

WHITE DWARF



BEWARE THE RED THIRST!

THE BLOOD ANGELS GET STUCK IN!

228

December

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NZ \$11.95



**GAMES
WORKSHOP**

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WHITE DWARF



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Lorenzo Lupo, Voland's Venators, Pirazzo's Lost Legion and Vespero's Vendetta. Sounds like a right bunch of ruffians to me...



Pirazzo's Lost Legion

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Dave Cain, former Grand Tournament winner, settles down on the couch and talks about how to use the psychology of your troops to your best advantage. Now, David, tell me about your childhood...

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Tuomas Pirinen introduces something to help you storm those impregnable fortresses - Siege Towers.

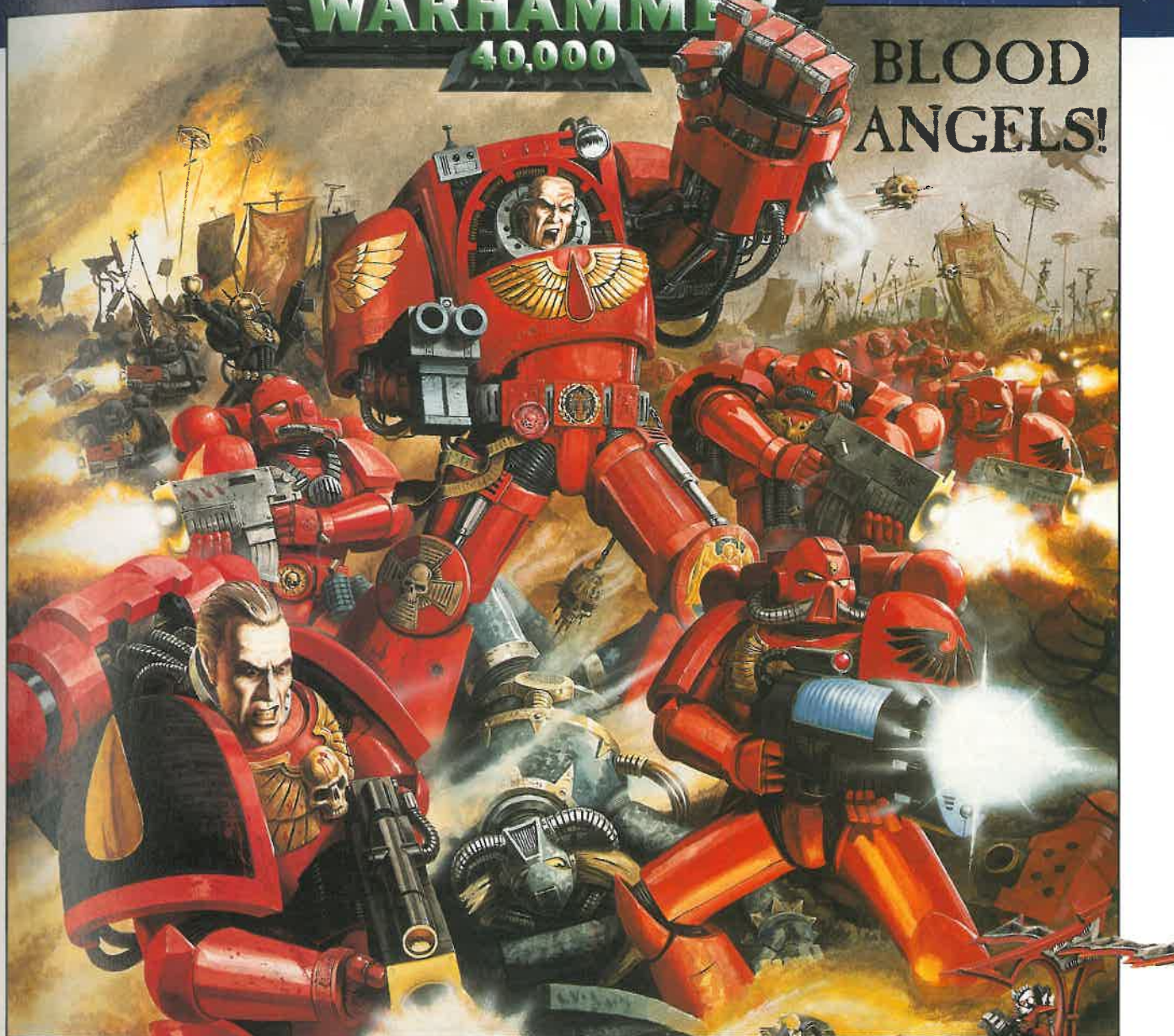
WARHAMMER



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We've been working Dave Cain hard this month! Now he takes part in a particularly vicious battle of impenetrable army lists and shocking magic item combinations, for this highly entertaining, tournament-style battle report. Not for the faint-hearted!



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Gav Thorpe reveals these fearsome opponents and their battle tactics.

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This new variation on the Predator battle tank has to be seen to be believed. Just look at those turret guns!

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Warhammer 40,000 is an ideal big battle game, and to prove the point we fight a real stonker! Featuring Gordon Davidson and John-Paul Brisigotti.

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59

This is the model that Dark Eldar Lords have been waiting for! Now the deadly aliens are even more mobile as their Raiders transport troops deep into enemy territory!



Dark Eldar Raider

CHAPTER APPROVED

95

Andy Chambers has nicked the details about the different Marks of Chaos for Warhammer 40,000, from Codex Chaos author Jervis Johnson. Not only that but there's a squad listing for the Legion of the Damned, too!

Product Code: 60249999228



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THE WHITE DWARF BLOKES

Paul Sawyer



"When's dinner?"

Alias: Fat Bloke

Job: Editor

Real job: Eating all the pies

What games have you played recently? 40K (in Nick's campaign).

What are you painting/modelling at the moment? A Tornado Land Speeder conversion for my White Scars Space Marines.

Adrian Wood



Should have been born an Ork.

Alias: Grand Warlord

Job: Old Git (Adrian has been a Dwarf for over five years!)

What games have you played recently? 40K (in Nick's campaign).

What are you painting/modelling at the moment?

Assembling the Ork Stronghold card building (with a few extra Orky bits added on, of course!).

Andrew Sharman



"The aliens are coming for me"

Job: Down-trodden minion 1

What games have you played recently? Mordheim, City of the Damned studio campaign (using my Dwarf Treasure-hunters warband).

What are you painting/modelling at the moment? A High Elf Seaguard regiment and my own Space Marine Chapter – the Storm Hawks.

Simon Shuker



"A haircut and something for the weekend, sir?"

Job: Down-trodden minion 2

What games have you played recently? Just joined a Warhammer campaign, using my Chaos Daemon army.

What are you painting/modelling at the moment? A new Tyranid army (with lots of conversions).

Fact: Separated at birth from Andy Sharman.

Graham Davey



"We meet at last, Mr Bond."

Alias: Wordy Bloke

Job: Checking that, the comma,s are in, the, right place

What games have you played recently? 40K (in Nick's campaign).

What are you painting/modelling at the moment? A heavily converted Bloodthirster model (it has taken months!).

Nick Davis



He combs that kiss-curl, bless 'im.

Job: Everything else that needs doing

What games have you played recently? I,m running a 1,000 point 40K campaign.

What are you painting/modelling at the moment? Dark Eldar Incubi (experimenting with gloss varnish on the armour).

Fact: Nick is actually cold-blooded and never, ever blinks.

THE OZ DWARFERS



Dave Taylor

"For the Emperor!"

Alias: That Dave Taylor guy.

Job: Australian Studio Manager

Real job: Seeing how many bad jobs he can get Justin to do in a day.

What games have you played recently? Loads of 40K (in Justin Whitney's 2,000pt campaign) and playing at the Castle Hill Games Club Warhammer Tournament.

What are you painting/modelling at the moment? A Crimson Fists army for my 'mud' terrain battlefield and an Ork army for my desert table.



Justin Keyes

"I didn't mean to, it just happened!"

Alias: Booster

Job: Oz down-trodden minion

Real job: No, really, that is my job!!!!!!

What games have you played recently? 40K

(Dark Angels rock)

What are you painting/modelling at the moment? Same old, same old. Attempting to finish off entire Dark Angels Chapter.

Fact: Shaved heads and goatees are becoming mandatory to work on White Dwarf. (Oh my goodness! No one told me that! – DT).

GAMING, GAMING, GAMING!

We are always on the move, visiting many different gaming events. Sometimes we even take photos!

Over the coming months you'll get to see photos from lots of Australian gaming events including MOAB '98, the inaugural Castle Hill Games Club Warhammer Tournament and, of course, the very first Australian Games Day. Visit us at Cancon '99 where we will be running the Warhammer 40,000 Tournament and you may see your face in these hallowed pages.

PAINTERS WANTED

The Games Workshop Design Studio is currently looking for fresh blood to join its talented team of figure painters, the 'Eavy Metal team.

We are looking for people who enjoy collecting and painting armies, have a good understanding of our game worlds and backgrounds, can handle the pressures of constant deadlines and, most importantly of all, can paint armies to the consistently high standards that appear in White Dwarf every month.

If you feel that you are the sort of self-motivated individual who can handle all of that and more, then please get in touch.

Interested? Send your details (not models) to:

Human Resources Department, Games Workshop Ltd,
Willow Road, Lenton, Nottingham, NG7 2WS.



BLOOD FOR THE EMPEROR

Even amongst the Space Marines of the Adeptus Astartes, the Blood Angels have a fearsome reputation. One of the celebrated First Founding Chapters, the Blood Angels have fought the enemies of Mankind for ten long millennia. Tales abound of their bloodthirsty exploits and stories of the dark flaw that mars them.

Like all Space Marine armies, the best reason for collecting a Blood Angels army is that they are simply

some of the hardest, toughest warriors in the 41st millennium! The Blood Angels in particular excel at close quarter fighting and hand-to-hand combat, with highly specialised assault troops such as Veteran Assault squads and the dreaded Death Company. Blood Angels are superb at ripping the heart out of the enemy – quite literally sometimes!



Blood Angels Company Standard Bearer and Tactical Space Marine

Blood Angels are gripped by the spirit of their Primarch, Sanguinius and in battle they are prone to entering a berserk frenzy of bloodletting, known as the Black Rage. This is terrifying to behold as they unleash their righteous fury, butchering any enemies that lie in their path.

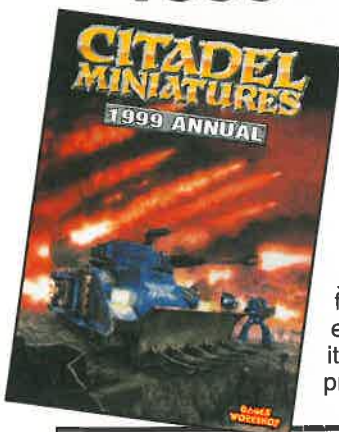
MUDDLED MAGIC



The Games Designers have noticed an unfortunate mistake on one of the Skaven spell cards in Warhammer Magic. They asked us to let everyone know, so the packing guys don't have to keep putting an errata sheet in every box!

The Skaven spell *Curse of the Horned One* says on the card that it remains in play. This is not right. Although the spell's effects can remain (enemy models may still be under the control of the Skaven player), the spell itself does not remain in play and should be returned to your hand once it is cast. You can therefore cast it again in subsequent turns, on the same or different units.

1999 ANNUAL



The Citadel Miniatures 1999 Annual is the complete and definitive catalogue of our current range of miniatures, including all releases up to and including WD228. Whether you're planning a cunning conversion or you just want to chose specific figures to go in your regiment, every part of every model has its own code so you can order precisely what you want.

CHRISTMAS IS COMING!

In the lead up to the festive season, our Mail Order Trollz are attempting to shed their winter build-up of fat by running around like frothing loonies. Unfortunately, no matter how hard they try, they can't perform the impossible. If you are ordering presents for your friends and loved ones you should leave plenty of time for da Trollz to get your copy of 40K to your door. Call them on:

(02) 9829 6111



Adrian gets all excited.

BATTLEFLEET COMPETITION RESULTS

In White Dwarf 225 we ran a competition to win some of Andy Chambers' Battlefleet Gothic playtest spaceship models.

The right answer was of course, the Righteous Endeavour, and as promised last month, here are the names of the winners: Mark Charters from Bishop's Stortford, Kathy Heath from Worcester and Adam Mankin from Bexhill-on-Sea.

Well, those were the first three correct answers drawn out of our sack of postcards, but we were so impressed with one particular entry that we just had to award it a special prize. Jeppe Burchardt from Denmark actually made his postcard into a three-dimensional Orky glyph! Nice one Jeppe – it now takes pride of place on Grand Warlord Wood's computer!

Congratulations to all the lucky winners.

PAINTING LESSONS

Inspired by the fantastic new Warhammer 40,000 game, everyone at Games Workshop HQ decided to shoot each other for real and organised a day out paintballing.



Paintballing involves running around in the woods with guns which fire little balls of paint that mark your clothes so you know if you're 'dead'. As you can see, Ian 'victim' Strickland got hit by so much paint, he refused to be photographed with his camo gear on! Mild-mannered Wordy Bloke Graham Davey became Psycho-Killer Bloke for the day, while Paul was rather shocked to read the name on his ammo cannister.

BATTLEGEAR

Games Workshop are proud to announce a range of cool new gear – T-shirts and tops (made by Blue Grape) and metal keyrings, badges, dog tags and pendants (made by the Bulldog Buckle Company), all featuring stylish Warhammer 40,000 designs.

These will be available soon in selected Games Workshop stores and independent hobby shops. Alternatively



Just a few examples of the excellent 'Metal 'Ardwear'.



you can order the 'Metal 'Ardwear', as it is called, from Bulldog Buckle Company (00 11 44 182 334 0700) or just by ringing Mail Order.

Simon, Nick and Graham model some of the new clothing, in a completely natural, totally unposed photo.

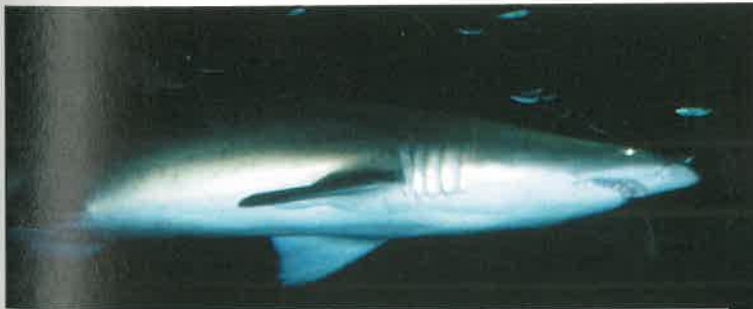
WAVING THE BANNER

Out this month are new packs of High Elf and Dark Elf banners.

These are full colour, sticky-backed banners that you fold around the banner pole, making it easy to have great looking standard bearers for your regiments.



High Elf standard bearer with one of the new banners



WHITE DWARF SHARK REPELLANT

Not only is White Dwarf the greatest magazine on the planet, but it also has other life-saving qualities. We here at the Studio Bunker know how tough the magazine is but we decided to test it under adverse conditions. Rebecca Weir (from Canberra, Australia) kindly volunteered to see if White Dwarf would keep very large sharks away (Justin actually wondered if it would attract them). The White Dwarf stood up to the test and Rebecca survived to feature in this issue. Stay tuned to future issues as Justin attempts to use White Dwarf as a parachute.



Carnage and Mayhem from the

Black Library



By the time you read this, Games Day 98 will most likely be but a distant memory; however, at the moment we are all still recovering from the after-effects. But what a great day it was and we'd just like to say a big thanks to all our readers and fans out there who endured the queue and then made the mighty assault down eight flights of stairs to get to the Black Library. We certainly had a great day and I hope we'll see you all next year for an even bigger and better day!



WARHAMMER MONTHLY ASSASSINATED

Anyway, as you might imagine, things have been a little hectic here, but nonetheless we still have another action packed issue of Warhammer Monthly. This month's comic features a particular favourite of ours – Assassins. We won't spoil it for you but there is plenty of mayhem and carnage as the Vindicare Assassin coolly executes his grim duty – and scores of heretics too.

ADEPTUS ARBITES ARMY LIST – CHAPTER APPROVED

For all you hardcore hobbyists out there, you'll be pleased to hear that another issue of the Citadel Journal will be hitting the shelves this month. Amongst a whole plethora of great articles about the Games Workshop hobby there's the Adeptus Arbites army list for the new edition of Warhammer 40,000. The good news is that the Games Designers have officially 'Chapter Approved' this article, so you can use it in your games without the permission of your opponent (although it might be polite to mention it beforehand).



NEW RELEASES THIS MONTH

WARHAMMER

This month's Warhammer releases:

WARHAMMER SIEGE

Siege Tower (Plastic boxed set) \$69.95

DOGS OF WAR

Pirazzo's Lost Legion (Metal boxed set) \$54.95
Pirazzo's Lost Legionnaires (Three models per blister) \$14.95
Voldand's Venators (Metal boxed set) \$49.95
Voldand's Venators (One model per blister) \$11.95
Vespero's Vendetta (Metal boxed set) \$29.95
Vespero's Vendetta Duelists (Three models per blister) \$14.95
Lorenzo Lupo (One model per blister) \$17.95

HIGH ELVES

High Elf banners \$13.95

DARK ELVES

Dark Elf banners \$13.95

WARHAMMER 40,000

This month's Warhammer 40,000 releases:

SPACE MARINES

Blood Angels Codex \$11.95
Blood Angels Death Company (Metal boxed set) \$34.95
Death Company Chaplain (One model per blister) \$11.95
Blood Angels Space Marines (Two models per blister) \$13.95
Baal Predator (Plastic & metal boxed set) \$54.95
Commander Dante (One model per blister) re-release \$17.95
Apothecary Corbulo (One model per blister) re-release \$17.95
Captain Tycho (One model per blister) re-release \$17.95
Chief Librarian Mephiston (One model per blister) re-release \$17.95

DARK ELДАР

Dark Eldar Raider (Plastic boxed set) \$39.95
Dark Eldar Jetbike squad (Plastic & metal boxed set) \$59.95
Dark Eldar Beast Master (One model per blister) \$11.95
Dark Eldar Warp Beasts (Two models per blister) \$13.95
Dark Eldar Lord (One model per blister) \$11.95
Dark Eldar Incubi (Two models per blister) \$13.95
Dark Eldar Incubi with assault weapon (One model per blister) \$11.95
Urien Rakarth, Master Haemonculus (One model per blister) \$17.95

Black Library

This month from the Black Library:

Citadel Journal 29 \$15.95
Warhammer Monthly 10 \$4.95

OTHER STUFF

1999 Annual (Miniatures Catalogue) \$19.95

CODEx™

BLOOD ANGELS™



"Beware the Red Thirst."

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WARHAMMER[®] 40,000

ANGELS OF DEATH

By Gav Thorpe



Gav Thorpe

The Blood Angels are proud, noble warriors who have served the Emperor since the founding of the Imperium. Gav Thorpe, the Games Developer behind Codex Blood Angels, gives us a few tactical tips on how to fight with a Blood Angels army and delves into their history to discover their darkest secrets.

When it was decided that I would be writing Codex Blood Angels, I really looked forward to the task. Although I've never been tempted to field a Blood Angels army (all my 40K time is spent honing my Eldar army), I've always had a soft spot for them, in terms of the background. The Blood Angels are one of the best Space Marine Chapters for me, epitomising so many things about Space Marines in general. They are proud and fierce, barely controlled in combat but highly skilled and deadly. They have a long and glorious history, having served the Emperor since the dawn of the Age of the Imperium. They are hailed across the stars as the saviours of Armageddon, their countless victories retold to each generation all over the galaxy. And yet, despite their nobility and the famed sacrifice of their Primarch Sanguinius, they are flawed heroes.

The Blood Angels are gripped by a 10,000 year-long curse, a feverish bloodthirst and unrelenting anger brought upon them by their flawed gene-seed and the memory of their Primarch's bloody death at the hands of Horus. On the one hand they are full of pride, due to their numerous military accomplishments, their honed aesthetic sense and their distinguished history; on the other, they are shunned by those who suspect the nature of the flaw, and they must do all they can to hide that most heinous of secrets from prying eyes. They must turn a deaf ear on the wails of torment that cry out from the Tower of Amarec, they must ignore the glazed look of bloodlust that fills their brethren's eyes in battle, and they must search, eternally, for an end to their inner torture.



Commander Dante leads the Blood Angels assault on the Ork trenches

FIGHTING WITH A BLOOD ANGELS ARMY

It is our hope that each army, be they human, alien or one of the many different Space Marine Chapters, will play in a very different way on the Warhammer 40,000 battlefield. There was one over-riding factor in my mind when I was writing the Blood Angels Codex – impetuous and uncontrollable, but almost unstoppable in an assault. And that's just how they turned out. With a couple of special rules to represent the effects of the Black Rage, the Blood Angels are definitely an army that relies on close attack rather than long range support. With Honour Guards, Veteran Assault Squads and the awesome Death Company, plus a few select items of wargear, a Blood Angels army has access to the most devastating close combat troops in the Imperium.

Throughout writing Codex Blood Angels, I took the red-armoured ones to battle against a variety of foes, from the elusive Eldar to the brutal menace of the Orks. Although I would not consider myself an expert by any means, I would like to pass on a few of the tactics I picked up during those battles. Many of you will, I'm sure, disagree with what I have to say, and that's fine. But I hope some of you will draw inspiration from my observations and I can help you lead your army to that glorious victory you deserve.

Not only Blood Angels players will find this useful, I hope, as many of the tactics I'll talk about apply equally well to the assault troops of other armies, with a degree of interpretation. Anyway, here goes.

THE ARMY

Over the page you'll find my 'standard' 1,500 points Blood Angels army list. With the experience I've gained, this would be my default choice for an army against any opponent (you might like to think of it as a Tournament army – ready for all-comers). It is chosen using the Standard Mission force organisation, but is usable in almost any scenario.



"Some say that the Blood Angels are tainted; that they harbour a dark secret. I know this to be true. I have seen the infamous Death Company; wild-eyed and foam-mouthed berserkers who tear their enemies limb from limb, crush skulls with a single blow, snap spines and rip out inner organs. I have seen the Sanguinary Priests; the passing of blood-filled chalices from lip to lip, heard their wracking lamentations of Sanguinius' death. I have watched their rituals; mighty warriors daubing their armour in the blood of their foes, heard them crying for vengeance against the enemies of the Emperor.

And I, perhaps the only normal man to have done so, have walked along the cells of the Tower of Adon. I saw those half-beasts gnawing at their bars, clutching at the air; heard them howling with endless grief, torment and blood-fever. Perhaps I alone have witnessed the Twilight Feast, when the Chapter assembles to perform its ancient blood rites, bathed in the ruddy glow of Baal's setting sun. I am one of those rare few who has stood in the Sepulchre of Heroes; entered the portal of the Tower of Amareo; observed the Blood Angels waking from their sarcophagi, invigorated by their unnatural rest.

All these things I have seen, and I shudder at the recollection. Who can tell what exists in the darkest corners; what rites and practices remain hidden even to me? The Blood Angels are indeed ancient and terrible, and only the foolish have no fear of them."

Inquisitor NSyun

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WARHAMMER

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SPACE MARINE BATTLE FORCE

So you think you're worthy enough to command the might of the Space Marines? So you want to build a Space Marine army but you don't know where to start? Or maybe you're already the proud owner of the Warhammer 40,000 boxed starter set and want to expand your Imperial force? Look no further – the Space Marine Battle Force has arrived!

So, what's inside the box?

10 plastic Tactical Space Marines,
5 plastic Terminator Space Marines,
1 plastic Land Speeder,
3 plastic Space Marine Bikes
and a set of ruined gothic buildings.

Fear not...

The Emperor knows.
The Emperor is watching.



Space Marine models designed by Jes Goodwin.

The Age of Battle Has Begun

Available now!

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GAV'S BLOOD ANGELS ARMY

(CODEX BLOOD ANGELS STANDARD MISSION ORGANISATION CHART)



HQ 1. Space Marine Force Commander (60), armed with plasma pistol (15), power weapon (15), jump pack (20) and carries the following wargear: artificer armour (20), Iron Halo (25) and Terminator honours (15). Plus 5 Honour Guard (90) with jump packs (50) and Terminator honours (40), including one Veteran Sergeant (12) armed with plasma pistol (5), powerfist (25). 1 Marine is upgraded to a Techmarine. 1 Marine is upgraded to a Standard bearer with the Grail (25). I have also upgraded one Marine to a Sanguinary Priest with a reductor (5) and Exsanguinator (30).



HQ 2. Chaplain (180) with Jump pack (20), frag and Krak grenades (3).



Elite 1. 5 man Veteran Assault Squad (140) with Terminator honours (40). Includes a Veteran Sergeant (12), armed with a power weapon (15). 2 Marines are armed with plasma pistols (10).



Elite 2. Furioso Dreadnought (95) with smoke launchers (3).



Troops 1. 5 man Tactical squad (75) armed with bolters, frag grenades (5) and a flamer (6). Squad is mounted in a Rhino (65) with smoke launchers (3).



Troops 2. 5 man Tactical squad (75) armed with bolters and a missile launcher (10).



Troops 3. 5 man Scout squad (65) armed with combat shotguns (free) and led by a Veteran Sergeant (13).



Fast Attack. Land Speeder Tornado (75) with multi-melta (15) and heavy flamer.



Heavy Support. Predator 'Baal' variant (110) with smoke launchers (3).

Army Total: 1,500 points.



"Feel the wrath of Sanguinius; grasp it with both hands and with that almighty rage, smite thine enemies."

Commander Furioso of the Blood Angels [343.M38]

Looking over the army, there are a few obvious things you'll probably spot. First of all, I have definitely gone for the assault option – Chaplain, tooled-up Force Commander with Honour Guard and a Veteran Assault squad. The only real 'tank-busting' heavy weapons in the army are the second tactical squad's missile launcher and the Tornado's multi-melta; I'll usually leave the likes of Leman Russ battle tanks and Chaos Marine Predators to the Furioso Dreadnought, or one of the squads with plasma pistols getting it from the rear.

The Scouts are armed with combat shotguns rather than bolt pistols and close combat weapons, as I see their role as harassing the enemy while my assault units move into position, rather than getting stuck in themselves. I've gone for shotguns because they are Assault 2 weapons, which means that even if I roll a 1 for the squad when testing for the Black Rage, they'll still be able to fire at full effect. They can keep mobile, moving from position to position, whilst pouring a steady torrent of fire into the enemy from cover.

You'll also see smoke launchers playing a prominent role. It's no good having vehicles which are great up close if they don't get near enough to the enemy to do some damage! The Rhino and Predator race forward at top speed (including over-charged engines for the Rhino) and then lay smoke on the first turn. The second turn, they're in position for the proper attack. The Land Speeder Tornado is also armed for close attack, with short ranged weapons, and uses its speed to protect itself (remember a skimmer can only suffer glancing hits when moving over 6").

USING ASSAULT SQUADS

The specialist close combat squads can really tear an enemy apart in assaults, but they cost a lot of points and are of course virtually worthless if you can't get them into the thick of it. I've also seen many battles (and done it myself) where a player has thrown his assault units forward into the middle of the enemy, killed a couple of enemy squads and then seen his prized warriors get gunned down by the

massed fire of the opposing force. Strange as it may sound, you need to be patient with your assault troops – getting stuck in at the first opportunity is all well and good, but you should make sure it is an opportunity and not a death trap.

The strength of assault units is their ability to completely overwhelm the enemy at a single point. Use this to your advantage by attacking isolated enemy units – ones out on a flank or cut off from support from the rest of the army by intervening terrain. Example 1 shows what I mean.

The approach towards the enemy is just as important as the assault itself. Try not to reveal your units until it is absolutely necessary – place whatever cover you can between them and the enemy until they strike.

Another important point to remember is the speed of units with jump packs. You can sometimes make it look like you'll be attacking one part of an enemy army whilst your real target is elsewhere on the battlefield. By making threatening moves with an assault squad against, say, the enemy's heavy weapons squads, you might force him to move some of his other units over to protect them, leaving your real aim (perhaps a commander or a tank) undefended. If they don't fall for the play, then you can attack the vulnerable units anyway – heads I win, tails you lose!

COUNTER-ASSAULTING

As well as being able to attack, Assault squads, Death Company and so on are also good defensive troops against armies such as Tyranids and Orks. Rather than closing with the enemy, make them come to you, using whatever firepower you have to weaken their numbers as they approach, picking out their own close combat specialists. As the opposing army reaches your line, launch a counter-attack against the enemy, hopefully delivering a killing blow. The jump packs of these assault units allow them to rapidly redeploy across the battlefield to where they are most needed, providing an excellent reserve force to counter any enemy breakthroughs.



1. In this example, Imperial Guard squad 3 is isolated from the rest of the army by the ruins. The Assault squad uses the woods to shield itself before it launches its attack.

When the Imperial Guard squad is destroyed, the Assault squad should be safe from much of the Imperial Guard's fire.



2. The Blood Angels are now threatening the Leman Russ and the heavy weapons squad. If the Imperial Guard move their units to protect one of these targets, the other becomes vulnerable. If they split their defence between both of them, neither force is likely to be powerful enough to stop the Assault squad.



The Death Company tear into the foul Chaos Plague Marines

example,
guard squad 3
from the rest
y by the ruins
lt squad uses
to shield itself
unches its

Imperial
ad is
the Assault
uld be safe
of the
guard's fire.



Chief Librarian Mephiston – Lord of Death

**"The voice of my brothers'
blood crieth unto me from
the depths of time."**

Chaplain Rameul, Third Battle of Dark Peak



GIVE COVERING FIRE

So what's the rest of the army doing while your assault troops close in for the kill? Softening up the enemy, of course. In particular, pay attention to the close combat units of the opposing force, as these can sometimes be the biggest threat to your own assault units. Try to concentrate your fire on the part of the battlefield where your assault squads will be striking. Don't worry too much about eliminating their actual target, but try to whittle down the enemy firepower in nearby squads. The more a unit is left on its own, the more vulnerable it becomes to a well-timed assault.

Anyway, I hope I've given you some food for thought. May Sanguinius' shade curse your enemies, and may the fates ordain you lots of sixes!



Since the dawn of the Imperium, the Blood Angels have been at the forefront of the battle. Wars unnumbered have they fought; countless are the enemies of the Imperium who lie dead by their hand. Many worlds have they saved, many menaces have they eradicated. And yet, amongst this proud history of battle, there is one conflict which is ranked above all others, heralded to the furthest reaches of the galaxy, a battle the thought of which causes the Emperor's foes to tremble in dread, fearing the wrath of the Blood Angels. Who among us has not heard of the Battle for Armageddon?

Long had the forces of Governor von Strab fought against the green-skinned hordes of Ghazghkull Thraka, thrice-cursed spawn of hell. Magnificent were the deeds of Commissar Yarrick and those who fought beside him. Yet it was the Blood Angels who were the ultimate scourge of the Orks on that desolate, ruined planet.

Like the Angels of Death that they are, the Blood Angels struck at Thraka's host with fury unbounded. Was it not a handful of their number that held back a living tide at the Battle of the Bridge? Did not Commander Dante himself lead his ferocious warriors into the heart of the Ork army? Before the Blood Angels' onslaught the Orks were scattered like dead leaves in a gale. Mountains of the dead lay in the Blood Angels' wake, but their thirst for battle was not sated. Five score Orks waited for every warrior, but did the Blood Angels pay heed to any peril? Of course not! Driven by their loyalty to the Emperor they sought battle after battle, bearing their losses with determination, killing all that stood in their path. Not while one Ork took breath did they rest and their acts of valour served to inspire those around them to ever greater efforts in their attempts to wipe out the Ork menace.

Whatever fate awaits the Blood Angels in the future, they will be remembered forever as the Saviours of Armageddon.

BLOOD ANGELS MARKINGS & BANNERS

SQUAD BADGES: Each Blood Angels Company is divided into ten squads. Each of these ten squads are identified by a badge worn on the right knee of their power armour.



ARMY BADGES: The design of an army badge is straightforward: a geometric shape with a simple icon. They are normally painted onto the right greave (the part of the leg armour just below the knee pad).



HELMET COLOURS

Tactical, Assault and Devastator Marines are identified by their helmet colours:



COMPANY BADGES

Worn on right shoulder pad.



BLOOD ANGELS STANDARDS

The Blood Angels have many honourific standards. These are only rarely carried into battle, as they are mostly too old and fragile to survive the rigours of the battlefield. The Chapter standard bears a depiction of Sanguinius at the peak of his powers, while the 2nd Company standard bears a blood-filled chalice motif.



Chapter Standard

2nd Company Standard

VETERAN SERGEANT

A Veteran Sergeant's banner shows a red Chapter badge on a black field. The top left-hand corner of the banner is reserved for the squad number.



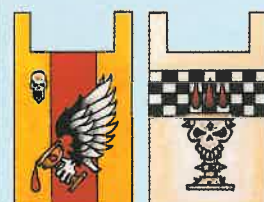
SERGEANT

Sergeants can be distinguished from Veteran Sergeants by their different coloured banners.



Chaplain

Librarian



Captain

Captain

Blood Angels bear the Chapter badge on their left shoulder pad and a company badge on their right shoulder pad. The Chapter badge is normally black on a red field, except for Sergeants, who have a yellow badge on a black field (and their company badge on a black field as well). Honour Guard use a black skull emblem instead of a company badge, and Veteran Assault Marines use a white skull in place of the company badge. Captains replace the Chapter badge with their own personal emblems (which are unique to each captain) which are usually repeated on a banner or standard, if they carry one.



SERGEANT



TACTICAL MARINE



BLOOD ANGELS CHAPTER BADGE



SERGEANTS CHAPTER BADGE



HONOUR GUARD BADGE (RIGHT SHOULDER)



VETERAN ASSAULT BADGE (RIGHT SHOULDER)



BLOOD RED ARMOUR
SUNBURST YELLOW HELMET



ASSAULT MARINE



BLOOD RED ARMOUR
ULTRAMARINES BLUE HELMET



DEVASTATOR MARINE

The colour swatches show which colours were predominantly used to paint each model.

Permission granted to photocopy banners for personal use only.



3rd Co.



6th Co.



9th Co.



ibrarian



Captain

pad. The
(and their
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e.



AN ASSAULT
SQUAD (RIGHT
SHOULDER)

DD RED
MOUR
MARINES
HELMET



MARINE

el.

WARHAMMER 40,000

'BAAL' PREDATOR

Out this month is the awesome new Blood Angels 'Baal' class Predator. To help you get it into your Blood Angels battleline as quickly as possible White Dwarf presents the rules for this devastating Space Marine tank.

The Blood Angels' hunger for close quarter fighting is probably greater than any other Chapter. To this end, many Blood Angels vehicles have supercharged engines and some have been modified to carry weapons that aid the Blood Angels in their favoured style of fighting.

The 'Baal' class Predator tank carries a different weapon fit to its more standard cousins, the Predator Annihilator and Destructor. The Baal is armed with twin-linked assault cannons, noted for their high rate of fire. The tank is designed to lay down a torrent of supporting fire as the Blood Angels advance. It is able to mow down enemy infantry and light vehicles with horrifying efficiency.



The business end of the 'Baal' Predator



Blood Angels Space Marines supported by a 'Baal' Predator

'BAAL' CLASS PREDATOR

	Points	Front Armour	Side Armour	Rear Armour	BS
Predator	110	13	11	10	4

The 'Baal' Predator is a Heavy Support unit and takes up one Heavy Support allocation slot on your force organisation chart.

Type: Tank

Crew: Space Marines

Weapons: The Baal is armed with turret-mounted, twin-linked assault cannon.

Options: The Baal may be upgraded with two side-sponsons armed with heavy bolters or heavy flamers at +10 pts each.

The Baal may be equipped with any of the following vehicle upgrades at the cost listed in the Space Marine Armoury: dozer blades, extra armour, hunter-killer missiles, pintle-mounted storm bolter, searchlight, smoke launchers (see Codex Space Marines).

Note: the 'Baal' Predator is a unique Predator variant and can only be used by the Blood Angels or Blood Angels successor Space Marine Chapters (see Codex Blood Angels).



Land Speeder



Commander Dante & Honour Guard



Terminator Assault squad

Even amongst the Space Marines, who often live several centuries, the Blood Angels are noted for their excessive longevity. Some amongst the Inquisition have pointed out that this longevity seems to be increased gradually with each passing generation, but no-one offers an explanation as to why this should be. Their slow aging process has been attributed by some to the peculiar nature of the Chapter's gene-seed, while others fear that the Blood Angels' lives are sustained through more grisly means. Whatever the reason, it is not uncommon for a Space Marine of Sanguinius' gene-seed to live for up to ten centuries. In fact, the current Lord of the Chapter, Lord Dante, has served the Imperium for over 1,100 years and shows little sign of succumbing to old age.

BLOOD ANGELS™



A Blood Angels Chaplain leads the Death Company assault.



Scout squad



An Assault squad supported by a Baal Predator.

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who often live
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the Inquisition
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ation, but no-one
this should be
attributed by
Chapter's gene-
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means. Whatever
a Space Marine
up to ten cent
Chapter. Lord D
over 1,100 years
to old age.



A Blood Angels Tactical squad dismount from their Rhino.

CODEX™ BLOOD ANGELS



Codex Blood Angels is not a stand alone Codex. You will need a copy of Codex Space Marines to make full use of the Blood Angels army list.

Those dedicated Sons of Sanguinius amongst you will already have Codex Space Marines within your grasp and have scattered the Emperor's enemies before you. Now your mighty task of cleansing the Imperium of heresy is a little easier – Codex Blood Angels is here!

This 24 page book is a supplement to Codex Space Marines and contains:

All the unique Blood Angels entries to add to the Space Marine army list, with the full low down on the special Blood Angels rules, troops (such as the rightly feared Death Company), vehicles and awesome wargear available.

Full rules for all the Blood Angels heroes (Commander Dante is well 'ard!). And a special Blood Angels battle mission, 'Frontal Assault'.

An excellent section packed full of tips on collecting, painting and playing with the most bloodthirsty fighting force in the Imperium.

Get it before the enemies of mankind get you...



Captain Tycho

"Cry Havoc and let slip t

Blood Angels are the most ferocious of all the Space Marine Chapters, falling upon their foes with a superhuman strength and the berserk fury of madmen.



Commander Dante with Honour Guard



Blood Angels Death Company

This Codex will let you focus the black rage against the vile heretic.

Available now for \$11.95



slip the Angels of Death."

This is a supplement for the Warhammer 40,000 game and Codex Space Marines. You must possess a copy of the Warhammer 40,000 game and Codex Space Marines in order to be able to use the content of this book.

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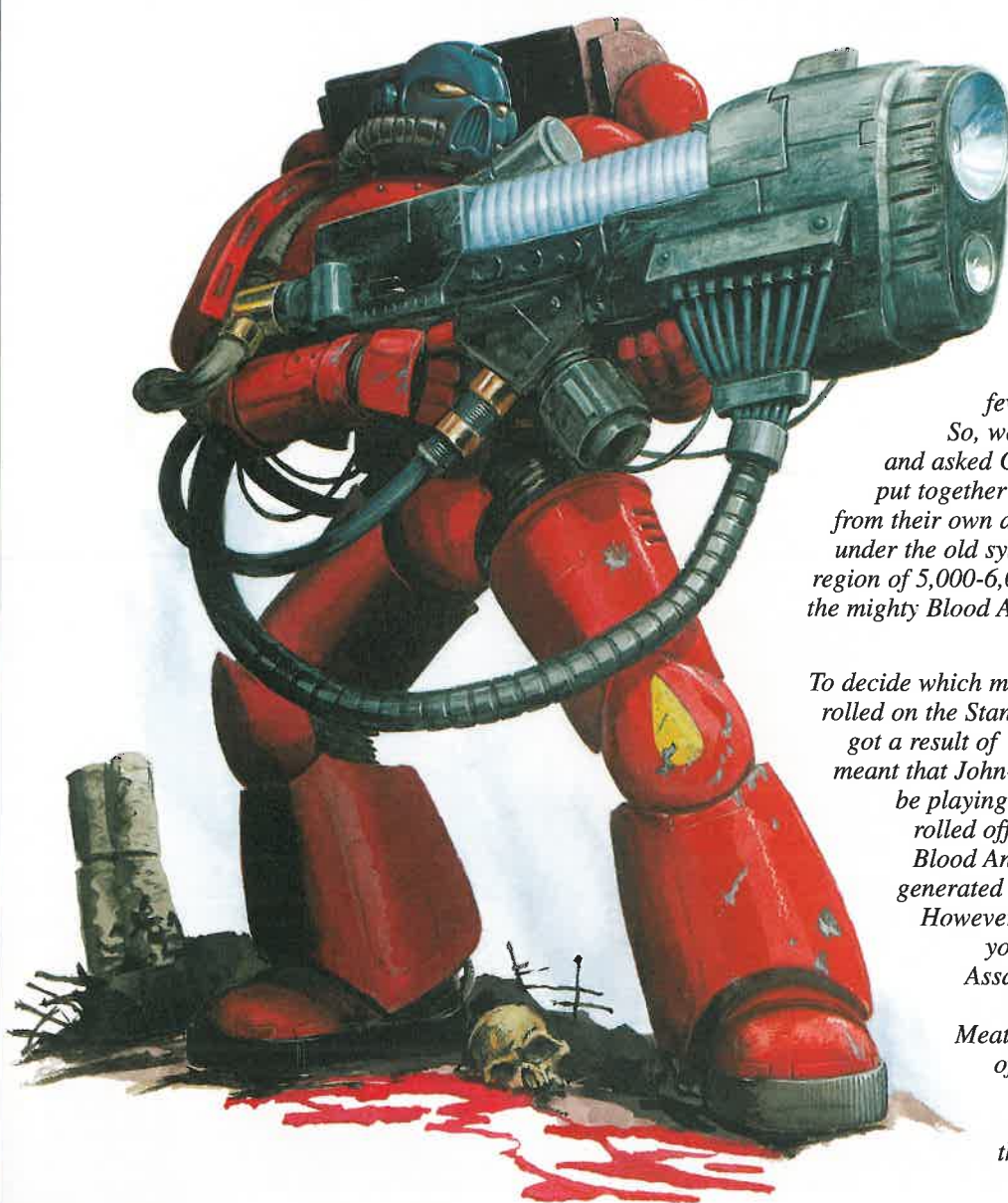
WARHAMMER[®]

40,000

FRONTAL ASSAULT ON SHUNTA'S PEAKS

**A Warhammer Battle Report by John-Paul Brisigotti and Gordon Davidson
Reported by Gav Thorpe**

In this month's battle report, the fury of the Blood Angels is unleashed against a warhost of Saim Hann Craftworld Eldar.



Gav: For this issue's Warhammer 40,000 battle report we thought we'd go completely over the top! The new Warhammer 40,000 rules are written to enable players to fight large battles in a reasonable amount of time and with as few headaches as possible.

So, we took this to the extreme and asked Gordon and John-Paul to put together a 3,000 point force each from their own armies (bear in mind that under the old system this would be in the region of 5,000-6,000 points!). Gordon has the mighty Blood Angels and John-Paul the fast-moving Eldar.

To decide which mission was to be played I rolled on the Standard Missions chart and got a result of 'Change of Orders'. This meant that John-Paul and Gordon would be playing a Battles scenario. They rolled off and determined that the Blood Angels were attacking, and generated a Meat Grinder mission.

However, in Codex Blood Angels you'll find the new Frontal Assault mission which Blood Angels fight instead of a Meatgrinder. So, 3,000 points of frenzied Space Marines trying to wipe out 3,000 points of elusive Eldar – this should be interesting.

FRONTAL ASSAULT

Frontal Assault is a new Battles mission. If the Blood Angels are attacking and roll a result of 3-4 (Meat Grinder), play the Frontal Assault mission instead.

OVERVIEW

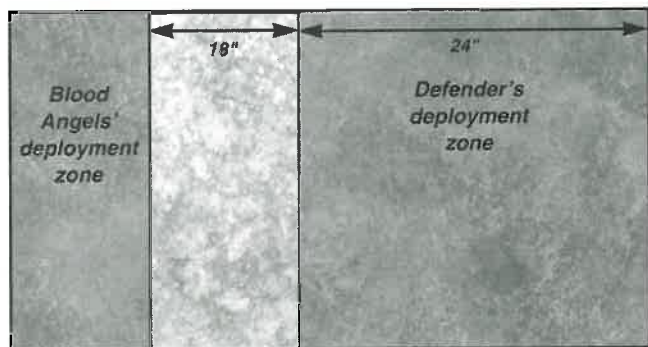
The Blood Angels are attempting to eradicate an enemy from a particular battlezone. They must attack swiftly to utilise the element of surprise and destroy any threat they encounter.

SCENARIO SPECIAL RULES

Frontal Assault uses the *Victory Points*, *Reserves*, *Random Game Length*, *Infiltrators* and *Deep Strike* scenario special rules.

SET-UP

- 1 The defender deploys his entire force up to 24" from one of the short table edges.
- 2 The Blood Angels player deploys his entire force at least 18" from the defender's deployment zone. Any units which *deep strike* may be kept in reserve. Any Blood Angels infiltrators may deploy anywhere outside the defender's deployment zone.
- 3 The Blood Angels receive the first turn as they launch their assault.



MISSION OBJECTIVE

The Blood Angels must destroy or break as many of the enemy as possible. The defender must eliminate as many of the Blood Angels as he can whilst preserving his own troops.

The Blood Angels score double the normal number of victory points for enemy units destroyed (including units falling back at the end of the game or having already fallen back off the table). The defender scores additional victory points for each unit that is not destroyed, equal to the points value of the unit. For example, if the defender had an intact unit worth 150 points, they score an additional 150 victory points.

GAME LENGTH

The game lasts for a random number of turns (see the Scenario Special Rules section on pages 132-137 in the Warhammer 40,000 rulebook).

RESERVES

Blood Angels troops who can *deep strike* may be kept in reserve.

LINE OF RETREAT

Units forced to fall back will do so towards the short board edge of their deployment zone, using the normal Fall Back rules.





Gordon Davidson



THE BLOOD ANGELS

Gordon: When the large round man with the spectacles asked me if I'd like to fight a battle report with my Blood Angels for the new Warhammer 40,000, my answer was swift. "Get lost, Lardboy!" I cried. After much begging on his part I dutifully agreed (*In what alternate reality did that happen, Kiltface? – Paul Sawyer*). Actually there was no debate in my mind. I've played only a few games but found the scenarios to be really challenging. When I discovered my opponent was John-Paul (an ancient and many times Warhammer rival) fighting with his hated Eldar, how could I resist?

THE PLAN

Whilst my army is huge (5,000pts in old 40K), it is currently under re-construction. In the old 40K Blood Angels were merely red Space Marines and the only thing that made them special were the Death Company and their characters. However, that nice man Gav Thorpe has done a marvellous job of turning them into a characterful force where the terrible curse of the Red Thirst has a huge effect in gaming terms. What I love most about the new game is the fact that the entire emphasis has gone from super powerful characters and tanks in a never ending arms race, to a troop based game with sweeping

moves and tactics being the order of the day. With these facts in mind I began to pick my force. 3,000 points is an awful lot of men, even for Space Marines (man for man they cost 2-3 times more than almost every other 40K race). The first point of note is that with a force this size we both agreed to have two force organisations (see pg131 of Warhammer 40,000). This meant I could pick up to four HQ units and had to choose a minimum of four Troops with up to six Fast Attack, Heavy Support and Elite choices. As I mentioned earlier, my army was designed under the old rules which has made it very elite and heavy support oriented. To help me out of this I planned to borrow some additional troops from the GW Studio's cabinets, to round out a more balanced army. Yes, yes, I know I need to paint more!

Commander Dante was my first port of call. This mighty and venerable general, with his personal Honour Guard, would dive right into the heart of battle as an example of true courage for the rest of the men to follow. A Chaplain is a must for any Blood Angels army; surrounded by the psychotic Death Company he is a terrifying prospect for most enemies. My final command choice was Sanguinary High Priest Corbulo with his personal Honour Guard, including a standard bearer with a Holy Shroud (allows any Blood Angels model within 6" to



With these points is an in for man other 40K e this size tions (see could pick um of four pport and army was t very elite t of this I m the GW ced army.

his mighty our Guard, xample of A Chaplain ded by the spect for ice was personal ith a Holy thin 6" to

ignore any negative modifiers to their leadership). To enable them to get into combat quickly I equipped them with an overcharged Razorback.

My troop choices were the simplest of all. I only have two ten-man tactical squads painted so I broke them into three squads. I had a ten-man squad with heavy bolter and meltagun and then two squads of five men each, one with a missile launcher and one with a flamer. My fourth obligatory Troops choice was made up with the Studio's Scout squad, including a heavy bolter.

Choosing Elite troops is easy – the only discipline is stopping yourself from always taking as many as possible. I chose both of my five-man Terminator squads, one with close combat capabilities (God bless lightning claws and thunder hammers), who would deep strike in at an appropriate moment. My final Elite choice was picked purely to annoy John-Paul: a Vindicare Assassin (You should have seen his face when I deployed it, tee hee).

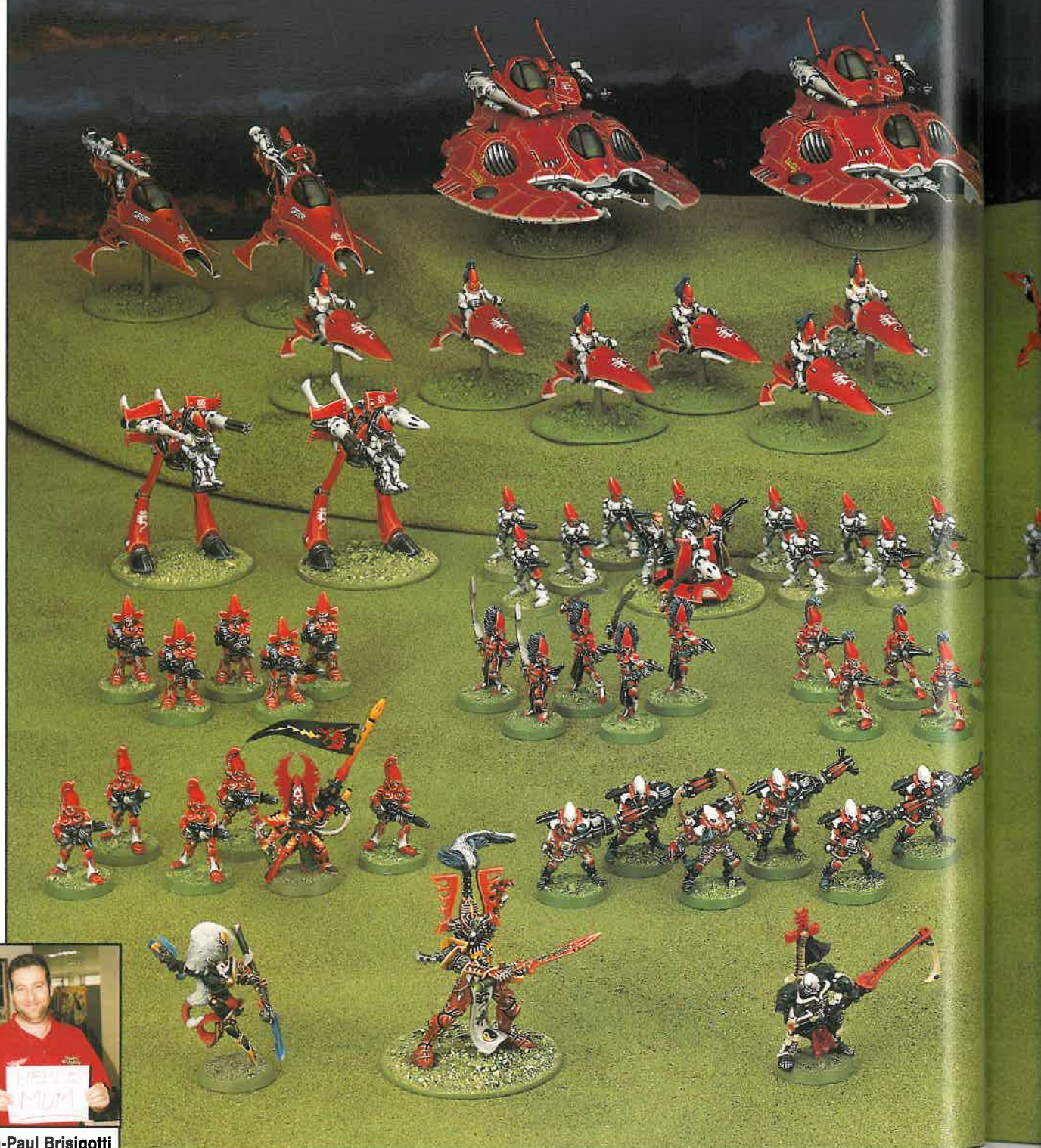
Fast Attack is where my army needs the most strength added; I could only field my freshly painted Land Speeder. Once again I raided the 'Eavy Metal cabinets and came up with an Attack Bike, a second Speeder and six Assault Marines. Blood Angels excel in close combat

and filling up my fast attack slots with Assault Marines would have been the order of the day. To round my force off I chose a five-man Devastator squad, a Whirlwind (Ordnance is cool), both my Dreadnoughts and the freshly painted studio Baal Predator variant – with its twin-linked assault cannon and heavy flamers it is ideally suited to close support.

That's what I picked, now to the plan. As usual for me it was simple: charge into close combat with my commanders, Death Company, Terminators and Assault Marines, whilst using my heavy support and infiltrators to take out the Eldar big guns and power sword-armed Aspect Warriors. The chosen mission was a 'Meat Grinder' which, when fought by a Blood Angels force becomes a new mission called 'Frontal Assault'. In this mission I would gain bonus points for each complete Eldar squad or vehicle I utterly destroyed.

The last thing to be done before battle was roll for my Death Company, which swelled from five to twelve models strong, including three very expensive veteran troopers from Dante's honour guard (causing much hilarity for everyone but me).

Commander Dante gave his final pre-battle order, "Kill them all, let none survive..."



John-Paul Brisigotti

SAIM HANN ELДАР

The chance to play one of my closest friends at new Warhammer 40,000, with 3,000 points, in White Dwarf? Well, who could resist! With new Warhammer 40,000 you get a lot of troopers for your points and my Eldar army was no exception. In fact, even using every model I had, I still needed to borrow a few of the Studio's bikes and Vypers to get 3,000 points.

In a battle this big, choice is not too much of an issue. I got to take everything, which was just great as it meant none of that "Do I take this or do I take that?" Trying to prepare for the onslaught of the new Blood Angels army seemed futile, as it had never been used on this scale before, but I did get a faint glimmer of hope when I saw that I had lots more stuff on the table than Gordon!



They come. We wait for the sign.

The Farseer's thoughts slipped into the minds of his warriors, along with an empathic projection of reassurance and courage. They readied their weapons, watching the valley as the red and black armoured creatures, their crude war engines clanking beside them, approached quickly. The air seemed thick with the Eldar's thoughts of hatred and anger, infused with the

fury of the War God. A miasma of crackling energy began to swirl around the refinery, focusing those raw emotions, giving them shape and form. From the heart of the coruscating arcs of force stepped a monstrous creature, its eyes burning with fire, blood dripping from its hand in a crimson flow.

It is the time appointed in the stars. The Avatar of Khaine has arrived. Death to the aliens...

Unit	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points
Avatar	10	0	6	6	4	5	3	10	5+	Wailing Doom, Fearless, Monstrous, Invulnerable	80pts
Phoenix Lord Maugan Ra	6	6	4	4	3	7	3	10	3+	Shuriken cannon, power weapon	75pts
Phoenix Lord Jain Zar	6	6	4	4	3	7	3	10	3+	Banshee Mask, power weapon Silent Death	70pts
Farseer	5	5	3	4	3	5	1	10	4+	Shuriken pistol, witchblade, rune armour	62pts
2 Warlocks	4	4	3	3	1	4	1	8	4+	Shuriken pistol, witchblade, rune armour	52pts
5 Warp Spiders	4	4	3	3	1	5	1	9	3+	Death spinners	130pts
Exarch	5	5	3	3	1	6	2	9	3+	Two death spinners	
5 Striking Scorpions	4	4	4	3	1	5	1	9	3+	Shuriken pistol, chainsword, mandiblaster	128pts
Exarch	5	5	4	3	1	6	2	9	3+	Shuriken pistol, powerfist	
5 Howling Banshees	4	4	3	3	1	5	1	9	4+	Shuriken pistol, power weapon	80pts
5 Fire Dragons	4	4	3	3	1	5	1	9	4+	Fusion guns, melta bombs	108pts
Exarch	5	5	3	3	1	6	2	9	3+	Fusion guns, melta bombs	
5 Wraithguard	4	4	5	5	1	4	1	10	3+	Wraithcannon (counts as melta gun)	200pts
5 Dire Avengers	4	4	3	3	1	5	1	9	3+	Shuriken catapult	60pts
10 Defender Guardians	3	3	3	3	1	4	1	8	5+	Shuriken catapult, 1 scatter laser	120pts
10 Defender Guardians	3	3	3	3	1	4	1	8	5+	Shuriken catapult, 1 missile launcher	125pts
5 Rangers	3	4	3	3	1	4	1	8	5+	Sniper rifle, shuriken pistol Infiltrators	65pts
5 Rangers	3	4	3	3	1	4	1	8	5+	Sniper rifle, shuriken pistol Infiltrators	65pts
8 Jetbikes	3	3	3	4	1	4	1	8	3+	Twin-linked shuriken catapults	220pts
5 Jetbikes	3	3	3	4	1	4	1	8	3+	Twin-linked shuriken catapults, shuriken cannon	200pts
5 Swooping Hawks	4	4	3	3	1	5	1	9	4+	Lasblaster, frag and krak grenades	106pts
Exarch	5	5	3	3	1	6	2	9	3+	Lasblaster, frag and krak grenades	
5 Dark Reapers	4	4	3	3	1	5	1	9	4+	Reaper launcher	150pts

Vehicle	Armour			BS	Type & Notes	Points
	Front	Side	Rear			
2 Vypers	10	10	10	3	Twin-linked shuriken catapults, shuriken cannon, skimmer, fast, open topped	100pts
2 Vypers	10	10	10	3	Twin-linked shuriken catapults, shuriken cannon, lascannon skimmer, fast, open topped	115pts
2 Falcons	12	12	10	3	Shuriken cannon, pulse laser, scatter laser, skimmer, fast	330pts
Fire Prism	12	12	10	3	Shuriken cannon, prism cannon	135pts

Walker	Armour						I	A	Notes	Points
	WS	BS	S	Front	Side	Rear				
War Walker	3	3	5	14	10	10	4	2	Scatter laser, missile launcher	95pts
War Walker	3	3	5	14	10	10	4	2	Scatter laser, lascannon	105pt

H.Q.
 Elites
 Troops
 Fast Attack
 Heavy Support

TOTAL: 2,911pts

Unit	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points
Commander Dante	6	5	4	4	3	5	4	10	2+	Inferno pistol, Iron Halo, Death Mask of Sanguinius	205pts
4 Honour Guard	4	4	4	4	1	4	1	9	3+	Jump packs, 3 power weapons	237pts
Veteran Sergeant	4	4	4	4	1	4	2	9	3+	2 plasma pistols, Terminator Honours, frag grenades	
Chaplain	5	5	4	4	2	5	3	9	3+	Terminator Honours, frag grenades	190pts
Brother Corbulo	5	4	4	4	2	5	3	9	3+	Terminator Honours, frag grenades	156pts
5 Honour Guard	4	4	4	4	1	4	1	9	3+	The Red Grail	225pts
Veteran Sergeant	4	4	4	4	1	4	2	9	3+	Terminator Honours, 1 flamer	
Standard Bearer	4	4	4	4	1	4	2	9	3+	Holy Shroud	
Sanguinary Priest	5	4	4	4	2	5	3	9	3+		
Tech Marine	4	4	4	4	1	4	2	9	3+	Servo arm, plasma pistol	
5 Terminators	4	4	4	4	1	4	2	9	2+	1 chainfist, 1 assault cannon	235pts
5 Assault Terminators	4	4	4	4	1	4	2	9	2+		210pts
Vindicare Assassin	5	5	4	4	2	5	3	10	4+		50pts
5 Scouts	4	4	4	4	1	4	1	8	4+	1 heavy bolter	80pts
Tactical Squad											
5 Space Marines	4	4	4	4	1	4	1	8	3+	1 flamer, frag grenades	86pts
Tactical Squad											
5 Space Marines	4	4	4	4	1	4	1	8	3+	1 missile launcher, frag grenades	90pts
Tactical Squad											
10 Space Marines	4	4	4	4	1	4	1	8	3+	1 heavy bolter, meltagun, frag grenades	175pts
Assault Squad											
6 Space Marines	4	4	4	4	1	4	1	8	3+		150pts
Veteran Sergeant	4	4	4	4	1	4	2	9	3+	Power sword	30pts
Attack Bike	4	4	4	5	1	4	2	8	2+		50pt
Devastator Squad											
5 Space Marines	4	4	4	4	1	4	1	8	3+	Heavy bolter, missile launcher, lascannon, heavy plasma gun	180pts

Vehicle	Armour			BS	Type & Notes	Points
	Front	Side	Rear			
Razorback	11	11	10	4	Lascannon, twin-linked plasma gun	100pts
2 Land Speeders	10	10	10	4	One armed with multi-melta, skimmer	115pts
Baal Predator	13	11	10	4	Sponson-mounted heavy flammers	130pts
Death Company Rhino	11	11	10	4		FREE
Whirlwind	11	11	10	4		75pts

Walker	Armour							I	A	Notes	Points
	WS	BS	S	Front	Side	Rear					
Dreadnought	4	4	6	12	12	10	4	2		Assault cannon	105pts
Dreadnought	4	4	6	12	12	10	4	2		Twin-linked lascannon, missile launcher	125pt

H.Q.
 Elites
 Troops
 Fast Attack
 Heavy Support

TOTAL: 2,999pts

BLOOD ANGELS ARMY



Ten-Marine
Tactical squad



Five-Marine
Tactical squad



Five-Marine
Tactical squad



Scout squad



Twelve-Marine
Death Company



Commander Dante with
Honour Guard



Corbulo and
Honour Guard



Vindicare
Assassin



Six-Marine
Assault squad



Five-Marine
Terminator squad



Five-Marine
Terminator
Assault squad



Scout squad



Death Company
Rhino



Razorback
(lascannon and
twin-linked
plasma guns)



Dreadnought
(assault cannon
and power fist)



Dreadnought
(twin-linked
lascannon and
missile launcher)



Whirlwind



Baal Predator
(heavy flamer
sponsons)



Attack Bike
(heavy bolter)



Land Speeder
one armed with
heavy bolter
one armed with
multi-melta



ASURAN'S SAIM HANN HOST



Ten-man
Guardian squad
with scatter laser



Ten-man
Guardian squad
with missile
launcher



Vyper squadron,
one Vyper armed
with lascannon,
one armed with
shuriken cannon



Five-man
Fire Dragon squad
and Exarch



Five-man
Dire Avenger
squad



Five-man
Striking Scorpion
squad and Exarch



Five-man
Howling Banshee
squad



Vyper Squadron, both
with shuriken
cannon



1st five-man
Ranger squad



Five-man
Warp Spider
squad and Exarch



2nd five-man
Ranger squad



Five-man
Wraithguard
squad



Five-man
Dark Reaper
squad



The Avatar



Five-man
Swooping Hawk
squad and Exarch



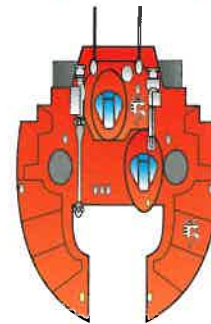
Jain Zar



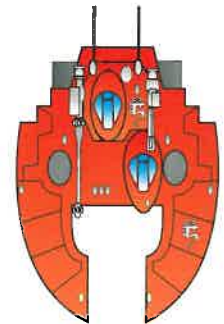
Maugan Ra



Farseer and
bodyguard



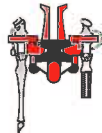
2 Falcon grav tanks



Fire Prism



Eight-man
Jetbike squad



War Walker
(lascannon and
scatter laser)



Five-man
Jetbike squad



War Walker
(missile launcher
and scatter laser)

DEPLOYMENT

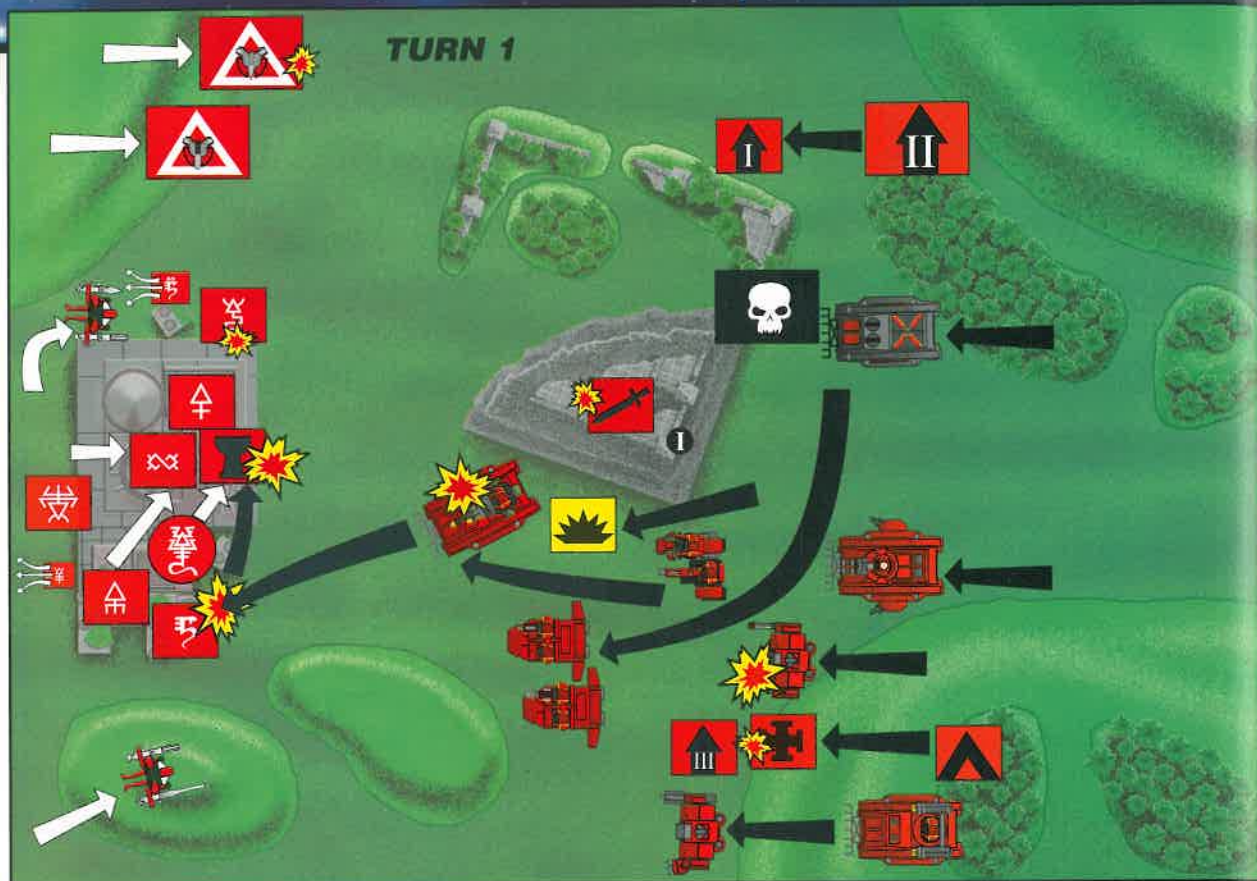
You can see the deployment of the two armies on the map opposite. Gordon elected to keep his Terminator Assault squad and Assault squad in reserve, so that they could use their Deep Strike capability to appear later in the battle. His Scouts and the Vindicare Assassin infiltrated closer, setting up in the ruins of the old refinery control station. You'll also notice that not all of John-Paul's army is on the table. Normally, Frontal Assault doesn't use reserves, but since the players had such large armies, and the game is played along the length of the table, it soon became obvious that John-Paul didn't have a lot of space for his units. We thought it would be entirely reasonable for him to keep any forces he wished in reserve, and they would follow all of the normal rules (i.e. roll to see when they turn up). You may like to do this in your own battles, when using large armies in missions with small deployment zones (such as Cleanse and Night Fight). This is also true if you have only a small area to fight on.

THE DEATH COMPANY

Gav: Before the battle started, Gordon had to determine which, if any, of his warriors succumbed to the curse of the Black Rage. Basically, you roll a dice for every infantry and bike squad; on a roll of a 4 or 5 one member goes berserk and joins the Death Company and on a roll of a 6 a Space Marine succumbs to the Black Rage and you roll again for the squad. Two of Gordon's Tactical Space Marines and an Assault Space Marine were overwhelmed by the Black Rage. Not only that but three (yes three!) of Commander Dante's Honour Guard also joined the black-armoured ones. Gordon then had to see how many Death Company were accompanying his Chaplain, with his D3+3 roll coming up with a total of 5. So, at the start of the battle the Death Company was twelve-strong (which, unfortunately for Gordon, was too many to fit into their free Rhino!).

THE BLACK RAGE

The Blood Angels are suffused with a seething anger and hatred of their enemies and can barely restrain themselves in battle. At the start of every turn the Blood Angels player has to test for every unit in his army. If they fail they surge towards the enemy. Although this is good for assault troops, it's bad news for units with heavy weapons and vehicles with ordnance such as Vindicators and Whirlwinds, since the unit counts as moving.



BLOOD ANGELS TURN 1

Upon seeing their enemies, the Blood Angels were driven into a battle-frenzy. Commander Dante and his Honour Guard, the Whirlwind, the Tactical squad on the army's left, the lascannon-armed Dreadnought and the Land Speeders all surged towards their foes. With the exception of the large Tactical squad on the right, the Scouts and the Devastators, the Blood Angels closed with their enemies as quickly as possible. Brother Corbulo and his Honour Guard roared forward in their Razorback, which used its overcharged engines for an added burst of speed, and disembarked in front of the refinery.

Corbulo and his brethren fired at the Rangers on the gantry above their heads, incinerating two with the flamer, which also engulfed one of the Dire Avengers. Two more Dire Avengers fell to fire from the Scouts, but they held firm. The Baal Predator opened fire on the Rangers as well, but despite hitting three times with its twin-linked assault cannon, it failed to inflict a single wound (Gordon rolled three 1s!). Another of the Rangers fell to the storm bolter fire of the Terminator Tactical squad, and they fell back from the Blood Angels' shooting.

The Striking Scorpions taking cover amongst the crates and barrels beside the refinery became the centre of a storm of fire. The Devastators, Attack Bike, both Dreadnoughts and the Land Speeders all targeted the well-armoured Aspect Warriors, but between their good armour save and the cover, only three of the Striking Scorpions fell to the hail of shots! However, this was enough to force them to take a Morale check, which they failed, and so the Striking Scorpions also fell back from the Blood Angels' ferocious attack.

Taking careful aim, the Vindicare Assassin levelled his Exitus rifle at the Fire Dragon Exarch. A soft squeeze on the trigger sent an armour-piercing bullet through the alien's skull, flinging the Aspect Warriors' leader to the ground. The last to fall were two Guardians from the missile launcher squad, who fell to long range heavy bolter fire from the ten-man Tactical squad.

Raising the Red Grail above his head, Corbulo led his brave fighters in a charge against the other Ranger squad. Filled with bloodlust, the red-armoured Space Marines easily cut down the Eldar, trampling over their bloodied corpses as they advanced towards the Dire Avengers.

ELDAR TURN 1

The Eldar casualties had been relatively light, particularly in view of the huge amount of fire absorbed by the Striking Scorpions. Both the Rangers and Striking Scorpions who were falling back passed their checks to regroup. The Howling Banshees, Wraithguard and Avatar advanced on Brother Corbulo's Honour Guard, readying their weapons, while both War Walkers moved from their places behind the lines to take up positions where they could target the advancing Space Marines. The foremost Guardian squad advanced towards the Scouts, their missile launcher gliding alongside them on its anti-grav platform. In the shooting phase the Howling Banshee squad used the Fleet of Foot rule (see Chapter Approved in WD227) to move slightly closer to Corbulo and his fierce warriors.

The Sanguinary High Priest and his Honour Guard came under fire from the Dire Avengers, but the well armoured Space Marines lost no-one to the hail of shurikens. The Fire Dragons fared better, melting one of Corbulo's men with their fusion guns. The Guardian Defender squad

with the missile launcher turned their fire on the Scouts, but their firing was ineffective and inflicted no casualties, though two of the Scouts' number fell to fire from the closest War Walker.

Jain Zar hurled the Silent Death at Commander Dante's squad, and although its spinning blades hit three times, their superhuman toughness and thick armour proved a sure defence once again. The War Walker over on the hill to the Eldar right opened fire on the Terminators with its scatter laser and lascannon. Their armour proved too much for the beams of the scatter laser, but the lascannon succeeded in punching a hole through one of the elite Space Marines, his smoking, armoured form toppling to the floor in a heap.

The Wraithguard levelled their wraithcannons at Corbulo's Razorback, slicing through its armour and sending it tumbling to one side as internal explosions wracked the hull. The Dreadnought behind the Razorback was engulfed by a ball of plasma from the second Guardian Defender squad, which burnt through its armoured sarcophagus and terminated the Dreadnought in a spectacular explosion that cut down one of the nearby Terminators! The Eldar had scored several crucial hits this turn, with a shooting phase that had been, as expected, rather more effective than the Blood Angels'.

In the assault phase, the Howling Banshees and Avatar charged into the midst of Corbulo's Honour Guard. The Banshees' power weapons swung in glittering arcs, slicing through the armour and flesh of the Honour Guard, killing them all. The Avatar's mighty sword, the Wailing Doom, crashed down on Corbulo's armour four times, battering the most revered of the Sanguinary High Priests to the ground. No less than you'd expect from the incarnation of the Eldar god of war!



The Avatar's mighty sword, the Wailing Doom, crashed down on Corbulo's armour four times, battering the most revered of the Sanguinary High Priests to the ground.

BLOOD ANGELS TURN 2

An expanding sphere of crackling energy appeared next to the refinery, disappearing in an instant to reveal the Terminator Assault squad who had just teleported in from the Blood Angels' orbiting strike cruiser. Seeing reinforcements arrive, the drivers of the Attack Bike and Baal Predator accelerated towards their foes. To their right the Death Company fought their way through the jungle in their eagerness for battle, smashing aside trunks and branches with genetically-enhanced strength. As before, the Blood Angels continued their steady advance towards the Eldar, anticipating the bloody retribution that would be exacted in close combat.

The Avatar was the main object of the Blood Angels' wrath this turn. The Devastators opened fire on the hulking behemoth first, but the combined fire of their lascannon, plasma cannon, heavy bolter and a krak missile only succeeded in inflicting a single wound. Next the Dreadnought to the Avatar's right levelled its storm bolter and assault cannon, inflicting another wound. The Terminator Tactical squad's fire joined the fusillade. Though their assault cannon failed to cause any damage, the Avatar was wounded by the squad's storm bolters, while a krak missile from the Tactical squad in front of the Devastators streaked past the Avatar, failing to hit. With a screeching of gears, the twin assault cannons in the Baal Predator's turret swung round to target the living war god. A blaze of muzzle flashes filled the air, sending a torrent of shells into the unearthly creature. With an inhuman bellow of rage, the Avatar slumped to the ground, its body dissolving into a mist

that faded on the wind. The Avatar of the Bloody Handed God had been banished back to its Craftworld!

A salvo of rockets from the Whirlwind impacted around the refinery, engulfing the Howling Banshees and Wraithguard. The toughened artificial bodies of the Wraithguard resisted the attack, but the blast tossed two of the Aspect Warriors into the air. As the smoke from the barrage cleared, the Attack Bike fired into the Howling Banshee squad, but failed to inflict any damage. Another three Banshees fell to a hail of fire from the Scouts, and they failed their Morale check and broke.

The Guardian Defenders with the missile launcher came under fire from the Death Company and Dante and his Honour Guard, losing five of their number. Back amongst the crates and barrels on the other side of the refinery, the two Land Speeders targeted their weapons at Jain Zar. The multi-melta managed to hit the Howling Banshee Phoenix Lord, but failed to wound – Gordon's roar of frustration could probably be heard the other end of the building! However, the heavy bolter of the other Land Speeder did give Gordon some comfort, inflicting two wounds on Jain Zar. The Vindicare levelled his rifle, intent on finishing off the Phoenix Lord, but his shot did not wound the Eldar war leader.

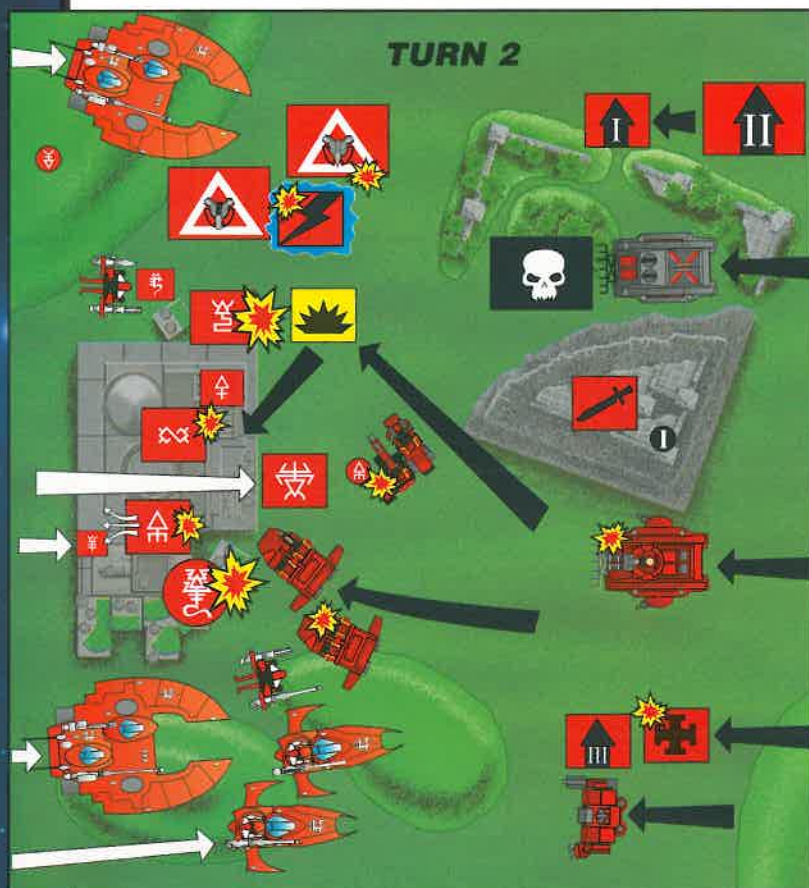
Unsurprisingly, Commander Dante and his Honour Guard cut down the Fire Dragons without a loss, using their jump packs to make a sweeping advance into the Wraithguard at the front of the refinery. The Blood Angels had certainly struck back this turn, inflicting some serious losses on the Eldar. In the next turn, John-Paul could start rolling for his reserves, and there was still an awful lot of Eldar waiting to attack. Had Gordon done enough damage to the starting force so that he could turn his exclusive attention to the reinforcements?

ELDAR TURN 2

At the start of his second turn, John-Paul's army was bolstered by the arrival of a pair of Falcons, a squadron of two Vypers and the Dark Reaper Phoenix Lord, Maugan Ra. With the exception of Maugan Ra, whose shuriken cannon is a heavy weapon, all of John-Paul's new arrivals could move onto the table and fire at full effect if he wanted them to, with a rather considerable amount of firepower. And that's just what he did! The Warp Spiders and Jain Zar moved towards the Attack Bike and Death Company, while the Striking Scorpions moved back into the refinery to rejoin the fray. On each flank the War Walkers stalked forward seeking targets for their heavy weapons.

The Warp Spiders opened fire on the frenzied warriors of the Death Company, but the thick armour of the Blood Angels stopped any of them being sliced to ribbons by the clouds of monofilament wire engulfing them. Shurikens sung from the guns of the Dire Avengers into the black armoured Space Marines, but these too failed to penetrate their power armour.

The Assault Terminators became engulfed in a hail of fire from the enemy units around them,





Eldar reinforcements arrive to stem the onrushing tide of Blood Angels.

but lost only two warriors to the fire from the Rangers, both Guardian squads, the War Walker and the Falcon; which just goes to show how hard it is to kill Space Marine Terminators! The other Falcon opened fire on the Land Speeders, destroying the multi-melta on one and getting a crew shaken result on the other, while the fire of the Vyper squadron glanced ineffectually off the armour of the remaining Blood Angels Dreadnought. The other War Walker fired upon the Baal Predator, immobilising it with a lucky glancing hit. Although its twin-linked assault cannons could still be a threat, the Predator's heavy flamer sponsons were unlikely ever to fire now.

Shurikens sung from the guns of the Dire Avengers into the black armoured Space Marines, but these too failed to penetrate their power armour.

The Wraithguard, as could be expected, fired at Commander Dante and his Honour Guard as they swept towards the wraithbone constructs. The three Space Marines each took a wraithcannon hit, which vaporised the Honour Guard instantly. Commander Dante himself

was in a slightly better position, as his Iron Halo gives him a 4+ invulnerable save. However, as wraithcannons are Strength 8 (double Dante's Toughness), if the Blood Angels Commander failed his save he would be dead, regardless of his 3 wounds, under the Instant Death rules. This meant that if Gordon rolled a 1, 2 or 3 and failed his save, Dante would be a casualty, and if he could roll a 4, 5 or 6 Dante would come through the attack unscathed (and likely to cut a swathe through the Eldar army in subsequent turns). All eyes were on Gordon as he made the roll – which came up as a 3! Gordon took it rather well, considering...

In the assault phase, Jain Zar and the Warp Spiders charged into the Blood Angels' Attack Bike. With slicing blows from her power weapon, the Banshee Phoenix Lord cleaved the clumsy machine into two, killing the crew. The Warp Spiders advanced into the Scouts while Jain Zar bounded towards the

Terminator Assault squad. After the Eldar turn, Gordon was still in a good position, with his assault troops now in place to get to grips with the enemy. Depending on how they fared, the next turn could be the one that won or lost the battle.



The Blood Angels get to grips with the Eldar at close quarters.

BLOOD ANGELS TURN 3

Once again the driver of the Whirlwind was overcome by the Black Rage, gunning the engines of his vehicle and trundling towards the enemy. The Terminators and the ten-strong Tactical squad on the right were also visited by holy rage and pushed towards their alien foes. The Death Company prepared to charge into the Warp Spiders who were assaulting the Scouts next to them, while over on the left the Dreadnought advanced towards the Vypers and Falcon.

The Dreadnought's assault cannon and storm bolter blazed at the speeding Vypers, but failed to cause any damage. However, the fire from the Terminators managed to bring one of the sleek vehicles down and stun the other. Three Wraithguard fell to volleys of shots from the Tactical squad on the Blood Angels' left, the Baal Predator's assault cannon and the Death Company, while the five-man Tactical squad on the right incinerated one of the Guardians with a flamer shot.

The Devastators fired their heavy weapons into the hull of the Falcon, but the krak missile went astray whilst the ball of energy from their plasma cannon impacted harmlessly on its hull. Then the lascannon fired, the high energy bolt smashing through the Falcon's armour and sending it ploughing into the ground. The Scouts fired off their bolt pistols and heavy bolter at the Warp Spiders charging them, felling two of the strange alien warriors with their explosive bolts. Finally, the Vindicare Assassin took aim at Jain Zar once more. This time the shot was perfect, executing the Phoenix Lord in the Emperor's name.

The Terminator Assault squad charged into the Guardians, their lightning claws glowing ominously, while behind them the Death Company followed their Chaplain as he launched himself into the Warp Spiders, their blood-chilling battlecries sounding in the air.

Four Guardians fell to the lightning claws of the Terminators, the survivors' blows raining futilely against the Space Marines' reinforced armour. Another fell, his body crushed beyond recognition as the Sergeant's thunder hammer swung in a wide arc, sparks of energy cascading off its heavy head.

Using their cover to the utmost, the Scouts struck at the Warp Spiders as they clambered over the ruined building, but the Aspect Warriors' thick armour was impervious to their attacks. One Scout was lifted from his feet on the blades of the Warp Spider Exarch and his lifeless body was tossed to one side. Before the rest of the squad could attack, the Blood Angels' Chaplain was amongst them, his Crozius Arcanum shattering armour and bone with its pulsing energy field. Then the Death Company fell on the lone survivor, rending him apart with their frenzied attack, his shrill screams quickly silenced (the Death Company had 36 attacks which inflicted a total of 19 wounds on the unfortunate Warp Spider!).

The Blood Angels had started showing their greatest strength – their ability to totally and utterly overwhelm their enemies in close assault. Unless the Eldar could fight back quickly, they faced being over-run by the savage warriors opposing them.

ELDAR TURN 3

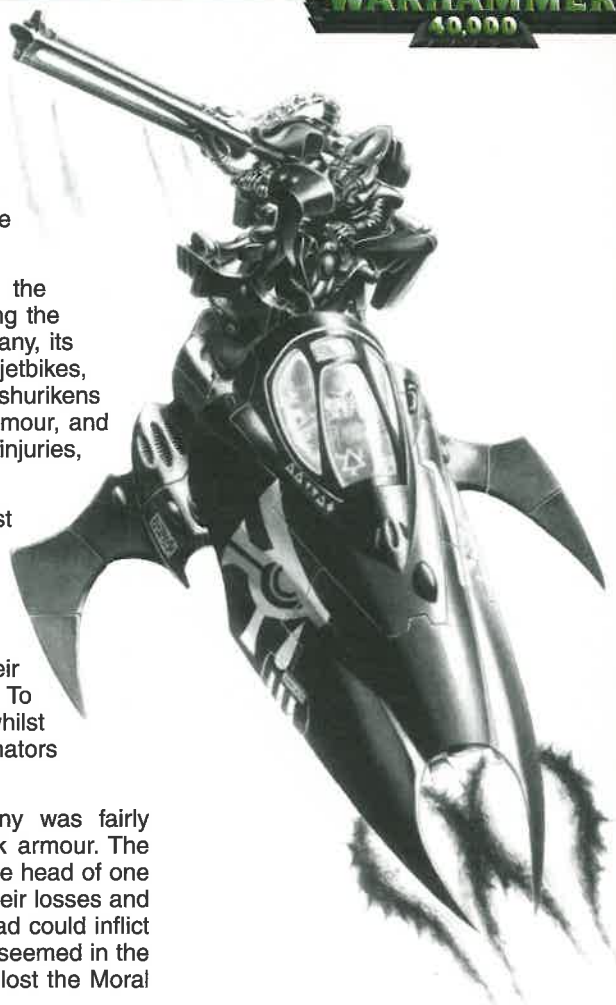
The whine of anti-grav motors heralded the arrival of the eight-strong jetbike squad from reserve, along with the Farseer and his two Warlock bodyguards. The War Walker on the right backed off from the approaching Dreadnought, levelling its guns at the advancing behemoth. To its left the Striking Scorpions moved through the refinery, intent on the blood-red warriors before them.

The War Walker fired its lascannon and scatter laser at the Dreadnought, tearing through its leg armour and immobilising the metal beast. The other War Walker fired at the Death Company, its fire joining that of the Striking Scorpions, Dire Avengers, jetbikes, Wraithguard, Rangers and the Falcon! Despite the torrent of shurikens and las-shots pouring into the unit, the Death Company's armour, and insane determination to shrug off all but the most crippling of injuries, meant that only four of them fell to the Eldar fusillade!

Maugan Ra levelled his ancient shuriken cannon at the nearest Tactical squad, its razor-sharp discs cutting two of them down. The Guardians with the missile launcher aimed their fire into the Tactical squad as well, but failed to do any damage.

With their mandiblasters sending flashes of energy into their foes, the Striking Scorpions charged the Death Company. To their left, the jetbikes assaulted the depleted Tactical squad, whilst the Warlocks and Farseers attacked the Blood Angels Terminators who were in combat with the Guardians in front of them.

The fighting between the Scorpions and Death Company was fairly ineffectual, as neither side could penetrate the other's thick armour. The exception was the Exarch who used his powerfist to crush the head of one of the frenzied warriors. The Death Company cared not for their losses and the melee continued. Likewise, the jetbikes and Tactical squad could inflict no casualties on each other, and though the Space Marines seemed in the superior position, the Jetbikes held their ground (John-Paul lost the Moral High Ground roll but passed his Break test).



The Farseer, his witchblade gleaming with unearthly light, cleaved through one of the lightning claw-armed Terminators, whilst the Warlocks managed to fell another with their ancient weapons, but not before one of their number had fallen to the lightning claws of the Emperor's servants. The Guardians could do little against the massively armoured Space Marines and two more of them were smashed to the ground with the swing of a thunder hammer. Seeing his counter-attack falter, the Farseer fell back from the fighting.

The Farseer, his witchblade gleaming with unearthly light, cleaved through one of the lightning claw-armed Terminators...



BLOOD ANGELS TURN 4

As much of the Blood Angels army was now getting to grips with the enemy in close combat, the Blood Angels' shooting was becoming rather sporadic. Having been forced back from their firing position, the Scout squad advanced through the ruined building once more. Most notable was the Baal Predator, which gunned down the remaining Wraithguard with its assault cannon.

Then the Fire Prism opened fire, its shuriken cannon cutting down one of the Blood Angel's First Company warriors...

In the combat between the Striking Scorpions and the Death Company, the Blood Angels were now aided by their Chaplain. Bellowing his wrath, the Chaplain struck down the Exarch, while his frenzied comrades finished off the rest of the Aspect Warriors. Treading over their blood-slicked corpses, the Death Company advanced into the Dire Avengers with murderous intent. The Guardian Defenders fought valiantly against the Terminator Assault Sergeant, but another of their number fell to his thunder hammer. Bloodied but unbroken, they fought on.

ELDAR TURN 4

The Eldar were bolstered by a whole host of arrivals, with the Swooping Hawks, Dark Reapers, a second squadron of Vypers, more jetbikes and the Fire Prism all turning up from reserve! Would this be enough to turn back the Blood Angels who were threatening to eradicate the Eldar in bloody hand-to-hand fighting?

The Vypers opened up on the Tactical squad in front of them, but were unable to cause any harm. The War Walker on the Eldar right flank targeted the Dreadnought with its lascannon, the beam of energy punching through the Space Marine walker's armour to send it toppling to the ground, gouting oily smoke. The other War Walker opened fire on the Terminators, but was unable to do any damage. The jetbikes could not kill any of the elite Space Marines with their fire either. Then the Fire Prism opened fire, its shuriken cannon cutting down one of the Blood Angels' First Company warriors, before the monstrous prism cannon obliterated two more in its murderous blast.

Maugan Ra turned his shuriken cannon on the approaching Land Speeders, stunning one of them with a glancing hit. Beside him, aided by the Runesight of the Farseer (who had gathered his wits and stopped falling back), the Falcon unleashed its many weapons against the large Blood Angels Tactical squad advancing towards the Eldar, tearing apart two of them with its shuriken cannon and scatter laser, but unfortunately failing to cause any harm with its pulse laser. Three more of the valiant Blood Angels were gunned down by a storm of shurikens from the jetbikes. Another Tactical Marine was picked off by the Eldar Rangers, but the Sergeant and his single surviving squad member held firm against their foes. The Swooping Hawks, having dropped down behind the Blood Angels' attack, fired on the Devastators squad with their lasblasters, but the las-bolts proved insufficient to pierce the Space Marines' power armour.

With their jetbike engines gunned to a piercing scream, the squad on the Eldar left assaulted the remnants of the Tactical squad, killing the last of the ordinary Space Marines squad and following the Sergeant as he fell back from their attack in a controlled retreat. Once again the Guardians on the hill were unable to find a weakness in the armour of the Terminator Sergeant and the body of another of their number tumbled down the hillside, its head crushed to a pulp. Filled with righteous fury, the Blood Angels Chaplain swung left and right with his Crozius Arcanum, single-handedly wiping out the remaining Dire Avengers! Their thirst for battle still strong, the Death Company leapt on towards the Rangers.

BLOOD ANGELS TURN 5

A roar blanketed all sound across the battlefield as a Blood Angels Thunderhawk gunship swept over. Spilling from its open bay, an Assault squad was silhouetted against the sky, the jets of their jump packs igniting occasionally to slow their descent. With their heavy boots thudding deep into the earth they landed, strengthening the Blood Angels' left flank.

Once more, the Whirlwind ground forward on its tracks as the Black Rage momentarily overcame its driver. The Scouts also felt the rage of Sanguinius rushing through their veins and rampaged over the ruins to get to grips with their foes. Seeing the Assault squad dropping from the skies in front of them sent surges of pride and honour through the hearts of the Tactical squad in front of the Devastators as they too charged towards their foes, sensing the end of the battle was near.

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The Eldar skimmers close in for the kill.

The Death Company ran past the Rangers towards the Dark Reapers, perhaps their twisted minds finding some recognition in the deathly symbols and black armour of the Aspect Warriors. Their bolt pistols roared as they closed with their enemies, punching one of the heavy

weapon-armed warriors from his feet. The Assault squad and Tactical Marines combined their fire against the jetbikes flitting past the refinery, sending two of the sleek alien craft crashing into the ground with their hail of bolts.

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The assault cannons of the Predator opened fire once more, this time spelling the doom of one of the Vypers, its armour twisted and buckled by the torrent of shells that slammed into it. The Devastators unleashed everything they had at the Fire Prism as it hovered menacingly over the hill, its turret turning to track its next target, but their fire had no effect.

The storm bolter atop the Death Company's Rhino opened fire on the Rangers but missed for the fifth turn running (everyone laughed at Gordon's expense)! But the Vindicare Assassin picked off one of the alien scouts, causing the others to flee (silence from all concerned, except Gordon). As they broke from their cover, the Rangers suddenly found themselves confronted by the Death Company who had worked their way behind the Eldar line, and were wiped out in the subsequent crossfire.

Giving no thought to the unfortunate Rangers, the Death Company leapt into the Dark Reapers, with the Chaplain singling out Maugan Ra. Behind them the survivors of the two Tactical squads swore oaths to Sanguinius' shade and charged at the jetbikes.

Up on the hill, the Terminator Sergeant brought his thunder hammer back for another killing blow. However, in doing so he must have exposed some weak point in his armour, as the Guardians finally managed to despatch him. The Tactical Marines managed to bring down one of the Eldar jetbikers, but lost two of their number in return. The lone Sergeant from the smaller of the squads fell back once again, but the others held firm, trusting in their armour and weapons, and their unshakeable faith in the Emperor.

The Death Company fell upon the Dark Reapers with a vengeance, battering them to the ground and tearing off armour plates with their bare hands. Maugan Ra struck with the powered blade on the end of the Maugetar, but the protective shield of the Emperor's rosarius saved the Chaplain from harm. Maugan Ra had no such defence, and fell to the Chaplain's furious assault.

ELDAR TURN 5

Once again the Eldar counter-attacked fiercely. The Swooping Hawks located the Imperial Assassin lurking in the ruins, managing to wound the Vindicare with their lasblasters. The unengaged jetbikes on the right of the Eldar line fired at the approaching Assault squad, but only succeeded in killing one of them, despite their numerous shuriken catapults and cannons. The fire from the War Walkers was equally ineffective, with neither of the walking war engines doing any damage.

The Guardians fired at the now unengaged Death Company, but none of the bloodthirsty Space Marines fell. One of the Death Company was obliterated by a

pulse laser shot from the Falcon, but the grav tank's other weapon systems could not increase the death toll. The Tactical squad on the other side of the battlefield lost a man to the shuriken cannon of the Fire Prism, but luckily for the Blood Angels the prism cannon itself could not hit its mark. It must be noted that John-Paul had some seriously bad luck at this stage, rolling at least eight 1s to wound for his shooting that turn.

Seeing perhaps a chance for victory, the Farseer led the surviving Guardians in a charge against the Death Company – better, after all, to charge them than let them charge you! The Chaplain exchanged blows with the ancient Eldar psyker, inflicting no damage on his adversary only to be cut down by the Eldar commander's witchblade. The Death Company struck down one of the charging Guardians, who could not match their foes and failed to cause any casualties.

As the battle on the hill raged, the jetbikes swarmed around the last two members of the Tactical squad, but neither side could do any damage to their foes. Sensing that perhaps the battle was lost, the Guardians pulled their jetbikes around and fell back, outdistancing the pursuing Space Marines (John-Paul had lost the Moral High Ground roll again, but this time also failed his Break test!).

And so it ended on the fifth turn, as John-Paul rolled a 1 for the variable game length, bringing the battle to a close. Things were hanging in the balance, no-one was sure who had won. Some thought the Eldar had done enough damage early on to bring victory, while others thought that the Blood Angels' bloody assaults had tipped the balance in their favour. All that could be done was to count up the victory points and see who was right.

THE RESULT

ELDAR:
3,122 Victory Points
BLOOD ANGELS:
3,686 Victory Points

Gav: So the Blood Angels scraped a victory. Things were a lot closer than the 700 victory points difference would make you think. For a start, the jetbike squad that broke right at the end of the battle lost John-Paul 200 victory points thus swinging things a total of 600 points in Gordon's favour (the defenders score victory points for intact squads at the end of the battle).

Throughout the whole battle there was a real feeling of "Will they, won't they?" as the fight swung from one side's advantage to the other. At the outset of the game, after Corbulo had charged unsupported into the midst of the Eldar and died, and the Terminator Assault squad was surrounded by a ring of Guardians, Fire Dragons and the Wraithguard, everybody (including myself) was ready to write off the Blood Angels. However, by wiping out the Fire Dragons and engaging the Wraithguard with Dante and his Honour Guard, Gordon prevented the Terminators taking the horrendous casualties they would otherwise have done. It was also unlucky of Gordon to have too many Death Company to fit into the Rhino, because if they had been able to make an assault alongside Corbulo, the final result might have been much more in the Blood Angels' favour. Overall, Gordon's attack was slightly disjointed and

uncoordinated, which actually reinforces just how hard in assault the Blood Angels are. If he'd made a determined attack across an even narrower front, the results could have been more akin to butchery than fighting a battle!

John-Paul's choices of what to keep in reserve were a bit baffling. The Dark Reapers, in particular, are possibly the best anti-Space Marine squads available and should have been there right from the start, picking off the most dangerous opposition with their deadly reaper launchers. On the other hand, keeping the short-ranged squads, such as the Wraithguard, Howling Banshees and Striking Scorpions in reserve would have given the Eldar a very scary counter-attack. John-Paul also failed to use the flexibility allowed to him by his Falcons, which could have been used to move these squads to where they were most needed.

All-in-all though, considering that both Gordon and John-Paul are adapting to the new rules, both of them did very well. The body count was considerable on both sides (and it must be noted that the Eldar scored more victory points before the scenario's special victory conditions were added on), and I'm happy the mission turned out as tense and exciting as it did.

FALL OF THE ELDAR

John-Paul: As you read through the battle report, you will see that it was a massacre with only 2,000 points out of the original 6,000 remaining alive at the end of the fifth turn, and that neither Gordon nor I knew who had won until Gav counted up the points.

New Warhammer 40,000 was still so new when we had our battle, it was great being able to experiment and learn how my old army had changed and what strengths and weaknesses it had with the new rules. The lessons I learnt fighting against Space Marines with my Eldar were that firstly, being in cover and benefiting from a fixed save is a must for infantry units like the Eldar and Imperial Guard; secondly, being indecisive is a killer, as the few times I hesitated to get stuck in, Gordon made me pay dearly. Thirdly and in particular when fighting the Blood Angels, stay away from the Death Company because, despite their limited numbers, I spent one round trying to kill them with a hail of shurikens (a hundred dice worth) and only managed to remove one. They then proceeded to annihilate my Warp Spiders, Dire Avengers, Howling Banshees, Wraithguard, two Warlocks and two Guardian Squads with firing and close combat. These guys are really, really hard and the second 4+ save means you have to think hard before you waste firepower and manpower on them. Remember that after moving 6" and assaulting another 6" and then following up, the distance between you and your enemy is not that far at all. Don't sacrifice units in close combat needlessly as the resulting advance move can be more costly in the long run.

The last of my lessons was not to be afraid of having all my army on the board at the beginning of the battle. When Gav gave me the choice of keeping some of my army in reserve, (because it looked, at the beginning, a bit like a busy night-club on a Saturday night, with my entire army deployed in an area 48" x 12") I was too afraid of the firepower of the Marines and the fact that Gordon had the first turn, so I left too much off the table. I paid the price, of course, by being a bit unlucky with my reserve rolls and only got a handful of my units on in turn two. The new scenarios are great and add a new

element to the game. Don't be overly suspicious of them – the best tactic is still to get as many models as possible on the board, firing at the enemy. There is no real defence against an opponent who rolls more dice.

At the end of the day Space Marines are very hard but everybody else in the galaxy will outnumber them, so don't be a coward, stand your ground and give as good as you get. Despite the final outcome, Gordon's Blood Angels lost some valuable gene-seed this day: the tattered and charred remains of Dante and his bodyguard and Corbulo's entire command squad, as well as the Death Company Chaplain going down to an overly heroic attack by my Farseer, meant that the Eldar Spirits sang loud this day in the praise of Asuran's Saim Hann Host.

ANGELS OF DEATH

Gordon: What an absolute bloodbath! The casualties on both sides were horrendous, but luckily I achieved my mission and got away with a victory. Playing a game of this size with the new rules was very daunting and both myself and John-Paul made several tactical errors, the most notable being the Eldar decision to keep a third of their force in reserve. This seemed very sensible at the time, to both of us, but more than anything else it probably won me the battle. The biggest lessons I learned were:

a) Use bigger squads. Had I had ten troops accompanying both Dante and Corbulo, they would have survived their initial conflicts and probably the entire battle. If you're going to spend the points on an upgraded command squad, go the full distance and get the extra men, if only as a shield for your commander.

b) Never attack piecemeal. The greatest strength of Blood Angels is their close combat ability, but this means nothing if you butcher your measly opponents but are then wiped out in a deadly crossfire. Putting Corbulo ahead of the rest of the army doomed him to an early grave at the hands of nasty Mr Avatar – just because you have a supercharged Razorback doesn't mean you have to use it.

c) I need to paint up lots more close assault troops. Jes has made some fantastic new plastic Assault Marines (available next month, plug, plug). Thirty of them in three squads for me.

d) Don't take too much heavy support. Watching my Whirlwind succumb to Blood Rage on three out of five turns was infuriating to say the least.

There were three men of the match for me: the Baal Predator which killed bikes, Wraithguard and dealt the killing blow to the Avatar; the Death Company who slaughtered pointy ears right back to their baseline and in one turn had 1,500 points of John-Paul's army shoot at them for only a few casualties; and finally my Vindicare Assassin who took out an Exarch, Jain Zar and caused a squadron of Rangers to rout – 50 points well spent and a model that became a focus of rampant obsession for John-Paul.

Overall a super day playing a scenario that really suits the style of my army. And best of all, I finally got my hands on Shunta's Peaks.



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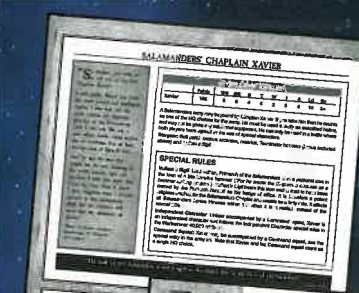


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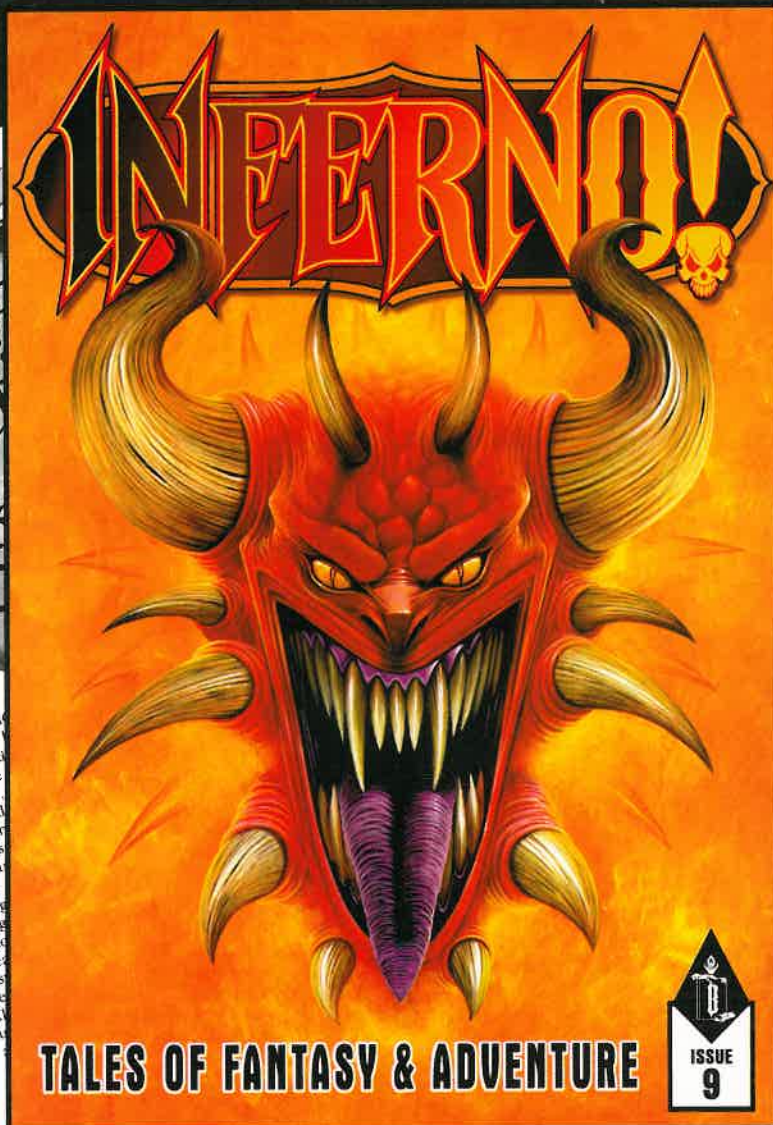


own no fear... – too right!

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DOGS
OF
WAR
FOR
HIRE

WARHAMMER ARMIES Dogs of War

DOGS
OF
WAR
FOR
HIRE

We draw a veil over the Dogs of War as we bring you the last instalment of releases from the Dogs of War book. Don't worry though - we're going to be bringing you more Regiments of Renown exclusively through White Dwarf! Yep, that's right, the rules for these all-new units will only be seen in this magazine! From Halflings to Giants, Amazons to Hobgoblins, there's something for everyone. Watch this space. In the meantime, feast your eyes on three of the Regiments of Renown and Mercenary General Lorenzo Lupo...

LORENZO LUPO

Model sculpted by Michael Perry



▲ Lorenzo Lupo,
Mercenary General

Mercenary General

225 points including magic items.

Your Dogs of War army may include Lorenzo Lupo. If so, he replaces the Mercenary General in the main list.

Lorenzo is very proud of his line of descent from his city's founders: Lucan and Luccina. As well as this he is quite an antiquarian and a collector of art and antique artefacts. His palazzo on the old acropolis of Luccini is decorated with frescoes in

the antique style, and the gardens and colonnades display old statues found in the acropolis. His prized

possessions are heirlooms of his house, said to have been owned by the city's founders.

Lorenzo wears armour of the old-fashioned style and fights on foot in the manner of his ancestors. This is a strange eccentricity of his and would be considered quaint and maybe even ridiculous by his rivals if he wasn't such a good general and didn't beat them so regularly. Instead, his reputation for bravery and fighting hand-to-hand in the front rank of his troops has earned him the respect and awe of his enemies.

	M	WS	BS	S	T	W	I	A	Ld
Lorenzo Lupo	4	6	6	4	4	3	6	4	10

Weapons/armour: Armed with a sword, heavy armour and shield.

SPECIAL RULES

Fights on Foot

Lorenzo is rather an eccentric in that he prefers to fight on foot in the style of his ancestors. He usually takes his place in the front rank of the pikemen and sometimes fights on board ship. This is very inspiring to the soldiers he accompanies, who not only benefit from his outstanding leadership, but will be eager to protect their Prince in hand-to-hand combat. To represent this, any Tilean infantry unit accompanied by Lorenzo adds +1 to its combat resolution as long as he is in the front rank.

Mighty Athlete

Lorenzo is a well-built, muscular man, much like the colossal bronze statues depicting his ancestor Lucan. He follows the ancient, classical Tilean athletic pursuits, as practiced in Luccini in the days of his ancestors. This means that he regularly hurls the discus, wrestles or



fighters hand-to-hand with the strongest opponents, rows on the Tilean sea in the galley races, trains with bronze weights and runs the great race from one end of his principedom to the other, as messengers did in the distant past. When he trains intensively for one of these pursuits he improves his strength, toughness or agility.

To represent this, roll a dice before the battle to see which athletic pursuit Lorenzo has been training for

recently. He will benefit from the effect of the training throughout the battle.

D6	Pursuit	Effect
1-2	Running	+1 Toughness
3-4	Wrestling or gladiatorial combat	+1 Attack
5-6	Weightlifting or rowing	+1 Strength

MAGIC ITEMS

Lorenzo Lupo carries three magic items.

These are always the Sword of Lucan, the Ring of Luccina and the Shield of Myrmidia.

Ring of Luccina

Bound Spell 10 points

Luccina, sister of Lucan, was said to be a sorceress. Lorenzo wears a ring which bears a cameo gem depicting her, and which may even have been hers. The gem contains a spell known as the Glamour of Luccina, which can be used in any one magic phase, requiring no power to cast.

The ring sings out an inspiring battle-cry, which no true soldier of the city can resist, exhorting Luccina's warriors to uphold their ancient honour. When cast, the Glamour of Luccina will rally all friendly fleeing units within 8" automatically.



Sword of Lucan

Magic Weapon 25 points

Lorenzo carries a short sword, believed to be the actual sword used by his remote ancestor, Lucan, the founder of Luccini. The sword is magical and will ignore the effects of magical armour. Magic armour therefore counts as normal armour of its type against the sword, with no unusual effects.

Shield of Myrmidia

Magic Armour 40 points

This old shield was found during the rebuilding of the temple of Myrmidia on Luccini's acropolis. It dates to the time of the founding of the city, or perhaps even earlier. The shield bears the sun symbol of the war goddess and has the magical ability to dazzle one hand-to-hand combat opponent so that he loses D3 attacks. You choose which opponent is dazzled.

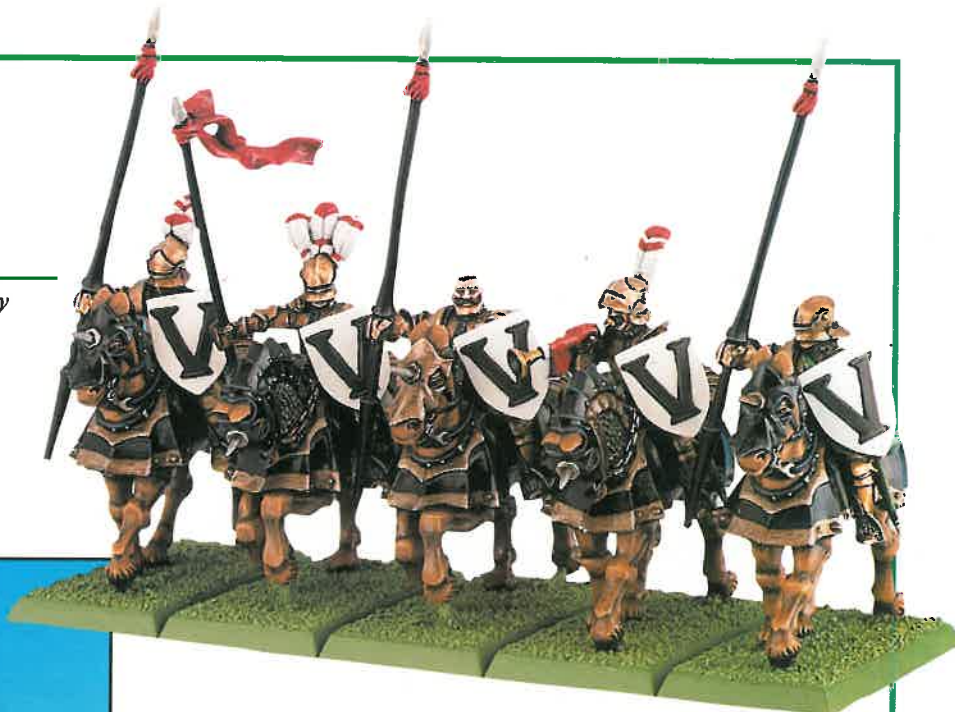


Lorenzo Lupo leads his mercenaries from the front, in an attack on a Skaven army.

VOLAND'S VENATORS

Models sculpted by Alan Perry

▼ Voland, leader of the Venators.



Voland and his brother knights are soldiers of fortune, interested in only two things, namely money and spending it (usually in the most violent tavern they can find). Voland came to Tilea from somewhere within the Empire. It wasn't long before he had risen to prominence as the leader of a unit of knights called the Venators, which means 'hunter' in low Tilean.

Those who joined Voland were often as not dispossessed, disgraced or bored sons of the rich and famous. They usually owned nothing more than the armour they wore and their well-bred warhorses.

Voland's Venators have fought their way through the Old World, hiring their services out for gold, which is usually spent on debauched drinking sessions in which wine is consumed by the gallon. For entertainment between battles the Venators will joust amongst themselves, usually wagering on the outcome. It is quite common for Venators to be injured or even killed in these contests or in the drunken brawls that inevitably follow.

It's not just losing, it's losing to them. They're barely even proper soldiers. No discipline, no uniforms and the worst breath you've ever smelt on anyone that wasn't an Ogre. So why do they fight like the personal guard of the Emperor?

Count Emmerschein von Mitrrenburg



WARHAMMER									
UNIT: VOLAND'S VENATORS									
ARMOUR/WEAPONS: SWORD, LANCE, HEAVY ARMOUR, SHIELD, BARBED WARHORSE									
POINTS: 215									
CHAMPION: VOLAND									
TROOP TYPE									
VOLAND	M	WS	BS	S	T	W	I	A	LD SAVE
VENATORS	4	5	5	4	4	2	5	3	8 2+
WARHORSE	4	4	3	3	3	1	3	1	7 2+
	8	3	0	3	3	1	3	1	5
NOTES: 5 MODELS IN UNIT INCLUDING VOLAND, STANDARD & MUSICIAN. EXTRA MODELS COST 35 POINTS EACH.									

PIRAZZO'S LOST LEGION

Models sculpted by Alan Perry



▲ Fernando Pirazzo, captain of the Lost Legion

Pirazzo's Lost Legion are all that remains of an expedition sent to Lustria by Tobaroon Merchants. Fernando Pirazzo was hired to command one of three regiments made up of poverty stricken youths who joined up in the promise of untold wealth. Before leaving for Lustria, Pirazzo personally trained his men in the use of both pike and crossbow.

No sooner had the soldiers set foot on the Lustrian shore, than the sailors weighed anchor and set sail for home along with the mercenaries' pay chests. Pirazzo had advised against leaving the chests aboard ship but had been outvoted by the other two captains. The regiments commanded by these two then mutinied, joining with Pirazzo to form the 'Lost Legion', but not before casting their former captains adrift in the Lustrian swamps.

After clashing with Lizardmen and Undead in Lustria they have since fought as mercenaries in the service of Araby and Sartosa on their march home to Tilea, amounting great wealth in the process.



WARHAMMER

UNIT: PIRAZZO'S LOST LEGION

POINTS: 96

ARMOUR/WEAPONS: SEE NOTES		@ 10		Pts.							
CHAMPION: PIRAZZO		@		Pts.							
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE	
PIRAZZO	4	4	4	4	3	1	3	2	8	5+	
CROSSBOWMEN	4	3	3	3	3	1	3	1	7	6+	
PIKEMEN	4	3	3	3	3	1	3	1	7	5+	

NOTES: PIRAZZO IS ARMED WITH A SWORD AND HEAVY ARMOUR. TROOPERS ARE ARMED WITH EITHER A SWORD, CROSSBOW AND LIGHT ARMOUR OR SWORD, PIKE AND HEAVY ARMOUR. ALL MUST BE ARMED THE SAME.
5 MODELS IN UNIT INCLUDING PIRAZZO, STANDARD & MUSICIAN. EXTRA MODELS COST 10 POINTS EACH.

VESPERO'S VENDETTA

Models sculpted by Michael Perry



▲ Vespero, leader of the Vendetta

Tilea's most notorious band of freelance duellists is undoubtedly Vespero and his men. Young, reckless and given to self indulgence, his dangerous cloak and dagger duelling style has earned him the name "The Wasp".

Vespero was the younger son of one of Luccini's most powerful

merchants, but due to a quarrel with a rival family over a noble lady, he was forced into exile in Verezzo where he joined a mercenary bodyguard. However Vespero's romantic lifestyle ended in the deaths of so many young nobles that several of their families swore vendettas against him. With the bounty on his head totalling one million ducats, Vespero was hunted through the streets by rival duellists and barely escaped with his life.

Vespero and his hand picked men are now earning themselves a reputation as Tilea's most notorious assassins, for hire to the highest bidder.

All the duellists in Vespero's band, including Vespero himself, are armed with elegant duelling swords and left handed daggers, which they keep concealed under their cloaks so not to draw unnecessary attention to themselves. Always dressed in the latest Tilean style, Vespero and his men all bear impressive duelling scars. Vespero also wears a grimacing death mask to hide his true identity.

WARHAMMER UNIT: VESPERO'S VENDETTA

POINTS: 115

ARMOUR/WEAPONS: TWO HAND WEAPONS AND CLOAK @ 9 Pts.
(COUNTS AS SHIELD)

CHAMPION: VESPERO @ Pts.

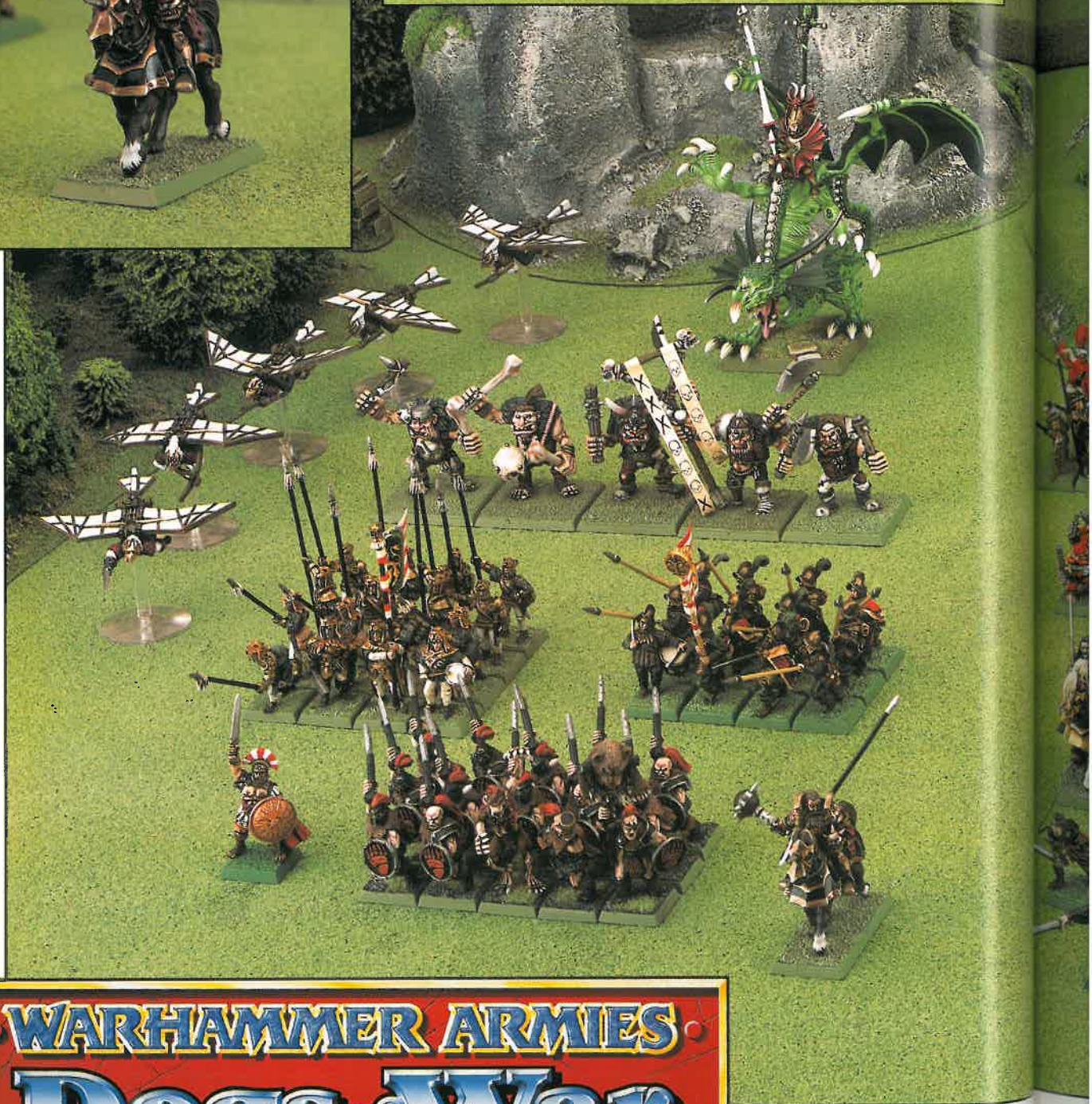
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE
VESPERO	4	6	5	4	4	2	6	3	8	6+
DUELLISTS	4	4	3	3	3	1	4	1	7	6+

NOTES: COUNT AS SHIELDED AS WELL AS USING TWO HAND WEAPONS. VESPERO'S DEATH MASK CAUSES HAND TO HAND OPPONENTS TO LOSE THEIR FIRST ATTACK OF ANY ROUND OF COMBAT. MAY SKIRMISH.
5 MODELS IN UNIT INCLUDING VESPERO. ADDITIONAL MODELS COST 9 POINTS EACH.



▼ Feared Mercenary
General Borgio
the Besteger, at the
head of his army.

► Vespero
confronts a
Beastman
warband.



WARHAMMER ARMIES
Dogs of War



▶ Voland's Venators charge the Lizardman invaders.

◀ Lorenzo Lupo leads from the front.

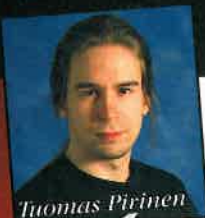


▶ Renowned Mercenary General Borgio the Besieger gathers a huge Dogs of War army.

WARHAMMER

MORDHEIM CITY OF THE DAMNED

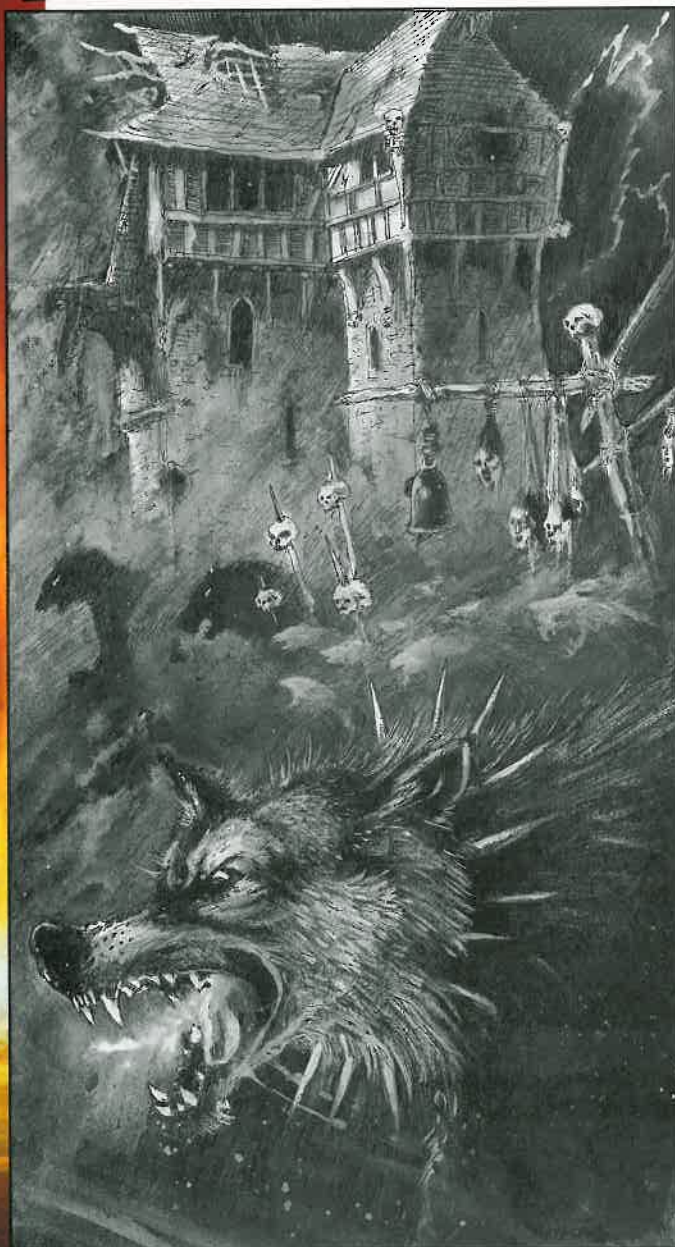
Rules in progress for skirmish games of Warhammer



Tuomas Pirinen

By Tuomas Pirinen

This month I've got a brand new warband for you to collect for Mordheim, the gold-grasping Dwarfs.



☠ DWARFS ☠

"The manlings say that in the ruins there are shards of stone that can turn base metals into gold. What nonsense! But... if the Umgi are willing to pay good gold for pieces of rock, who are the Dwarfs to argue? Sharpen your axes, lads, we are going to Mordheim!"

Gold, gold, gold, gold, gold, GOLD, GOLD!"

— Skraggi Gunnitsson, Dwarf treasure hunter

Dwarfs are an ancient race, grim as the mountains and tough as rocks. They are short but extremely stocky and strong. They are honourable and strong-willed folk, who always repay a favour, and never forget a grudge. From their ancient strongholds, high in the World's Edge Mountains, the Dwarfs wage war against their many enemies: green-skinned Orcs and Goblins, Skaven – the rat-men of the underworld, human bandits and many others. Their numbers have dwindled into a few survivors, and most of the Dwarfholds have fallen to their enemies. But sons of Grungni will never lay down their axes or forget their grudges as long as even one of their warriors is alive. Thus has grown the race of Dwarfs: strong, enterprising and brave.

There is one weakness in the character of the dour Dwarfs – their unreasoning greed for gold and treasure. There are tales of Dwarfs going completely crazy and even slaying their own friends and companions when confronted by a particularly impressive treasure hoard, such is the maddening power that riches have over them.

From Karak Kadrin, the famed Slayer's hold, come the Dwarf treasure hunters; the most rugged and tenacious of all Dwarfkind (and all Dwarfs are known for their stubbornness and stolid countenance). They come in search of riches, and the huge price offered by the Imperial nobles for Wyrdstone means that Mordheim is an almost irresistible lure for Dwarfs, despite the city's grim reputation.

The dangers of the city do little to deter the Dwarfs. Dwarf warbands are invariably well-armed, well-equipped and crazed by the promise of riches. Dwarfs are the greatest smiths and craftsmen in the world, far surpassing humans and even elves. Thus their weapons and armour are always of extremely high quality, and the bravery of the Dwarfs means that they fearlessly face even the most horrific enemies without flinching. There is no finer heavy infantry in the world than Dwarfs.

Dwarf warband leaders often manage to lure members of the Troll Slayer cult to join them. These psychopathic and dangerous maniacs are obsessed with finding an honourable death in battle, and they are some of the most feared of all the Dwarf warriors.

DWARF SPECIAL RULES

All Dwarfs are subject to the following rules.

Dwarf Grit. Dwarfs are hardy individuals. On the Injury table treat results of 1-3 as Knocked Down, 4 as Stunned and 5-6 as Taken Out. Special rules for Hammers do not affect Dwarfs.

Armour. Dwarfs never suffer Movement penalties for wearing armour.

Hate Orcs and Goblins. All Dwarfs hate all Orcs and Goblins regardless of the type. See the Psychology section of the Warhammer rules for details.



Dwarf Leader Bruen Battleaxe



Dwarf Engineer Ugrim Warhammer. This model has had a pistol added.

CHOICE OF WARRIORS

A Dwarf warband must include a minimum of 3 models. You have 500 Gold Crowns to recruit your warband. Maximum number in the warband is 12.

HEROES

Leader: Each Dwarf warband must have one Leader: no more, no less!

Troll Slayers: Your warband may include up to two Troll Slayers.

Engineer: Dwarf warbands may have one Dwarf Engineer.

HENCHMEN

Clansmen: Your warband may include any number of Clansmen.

Thunderers: Your Warband may include up to 6 Thunderers.

Beardlings: Your warband may include any number of Beardlings.

HEROES

1 DWARF LEADER 70 Gold Crowns to hire

Dwarf Leaders are fortune seekers who have recruited a band of like-minded Dwarfs and set off from their stronghold in search of riches.

A Dwarf Leader is respected by his men. Perhaps he is a member of one of the noble families of the lost Dwarf strongholds, dreaming of collecting enough treasure so he can restore the former glory of the Dwarf Kingdoms.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	5	4	3	4	1	2	1	10

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

SPECIAL RULES

Leader. Any Dwarf within 6" of the Dwarf Leader may use his Leadership characteristic when taking any Leadership tests.



Andy Sharman's Dwarf Warband 'Clan Battleaxe Expeditionary Force'.

DWARF ENGINEER 45 Gold Crowns to hire
Dwarf Engineers are respected members of Dwarf society. It is they who build and design the complex war machines and devices which have made Dwarfs famous.

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

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

SPECIAL RULES

Expert Weaponsmith. A Dwarf warband which includes an Engineer will gain a +1 Strength bonus to all its missile weapons.

TROLL SLAYERS 45 Gold Crowns to hire
Troll Slayers are members of the morbid Dwarf cult obsessed with seeking honourable death in combat. Having committed some unforgivable crime or been dishonoured in an irredeemable way, a Dwarf will forsake his home and wander off to die fighting the enemies of Dwarfkind.

Troll Slayers are insanely dangerous individuals, psychopathic and violent. However, there are few better fighters in the Known World, so they are much sought after by Dwarf Treasure Hunters.

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

Weapons and Armour: Troll Slayer may be equipped with weapons chosen from the Dwarf Equipment list but they may never wear armour or carry missile weapons.

SPECIAL RULES

Immune to Psychology: Troll Slayers seek an honourable death in combat, and nothing in this world holds any terrors to them, as they already consider themselves dead. Troll Slayers are immune to all psychology and never break off from combat.

HENCHMEN (bought in groups of 1-5)

DWARF CLANSMEN 35 Gold Crowns to hire
These are Dwarf warriors in their prime: Tough, stubborn and brave warriors who can be relied to hold their own against any foe.

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

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

DWARF THUNDERERS 35 Gold Crowns to hire
Dwarf Thunderers are experts at using missile weapons. Many Orcs and Goblins have died by the sting of a crossbow bolt or a roaring handgun bullet shot by a Dwarf Thunderer.

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

Weapons and Armour: Dwarf Thunderers may be equipped with weapons and armour chosen from the Thunderer Equipment list.

BEARDLINGS 20 Gold Crowns to hire
These are young Dwarfs who have joined the retinue of an experienced Dwarf Treasure Hunter in hopes of making their fortune.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	3	2	3	4	1	2	1	8

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

DWARF 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

Missile Weapons:

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

Armour:

Light armour	20 GC
Heavy armour	50 GC
Dwarf armour	75 GC
Shield	5 GC
Helmet	10 GC

THUNDERER 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)
Hand gun	35 GC

Armour:

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

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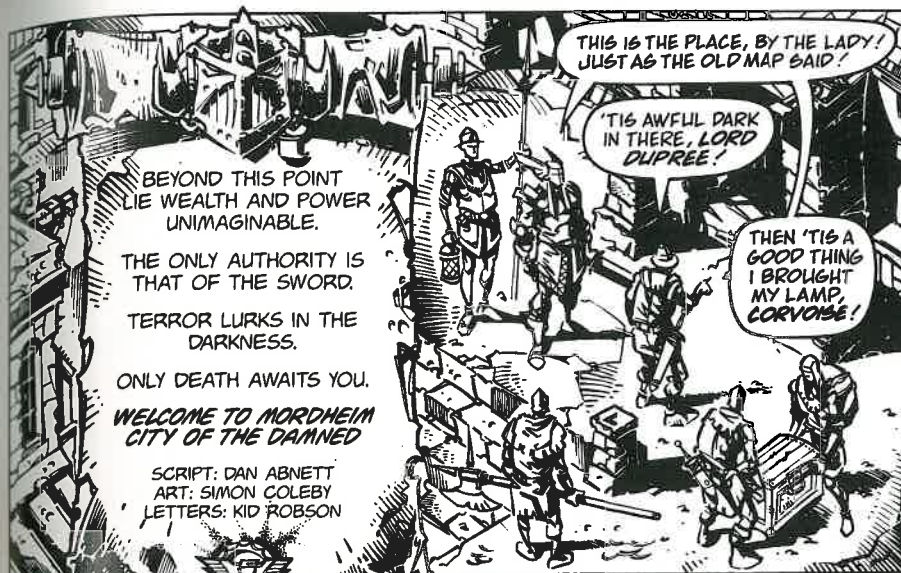
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Chris Fitzpatrick: BORN IN THE U.S.A.

Chris FitzPatrick is the latest addition to the Citadel Miniatures Design Team. He has been sculpting miniatures for Games Workshop for the past year. In that time he has designed a stunning variety of superb models that take pride of place in both Warhammer and Warhammer 40,000 armies. Andy Sharman heads off to find out a little more about the man from over the big pond.

Andy: After long hours of searching, I finally caught up with Chris in one of the darkest corners of the GW Studio, talking with fellow sculptor Paul Muller. Seeing my chance, I dived in asking questions before he had time to run.

So Chris, when did you first start modelling?

I first gave it a go back in 1990, I think. I was at college at the time, and ran into some folks who had this small company making miniatures. A sculptor named Steve Lortz showed me the basics, and got me started – he was a big help to me. I sculpted three figures then, but gave it up for a while. There were too many distractions at school, you know. I tried it again a few years later, and that's when things took off.

Was there one main event that gave you the chance to sculpt, or was it a gradual progression?

Well, I learnt a lot of things the hard way, as I'm mostly self-taught. It took a long time before I was good enough to get anyone's attention. I was working at this great game store in the States, the Game Preserve, and I'd work there by day and sculpt by night. After a year or so of this, I finally got a job at Ral Partha. That's when I really began to improve.

What made you decide you wanted to work for Games Workshop?

I just realised I had gone about as far as I could in the States. Besides, I was a big fan of Citadel Miniatures when I was a kid. They were some of the first figures I ever bought, and I still think they're great. I guess I had always wanted to work at Games Workshop, but never actually tried. It just seemed so far away.

How did you go about getting the job here?

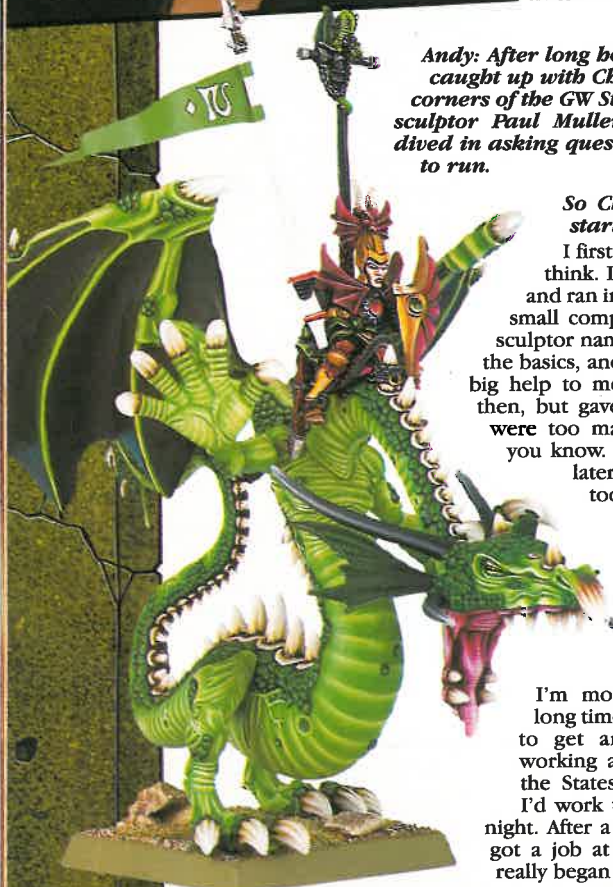
Yeah, well this is sort of funny. I put together this package of stuff I had done in the States, along with a female Commissar figure I made just for GW, and just sent it off to England. But I had never sent anything overseas before, and I didn't really understand how customs worked. So I declared the value of the figures at something like three or four hundred dollars. Finally the stuff arrives and there was something like a hundred pounds in customs fees that GW had to pay, just to get the package! Nobody had any idea who I was. I guess it was just out of curiosity that they decided to accept the charges and see what was in the box. I'm lucky they didn't just send it back to me unopened.

So how long have you been working at GW?

I started in January, so what's that, ten months or so? The British government has decided to let me stay for two years.

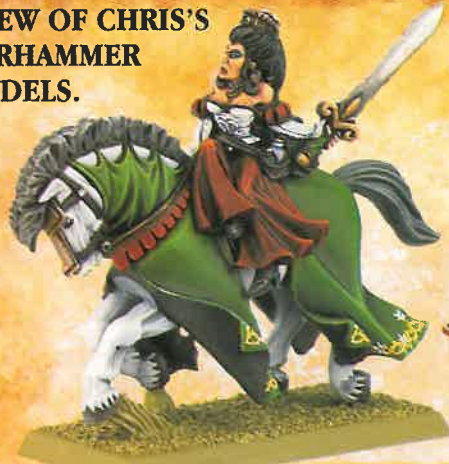
You're designing a lot of the Dark Eldar and some of the Dogs of War. Is there a favourite miniature that you have actually sculpted?

Well, it seems that everybody's favourite is Lucrezzia Belladonna, the Tilean Sorceress. She's actually the second



Asarnil the Dragonlord

A FEW OF CHRIS'S WARHAMMER MODELS.



Lucrezzia Belladonna, Hireling Sorceress



Mercenary Wizard



Dark Elf Hag Queen



High Elf Hero

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Elf Hero



Work-in-progress shot of one of the new Dark Eldar Hellions

Of all the great miniatures that Chris has created, he is really happy with the work he's doing on this Dark Eldar Hellion. Chris found particular inspiration from the dark, atmospheric background in John Blanche's concept sketches.



Dark Eldar Wych Succubus



Chris's favourite miniature, the Dark Eldar Beastmaster, painted by Neil Green



Dark Eldar Incubi



Dark Eldar Wych

figure that I did here. Everything just fell into place with that one -- I'm still really pleased with her, even now. As far as my favourite goes, I'm quite fond of the Dark Eldar Wych Beastmaster.

What models have you done for the Dark Eldar, and what's coming up in the future?

I've done all of the Wyches and Incubi, the close combat troops. Gary and Paul have done most of the rest. I'm currently working on the Hellions, and then I'll finish off with three special characters. I'm looking forward to those -- it's a chance to really go over the top!

When you actually started working on Dark Eldar, where did you get your ideas from?

Well, we all started with the Eldar of course, there needed to be some similarities to them. John Blanche and Dave Gallagher did some concept work, and Gary designed all of the plastics. I came into the project rather late, so I just tried to keep in style with what had already been done. Still, I've had a lot of freedom in designing the models.

I've noticed that the Wyches and Hellions have quite a lot of movement to them, very dramatic -- what was the idea behind them?

I've tried to give them a very comic book feel in their poses, making them look like they were jumping, leaping and running about. They are supposed to be gladiators, so they'd really put on a show.

Where do you get your inspiration from?

Well I've always been into fantasy and science fiction stuff, just like everybody else. Frank Frazetta has always impressed me, and there's an American fantasy artist named Brom that I really admire. I found some of H.R. Giger's work very inspirational for the Dark Eldar.

How do you actually go about designing the figures -- do you have a clear idea in your head or do you just start and see what happens?

Well, sometimes I do have a clear idea. I did with the Incubi. I sketched them all out in detail beforehand. It's nice to know exactly what you want before you start, but

most of the time I just make it up as I go along. The Beastmaster, for instance -- I wanted him to have a wild, feral look, like his Warp Beasts. He started as a conversion from an earlier model, and I took that figure and I sort of started sculpting on it -- and that's what I came up with. It happened very quickly, and wasn't really planned out at all.

What do you think you'll be working on in the future?

After the Dark Eldar, there's talk of some new Craftworld Eldar for 40K. I've always really wanted to make some Dark Elves for Warhammer Fantasy Battle. I had a good time with the Hag Queen figure, and I have plenty of ideas for a whole range. I'd like to make them much more sinister and mysterious -- a whole new look. But we'll have to wait and see what the future holds...

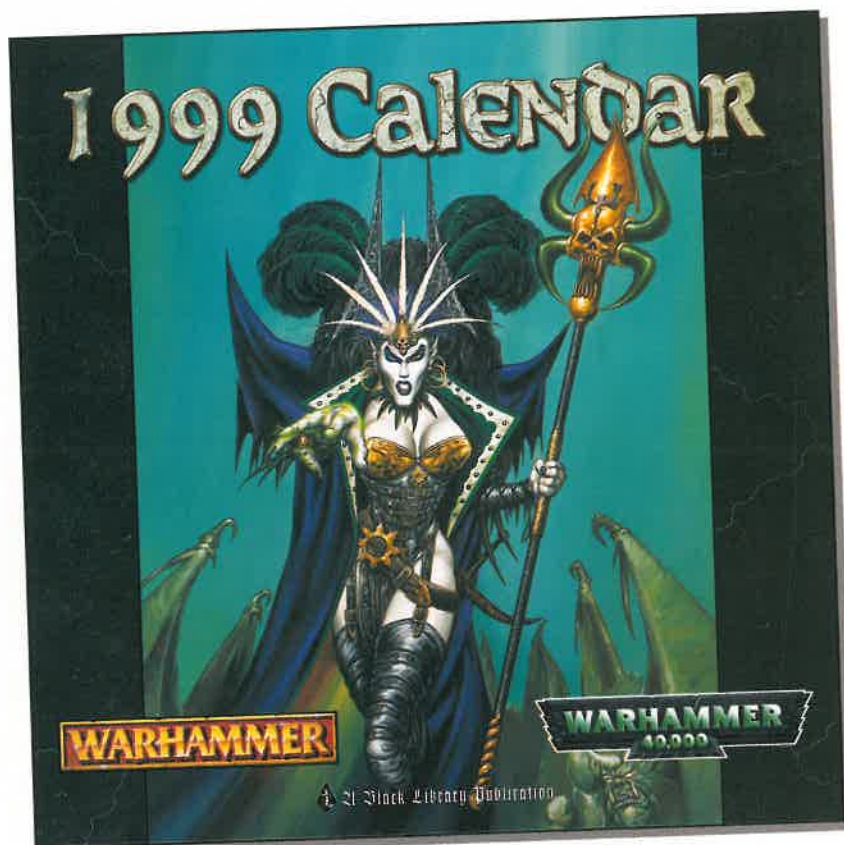
Chris

Chris's concept sketches for the Dark Eldar



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WARHAMMER 40,000

DARK RAIDERS

by Nick Davis

Dark Eldar rely on speed and manoeuvrability for success in battle, and their task has been made easier now the excellent plastic Raider kit and the plastic Reaver jetbike are here. We also bring you additional reinforcements, including rules for the dreaded Master Haemonculus, Urien Rakarth. Be very, very afraid...



AIR-MOBILE

They strike without warning and disappear before the enemy can react. The Dark Eldar more than any other army have to rely on speed and manoeuvrability to win their battles. Compared to all other armies (with the exception of their Craftworld cousins) the Dark Eldar do not have the numbers or armour to repel serious firepower or forgive a commander's error.

Up to now the biggest problem the Dark Eldar faced was getting to grips with the enemy – your Wyches always got shot to pieces as soon as they were in sight of your opponent's guns and your Warrior squads always got out-maneuvred. With the release of the Raider you can turn the tide against your opponent by getting two or three squads into the air, or even mobilising your entire army.

The first squads you should mount up are the Archon, with his Incubi bodyguard, and your lightly armoured Wyches. Use the speed of the Raiders and move them down your enemy's flank into assault range. Both these units excel at assaults – an Archon with combat drugs and an agoniser will tear through anything and what's left can be finished off by the Incubi (check out the Shadows at Dawn battle report in the last issue to see how much damage an

Archon and his bodyguard can do)! The squad of Wyches can support the Archon's assault and are capable of dealing with most opponents by themselves.

While your HQ and Elite assault units get stuck in, you can use the Raiders' Dark Lances to take down any armoured threats. Or if all those threats are neutralised you could begin ferrying the foot-slogging Warriors into the fray. Of course your Archon and Wyches do not have to close with the enemy unsupported. Reaver jetbike squads excel at close assaults and can move at the same speed as the Raider. Reavers are also able to mount assault weapons like the blaster and shredder onto their jetbikes. When the Raider squads assault, the Reaver squad can join in and you will sweep all before you.

TRANSPORTED TROOPS

The Raider can transport up ten Dark Eldar into battle. The model itself is open topped so you can place your Warriors onto the vehicle itself. Unfortunately due to the size of the WH40K bases there is not enough space for all ten models. Not a problem though, as there are several solutions. One is not putting any models onto the Raider. When the transported Dark Eldar dismount, place the squad onto the table (similar to what you do with enclosed

transport vehicles). This is very practical, but what you really want to do is intimidate your opponent with your Raiders full of troops (he could be pushed into making rash decisions when he sees the Archon and retinue bearing down on him!).

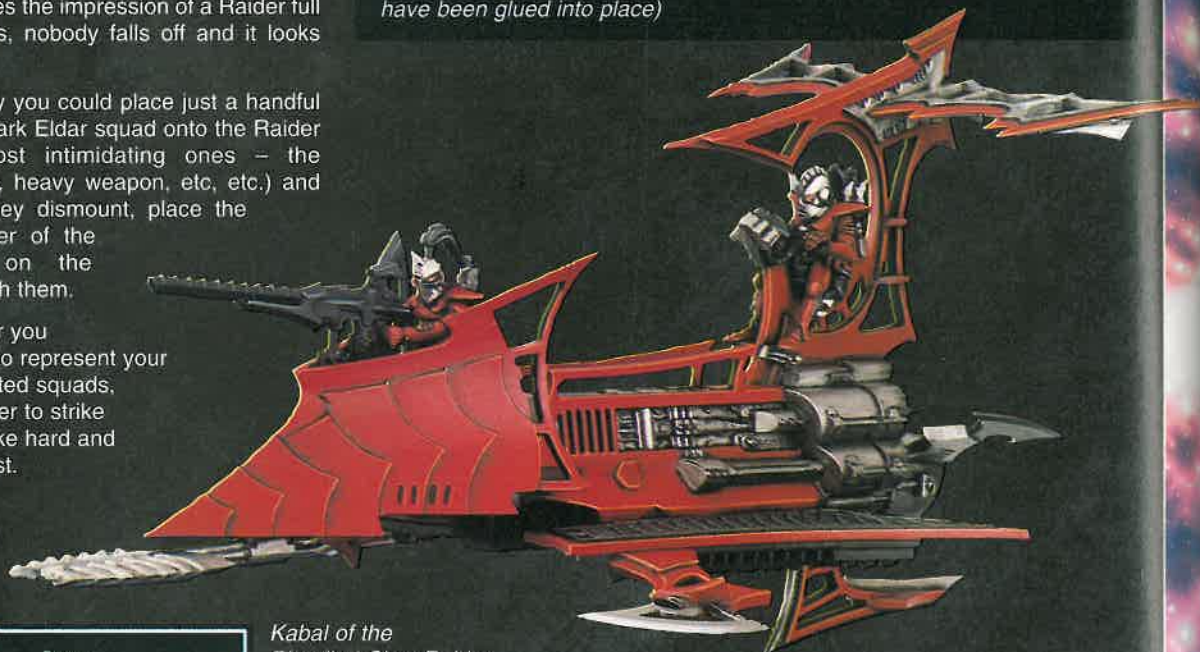
Another solution is to glue all your Raider squads onto Gorkamorka bases. Be warned that with their long splinter rifles Dark Eldar Warriors are going to fall over lots during a battle (use blu-tac!). Yet another good solution is to glue several Dark Eldar (without their bases) directly to the Raider's running boards. This gives the impression of a Raider full of troops, nobody falls off and it looks great!

Or finally you could place just a handful of the Dark Eldar squad onto the Raider (the most intimidating ones – the Sybarite, heavy weapon, etc. etc.) and when they dismount, place the remainder of the squad on the table with them.

However you choose to represent your transported squads, remember to strike fast, strike hard and strike first.



Kabal of the Black Heart Raider (note: the Warriors have been glued into place)



Kabal of the Bloodied Claw Raider

Subject Cypher: Reaver
Subject Classification: Jetcycle
Subject Origin: Eldar [Pirate]

Subject Description: The Reaver jetcycle is a one-crew vehicle, employing anti-gravitic impulse. The anti-gravitic generator is highly advanced, housed within the structure of the vehicle, just beneath the rider's position. It is propelled forward by a sophisticated combustive jet, which utilises a fuel source as yet unknown to our tech-adepts. The bulk of the jetcycle appears to be of variable configuration. The frontal canopy, rear canards and keel blade are all capable of assuming various forms. Whether this is for aesthetic reasons, some kind of control mechanism or just to alter the vehicles combat performance in different battlefield situations, it is impossible to tell. The Reaver jetcycle is capable of very high speeds, using a secondary booster to propel itself forward at an astounding rate for short periods of time. Primary armament is of standard Eldar pirate design, firing a hail of splinter-like ammunition, often coated with toxic substances. Occasionally these are replaced by different weapons [crossfile /Eldar Blaster and /Eldar Shredder]. Although mounting a ranged weapon, the favoured method of attack appears to be close combat, using the rapidity of the Reaver to close quickly, slashing at foes with the cycles blades as the attacker swoops past. Post-battle reports have shown that the riders of these vehicles are highly skilled at this type of attack, able to disembowel an opponent, sever a limb, or even attain such an accurate attack run that the carotid artery or jugular vein is severed during the pass.

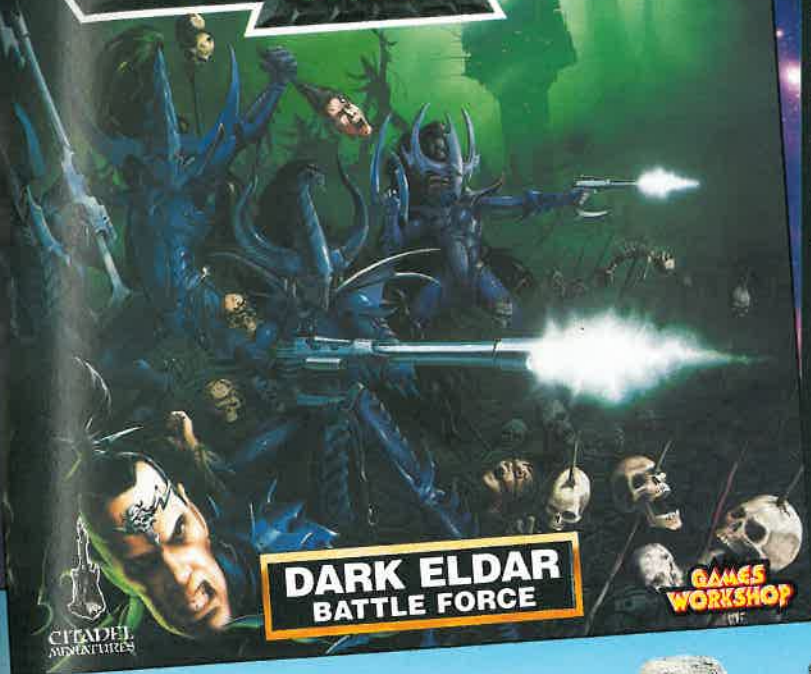
If you are using the Dark Eldar army list in the back of the WH40K rulebook then I have some bad news – the cost of the Raider has been increased to 55 points! If you're the proud owner of Codex Dark Eldar (if not, why not?) this doesn't effect you. Remember all point costs, stat changes and rules in a Codex replace those from the army lists in the Warhammer 40,000 book. Get ahead of the game, get your Codex and get stuck in!



Dark Eldar Reaver jetbike squad

WARHAMMER 40,000

WARHAMMER 40,000



The Dark Eldar are piratical raiders who utilise speed and firepower on the battlefield. They scythe round the flanks and rear of the enemy, using their fast Raider transports and jetbikes to make slashing hit and run attacks, cutting down the enemy's strength to prepare for the final killing blow.

So, what's inside the box?

- Dark Eldar Warrior squad (20 models)
- 1 Dark Eldar Raider
- 5 Dark Eldar Reaper jetbikes
- 1 set of Jungle Trees

The galaxy does not hold enough souls to quench their thirst.



Dark Eldar models designed by Gary Morley, Tim Adcock & Dave Andrews.

Pray they don't take you alive.

Available now for \$125

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Archon

Dark Eldar thrive on domination and power, and those who are vicious and ruthless enough will quickly rise to positions of authority. The Dark Eldar Lords lead their servants into battle in the search for slaves and souls, leaving worlds in ruin and a mountain of dead heaped in their wake.



Incubi bodyguards form up around their Lord



None can tell what the true aims of the Incubi are. On the surface their only need appears to be excelling in their martial skills. It is claimed that they battle with each other, to determine their position within their own ranks; the victor of each deadly duel given the privilege of taking the weapons and armour of their opponent. Some have even challenged the Dark Father himself, but whether they won or died, none can say. That they have some hidden plan, some unfulfilled agenda, is without doubt. Whatever their reasons, no Dark Eldar Lord worthy of any thought is without a force of these incredible warriors to protect him. They guard as much against the machinations of those within the Kabals as attacks from enemies on the battlefield.

"I want to feast on their living hearts and drink every drop of blood their wretched little human bodies can hold."

Dark Lord Azaran
of the Seventh Kabal



Warp Beasts attack!

URIEN RAKARTH, MASTER HAEMONCULUS

Haemonculi are the chief torturers of the Dark Eldar. They treat the infliction of misery and pain as the highest form of art. The greatest, most dreaded of all is Urien Rakarth, master of all the Haemonculi.

A Dark Eldar army may be joined by Urien Rakarth and he is counted as one of its HQ choices. Urien must be used exactly as described below, and may not be given any extra equipment. In addition, he may only be used in a battle where both players have agreed to the use of special characters.



Urien Rakarth

Wargear: destructor, stinger, poisoned blades, Crucible of Malediction.

SPECIAL RULES

Independent Character: Unless accompanied by a Retinue, Urien is an independent character and follows all the Independent Character special rules as given in the Warhammer 40,000 rulebook.

URIEN RAKARTH

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Urien Rakarth	100	4	4	3	4	2	4	2	8	5+
Uber Grotesque	+15	5	0	4	3	2	4	2	6	6+

Master Haemonculus: Urien is a master of his craft, and the weapons he uses are amongst the finest examples of their kind. To reflect their superior quality Urien's weapons automatically wound if they hit – no 'to wound' roll is required. Armour saves are taken normally.

Retinue: Urien may be accompanied by a Retinue of up to five Uber Grotesques. The Uber Grotesques are chosen in the same manner as a normal unit of Grotesques and cost the same number of points, but do not use up one of the army's Elite choices. The Grotesques are hand-picked by Urien and are amongst his finest creations, and therefore have the improved profile shown above. With the exception of the improved profile they follow the same rules as normal Grotesques.



Dark Eldar pirates, accompanied by Urien Rakarth, overrun the Imperial defenses.

DARK ELДАР

CODEX DARK ELДАР



The cruel, twisted Dark Eldar are piratical raiders who strike without warning, killing or enslaving all who stand in their way. Codex Dark Eldar holds many of the dreadful secrets of this vile race. It's literally crammed with special rules and background information for the most evil of races.

This invaluable 48 page book contains:

- The complete Dark Eldar army list, which allows you to choose your forces for a battle – includes information covering all of the weapons, vehicles and wargear used by Dark Eldar.
- Complete rules and background information for Dark Eldar characters like Asdrubael Vect, Kruellagh the Vile, Urien Rakarth and others...
- A remarkable section packed full of tips on collecting, painting and playing with these, the cruellest of all the races in the Warhammer 40,000 universe.



"Fetch me another
plaything. This one
seems to have broken."

Urien Rakarth,
Master Haemonculus



Urien Rakarth

They are not your worst nightmares



Dark Eldar Incubi

This invaluable
tome will help
you reap yet
more souls for
your Kabal.

Available now for \$19.95



Reaver jetbikes



Led by a dread Haemonculus, Dark Eldar Wyches break through the entrenched position of the Sisters of Battle

ghtn: they are your every nightmare.

This is a supplement for the Warhammer 40,000 game. You must possess a copy of the Warhammer 40,000 game in order to be able to use the contents of this book.
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There is no
time for peace.
No respite.
No forgiveness.
There is only
WAR!



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

The Warhammer 40,000
Boxed Starter Game contains:

- 10 plastic Space Marines
- 1 plastic Land Speeder
- 20 plastic Dark Eldar Warriors
- 288 page Rulebook
- 2 Card Playsheets
- 1 set of Gothic Ruins
- 3 Plastic Weapon Templates
- 7 Assorted Game Dice
- 2 Range Rulers
- 4 complete Jungle Trees
- Assorted Barricades

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

WARHAMMER

IT'S ALL IN THE MIND

by Dave Cain

Dave Cain, one of the combatants from this month's 'Battle of the Beards' battle report, is an accomplished Warhammer general and regular contributor to *White Dwarf*. Here he looks at the finer points of the Psychology rules, and how to use them to your advantage when choosing your army and during the game itself.

In games of Warhammer, where players compete for victory over war-torn battlefields, a successful general needs to consider a great number of variables, from his initial army selection to the execution of his cunning and well thought out plan.

Less experienced players will frequently put much of their faith in their army selection, with tough characters being the norm, while their tactics are less refined and consist of little more than charging across the table.

As in real life, things seldom go according to plan. One of the most common reasons for battles going awry is troops failing to respond in the manner you would wish. Some might cower or even flee from terrifying monsters, some might run at the first sight of trouble, some may refuse to hold their position and so the list goes on. Such psychological reactions can therefore be crucial to the outcome of a Warhammer battle, as even the best general can be outdone if his troops refuse to carry out his commands. So the psychology rules should carefully be considered before selecting your army, to minimise the annoying effects they can have on your army, while at the same time trying to maximise such effects on your unfortunate opponent.

It is an element of the game which is easily neglected by less experienced players.

Nearly all psychology tests (including such phenomena as Infighting, which is not strictly a psychology test as such, but is similar in its effect on the game) are based on a 2D6 dice roll on the

highest Leadership of the unit in question. If the result is less than or equal to the unit's Leadership the test is passed and all is well. If the result is greater than the unit's Leadership then the test is failed. Because of this it is obvious that superior characters such as champions or heroes included to lead units will greatly bolster their resistance to failing such tests. Indeed with certain low Leadership armies, such as Orcs & Goblins, their inclusion could be seen as almost mandatory.

PANIC

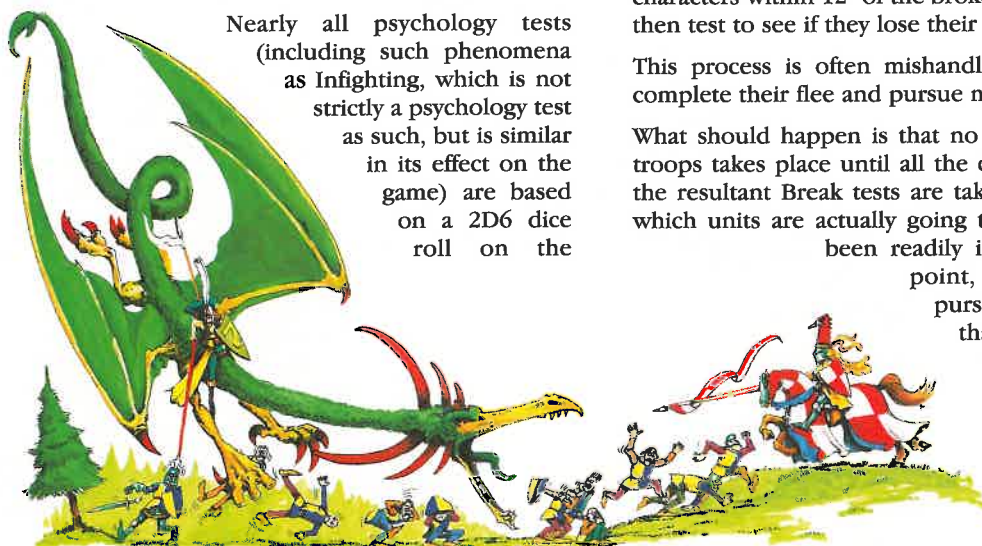
The most commonly encountered, and therefore probably the most important, of all the possible psychology tests on the Warhammer battlefield is Panic. Unless you are playing Undead where the majority of your army will be immune to Panic tests (and the other psychological reactions as well) you will have to deal with this problem on a fairly frequent basis.

The causes of Panic are numerous. See page 47 of the Warhammer Fantasy Battle Rulebook for the complete list of when to test.

In gaming terms the most frequent trigger for a Panic test is when a friendly unit is destroyed or broken in hand-to-hand combat. All the rest of your units or characters within 12" of the broken/destroyed unit must then test to see if they lose their nerve and flee.

This process is often mishandled as players rush to complete their flee and pursue moves.

What should happen is that no physical movement of troops takes place until all the combats are fought, all the resultant Break tests are taken and the identity of which units are actually going to break and flee have been readily identified. It is at that point, before fleeing and pursuing moves are made, that all friendly troops within 12" of those broken or destroyed take their Panic tests.



This means that a unit that has broken its combat opponent can still fail its Panic test for a friendly unit being broken in another combat within 12". The unit will have to flee away from its beaten enemy without getting the chance to pursue.

However, at what point do you measure this elusive 12"? If you measure this distance from any point on the broken unit's border, the affected radius is expanded dramatically if the unit is a big one. With extremely large regiments this can grossly alter the outcome of a game as far more Panic tests ensue.

Far better to decide on a fixed point or diameter and agree this with your opponent before the game. Measuring the 12" distance from the broken unit's leader (although the leader model is not always obvious), or from the exact centre of the broken unit's formation are two such possibilities.

Certain units have an immunity to all psychology and Break tests and so are quite pivotal in developing your battle plans. So, Dwarf Slayers and Empire Flagellants are guaranteed to hold their position come what may and are a key element in creating a successful strategy – do you need a core fighting regiment to spearhead your advance or a reliable rearguard to plug the gaps in you line? Such troops cannot themselves be broken and so avoid Panic tests on nearby units that might otherwise result. Because they are also immune to Panic, there is no chance of them running away if friendly troops within 12" are broken.

Other units, although still subject to Break tests, are immune to psychology such as Panic. Therefore troops like Wood Elf Wardancers, Bretonnian Grail Knights, Slaanesh troops with the *Rapturous Standard* etc. are good units to intersperse between other more fragile troops. In this way a buffer is created, hopefully preventing a single failed Break or Panic test sweeping away the majority of your army.

A recent introduction into the rules concerning Panic

tests came about during the last revision of the Warhammer game. Now if your general is slain, all your units on the table (and yes this does include characters and war machines) must take a Panic test. Since there is no limiting radius for this test, it is often the crucial turning point in a game. Once again low leadership armies are hit hardest by this ruling – after all, there is only one *Crown of Command* to go around. More and more Empire or Orc & Goblin players are finding it tactically advantageous to resist throwing their general into the thick of the fighting. Less common is the Savage Orc general laying into all around him. Magic armour or wards are replacing magic weapons, and items bestowing some protection against hostile magic are often considered crucial. Coupled with the almost compulsory *Crown Of Command*, the general is more than likely found tucked in at the back of the line in a central position, safe from harm, where his enhanced Leadership can boost the most regiments.

If a failed Panic test results in a unit fleeing from combat, then the opposing troops can pursue only if they won the previous round of combat. If they lost, or no prior combat round has been fought, then pursuit is not possible.

This can sometimes be used to your advantage. Some players utilise small flanking forces to protect the sides of their main combat regiments and prevent the Panic tests and the +1 combat modifier that accompanies any flank attacks. However if you can break one of these flanking units whilst engaging the main combat regiment with another unit, then you could strike lucky if your opponent fails his resultant Panic test. If you managed to win the previous round of combat you can pursue, and hopefully catch, his fleeing combat unit.

Certain armies can avoid this scenario by careful selection of the troop types involved. Hence Stormvermin flanked by Slaves or Black Orcs flanked by Goblins both work well, since the main units are immune to Panic if the 'lesser' troops flee.



Bretonnian Halberdiers panic when their countrymen are broken by a fearful Skeleton regiment.

FEAR

The Warhammer world is indeed a scary place for those of a nervous disposition. The denizens of these lands include many fear inducing creatures, ranging from large imposing monsters such as Trolls and Ogres, through the supernatural horrors of the shambling Undead to hideous Daemons from the Realm of Chaos.

Fear can strike at the core of most armies and an adverse reaction can prove decisive in close combat situations. Troops may either refuse to charge a Fear-causing enemy, or if they are themselves charged, may have their fighting capabilities reduced significantly by requiring them to roll a natural 6 to hit their opponents in the close combat phase.

Failing to charge an enemy often places troops in an unenviable position, since they are left in charge range of the very enemy they themselves had tried to engage. This is particularly galling if your troops rely heavily on the impetus of their charge, like mounted knights or chariots etc. Trying to manoeuvre such fast moving troop types into a position where they can reach their intended target but are out of range of their opponent's charge is the key to safeguarding these shock troops. Even if you fail your Fear test to charge the enemy, they still cannot reach you. To achieve this you need to think ahead in the turn before you want to charge, to decide where you want to start your charge move from in the subsequent turn.

Failing a Fear test as you are yourself charged is a pretty drastic situation as your chances of inflicting casualties on your opponents are greatly diminished. However all is not lost – remember combat is not decided by a wounds count alone. The combat bonuses awarded for extra ranks, banners etc. can all help to swing the combat in your favour. Large units, comprised of mediocre or even poor fighters, are therefore much more resilient to failed Fear tests than are smaller, hard-hitting units. Another tactic to reduce the effect of a failed Fear test is to invest in magical items that improve your chances of hitting, so the *Banner of Might* means your craven warriors can strike back on a D6 roll of a 5+ rather than the customary 6+.



A character with the *Blade Of Ensorcelled Iron* would hit on a 5+ (or a 4+ if the unit was still accompanied by the *Banner of Might*). Of course, the best bet is the *Blade Of Darting Steel* which means your character still hits automatically – not bad for someone who is shaking in their boots!

Fear has a much more profound effect if it is caused by large units. Enemy units outnumbered by troops that they fear will automatically break if they lose a round combat – which is very useful for disposing of high Leadership opponents such as Lizardmen, Dwarfs or Elves.

Fearsome creatures are normally large and expensive (point-wise) and so it is rare to find large units of such creatures. The exception is Undead, where large units of Fear-causing Skeletons or Zombies are the norm. Another common tactic available to all armies is equipping a large unit with the *Dread Banner*. In effect this turns them into close combat specialists, as they can beat their opponents and automatically cause them to run if they outnumber them.

In this situation characters should concentrate on magical weapons that will help them deal out death and destruction rather than investing heavily in items that are more defensive in effect. Magical banners such as the War Banner or the Battle Banner (please – not both in the same unit, unless you are prepared to grow a large beard!) will also help tip the balance of the combat in your favour.

Having his troops run without even the chance of a Break test will cause a marked decrease in your adversary's morale, particularly if he is unused to his troops fleeing e.g. units suffering from hatred, troops led by a character bearing the *Crown Of Command* or Lizardmen of any description!

Obviously troops that are immune to Fear in particular, or psychology tests in general will not be forced to break if they are beaten in combat by Fear-causing creatures.

However it is sometimes the case that a normal unit can include some Fear-causing individuals. This is usually encountered when a character that causes Fear joins a unit. However another common example is a regiment of Skinks containing some large and imposing Kroxigors.

The rule here is that a Fear test (or Terror test if applicable) is only required if the unit is going to have to face the Fear-causing creature itself. If the unit is only eligible to fight Skinks for example (i.e. there is more than one rank of Skinks between them and the Kroxigors) then no test is needed.

Similarly if a unit of Skinks containing Kroxigors is beaten in combat by a Fear-causing enemy that outnumbers it, then because the majority of the unit flees, the Kroxigors must also flee, even though they are immune to Fear themselves (since they cause Fear). The same applies to a character that is immune to psychology within a unit which flees.

Fear is therefore one of the most powerful of all the psychological reactions, which should be exploited or defended against with careful forethought.



The mere presence of the daemonic Vermin Lord causes a unit of Savage Orcs to flee in terror.

For example if you are playing with an Elf army and are facing an Orc & Goblin horde, then give some consideration to using a large block of the (relatively) cheap rank and file Elven warriors, like High Elf or Wood Elf Spearmen or Dark Elf Warriors. Goblin units fear Elven units that are more than twice their size. This fact, coupled with the legendary low Leadership of Goblins, makes this a serious threat to greenskin generals.

Similarly, Undead players should go for a few large blocks of Skeletons or Zombies rather than more numerous smaller regiments. Not only can the large units absorb more casualties, saving precious Victory points, but they may automatically break opponents if they succeed in beating them in close combat.

TERROR

Terror is, in effect, a one shot weapon, as once a unit passes a Terror test it becomes immune from further such tests, treating then as Fear tests instead.

However despite this restraint, the effect of a failed Terror test can be dramatic. Any enemy that fails this test must flee immediately away from the source of their terror. As described above under Panic, such behaviour can soon spread since subsequent Panic tests caused by fleeing troops can sweep your opponent's army away. However even if only one unit flees it is still one less unit you need to fight or worry about, and if you are exceptionally lucky it may include a powerful hero or wizard.

Think carefully about where you position your dragon or other Terror-inducing monster. Since such creatures are often powerful in hand-to-hand combat it is often tempting to charge them into a melee and hope that it can rip its opponents apart with tooth and claw. However scrutiny of your enemy's battle line can sometimes reveal better places to position your creature.

Remember that Terror has an 8" radius and the more units you can include in this sphere of influence the

better. Good targets to concentrate on are war machine crews or chariot crews who are frequently fielded without characters to boost their leadership. The beauty here is that these are some of the key threats to the longevity of your monster itself. Plus commonly fielded anti-flyer items like the *Scarecrow Banner* or *Talisman of Ravensdark* are rendered useless as you are not moving into actual base contact with a unit.

Other good targets to land near are units already in hand-to-hand combat. If such units fail their Terror test and flee, and your unit won the previous round of combat, then you can happily pursue the craven cowards and run them down with shouts of "easy, easy" or other such sporting comments. Dragons are by far the best choice of creature to use in this way, for a number of reasons. Firstly, they can fly and are therefore highly mobile, frequently able to alight in an advantageous position in your first movement phase provided your opponent gained the first turn.

Secondly, since they are immune from the irritating (particularly if you fail it!) Bound Monster rule, they can happily be used without a character to control them and this greatly saves your valuable character points allowance. And lastly, but by no means least, Dragons possess a useful breath attack which means you can still cause some damage to your enemies even if you don't charge in directly.

Low Leadership armies are obviously the most vulnerable to Terror-inducing monsters landing in their midst. An obvious deterrent to this tactic is to put up flyers of your own. A hero on a cheap mount like a Great Eagle or Pegasus works best as your opponent can only guess at what nasty magic weapon you have equipped your character with. Often this threat will be sufficient to warn off your opponent from flying high with a Terror-causing monster. For this deterrent to work you need to get the first move to ensure your flyers fly high first, and in case this does not happen it is best to allow for two such flying mounts to prevent your opponent getting the drop on your flyers.

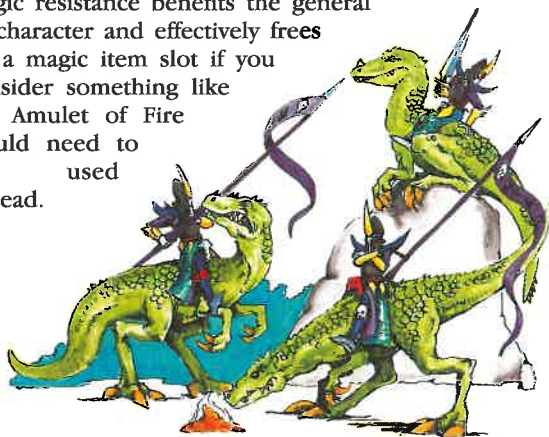
STUPIDITY

Stupidity is a less common occurrence on the battlefields of the Warhammer world, generally found with Trolls and Cold Ones.

With Cold Ones, the high Leadership of the Dark Elves and the beneficial Leadership rules of the Lizardmen mean that failing such a test is uncommon. It is unusual to find a Cold One regiment not led by a character.

Trolls are excellent troops with the much prized regeneration ability greatly enhancing their combat potential (regenerated wounds do not count towards combat resolution). Although they can use the general's leadership if he is within 12", the risk of them being split by flee/pursuit or other compulsory movement means it is better to include the army general or other high ranking character to lead them.

With Stone Trolls, in particular, their 4+ magic resistance benefits the general or character and effectively frees up a magic item slot if you consider something like the Amulet of Fire would need to be used instead.



FRENZY

Probably the most feared troops in the Warhammer game are those possessed of the ability to become frenzied. The doubled attacks and immunity to other psychology tests has meant that Dark Elf Witch Elves, Savage Orcs, Skaven Plague Monks and Khornate troops accompanying the *Banner Of Rage* have taken on an almost legendary reputation for dealing out death and destruction.

However changes to the Frenzy rules in the last edition of Warhammer went a long way to reducing the effectiveness of this ability. Unlike the other psychology tests, no 2D6 roll is needed and the rules for Frenzy apply automatically.

Under the new rules frenzied troops must always charge if there is an enemy within their charge reach when charges are declared. No longer is there the option of a Leadership check for the troops to restrain themselves. However there are a number of other points to note here:

Firstly, the other obvious criteria for charges need to be met, i.e. the enemy must be within the frenzied troops' charge arc. If they are not, the berserkers cannot charge.

Secondly, if other friendly units lie between the frenzied troops and their target then the berserkers cannot charge, although they are obliged to move as far as they can towards the enemy.

Thirdly, if a frenzied unit finds itself with the option to charge two or more enemy units then it is under no compunction to engage the nearest one and can choose to charge whichever one it pleases.

Because they can no longer restrain themselves (as was the case in the old rules), frenzied troops are much more vulnerable to being lured away by fast moving skirmishers. Flyers or other skirmishers can be used as bait to get the frenzied troops to charge into difficult terrain. The 'bait' can flee unhindered through the difficult terrain and the berserkers, hampered by the movement penalty imposed for such terrain, will invariably fail to reach them. This then leaves the enemy stranded in the bad terrain and it must either persevere until it reaches the other side or else spend a turn manoeuvring back out of the difficult ground before finally facing up toward their original target. That is three game turns wasted for a powerful hand-to-hand combat regiment.

Alternatively, use a skirmish screen in front of your main combat regiment to invite the charge from the frenzied enemy troops. Use the skirmishers to flee (Wood Elf Glade Riders with their feigned flight are excellent at this tactic) or sacrifice them in combat to position the berserk enemy conveniently in charge reach of your own combat regiment.

The other change to the Frenzy rules is that now Frenzy is lost if the troops subject to this psychology are beaten in hand-to-hand combat as determined by the combat results. No longer is it necessary to break them as it was in the old rules. As a consequence, the *Crown of Command* is not as often found upon the brow of characters leading frenzied units.

So fast shock troops that can hit hard, following behind a skirmish screen as described above, can often knock the crazed frenzy out of your opponents, leaving them to fight as normal warriors for the rest of the battle.



A regiment of frenzied Witch Elves charge out of a temple of Khaine.

The use of magic items that will boost combat resolution is therefore valuable to both sides. If used by the frenzied troops it will reduce the chances of them being beaten, and used by their opponents it will enhance their chances of removing the threat of frenzy for the remainder of the battle.

Frenzied characters are another problem. Their numerous attacks, usually enhanced by the addition of a potent magic weapon, can frequently win a combat on their own, never mind with the support of their berserk followers. However, after each time they fight, frenzied characters must test to see if they retain their number of attacks. Roll 2D6 and if the result is greater than the number of attacks the character made that turn then the individual suffers no ill effects. If the dice roll is less than or equal to his total number of attacks, the individual reduces his Attacks profile by -1 for the rest of the game. As a frenzied character's attacks are doubled, this will effectively reduce his attacks by 2.

A useful tactic therefore is to use troops that are immune to Break tests to engage the frenzied character. Their immunity to Break tests deprives the dangerous individual of a quick win, hopefully reducing his attacks to a more manageable level. Swarms with their large wounds profile and skeletons which can be topped up with the appropriate Necromantic spell are probably the best choices for this role.

HATRED

This powerful emotion is usually considered a major advantage in Warhammer. Like Frenzy, there is no dice role involved and the rules apply automatically.

Critically, it allows Break tests to be taken on an unmodified 2D6 dice roll of 10, so regardless of the combat results, a unit that Hates its opponents will only flee if they roll an 11 or 12. This is like equipping a unit with the *Crown of Command* but is even more potent as with the magic item you can at least *Deadlock* it (High Elf spell), negate it (*Ring of Corin* or *Sword of Destruction*) or kill the bearer.

In addition, troops who Hate their adversaries can re-roll any misses in the first round of combat. It is therefore imperative to ensure troops who are subject to Hatred get to charge their enemy, so that every front rank model can attack and maximise the re-roll advantage if they miss. If they themselves are charged then it is likely that the unit will suffer casualties and have fewer troops to strike back in the first turn, thereby wasting what advantage the re-roll rule offers.

Certain players seem to promote somewhat generous interpretations of the Hatred rules. Hatred only allows Break tests to be taken on an unmodified result of 10 and does not bestow immunity to other psychology tests as does Frenzy. Indeed, all the other psychology tests are still taken on the normal leadership of the unit's leader or character. For example, a Night Goblin unit led by a normal Boss (Leadership 5) fighting against a Dwarf army takes Break tests on an unmodified 10, but Panic, Fear and Terror tests on 5.

If a character subject to Hatred is included in a normal regiment (such as Zhatan the Black – the Chaos Dwarf

special character) then the special rules for Hatred are not applied to the unit itself. The unit does not get to re-roll misses in the first turn of combat and takes Break tests on the normal Leadership of the character, which is modified by the combat results as usual. If the unit flees then the character flees also, despite hating his enemy, since he is carried along with his companions. All things considered it is better to field such a character on his own, as without the cloying effects of a unit his Hatred will work as normal and allow his personal Break tests to be taken on an unmodified 2D6 roll of 10.

As an aside, an interesting dilemma exists with troops subject to either Frenzy or Hatred being equipped with the *Banner of Defiance*. Both of these psychology states mean that such troops must pursue fleeing enemies while the magical banner prohibits such pursuit.

The general rule in this sort of situation is that magic takes precedence over more mundane rules such as, in this case, a unit's psychology. So the banner's special rules take precedence over the Frenzy or Hatred rules. This is one of the few occasions when such troops are prevented from pursuing their enemy if they flee.

By careful consideration of the above six psychological reactions, the cunning tactics you employ against your opponent will have a much greater chance of yielding eventual victory, since your troops are more likely to do what you want them to. Nothing is guaranteed, of course, but getting the odds in your favour certainly helps to swing the course of a battle your way.

A perfect example of putting all this theory into practice was amply illustrated by Tuomas Pirinen, in the 'Shadow of Death' battle report in White Dwarf 217. Facing up to an Undead horde, with its extensive range of Fear and Terror-causing troops, with a Beastman army bedevilled with low Leadership profiles and Infighting rules, careful forethought was required.

Tuomas equipped his Beastlord General with the *Crown of Command* and kept him positioned in the centre of his army, giving most of his units a Leadership of 10 for psychology and Infighting tests. Giving the General's regiment the *Banner of Rage* also meant the unit would be immune to psychology (as they would be frenzied), although combining this with the *Executioner's Axe* wouldn't win many Army Selection points!

The elite Bestigor unit carried the *Banner of Defiance*, which meant it would be much harder to beat them in combat and reduce the chances of them fleeing because of losing a melee to a large Fear-causing Skeleton unit.

Other army selections were Fear-causing creatures themselves, namely Chaos Trolls, Minotaurs and Chaos Spawn, which would be immune from the Fear tests that are so prevalent when fighting Undead.

All in all, a very good example of how considering psychology can smooth the path to eventual victory on the Warhammer battlefield!

David Cain





Mailbox

This is your chance to have your say on the topics that you are passionate about – be they gaming, painting, other gamers, White Dwarf or Games Workshop's games. All you have to do is drop us a line at the address at the bottom of the page opposite...

Short of Halflings?

Dear White Dwarf

I am a dedicated Warhammer player who has witnessed many changes in White Dwarf, Inferno! and the Journal. May I take the opportunity to say that I think that by and large these changes are all for the best and that each issue seems to be better than the last.

Well, enough toadying and down to the real gist of this letter. Firstly, I have noticed that the profile for a Marksman in the Reiklander Mercenary warband for Mordheim, City of the Damned is slightly off. In the background it states that some of them are able to bull's-eye a coin at 300 paces. Yet what perturbs me is that they only have a BS of 3! I'd have expected at least a BS of 4, as this would put their archery on a par with the Marksmen of Miragliano, who have a BS of 4. I know they can't be too powerful but they could surely be better than 3!

Now, I've an idea regarding Dogs of War. We want Halflings! Give us Halfling mercenaries or we'll besiege Lenton for a year and a day, then butcher any survivors without mercy. Bwa-ba-ba... Ahem.

Well, I hope you like my ideas – I await the arrival of understee mercenaries (sound of sword being sharpened and ominous laughter...).

Yours very sincerely,

Thomas Tyler

Okey dokey, Mr Pirinen can deal with the Mordheim question first...

Tuomas: The reason why the Marksman profile is rather low is that it represents an inexperienced warrior. Once the experience system (which will hopefully be featured in a future issue) is used, the Marksmen can develop into legendary archers. As you are playing without the experience system, the Marksmen only have a better choice of missile weapons when compared to other warbands.

As far as Halfling mercenaries are concerned we are way ahead of you. We'll be bringing you more Regiments of Renown exclusively through White Dwarf and a regiment of Halflings will be one of the first to be released!

More Battlefleet!

The 'work in progress' we published in WD225 for Battlefleet Gothic has really caused quite a stir. Here are just a few of your comments sent in to Andy Chambers...

Dear Andy Chambers,

After reading through the rules for spacefleet battles in the latest White Dwarf, I played a few games with a friend. Before the end of the game it was obvious that this format is a winner! Even the basic rules worked smoothly most of the time and we were left wondering why this hasn't been released as a game before now.

Personally I sincerely hope that more advanced rules will see the light of day in White Dwarf, further adding to the basic rules and hopefully including more ship and weapon types.

One thing that wasn't covered in White Dwarf was rules for ramming and collisions. I only realised this when a drifting Carnage class cruiser ran into my Imperial Tyrant. We came to a compromise that the Tyrant would take damage with a strength equal to the number of blast markers currently on the drifting wreck. While this kept the game running, we would rather have the rules clarified by yourselves.

As I have already said, the basic rules make such a good game that gamers will be desperately clamouring for yet more rules with which to continue their megalomaniacal destruction! Considering this it would be inhuman of you to keep us all waiting, so please, please publish more rules soon!

Yours,

Jonathan Matthews

Andy: First off, thanks to everyone who's written in. I've had a great response and there's certainly plenty to think about. One of the main things people have asked for is ramming and boarding rules, which I'll hopefully cover in the next Battlefleet article (when Fat Bloke gives me the space).

Dear Mr Chambers,

You asked for suggestions for your Battlefleet Gothic game in White Dwarf and I have one for you:

It seems unlikely that if the crew fail a 'leadership test' to perform an action, that the ship will simply do nothing. I am an officer in the Sea Cadet Corps and in my experience if a crew misunderstand an order they improvise what they thought they heard (leading to high blood pressure and peptic ulcers for their captain)! As an alternative why not try the following: if the ship fails its leadership test, you roll the special orders dice in the same way as you would a D6 and apply the random result. This has been extremely good fun during my playtesting so far and represents a captain giving the cunning tactical order of executing a 90° turn to bring torpedoes to bear and finding the ship inexplicably rigged for collision! The Chinese Whispers rule seems to fit rather nicely!

Yours sincerely,

Jeff Scarisbrick-Wright

Andy: This seems like a splendidly entertaining rule to me, although possibly a little cruel in some cases ("No! No! Lock On, not Burn Retros!"). I'd be interested to know what other Battlefleet players think about this rule – too random? An interesting optional rule? Or just entertaining enough that it should be part of the main rules? Try it and let me know.

Dear Andy,

Congratulations on another fantastic game in development. Battlefleet Gothic has, in my opinion, huge potential as a boxed game. After playing the basic rules in Dwarf, I have quickly become addicted to commanding my huge Imperial fleet and annihilating all before me.

After chatting to you briefly at Games Day '97 and seeing the concept models and mock-ups for Battlefleet Gothic, me and my fellow gamers were desperate for more about this exciting game. Then the basic rules were published in White Dwarf. Hooyay!

The rules flow well, and torpedoes are great fun and quite realistic. However, during playtesting we found that shields couldn't actually be destroyed, only disabled. We adapted the rules slightly. Each shield blocked one point of damage and one blast marker was placed touching the ship. The shield was considered down and marked on our home-made ship roster. Any further hits take down any remaining shields or pass through to the armour. During the end phase, before damage control, the player would roll to recover lost shields. For each shield down, roll a d6 and they are replenished on a 4+. There is an additional -1 modifier for each blast marker in contact with the ship. This addition made combat even more tense as each player struggled to get their shields up before the enemy brought their weapons to bear.

It's a shame you couldn't have included a more varied array of ships and races in the Dwarf article, but it certainly looks great and is a joy to play.

If Battlefleet Gothic is released it will be the campaign writers dream. Entire planetary assaults, orbital blockades, ambushes, the list goes on. Epic 40,000 battles could be fought to establish a beachhead. Inferno! #8 has two great articles on planetary assaults and ground battles followed by skirmishes and special ops at 40K scale. The possibilities are unending.

Yours faithfully,

David Morrison

Andy: Aha the shield rules. Well, the intention for Battlefleet in the long term is to use it for quite large fleets (10-20 ships aside) and for that reason I wanted to have a way of showing that shields were depleted/down without having to write it down on the ship roster – lazy I know but with lots of ships in combat it would become something of a pain. However, when fighting with just a few ships the rule David suggests could be good fun. In relation to fighting campaigns in 40K/Epic40K this was precisely why I started doing some space ship rules – they were originally inspired by the Piscina IV campaign I've been running. I wanted to add the extra elements of running supply columns to the planet, battling with the Orks' space hulk the Scylla, and so on. With spaceships, massed Epic forces and 40K armies all available to use in the campaign, it has taken on an entirely new dimension!

To beard or not to beard?

Dear White Dwarfers,

I am not going to just 'blow sunshine' at you by telling you how great your publications/figures/vehicles/games etc. are. Suffice it to say I was there in '77 when you first started out, and I'm still here, more than 20 years on, and I'll still be here in 20 years from now, if you keep up the standard you have already set over the years.

I'm actually writing mainly to ask if there's any possibility of you bringing out miniatures of Gaunt's Ghosts Imperial Guard, along with other well known and much loved characters from the Inferno! stories. Having read episodes following the inception of the regiment, through its first blood and ever onward, I have to admit I'm something of a confirmed 'fan'.

I've already converted/painted up my own figures to represent Grunson's Marauders and Esteban, Master of Slaughter from earlier issues of Inferno!, and have actually enrolled on a sculpting course at college, so I can learn how to make these figures for my private collection, only in 1/16th scale.

I left the gaming world a while ago, preferring to concentrate on my painting and converting skills, to much success, and now run a figure painting service for collectors and gamers in and around Halifax. The advent of Necromunda brought me back into the gaming fold, and thanks to a friend with access to the 'Net', I've now amassed plenty of additional scenario texts and gang variants (along with articles from the Citadel Journal).

At present, I'm working on starting a gaming club in my local area, and making and painting scenery at every opportunity, ready for when we get organised. I'm very impressed with the card scenery you have produced, but could you do some articles on building the larger scale terrain pieces seen in background of the photos you print in articles on figures/battle reports.

I have the 'How to Make Wargames Terrain' book you've released, as well as books aimed at 1/35th scale modellers and upward, but there is very little in the way of sci-fi terrain available, and any ideas/articles with plans/dimensions would be more than gratefully received. I still remember the days of 'Blanche-Itsu', when that master of modelling, John Blanche, held sway on the subject of conversions and paint schemes, and would love to see a return of such pages to White Dwarf.

The only gripe I have about gaming is the frequent appearance of those who I am reliably informed are 'beards'.

I was at a gaming club recently, and was appalled by one particular individual who berated his fellow gamers with minutiae of rules and regulations, quoting ad verbatim (and indeed ad nauseum) the said rules, whilst fielding an army mostly comprised of UNPAINTED

miniatures, the rest being slathered in thick coats of garishly coloured paint schemes.

Now, to my aged and oft-jaded point of view, rules are meant to be used as simple guidelines for play, not etched on tablets of stone, to be adhered to at the cost of imaginative and, let's face it, fun innovations.

In games played in my youth, we bent, twisted and deformed the rules into such shapes as to send a yoga adept into a physical and nervous breakdown, in order to make the games more interesting, and informal, and we had FUN doing it, to boot!

Now, much to my disgust, we have narrow minded, tunnel visioned oiks turning up at clubs, with either eyesore-standard painted armies, or, as is becoming more common, unpainted units (I saw a dragon without wings or rider being played by a 'Beardy' player at one club), belabouring the tiniest infringement of the rules in order to ensure their total annihilation of the opposing player. They have forgotten how to just enjoy a scrap, and set out to win at all costs.

The club I play at (when I get time to go) has an unbreakable house rule: if it isn't painted, it doesn't get played. This doesn't mean you can just throw paint at a model and then play it, as we also have rules pertaining to standard of painting, and '+' or '-' victory points are given to each player for the paint jobs employed on his or her figures.

Our greatest asset is Gwyneth, who paints to Golden Demon standard, putting most of us 'lads' to shame with her armies/gangs, and so acts as inspiration to do better next time.

Being a 'Beard' will alienate you from other players, as they'll be put off by your power-playing, and so you won't get a game.

I'm not the greatest loser in the world (seeing a grown man cry is a little off-putting), but each time I've lost (which is about as often as Gav Thorpe), I've gone away with a new lesson learned, and come back with some revised tactic or other, only to be thrashed to within an inch of the table edge again. But at least I'm evolving a gaming strategy that is slowly beginning to work.

Rule adjustment is rife at our club, just to see how the game can evolve, and become more entertaining, if a little eccentric. But this again helps, and the display games we perform for newcomers have gone a long way to getting more and more people involved in the hobby. That is the most important goal for a club: to get more people involved, not to drive them away, which is what 'Beardies' have the unfortunate knack of doing.

Remember it's only a game, and you may have to lose a few battles (and a large chunk of your ego) in order to win the war. Go into a club with the idea of

good sportsmanship foremost in your mind, and you'll get along just fine.

Remember: laugh, and the world laughs with you, become a 'Beard', and you game alone.

Anyway, I'm back off to my brushes and paints for another session, so I'll just say thanks for reading this, and for enhancing my spare time over the last couple of decades.

All the very best for now and the future,

Paul Todd

Right then Paul, down to business. The first point you raise, about Inferno! characters, is one we are currently looking at. That nice Mr Jones at the Black Library does indeed have plans to make models of characters from Black Library publications - watch this space for developments.

Next, the issue of 'sci-fi' scenery. Modelling projects and advice is something I'm keen to see more of in Dwarf and am enlisting the help of our model-makers to get the ball rolling. Again, watch this space (of course, if you've got a few good ideas yourself why not send them in?).

Your last point about 'beardies'? Well, a hefty "Bravo!" for so eloquently explaining the folly of being a beard. As you so rightly say, the rules are only a guideline for an enjoyable game. As Rick Priestley points out at the back of the Warhammer rulebook: "I have always taken the view that Warhammer is inherently adaptable, that the rules and ideas in the game are a springboard to better and greater things. I would openly encourage players who wish to develop the game to suit themselves to invent and change rules to suit their own taste, and to explore their own ideas about rules, modelling, scenery and background." Gaming for the majority of us is a hobby we are totally immersed in and we enjoy battles in a friendly (and mostly competitive) manner. Trying to get one over on your opponent by twisting the rules to your own advantage is completely abhorrent to those of us who are into gaming. Does this mean that there's no place for competitive games and tournaments? Nothing could be further from the truth. Tournaments played between players who understand not only the letter of the law but also the spirit of the rule can be immensely enjoyable.

The moral of this tale is: Don't be a git. By all means play to win but don't do it at the expense of other players.

So ends the sermon according to Fat Bloke. There's a box of goodies on its way to you as we speak!

Well, did any of this month's letters stir you to reply, or have you got a new point to raise? Send your letter to: 'Mailbox', White Dwarf, Games Workshop Ltd, Willow Road, Lenton, Nottingham, NG7 2WS.

ISSUE 29: IT'S A STORMER!

The Citadel

JOURNAL



A Black Library Publication



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'At the Trading Post...'

Sheds some light on all the newly discovered Archeotech, not to mention the new hired guns in town.

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WARHAMMER SIEGE

SIEGEWORKS II

By Tuomas Pirinen

Siege Towers by Owen Branham & Mark Jones

Out this month is the great, plastic Siege Tower kit, and Tuomas has come up with additional rules for using the new kit! Meanwhile, GW's modelmakers have been busy converting siege towers for the different Warhammer races and they let us in on how they did it...

Tuomas: Recently I have received a lot of letters from people who have been playing Siege games – full of ideas for new rules, scenarios and so on. It seems you all want to include even more variety and choices for your Siege games, so we have decided to include more additional rules in this issue.

Note that these rules are not official, so you should agree beforehand with your opponent if you wish to use them in your games. Having said that, I would quite happily use any of the following rules in my Siege games!

SIEGE TOWERS AND MULTIPLE UNITS

It is possible to have a separate unit pushing a siege tower and another occupying it. This is especially appropriate in armies like Orcs & Goblins, where it is likely that the Orcs will force the Goblins to push them along. The siege tower and unit aboard it are considered to be a separate target from the troops pushing it. Enemies may choose which they want to shoot. Use the randomisation chart on page 26 of the Siege book when shooting at the siege tower.

SIEGE TOWERS AND MISSILE TROOPS

Troops with missile weapons who are aboard a siege tower can

shoot at the enemy and do not suffer the 'to hit' penalty for moving. They can even shoot with weapons like crossbows which normally cannot fire if the unit has moved. It is easier to load a crossbow if you don't have to march towards a castle!

NEW SIEGE EQUIPMENT FOR THE DEFENDER

Even though boiling oil is the most commonly used substance to repel invaders, there are many other things that have been used in siege warfare during the history of the Old World. Any Warhammer army may use a cauldron of hot lead instead of boiling oil. All of the rules for boiling oil apply, with the exceptions noted below. Note that hot lead (like all other cauldrons) can be used more than once per battle.

Hot Lead

Molten lead is very hot and heavy, though it tends to cool down quickly. Usually only the unfortunate warrior directly under the downpour of lead is in great danger, while others will simply be hit by lumps of cooled-down lead. One model under the template (chosen by the player using the cauldron) suffers a Strength 6 hit, causing D3 wounds, with no armour save possible. Other models under the template suffer a Strength 3 hit with normal armour saves. Note that there is no "Look Out, Sir!" roll against hot lead.

Points cost: 25 points per cauldron of hot lead.



Using a siege tower, Empire troops besiege a Bretonnian castle.

BUILDING YOUR SIEGE TOWER

By Owen Branham

Siege towers are an essential part of any besieging general's attack plan. They offer plenty of protection against enemy fire, and once pushed into position, the troops within drop the ramp and storm the battlements. Siege towers are used by all the Warhammer races. GW modelmaker Owen gives us a few tips on how to build and convert the new Siege Tower kit so it fits in with your own army.

BUILDING YOUR SIEGE TOWER



The Siege Tower

Owen: The Siege Tower is a great little kit which is very easy to build. As with many kits of this type there are few things you have to do before you can go ahead and construct it.

The siege tower is a model that seems to take a long time to complete, but once you get things painted and start putting it together, you will finish it very quickly.

The most important thing to remember with this model is to

paint it as you go, because there are areas inside the model which you will not be able to reach with a brush when it is finished. You will also need to pay attention to the crank – it is easier to put the strings on the crank first, before you assemble the tower. You need to cut your strings to about 30cm in length, tie a knot in each one and thread them through the crank.

Next get one of the tower's sides and glue the three floors into place, but leave the top off for now. Place the crank into the hole in the side of the tower and then thread the string through the holes in the floors. When this is done, glue the other side of the tower into place, making sure the crank can still turn in place. This is also a good time to glue the ramp supports into place. Make sure the ramp itself is in place before you glue on the second ramp support.

While the main tower assembly is drying you can paint the top of the tower and construct and paint the tower's wheels. When the paint is dry put the top of the tower into place. Make sure the string from the crank is threaded through the holes in the top of the tower and then glue. Now get the string and tie it to the top of the ramp – if everything has gone smoothly you should be able to raise and lower the ramp just using the crank. Finally, to complete the siege tower, glue the wheels onto the axles.

PAINTING THE SIEGE TOWER

Our siege tower was undercoated black and the colours were drybrushed on in a series of layers, starting with Bestial Brown, followed by Snakebite Leather, then Bubonic Brown and a final layer of Bleached Bone. This gives the tower a nice wooden finish. We painted the skins on the front of the tower with Rotting Flesh and used various inks to change the colour of individual skins. We also picked out the nails holding the skin on with Chainmail, but to be honest you don't really need to go into such detail.

Even though the siege tower has a conventional, human design, it does not look out of place amongst Beastmen, Orcs, Dwarfs, Skaven or even the Undead. If you want to, the tower can be easily customised just by adding a few shields, or you could completely convert it using the metal extras we featured in WD226's *Changing Forts* article.

THE BRETONNIAN SIEGE TOWER

Our Bretonnian siege tower is a very simple conversion that involves very little work apart from the construction of the tower itself. We glued plastic Bretonnian knight shields around the side of the tower, and the two dragon heads are helmet crests from the plastic Bretonnian knights. The two banner poles are made out of brass wire and the standard tops are from the Men-at-Arms standard bearers (a good alternative again is to use the helmet crests from the plastic Bretonnian knights).

A Bretonnian army is very bright, with its many different heraldic devices, and we wanted to reflect this in the siege tower's colour scheme. The top of the tower is painted in red



The basic Siege Tower kit can be used by all the Warhammer races with absolutely no conversion work.

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Bretonnian Siege Tower

then we went to town customising it! It is worth noting that before we glued any of the metal extras to the tower, we painted them first. On the front of the tower we used the large daemonic head plaques and large skull featured in WD226 *Changing Forts* article. We also covered the tower with plastic Chaos Warrior shields, and large spikes from the Gorkamorka range of vehicle extras. These little bits contribute to the look of the tower, giving it a brooding, menacing look.

The siege tower was undercoated black and drybrushed with Nauseating Blue. The skins were painted in Bubonic Brown and darkened down using Brown Ink. Finally we painted the large plaques and skull in bronze. The weathered effect on the bronze is created from a layer of colours. First undercoat the plaque with Black and then paint it with Jade Green. Drybrush with Tin Bitz, then to finish off the weathered look, drybrush the plaque with Shining Gold.

Our two siege towers are very quick and easy conversions – both were made simply by adding bits to the basic kit. I hope they inspire you to have a go at customising your own siege tower. Have fun!

Chaos Siege Tower



and yellow, and these colours are then mirrored by the banners.

The tower itself is painted up a darker brown than our first siege tower.

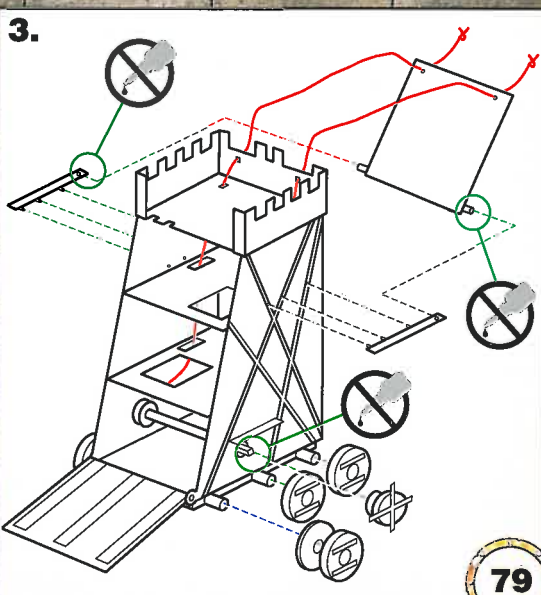
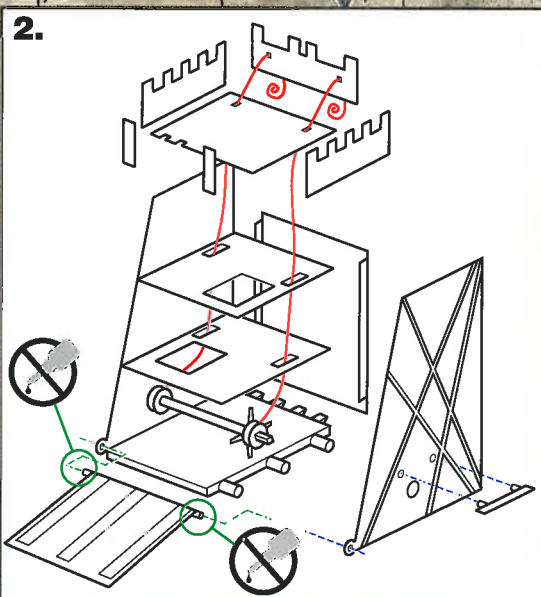
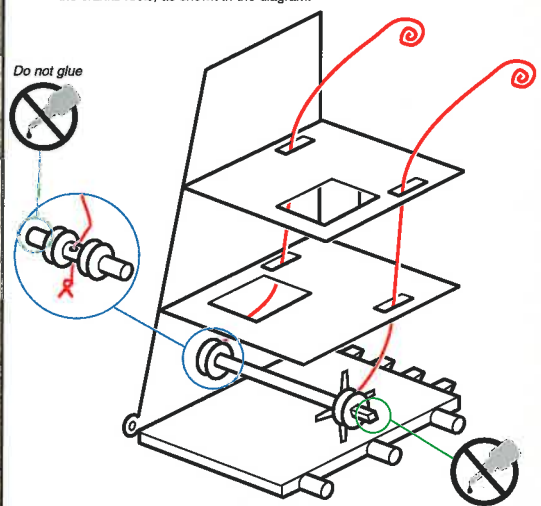
Again we layered the colours, starting this time from an undercoat of Bestial Brown spray, which was then highlighted with Snakebite Leather and finished with Bubonic Brown. The skins are painted with Scab Red and Vermin Brown. To darken the skins down we used Chestnut Ink.

THE CHAOS SIEGE TOWER

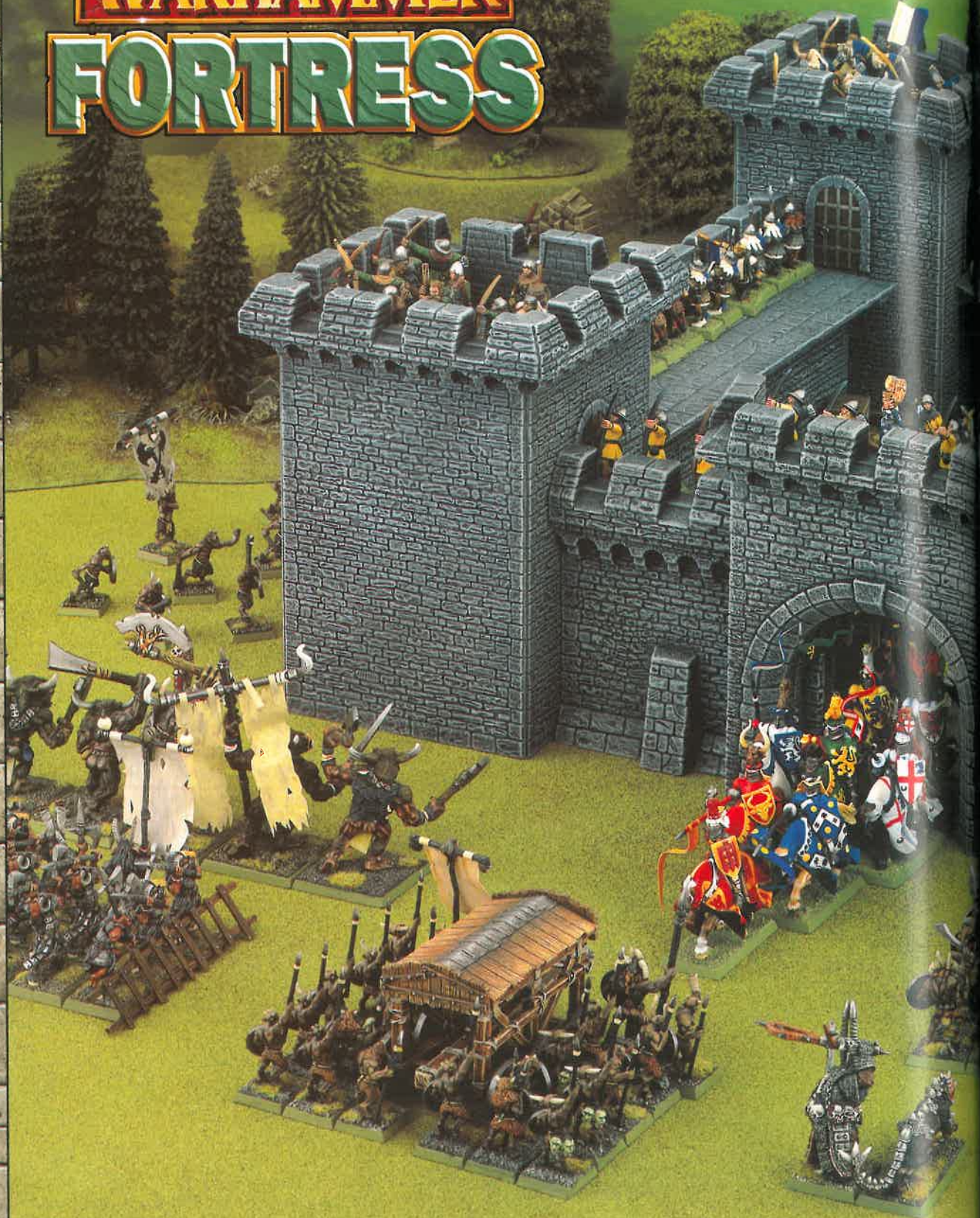
The Chaos siege tower has a heavier, baroque look. The tower itself was constructed normally and

SIEGE TOWER CONSTRUCTION

1. After testing the fit of the pieces, glue them together as shown using polystyrene cement. Do not glue the parts indicated by the 'do not glue' symbol, if you want the ramps to open and close! For a working crank, so you can raise and lower the top ramp, tie a knot in one end of the string and thread it through the holes starting at the cranks reels, as shown in the diagram.



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.

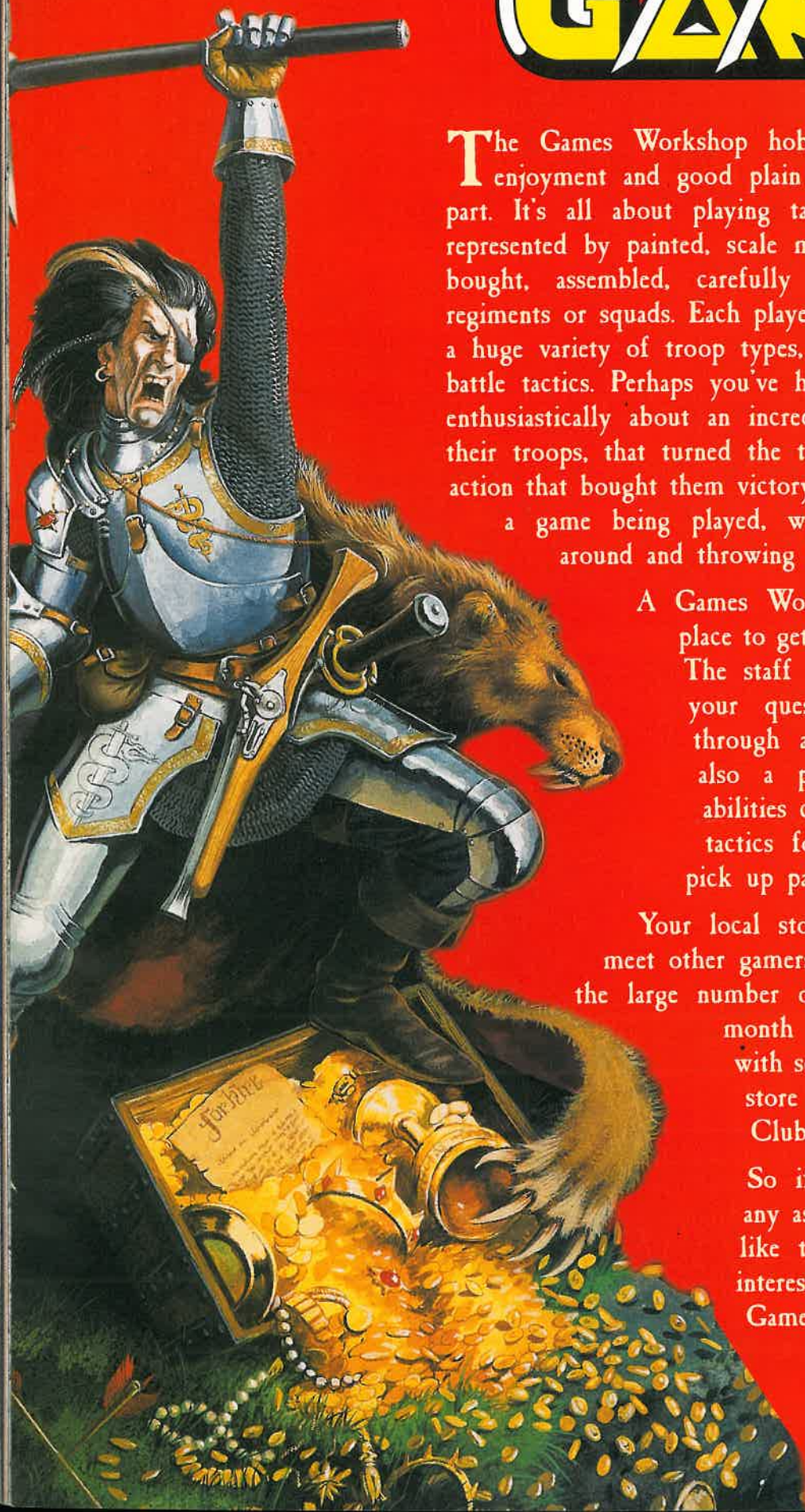
GAMES

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!



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NEWCASTLE GRAND RE-OPENING PHOTOS

Ah, Newcastle. What a town.



Is there anybody out there?



Newcastle has an abundance of fanatical gamers and it seems that most of them visited the store at some stage during the weekend.



Marneus leads the charge after all night guard duty!



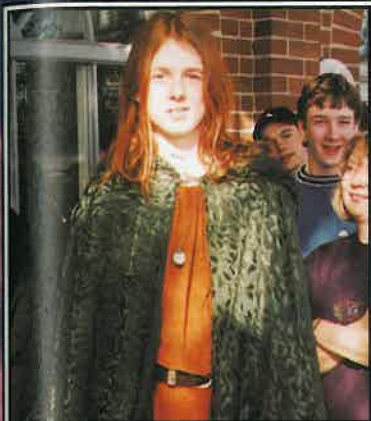
This gamer should contact Marc or Michael at our Newcastle store to collect his prizes!



Put your White Dwarfs in the air and wave 'em around like you just don't care!



NEWCASTLE GRAND RE-OPENING PHOTOS



Is Newcastle really this close to Athel Loren?



Lloads of people attended the Newcastle Grand Re-Opening and we thank you all for making it a memorable weekend.

Dryad's pretending to be human!



On the 29th and 30th of August our Newcastle Store held its Grand Re-Opening. It also happened to be the weekend of the Newcastle Jazz Festival and it was easy to tell which event attracted more people (especially when the Jazz march went past the store and many jumped on the end of our line). By 7am on Saturday a large crowd was already gathering at the shopfront to take advantage of the great deals and to gaze upon the Black Library artefacts which were on display. Everyone who attended the Grand Re-Opening had a great time. As a staff member I can say that it was the best Grand Re-Opening I have ever been to. A big thank you to everyone who was there and I'll see you at the next one.

Justin Keyes, Australian Studio

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Army Collecting Cards are a great way to help you plan your next army, and keep track of what you're buying. Each of our stores has cards for High Elves, Dark Elves, Wood Elves, Bretonnians, Lizardmen and Orcs & Goblins. Ask the staff about our new Warhammer 40,000 Army Collecting Cards.

CHRISTMAS WISH LIST

November/December sees the return of the Christmas Wish List. Designed to make sure you don't get socks and hankies for Christmas, the Wish List is ideal to leave lying around so that your loved ones can find out what you really want (I pinned mine to the fridge!).

GW GIFT VOUCHERS

If you still don't know what to get your brother for Christmas, you can always buy him a Games Workshop Gift Voucher. Available for any amount between \$10 and \$200 these are a great idea if you don't know an Orc from an Eldar!

POP STORE EVENTS

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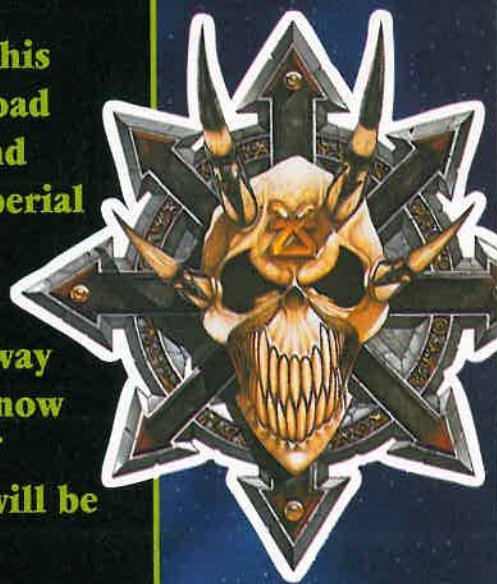
LEGACY OF FURY

Battle Five – The Final Assault

Sunday 13th December

Fury, now covered head to toe with gore from his victims, looked around for more. Seeing the road to Middenheim, he let loose a mighty roar and resumed his march. Soon the citizens of the Imperial city would know unrelenting brutality, and Fury would roar even louder.

Having trekked (and hacked and slashed) halfway across the Empire to get to this point, Fury is now ready to attempt a final assault. The city of Middenheim is the target of Fury's rage and all will be lost or won in this final climatic battle!



GW STORES HOLIDAY GAMING

From the 4th to the 6th of January, a Warhammer campaign based on the mercenary regiments from Dogs Of War will rampage through all of our stores.

From the 7th through to the 9th of January, to celebrate the release of Codex Blood Angels, a special campaign will be played using characters and missions from this new Codex.

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WARHAMMER

MONTHLY

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WARHAMMER MONTHLY ISSUE 10 – BUY IT NOW!!

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Chapter Approved

By Andy Chambers



Greetings citizens. This month the Emperor's Most Holy Column, Chapter Approved, is given over to imparting information about those most foul and debased of the Emperor's foes, the Traitor Legions, or Chaos Space Marines as they are more vulgarly called. Naturally this highly corrupting material is only suitable for examination by those bearing Inquisitorial clearance level Sigma-Tarix or higher. Unauthorised examination of the following material can result in insanity, inanity, random mutation and Retribution With Extreme Penance.



So this month we begin with Wargear and Chaos Gifts stolen from the scriptorium of Jervis Johnson, who is currently penning Codex Chaos (due out in January). As with all new material in the Chapter Approved column, this is officially sanctioned and should be fair and balanced. If you think not then write in and let us know what you do think and why.

MARKS OF CHAOS

Chaos Space Marine characters may dedicate themselves to one of the Chaos Powers by bearing that Power's Mark. A Chaos Space Marine character may only bear a single Mark of Chaos. The effect of each Mark is described below. In addition, bearing the Mark of a Chaos Power allows the model to take special items of Wargear, called Chaos Gifts, which are specific to their god. Marks of Chaos do not count as Wargear choices but Chaos Gifts do.

Mark of Khorne – 5pts: Models bearing the Mark Of Khorne add +1 to their Strength.

Mark of Nurgle – 10pts: Models bearing the Mark Of Nurgle add +1 to their Toughness.

Mark of Slaanesh – 5pts: Models bearing the Mark Of Slaanesh add +1 to their Attacks.

Mark of Tzeentch – 25pts: Models bearing the Mark Of Tzeentch gain the psychic power Flames of Tzeentch as detailed in the Chaos Sorcerer description. Note that Chaos Sorcerers are considered to already have the Mark of Tzeentch and may not pick it a second time.

Mark of Chaos Undivided – free!: Models bearing the Mark of Chaos Undivided may re-roll failed Morale checks.

WHAT'S CHAPTER APPROVED ALL ABOUT?

Each month Chapter Approved takes a look at the Warhammer 40,000 game and its rules, introducing different scenarios, weapons, rules and army list entries of all types, frequently stolen from Codexes in progress here at the Studio. It also acts as a forum for dedicated 40K players who have produced inspired, well thought-out and just plain brilliant additions to the game (as arbitrated by that well-known model of fairness and balance – me). If you've got something good for Chapter Approved then write in to:

Andy Chambers
(Chapter Approved),
Games Workshop,
Willow Lane, Lenton,
Nottingham, NG7 2WS

Note: Please don't include rules queries etc with your letters as the volume of mail (and the fact that I'm lazy) means in most cases I won't be able to send individual replies.

CHAOS GIFTS OF KHORNE



Berzerker with Banner of Rage

Axe Of Khorne – 20 points

The model carries a mighty Axe of Khorne, suffused with chaotic power and laden with death! A hit from the Axe of Khorne ignores armour saves. In addition any to hit rolls of 6 allow the model to make an additional attack in close combat. As long as you keep on rolling 6s you can keep on making additional attacks. These additional attacks may be allocated against new opponents if desired.

Banner Of Rage – 20 points

The Banner of Rage is a special Chaos Gift which may be chosen to replace the Chaos Icon in the retinue of a Chaos Lord with the Mark of Khorne. The banner contains the bound souls of the most bloodthirsty of Khorne's servants. It radiates palpable waves of anger and lust for slaughter, which beat upon the minds of those near it, driving

them into a killing frenzy. The banner may be used once per battle, in any close combat phase (include your opponents). Any models from the Chaos army, apart from those bearing the Mark of Slaanesh, which are within 2D6" of the banner may add +1 to their Strength characteristic.

Collar Of Khorne – 30 points

The Collar of Khorne that hangs around the model's neck is said to be forged from the heat of Khorne's rage at the very foot of the Blood God's throne of brass. The power of the collar is to suck the energy of the warp from around it, fortifying the wearer and also protecting him from psychic attack. As a result, force weapons lose their special ability to kill the wearer outright, and psychic powers that target the wearer or include him in their area of effect are nullified and will not work.

CHAOS GIFTS OF NURGLE



Plague Marine with Plague Sword

Plague Banner – 55 points

The Plague Banner is a special Chaos Gift which may be chosen to replace the Chaos Icon in the retinue of a Chaos Lord with the Mark of Nurgle. The banner is a frightening creation of rotted hide, flapping in a pestilent breeze. Powerful magics hold a great spell of corruption in check until the time is ripe to send disease and decay scything through the enemy's ranks. The Plague Banner contains a potent spell of destruction which may be cast once per battle. The spell inflicts D6 wounds which may be distributed on any enemy models within 6" of the banner, but no more than one wound may be applied per enemy model. No armour saving throws apply. Note that this only applies to living foes, not to other Daemons, vehicles, Talos, Avatars or Wraithguard.

Beast Of Nurgle – 15 points

The model is accompanied by a Beast of Nurgle which has been gifted to him by the Chaos god.

	WS	BS	S	T	W	I	A	Ld	Sv
Beast	3	0	3	5	2	3	D6	6	5+

The Beast will attempt to remain within 2" of its master at all times. In effect the two form a special unit and must obey all the unit coherency rules.

Special Rules: The Beast of Nurgle has an invulnerable save. It has D6 attacks in close combat. Roll to see how many attacks the Beast may make each time it attacks.

Blight Grenades – 15 points

Blight grenades are made from the shrunken heads of those killed by Nurgle's favourite plagues. The head is filled with virulent pus and infected, biting flies and then its orifices are sealed with wax. When the

grenade is thrown it splatters across the target area, forming puddles of disease-ridden slime and noisome clouds of buzzing flies.

An enemy unit that has one or more models charged by a model armed with blight grenades suffers a -1 to hit modifier. These effects will also count against Chaos models in base contact with models from the enemy unit unless they are followers of Nurgle (i.e. they are Plague Marines, Nurgle Daemons or characters with the Mark Of Nurgle). Note that the whole unit is effected, not just the models fighting the model armed with the blight grenades. Also note that there is no additional effect if a unit is attacked by two or more models armed with blight grenades.

Plague Sword – 25 points

The Plague Sword drips with venomous slime. No armour saves are allowed against wounds inflicted by a Plague Sword. In addition, a wound from a Plague Sword will kill mortal creatures outright on a D6 roll of 4 or more, regardless of how many wounds they have. On a roll of 1-3 the Plague Sword only causes 1 wound. Note that this only applies to mortal foes, not to other Daemons, vehicles, Talos, Avatars or Wraithguard.

Nurgle's Rot – 10 points

After making normal attacks in close combat, roll a D6 for each living model in base-to-base contact (friend or foe!). On a roll of 6 they contract Nurgle's Rot and suffer a single wound, with no armour save allowed. Invulnerable saves may be taken as normal. Note that this only applies to living foes, not to other Daemons, vehicles, Talos, Avatars or Wraithguard.

How unfair! Nurgle's boys get loads of Gifts compared to all the rest... Well, sorry folks, but that's the problem with stealing from work in progress. But don't worry, Jervis assures me that Khorne, Tzeentch and Slaanesh will get their own back in the Codex.



Beast of Nurgle

CHAOS GIFTS OF SLAANESH

Rapturous Standard – 40 points

The Rapturous Standard is a special Chaos Gift which may be chosen to replace the Chaos Icon in the retinue of a Chaos Lord with the Mark of Slaanesh. The Rapturous Standard contains the bound essence of innumerable Slaanesh followers who died in rapturous slaughter. The air around the standard is filled with their ecstatic howls and overpowering waves of heady, exotic musk. Any unit with a model within 6" of the standard is rendered immune to fear by the overwhelming waves of sensation radiating from it, and will pass all Morale checks they are required to take automatically.

Doom Siren – 15 points

Some Champions of Slaanesh are fitted with a complex arrangement of pipes and tubes around their helmets which project a short-ranged sonic attack. The Doom Siren may be used in the shooting phase, instead of shooting with another weapon. It has the following profile:

	Rng	S	AP	Notes
Doom Siren	Template	D6+4	6	Assault 1

Roll for the Strength of the attack each time the Doom Siren is used.



Noise Marine with Doom Siren

CHAOS GIFTS OF TZEENTCH

Blasted Standard – 50 points

The Blasted Standard is a special Chaos Gift which may be chosen to replace the Chaos Icon in the retinue of a Chaos Lord with the Mark of Tzeentch. The standard is riddled with the power of change, and its design shifts constantly throughout the battle. Energy and power grows through the standard, and when an enemy unit approaches closely the energy is unleashed in a fearsome roar. The Blasted Standard contains a magic spell which may be cast once per battle in

any assault phase, after models have moved but before attacks are resolved. Any wounds inflicted count towards

the result of the combat. The spell inflicts 2D6 S6, AP 4 hits, which may be distributed on any enemy models within 6" of the standard. No enemy may be allocated 2 hits until all enemy within 6" have been allocated 1 hit, and so on. The slain are hideously mutated and twisted by the raw power of Chaos, and any unit that suffers one or more casualties to the standard must take an immediate Morale check to avoid having to fall back.

Talisman of Tzeentch – 5pts

If an army includes a model with a Talisman of Tzeentch then any opposing psykers suffer a -1 modifier to their Leadership when they take a psychic test. If both sides have a Sorcerer with this reward, the two cancel out and the normal rules apply.



Chaos Space Marine with Blasted Standard

Questions & Answers

Q The Ork army list in new 40K makes no mention of the Orks clans – Goffs, Snakebites, Evil Sunz and all the rest. Are the Ork clans gone for ever? And if so what am I going to do with all the Goff Boyz, Evil Sunz vehicles, etc, that I already have in my army?

A We didn't really have the space to talk about Ork clans too much in the 40K book, but they will be covered in the forthcoming Codex Orks. In the intervening time all those Orks you've got are simply Orks! What colours they are painted won't affect their fighting ability one jot.

Q In the new edition of 40K only characters are allowed to use power swords and axes, but in the old edition I could arm whole assault squads with 'em. The result being that I now have several squads which need their weapons breaking off and replacing.

Why, oh, why have you inflicted this dreadful fate upon me (editorial paraphrasing going on here)?

A Of course you could always repaint your power swords/axes as normal swords and axes instead (both are 'close combat weapons' in the new edition). Or you could simply leave them as they are and point out the interesting patina on your normal swords/axes to your opponent (blued steel obviously).

Q In spite of reassurances that old armies would be compatible with new 40K, I've discovered that my Eldar Guardians can no longer have lasguns. Do I need to change their weapons to shuriken catapults?

A Obviously you're confusing the alternative pattern shuriken catapults which have long been mis-identified as lasguns by Imperial scholars. While the weapons carried by some Eldar Guardians bear some superficial resemblance to Imperial lasguns, closer examination reveals a number of differences... etc: etc. Just as with the power swords question above, it's not really necessary to change your models, simply make it clear what's going on at the start of the game. Of course since all Guardians use shurikens these days, there's nothing for an opponent to get confused about.

Q In the Dark Eldar army list Raiders have two different points values listed: 35 and 55. Which of these is correct?

A We suspect Chaos Cultist sabotage here – the correct value is 55 points.

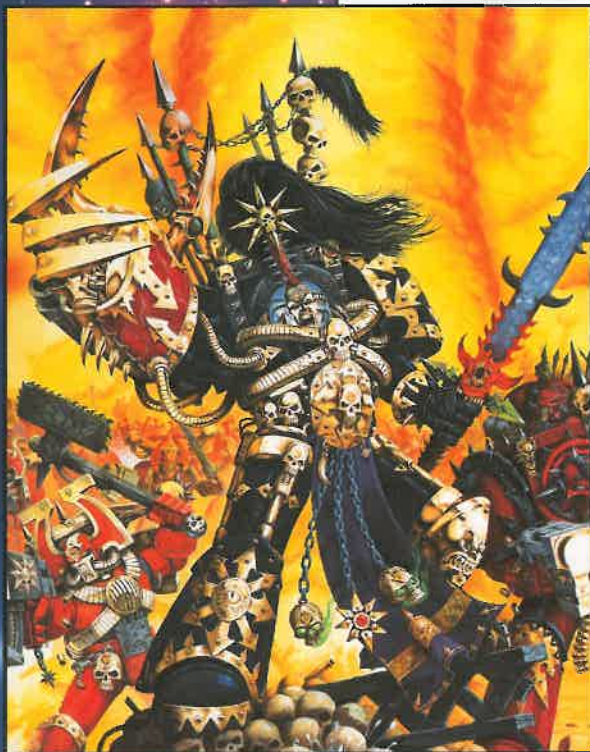


A bumper bonus for our next piece, again from the Chaos Codex and handily following up on last month's special characters info. He's everyone's favourite, the despoiler of a thousand worlds, bearer of the Chaos sword Unpronounceable and all round bad dude...

ABADDON THE DESPOILER

ABADDON

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Abaddon	240	6	5	4	5	3	7	3+1	10	2+



Wargear: Talon Of Horus, Daemon Sword Drach'nyen, Chaos Terminator armour, Mark of Chaos Undivided.

SPECIAL RULES

Special Character: A Chaos Space Marine army of 2,000 points or more may be led by Abaddon. If you decide to take him then he counts as one of the HQ choices for the army. He must be used exactly as described here, and may not be given additional equipment from the Chaos Armoury. In addition he may only be used in a battle where both players have agreed to the use of special characters.

Talon Of Horus: With this armoured claw Horus fought the Emperor and strangled the Primarch Sanguinius. It was torn from Horus's armour by Abaddon and is now fused to his own armour. The Talon mounts an early version of the Imperial storm bolter on its back (which Abaddon may shoot in the shooting phase), and it is treated as a lightning claw in close combat. The Talon is an icon of evil incarnate to the Imperium, so all Imperial units with a model within 6" of Abaddon must subtract -1 from their Leadership value. The only exception to this are Blood Angels Space Marines, who hate the Talon because it was used to slay their primarch, and therefore add +1 to their leadership if they are within 6" of it.

Daemon Sword Drach'nyen: The arcane blade borne by Abaddon contains the bound essence of Drach'nyen, a writhing warp entity which can rend apart reality where the weapon strikes. In close combat Abaddon is allowed to make one attack with Drach'nyen in addition to his normal complement of three attacks with the Talon Of Horus. The sword may never make more than one attack per turn, and no attack bonuses can be used to increase this number. Any hit inflicted by the sword will wound automatically and the victim receives no saving throw for armour, though invulnerable saves may be taken as normal. Vehicles struck by the blade are penetrated automatically. Last, but by no means least, any model wounded by the sword is slain outright, no matter how many wounds it may have.



Abaddon leads the Night Lords Chaos Space Marines straight into the Imperial lines.

Chaos Terminator Armour:

Abaddon's Terminator armour has been blessed by the fickle powers of Chaos. As well as the abilities normally conferred by Terminator armour, it provides a 4+ invulnerable save that may be used against attacks which would normally penetrate the armour automatically. In addition the armour will nullify any psychic power used against Abaddon or that includes him in its area of effect on a D6 roll of 4+. Note that Abaddon may take the Terminator armour's normal 2+ armour save or its 4+ invulnerable save, not both.

Independent Character:

Unless accompanied by a retinue, Abaddon is an independent character and follows all the special rules as detailed in the Warhammer 40,000 rulebook.

Retinue: Abaddon may be accompanied by a bodyguard of his finest warriors. See the Chaos Space Marine army list for details.

And to finish up, just in case you thought that this month's Chapter Approved was entirely dedicated to the Dark Gods, we have some other denizens of the Warp who don't serve the forces of Chaos.

LEGION OF THE DAMNED

There are tales of the Legion of the Damned from all across the galaxy. Just who they are, and where their true loyalty lies, is a matter of much speculation. Some even doubt they exist at all, but the heaps of corpses left in the wake of their awesome, implacable advance cannot be disputed.

A Space Marine army may include a single Legion of the Damned squad as an Elites choice.

0-1 SQUAD: LEGION OF THE DAMNED

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Marine	20	5	4	4	4	1	5	1	8	3+

Squad: The squad consists of between 5 and 10 Legion of the Damned Space Marines.

Weapons: Bolters. Any model may replace their boltgun with a bolt pistol and close combat weapon at no extra points cost.

Options: One model in the squad may be armed with one of the following weapons: heavy bolter at +5 points; missile launcher at +10 points; or a lascannon at +15 points.

In addition one Space Marine in the squad may be armed with one of the following weapons: flamer at +6 pts; meltagun at +10 points; plasma gun at +6 points.

The entire squad may be given frag grenades at an additional cost of +1 point per model and Krak grenades at an additional cost of +2 points per model.

SPECIAL RULES

Apparitions: The Legion of the Damned appear from nowhere, completely unheralded. In every battle they use the special Deep Strike deployment rules, even if the mission does not normally allow troops to Deep Strike.

At the end of every Space Marine turn after the Legion of Damned arrive, roll a D6. On a roll of a 1, the Legion of the Damned disappear as eerily as they came – remove the models from the table immediately – victory points are earned according to their strength when they disappear (if only half of them are left, your opponent scores half the unit's points value in victory points, etc).

The Legion of the Damned may not be joined by an independent character, they always fight alone.

Fearless: It is debatable whether the Legion of the Damned are truly alive and have any real minds. Legion of the Damned automatically pass any Leadership-based tests, including Morale checks, that they are required to make.

Terrifying: Any unit which loses an assault whilst fighting the Legion of the Damned suffers an additional -1 modifier to its Leadership for the subsequent Morale check.

On the third night of fighting the Orks took the Great Bastion from us. Despair seeped in our hearts, for all hope of rescue was now gone. Of all our company I counted but thirty-seven living, and of these but twenty-five unhurt. The Orks gathered about us in the darkness. The screeching and cackling of their Gretchin haunted us as they mustered to the attack. An hour before dawn I called the company to prayer and, since our Chaplain was slain, we made our peace with the Emperor in battle fashion.

It was as I raised my eyes from prayer that I saw a strange host where moments before there was nothing but darkness. At first I thought it some connivance of the Orks, but as it neared I realised it was a force of Space Marines, though not of any Chapter under the Emperor's sun. Their armour was coloured black and upon it was drawn chilling images of bones and fire, and on their helms they bore skulls. As they advanced, an eerie glow shrouded them and fire seemed to dance about their feet. Like the bones of men in the torment of purgatory they were, so that they looked more like skeletons than living men. Yet not a sound did they make.

For a while I believed this to be some phantasm, a vision of ancient times, for I had heard the Emperor grants such sights to those of his warriors who face death in his name. But it was not so, for soon the ghostly warriors reached the Orks' battleline, and suddenly the air was full of battle-din, and the Orks were wailing and crying in their terror. We that remained watched the dark battle-brothers at their work, and never before or since have I seen fighting such as I witnessed that dawn. Seizing the moment, I regrouped my company, and led them to war. Yet there was little work for us, for the Orks lacked stomach for the fight. Soon we secured the Great Bastion once more and without further loss. Of the dark brotherhood there was no sign.

Account by Ultramarines Chief Librarian Tigurius



Legion of the Damned
Space Marines



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WARHAMMER

A BATTLE OF BEARDS

A Warhammer battle report by David Cain, Alessio Cavatore and Tuomas Pirinen

In White Dwarf 221 former Grand Tournament champion Dave Cain explained how games played in the 'Spirit of the Game' are lots of fun. Obviously there is another, darker side to this particular coin (as so many of you have told us) and so we brought together generals easily capable of going all out to win, in a battle report to the death using tournament rules. Dave himself is pitted against GW staff champion Alessio Cavatore, and Tuomas Pirinen. This is a no-holds-barred battle of beardiness between the might of the Lizardmen and the swift arrows of the Wood Elves.

Tuomas: Fat Bloke told me it was time once more to take on the might of David Cain. I was thrilled upon hearing this, as the battle which we have promised each other is long overdue. In addition, I thought this would be a good time to introduce the readers to Alessio Cavatore. Alessio will be joining me and Nigel Stillman as we develop the game and world of Warhammer, and what a better way for him to start his career than a battle report! So I walked downstairs into the Italian Studio, and 'persuaded' Alessio to take joint command with me against David Cain.

For this battle report we decided to try out the rules and limitations we are planning to use at the Grand Tournament this year...

WARHAMMER TOURNAMENT SCENARIO

Tournament Battle Scenario: With the exception of the changes described below, this scenario uses the Tournament Battle rules described in the Warhammer Battle Book.

Table Edge: Players should simply agree amongst themselves as to which player sets up on which edge of the table.

Scenery: Use the following terrain: two hills, two woods and two buildings. The players then take it in turn to set up a piece of terrain in their half of the table, but with all of the terrain at least 8" away from the centre point of the table. Roll a D6 to see who sets up the first piece, and then take it in turn to place pieces of terrain. Both players must set up one piece of terrain, but after that a player may 'pass', in which case his opponent may set up one last piece

WARHAMMER TOURNAMENT LIMITATIONS

1. No more than 2,000 points may be spent on the army.
2. Dogs Of War armies may be used.
3. Chaos armies may include allies from the Chaos army book, and Empire armies may include human mercenaries. No other allies are allowed.
4. Amendments from Magic Revisited will apply (see WD218).
5. The Magic per Level rule from Magic Revisited will be used (see WD218). Dwarf Runesmiths count as Lords for the purposes of this rule.
6. Wizards with a magic level of 5 may not be used, even if the 5th magic level is gained from a magic item (like the Book of Ashur).
7. No special characters with more than two wounds or Greater Daemons are allowed. Special characters or Greater Daemon models may be used to represent 'normal' characters or Daemon Princes respectively, if desired.
8. The Total Power card is barred. If the card is drawn from the spell deck, count it as a power card.
9. Dark Elf & High Elf repeater bolt-throwers cost 100 points each.
10. Stegadons may not be formed into units.



of terrain and must then stop. Note that this is a modified version of the random terrain set-up rules from Warhammer, and it's worth referring to these rules before the tournament. Wood Elf players set up their extra wood after normal terrain has been set up, as per the rules in the Wood Elf army book.

Warm Up Period: Before battle commences there will be a five minute 'warm-up' period. During this period players must first hand over their army list to their opponent for inspection. Either player is allowed to ask their opponent questions about the army list and the rules that apply to the units and characters in it. After inspecting the army lists both players should discuss the terrain for the battle, and how each feels it will effect the units in play (i.e. how do woods effect line of sight, how do hills effect the ability of units or archers to fire, and so on). They can also discuss any other rules points that they think may come up in the battle. Finally, both players must shake hands, and then battle can commence, starting with the opportunity to veto magic items as described next.

Veto Rule: Before either side deploys, each player must lay out all of their Magic Item/Chaos Reward cards in a row so that their opponent can see them. Chaos players must make up cards for Daemon Rewards, Bretonnian players must make cards for character Knightly Virtues, and Dwarf players must make up cards for Rune items. Each card must list a single Virtue or Reward, or all the Runes carved on a single item. The opponent is then allowed to veto up to two of the cards. Each card that he vetoes gives the opposing player 100 victory points plus the cost of the item itself. Vetoes cards are put to one side and are not used.

Big Guy Veto Limitation: Any model that has 4 or more wounds is counted as a big guy. Chariots and War Machines count as big guys if the total number of wounds for the crew and mounts comes to 4+ (i.e. don't count the wounds of the chariot or the war machine itself). Swarms don't count as big guys, as you divide the wounds amongst the models in the swarm and this comes to less than four. Ridden monsters,

Stegadons, etc., with 4+ wounds are big guys. Each big guy in your army denies you the use of a veto. Therefore, if you have one big guy you may only make one veto, and if you have two or more you can't make any!

Set Up: Follow the set up instructions in the Warhammer Battle Book, except that units that have a charge move of 18" or greater may not deploy within their charge range of an enemy unit (i.e. you can't set up in such a way that will allow you to charge on the first turn of the battle). Of course, if an opponent is foolish enough to set up one of his units so that an already set-up unit can charge them, that's his own fault!

Special Deployment: Units with special deployment rules may use them in this scenario. In addition, they may use the special deployment rules to deploy so they can charge on the first turn. Remember that special deployment rules don't apply to characters other than champions.



Who Goes First: Each player must secretly write down how many victory points they will bid in order to have the first turn. Players can bid from 0 to 1,000 victory points, in multiples of 100 points (i.e. 0, 100, 200, etc.). After both bids have been recorded, they are revealed. The player that bid the most gets the first turn, but must give the victory points he bid to his opponent. The player that made the lower bid does not give away any victory points. If both players bid the same amount, then each player rolls a D6. The player that scores highest get the first turn, but his opponent gets the victory points that were bid.

Turns: All battles will last for five turns, or until one army has been broken. The game ends immediately as soon as an army is broken.

The Lucky Seven Card: Each player has a 'Lucky Seven' card. This may be used once in each battle to convert one of your own 2D6 rolls from whatever was rolled to a '7' instead. Note that the dice roll is changed before modification for other factors, and simply allows you to change an unlucky roll into an average one. It also only applies to 2D6 rolls (i.e. ones where you roll two six-sided dice and add the scores together). I recommend holding on to the card for that time when your army general rolls an 11 or 12 for a panic test...

Victory: If the game ended because one army was wiped out, then the opposing player wins (obviously). If the game lasted the full five turns, then use victory points to determine the winner. Use the modified 'VP100' table (this is printed at the end of the battle report but don't look at it yet, you'll see who won the battle if you do!) rather than the one in the Warhammer Battle Book. If one player beats his opponent by 500 vps or more then he is the winner, otherwise the game is a draw.

ARCHERS ON HILLS

In reality, even low hills are very tall – much taller than even the oldest trees. This, however, is not easy to represent on battlefield, and thus some gaming groups use slightly different rules. Some use rules where trees block a line of sight from the troops on top of a hill,

In GW tournaments all archers on hills are allowed to fire, even if they are on a second rank. In addition, the troops on a hill can draw a line of sight to any model unless these are behind another hill, inside a house, etc. Even though model trees may be taller than model hills, the hills represented are actually high enough to give an excellent field of fire. This makes the hills tactically important, and excellent places for missile troops and war machines.

COLOUR MAGIC

Warhammer Battle Magic includes an additional section with the rules of specific spells for the different Colleges of Magic. These are optional rules, but many players enjoy using them. In this battle David graciously allowed Tuomas and Alessio to use these decks (*oh dear... let the beardiness begin!* – Paul Sawyer).



Tuomas Pirinen (left) and Alessio Cavatore.

MUSTER OF THE WOODS

Alessio: I had just come back from my holidays, when Tuomas grabbed me and told me, "Friday you're going to play your first battle report, in joint command with me... against David Cain!" It doesn't happen every day that you can play with one of the best and most famous players in our hobby! So I was surprised, a bit scared and definitely very excited (hopefully not THAT excited! – Paul Sawyer).

I submitted my Wood Elves' army list to Tuomas for perusal. Choosing Wood Elves was a sort of "if you can't beat them, join them!" decision. I had grown progressively more and more frustrated and tired of endlessly pursuing the amazingly mobile Wood Elves of Andrea Calogero (a very experienced Italian general) with my Bretonnians and especially with my Skaven! Eventually I decided that it should be my opponents getting frustrated, not me! So I swapped my Bretonnian armour and lance for green clothes and a longbow.

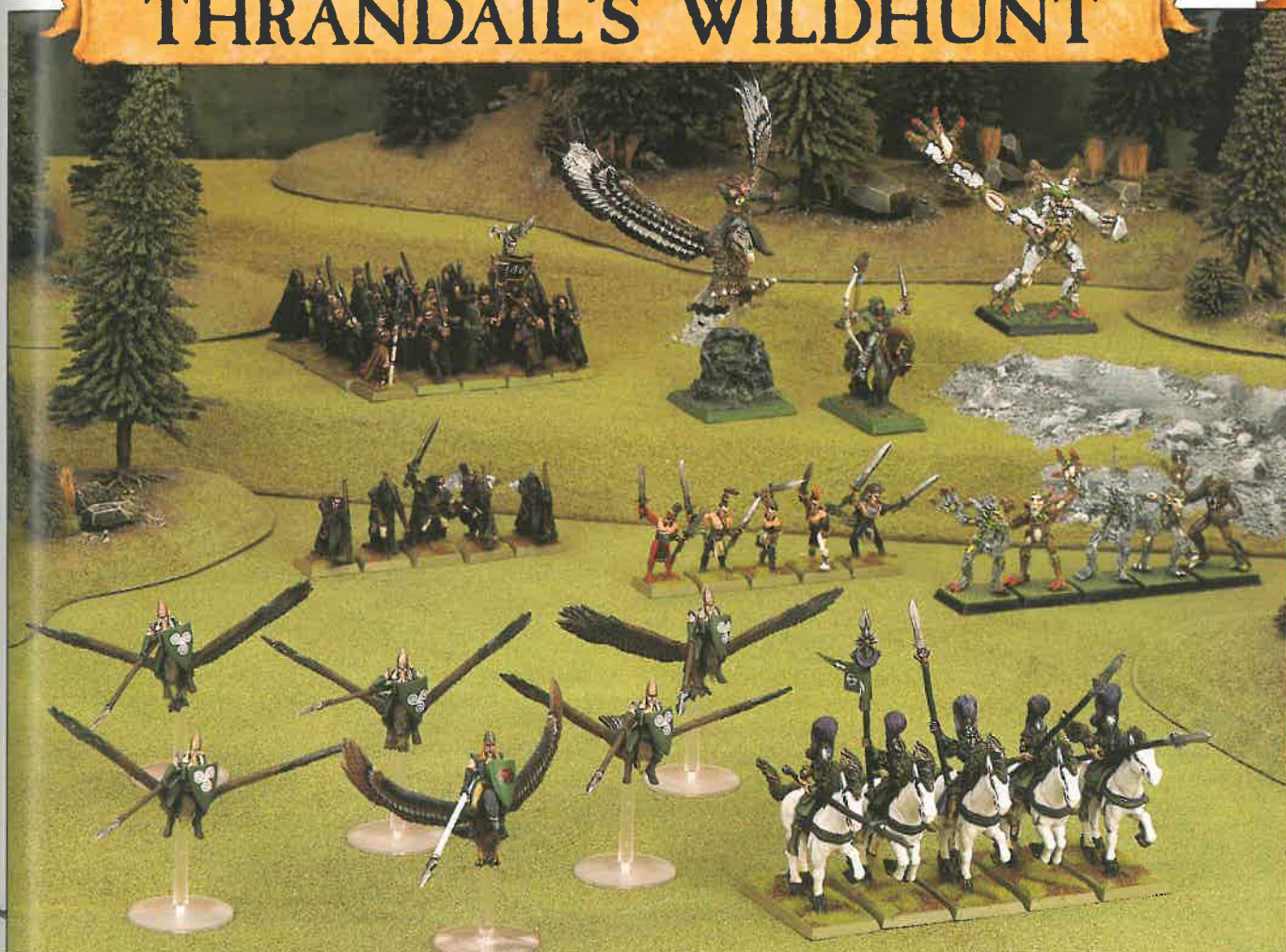
I'm planning to use these Wood Elves to defend my title in the next Staff Tournament and this game would certainly be a good test for them! Tuomas kindly agreed to try my army, but on condition that I threw in some more nasty magic items, because this battle report was supposed to show some "very competitive" armies – some people would say 'desperately sad'. So I unleashed my full beardiness. At the cost of a few archers, I replaced the *Shield of Ptolos* of the Warhawk Riders' champion with the *Black Gem of Gnar*, and the *Jade Amulet* of the Glade Riders' champion with the *Heart of Woe* (no Italian army is without one – Paul Sawyer)! Reading the amended list, a dark, evil, rather scary light appeared in Tuomas' eyes (no wonder the Chaos army is so hard!) and he declared his satisfaction. We both sat down to discuss the overall tactics for this army, and what would be a momentous battle against the might of David Cain.

THE TACTICS

Tuomas: The tactics for this army are quite classic for Wood Elves – hit hard and disappear! When commanding Wood Elves I usually try to set up a hill in the centre of the battlefield, preferably touching my table edge, and then put a wood right in front of it. On the hill I deploy the Archers, to give them a good sight of the battlefield, and with them all my flying units, so that they can charge anywhere, swooping over any intervening troops and terrain.

In the wood in front of the Archers I deploy the Waywatchers, creating a very strong defence for my vulnerable and

THRANDAIL'S WILDHUNT



expensive unit of archers. In this way, enemies often choose to go around the wood instead of taking the risk of going through it, and will waste more turns manoeuvring and exposing their flanks.

All the rest of the army consists of fast, manoeuvrable units, especially the Warhawk Riders with their 24" move, and the Glade Riders (in skirmish formation they can always use the 18" march move!). These units immediately go for the flanks and rear of enemy regiments, slowing them down (if you stay close enough they will be unable to march!) and forcing them to manoeuvre to face the multiple threats at their flank and back. The Wardancers have the same role and, for their lower cost, are expendable and perfectly capable of slowing down very strong opponents. The Treeman is great to stop big units with a low Strength value, but having more than five wounds, also makes a nice choice for a flank attack (it will cancel your opponent's rank bonus!), so I usually prefer an outflanking manoeuvre with him, rather than the 'frontal approach'.

The usual result of these tactics is quite close to General Custer's last stand at Little Big Horn: the enemy is in a big square in the centre of the battlefield, facing the Indians (Wood Elves) that are all around them, wearing them down with a persistent rain of well-aimed arrows before the final charge that will come simultaneously from all directions. Of course this is only true in a perfect world or in the dreams of a Wood Elf general – in reality, experienced players like David Cain have the despicable habit of utterly ruining your cleverest plans.

The only unit that is not all that manoeuvrable is the Dryads, who are normally deployed in a second wood (if available), already in position for a flank attack on any unit that is trying to go around the first wood and attack the Archers. If the Dryads are confronted by a powerful unit, my suggestion is to simply move them back into the wood and disappear from the sight of the enemy. In this way you usually gain one extra turn to shoot the dangerous unit!

Coming to the shooting phase, I have just one word of advice: concentrate your fire! Your first targets should be the enemy's missile troops and war machines, because Wood Elves are extremely vulnerable to missile fire (low Toughness and no armour – Treemen excluded of course!). If the enemy has no powerful missile capabilities, then go for a very strong unit/character with everything you have! As long as you don't let anything distract you, heavy cavalry, Slann, Stegadons, Giants, large monsters and anything like that (up to Toughness 6!) will definitely have a bad time! It's unbelievable what massed archery can achieve, especially if you top it up with tasty Wood Elf items, such as the *Hail of Doom Arrow* and the *Bow of Loren* (try it with a *Potion of Strength*!).

WARHAMMER ROSTER SHEET

THANDRAIL'S WILDHUNT

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Point Value
Thrandall ARMY GENERAL												
Warhawk Lance	5	7	7	4	4	3	9	4	10	2+	<i>Bow of Loren</i> <i>Potion of Strength</i> <i>Armour of Meteoric Iron</i>	267
	2	4	0	3	3	1	5	1	7	none		
Eol MAGE												
Steed	5	4	4	3	4	1	7	1	8	none	<i>Magic level 1</i> <i>Dispel Scroll</i>	92
Long bow, lance	9	3	0	3	3	1	4	1	5	none		
Eochin MAGE												
Long bow	5	4	4	3	4	1	7	1	8	none	<i>Magic level 1</i> <i>Destroy Scroll</i>	112
19 ARCHERS												
Longbows, hand weapons	5	4	4	3	3	1	6	1	8	none	<i>Standard & Musician</i> <i>Banner of Sorcery</i>	256
4 WARDANCERS												
2 hand weapons	5	5	5	3	3	1	6	1	8	none		
CHAMPION												
Additional hand weapon	5	6	6	4	3	1	7	2	8	none	<i>War Paint</i>	80
4 WAYWATCHERS												
Longbows	5	5	5	3	3	1	6	1	8	none		
CHAMPION												
Longbow	5	5	5	4	3	1	7	2	8	none	<i>Hall of Doom</i>	72
5 WARHAWK RIDERS												
Spears, shields	5	5	4	3	3	1	7	1	8	6+		
CHAMPION												
Spear, shield	5	5	5	4	3	1	7	2	8	4+	<i>Black Gem of Enar</i>	170
Warhawk	2	4	0	3	3	1	5	1	7	none		95
5 DRYADS												
	5	4	3	4	4	2	4	2	8	5+		175
4 GLADE RIDERS												
Lance	5	4	4	3	3	1	7	1	8	5+	<i>War Banner</i>	149
CHAMPION												
Lance, shield	5	5	5	4	3	1	7	2	8	4+	<i>Heart of Woe</i>	79
Steed	9	3	0	3	3	1	4	1	5	none		
DEEPROOTS, TREEMAN												
	6	8	3	6	7	6	2	4	8	5+		280
TOTAL											1,969	

MAGIC

Alessio: Magic is not a strong point for the armies of Loren (unless you are prepared to spend the points for a fourth level mage), so I went for a totally defensive option, with two cheap first level wizards equipped with a *Dispel Magic* scroll and a precious *Destroy Magic* scroll. I really love the background of the Colleges of Magic in Warhammer, so I always ask my opponent to allow me to use the distinctive Jade and Amber magic (*Beard alert! Beard alert! – Paul Sawyer*). If the opponent kindly approves, Eochin (my she-elf mage) will use one spell of the gentle, healing magic of all growing things. Her role fits this style – she will stay at the back with the Archers, as far as possible from the bloody melee. In contrast, Eol (a younger, more aggressive wizard) has the Amber powers of ferocious wildlife, the very soul of the hunt. And what a hunter he is! With his Elven steed and lance he is perfectly capable of routing small units of skirmishers!

It's not a wise choice, I know, to choose your spells from different decks, but it's so much more in the spirit of the forest! Last but not least, the *Banner of Sorcery* is there just to give some help to our two young mages, and the army is ready to face the forces of Mr. Cain – what a challenge!

TARIN-TIINO'S REZEPHAUR FROGS



THE SPAWNING

David: I must confess and state in my defence that it was the lure of Mr Sawyer's bacon and lard butties that convinced me to play this battle report and nothing else.

Having won 'Best General' at this year's Warhammer Tournament, Paul decided to bring me down a peg or two by setting me up for a spectacular fall. "You're going down this time, Cain," was his boast and knowing his penchant for sneaky tricks, I suspected the worst. In fact, I was actually on the point of declining. All my usual excuses were ready – I'm sick/mentally unstable, the wife won't let me play – when Paul played his trump card and the offer of the butties was thrown in. Well, what can I say – the flesh is weak.

The premise was a battle report fought under the same limitations imposed by Jervis Johnson for this year's Warhammer Grand Tournament. So on the day in question, I gamely (and foolishly as it turned out) arrived on the doorstep with a 2,000 point Lizardman army devised in what I thought was a fair and balanced manner (*you poor fool – Paul Sawyer*).

So leaving my shaving kit at home, I arrived at Lenton. After the traditional warm greeting (namely a slap around the ear), I was roundly regaled by Fat Bloke over my army selection. Apparently what he had wanted was a desperately cut-throat

game with Tournament-type armies designed purely to win, not forces out to win prizes for fair army selection. I began to get a bad feeling about this...

I was just about to sit down and scribble down army list number two when Paul just happened to drop into the conversation that I was to be playing two opponents! He had, he assured me, picked two relative beginners for me to face – Tuomas Pirinen and Alessio Cavatore. This wouldn't be Tuomas, 'Games Designer, Army Book author and Warhammer rules guru' Pirinen and Alessio, 'Italian Tournament and Staff Tournament winner' Cavatore would it? The bad feeling was getting worse by the minute!

I got a cup of coffee, half a bacon and lard butty (Paul was keeping the other half to make sure I finished the game) and twenty minutes to make some radical changes to my army. As I didn't know what army I would be facing, a not uncommon situation in Tournaments or other competitions, I had to make my army flexible enough to deal with whatever my opponents could throw at it.

I came up with the following – the fabled 'Rezephaur Frogs'.

I decided to lead my force with as high a level Mage-Priest as I could afford in a 2,000 point army. So was spawned the appropriately named Master Mage, Tarin-Tiino. Although costly in points terms, such a Mage-Priest combines the abilities of a general and spellcaster in one model and boasts excellent characteristics which make him quite effective in combat. I also made him the Army Standard Bearer so I could

give him (and therefore his bodyguard unit) the *Dread Banner*. To my mind there are two disadvantages in a Mage-Priest. Firstly, they are large models and can be picked out, even in a unit, by missile troops or artillery and secondly they are subject to Fear and Terror tests.

By giving him the *Dread Banner*, it negates the need for the more common Fear test and reduces the impact of Terror tests. In addition, since his bodyguard unit would be large, any regiments they defeated that were numerically smaller would break automatically – no Break tests required. This always comes in handy against good leadership armies or units with the *Crown of Command*. For some added protection I gave him the *Jade Amulet* and armed him with the *Skull Wand of Kaloth*, so he would have a chance to slay even the most powerful of monsters on a failed Leadership test. Finally, I equipped him with the *Crown Of Command*, an outrageous item when used in Lizardmen forces and one which will lose you what mates you have left if you try it in friendly games (*are these those special friends that no-one else can see?* – Paul Sawyer).

Tarin-Tiino's bodyguard consisted of twenty Saurus warriors including a Saurus hero, armed with the particularly nasty combination comprising the *Sword Of Swift Slaying* and the *Potion of Strength*. I wanted someone to strike first if my general's unit was charged, by cavalry for example, and Tinciwinci (it's my kids that watch the Teletubbies – honest!) fitted the bill. He could also accept challenges on behalf of his Lord if I wished. The combat potency of this unit was frightening and should stand up to Bretonnian cavalry, Demon Princes or whatever other elite combat troops my devilish opponents chose to field.

This combined unit would form the fulcrum of my army around which the lesser Lizardmen would swarm.

However against a numerically greater army, a single elite regiment is never sufficient. It can easily be out-manoeuvred and flanked. To this end I wanted another strong regiment to take the fight to the enemy. I therefore selected a large unit of Skinks and included in their ranks two Kroxigors. These units are ideal fighting formations since the Skinks give the rank and banner bonus while the Kroxigors deal out the damage. To lead them I chose a Skink champion carrying the much maligned *Black Gem of Gnar* (*is it me or has it gone cold in here?* – Paul Sawyer).

A number of armies can field fast moving, skirmishing cavalry, such as Kislev Horse Archers or Wood Elf Glade Riders, which can quickly encircle your advancing troops and attack your lines from behind. To prevent this happening I wanted a couple of imposing units to block off both my flanks. To fulfil this duty I plumped for a Stegadon (you can't get much more imposing than that!) and a regiment of three Kroxigors. These creatures excel at this role, since their high Toughness and Wounds means they are fairly resilient, and equipped as they are with double-handed weapons, they are more than capable of dealing out their fair share of death and

WARHAMMER ROSTER SHEET

REZEPHAUR FROGS

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Point Value
Mage Tarin-Tiino MASTER MAGE-PRIEST AND STANDARD BEARER	4	5	4	6	5	6	5	6	9	4+	Crown of Command, Skull Wand of Kaloth, Jade Amulet, Dread Banner	620
Ratatouil SKINK SHAMAN	6	2	3	3	3	1	5	1	6	6+	Magic level 1 Dispel Scroll	81
23 SAURUS WARRIORS Hand weapons, shields Tinciwinci HERO	4	3	0	4	4	1	1	2	8	4+	Banner	360
Hand Weapon	4	5	0	5	5	2	3	4	9	5+	Sword of Swift Slaying Potion of Strength	117
16 SKINK WARRIORS Short bows Hunclori CHAMPION	6	2	3	3	2	1	4	1	6	6+	Banner	185
Short bow 2 KROXIGORS	6	3	4	4	2	1	5	2	6	6+	Black Gem of Gnar	46
5 SKINK WARRIORS Poison javelins, shields	6	2	3	3	2	1	4	1	6	6+		30
4 SKINK WARRIORS Poison javelins, shields Pogldoti CHAMPION	6	2	3	3	2	1	4	1	6	6+		30
Poison javelins, shields	6	3	4	4	2	1	5	2	6	6+	Heart of Woe	46
3 KROXIGORS	6	3	0	5	4	3	1	3	9	4+		135
TERRADON 2 SKINK WARRIORS Short bows, spears	2	3	0	4	4	1	2	1	3	5+		42
6	2	3	3	2	1	4	1	6	5+			
STEGADON 4 SKINK WARRIORS Short bows	6	2	0	7	6	6	2	5	6	4+	Banner of Might Giant Bow	295
6	2	3	3	2	1	4	1	6	5+			

TOTAL 1,987

destruction. If you

also take into account their high Leadership, which means they can operate outside the General's sphere of influence, then you have almost perfect flank support troops.

To round off the army, I invested in two small units of skirmishing Skinks (named Bronze and Gold Swarms) to range out in front of my lines and hopefully get in the way of my opponent's advancing troops. One of these units was led by a champion carrying the sneaky *Heart of Woe* (*oh dear, oh dear, oh dear...* – Paul Sawyer).

In came a single Terradon to either draw out Fanatics or pick on vulnerable war machine crews, depending on which army Tuomas and Alessio decided to command. And last but not least a Skink shaman, with a *Dispel Magic* scroll to bolster my meagre magical abilities.

All in all, a pretty beardy/sad army. However, I felt it fitted Paul's requirement of an army designed purely to win. Apprehension set in as everyone looked at my opponents' army list, sniggered and made cut throat gestures in my direction! My bad feeling was getting worse and worse.

Just to reinforce my already gloomy predictions, it appeared there had been a 'leak' somewhere (*can't imagine where from, snigger, snigger...* – Paul Sawyer) and my opponents were well aware I was bringing Lizardmen and had designed a perfect frog-killing army.

Gordon Davidson going past singing "Cheerio, Cheerio" didn't help my spirits much either. Still, as a supporter of the Scotland football team, I was well versed in hopeless situations...

THANDRAIL'S WILDHUNT

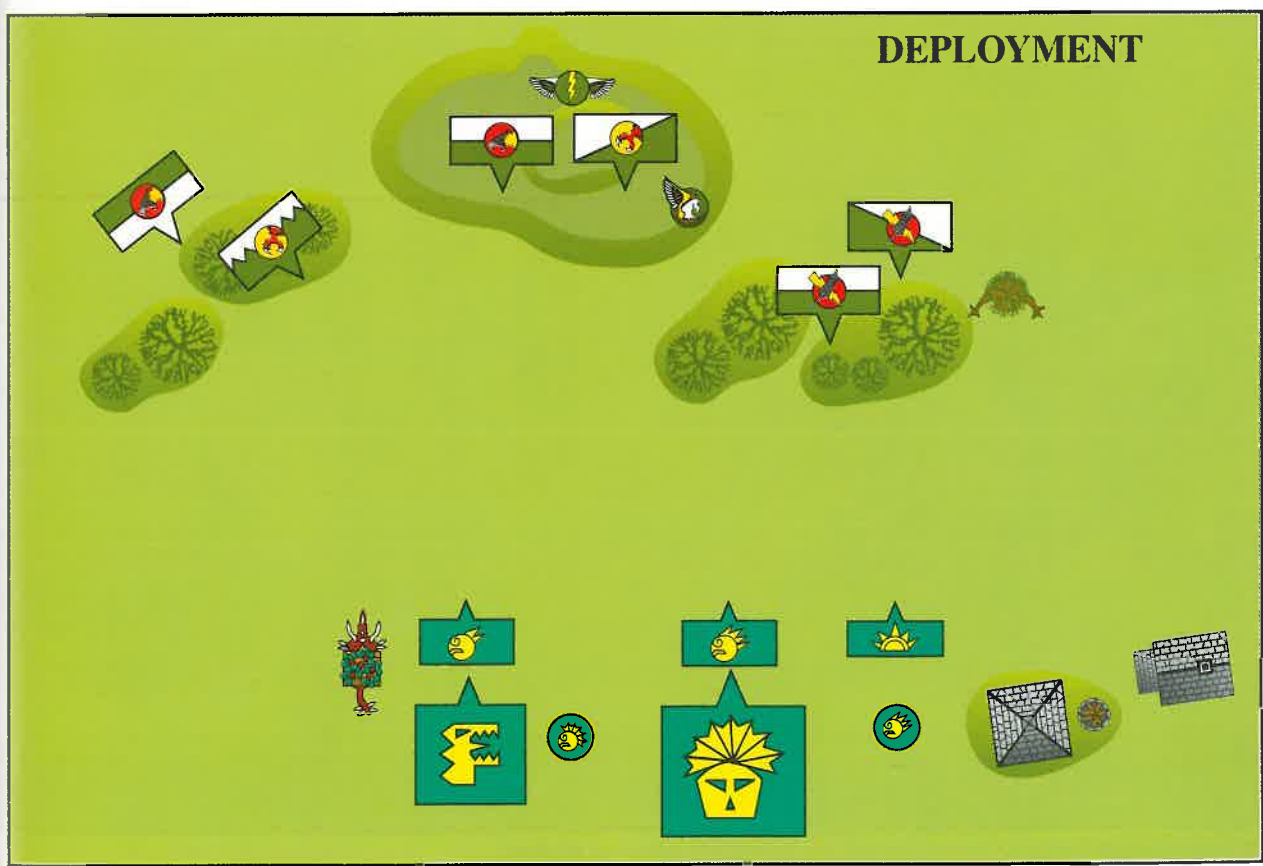
-  5 Wardancers
-  19 Archers with Eochin, mage
-  5 Glade Riders with champion
-  5 Waywatchers with champion
-  5 Dryads
-  5 Warhawks with champion
-  Mage on Steed
-  General on Warhawk
-  'Deeproots', Treeman



TARIN-TINO'S REZEPHAUR FROGS

-  'Gold Swarm' 5 Skink Warriors
-  'Bronze Swarm' 5 Skink Warriors with champion
-  Skink Shaman
-  Terradon
-  18 Skink Warriors, a champion and 2 Kroxigors
-  Slann Mage-Priest, 19 Saurus Warriors, and a champion
-  Stegadon
-  3 Kroxigors

DEPLOYMENT



LIZARDMEN TURN 1

The shrieking Terradon flew towards the Wood Elf host, and landed near the Treeman Deeproots. Its presence meant that the Wood Elves would be hampered in their attempts to manoeuvre to meet the Lizardman onslaught.

Gold Swarm moved 8", closely followed by the huge Saurus unit marching alongside the Slann Mage-Priest, while the other Skink unit swarmed 12" forwards to get to grips with the enemy as soon as possible.

The Kroxigor and Skink unit moved their full 12" towards the archers on the hill. The Stegadon followed slightly behind the rest of the army, ready lend its considerable strength where it was needed.

In the shooting phase the Skinks atop the Stegadon took aim with their giant bow and let loose towards the Archers. The huge missile sailed through the air, but fell just short, burying itself five feet deep in the ground.

As there was no hand-to-hand combat, we moved straight to magic. The Slann lazily lifted one finger and summoned the

"The Slann lazily lifted one finger and summoned the awesome power of the Fiery Convocation to engulf the Warhawk Riders."

awesome power of the *Fiery Convocation* to engulf the Warhawk Riders. Sensing the impending danger, Eochin, the Wood Elf mage, opened his *Destroy Magic* scroll. Reading aloud from the scroll he scattered the enchantment to the winds of magic, and erased the spell from the mind of the cold-blooded amphibian. Both sides stored two cards and prepared for the first Wood Elf turn.

WOOD ELF TURN 1

The Wood Elf turn began with the screeching of Warhawks as they charged the Terradon, enveloping the beast completely.

Following the orders of their captain, the Glade Riders broke into skirmish formation and entered the wood ahead of them, making sure that they would not be seen or charged.

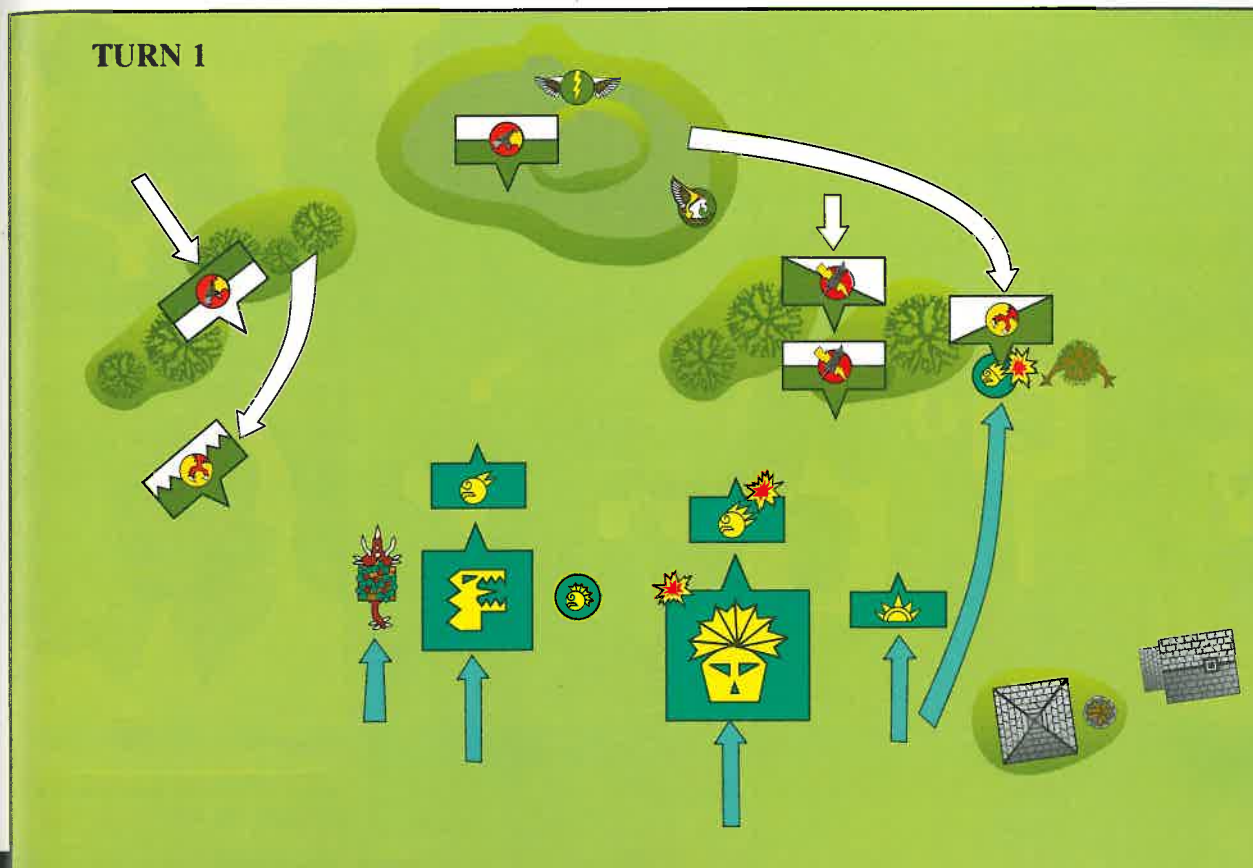
The shooting phase started as the Wood Elf Archers unleashed a storm of arrows, picking out the huge bloated Slann from the ranks of his unit.

Fourteen arrows found their mark, but none of them could penetrate the mystical shield around the Slann, and the bloated creature emerged unscathed, and evidently had not even stopped contemplating the geographical calculation which it had started three months ago.



As the Lizardman battleline surges forward, the Wood Elves attack on the flank.

TURN 1



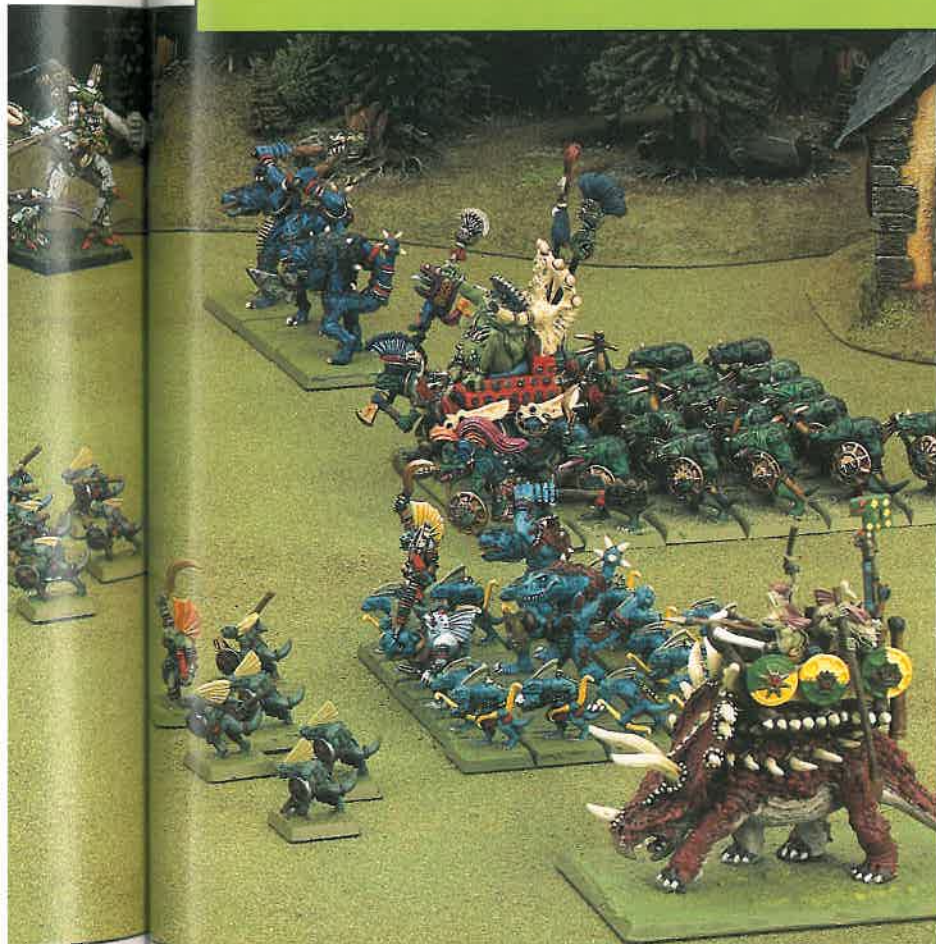
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The Wood Elf general followed the example of his men, and sent four arrows from his *Bow of Loren* towards the Slann. But yet again the Slann was unharmed, much to the dismay of the Wood Elf lords Cavatore and Pirinen.

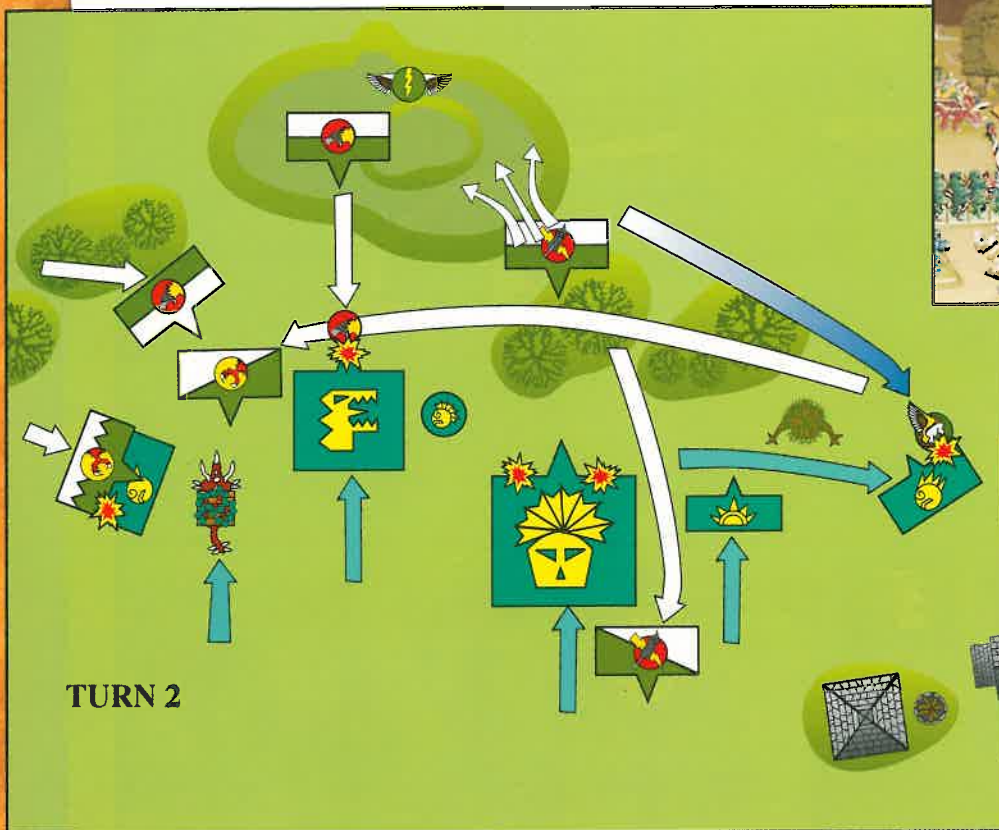
Lastly the Wood Elf mage took careful aim, let loose towards the huge toad, managed to hit and wound it, and penetrated the Shield of the Old Ones as well! The Slann was forced to use its *Jade Amulet*. The wizard glanced at the proud (and now very pale) Wood Elf lord Thrandail, who had always thought of himself as the greatest archer in Loren, and smiled.

The Waywatchers then picked the Skinks shielding the huge Saurus unit as their target, and cut down three of them with their arrows, but the small Lizardmen did not panic.

The melee between the Warhawks and the Terradon was a short one, as the Warhawk Rider champion skewered the creature with his spear, and it plummeted down, mortally wounded.

In the magic phase Eol read the incantation *Flesh of Stone*, which would have doubled the Toughness of the Wood Elf general. But the Skink shaman read his *Dispel Magic* scroll to dissipate the enchantment.

The other Wood Elf mage followed with the *Flying Bower*, but David threw down a dispel card, and made his roll.



Alessio measures the huge move of the Warhawks...



...then deliberates how to best use his magic this turn!



Summoning the power of Jade Magic, the Wood Elf mage flies across the battlefield into the advancing Skinks.

LIZARDMEN TURN 2

The hissing Kroxigors charged the Waywatchers, but deciding that the battle was hopeless, the guardians of the paths fled through the woods.

The other Lizardmen advanced, getting ready to charge the Wood Elves in their next turn. Gold Swarm closed on the Wardancers, while the huge Saurus regiment led by the Slann trundled along towards the Wood Elf lines, and the Kroxigor and Skink unit drew ever closer to the Wood Elf archers.

The Skinks atop the Stegadon unleashed a hail of javelins at the Wardancers, but to no avail; the supernaturally agile warriors dodged the poisoned missiles without missing a step in their strange, ritualistic dance.

The Slann raised his arms and croaked the incantation of *Hand of Glory*. The Wood Elves failed to dispel this, and thus any chance of breaking the Lizardman army became even more remote than before.

WOOD ELF TURN 2

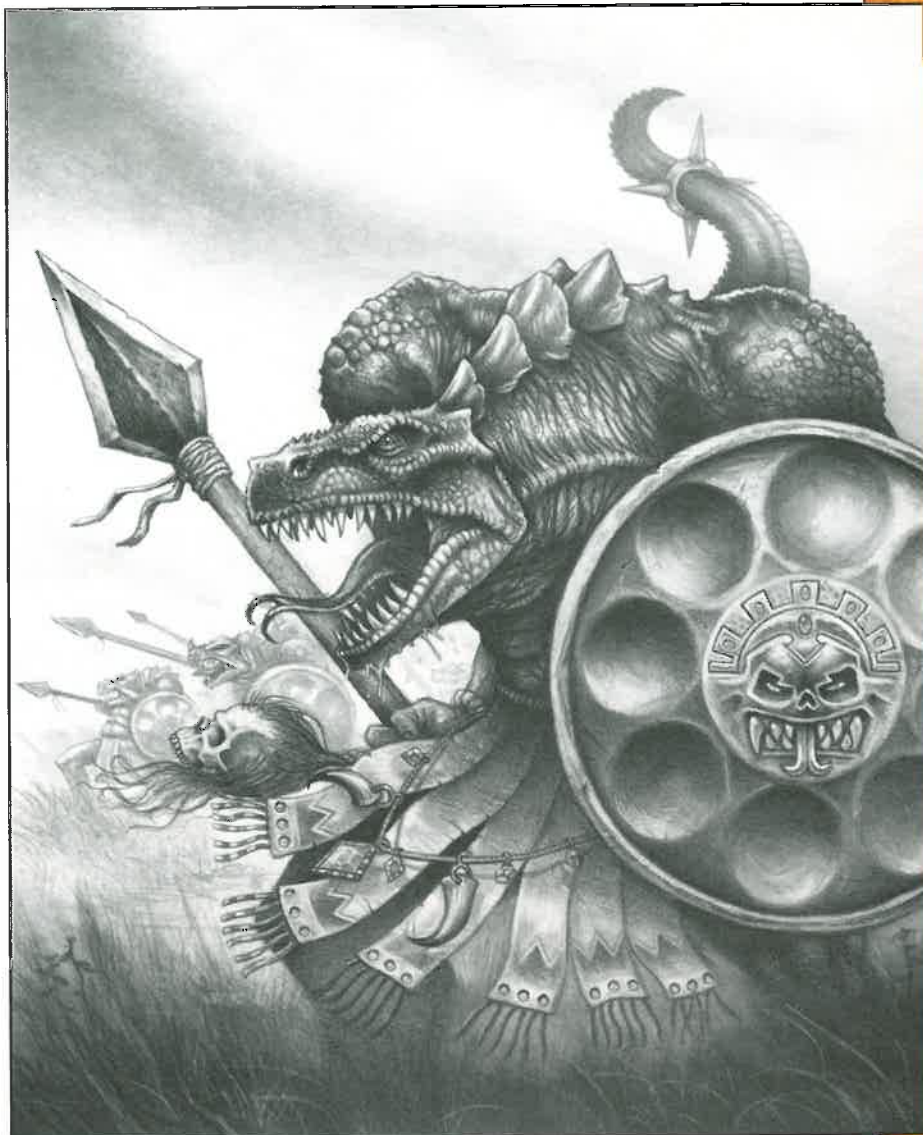
The Lizardman host was now dangerously close, and it was time for the Wood Elves to start fighting. The Wood Elf general produced a flask from his robes and drank deeply from it. The energies of the *Potion of Strength* coursed through his veins and lent strength to his arms as he nocked an arrow on his *Bow of Loren*.

The leaping and bounding Wardancers charged the Bronze Swarm in front of them. The Dryads emerged from the woods and charged the Skink unit with the two huge Kroxigors, but their charge fell just short.

The Waywatchers, who had fled from the Kroxigors in the previous turn, rallied at the foot of the hill, and turned to face their foes once more.

“The Wood Elf Archers followed the example of their lord, and once again arrows rained on the Slann...”

The Warhawk Riders hurried through the skies to interpose themselves between the Stegadon and the rest of the Wood Elf army. As David knew that their champion carried the *Black Gem of Gnar*, it meant that the Stegadon could ill afford to charge the Warhawks. The galloping Glade Riders rode behind the Saurus Warriors, preparing to charge the lizards in the back. Now the Wood Elf shock troops were in place to charge the Lizardmen from all sides.



In a desperate effort to save the archer unit, the Wood Elf mage left the unit, ready to receive the charge of the Skinks and Sauruses alone. This noble sacrifice would buy the archers a bit more time and allow Wood Elf reinforcements to race to help the unit threatened by the Skinks and Kroxigors.

In the shooting phase the General released four Strength 7 arrows from the Bow of Loren, and managed to cause two wounds on the Mage-Priest. The Wood Elf Archers followed the example of their lord, and once again arrows rained on the Slann, causing two more wounds. The Lizardman general was now dangerously wounded.

In hand-to-hand combat the Wardancers, unleashing the *Whirling Death*, slaughtered the Skinks, leaving no Lizardmen standing. The champion of the Wardancers made a full somersault to celebrate his victory, severing the head of the Skink leader in the process.

Calling upon the power of Jade Magic and *Flying Bower*, Eochin transported himself across the battlefield to engage the Skinks on the Lizardman right flank.



As the Skinks and Kroxigors clash with the huge block of Wood Elf archers, they find themselves assailed from all sides.

LIZARDMEN TURN 3

The Skinks and Sauruses charged the wizard, and much to the horror of the Wood Elf generals, she failed the Fear test! Tuomas and Alessio were forced to throw down their Lucky 7 card, so the wizard would hold.

The unit of Kroxigors made the earth shake as they charged the Treeman Deeproots. Now the battle of the giants would begin.

Having been skewered with so many arrows, the Slann headed into the woods to contemplate his mathematical calculations without the distraction of the Wood Elf archery.

“In hand-to-hand combat the Wood Elf wizard killed the Skink champion, whose Heart of Woe exploded, shredding the remaining Skink and the Wood Elf mage to bloody rags.”

Determined to rid themselves of the Warhawk riders, the crew of the Stegadon let rip with their javelins and the great bow, but only managed to cause one wound and that was saved.

In hand-to-hand combat the Wood Elf wizard killed the Skink champion, whose *Heart of Woe* exploded, shredding the remaining Skink and the Wood Elf mage to bloody rags. The shards wounded the Treeman as well, but Tuomas managed to make the save (the Treeman would have suffered five wounds otherwise!).

The battle between the Treeman and Kroxigors made the whole battlefield tremble as the giant creatures struck each other, but in the end neither side suffered any wounds.

Meanwhile the Wood Elf mage faced the awesome might of the Skinks and Kroxigors alone. The champion of the Skink unit issued a challenge to the Wood Elf wizard, and having no

other option the Elf maiden accepted. No wounds were caused and the wizardess broke, fled and was chased down. The pursuit move of the Lizardmen brought it in contact with the Wood Elf Archers.

The magic phase granted eight cards, and the Slann cast *Deadlock* to negate the *Black Gem of Gnar*, but the Wood Elves managed to dispel the spell.

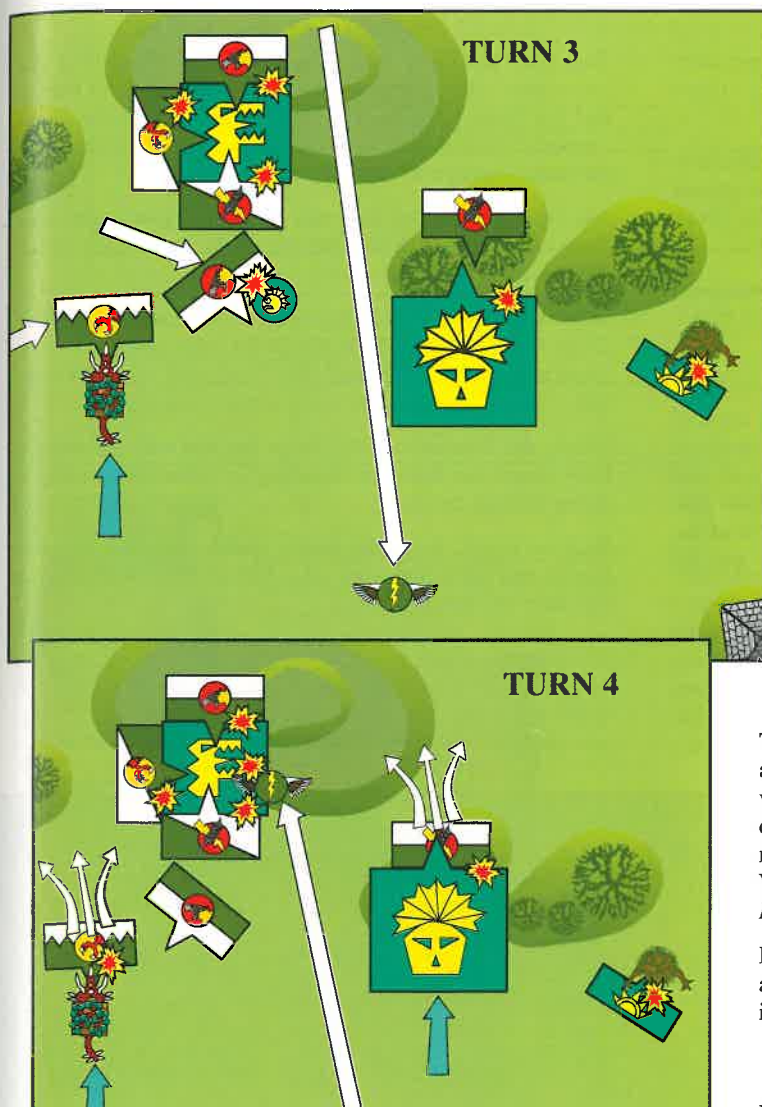
The Skink shaman then followed with *Destruction*, but Tuomas managed to dispel it with a roll of 6!

WOOD ELF TURN 3

Desperate to relieve the Archers, both the Warhawks and Glade Riders charged the Kroxigors and Skinks. They both passed their Fear tests and thus started the game's longest and most bitter combat.

The whirling Wardancers gave an unrivalled show of their athletic capabilities, as they bounded over the ground to interpose themselves between the Stegadon and the rest of the Wood Elf army. The stealthy Waywatchers entered the wood where the Slann and his unit hid. Notching their arrows, the Waywatchers set their sights on the Slann, who had seemingly fallen asleep, surrounded by his Saurus bodyguard.

In the shooting phase, the Wood Elf general shot at the Saurus unit, but failed to cause any wounds. The Waywatcher champion sent the deadly *Hail of Doom* arrow through the air.



Wood Elf generals Pirinen and Cavatore forgot to dispel the *Hand of Glory* (mainly due to the game being halted for lunch and because the players were ravenous!).

LIZARDMEN TURN 4

The fourth Lizardman turn began with the gigantic Stegadon charging the Wardancers, eager to get stuck into the fray. Still exultant over their previous victory over the Skinks, the Wardancers refused to give an inch of ground.

The Slann Mage-Priest and his Saurus bodyguard then charged the Waywatchers, forcing these elite archers to flee once again. Unable to catch them, the Saurus were left in the middle of the forest.

As there was no other movement and no shooting to resolve, we moved straight into hand-to-hand combat.

Following the command of their champion, the Wardancers changed the tempo of their dance into *Woven Mist*, making the combat a draw with no blows being struck.

The huge struggle between the Kroxigors and Skinks against the combined Wood Elf host claimed more victims. The Glade Riders killed two more Skinks, as did the Warhawk Riders. In return the Kroxigors mauled one Wood Elf Archer to death. Again the Wood Elves won the combat, but because of the *Hand of Glory* the Lizardmen stubbornly held.

In the magic phase the Slann Mage cast *Deadlock* and robbed the Wood Elf general's *Bow of Loren* of its power.

WOOD ELF TURN 4

Raising his lance high above his head, the Wood Elf general yelled his warcry and charged the Skinks and Kroxigors, eager to lend his strength to that combat.

The Waywatchers rallied once again at the foot of the hill, while the Dryads turned to face the main combat.

There was no shooting (quite a novelty for Wood Elves), so we moved to combat. The Wardancers managed to disgrace themselves badly, the Stegadon trampled two of them underfoot, and the Wardancers failed their Break test.

The Treeman landed two massive blows on the last Kroxigor opposing it, but time was running out. Deeproots would have to finish off his opponent very soon.

The Wood Elf general levelled his lance and struck the Kroxigors. The lance splintered, but managed to cause two wounds. The Wood Elf champion, heartened by the example of his lord, cut down the wounded Kroxigor. Warhawk Riders completed the slaughter by killing three Skinks and the archers killed another three. But the *Hand of Glory* kept the remainder of the Lizardman unit intact.

The magic phase ended with the Wood Elves dispelling the *Hand of Glory*. Now the host of Loren finally had a chance to break the stubborn unit of Skinks and Kroxigors.

The magical arrow multiplied into nine shafts and one of them penetrated the *Shield of the Old Ones* to wound the Slann. The other Waywatchers were not so lucky, so the Slann was still left with one wound!

The struggle between the Treeman and the Kroxigors continued as the mighty Deeproots crushed one of the giant lizards into an unrecognisable pulp. In return the Treeman was wounded by one of the bronze axes, leaving sap flowing from its side.

The huge battle between the Kroxigor and Skink unit and the Glade Riders, Warhawks and Archers began. The Skink champion issued a challenge, but was slain by the Warhawk-mounted Elf champion. The Glade Riders struck, cutting down six Skinks and trampling them underhoof. The Warhawk riders didn't do as well, and managed to wound only one Kroxigor, and even that wound was saved. The hawks themselves did marginally better, slaying one Skink. In response the Kroxigors and Skinks slew four Archers. In the end the Lizardmen lost badly, but the *Hand of Glory* kept them fighting.

The magic phase granted twelve cards, but as both of the Wood Elf wizards were dead, no spells were cast. But the

LIZARDMEN TURN 5

There was no movement or shooting as the Lizardmen were either engaged in combat or out of sight, so it was time to fight again.

The Treeman, exhausted from the battle, failed to cause any wounds and in response the huge Kroxigor struck a splinter off Deeproots and won the combat. Luckily for the Wood Elves the Treeman passed its Break test.

The Stegadon killed one Dryad and the crew wounded another. The Dryads failed to cause any wounds, and broke, fled, and were chased down by the Stegadon.

The huge battle between the Lizardmen and the cream of the Wood Elf army finally came to an end. Without the *Hand of Glory* the Lizardmen were doomed. The last of the Kroxigors and Skinks were cut down, save for one Skink who broke and fled towards the forest where the Slann Mage-Priest was hiding from the Wood Elf arrows. The Warhawks and the Glade Riders followed, and the pursuit move of the Elf cavalry brought them in contact with the Saurus unit.

In the magic phase the Slann moved the *Deadlock* to affect the *Heart of Woe* of the Glade Rider champion, and summoning all his remaining strength the Slann cast the *Hand of Glory*, but with a roll of six the Wood Elves dispelled this spell which had hindered them throughout the game.

WOOD ELF TURN 5

This was the final turn! The Warhawks moved to the unoccupied table quarter to grab 100 precious Victory Points, and the fleeing Wardancers rallied. The other Wood Elves remained where they were, for they had no chance of affecting the battle anymore.

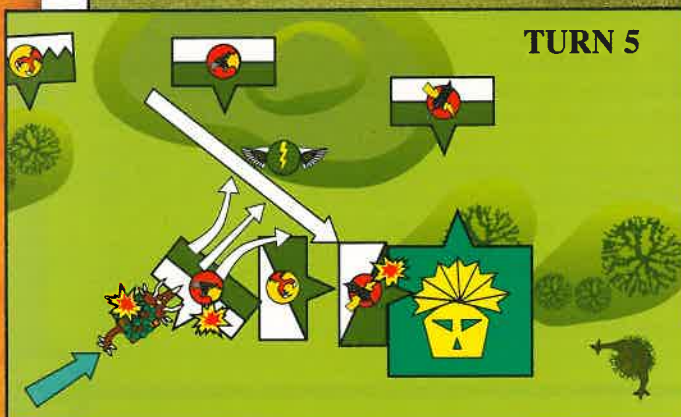
The Wood Elf general shot with his *Bow of Loren* one more time, and managed to pick off one of the Skink crew of the Stegadon.

In close combat the Glade Riders decided to use their Feigned Flight ability rather than risk a hopeless fight against the main Lizardman unit. They passed their Leadership test, and were safe.

Finally the Treeman raised its huge fist, and with one mighty blow struck the Kroxigor, breaking its spine and sending it flying through the air.

With no magic, the game finally ended. The cost for both armies had been high, but who had won? It was time to calculate the victory points.

VICTORY POINTS
Wood Elves: 666
Lizardmen: 504



The Wood Elves close in for the kill...

APPENDIX TWO: WARHAMMER TOURNAMENT 'VP100' SYSTEM

The following Victory Chart replaces the one shown on page 40 of the Warhammer Battle Book.

Each enemy unit either destroyed, fleeing or having fled the table	Victory points = points value eg, if the unit originally cost 325 points, it is worth 325 victory points.
Each full table quarter wholly occupied by your own side	100 victory points
Enemy general slain, fleeing, or having fled the table	100 victory points, in addition to any points already earned for the general as a destroyed, fleeing or fled unit
Each unit standard captured and held at the end of the battle	100 victory points
Army battle standard captured and held at end of battle	200 victory points
For each card vetoed by opponent	100 + (cost of item) victory points
Opponents bid to get to move first or second	0-1,000 victory points in multiples of 100 (i.e. 100 points, 200 points, 300 etc.)



COMMISERATIONS

David: 666 victory points – quite appropriate for a couple of devilish opponents.

That was a great laugh. I think it was their army choice that won the game – I felt bad about including the *Black Gem* and *Heart Of Woe*, but with one

on a Warhawk and the other on a Glade Rider, they certainly out-bearded me there.

They had used their knowledge that I would be fielding Lizardmen to great advantage. All their troops, with the exception of the unit of archers, were small, highly mobile units and I knew that I would only get into combat situations on their terms. And so it proved, with my elite Saurus Warrior and Mage-Priest unit doing nothing for the whole game. Not a great return on such a huge investment in points.

With their greater speed and mobility, it was going to take a lot of luck or a serious mistake by my opponents for me to get much out of this game. But this was to ultimately prove a vain hope, for the luck balanced itself out, and Tuomas and Alessio are both far too good players to make mistakes of the scale I needed to capitalise on.

There were of course some moments when my hopes were raised. The Treeman being caught in the blast from the *Heart Of Woe* was one. But Tuomas cruelly dashed my hopes with a successful armour save and just to rub salt into the wound we rolled a dice to see what would have happened had he failed. I rolled a 5 and this would have left the Treeman clinging to his roots with a single wound.

A failed Fear test would have let me charge into the archers before they were reinforced by the Warhawks and Glade Riders, but Tuomas remembered the 'Lucky Seven' card to change his dice roll of an 11 into a successful pass. But this was more than evened out by the poor to hit rolls from Tuomas (particularly with the Treeman) and poor armour save rolls from Alessio (particularly with the Dryads).



I also had some minor successes. Because I knew they had a *Destroy Magic* scroll I deliberately sacrificed the good spell *Fiery Convocation* to make sure I kept what turned out to be the nearly game saving *Hand Of Glory*. When my large Skink unit had to charge the lone Wood Elf mage, expertly sacrificed by Alessio, I used a challenge from my lowly champion to prevent her being slain by the Kroxigors. This got us into a rather farcical situation where Tuomas and Alessio wanted her slain and I wanted my champion to miss. As it turned out, I did indeed fail to kill her and so was able to pursue her straight into the Archer regiment cowering behind. But once again balance was restored, this time by the skillful play of my opponents with their flawless use of small skirmishing regiments to continually block my avenues of charge and march. The champion on the Warhawk with his *Black Gem* alighting right in front of the Stegadon was a killer.

Would I have done anything different? In hindsight, during the protracted combat between the Skinks, Archers, Glade Riders & Warhawks, I should have concentrated my attacks on the cavalry and flyers in an attempt to wipe them out and gain some valuable victory points. Instead I rather wasted my time in thinning out the ranks of the archers.

Had I known I was to be facing Wood Elves, I would have certainly plumped for Skink Cold One Riders and more Terradons to try to reduce the clear manoeuvrability advantage of the Wood Elves. I would definitely have taken the *Ruby Chalice* to minimise the effects of the Wood Elf archery and possibly looked to use the *Storm Banner*.

All things considered though, this was a somewhat strange game but no less enjoyable for that. Despite the 'hard' armies being used, the game was played in a really humorous manner with no disputes at all. In fact Jervis, who was supposed to be the impartial arbitrator, was never called in once. At some times the game drew a rather intrigued audience, although I must admit I could have done without Gordon cackling away in my ear (*that's his normal mode of speech* – Paul Sawyer).

Still, hopefully one day I can return and reap my revenge. Destiny lies before me – unlike the other half of the bacon & lard booty which Paul scoffed – and given the opportunity, my time shall come again. What of the present? I think I'll go home and stick pins into my Tuomas and Alessio dolls!

FOR THE ALLIANCE!



Tuomas: Phew! We just managed to pull off a marginal victory! My hands are still shaking, and my nerves are in tatters (*and I suppose this has nothing to do with the empty Vodka bottle by your desk?* – Paul Sawyer). Looking at the battle now, I have to say that the Wood Elf host was lucky.

If we hadn't saved the damage of the *Heart of Woe* with the Treeman's unmodified save... If we hadn't dispelled the *Destruction* spell... If David had destroyed just one more unit... If the Slann and his Saurus unit had made it to combat... Any one of these, and countless other factors, would have cost us the game if we'd been less fortunate.

We had so many advantages, like knowing beforehand which army David was using, and having seen him play in several Grand Tournaments. All these helped us in our monumental task of defeating David's Lizardmen. Tactics did help, too: the spawn of the Old Ones were almost completely encircled by the Wood Elves. This allowed us to pick our fights and hit the Lizardmen in the flank and back with the charges, negating the rank bonuses of the Lizardman units. Shooting did prove a bit disappointing, however. Despite our best efforts we failed to kill the Slann Mage-Priest, and in general we caused pitifully few casualties on the Lizardman host.

The battle between the Warhawks, Archers, Glade Riders and the Kroxigors and Skinks was the turning point of the battle. In the end the intervention of the Wood Elf general tipped the balance in the favour of the Wood Elves before the Kroxigors could maul the Archer unit completely. This saved many precious Victory Points and the game itself!

Victory and defeat aside, this game really showed that even very competitive games can be fought without grief and gnashing of teeth. The whole game was fought in a humorous atmosphere, with very few rules queries, and any disputes were quickly solved with a dice roll.

My congratulations go to Dave for putting up such tough opposition under very difficult circumstances indeed. He truly deserves his place amongst the ranks of the finest Warhammer generals of all time!



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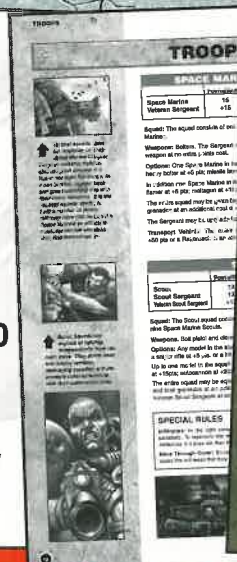
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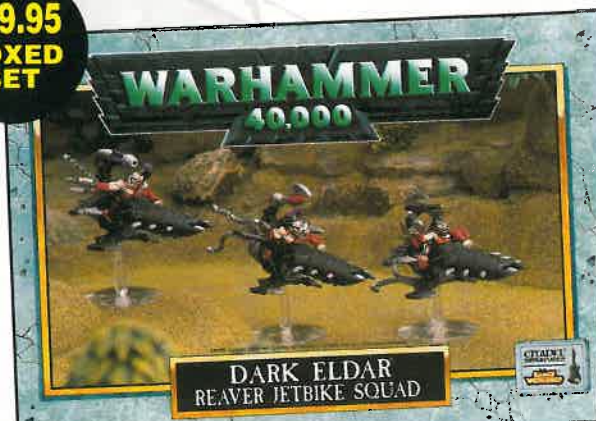


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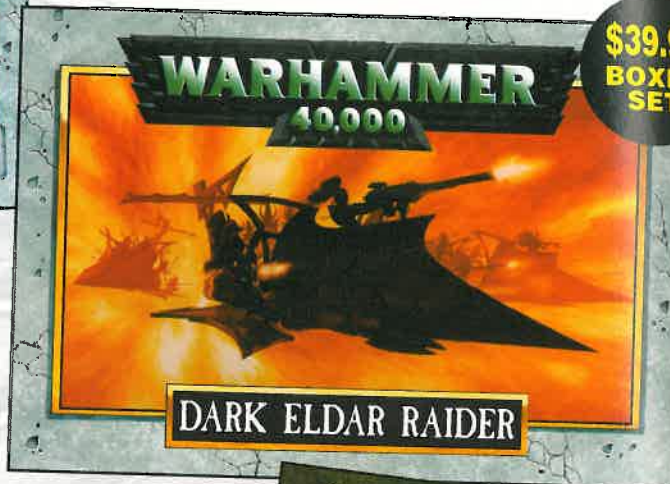
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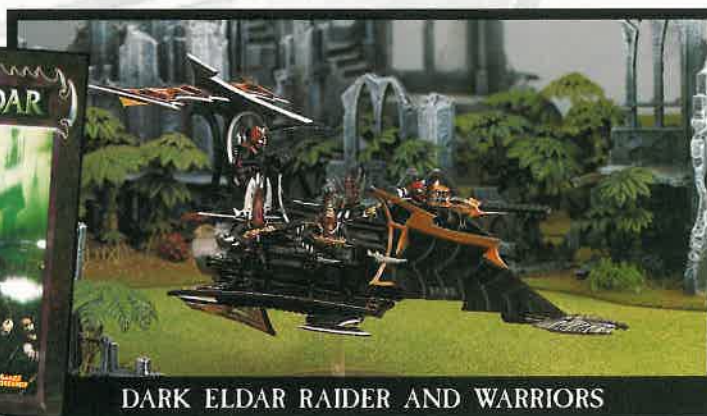


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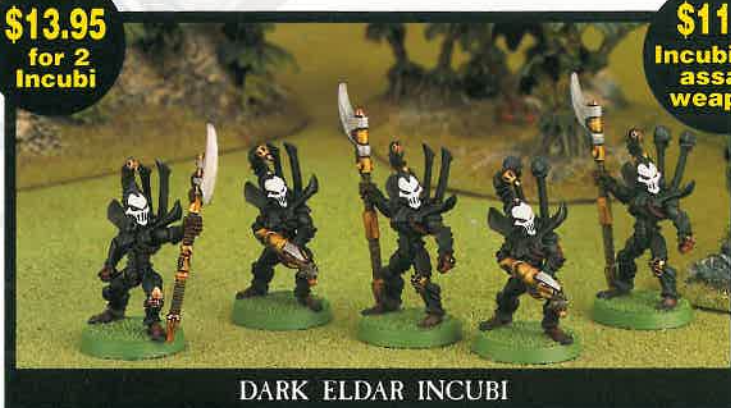


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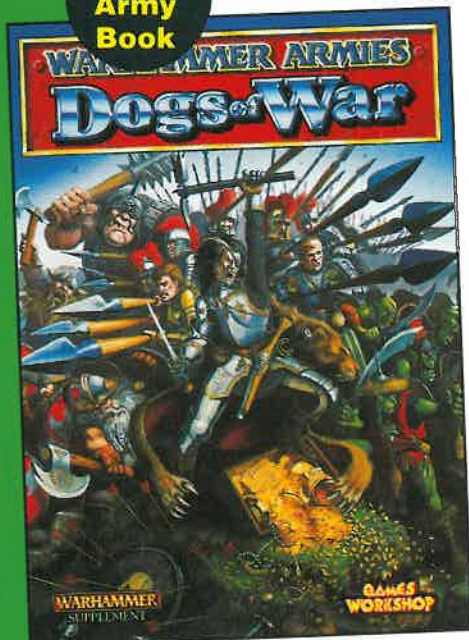
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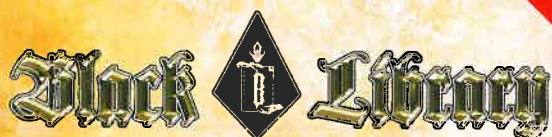
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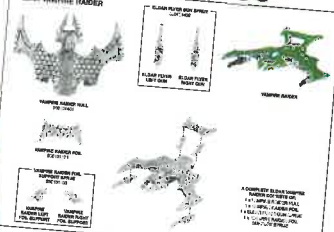
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