the ball is hidden in a treasure chest, and the players will obviously have to find it in order to score a touchdown. Unfortunately the chests that don't hold the ball are fitted with a spectacular – though not usually lethal – explosive spell, that goes off when the chest is opened.

A player may open a chest that is in an adjacent square (you can't move onto a square with a chest, by the way) at the cost of one square of movement. Opening the chest is a free action and can be combined with a blitz, etc. Flip the counter over. If it shows the ball, replace the chest with the ball. Once revealed, the ball can be picked up normally, including by the player that discovered it if he has any movement left.

If the chest is trapped it explodes (remove it), and the player who opened it and any other players adjacent to the square it was in are knocked over and must make armour rolls to avoid injury. Note that this will cause a turnover, as the player that opened the chest has been knocked down.

THROWING UNDERGROUND

Throwing the football in a dungeon creates a number of unique problems, which are covered by the following special rules.

THROWING RESTRICTIONS

Only quick and short passes are allowed when playing underground – the ceiling is too low to attempt longer passes. Obviously the ball cannot be thrown to a player if it has to pass through a wall in order to reach him. In addition the ball can't scatter into a wall; roll for scatter again if this happens.

BOUNCING BALLS OFF WALLS

No, this is not a particularly vicious sort of tackle used on the tender bits of an opposing player's anatomy, it is a special tactic used by throwers in Dungeonbowl games. Basically the thrower hurls the ball at a wall and hopes it will ricochet into a match-winning position.

In order to use the tactic, declare that the ball is going to be bounced off a wall instead of being thrown normally. Declare which wall square the ball is being thrown at and roll to see if the ball is on target normally (this throw may be intercepted normally). If the throw misses, roll a D6; on a roll of 1-3 it hits the wall square to the right of the target square, and on a roll of 4-6 it hits the wall square to the left.

The ball then bounces off the wall as shown in the diagrams. It will travel 2D6 squares in the direction indicated, and if not caught will scatter once from the square where it ends up. Any and all players

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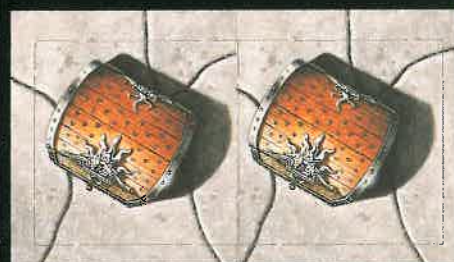
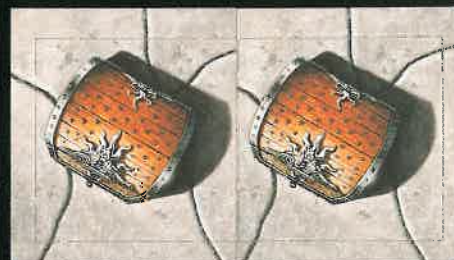
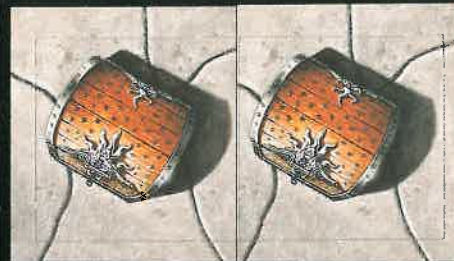
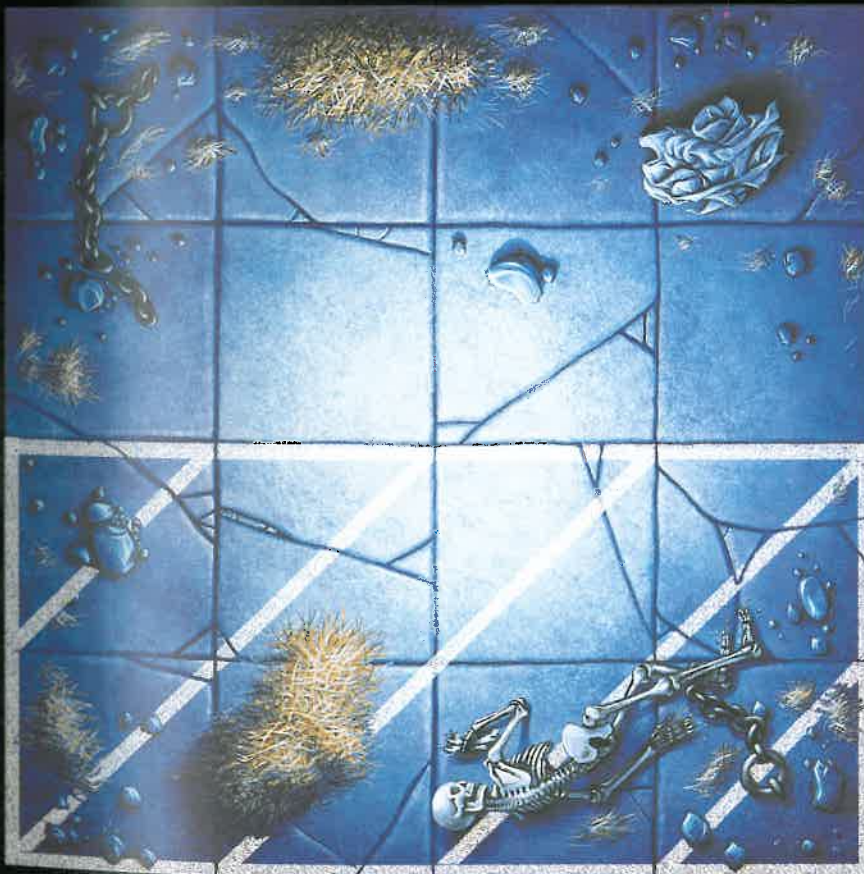
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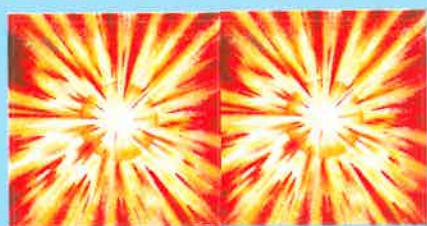
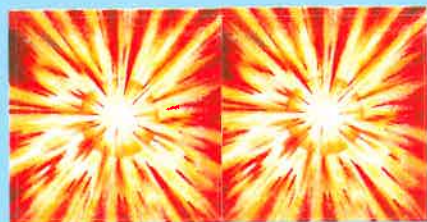
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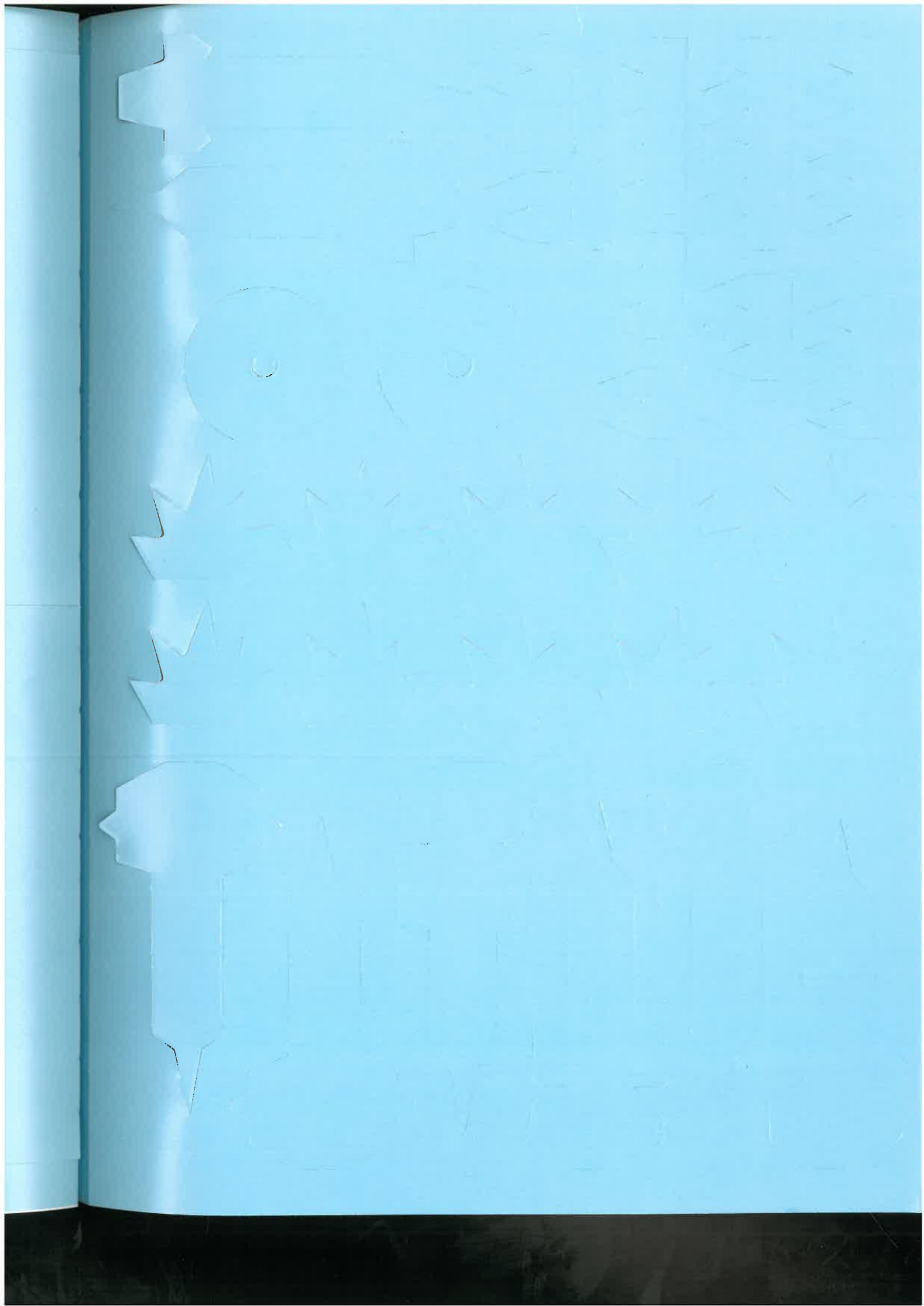
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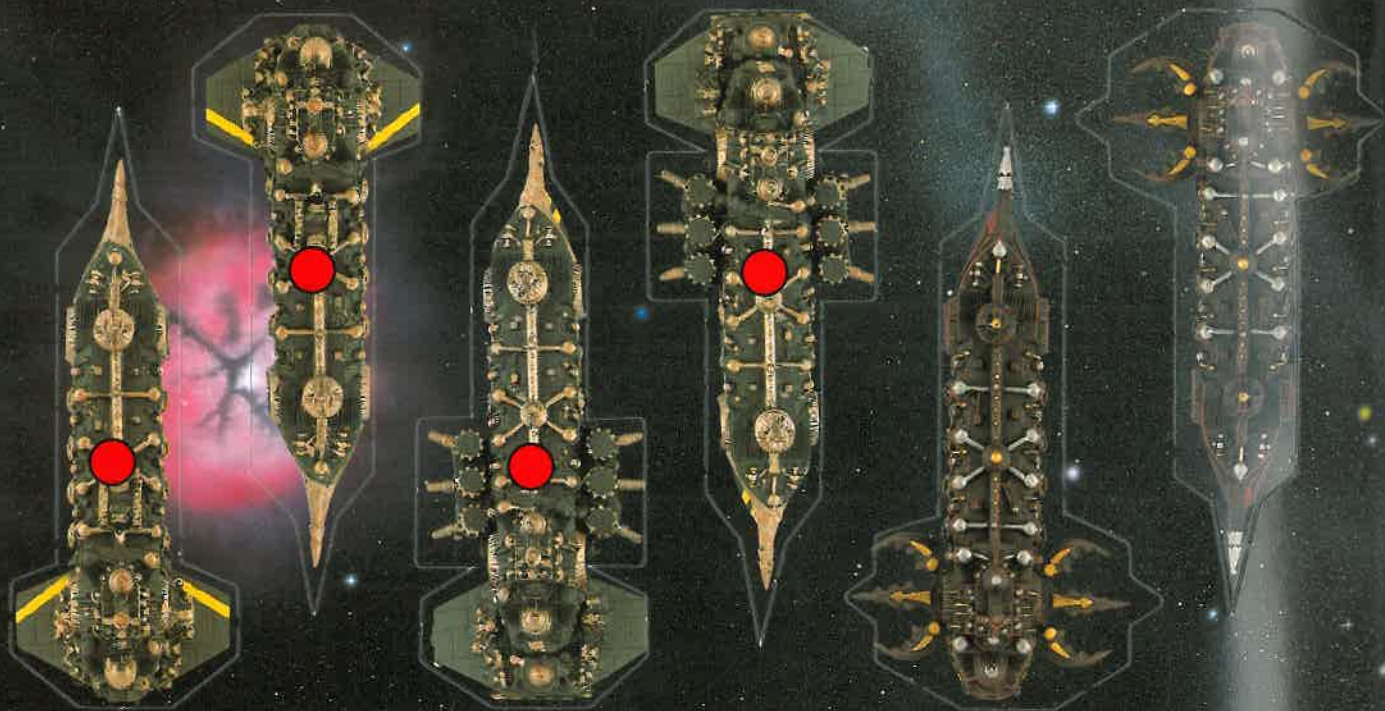
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Ball bounce from a diagonal throw



Ball bounce from a straight throw

that the ball passes over on this bounce may attempt to catch the ball, starting with the player closest to the wall, counting it as an inaccurate pass. Note that, unless the ball is caught by a player on the team whose turn it is, there is turnover.

INJURED PLAYERS

Injured players are placed in the appropriate box in the dug-out, as in normal Blood Bowl. However, as Dungeonbowl is only played to a single touchdown, in early matches many coaches complained that their best players didn't get a chance to return to the dungeon after being injured. What is the point, cried the dismayed wizards, of paying 200,000 gold pieces for a star player if he's only out there for a couple of minutes?

In response to this the magical colleges pooled their resources and came up with a magic item called Ed'e Warrings Magic Sponge, named after its inventor. All Dungeonbowl teams are issued with this extraordinary item. A coach may use the sponge to treat an injured player instead of teleporting a player into the dungeon. If the player was in the KO'd or Stunned box, he is moved into the Reserves box. The sponge has no effect on players that have been seriously injured or killed.

OPTIONAL DUNGEON TERRAIN

Dungeons are often filled with special types of terrain or obstacle, be it rivers of boiling lava, pits filled with spikes, rickety rope bridges stretching over bottomless chasms, or whatever! If you include such features in your Dungeonbowl dungeon, the following guidelines should help you adjudicate the effect the terrain has on the players...

FALLING INTO THINGS

As noted above, dungeons often have things that can really spoil your day if you happen to fall into them. These most commonly include boiling lava, bottomless chasms and pit traps. Now obviously a player won't deliberately fall into such a place, but they can get pushed into them, or fall in by accident (see Jumping Over Things, below). If this happens then roll a D6. On a roll of 2-6 the player has been seriously injured, and on a roll of 1 he has been killed. Note that no armour roll is required, and that I have deliberately made the chance of death very low (just assume the player is rescued magically). If he was carrying the ball, it will magically reappear at a randomly selected teleporter pad. Loosing a player in this way causes a turnover.

Note: In some namby-pamby dungeons, players can fall into non-lethal things, like a pit with no spikes, or a river of water rather than lava (I ask you, what are dungeons coming too these days?!?). If you are unfortunate enough to have such things in your dungeon, then players that fall in are simply removed from play rather than being

hurt, rather as if they had been lost in space. The ball will magically re-appear as described above if the player was holding it, and you still suffer a turnover.

JUMPING OVER THINGS

What with all these nasty obstacles getting in the way, players will often be tempted to leap over an obstacle. This is just fine, but occasionally they will blow it big time and fall in, with the effects described above. A player can jump over an obstacle as part as his move, each square of the jump costing a square of movement. Roll a D6 after making the jump, subtracting -1 from the score if there are any enemy tackle zones on the squares being jumped from or to (note that you never get more than a -1 modifier, no matter how many tackle zones are around). If the score is less than the number of squares jumped over, the player falls in. If the score is equal to or greater than the number of squares jumped over, then he makes it safely.

PRECARIOUS POSITIONS

Sometimes a player will find himself in a precarious position, which basically means he is in a square next to something he can fall into. For example, a player crossing a rickety rope bridge is in a precarious position as long as he's on the bridge, and a player standing in a square next to a river of lava is in a similar position. Players in precarious positions must roll D6 before they make a block, or have a block thrown at them, and before they attempt to throw, catch, intercept or pick-up the football. On a roll of '1' the player slips and falls into whatever it is he was standing next to, with the effects described above. On a roll of 2-6 the player can carry on with their action as normal.

STATUES, IDOLS, THRONES AND FOUNTAINS

For some reason or another people are always putting things like massive idols (generally with jewelled eyes), fountains, massive thrones and such like in dungeons. These have no real effect on the game other than getting in the way. To represent this a player may not enter a square with such an obstacle. The football may be thrown over such squares, but there is a chance it will hit the obstacle; roll a D6 for each such square the ball passes through, starting with the closest to the thrower. On a roll of '1' it hits the obstacle, halting its flight, scattering once from that square, and causing a turnover.

OTHER SPECIAL RULES

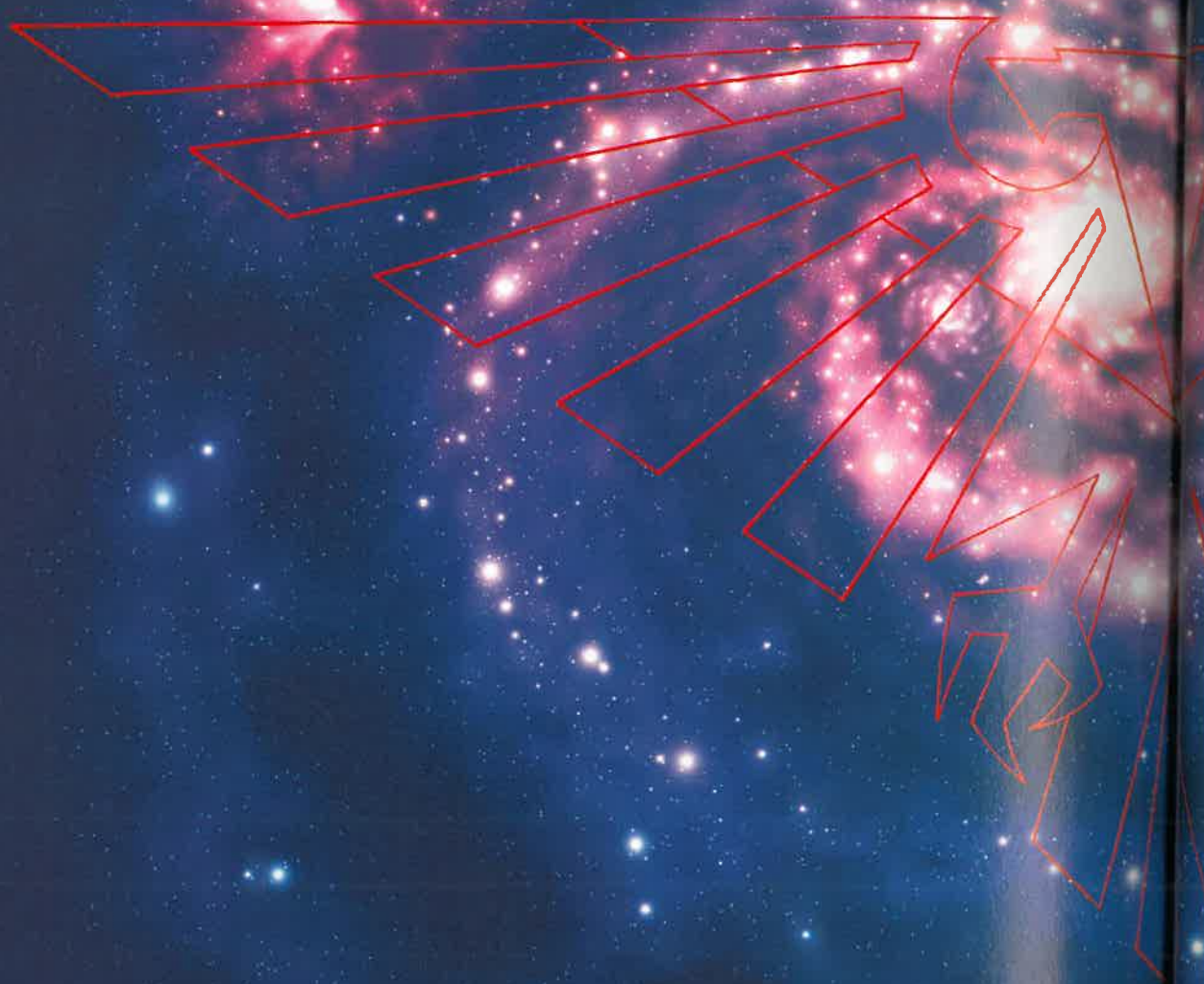
These rules only cover the tip of a rather large iceberg in dungeon design. If you're playing as part of a league I highly recommend that you each design dungeons, and come up with your own special rules for devious traps, lurking monsters (I've included some Blood Bowl stats for a few of these below), multi-level dungeons and such like. You can then, dare I say it, DM the dungeon while two other players try to play a game of Dungeonbowl in it. Ahh, it quite takes me back to my old D&D days (what, drunk and disorderly? – Paul Sawyer)... Have fun!

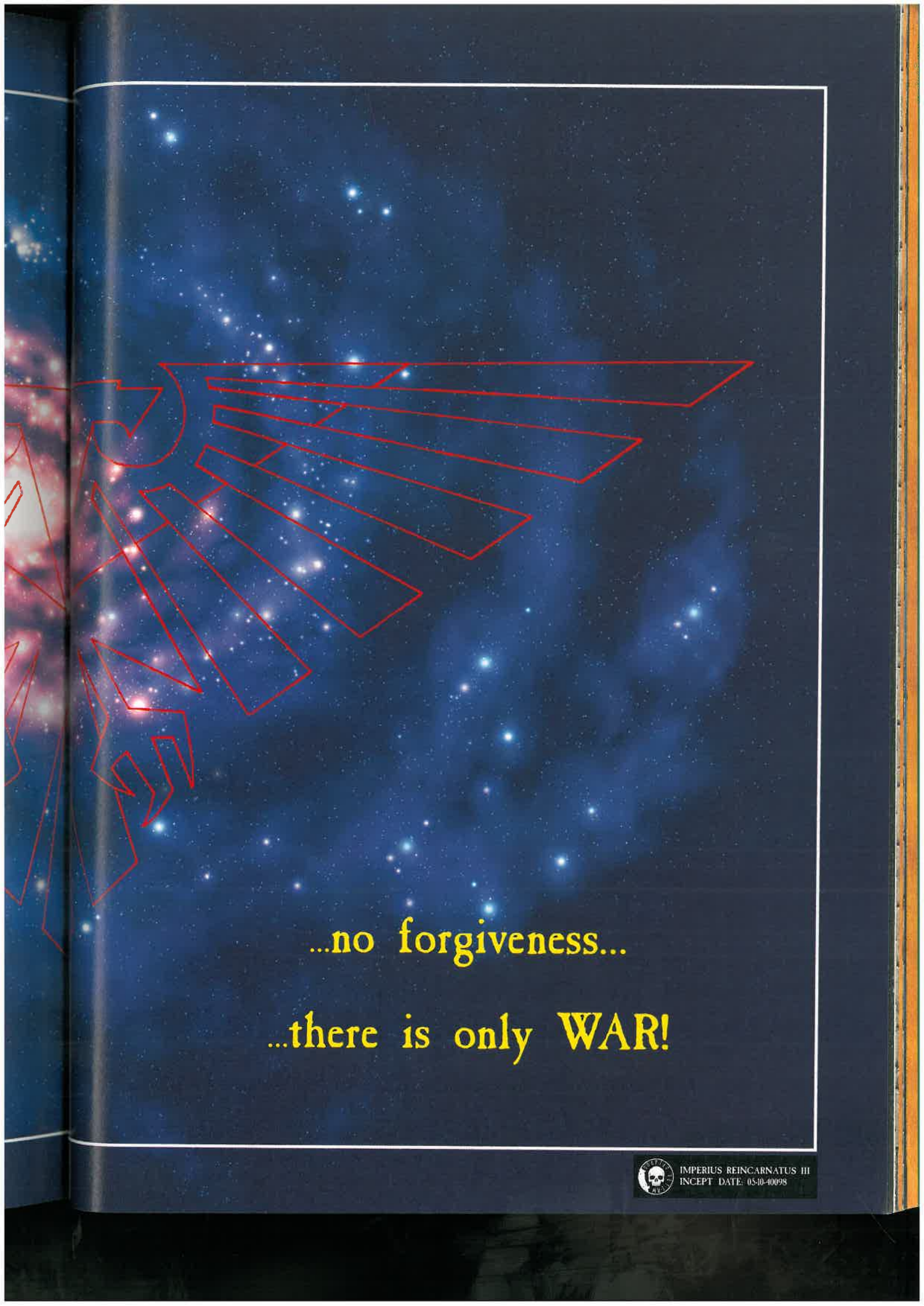
LURKING MONSTER TABLE

NAME	MA	ST	AG	AV	SKILLS
Giant Spider	7	3	4	8	Foul appearance, Jump up
Giant Scorpion	5	4	3	9	Claws
Hydra	4	4	3	8	Regeneration, Stand firm
Manticore	6	5	3	8	Razor sharp claws
Dragon	6	7	3	9	Mighty blow, Razor sharp claws, Stand firm, Prehensile tail, Multiple block
Daemons	See 'He plays like a Daemon' in the Blood Bowl Compendium				

There is no time for peace...

...no respite...





...no forgiveness...

...there is only **WAR!**



IMPERIUS REINCARNATUS III
INCEPT DATE: 05-10-40098

SPACE MARINE COMMAND SQUAD

Designed by Jes Goodwin

The enemies of
the Emperor fear
many things.

They fear
discovery, defeat,
despair and death.

Yet there is one
thing they fear
above all others.

They fear the
wrath of the
Space Marines!



Black Templars Space Marine Captain

Praise be to the Emperor in his
benevolent wisdom!

Further reinforcements have been
despatched to battle the enemies of
mankind. The Space Marine Command
Squad which is available this month
contains a Captain, Apothecary,
Techmarine, Standard Bearer and a
Veteran Sergeant. These superb
models have been designed so that
you can paint them up for any Chapter
you wish. Let them take command of
your Space Marine Chapter now!



Captain of the Ultramarines 3rd Company

To a Space Marine
the boltgun is far
more than a weapon,
it is an instrument
of Mankind's
divinity, the bringer
of death to his foes,
whose howling blast
is a prayer to the
gods of battle.



Space Marine Captain
of the Imperial Fists 5th Company



Imperial Fists Space Marines secure a vital landing pad

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Space Marine command squad of the Ultramarine Chapter



Army Standard Bearer for the Ultramarines 3rd Company



Ultramarine Apothecary
wielding chainsword



Crimson Fist Techmarine
with bolt pistol and power axe



Ultramarines Veteran Sergeant
with scanner



A Crimson Fists Techmarine supports an Imperial Whirlwind

"Do not fail your Brothers. Though their bodies die, their soul must return to the Chapter. That is your charge."

Credo Apothecarion

g pad

GAMES WORKSHOP

STORES



The Games Workshop hobby gives endless hours of enjoyment and good plain fun to all those who take part. It's all about playing tabletop battles using armies represented by painted, scale models. These miniatures are bought, assembled, carefully painted and arrayed into regiments or squads. Each player may pick their army from a huge variety of troop types, in order to suit their own battle tactics. Perhaps you've heard players chattering away enthusiastically about an incredible shot made by one of their troops, that turned the tide of a battle, or a heroic action that bought them victory. Maybe you have even seen a game being played, with players moving models around and throwing lots of dice.

A Games Workshop store is the perfect place to get started playing some battles. The staff are always happy to answer your questions and will take you through an introductory game. It is also a place where players of all abilities can get together to learn new tactics for their favourite armies or pick up painting and modelling tips.

Your local store is also a great place to meet other gamers from your area. At any of the large number of events that we run each month you are bound to link up with someone. You can also ask the store staff about their Gaming Clubs!

So if you have questions about any aspect of the hobby or would like to introduce a friend who's interested, call in at your local Games Workshop store now!

STORIES STORIES STORIES



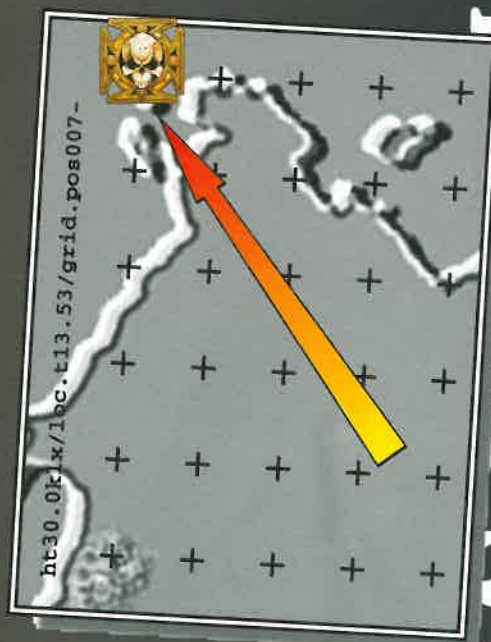
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QUEENSLAND

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AUSTRALIAN CAPITAL TERRITORY

BELCONNEN: Shop 128A
Westfield Shoppingtown
Belconnen ACT 2617
Phone: (06) 253 4747

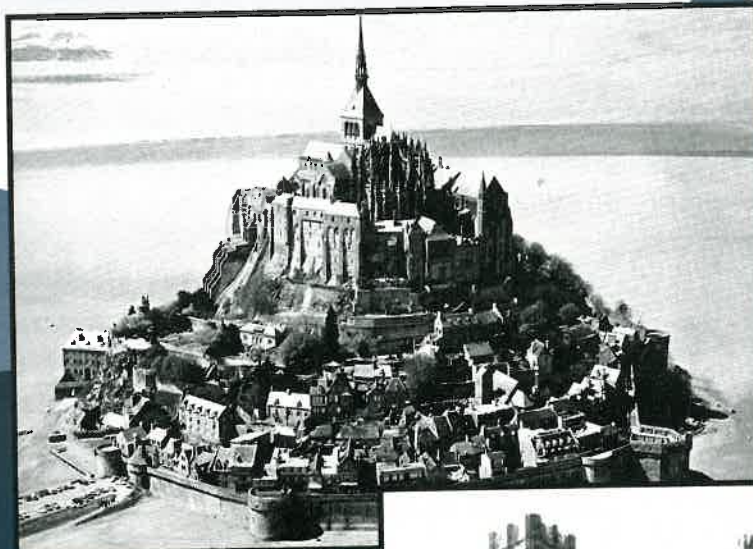


BATTLE OF THE FANG

Always fascinated by the wild Space Wolves and their feral iconography, Matt Weaver saw the first Australian Games Day as the perfect place to pay homage to these savage protectors of the Imperium. After scouring the ancient tomes and talking with Dave Taylor, the "Battle of the Fang" display table was born.

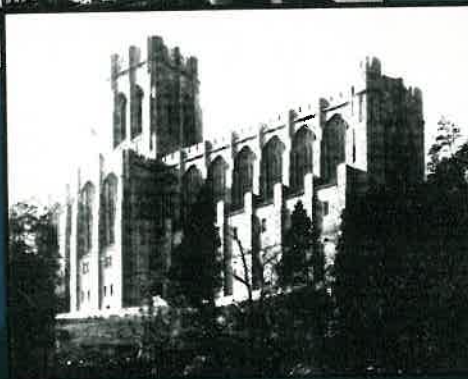
Depicting the final assault on the Fang, the fortress-monastery of the Space Wolf chapter, by the power-crazed Cardinal Bucharis, this table will measure 8'x8' and see well over 300 miniatures assaulting the Space Marine citadel.

Never one to shy away from a challenge, Matt decided that the Fang would not only make an appearance but would dwarf the surrounding landscape. The Fang, standing at over 7 feet or 2.1 metres tall, serves to show the folly of the determined madman that was the Apostate Cardinal, Bucharis.



The French island of Mont St. Michel was one of the prime inspirations for our master model maker Matt Weaver. ▲

Matt also loves the appearance of the Cadet Chapel at the US Military Academy, West Point. ►



The dark, brooding imagery of the Warhammer 40,000 galaxy is a constant source of ideas and inspiration. In particular, the way the gothic architecture has been captured by John Blanche. ▼



BATTLE OF THE FANG

The continuing northerly advance of Bucharis brought him into the territories under the protection of the Space Wolves. Along with almost every other Space Marine Chapter, the Space Wolves had elected to protect their founding world and patrol only the nearest systems. When Bucharis' immense fleet dropped from the warp to envelop the Albia system, it encountered the Space Wolves cruiser *Claw of Russ* as it was preparing to leave. After a brief battle, during which a Navy cruiser and a transport ship were destroyed, the Space Wolves jumped into the warp and escaped. Bucharis' arrogance cost him dearly. He dismissed the encounter with the Space Wolves as a freak chance and soon was conquering more systems in the sector. However, the fifth system he dropped into after the battle held more than he bargained for.

It was the star system containing Fenris, the home planet of the Space Wolves. Almost as soon as Bucharis' fleet disengaged their warp engines, the Space Wolves' war fleet attacked. Although outnumbered and outgunned by the larger Navy ships, the Space

Marines tore through much of Bucharis' fleet before racing back in-system from where they continued to launch hit and run attacks for the rest of the war.

Despite two thirds of his fleet being kept occupied by the Space Wolves' ships, Bucharis managed to launch an assault on Fenris itself. Many of the huge transport ships were destroyed by the raging storms in the upper atmosphere, while others were shot down by the defence laser batteries of the Space Wolves fortress. However, a landing zone was established and thousands of renegade Imperial Guardsmen poured onto the ice world. Despite the adversity of the conditions, the bloodthirsty warriors under Bucharis' command vowed to exact revenge on the Space Wolves for their lost comrades.

Captured Fenrisians were enslaved and put to work providing materials for Bucharis' army. They were forced to lay makeshift roads across the treacherous glacial flats and made to cut down the huge trees of Fenris' forests to provide fuel for fires and the versatile engines of the Imperial Guard tanks. However, the

ASSEMBLING THE TROOPS

Recreating a pivotal battle in the history of the Imperium would be a large undertaking. There would have to be lots of miniatures painted. LOTS of miniatures. With this in mind Dave and Matt began to carve up the cunningly titled "Painting Tax" amongst all of our Australasian stores. The first batch included the fantastic Space Wolves, you may have seen in our "Defence of Cerberus III" roadshow that has been touring our stores over the past few months. In addition to the Space Wolf army we will also have many unique features on the battlefield, including the dioramas you see below. Make sure you look out for the inner workings of the Fang.



BATTLE OF THE FANG



This 'under construction' Techmarine will be used as a novice Iron Priest in one of the internal dioramas.

Space Wolf Scouts spring from hiding to take out this renegade mortar team.

Even in the latter stages of this siege, the Space Wolves find the surrounding areas a target-rich environment. Chatswood store provided both of these dioramas.

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chrisians were not easily tamed and they had to be guarded closely lest they try to rise against Bucharis and strike at his army where it would be most damaging. Whole communities were slaughtered and settlements razed to the ground. The hardy weststock of the few scattered farms were butchered for Bucharis and his officers to feast upon, the women were enslaved and the young and old were slaughtered and left for the large carrion crows to circle the skies of the inhospitable world. Bucharis' advance continued, and his huge columns inexorably moved towards the Fang until the ancient citadel was surrounded. More troops were transported to the system, and though many warriors were destroyed by the Space Wolves' fleet with hit and run tactics, the valleys and mountainsides around the fortress swarmed with the legions of the Apostate Cardinal. Massive siege guns rained day and night, the dark skies illuminated with a thousand fires and the coruscating energies of void shields. Explosions shook the mountains of Asaheim, causing more avalanches and destruction. Salvoes from orbiting ships gouged chasms into the steep slopes, and yet the armoured walls of the Fang endured.

Sallies and counter-attacks by the Space Wolves smashed the traitors' siegeworks and annihilated their immense cannons. Surprise assaults by Wolf Scouts disrupted the supply lines and for months on end the guns would fall silent for want of ammunition. Using hidden passages riddling the mountains and linking all of Asaheim to the Fang, the Space Wolves penetrated deep into the enemy army.

Screaming blood-curdling battle cries the Blood Claws would attack the soldiers of Bucharis in the darkness of Fenris' forests, ripping their foes apart with their teeth and hands to conserve ammunition and power packs. Long Fangs ambushed the mile-long tank convoys, often blowing apart entire mountain valleys to crush the enemies of the Space Wolves beneath a storm of immense rocks and rubble. Dreadnoughts smashed their way into the heart of the marching columns, leaving a path of desolation in their wake.

For week after week, month after month the siege dragged on. Bucharis sent suicidal assaults against the armoured entrances to



ASSEMBLING THE TROOPS

The seemingly endless forces of Cardinal Bucharis were going to be harder to assemble and seven of our stores came to our aid, each painting between 30-40 miniatures. What would an Imperial Guard (albeit renegade) assault be without squadrons of tanks? That's right, nothing. So several more stores provided tanks fresh off the transport to continue the fight. Just how many troops will take to the field is yet to be seen, Cardinal Bucharis and his command Chimera are currently being assembled. If you've got a Games Day '98 ticket you'll get to see it up close and personal later this month at our first Australian Games Day! See you there!

Painted by our Ringwood store staff, these are the personal guard of Bucharis, the Apostate Cardinal.



During three years of constant assault on the fortress-monastery of the Space Wolves, many companies of Imperial Guard tanks were destroyed. Brisbane store provided us with these fresh tanks!

Castle Hill store also contributed to the awesome "Imperial" army. These religious fanatics are supported by an Imperial Guard Chimera as they race across the icefields.



the Fang, promising riches beyond avarice for the first men to break through. Every time the forces of Bucharis attacked, the Space Wolves repelled them, inflicting horrifying casualties.

For three bloody years the siege continued. Attack after attack, bombardment after bombardment fell against the walls and gates of the Fang and yet the citadel remained unbreached. Bucharis drew in more and more soldiers, until even his forces on distant Gathalamor were at a quarter of their normal strength. Believing his domains secure he mustered his armies for one last assault to sweep all resistance before him. Fate intervened once more, but this time to deal a cruel blow to Bucharis' plans.

Out beyond the furthest planet in the system, reality tore itself apart as a war fleet emerged from the warp. As Bucharis' own vessels investigated they were confronted by an armada of Space Wolves battle barges, returning to their home planet. The Space Wolves lost no time in attacking, smashing nearly half of Bucharis' fleet in

their first strike. Caught between the newcomers and the attack of the remaining Space Wolves' vessels from the centre of the system, Admiral Sehallia ordered a withdrawal. Wasting no time in pursuit, the Space Wolves powered towards Fenris.

The counter-attack by Kyril Grimblood's Great Company killed tens of thousands of traitor Guardsmen in the first week. They were hurled from the mountain passes and those who survived to reach the flats of Asaheim still perished. Giant wolf packs and the vicious climate killed each and every invader. The Apostate Cardinal managed to escape on a shuttle and link with Sehallia, who dropped back out of warp briefly to rendezvous with his fellow conqueror. Leaving Fenris to the Space Wolves, Bucharis pulled back his northern forces and consolidated his hold on the rest of his domain.

From "The Plague of Unbelief", Codex Sisters of Battle.

AUSTRALIAN GAMES DAY & GOLDEN DEMON '98

Banquet Hall, Darling Harbour
Convention Centre, Sydney.
Sunday 27th September 1998,
10am-4pm.

In addition to the fantastic "Battle of the Fang" display table, there will be lots of participation games, speed painting competitions, modelling classes and the inaugural Australian Golden Demon Painting Competition.

If you are thinking of entering here are the categories one more time.

1. Best Warhammer 40,000 Single Miniature
2. Best Warhammer 40,000 Squad
3. Best Large Warhammer 40,000 Model
4. Best Warhammer Single Miniature
5. Best Warhammer Command Group
6. Best Large Warhammer Model
7. Best Necromunda Gang, Gorkamorka Mob or Blood Bowl Team
8. Best Epic 40,000 Battleforce
9. Battle Scene
- YB. Youngbloods
- OC. Open Category

Details for each category are in White Dwarf 223.

AUSTRALIAN GOLDEN DEMON '98 COMPETITOR'S GUIDELINES

- You can only enter ONCE in each category and all entries to the Golden Demon Awards must be painted Citadel Miniatures.
- All single miniatures must be mounted on the appropriate gaming bases.
- Conversions are allowed, but should be consistent with the atmosphere of the game world and spirit of the miniatures.
- Overall, the judges will be looking for well-painted miniatures that adhere to the imagery and ethos of Games Workshop's different fantasy universes.
- All entries to the 1998 Australian Golden Demon Awards must be PERSONALLY handed in and registered at the Darling Harbour Convention Centre Banquet Hall, Sydney, on the 27th of September 1998. All entries must be picked up on the day of the event at the specified times by the entrant in person.
- Competitors will be fully responsible for the transport of their own entries to and from the competition and for storing their own transport and packing materials on the day.
- Once they have been booked in, Games Workshop undertakes to treat all entries with the greatest care, but can accept no responsibility for loss or damage to individual entries. Entry to the competition is entirely at the competitor's own risk.
- Entry into any of the competitions gives Games Workshop the right to display, photograph and publish any entry as they see fit. The judges' decision is final and no correspondence will be entered into.



Entry
Number

For official use only

OFFICIAL ENTRY FORM

Please fill in a separate entry form for each entry

Name

Address

City State

Postcode

Telephone Number

Category Name Category Number

Description of entry

Number of Models in entry

FOR OFFICIAL USE ONLY

Category Number

1	2	3	4	5	6	7	8	9	YB	OC
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**GAMES
WORKSHOP**

HOW TO PAINT ORC BIG 'UNS

This month we explain how to paint an Orc Big 'Un mob for use on your battlefield. The tips in this article can be used to paint virtually any Orc, Ork, Goblin or Gretchin, for Warhammer, Warhammer 40,000 or Gorkamorka. The techniques used are pretty straightforward, so even if you have never painted a Citadel miniature before, there's no reason why you can't follow the steps detailed here.

We're showing you the steps needed to paint a single model here but we suggest you paint in batches of 5-6 models, as by the time you have completed a step on the fifth model, the first will be dry and you can carry on to the next step without having to wait. This makes painting the regiment much quicker so you can field it in your games, which is what you really want, isn't it?

If you have a Games Workshop store nearby, you can ask the staff to show you any of these steps, as they are always happy to help.



After sticking the model to its base with superglue, we undercoated it with black spraypaint (using black spray is quicker, and you can do several models at once, but you could paint on an even coat of Chaos Black as an alternative). We chose to use a black undercoat because we wanted the model to look quite dark, as befits a savage, gnarled warrior. Also, there is a lot of metal on the model, and you'll generally get a better result painting metal colours over black.

Normally, when painting models for an army we paint them in groups of five or so, doing one stage on all five models before moving on to the next part.

The first thing, once the undercoat had dried, was to paint the chainmail armour. Dipping the brush in Chainmail paint we then lightly brushed over the surface of the model so that only the raised

areas picked up the paint. We also painted the metal areas on the model (sword, bracelet, etc) with Chainmail paint.



Next we painted the skin with an even coat of Goblin Green, though of course you can try using other shades of green if you want. At this point we also painted any leather parts, like pouches, belt straps, etc, with Bestial Brown. The talons and teeth were repainted Chaos Black as these would later be picked out in Bleached Bone.

To bring out the detail of the face and other flesh areas, we painted over all the Goblin Green with Dark Green Ink. You can vary the skin tone by thinning down the ink with water to suit your own preference. We wanted a fairly dark tone, so we added just a little water to the ink. Because the ink flows into all the nooks and crannies on the model, it instantly creates shadows, and this helps to show off the sculpted detail. Inks take longer to dry than paint, and you may find that after you have done the fifth Orc, the first one still isn't dry, so take a teabreak accordingly! At this point we decided to paint the

base with Goblin Green. If you are in a hurry to get the unit finished and into battle, you can stick the shield on now, as a unit of Orcs painted to this level will look fine on the battlefield.



With the green ink now dry, we finished off the skin by painting Goblin Green onto the raised areas, like the muscles and fingers. On the face, the areas you want to pick out are the nose, the cheeks, the bottom lip and ears.

The eyes were painted with a dot of Blood Red. If you want the eyes to really glow, paint a spot of Skull White on the eyeball first, before going over it with red.

To finish off the model the teeth and talons were picked out with Bleached Bone.

Finally we covered the top of the base with PVA glue, thinned with a little water (about half and half is right – aim for the consistency of milk), and then dipped the whole thing into modelling flock. You may want to consider varnishing your Big 'Uns with Citadel Matt Varnish spray at this point, as it will protect them against the rigours of battle. The only thing left to do now is to paint the shields...



We didn't remove the shields from the plastic frame as it is much easier to paint them whilst holding the frame.

After spraying the frame with white undercoat we painted the centre of the shield with Sunburst Yellow. Don't worry about getting paint on the rim, as you'll be painting over that later! We then painted the shield rim with Chaos Black, as metallic paints tend to cover better over a black undercoat. Next we painted the shield rim with chainmail.

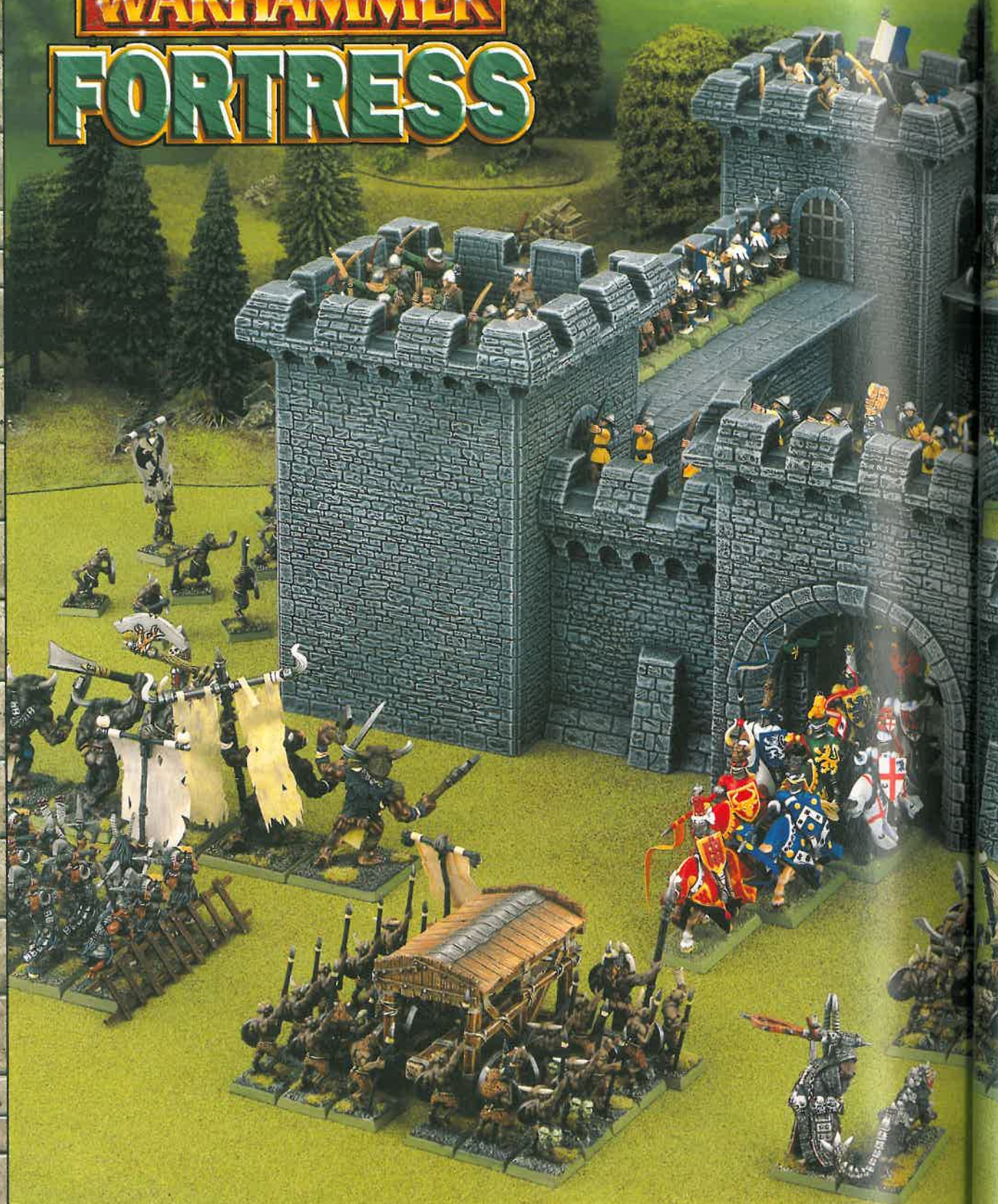


The last thing to do was to find a suitable icon to go on the shield and we found a great skull on a Gorkamorka transfer sheet which we duly added. All that remained was to remove the shield with a pair of clippers, paint the areas where it was attached to the frame and glue it to the Orc Big 'Un.



Our mob of Orc Big 'Uns is ready for battle!

WARHAMMER FORTRESS



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



Box Contents

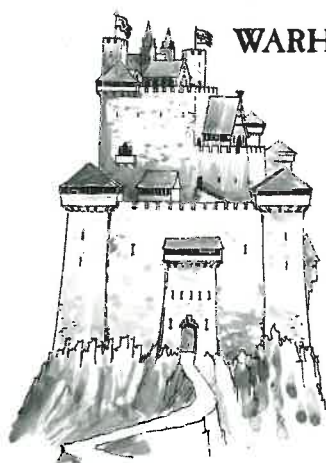
The Warhammer Fortress boxed set contains a stunning plastic model fortress which completely dominates the tabletop. Castles are at the heart of Warhammer: the prizes of conquest and the last defence against attack. Battering rams crashing against splintering doors, boiling oil raining down from the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

WARHAMMER SIEGE

FORTRESSES OF THE WARHAMMER WORLD

By Nick Davis

There are thousands of fortresses throughout the Warhammer world, from the mighty stone forts of the Empire and graceful towers of the Elves to the ramshackle constructions of the Orcs. Nick gives us the lowdown on the different types of castle employed by the various races.



Empire Fortress

WARHAMMER CASTLES

With the release of the awesome Warhammer Fortress plastic kit, building a fortress for Empire or Bretonnian armies is now an easy thing to do! Just assemble the Fortress in the box and you have a castle perfect for a human lord. "But what about the rest of the Warhammer races?" I hear you cry. Never fear. With a little customisation, the Warhammer Fortress can work for other races just as

well. It can already double up as a great Dwarf stronghold – just add Ancestor heads from the top of Dwarf banners poles on to the gatehouse.

The sinister Vampire Counts of Sylvania still inhabit their old Empire fortresses in that province. Again the Warhammer Fortress is perfect, just cover it with Gargoyles (ring Mail Order – they have loads of metal Arcane Architecture bits you can use) and glue some flock to the walls to represent ivy, giving a brooding, neglected look.

What about the Orcs, Chaos, Skaven, or even the Lizardmen? There is of course an easy answer to all of the above. Assume your army has captured a human stone fortress (after all there are thousands of derelict fortresses throughout the Old World) and has redecorated or even rebuilt bits to suit its tastes.

Over the next few pages you will see several styles of fortress, used by different races of the Old & New World. I hope it inspires you to customise your Warhammer Fortress or even to build your own. Remember, if you have decided to build your own fortress, the basic layout stays the same. You will still need walls, towers and a gateway, whether it is made from stone or other materials such as timber, bones or metal.



An Orc fortress is besieged by Bretonnians

ORC FORTRESSES



Orc Fortress

Dave Gallagher's sketch is the fort of Warlord Grotrag of the Badlands, and it illustrates the Orcs' nonsense building style. Orc forts are crude and follow a simple plan. They are always built in a rectangle, usually around a single large keep.

Orc forts crudely mock the design of Empire and Bretonnian border fortresses. Indeed many of their fortresses are built upon the remains of these border forts. The outside of an Orc fort is made up of a mix of material including the remains of the original castle walls, huge boulders, timbers, and large spiked stakes, jutting out to deter attackers. The outside of the walls are normally covered with mix of dung and mud, and are decorated with Orc glyphs.

Such forts provide a rally point for scattered tribes when they gather under the leadership of a single Warlord.



This Orc tower is constructed from balsa wood, using four pieces of doweling for the main corner supports. We used balsa wood because we had loads of it left over from other modelling projects. The advantage of making an Orc fort is that the crude fortifications are a patchwork of many materials. This means you can use up any spare bits from other modelling projects, such as scrap card, metal spears and even plastic shields. The more ramshackle the fortification, the better your fort will look.

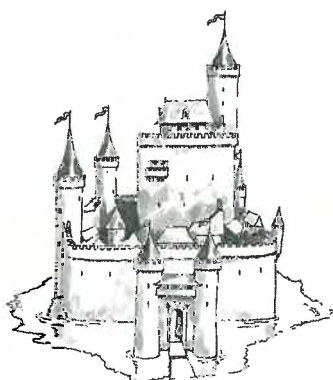
Below is an Orc fortification using half a castle wall. Orcs rebuild many of the fortresses they capture, blocking breaches in the walls with heavy timbers. We've used balsa wood off-cuts and spear-heads cut from Boar Boy spears.





This is the start of Nigel Stillman's Bretonnian castle (see WD221 Questing for the Grail). He has used several easy-to-find materials in its construction. Plastic piping, a cardboard tube and polystyrene packaging make up the towers, and wooden off-cuts have been used to build the walls. The whole piece has been mounted on insulation board shaped into a crag, which in turn has been glued to a hardwood base.

BRETONNIAN CASTLES



Due to the varied landscape of Bretonnia, the castles there are rarely built to one design. Some are situated on crags, others are built on flat terrain and are normally surrounded by a moat for defence.

The moat (or even chasm) is crossed by a drawbridge. A portcullis is also used and can be lowered to block the gate against intruders. There are thousands of castles scattered around Bretonnia; the one shown here is just one example.

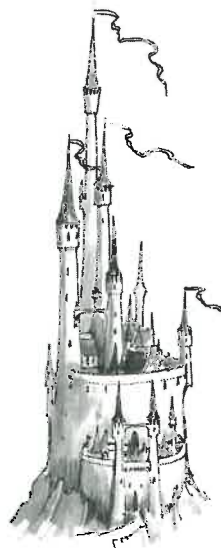
SKAVEN FORTS



Skaven strongholds are like icebergs – the greater part of the fort is underground. The part that is on the surface is always in a ruined state. Usually the stronghold is built up from an abandoned fort or temple that the Skaven have taken

over (usually after killing the original owners by infecting the water and food stores) and have patched up with the wood and rubble of the original structure. Within the shell of the ruined fort is a labyrinth of tunnels, making it almost impossible for an army to rid the ruins of Skaven. The Skaven prefer to have as many entrances and escape holes as possible. Gates, where they do exist, are made of rotten timbers or rusted iron gratings.

HIGH ELF FORTRESS



This sketch is of a High Elf fortress at Tor Isil. It is typical of the smaller defensive forts dotted across Ulthuan.

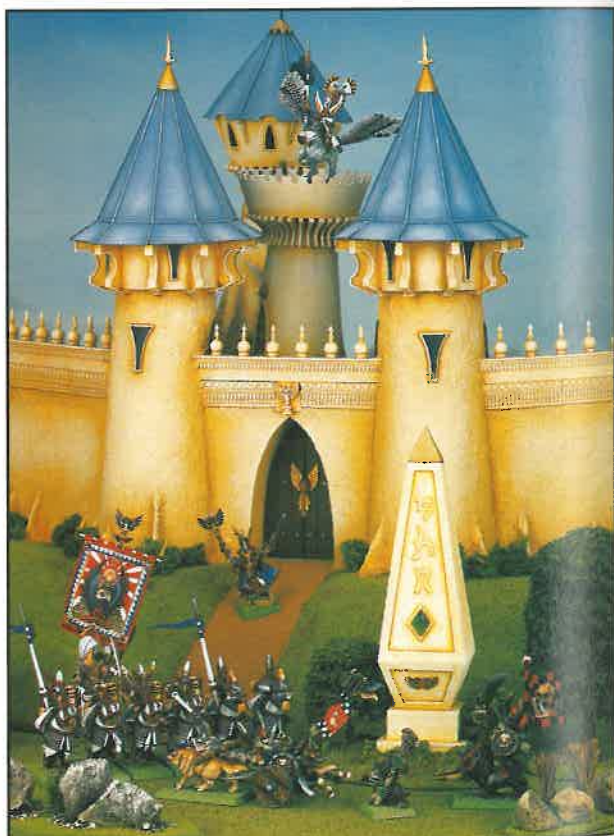
The majority of High Elf fortresses feature a cluster of tall towers, similar to the round towers common to Bretonnian castles except that they are linked by causeways.

High Elf castles are principally built out of white marble, although some have been shaped straight out of the rock they are built on. The gates are thick and tall and are built out of solid bronze or thick hardwood decorated with gold and silver runes.

NEXT ISSUE...

This is just a small selection of the many fortresses dotted around the Warhammer world. We hope it's given you some ideas. In the next issue of White Dwarf, we will be showing you some simple conversions we've done with the Warhammer Fortress that can give it even more character.

Until then, have a go yourself. There is plenty of scope for easy conversion work on the fortress. See what you can come up with and if you have any good ideas, send a photo of your fortress to White Dwarf. If it's really good we may even publish it!



Silver Helms sally forth from a High Elf Fortress.

THE HOUSE THAT GOLD BUILT.

by Dave Taylor

With my Beastman Stockade behind me (see WD223) I was ready to embark on the next army project. Long Drong Slayer's Pirates and the other Dogs of War regiments inspired me to return to my Dwarf army. Cunningly linking my Dwarfs to the Tilean forces by using identical colour schemes I thought they should be from a location easily accessible to the cities of Tilea.

The Dwarf Sea Fortress of Barak-Vaar was perfect!



CONSTRUCTION

Keeping in mind the addition of some great mercenary units and the opportunities for Siege games, I painted up loads of Bugman's Troopers as Crossbowmen with double-handed weapons. These are just perfect for defending the castle walls.

Speaking of the castle, I was overjoyed at the arrival of the new Warhammer Fortress. I had the gatehouse and two walls painted in under half an hour (grey keystonees not included).

It was an easy task turning the fortress into a Dwarf stronghold. I followed Nick's advice and used the ancestor heads from the Hammerer's standard over the gate, which is itself painted with the classic Dwarf Ironbreaker symbol, just like my General.



DEFENCE

Perfectly suited to the life of a defender (they don't have to move and can sit around on barrels of Bugman's Stout), Dwarf players should always attempt to take this role in any Siege battle.

In addition to the Thunderers, crossbowmen, cannons, flame cannons, organ guns, bolt throwers and stone throwers, you can also use boiling lead and rock droppers to defend your castle.



THE DANGERS OF BEING SHORT

Alright, the Warhammer Fortress is obviously built for those tall humans. Don't, however, be put off by this as you can quite cunningly raise the height of the ramparts by adding layers of cardboard or plasticard behind the battlements. Make sure you cut and paint them to look like the existing stonework!

Barak-Vaar means 'Sea Gate' in Khazalid, the Dwarf tongue, and it is the most cosmopolitan of all the Dwarf cities. Traders from every realm intermingle in its harbours, bringing goods from as far away as Araby and Cathay. The goods are carried up Skull River by Dwarf ships, and then up through the Old Dwarf Road to Karaz-a-Karak and beyond.



WARHAMMER

THE SIEGE OF WOLFENBURG

BY DEAN MARSHALL-ROWE
& DAVE TAYLOR

Recently we have been toying with a lot of scenario and campaign ideas and, as always, have gathered many scraps of stuff together. Inspired by the gaming ideas of Nigel Stillman and Jervis Johnson as well as other guys from our 'gaming circle' we decided that now was the time to present some of our ideas in print for all to enjoy!

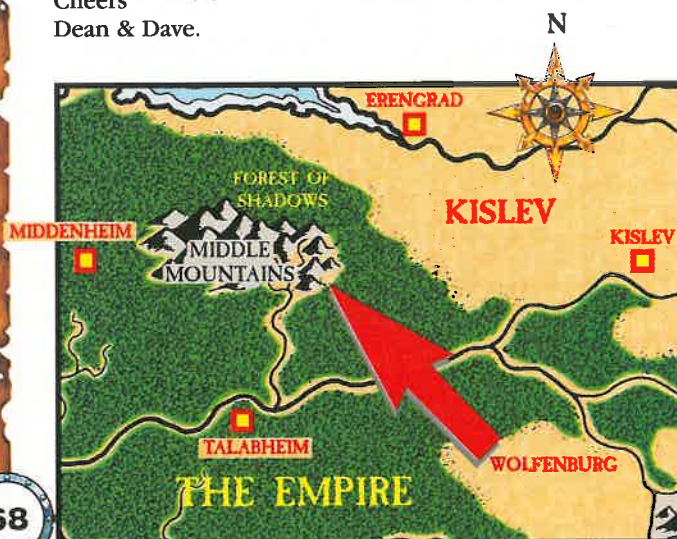
This particular group of linked scenarios was sparked off by Ralph Horsley's *"The History of Bernhardt the Brave"* (from *Inferno!* #6) and blends several other gaming ideas together with strong characterisation.

The setting is the fortified Empire town of Wolfenburg. Located on the edge of the Forest of Shadows and in the foothills of the Middle Mountains, Wolfenburg draws its income from mining and lumber. Many Kislevites live in the town, drawn by the prosperous industries of the area, at least more prosperous than the war-ravaged countryside of Kislev.

The inhabitants of this town and its surrounding locale have always had to fight off bands of marauding Men, Orcs and even Beastmen from time to time, but now rumours are streaming in from Kislev of a Chaos invasion. The Emperor himself has despatched a trusted Captain and his troops to ensure the Chaos horde do not take Wolfenburg, for if it falls into the hands of the Dark Lords, they can easily supply wagons, siege towers, rams, arms and armour to any Chaos force in the Empire!

This three part scenario shows that not all wars are won or lost on a single battlefield (in fact, probably none are!) and will hopefully provide you with a great weekend of gaming.

Cheers
Dean & Dave.



Kurt Waldbeim had always found this time of the morning the hardest on his creaking joints. The sun had just lit the peaks of the Middle Mountains but was yet to chase away the night's chill from the sleepy vale. He pondered the events of the past week and tried to fathom their effect on his home town.

Nestled between the mighty crags of the Middle Mountains and the massive expanse of the Forest of Shadows, the mining town of Wolfenburg had always held its own against the multitude of raiders, both human and bestial, but the increasing amount of rumours and trouble from the northeast disturbed the woodsman no end.

Forty summers of toil in the foothills and forty winters of logging the lowlands had created a bard, no nonsense character and all the recent carry-on had interrupted his routine.

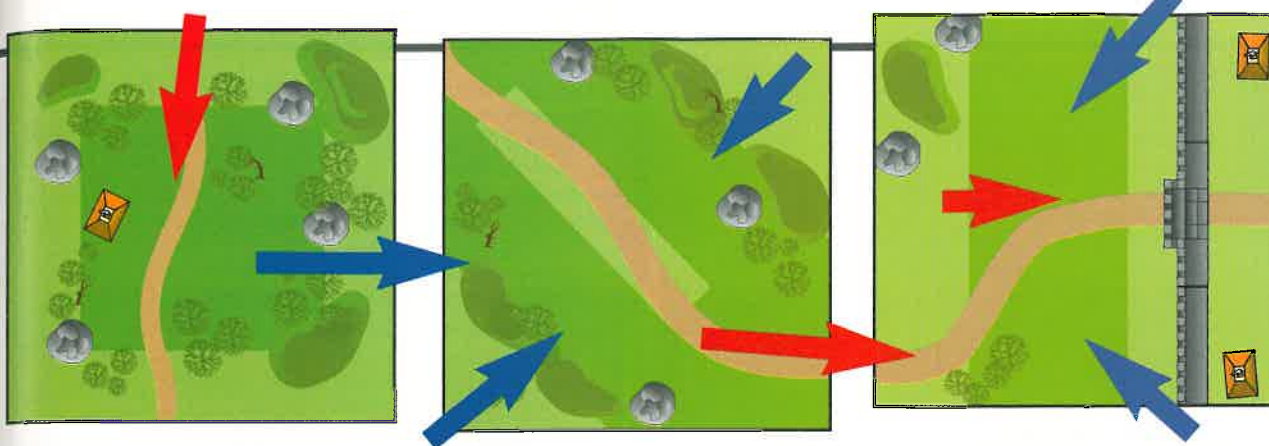
"I'm grateful for their help and I want to keep the town safe," Kurt mumbled under his breath. "but they're certainly overstaying their welcome." The logger heard the low mumbles of waking men coming from inside his modest cabin. The local militia had been recently reinforced by troops from Altdorf and their Captain had been using Kurt's clearing as his camp for several days now.

Waldbeim stretched and made ready to enter his abode and face Captain Schultz with his concerns when the sound of hooves on the forest path caused him to turn. One of the local lads, a scout, was closing on him and crying out a warning. The door to the cabin was thrown open and the Emperor's man was calling his well drilled troops to arms. By the time they were assembled in the clearing the echo of the riders hoof beats had faded, to be replaced by the unnatural braying of the dark hounds, the clink of weapons against armour and the crash of falling trees as some nightmare creature waded through the forest toward his home.

"Logger? You have the look of a man with something to say?" Schultz spoke calmly.

Kurt Waldbeim, axe in hand, stuttered his reply, "G-g-give p-p-praise to Sigmar that you are here L-lord!"

"Now it begins," the Captain turned to face the oncoming horror.



THE SIEGE OF WOLFENBURG – A BATTLE IN THREE PARTS.

This campaign can be played as a series of linked battles or, if you have enough miniatures, as a multi-table game as described in Jervis Johnson's "J-Files" article from White Dwarf 218. Take a bit of time to work out how you will do this as this can mean the difference between a very one sided battle and a close, hard-fought game, the latter being most preferred. Don't forget you can also play this campaign with other armies.

SCENARIO ONE – FLIGHT FOR SURVIVAL

(Based on Nigel Stillman's "The Last of the Montecannes", White Dwarf 215)

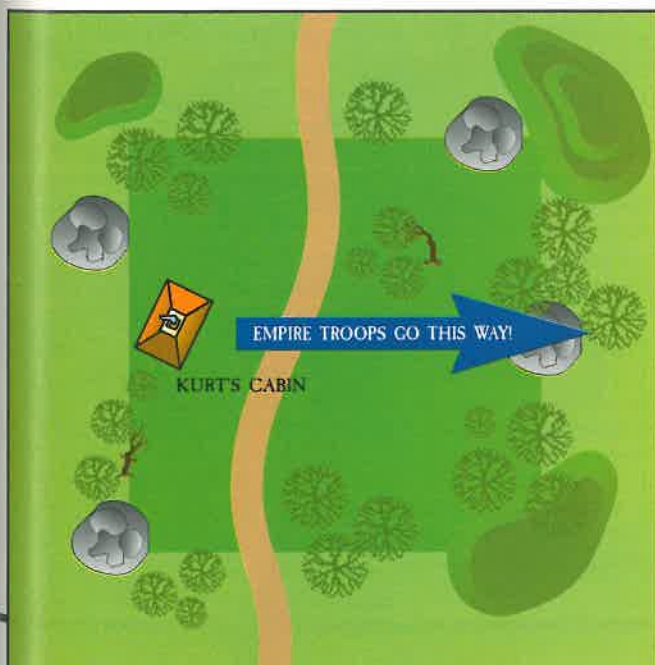
This scenario represents the encounter between a scouting party from Wolfenburg and the vanguard of a large Chaos Warband.

OBJECTIVES

The objective of the Empire scouting party is to return to Wolfenburg so that Captain Schultz can ready the town's defences. The Empire troops will try to move off the table edge towards the town. The Chaos forces obviously want to prevent this and must stop as many enemy troops as possible leaving the table.

THE BATTLEFIELD

Set, as it is, in the foothills of the Middle Mountains, the battlefield is a maze of rocky outcroppings, interspersed with dense thickets of trees and scrub. To represent this on the tabletop, place tree stands and rocky outcrops randomly, leaving a clearing and Kurt Waldheim's cabin as shown on the map. The most important thing is that you and your opponent both agree the scenery fits the basis for your story.



THE FORCES

This scenario has been designed for two small forces, using only a few miniatures. The Empire consists of the veteran Captain Schultz, his bodyguard, town militia under his command, and the sturdy Kurt Waldheim. The Chaos force consists of a band of Marauders that represent the vanguard of a larger army. As the forces are so small the points system has been discarded for this scenario. These troops are to be selected from the force roster below.

SPECIAL RULES

The scenario is played using the Warhammer rules with the following exceptions.

Independent Models and Units

The normal rules for unit organisation are disregarded. All models operate as independent models with the exception that if you choose five or more of the same type of model, they must operate as a unit.

March Moves

For this scenario models operating independently may still march move, even if they start their turn within 8" of an enemy model or unit.

DEPLOYMENT

The Empire troops deploy first and anywhere within 6" of the woodsman's cabin. The Chaos forces can then deploy anywhere up to 8" in from any table edge, but not within sight of the Empire

WHO GOES FIRST?

As the Empire troops finish buckling on their armour and wipe the sleep from their eyes the Chaos troops make their first move.

VICTORY CONDITIONS

The first two scenarios of this campaign do not have winners or losers but all victory points accumulated count toward the final battle. In the "Flight for Survival" scenario the Chaos player gains 1VP for every 5 Empire troops that do not make it off the table (ie. dead!) and an additional 2VPs if Captain Schultz is slain (fleeing does NOT count!). The Empire forces gain 1 VP for every 5 Empire models that make it off the table, in the direction indicated, and 1 VP for every 5 Chaos models that are slain. The game ends when there are no more Empire troops on the table. All of the Empire models that make it off the table head straight into the second scenario.

SCENARIO ONE - EMPIRE PATROL

Captain Schultz

The Captain is the commander of the patrol. He is an Empire Hero, is not mounted, but otherwise armed appropriately according to the army list. Apart from that, he may not be equipped with an magic items (his father's *Relic Sword* is back in Wolfenburg, under lock and key)

1-5 Bodyguard

The Captain goes nowhere without his bodyguard of Imperial Swordsmen. These men are well-drilled, they add +1 to both their Initiative and Leadership.

0-5 Pistoliers

You may choose up to five Pistoliers.

0-10 Militia Halberdiers

You may choose up to ten Halberdiers as a detachment of local militia.

0-10 Militia Archers

You may choose up to ten Archers as a detachment of local militia.

0-10 Militia Crossbowmen

You may choose up to ten Crossbowmen as a detachment of local militia.

SCENARIO ONE - CHAOS VANGUARD

Raggor the Ravager

Raggor is the commander of the vanguard. He is a Chaos Champion, is not mounted, but otherwise armed appropriately according to the army list. Apart from that, he may not be equipped with an magic items.

0-2 Chaos Warriors

You may choose up to two Chaos Warriors, they may not have Chaos Armour, but otherwise may be equipped according to the army list.

0-5 Chaos Marauder Horsemen

You may choose up to five Marauder Horsemen.

0-10 Chaos Marauders

You may choose up to ten Chaos Marauders. If you select more than five models they may be split up into two smaller units of approximately equal size, eg. if you have seven Marauders they can be either in a unit of seven or two units, one unit of four models and one unit of three models.

0-5 Chaos Hounds

You may choose up to five Chaos Hounds.

0-1 Chaos Ogre

Always keen for a fight, this Chaos Ogre has left his band to seek out the 'oomies.

KURT WALDHEIM

WOODSMAN OF WOLFENBURG.

A lifelong inhabitant of the Wolfenburg area, Kurt has been caught up in the middle of this battle and as time passes, his confidence grows.

	M	WS	BS	S	T	W	I	A	Ld
Profile	4	3	3	4	4	2	3	2	7(+)

Kurt wears a leather jerkin that counts as light armour (6+ save). He carries his woodsman's axe that counts as a double-handed weapon.

Special Rules:

WOODSMAN'S AXE. Kurt is very proficient in the use of his heavy axe. At the beginning of any hand-to-hand phase he can choose a particular swing from the following list.

- Birch** Ignores penalties for double-handed weapon, may attack in usual sequence.
Pine May give up one (and only one) attack to cancel TWO enemy attacks.
Oak Each wound inflicted causes D3 wounds.

GROWING CONFIDENCE. Throughout the course of the campaign Kurt's confidence and desire to save Wolfenburg grows. During the first scenario his Leadership value is 7 and this is unmodifiable. In the second scenario his Leadership rises to an unmodifiable 8. If he survives until the third scenario his Leadership increases to an unmodifiable 9 and he may now lead a unit of militia if you so wish.

HARDY CONSTITUTION. If Kurt loses any wounds but is not killed outright then those wounds will be automatically regained when he moves to the next scenario, he is one step closer to saving Wolfenburg and won't let a few scratches stop him!

The Empire force may select up to 20 models, including Captain Schultz and Kurt Waldheim. The Chaos force may select up to fifteen models, including Raggor the Ravager.

SCENARIO TWO - STEM THE TIDE

This scenario represents the militia of Wolfenburg and the Altdorf troops staging an ambush on the tail end of the Chaos army's column, the end with all the nice siege equipment!

OBJECTIVES.

The objective for the Empire troops is to delay the Chaos forces, ideally stop them from reaching Wolfenburg. The Chaos forces must get as many troops through the pass as possible, to ensure victory over the weakling Empire.

THE BATTLEFIELD

The train of the Chaos army is now travelling through the pass that leads to Wolfenburg. this pass can be represented by placing two lines of hills across the board as shown on the map. These hills should be covered in stands of trees and rocky outcrops, to continue the theme. The pass should be 12" wide, run from one corner of the table to the diagonally opposite corner, and be completely free of obstructions. Once again ensure both players agree on the terrain setup before playing.

THE FORCES

This scenario is essentially a straight AMBUSH scenario. As such armies are chosen from the army lists with the following restrictions: EMPIRE 1,000 points. The Empire force may only select from the following troop types: 0-1 unit of Pistoliers, 0-1 unit of Kislev Winged Lancers, 0-1 unit of Kislev Horse archers, as many units of Halberdiers, Spearmen, Greatswords, Swordsmen, Hand Gunners, Crossbowmen, Archers and Dwarfs as you can

afford. All other troops, and War Machines may not be chosen. A Wizard up to second level may be chosen. In addition to the selected army any Empire models that made it off the board in the first scenario enter the table at point A (on the map) at the beginning of the second Empire turn. They may act as independent models, using the same rules as in the first scenario, if there are less than five models of that type. Captain Schultz, his bodyguard, and Kurt Waldheim must attempt to get past the Chaos column and off the table at point B (also on the map) before the end of the game.

Chaos have only the following restrictions: CHAOS WARRIORS 1,500 points, only four magic items are allowed – their total value adding up to not more than 200 points, only one Chaos Sorcerer can be chosen – up to third level.

Each army is lead by a Hero level character.

The Allies allowance for both armies is reduced to 15% for this scenario.

DEPLOYMENT

The Chaos troops deploy first along the clear road through the pass. Units of troops must be formed into columns no more than three models wide facing in the direction and in the area indicated on the map. Individual models and war machines must also set-up facing the same direction. Once the Chaos player has finished deploying their troops the Empire player may deploy but cannot set-up closer than 18" to any Chaos model.

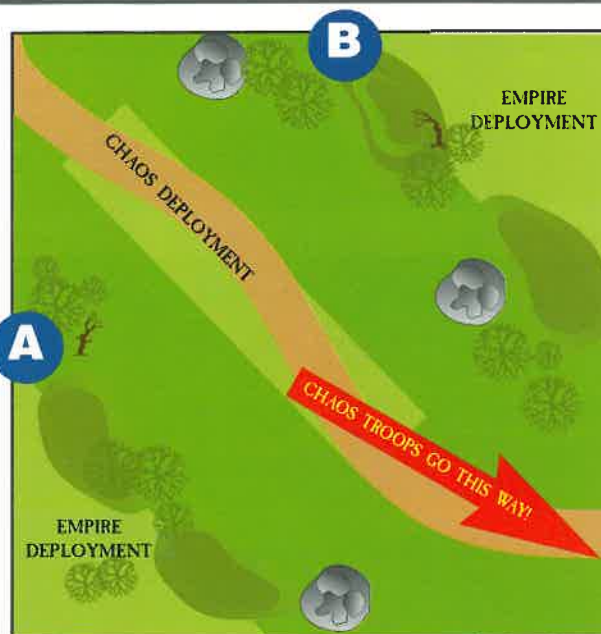
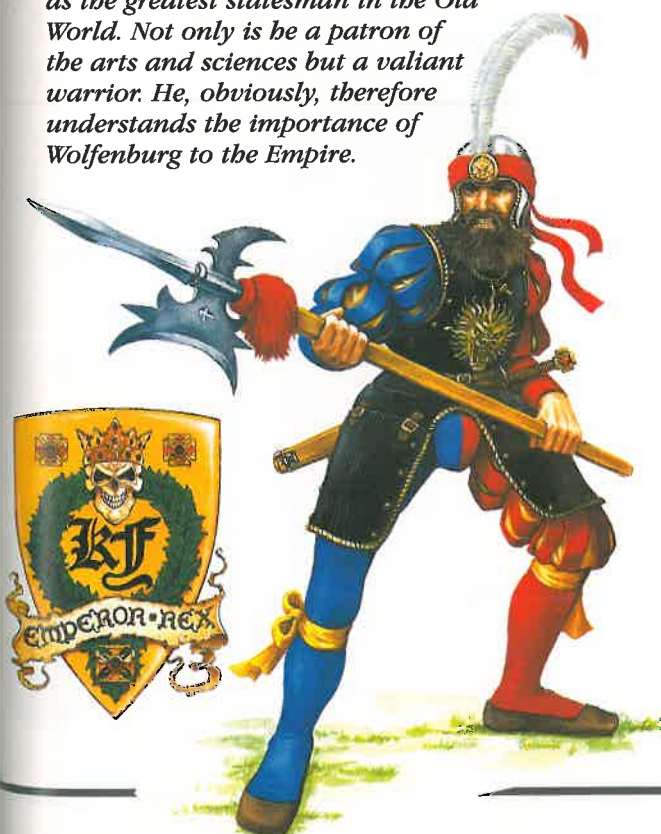
TURNS

This scenario should last for six turns or until there are no more Chaos troops left on the board.

WHO GOES FIRST?

As the Empire troops are ambushing the Chaos train they get the first move.

The Emperor, Karl Franz, is known as the greatest statesman in the Old World. Not only is he a patron of the arts and sciences but a valiant warrior. He, obviously, therefore understands the importance of Wolfenburg to the Empire.



VICTORY CONDITIONS

As with the first scenario of this campaign, there is no winner or loser but all victory points accumulated count toward the final battle. In the "Stem the Tide" scenario the Empire player gains victory points in the normal manner and an additional 1VP if Captain Schultz makes it off the table before the end of the battle. The Chaos forces gain victory points in the normal fashion and 2 VPs if Captain Schultz is slain (fleeing does NOT count!).

The successes and failures of each army will determine important factors in the final battle. Make sure you take note of these when deciding on your tactics.

SCENARIO THREE – STOP THE ROT!

This scenario represents the Final Assault on the fortified town of Wolfenburg by the Chaos Warrior horde! This scenario is from the Warhammer Siege supplement but is repeated (sort of) here for convenience.

OBJECTIVES.

The besieger's (Chaos) objective is to knock down the fortress walls, slay all the defenders and conquer the fortress! The besieged player's (Empire) objective is to hold the fortress at any cost, and repulse the assault. He must survive long enough to receive reinforcements or drive away the attackers.

THE BATTLEFIELD.

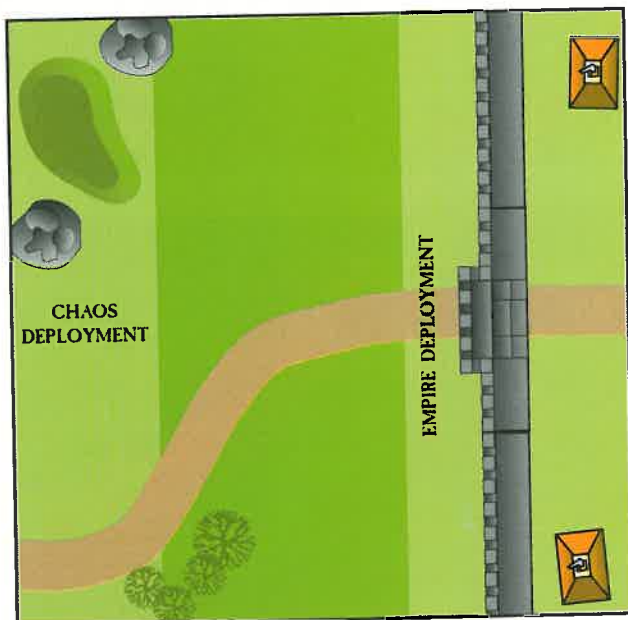
The battlefield consists of the castle walls, and gateway, and the surrounding countryside. Set up the fortress walls as shown on the following map. Make sure you leave an open killing ground around the castle.

THE FORCES

The forces taking part in this scenario represent the entire strength that the participants can muster. Each player refers to his Army List to determine what they will take in their army. The following restrictions apply:

Defenders: 1,500 points.

Siege Equipment – Normally 25% of your points can be spent on Siege equipment. If Captain Schultz made it off the board at point B in scenario two, the Empire may spend 35% on defence as he can organise the local



populace far more efficiently! If Captain Schultz did not survive the second battle (or did not make it off the table) the defences are poorly organised and therefore you can only spend 15% on Siege equipment.

War Machines – Only one war machine per 500 points.

The Empire force may only select from the following troop types: Pistoliers, Kislev Winged Lancers, Kislev Horse archers, Halberdiers, Spearmen, Greatswords, Swordsmen, Hand Gunners, Crossbowmen, Archers and Dwarfs. All other troops are not available.

Allies – The Empire army can spend up to 15% on Allies if you wish.

Victory Points – for each victory point accumulated during the first two battles you may spend an extra 20 points on your army.

ATTACKERS: 3,000 POINTS.

Siege Equipment – Normally 25% of your points can be spent on Siege equipment. For every unit that made it off the board in the "Stem the Tide" scenario, the Chaos army may spend an additional 5% on Siege equipment. Subtract 5% from your allowance for each unit that didn't make it off the board.

War Machines – Only one war machine per 1,000 points (darn! Not many Bolt Throw...oh! No Bolt Throwers!).

Allies – The Chaos army can spend up to 15% on Allies if you wish.

Victory Points – for each victory point accumulated during the first two battles you may spend an extra 20 points on your army.

SPECIAL RULES.

The scenario is played using the Warhammer rules with the following exceptions.

Castle. All the rules for attacking a castle apply. See the Rules of Siege section in the Warhammer Siege book for details.

Siege Equipment. Check the Forces rules above for details on siege equipment.

Special Deployment. Any troops with special deployment rules such as Wood Elf Scouts may not use them in this scenario.

DEPLOYMENT.

The besiegers are deployed first. They may be deployed anywhere on the battlefield no closer than 24" to any part of the castle. The besieged force is deployed afterwards anywhere in the fortress. Some Empire troops may deploy up to 6" outside the fortress (if they are foolish enough!).

WHO GOES FIRST?

The Empire force has the first turn.

HOW LONG DOES THE SCENARIO LAST?

The scenario lasts for seven turns. If the fortress is not captured within that time, the assault will fail.

FINAL VICTORY OR DEFEAT.

If the mighty Chaos army can move one unit of at least five models off the defender's table edge, the victory will go to Chaos. If the game lasts for seven turns and the besiegers are denied their objective, then the Empire force (perhaps with the help of Captain Schultz) wins.

Note: flying troops do not count towards the victory conditions, as they cannot take the fortress by themselves.

Any besieging force worth its salt will have at least one Siege Tower. With a little bit of effort you can construct a tower from all sorts of stuff.

Balsa wood, plasticard, cardboard, wood and even paper can be used when making a Siege Tower specific to your army.



SUGGESTIONS FOR A MULTI-TABLE BATTLE.

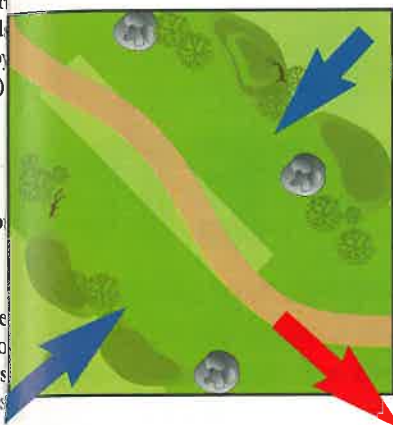
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If you have enough troops, terrain,
tables and players (perfect for a
gaming club!) you could have a go at
playing a multi-table battle using
these scenarios.

will have at
bit of effort



If you have enough troops, terrain,
tables and players (perfect for a
gaming club!) you could have a go at
playing a multi-table battle using
these scenarios.

TABLE A
"STEM THE TIDE"

You can play the scenario as listed
but ignore the special rules for
Captain Schultz and Kurt running
across the battlefield. The Chaos
troops that make it off the board act
as reinforcements for the Final
Assault battle on table C.

TABLE C
"STOP THE ROT"

Begin this game when the game on
table A starts it's fourth turn. The
Chaos army should begin with 2,000
points of troops, instead of 3,000, as
they will be reinforced by the troops
from table A. The Empire starts with
1,500 points of defenders, and may
be reinforced by escaping troops
from table B. These troops, as well as
the pursuing Chaos marauders, will
enter the table at location A. Both
armies may spend up to 25% on
siege equipment.

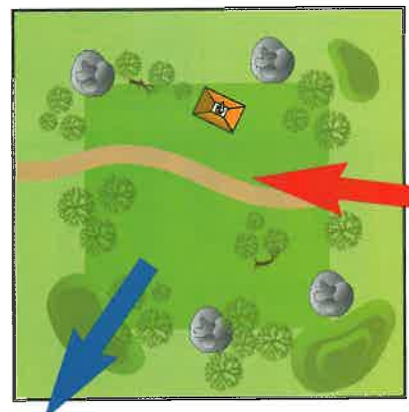


TABLE B
"FLIGHT FOR SURVIVAL"

This scenario is played in exactly the
same way, beginning at the same
time as the game on table A. If
Captain Schultz (and any other
Empire troops) make it off the table
they enter table C at location A and
can move in the next Empire
movement phase. If they reach the
castle walls before turn 3 of the Final
Assault they can be hauled up the
wall to join the defenders. If they do
not make it, they are in BIG trouble!

OTHER ARMIES YOU COULD USE.

We have used Empire and Chaos forces for this collection
of scenarios, primarily because they're the armies we've
been collecting of late (aren't those Warhammer Regiment
boxes great!) but any armies can be used to prompt an
evocative series of scenarios. Remember that you don't
have to start from scratch, you can link three existing
scenarios as we've done here! It is important, however,
that you bring out the character of the armies involved.

This series of scenarios could be easily used for:

- A freshly-hired Dogs of War army assaulting the fortress of a grizzled Border Prince.
- An massive Orc and Goblin horde out for revenge against a mighty Dwarf King.
- The Undead legion of an insane Necromancer attempting to take over a Bretonnian town.
- Yet another attempt by the Dark Elves to invade the High Elf kingdom of Ulthuan.

Anyway, you get the idea. The level of enjoyment you get
from your scenarios will depend on the amount of effort
you and your fellow gamers put in, work together and all
should enjoy the outcome.

Best of luck with your gaming and be creative!



SIEGE

JUNGLE FEVER

Taking a break from wire trees, PVA ponds and funny shaped polystyrene, Nick raises a fortress for his Lizardman army. You may have noticed that Nick's entire life consists of nothing more than painting, modelling and gaming. Still, we're not complaining – it means we get loads of stuff to show you!



By Nick Davis

A MAD PLAN

I had already built loads of themed terrain like trees, hills and even a collapsed temple and it seemed right to finish the project off with a major terrain piece. So, I thought, why not build a fortress for my Lizardmen...

I sat down with my copy of Warhammer Siege to find out how to go about it. The first thing the book suggests is to go and make a plan of how you want the fortress to turn out. After ten minutes of frantic scribbling I had decided the shape, the dimensions and even how to build the ramparts (or serpent's teeth as the Lizardmen call them), by gluing three pieces of corrugated cardboard together. The design was based on the Lizardman fortress shown in the book and the sketch in the back. The fortress would be made in a basic horseshoe shape which required me to build two wall sections, two towers and one gatehouse. I had the plan, now all I need to do was gather the materials.

MATERIALS ON THE CHEAP

The GW model makers built the fantastic fortresses shown in the book out of plasticard, foamboard and balsa wood. After checking my budget, I decided to plump for a cheaper alternative. I grabbed a Mail Order box (any corrugated cardboard box will do), some ceiling tiles I had lying around the house, my trusty glue gun, a bottle of PVA glue and a roll of masking tape. Then I took a deep breath and got down to work.

BUILDING THE WALLS

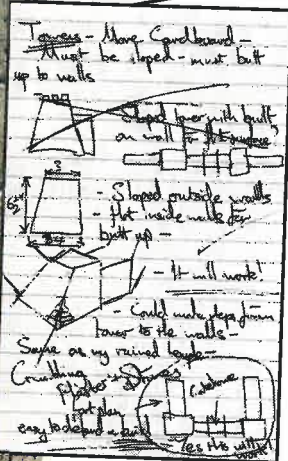
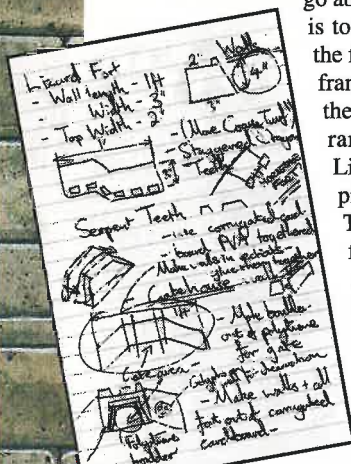


Armed with my corrugated cardboard, scribbled plan (with the dimensions), a ruler and a pen, I drew out a guide onto the cardboard. The walls were made up of a series of shaped polygons and as there were no folds everything had to be stuck together. The guide was then cut out using a knife and a metal ruler. I now had all the shapes for my wall and it was time to glue them together.

I used a glue gun to do this, although PVA will work just as well. The trickiest bit was the bend in the wall, as this required a couple of diagonal pieces on the top which I had to improvise at the time of gluing. With my wall constructed, all I had to do was cover up the holes along the sides (this is one of the problems with corrugated cardboard). Running a strip of masking tape along the sides of the wall will cover the holes and add an extra sturdiness to the joins.

One last thing to construct were the ramparts (or in this case the serpent teeth). I had already planned this so in one mammoth session I measured up and cut out 108 of these 'teeth', which I glued together using PVA, three 'teeth' to make each of the thirty-six ramparts that I needed for the entire fortress. Again I used masking tape to cover up all the corrugated holes.

The first six of the ramparts were glued to the top of the wall and then entire wall was glued, using PVA, to a polystyrene tile base. Phew... right, onto the next wall.





The gatehouse was built using the same techniques as the wall. The only exception was that I cut a hole through it. This hole was then framed with strips of corrugated cardboard to make an arch. I just needed a gate to close the gap up. Now Lizardmen

have two types of gate – either made of bamboo or a boulder, rolled into place. I choose the boulder. This was made out of a polystyrene off-cut (any flat piece of polystyrene will be fine) and I added a metal glyph plate for character.

I wanted the towers to have sloping sides like the walls. So that the towers could butt up to the walls they had to be made specifically for the left and right corners. The two outer walls were sloped and the two inner walls were straight.



DOORS

With the fortress construction finished I had one thing left to build – the doors and trapdoors so the models inside the fortress could move about freely. The doors had to be made of bamboo (they always are in Tarzan movies and the Crystal Maze Aztec zone). Luckily I had an abundance of cocktail sticks left over from building a cactus and fencing for my Skink village. These would serve as my doors, each one a



row of thirteen sticks with two crossbeams for strength. The doors were painted black and dry-brushed Bestial Brown, then Bubonic Brown and a final light coat of Bleached Bone. When I completed the fortress, the doors were glued directly to the walls in the areas that I wanted the entrances to be.

COMPLETE?

ERM... JUST ONE LAST THING

After a two weeks of construction (I had only my lunchtimes to build it in) and one week of solid drybrushing (the brush is now dead), the fortress was complete. Hurrah!

Then Nigel came up with these cool, new Moat rules – Doh!

FINISHING THE WALLS

OK I know this is the gatehouse, not a wall. I choose this section as an example, because it has a little something of every technique I used on the fortress.



With the main construction complete it was time to detail the model. A ledge was added around the outside of the wall to make it look more solid. I then glued metal glyph plates to this ledge and the walls, for more character (if you want some, check out the Mail Order pages). It is a Lizardman fortress and should be decorated as such. The paving slabs were made out of thin cardboard (the kind cereal packets are made of) and I glued coarse turf to the walls for a overgrown effect. The gatehouse was then painted with some polytex textured paint and left to dry.



When the polytex was dry, the gatehouse was given a black undercoat. I built up the colours in layers of drybrushing starting with Snakebite Leather, followed by Bubonic Brown. The paving slabs and boulder gate were given a drybrush of Shadow Grey



Now to finish the wall off. The last colour I drybrushed on the wall was Bleached Bone. The paving slabs and boulder were given a final brush of Skull White. The base and ivy on the wall were finished off with a drybrush of Dark Angels Green, followed by Goblin Green and then a final drybrush of Sunburst Yellow.

MOATS

When the Moat rules appeared in Siegeworks (WD224) I just knew that I had to build one! Besides, the fortress would look really cool with a moat around it.

I set about building the sections, making sure that the length of the moat was the same as the wall sections. Conveniently I had kept the polystyrene tile cut-offs from basing the fortress (first rule of terrain making – never throw anything away!). The basic construction does not differ from the stage-by-stage in WD224. Instead of using filler for constructing the banks, I used DAS modelling clay and I hand painted the sections black instead of spraying it – unprotected polystyrene melts when sprayed.

The model was then drybrushed with Goblin Green on the banks, with the odd areas of mud built up in a layer of colours starting from Snakebite Leather, followed by Bubonic Brown and finished with Bleached Bone. The water effect was

achieved by painting the area Midnight Blue and then washing over the blue twice with Dark Green Ink – this gives the water a nice deep feel. To make the water look wet I brushed on a coat of clear enamel varnish and left it to dry.

For detail I added a few extras like lily pads and bull rushes, so the moat sections would match the fortress and the rest of my jungle scenery.

After a month of lunchtimes my fortress was complete. It's a great centre piece for my jungle terrain and I am looking forward to playing some Siege games on it. Why don't you have a go? Using the new metal extras you can come up with a fortress that is totally unique to your own army.

Have fun...

Nik





▲ The bridge was made out of barbecue kebab skewers, and I used old yard brush bristles to make the reeds.

► Bottle tops painted red and green make great giant lily pads



► For a little character I added a couple of Skink scouts, hidden in the water.



WARHAMMER

Hear ye!

Hear ye!

*Your Lord and Master
summons you to defend
his Castle from the
marauding Savages
that have dared to
enter his Domain!*

*On the weekend of the 19th and 20th of September
all of our Games Workshop stores will be playing
games of Warhammer using the scenarios in this
month's article "Siege of Wolfenburg".*

*Call your store for details of when they will be
running this exciting campaign and which
troops you will need to bring.*





GARETH HAMILTON: TOURNAMENT JUNKIE

Gareth's armies are always a sight to behold (you may remember his splendid Chaos Dwarf army from WD 191) and it was no different at the Test of Legends tournament when his excellent Sisters of Battle army debuted. After a brief chat with Gareth it turned out that he is not only a talented army painter but also a tournament addict. This is Gareth's story...

When I entered the first international Warhammer tournament back in March '95, little did I know how hooked on tournaments I would become and the work it would create.

When I decided to re-paint my Chaos Dwarfs especially for the tournament, I had no idea how my painting would stand up to close inspection by members of the Games Workshop studio, used to seeing the miniatures painted by the 'Eavy Metal team. I also did not know how it would compare with other armies, but I did know I could produce a better army than the rather bright and chaotic one I had painted so far. As it turned out, much to my surprise, I won the prize for Best Army and this was the start of my slide into army painting addiction.

I had such a good time at this first tournament that when the next one was announced I just had to enter. However this time my expectations had been raised. I knew I could win the prize for Best Army but entering the same one again seemed to me to be wrong. My conscience

required me to paint another army. And so it is that each time a tournament is announced I enter (if possible) and each time I feel obliged to enter a new army. If it wins Best Army then I feel I can't enter it again and if it does not win then clearly I need to do better next time and I still need to paint another army.

And so it was when the Test of Legends tournament was announced. This was to be the first event held at the new Games Workshop site at Lenton, and as ever I needed a new army to field. The only army with any hope of being finished in time was my Sisters of Battle army so I entered the 40K competition.

Having decided on my army I once again set about devising some tactics to gain me a good

result. The performance of my Imperial Guard at the previous tournament had been, how shall I say, disappointing. This time rather than devising inflexible, all or nothing tactics, I would instead look at the strengths and weaknesses of the Battle Sisters and try to play them to maximise their strengths whilst minimising their weaknesses.

So what is good about the Sisters? Firstly, as a died in the wool Imperial Guard player I was amazed at the durability of the Battle Sisters. With a high Toughness and excellent armour save they can survive as well as Space Marines. Secondly, they have excellent Leadership and with the psychological and Leadership advances of their Rites of Battle, panic is of little concern to them. Thirdly, they have access to excellent short-range weaponry in the form of flamers, melta-guns and the most excellent heavy flamer. Finally, and to me probably the most important, is they have a great Codex! The Codex is not just a book that lists the troops and weapons

"This was the start of my slide into army painting addiction."

available, it also provides a background and flavour to the army which can give a much greater depth to a game. In the Sisters of Battle Codex are wonderful stories of political corruption and betrayal, wars of faith in which whole populations could be destroyed for saying or even thinking the wrong thing, and mad, fanatical preachers rousing groups of civilians into murderous, frenzied mobs. Through all this the Sisters manage to stay pure and righteous simply because they believe.

The disadvantages of the Sisters are firstly, their high points cost (nearly as expensive as a Space Marine), so you get few troops for your money. Secondly, they are weak in hand-to-hand combat. With a basic Weapon



Canoness Madelana Braveheart of the order of the Valourous Heart.



Arch Redemptor Kyrinov.



Sister Roseanna carrying the Order's battle standard.





Gareth puts as much work into his bases as many do to their models!



Veteran Seraphim Superior Angelica in command of Seraphim squad Angelica.

Skill of only 3, no troops equipped with close combat weapons and without the numbers of troops to compensate by ganging up, they are on to a hiding to nothing in the Close Combat phase. Finally they are lacking in any sort of long range weaponry with 24" being the longest range available to them. Bearing these points in mind I had to devise a tournament winning force.

My first thought was about the commander of the army. As my army was going to consist mostly of Sisters of Battle squads, it seemed only right that it should be commanded by a Canoness. If the Canoness was going to lead her Order in battle then there was no way she should be without a banner bearer, flying the Order's most holy and inspiring symbol. The Canoness was given the *Staff of Belief* to give her some close combat ability and a *Rosarius* to provide protection. She was also equipped with a bolter-flamer to add even more firepower.

Next I chose a squad of Seraphim. Not only do these troops look stunning, but equipped with jump packs they have excellent manoeuvrability and can land a hefty punch with their high Ballistic Skill and the ability to shoot a pistol from each hand. The squad was given krak grenades to deal with tough opponents with multiple wounds. I have always found five-man assault squads to be vulnerable to counter attacks from a more numerous opponent. This is even more of a problem with the Seraphim's lack of swords for that all-important parry, so I decided to equip my Canoness and banner bearer with jump packs so they could bolster the Seraphim's strength. The Seraphim would also be led by a veteran Seraphim who I equipped with the *Brazier of Holy Fire*. This wonderful relic allows you to shoot a jet of flame

just like a heavy flamer once per battle and can be used in hand-to-hand combat.

The next choice for my army was two Sisters of Battle squads. One squad included a Sister with a heavy flamer and a Sister with a melt-gun, while the other had a Sister with a multi-melta and a Sister with a flamer. My plan was that the squad with the multi-melta and flamer would sit tight behind cover and shoot at anything that came in range. The mere sight of a multi-melta is often enough to deter any troops from venturing too close, especially vehicles and Dreadnoughts. The squad with the heavy flamer would be mounted in a Rhino. This would enable me to move the squad up to 10" safely, then disembark and shoot with the heavy flamer, which is not a move or fire weapon.

Having just one vehicle for the enemy to shoot at is asking for trouble, even more so when packed with a squad of expensive troops, so another target to shoot at is always a good idea. If you can also have your opponent more scared of your decoy vehicle than he is of your most treasured one, all the better. Look no further than the amazing Immolator tank. This frightening vehicle, with its twin-linked heavy

flamers, can do so much damage if allowed to get close, that every opponent I have played has always chosen to target it rather than the Rhino.

This means I can disembark all the troops from the vehicle before they can all be destroyed in one shot. To further bolster the survivability of the Rhino I gave it a bulldozer blade.

Next came other members of the ecclesiastic community, in the form of a Missionary Hero and Arch Redemptor Kyrinov. Normally I do not use special characters in my games but Kyrinov is my favourite model so far produced by Games Workshop (god bless Brian Nelson) and just cried out to be



used. Also, using the model to represent an ordinary Confessor did not seem to do it justice, so Kyrinov it had to be. The Missionary Hero was given a *Haywire Grenade* and put into the Rhino with the Sisters of Battle squad, ready to pop out and give some unsuspecting vehicle a nasty surprise.

A mob of militia was bought so Kyrinov had some weak minded sinners to herd to their deaths, and to finish off the army, a squad of Imperial Guard with heavy weapons was added, to help the Sisters with their lack of long-range firepower. Of course, as all Imperial Guard players will know, it requires at least three heavy weapons squads to be sure of hitting anything, so I don't expect too much of this squad.

So armed with these game winning tactics and probably my best painted army to date, I set off to Lenton to prove that the Sisters of Battle could pass the Test of Legends. The new site is impressive, with a large, made-to-measure gaming hall with enough room for over 150 keen gamers. Situated strategically next to the gaming hall is Bugman's bar, wonderfully done up with shields on the walls, large oak drinking tables, huge wooden chandeliers and that most dwarfish of accessories, a pool table! With serving wenches handing out pints of Bugman's XXXXXX (for the correct amount of gold) it makes the perfect place to quench a thirst after a hard day's gaming.

Alongside the keenly fought battles, Tuomas organised a great gladiators contest between 8 of the most powerful figures in the Warhammer world (*just like the Arena of Death from WD221 - Fat Bloke*). I was one of them lucky enough to take part and randomly picked which of the contestants I would be. I got the Master Assassin himself, Deathmaster Snikch. In the first round I was drawn against Durthu the Treeman and after copious amounts of *Skavenbrew* and the ability to dodge anything which looked even remotely like getting close, all that was left of Durthu was a large pile of firewood. In the next round I faced Nagash, the supreme lord of the Undead. A slightly unfair contest I hear you cry, but I like a challenge. However the challenge proved beyond the Deathmaster's quick reflexes - just as my supply of *Skavenbrew* ran out, so did my luck, and the little rat got skewered. The final was between Nagash and Thorgrim, High King of the Dwarves, which ended with the banishment of Nagash for a thousand years. Now I understand why whenever I lead my Dwarf army with Thorgrim, all that is left at the end of the battle is a frustrated king crying out for somebody to come and fight him!

Also included in the weekend were sneak previews of Dogs of War for Warhammer, and Warhammer Siege, as well as the traditional question and answer session with Jervis.

By the time the prizes were handed out at the end of the weekend I was just as addicted to tournaments as ever and was already looking forward to the Mighty Empires campaign weekend 3 weeks later. But how did I fair in this tournament?

Best Painted Army was awarded to my Sisters of Battle army with a score of 59.25 out of 60, which absolutely amazed me! My best ever score! On the gaming front I put up a better performance than I had with my Imperial Guard at the last tournament and actually won 2 out of my 5 games, scoring 37 out of 100. Still not the best result, but with an army designed to be used as an allied force rather than a force on its own, I was happy with this outcome.

So what is it that makes a good-looking army? This is only my opinion and many may disagree, but I must be doing something right...



Gareth's
Praetorian
XXIV models
may feature in
a future army.



Gareth's
Ratling
Sniper
conversion.

Anyone can paint a good-looking army, and I am making a distinction between a 'well-painted' army and a 'good-looking' army. I firmly believe that in order to paint figures up to a very high standard you have to enjoy painting. If you do not like to field unpainted figures in a game but find painting them a chore to be done as quickly as possible, you are never going to reach the painting standard of someone who is willing to spend hours on each figure, painstakingly putting in great detail. But this does not mean you can't produce a good-looking army.

To illustrate my point I will refer to my current army under production, the Skaven. I have seen two Skaven armies in the pages of White Dwarf, the studio army painted by the 'Eavy Metal team and Andy Chamber's army, featured in White



Gareth's army, ready to do battle at this year's Grand Tournament.



Dwarf 137. Of these two, the one painted by Andy is my favourite by far. Andy's army really gives the impression of a mass of flea ridden, plague infested rats, swarming over the ground to swamp the enemy. It has a dark, dirty feel which to me is what Skaven are all about. The studio army on the other hand, whilst almost certainly the better painted of the two, has doesn't have as much continuity in it. The units consist of many different and bright colours, more akin to a travelling circus than a swarm of man-rats living their lives in dank, dirty tunnels. There is no theme to the army and it is this that is one of the main points in a good-looking army.

By painting the whole army in a similar way, using only a small range of colours appropriate to the race, it will appear as a unified force on the table top. It will have a much more striking appearance than an army where each unit is painted in a different colour scheme. Another good example of this is the new Undead army compared to the old one. The black and white colour scheme used throughout the army makes for a much better looking army. For some armies 'theming' is much easier than for others, after all a Space Marine army has its figures painted in the Chapter colours. However just using a unified colour scheme is not enough on its own, you must think about the colours you choose – do they convey the right image for the army? Yellow Chaos Warriors? I think perhaps not!

One of the easiest ways to improve the appearance of an army, which too many gamers seem to ignore, is to make good bases for the figures. The base of the model is as much a part of it as the metal casting itself. It is so easy to make sure the gaps in the



slots are filled and the base is painted and flocked that I am amazed at the numbers of gamers that don't even stick the models into the bases, let alone paint them!

Finally I recommend anyone who wants to produce a good looking army to read Nigel Stillman's articles on collecting and painting his Bretonnian army (WD 219-221). He is a man after my own heart and I most heartily agree with all the points he made. Combine this with a good colour scheme and flocked bases and I am sure you will have an army you can be proud of. It may not win you any more games. It might even mean you lose more as you start including troops not for what they can do but how good they look. However as you start a battle you can look at your opponent's messy, half painted figures, falling out of their bases and think, I may not win but I've got the best army!



Look out for Gareth's new Skaven army in a future issue of *White Dwarf* and at this year's Grand Tournament.

Recorded in this sacred document are the forces that fought in the defence of the factory moon of Lenton, in what became known as the Test of Legends. Blessed are the souls of those who fell defending humanity against the evil heretics who would try to extinguish the light of the true faith.

- **Canoness Madelana Braveheart** of the order of the **Valourous Heart** was given command of the forces loyal to the Emperor. Equipped with a jump pack, bolter/flamer combi-weapon, krak grenades, Rosarius and Staff of Belief. 125 points

- **Sister Roseanna** was chosen to carry the Order's battle standard. Equipped with jump pack, plasma pistol, krak grenades and the Cloak of St Aspira. 88 points

- **Veteran Seraphim Superior Angelica** was given command of **Seraphim squad Angelica**. She was given the **Brazier of Holy Fire** and a plasma pistol. One Seraphim was equipped with two hand flammers and the entire squad was given krak grenades. 233 points

- **Veteran Sister Dominica** had command of **squad Dominica**. She was equipped with a power sword and an auxiliary grenade launcher loaded with krak grenades. The squad had additional Sisters armed with a heavy flamer and melta-gun. 241 points

- **Sister Francesca** was in command of **squad Francesca**. She had a power maul in addition to her standard equipment and the squad had additional Sisters with a multi-melta and flamer. 253 points

- Giving his most valued assistance to the fight was **Arch Redemptor Kyrinov** himself. 88 points

- A mob of **Frateris Militia** also joined the fight. 70 points

- **Immolator tank** and a **Rhino troop** carrier with a bull-dozer blade. 205 points

- A **Missionary Hero** called **Cuthbert** equipped with plasma gun, chainsword, krak grenades, and a Haywire Grenade. 66 points

- **Imperial Guardsmen** gave much needed heavy support with a lascannon, missile launcher and heavy bolter. 130 points

Grand Total 1,499 Points

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WARHAMMER

CRY HAVOC!

or 'Raid on the Villa Da Vincia' by Jervis Johnson

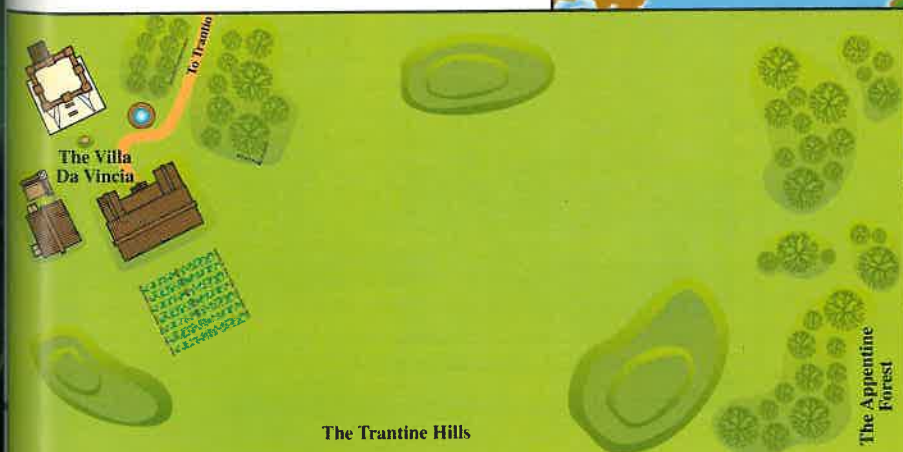
Mercenary armies are something new in Warhammer so we decided to feature one such army, commanded by the indomitable Perry twins, battling a feral Beastman horde, led by Italian Beastlord John-Paul Brisigotti. This battle features Rick Priestley's new ideas about Magic from WD222.

For the last few months Nigel, ably assisted by a veritable host of miniature designers and games developers, has been working away on the Dogs of War army book. Even though I've had my head buried deep in my computer as I work on another, ultra top-secret project, it's been impossible to avoid the excitement generated by Dogs of War. Every now and then Jim Butler or members of the Italian Studio, amongst numerous others, would come frothing along saying things like "Ain't these new Tileans brilliant!", or "These Galloper Guns are very strong in the rules, yes? I must get thirty-seven of them for my army..." (I presume the latter quote should be pronounced with an Italian accent? – Paul Sawyer) and so forth. I must admit that it all rather piqued my interest, and when asked by Paul Sawyer if I'd do the Dogs of War battle report it gave me the perfect opportunity to settle down with a cup of coffee and the new army book so I could find out what all the fuss was about.

So, what's special about the Dogs of War army book? Well, for a start it's not just an army book. It includes a selection of famous mercenary regiments that can be added to any other Warhammer army. Each regiment has its own background and is led by its own special character, and often they have their own special rules. In the battle report that follows I briefly explain what the rules are for the regiments we used, so suffice to say here that the book includes fifteen regiments and half a dozen independent characters. Now, on the face of it the Dogs of War regiments and characters could unbalance the game, especially as there are very few limits on who can use them. However, in practice the fact that the regiments can't be 'fine-tuned' with the addition of extra magic items and such-like

means that they are less prone to beardy manipulation than many 'standard' troop types.

As well as adding mercenary regiments to your existing army, you can, if you wish, field full Dogs of War armies made up purely of mercenary regiments, and led by a mercenary general. Entertainingly, Dogs of War armies have an army pay chest which replaces their army battle standard. The pay chest has much the same game effect as a battle standard, except that if it's captured then all mercenary units *Hate* the unit that captured it and will do their best to get it back again! This light-hearted tone pervades the whole book, and I must admit that several of the short stories made me laugh out loud (I especially liked the piece with the High Elf mercenary captain complaining about being stationed next to a unit of Ogres). There is also a very entertaining section describing Tilea and the various warring principalities of that realm, all of which opens up a whole range of intriguing campaign and scenario ideas. But I digress, for the important thing is that you can field entirely mercenary armies – and that's exactly what we decided to do for our battle!

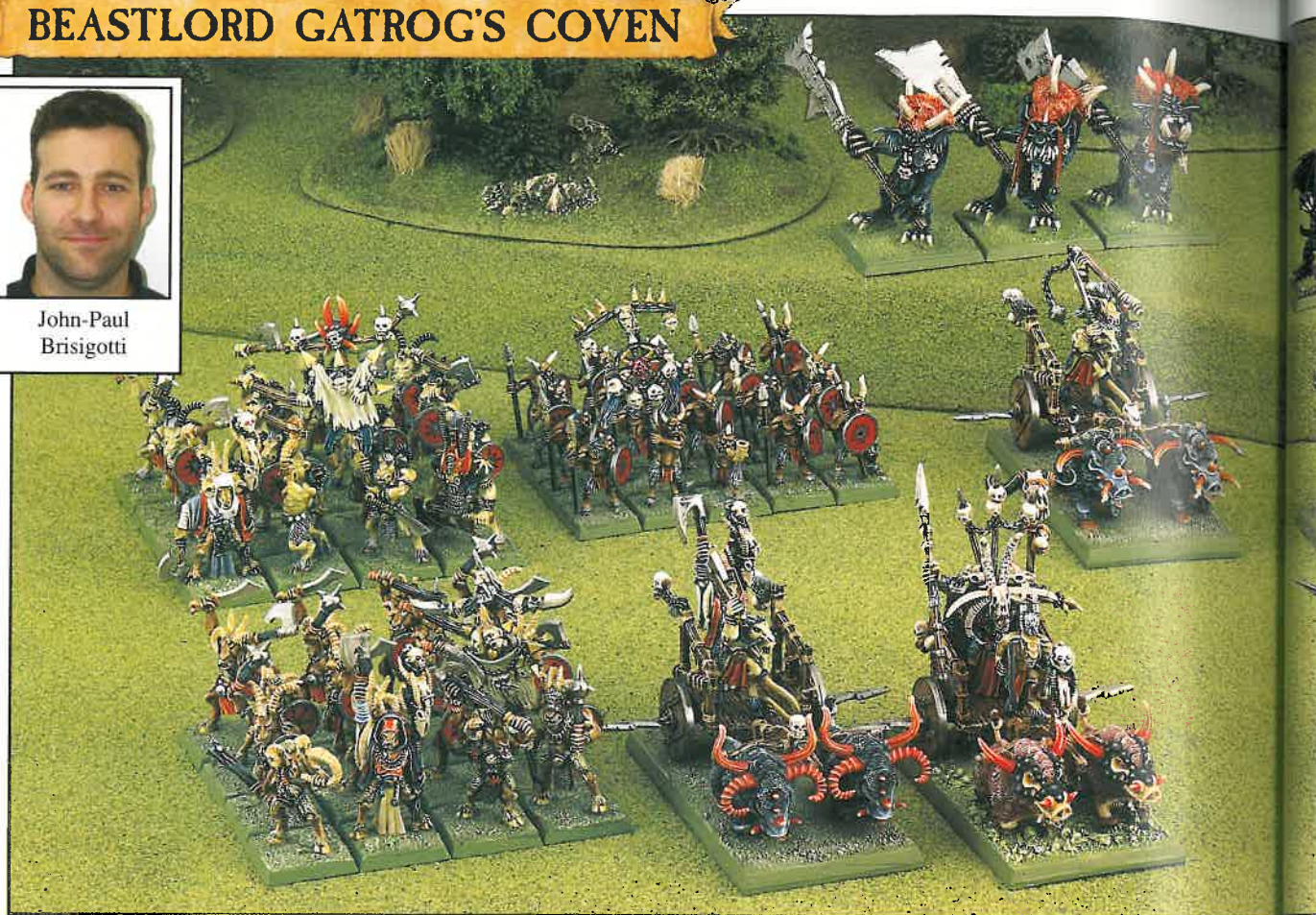


The Raid on the Villa da Vincia takes place on the edge of the Trantine Hills and the Appentine Forest, on the way to the city of Trantio. The battlefield contains elements that reflect its geographic position.

BEASTLORD GATROG'S COVEN



John-Paul
Brisigotti



PICKING THE DOGS OF WAR ARMY

Paul had decided that the Perrys should command the Dogs of War army in the battle report, as they had, after all, sculpted a good proportion of the miniatures for the new range. This was a good plan, apart from the fact that the Perrys, while being quite experienced generals, don't really believe in using army lists to pick their armies – they'd much rather come up with a scenario and plonk down the miniatures needed for a game than sit down with a calculator and carefully pick an army to play with. What's more, they had never played with a Dogs of War army, hadn't read the army book, and were meant to be playing the battle report game the next day! So it was that I ended up picking the army for them, and then the Perry's 'fiddled' with my list a bit to get a final army that they liked the look of.

Unfortunately for the Perry twins, I wasn't any more experienced at using Dogs of War armies than they, though I did have the advantage of having read the rules. This being the case, I took the easy option and based the army on the sample army in the Dogs of War book, to which I added some extra units to bring it up to the 3,000 points we'd decided to set as the limit for our game. As to whether I'd picked an awesome battle winning force or a motley collection of rascally ruffians, only time would tell. However, please bear in mind the scratch nature of the force when judging how well the Perrys performed in the game.

ENTER THE BEASTMASTER

The Perrys' opponent was to be none other than John-Paul 'it's not a beardy magic item combination, honest' Brisigotti, who'd be playing with his gorgeous Beastman army.

Gorgeously painted you understand, rather than being gorgeous Beastmen per se, which would be a contradiction in terms if ever there was one (get on with it, Johnson! – Paul Sawyer)! John-Paul (or 'JP') is head of GW Italia and keeps providing me with invites to Italian tournaments and events, for which I am extremely grateful, but which had absolutely no effect whatsoever on my umpiring of the game (honest!). Anyway, JP's a top-rate Warhammer general, well known for his competitive edge. What's more he's using his own army, so I'll hand you over to him to explain what he chose and why:

John-Paul: After being at Games Workshop for over six years, I was really pleased to be asked for the first time to fight a battle report. Even better, I was to fight the Perry twins, who made the very first models I ever bought (this was way back when I was just getting into Warhammer at fourteen). When the initial euphoria passed, I concentrated on my mission of wiping the floor with the Perrys, which shouldn't be hard as my Beastmen are the meanest horde south of the Chaos Wastes. My army centred around a hard unit of Bestigors, containing the general and army standard in order to give me the solid morale that Beastmen need. I reinforced this unit with two good-sized Gor units, each with a useful banner and a wizard. As a unit of sacrificial Ungors are essential when you fight armies with good missile fire, I included twenty of them. Hopefully they would save my elite units from getting too damaged. With the core of the army chosen I went for speed, as lack of missile weapons and war machines means the only way for the Beastmen to be really effective is to get into contact with the enemy as fast as possible. I would easily achieve this with the addition of three chariots (one carrying my Beastman Chief Kaon), and a horde of monsters bringing up the rear. These came in the form of Chaos Trolls, Dragon

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Ogres and Harpies. The Harpies in particular would help me to deal with any enemy war machines. On the whole I felt confident in the broad selection of troops I had chosen. I should be able to deal with anything the Tileans could throw at me.

WARHAMMER ROSTER SHEET

BEASTLORD GATROG'S COVEN

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points Value
BEASTLORD GATROG, GENERAL Two-handed weapon, heavy armour	4	7	6	5	5	4	6	4	9	2+	Helm of Many Eyes, Crown of Command, Black Amulet	330
YARGAN ARMY STANDARD Heavy armour, additional hand weapon	4	6	4	4	5	2	4	3	7	5+	Banner of Wrath	204
KACON, BEASTMAN CHIEF (ON CHARIOT) Additional hand weapon, shield	4	6	5	4	5	3	5	3	8	3+	Chaos Armour, Potion of Strength, Banner of Rage	202
KARATH, SHAMAN CHAMPION Additional hand weapon	4	4	3	4	5	3	4	1	7	-	Dispel Scroll, Chalice of Sorcery	190
ZARAO, SHAMAN Additional hand weapon	4	4	3	3	5	2	4	1	7	-	Dispel Scroll	94
14 BUSTOGORS Halberd, heavy armour	4	5	3	4	4	2	3	1	7	5+	Dread Banner Includes musician and standard	374
SHABRAT GORS SHABRAT, CHAMPION Two-handed weapon	4	5	4	4	4	2	4	2	7	-	Banner of Defiance Jade Amulet	292
14 GORS Hand Weapon, Shield	4	4	3	3	4	2	3	1	7	6+		
GRISHNAK GORS GRISHNAK, CHAMPION Two-hand weapon	4	5	4	4	4	2	4	2	7	-	Rapturous Standard Armour of Meteoric Iron	312
14 GORS Hand Weapon, Shield	4	4	3	3	4	2	3	1	7	6+		
22 UNGORS Hand weapon, Shield	4	3	2	3	4	1	3	1	6	6+		120
GOR CHARIOT GOR Halberd	4	4	3	3	4	2	3	1	7	-		112
TUSKGORS CHARIOT Scythes	7	3	0	4	4	2	4	1	3	4+		
GOR CHARIOT GOR Halberd	4	4	3	3	4	2	3	1	7	-		112
TUSKGORS CHARIOT Scythes	7	3	0	4	4	2	4	1	3	4+		
GOR CHARIOT GOR Halberd	4	4	3	3	4	2	3	1	7	-		112
TUSKGORS CHARIOT Scythes	7	3	0	4	4	2	4	1	3	4+		
3 CHAOS TROLLS Two-handed weapon	6	3	1	6	4	3	1	4	7	-	REGENERATE	201
3 DRAGON OGRES Additional hand weapon, light armour	6	4	2	5	5	4	2	3	7	4+		270
5 HARPIES	4	4	0	4	4	2	2	1	6	-		75

TOTAL **3,000**

Some of the coolest things in JP's army are the converted standards. JP admits to spending hours poring over Mail Order catalogues to find the best bits!



JP's Chaos Trolls were converted by his mate Giorgio Bassani as a gift.



Beastman Army Standard.



Standards from both Gor regiments.

WARHAMMER ROSTER SHEET

BORGIO THE BESIEGER'S MERCENARY ARMY

Model/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points Value
BORGIO THE BESIEGER, GENERAL Barded Warhorse Mace, lance, heavy armour, shield	4 8	6 3	6 0	4 3	4 3	3 1	6 3	4 1	10 5	2+	Mace of Might, Monstrous Mask Helm, Armour of Brazen Bronze	173
LUBREZZIA BELLADONNA Warhorse Sword	4 8	3 3	3 0	4 3	4 3	3 1	5 3	2 1	7 5	6+	Level 3 Mage Poisonous Items: Pital of Poison, Poisoned Shilleo, Potion of Paranoia	358
BEARMEN OF URSLO BEORG BEARSTRUCK OERL THE YOUNG Axe, light armour, shield	4 4	5 4	0 3	6 4	5 3	3 1	5 4	4 2	9 7	4+ 5+	*Bearfang Talisman Bear Banner	352
BEARMEN Axe, light armour, shield	4	4	3	4	3	1	4	1	7	5+		
BRONZINO'S GALLOPER GUNS BRONZINO Warhorse Sword, heavy armour	4 8	5 3	5 0	4 3	4 3	2 1	5 3	3 1	8 5	4+		269
GUN CREW Sword, light armour	4	3	3	3	3	1	3	1	7	6+		
MARKSMEN OF MIRAGLIANO MAXIMILIAN DAMARK Crossbow, sword, light armour	4	5	5	4	4	2	5	3	8	6+		257
MARKSMEN Crossbow, sword, light armour	4	3	4	3	3	1	3	1	7	6+		
LONG DRONG SLAYER'S PIRATES LONG DRONG Outfitters, loads of pistols	3	6	5	4	5	2	4	3(+1)	10	-	Enemy are at -1 to hit in H-T-H	328
PIRATES Outfitters, loads of pistols	3	4	3	3	4	1	2	1(+1)	9	-		
ALCATANI FELLOWSHIP RODERIGO DELMONTE Pike, sword, light armour	4	3	3	3	3	2	3	2	8	6+		261
PIKEMEN Pike, sword, light armour	4	3	3	3	3	1	3	1	7	6+		
MYRAS THE MEAN Mace, heavy armour, shield	4	5	5	4	4	2	5	3	8	4+		210
SHERK YAPUSH Curved dagger	4	2	2	3	3	1	2	1	8	5+		
RODYGUARD Halberd, light armour	4	3	3	3	3	1	3	1	7	6+		
LEOPOLD'S LEOPARD COMPANY LEOPOLD Long pike, heavy armour	4	5	5	4	4	2	5	3	8	5+		240
PIKEMEN Long pike, heavy armour	4	3	3	3	3	1	3	1	7	5+		
GOLDFAG'S MERCENARY OGRES Golgtag 2 hand weapons, armoured coat	6	6	2	5	6	6	5	5	9	5+		544
Skaff Hand weapon, armoured coat	6	3	2	4	5	3	3	3	7	5+	Standard counts as extra hand weapon	
Ogre 2 hand weapons, armoured coat	6	3	2	4	5	3	3	2	7	5+		

TOTAL **2,992**

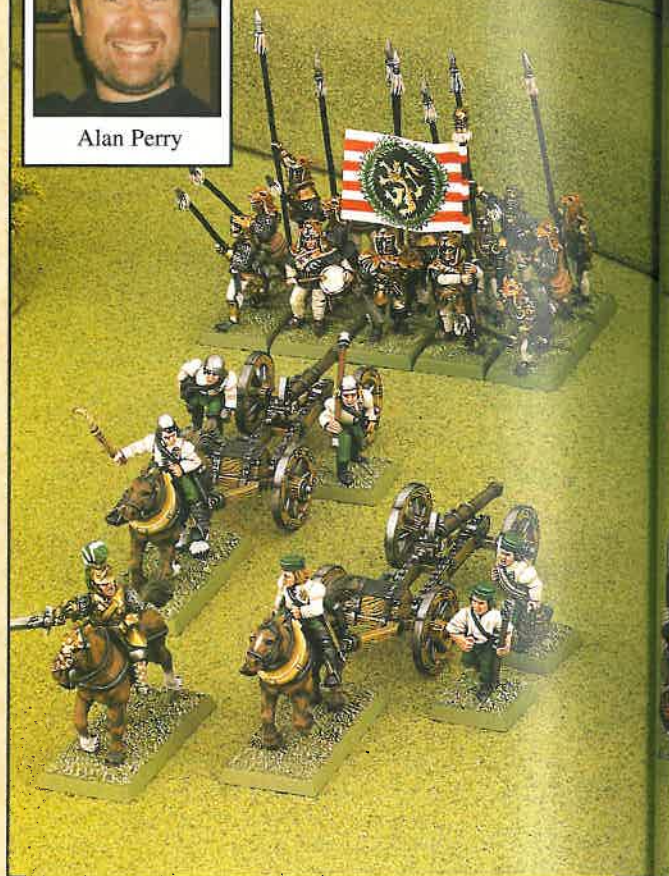
THE BATTLE

As the purpose of this battle report was to show how the new Dogs of War army performed, I decided to keep things as simple as possible. As already noted we were playing a 3,000 point game, and there were no limitations on what either side could take apart from all of the models being 'what you see is what you get' in that any equipment and upgrades had to be shown on the model. We always play battle report games this way, and personally, unless I'm playtesting a new troop type for a new Codex or army book, I wouldn't dream of playing any other way. As far as I'm concerned if you don't have the right models you can't use the troops – and if Citadel don't make the models you want, then it's time to get converting and make your own! The other thing I told the players was that we'd be using the modifications from Rick's 'Magic Revisited' article, and the 'Points per Level' rule for magic items (see WD 222 for details).

This aside the Perrys and JP were to play a straight-forward Pitched Battle. As Adrian Wood (my assistant battle reporter) had already made a map to record the players' moves, I decided to use this to get the players to draw their set-up in secret before setting up on the table top. The players cunning plans are detailed as follows:



Alan Perry



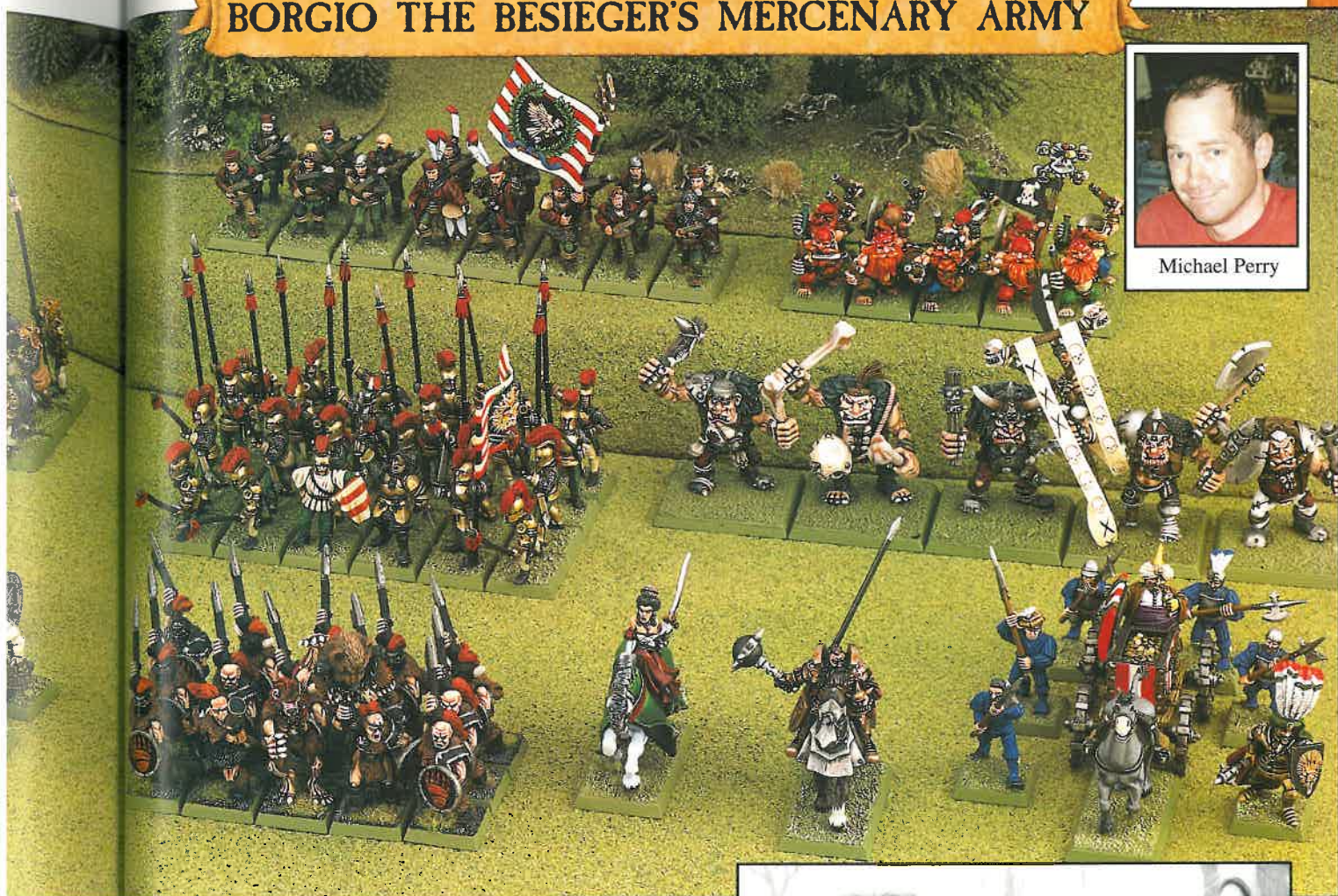
JP's plan: My plan was simple. Using Nigel Stillman's *Horns of the Stegaddon* tactic (see WD 208) as the basis of my attack, I would use the Chariots and the monsters on the flanks to distract the enemy. Meanwhile the strong centre, deployed around the Army General would march forward as fast as possible, avoiding the missile fire which the flank attacks would be attracting.

The Perrys Plan: After designing a fair amount of the Dogs of War range it was nice to be given the opportunity to field them for a battle report. Being the first time we'd used the army, we expected it to prove interesting. We were a little restricted in the troops we could use, as we could only use the models that were available and painted. We were especially short on cavalry... well, we had none to speak of! But this helped in our decision to hold back and lure the Beastmen onto our artillery and crossbows, as they had no missile troops at all. If we could slow down those nasty chariots with crossbow fire and enfilade bigger units (don't ask me what that means – PS) (it means to fire at the flanks – Wordy Bloke) with the galloper guns, using their move and fire rule (more on this below) we should weaken him before he charges. Using the hill as a vantage point we posted the Marksmen of Miragliano on it, supported on one flank by the two pike regiments and on the other by Drong, who we knew would stand his ground. For strong flanks we used Golgfag's Ogres on our left and Beorg's

BORGIO THE BESIEGER'S MERCENARY ARMY



Michael Perry



It's worthwhile noting that Golgfag's Mercenary Ogres are actually an Ogre short in this photograph. The Perrys, finding themselves with 50 points left when working out their army, borrowed one of Gordon Davidson's Ogres to bolster the size of our painted unit!

Bearmen on our right. We thrust the galloper guns as far forward as possible on the extreme flanks while keeping the main front line back, in order to give us at least three turns of shooting. The overall plan was to hold the centre and crush the flanks.

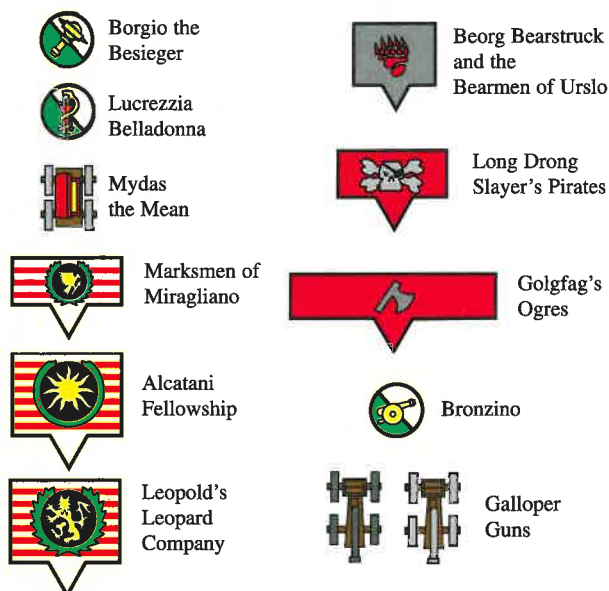
PRE-BATTLE STUFF

Before we could start the battle proper there was a whole bunch of stuff that the players needed to do. First of all we dealt out spells; Belladonna was dealt three Battle Magic spells, receiving *Net*, *Fireball* and *Destruction*, while JP's Shaman received *Soul Drain* and his Shaman Champion received *Power of Chaos* and *Doom Bolt*. Next up JP rolled up his Chaos Gifts, receiving three cards, which turned out to be *Mutations*, *Wind Of Chaos* and *Changing Of The Ways*. JP used *Mutations* straight away on his Bestigors and got the 'Massive Frame' result which added +1 to their Strength, while his roll for the *Winds of Chaos* card showed that all odd magic cards would be dealt to him. JP appeared well satisfied with both results.



Of rather more interest to us, however, was the effect of the special rules that applied to Belladonna and Mydas the Mean, both of whom are special characters included in the Dogs of War book. As already noted, there are half a dozen independent special characters included in the Dogs of War book. Unlike the regiments, these can't be hired by other armies, and can only be used in Dogs of War armies. Lucrezzia Belladonna is a sorceress with three spells, but in addition she is an expert poisoner and assassin (see the article in this issue for her full rules!). To represent this she gets the opportunity to poison a randomly selected character in the opposing army. In our game she picked on JP's Shaman Champion, causing two wounds to the character before the battle even started. She also has a magic potion, which she gave to the Dogs of War army general, Borgio the Besieger, and which added +1 to his WS, A, S and T. Truly she was a most worthy addition to any army!

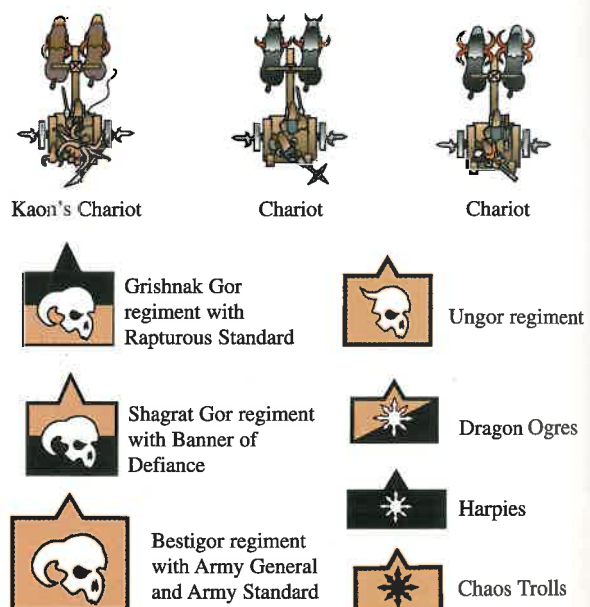
BORGIO THE BESIEGER'S MERCENARY ARMY



Mydas the Mean is a special character who replaces the Dogs of War army's normal paymaster. As I mentioned in the introduction, Dogs of War armies have pay chests instead of army battle standards, and Mydas is a renowned paymaster in charge of such a chest. In addition he has a treasure map which he keeps stuffed down his leggings (!) and which can have an inspirational effect on the rest of the army. Unfortunately the Perrys only rolled a '1' for the effect of the map in our game, so the only people who were effected were Mydas's bodyguards, who all received a +1 to hit modifier throughout the battle.

These preliminaries out of the way, all that remained was to determine how many turns the battle would last, who would go first, and then to get stuck in. JP rolled the D6 for the number of turns and got a six – the battle would last six turns. However Perrys won the dice roll for the first turn and got to move first...

BEASTLORD GATROG'S COVEN





DOGS OF WAR TURN 1

DOGS OF WAR TURN ONE

Jervis: Sticking carefully to their plan, the Perrys refused to move any of their army other than the Galloper Guns on the two extreme flanks. These moved forward to catch the Beastman line in a crossfire... or at least that was the plan. Having moved into position the Perrys unleashed the first two

shots from their prized, new war engines, only to watch in horror as one misfired and then blew up! The second cannon at least managed to fire, but the cannonball fell rather short of its main target (a big unit of Beastmen) and only managed to kill an Ungor skirmisher.

Clearly disappointed that the new wonder weapons of the Warhammer world had proved rather less effective than had been hoped, the Perrys next opened up with the Marksmen of Miragliano. Being stationed on a hill allowed both ranks of the Marksmen to fire, and what's more they could see right over the Ungor skirmish screen to attack the units beyond, much to JP's disgust, it has to be said. The Marksmen managed to do rather better than the cannon, but only just – they caused one wound on the Bestigor unit.

Last, but by no means least, came the Magic phase, and Lucrezzia prepared to prove her sorcerous power. Unfortunately the Perrys only rolled a total of 3 on 2D6, and as the odd card went to JP (remember the Winds Of Chaos gift), they only got a single card and couldn't cast a spell. This ended what has to be said was a pretty dismal first turn for the Tileans.

Galloper Guns

The Perry twins' mercenary army included two of Master Gunner Bronzino's Galloper Guns. These are a new form of cannon that is harnessed to a horse, ridden by one of the gunners. This allows them to move up to 8" each turn and fire! Fortunately for people that come up against the Gallopers, they are quite small as far as cannons go, and so only have a Strength of 5 and a range of 24" (plus the bounce distance, of course). Nonetheless they retain a cannon's ability to ignore armour saves which means that the thought of them getting round the side of an expensive unit of knights and bouncing a cannon ball along the whole line is rather horrifying!

The Marksmen Of Miragliano

As well as the Galloper Guns, the Perrys' army included the Marksmen of Miragliano. This crack unit of crossbowmen has a Ballistic Skill of 4, which combined with the high strength of a crossbow, makes them an extremely useful addition to any army. The only down-side to the regiment is that, along with all other crossbowmen, they can't move and shoot.

Guessing Ranges

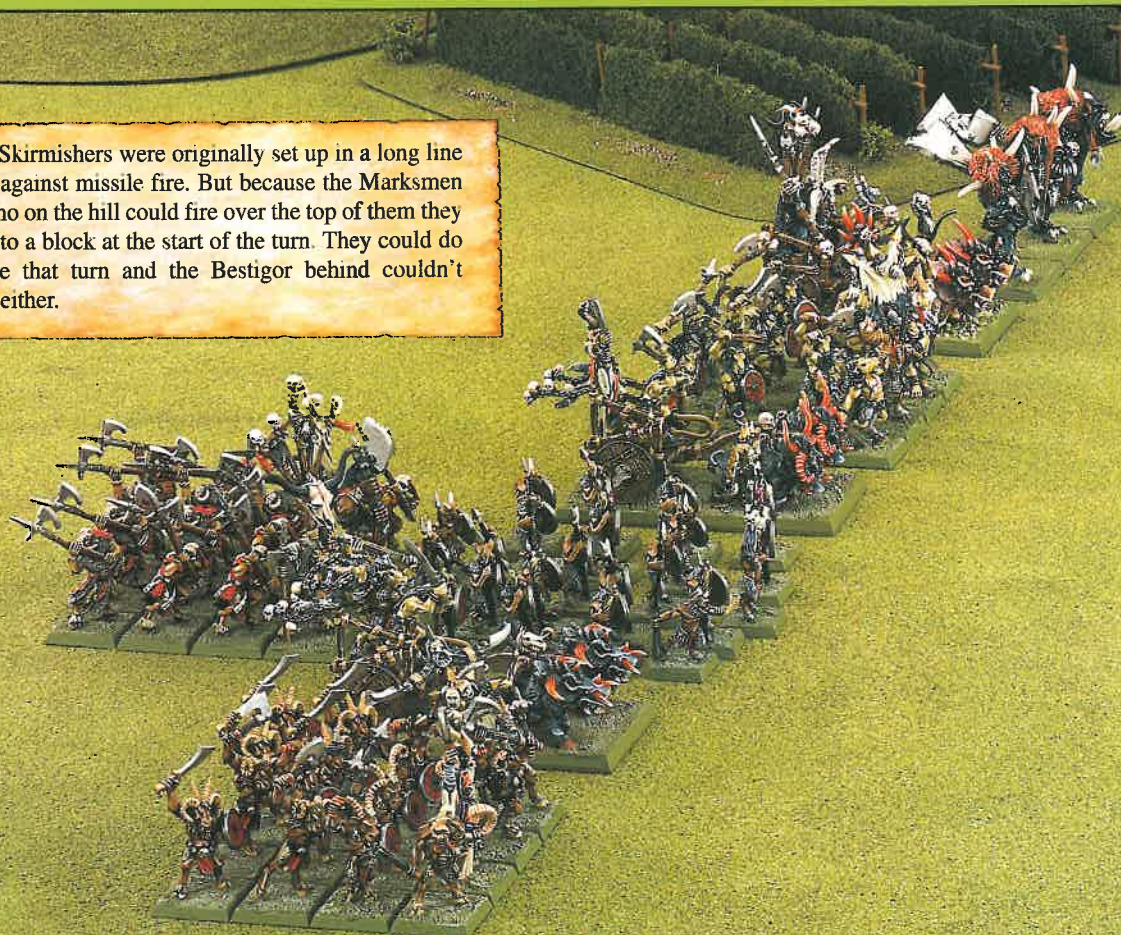
It's considered good form in games of Warhammer and Warhammer 40,000 to guess all ranges before any measuring takes place in the shooting phase. For example, the Perrys guessed the ranges for both their Galloper Guns before firing either, and before shooting the Marksmen on the hill. By the same token you should always declare what you will shoot at before making a ranged attack, and if your declared target is out of range then the attack misses. This is what happened with John-Paul's spells in the Beastman turn.





BEASTMEN TURN 1

The Ungor Skirmishers were originally set up in a long line as a screen against missile fire. But because the Marksmen of Miragliano on the hill could fire over the top of them they reformed into a block at the start of the turn. They could do nothing else that turn and the Bestigor behind couldn't manoeuvre either.



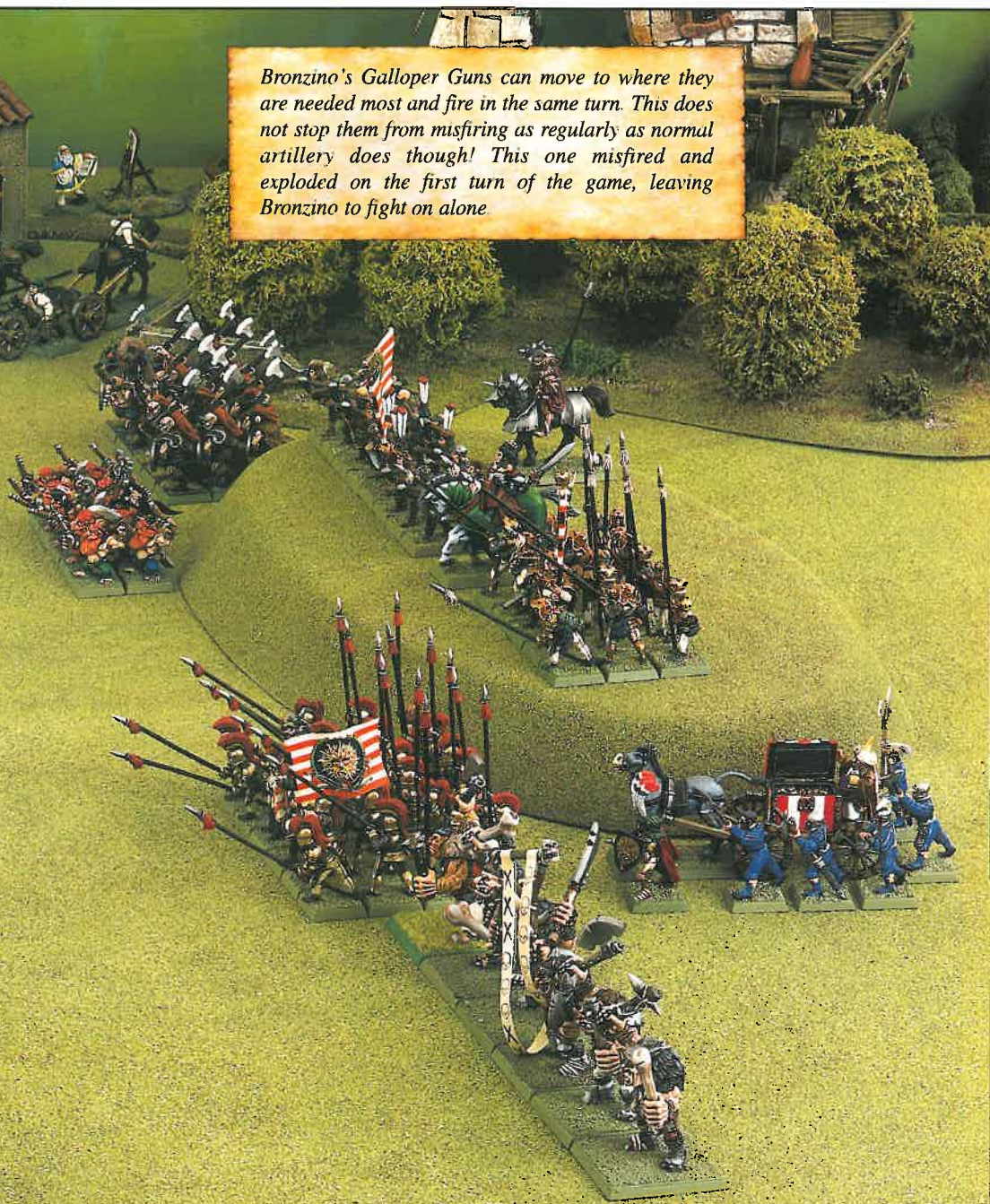
BEASTMEN TURN ONE

Still annoyed that I'd allowed the Marksmen to shoot over his skirmish screen, JP reformed the unit into a solid block (it had a musician and so was allowed to do so). Unfortunately this blocked the movement of the Bestigors, but JP didn't seem to mind and advanced the rest of his army to form a sort of crescent shape. The only exception were the Harpies, who flew high in preparation, I had no doubt, for swooping down on the surviving Galloper Gun in their next turn.

JP had no missile troops and no-one was in combat yet, so we moved to the Magic phase. Unfortunately both the spells JP tried to cast (a *Doom bolt* and *Lightning Bolts* from his *Banner of Wrath*) proved to be out of range of the Tileans, so caused no damage.

Being stationed on a hill allowed both ranks of the Marksmen to fire, and what's more they could see right over the Ungor skirmish screen to attack the units beyond, much to JP's disgust, it has to be said.

Bronzino's Galloper Guns can move to where they are needed most and fire in the same turn. This does not stop them from misfiring as regularly as normal artillery does though! This one misfired and exploded on the first turn of the game, leaving Bronzino to fight on alone.





Bronzino valiantly attacks the Chaos Trolls, only to break and flee with the monstrous beasts in hot pursuit.

DOGS OF WAR TURN TWO

Still sticking to their plan to hold in the centre and crush the flanks, the Perrys advanced Golphag's Ogres and Beorg's Bearmen towards the flanks of the advancing Beastman horde, while the surviving Galloper Gun manoeuvred for a better shot. Meanwhile, Chief Gunner Bronzino, clearly overcome with fury at the destruction of the Galloper Gun he had been accompanying, took it upon himself to charge the unit of Chaos Trolls single-handed!

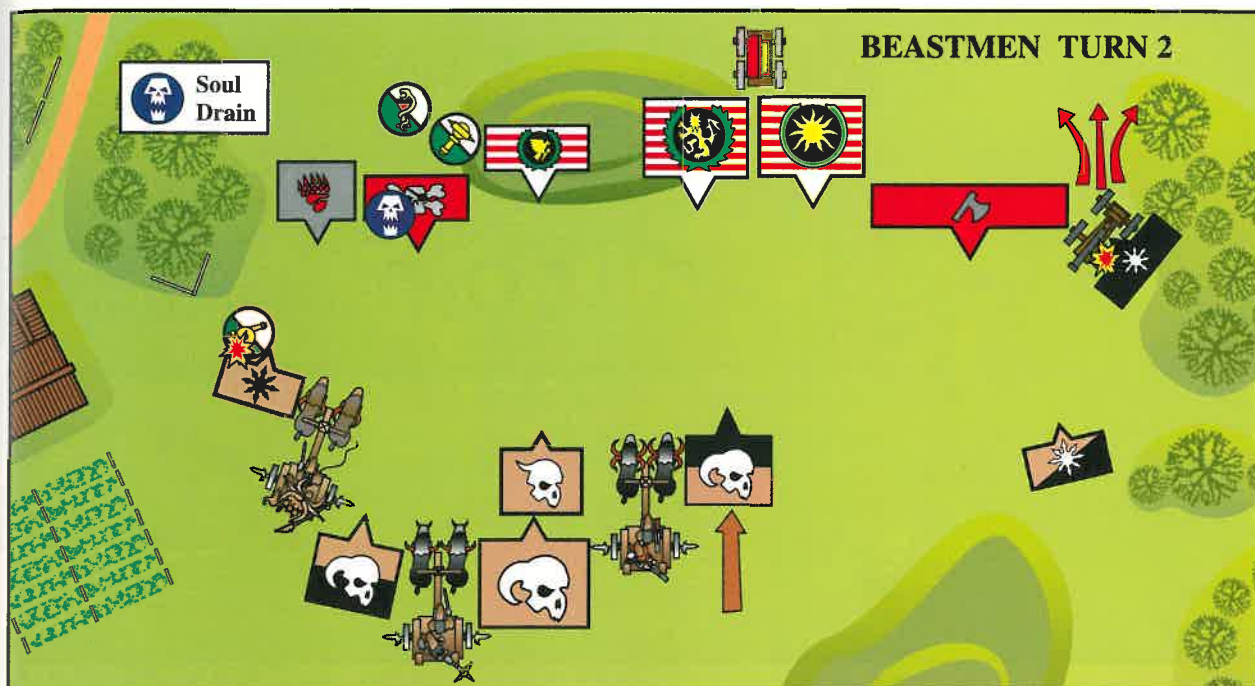
In the shooting phase the Galloper Gun only managed to kill a single Beastman, but the Marksmen of Miragliano were rather more effective. Targeting one of the Beastmen chariots

they succeeded in killing off a Tuskgor, slowing the chariot down to half speed.

Combat consisted of Bronzino bravely taking on the Chaos Trolls. It was at this point that JP revealed that the character in the Beastman chariot had a Banner of Rage, which made him and the Trolls frenzied! Not surprisingly Bronzino failed to cause any damage, and after suffering a wound in return he fled from the ferocious creatures.

In the Magic phase Lucrezzia finally got enough power to cast a spell, hurling a *Fireball* at the undamaged chariot which caused a wound to the driver.





BEASTMEN TURN TWO

Most of the Beastman army was too far away to charge, but on the flanks the Chaos Trolls charged after the fleeing Bronzino while the Harpies swooped down to attack the crew of the surviving Galloper Gun. With the exception of the Dragon Ogres, who wanted to keep out of charge range of Golgfag's

Ogres, the rest of the Beastman army advanced. Unfortunately for Bronzino he was caught by the charging Trolls and cut down. The crew of the Galloper Gun fared no better, not even causing a single wound on the Harpies – they broke and fled off the table with the Harpies in hot pursuit.

The Magic phase started off equally successfully for JP, as he played *Soul Drain* with total power onto Long Drong Slayer's Pirates, killing six of the stumpy fellows. To follow up JP unleashed a *Doom Bolt* onto the Marksmen of Miragliano, but the Perrys countered with a *Mental Duel*, which dispelled the spell and then caused a wound on the caster. As this was the Shaman that Lucrezzia's poison had already inflicted two wounds on, he was slain – until JP played the *Escape* card he'd been lucky enough to pick up that turn! Still, the returning Shaman only had one wound, and was left isolated by the edge of the table.

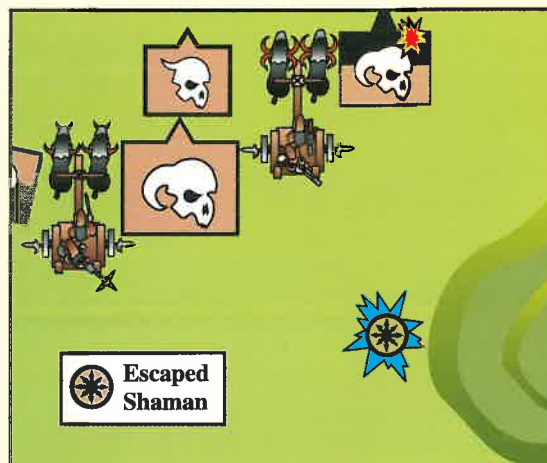
DOGS OF WAR CAPTAINS

All Dogs Of War regiments are led by a captain. These are the people that raised the regiment, and generally they have the characteristics of a hero of the appropriate race. Unlike normal heroes, however, they have to remain with their regiment and can't move off on their own. In addition they have a 'fixed' allocation of equipment and magic items, which may not be changed or added to. Bronzino, for example, has the characteristics of a human hero, rides a warhorse, and wears heavy armour. Unfortunately for him he has no magic items, which is why he was defeated so easily by the Chaos Trolls. Beorg, the leader of the Bearmen, on the other hand, has a special profile (well, he is a Were-Bear!) and comes with a unique magic item only he can use.

CHARGING FLEEING TROOPS

It's not uncommon for fleeing troops to be charged by enemy units. When this happens the fleeing troops must choose to flee as a charge reaction. If the charger's move is still sufficient to contact the fleeing troops, then the fleeing troops will be wiped out. I play that fleeing troops caught in this way are not removed until the combat phase, and that they count as a unit being wiped out in hand-to-hand combat, which means that friends within 12" have to take a Panic test, and this was a house rule we used when the Chaos Trolls charged and caught Bronzino. As it turned out nobody had to take any Panic tests after all, as you ignore this rule if the unit wiped out is a single model with less than five wounds, but the principal is important nonetheless.

MAGIC PHASE





DOGS OF WAR TURN THREE

Although Bronzino had been slain, his death had left the Chaos Trolls and their accompanying Beastman chariot in position to be charged by Long Drong Slayer's Pirates and Beorg's Bearmen, and, not surprisingly, both units promptly charged in. On the other flank Golgfag led his Ogres in a charge on the Dragon Ogres, but was just out of reach (by less than half an inch) so the charge failed.

In the Shooting phase the Marksmen, now the only missile unit in the game, turned their attention to the undamaged Beastman chariot to their front, and succeeded in killing off one of the Tuskhors and damaging the chariot itself! This meant that both the unengaged Beastmen chariots were slowed to half speed, and were unlikely to have much effect until the end of the battle, if at all.



On the left flank the Bearmen of Urslo and the Pirates charge the rampaging Chaos Trolls and Kaon's Chariot.



In the combat phase there began what would become a truly epic conflict between Long Drong Slayer's Pirates and Beorg's Bearmen on the one hand, and the Chaos Trolls and the Beastman Chief Kaon in his chariot on the other. At the end of the first round of combat three Pirates and four Bearmen lay dead, for the loss of a Troll and a wound on the Beastman hero. The Dogs of War lost the round, but only by a point, and hung on grimly.

In the Magic phase Lucrezzia managed to cast a *Fireball* at one of the Beastman chariots, slightly damaging the chariot but doing no serious harm. She then tried to cast *Net* on the Chaos Trolls, but this was countered with a *Dispel Scroll*.

BEASTMEN TURN THREE

Realising that attack is the best form of defence, JP's Dragon Ogres charged Golgfag's Ogres. The rest of the Beastmen army advanced steadily towards the enemy, and the Chaos Harpies returned to the table (after having pursued the Galloper Gun crew off the edge in the last Chaos turn).

LONG DRONG SLAYER'S PIRATES

Long Drong leads a unit of Dwarf Slayer Pirates. The Pirates are bedecked with loads of pistols, so they count as having an additional hand weapon (+1 attack) and all their attacks hit with strength 4. In addition the Pirates have a penchant for strong rum, which they mix themselves including gunpowder in the brew! Not surprisingly this wreaks havoc on their insides, which in turn has a dire effect on the enemy, who suffer a -1 to hit modifier in hand-to-hand combat against the pirates due to the atrocious smell.

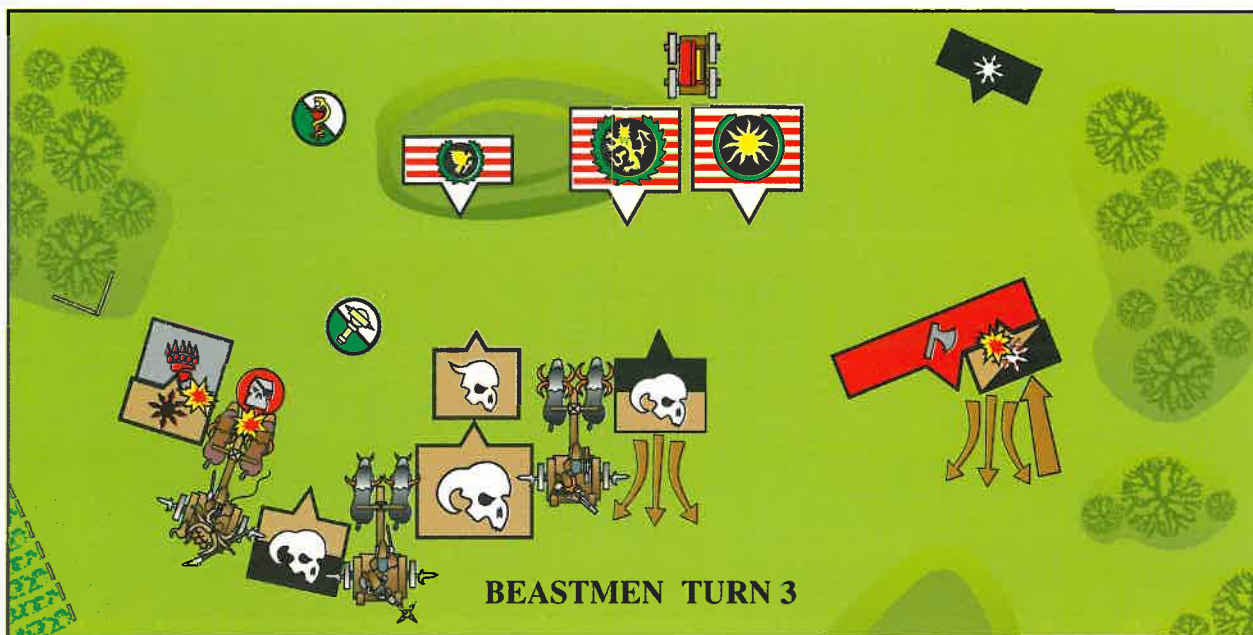
GOLGFAG'S MERCENARY OGRES

Golfag's Ogres are without a doubt one of the toughest and most dangerous regiments in the Dogs of War book – but they are also the most expensive to hire in terms of points. The unit is led by Golgfag, who is an Ogre hero, and a deadly effective fighter (he has WS6, S5 and six attacks!), and the rest of the lads in the unit ain't bad either. I've got a feeling that we'll be hearing quite a lot about Golgfag's exploits on gaming tables over the next few months...

In the Combat phase the bloody conflict between the Chaos Trolls and the Pirates and Bearmen continued. Another Troll was slain for the loss of three Pirates and one of the Bearmen, but this time the combat was won by the Dogs of War (thanks to the Bearmen's musician!), and although JP's troops did not flee, the loss meant that they were no longer frenzied.

Meanwhile on the opposite flank the Dragon Ogres were finding out just how hard Golgfag's Ogres were. Although they managed to cause a couple of wounds on the Ogres, they suffered four in return, broke, and were cut down by the pursuing Ogres. The resulting Panic tests caused a nearby Beastman unit to flee as well!

In the Magic phase JP attempted to use his *Banner Of Wrath*, but this was countered by *Drain Magic*, although Lucrezzia did lose a level and her *Fireball* spell in the process.



REMEMBERING THINGS

During the Perry's fourth turn JP suddenly remembered that the unit of Beastmen that had panicked in his previous turn had the Rapturous Standard, and should have passed automatically. Suddenly remembering things like this is a common occurrence in games of Warhammer, and it's important to rectify the mistake if you can, so we said that the regiment rallied immediately and could move normally in its next turn. However, when you do this kind of thing it's important that you do so without 'going back in time' and changing events that have already occurred in the game. For example, if you loose a combat and then remember your +1 to hit modifier, that's tough – the combat has already happened and can't be changed!



BEORG BEARSTRUCK AND THE BEARMEN OF URSLO

Beorg and his Bearmen are Norse warriors who, like many of their brethren, have been warped by their close contact with the Chaos Wastes. In this case the effect has been to turn them into were-bears, though just how pronounced the effect is varies from man to man. In Beorg's case the effect is most pronounced, increasing all of his characteristics well above the human norm, and making him a very dangerous close combat opponent. In addition the regiment has a magic standard which gives them a +1 to hit bonus in the first round of combat

DOGS OF WAR TURN FOUR

The Perry's fourth turn was very quiet. There were no charges from the Dogs of War this turn, although the the pike blocks on the left flank advanced and Golgfag's Ogres reformed to face towards the Beastman army.

The Ungor got their revenge on the Marksmen, slaying three for the loss of only one Ungor.

In the Shooting phase the Marksmen on the hill opened up on the Ungor, killing four of them. The combat between the Bearmen, Pirates and Trolls carried on, but both sides must have exhausted themselves during the first two rounds of

combat, because the only damage inflicted was a wound on one of the Tuskors pulling the chariot, and a wound on one of the Trolls. Although JP's troops lost by 3 points, the presence of the army standard and army general within 12" meant that they held on. The Magic phase was equally uneventful, with only three cards being dealt out and no spells being cast.

BEASTMEN TURN FOUR

After three turns of slogging over the battlefield, the Beastmen were finally starting to get into charge range of the enemy. In the centre the Ungor charged the Marksmen on the hill, and the unit of Beastmen beside them tried to get at the Perry's army general, but fell just short. The Marksmen stood and fired at the Ungor, bringing down five of the little blighters, but the Ungor passed



The Beastmen chariots absorbed a tremendous amount of enemy fire during the first half of the battle. Now the bulk of the Beastman army, largely untouched, closes in for the kill.

their Panic test for taking 25% casualties and charged in anyway. The rest of the Beastmen carried on with their advance, apart from the Harpies who flew into a position behind the two Tilean pike blocks in order to stop them marching.

In the Combat phase the Ungors got their revenge on the Marksmen, slaying three for the loss of only one Ungor. The brave Marksmen passed their Break test, however, and hung on. The fight between the Pirates, Bearmen and Trolls started to heat up again, mainly because JP finally remembered at the start of his turn to get his hero, Kaon, to drink his *Potion of Strength*. In the ensuing combat Drong and the last of the Pirates were cut down, and four of the Bearmen were killed, all for the loss of a single wound on one of the Trolls. Miraculously, however, the Perry's managed to roll a three on 2D6 for their Break test, and the surviving Bearmen held!



In the Magic phase JP's shaman cast a *Doom Bolt* at the Ogres, which had no effect, and attempted to blast the Perrys' general with the *Banner of Wrath*, only to see the magic dispelled. Unfortunately for the Perrys this was their only dispel card, and so they could only watch as JP unleashed *Soul Drain* on the Alcatani Fellowship, killing six and causing the unit to panic and flee 6".



DOGS OF WAR TURN FIVE

Throwing caution to the wind, the Perrys hurled their army general Borgio the Besieger into combat with one of the Beastmen chariots, while Golphag charged the unit of Beastmen bearing the *Rapturous Standard*. Having seen what the Ogres did to his Dragon Ogres, JP decided to voluntarily flee with the Beastmen – unfortunately they did not flee far enough (JP rolled a three on 2D6) and were caught and destroyed by the Ogres! To make matters worse for the Beastmen, the Alcatani Fellowship rallied on the table edge and returned to the fray!

Things didn't get any better for JP in the Combat phase. The Ungors and Marksmen caused three wounds each on each other, and thanks to their advantage of height on the hill, the Marksmen won. The Perrys' general won his combat as well, wounding a Tuskgor and one of the crew in the chariot he was fighting, in return for a single wound himself, while Beorg's Bearmen finished off the last Troll and for the loss of a wound. Fortunately for JP all the units passed their Break tests, but nonetheless, things looked quite grim for the Beastmen.

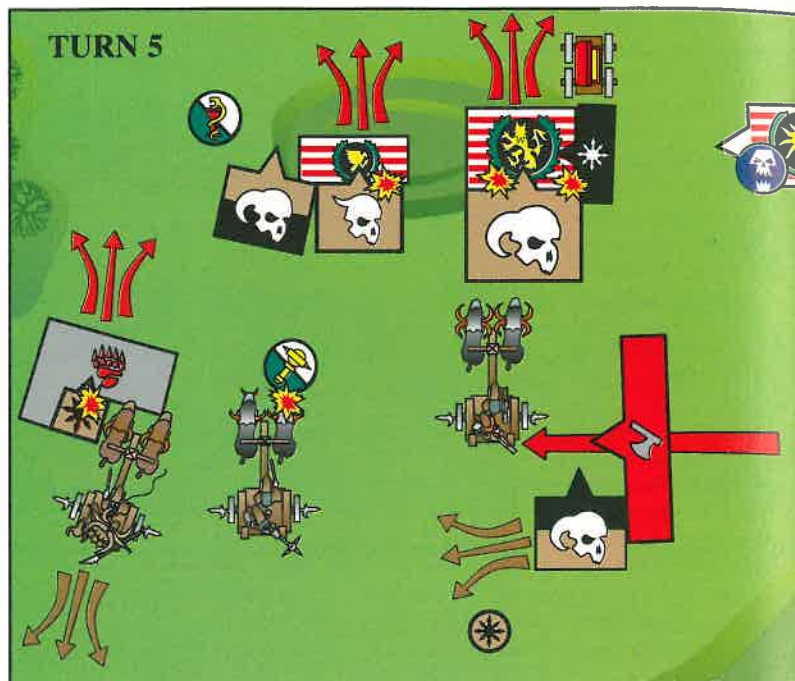
In the Magic phase Luccrezza attempted to *Net* the Beastman regiment closest to her, only to have the spell rebounded. Fortunately she was able to dispel the rebounded spell in turn!

To make matters worse for the Beastmen, the Alcatani Fellowship rallied on the table edge and returned to the fray!

BEASTMEN TURN FIVE

Seeing the game starting to slip away, JP hurled as many of his troops into combat as he could. The Ungors struggling against the Marksmen on the hill were joined by a regiment of Gors, while the regiment of pikes on the hill (Leopold's Leopards) was charged by the regiment of Bestigors. The Harpies then charged the Leopards in the flank.

In the Combat phase the Marksmen succumbed to the



combined pressure of the Gors and the Ungors, and broke and fled from the table. The Leopards put up a much stiffer fight, but in the end lost the combat, broke and fled as well.

JP didn't have things all his own way, however, for Borgio carried on chopping the chariot he was fighting into kindling, reducing it to a single chariotless crewman who miraculously did not flee, while Beorg's Bearmen, having finished off the Chaos Trolls, turned their attention to the Beastman Chief Kaon and put him to flight too. Unfortunately, the Bears were forced to take a Panic test themselves when the Marksmen broke, and they failed, with the result that the Bearmen and the Beastmen Chariot ended up fleeing in opposite directions (23" apart)!

However the tide had shifted decisively in the Beastmen's favour, and to underline the point JP was able to use the Total Power card to unleash *Soul Drain* on the Alcatani Fellowship for a second time. This time the spell caused another eight casualties, which, although the regiment held this time, reduced the Fellowship to less than half strength.

BORGIO THE BESIEGER

The Perrys' army general is another special character from the *Dogs of War* book called Borgio the Besieger. Like Lucrezia he can only be taken for a *Dogs of War* army, and can't be hired to join other armies as a mercenary. Borgio has a number of unique magic items, including the Mace of Might which inflicts strength 10 hits when you roll a natural '6' to hit, and magic armour that provides a 5+ unmodified save against all wounds. As if he wasn't tough enough already, Belladonna's potion had upped his WS, S, T and attacks by +1 point each. Fortunately for JP, the Perrys hadn't realised just how effective a fighter he was until turn five, otherwise they'd have charged him into combat much sooner!

PIKES

The pike is a new weapon type introduced in *Dogs of War*. The weapon is primarily used by the Tileans, and there are several mercenary Tilean pike regiments included in the book. Troops armed with pikes can fight in four ranks if they are stationary and two rank if they move, and due to the great length of the pikes they always strike first in combat! As if this wasn't enough, models armed with pikes receive +1 attack if they are charged by cavalry, while cavalry mounts lose one attack as they are reluctant to press home their charge – the lesson being, don't charge a pike block with cavalry, not even Bretonnians!





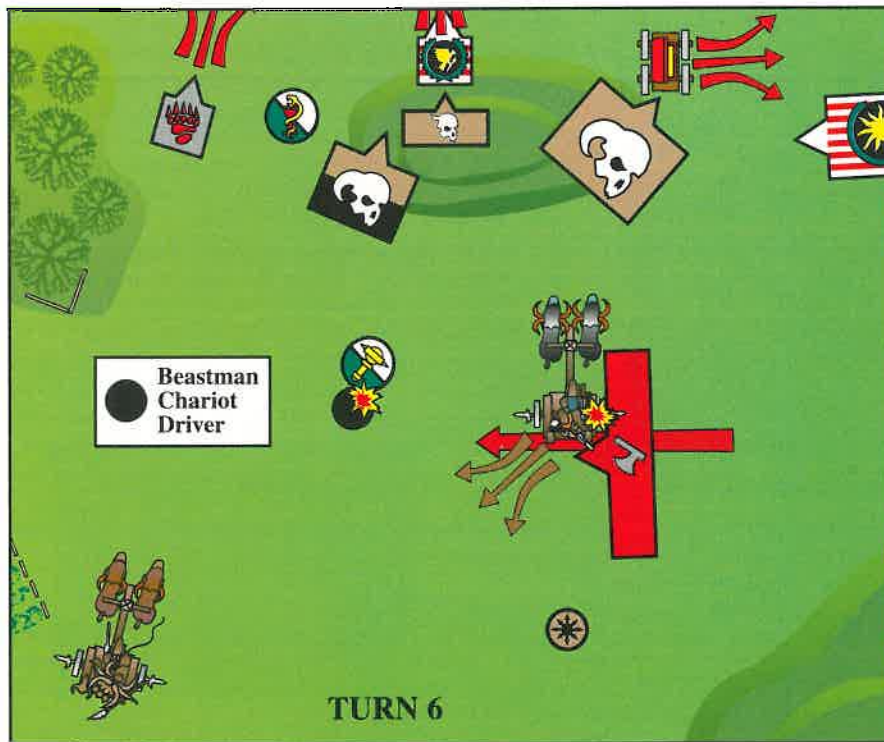
In the final throes of the battle, almost the entire Mercenary army flees the field in disarray.

THE FINAL TURN

The defeat of Leopold's Leopards and the Marksmen on the hill, combined with the effects of the *Soul Drain* spell on the Alcatani Fellowship, meant that the game was effectively over for the Perrys, so I'll cover the final pair of turns very briefly.

Realising the game was up the Perrys tried to pull back and conserve what was left of their army. The only exception to this was Golgfag, who led his Ogres in a last charge against a Beastman chariot that had strayed to close. In the Combat phase the Ogres finished the chariot they'd charged and Borgio finished off his chariot too, but this really was too little too late.

In his final turn JP contented himself with attacking Mydas the Mean and capturing the Dog's Of War pay chest. Mydas himself survived this rude assault, however, and managed to escape with his treasure map, as did what was left of the rest of Dogs Of War army. Tallying up the victory points showed that the Beastmen had won a convincing victory, 1,856 points to 1,007 (see below). However, all agreed that if the combats fought in the fifth turn had worked out slightly differently then the result could have been very different. Anyway, you don't need me to tell you this, because next you'll find the Perry's feeble explanations of why they lost, and JP's modest explanation of how he won...



THE VP 100 SYSTEM

You'll notice that in this game the Perrys scored 1,007 victory points while JP scored a whopping 1,856 points. These ludicrously high scores are not typos, but because we tend to use what is often called the 'VP 100' system for scoring our games. The VP 100 system was developed for our tournaments, and came about because I wanted to stop players worrying about artificial 'break points' when constructing units. You know the kind of thing – when you make sure that a unit comes to 199 points instead of 200 points because it will save you a victory point. With the VP 100 system, each unit is worth a number of victory points equal to its actual point cost; a unit that cost 176 points is worth 176 VPs, for example. Victory points for other things (capturing standards, etc) are simply multiplied by 100 to keep them in line with the increased unit costs.

VICTORY!

John-Paul: This was a real see-saw of a battle, six turns long and although we expected it to be over really quickly, it was simply not meant to be.

The real hero of the battle was Kaon, who, with the Chaos Trolls, held up the left flank through ten rounds of combat with each one more nerve-wracking than the last. The battle with the Bearmen and the Pirates was truly awesome, with what remained of both regiments finally fleeing from combat in the last turns of the game. The centre of the army remained solid throughout the game although my chariots put up a disappointing show after both were shot to pieces by the fabled Marksmen of Miragliano. Despite several attempts to rout the army by both Borgio the Besieger and Lucrezza Belladonna, Gatrog managed to keep his horde under control until they finally got into battle and bled the mercenary army dry.

Golfag's Ogres have got to be the most daunting unit in the Warhammer world. My right flank was severely under threat throughout the whole battle from Golfag and his boys, who accounted for my Dragon Ogres, a regiment of Gors and a chariot! The best advice I can give to anyone facing this monstrous unit is to stay out of its way or be sure you can do it some real damage before charging in. Their morale is their



only weakness in a fight, because they have so many wounds and attacks.

All said and done it was a great blood-fest with both sides having the upper hand at different times in the battle. In the end, although victorious, my horde failed to take the heads of Borgio, Lucrezia and Mydas the Mean, who all survived. Next time they won't be so lucky!

ARRRGH!

The Perry Twins: So near and yet so far! It was a game of two halves, the lads did well, we was robbed (are we talking about the battle or the World Cup? – Paul Sawyer!)

Well, it all went swimmingly up until the first turn(!), when one of the Galloper Guns, cunningly hidden in the Villa, moved out only to explode with its first shot. This put pay to our enfilading plan, as we knew the other gun would be the target of the Harpies. That said, the army as a whole performed extremely well, especially Golfag's Ogres who took out three units. The Marksmen proved invaluable in slowing down the chariots, as well as weakening the Ungors before they charged in. The titanic fight between the Bearmen and the Chaos Trolls was remarkable, the Trolls suffering a total of nine wounds. Long Drong Slayer's Pirates did their job and died to a dwarf, although we forgot that their stench causes a -1 to hit in hand-to-hand combat, which might have changed things a bit! The Leopard Company were unlucky to come up against John-Paul's hardest unit, his Bestigors with the army general and army standard. Even with all sixteen pikes hitting first against the chargers, they couldn't quite win the combat. Meanwhile, the Alcatani Fellowship found themselves bombarded by magic (obviously John-Paul was worried about them!).

The plan nearly worked. Golfag's Ogres crushed the entire flank on their own, whilst the Bearmen and the Pirates at least held theirs. Up until turn five it was all in the balance, but then everything went pear-shaped. Well, John-Paul, next time we'll get you!



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a goner means more for the rest!
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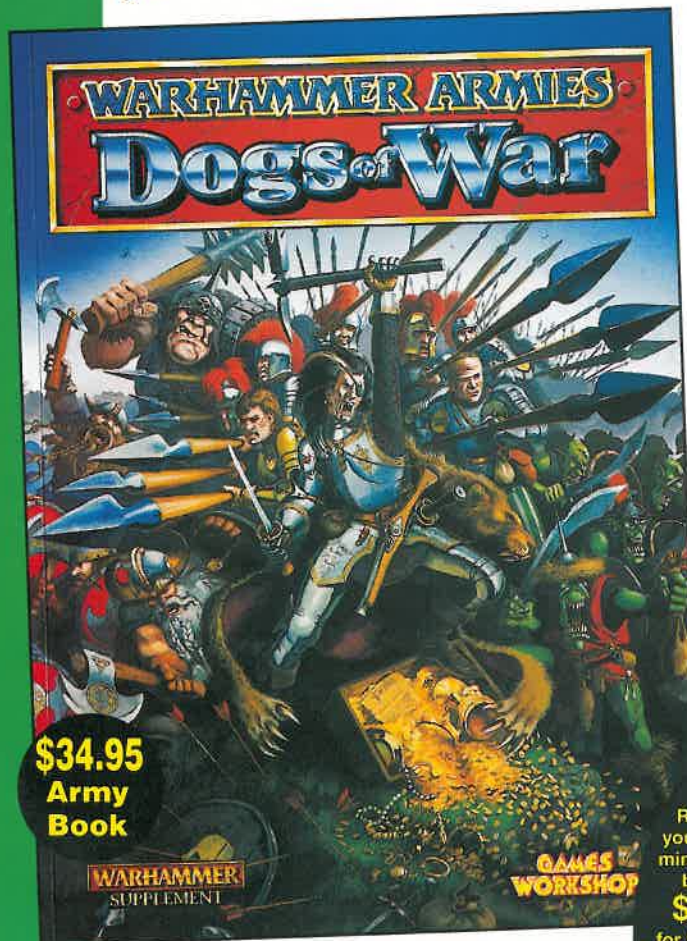


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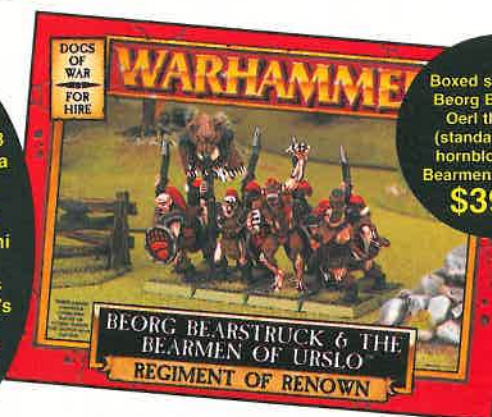
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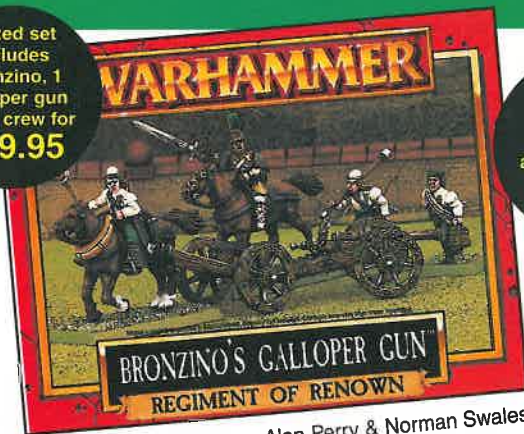
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