

WHITE DWARF

Black Goblin



- **Empire vs Goblins**
Warhammer battle report!
- **Collecting Goblins**
is easy - it's official!
- **WH40K Death Company**
army list!

FREE! *Arena of Blood*
Dark Eldar Wych gladiator game

**GAMES
WORKSHOP**

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In the Grim Darkness of the Far Future there aren't enuff Gobbos!

RAINING DEATH! 24

If you love the new plastic Space Marine models then you'll go mad for these Assault Marines. And look out for the new plastic Goblins too!

BLACK SCOURGE 28

Now this is more my style! The Wyches and Scourges look great and the 'ooge Talos is dead 'urty.

48 HOURS 34

Nick Davis rants on a bit about his new Dark Eldar army. Can't see what all the fuss is about, dey ain't green!

ARENA OF BLOOD 46

Once you've got your Wyches why not try them out first in the arena? I likes a good punch up (particularly when its someone else gettin' hit) and this great free game is the just business.

THE BLACK RAGE 50

This month there's a great new Death Company special character released as well as more of the awesome Death Company Space Marines.

CHAPTER APPROVED 76

As well as the New Death Company miniatures there is the new Death Company army list featured in Chapter Approved, as well as rules for the up and coming Warhammer 40,000 Tournament. Dere's roolz for the Ork Warbike too!

THE BLACK GOBBO COVER

A brill portrait of yours truly by Wayne England.

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Get writin' dose letters ta da Black Gobbo!

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LET'S TAKE ON THE ARMY! 42

The Telesales guys take on the Australian Army. They're green, juz like Gobbos!

GAMES WORKSHOP STORES 60

There's loads of stuff going on in the holidays at all of our stores including a competition to paint da best Gobbo!

US GOLDEN DEMON 70

Those American gobbos can really paint you know! Take a look at this year's painting and modelling finalists.

MAIL ORDER 101

Want a new Warhammer 40,000 army? Well we've got the deal for you! As well as loadsa 40K deals, the Trollz are being overrun with Goblins. Serves 'em right!



Doh! It's time to own up to a wee faux pas. Kev Walker drew this remarkable Black Templar Space Marine illustration for Warhammer 40,000 and we forgot to credit him for it. Still at least it gives us an ace excuse to show it again - hurrah!

WARHAMMER

DA GOBBOS

7

Goblins are great and here's why!



THEY'RE GREEN. THEY'RE MEAN AND THEY'VE GOT BIG BALLS

10

Some of my best friends are fanatics and I won't hear a bad word said about them. Dave Cain gives us the low down on the best ways to use 'em!

The Greatest Game of Fantasy Battles with Goblins in it!



COLLECTING A GOBLIN ARMY

14

Nobody's collecting me I tell you! Oh, sorry, collecting an army you mean – well that's different. Go for it!

EMPIRE CROSSBOWMEN

44

Goblin Stikkaz are better!



Wissenland Crossbowman



Altdorf Crossbowman

MORDHEIM

54

Now your warbands can get more and more skills, making them even deadlier in combat. I'm off to Mordheim for my holidays, to find some Wyrldstone!

BAD MOON RISING

83

I'm not saying who wins this battle report between the mighty Goblins and the snivelling Empire gitz. Itza serprize!



Product Code: 60249999229



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WHITE DWARF BLACK GOBLIN™

Paul Sawyer



Big Nob

Job: Filling his gob.

What are you painting/modelling at the moment? A White Scars Terminator Librarian.

What else have you been up to? Watching Notts County lose.

The Black Gobbo says: A Nob wiv only seven boyz to boss about? Not a very big Nob, then.

Nick Davis



Black Orc

Job: Bossing around the Gobbos.

What are you painting/modelling at the moment? Dark Eldar Incubi Master conversion, plus a few Raiders.

What else have you been up to? A Talos, more jetbikes...

The Black Gobbo says: He betta not try to boss ME around!



Right den, you 'orrible 'oomiez, I iz da Black Goblin. I iz mean an' narty an' really, really 'urry 20 worchit! Dat White Dwarf fella iz too old an' slow an' hae a zilly beard, 20 I am takin' charge. Da White Dwarf ain't got a chance againt me coz I iz da best, an' to prove it I nicked hiz helmet while he wuz asleep.

THE BLACK GOBLIN BLOKES

Andrew Sharman



Forest Goblin

Job: Testing all the mushrooms.

What are you painting/modelling at the moment? Enlarging my Eldar army for new 40K.

What else have you been up to? Er... can't remember.

Simon Shuker



Gobbo

Job: Whatever nobody else wants to do.

What are you painting/modelling at the moment? A huge Tyranid Hive Tyrant conversion (it's got four legs!).

What else have you been up to? Er... can't remember either.

Graham Davey



Night Goblin

Job: Unknown, but definitely very important.

Alias: Wordy Bloke
What are you painting/modelling at the moment? Finishing off my Bloodthirster.

What else have you been up to? Martial artist ninja training (Graham is in fact Hong Kong Phooey).

The Black Gobbo says: Nevva trust da quiet wuns.

Adrian Wood



Savage Orc

Job: Being big and scary.

Alias: Grand Warlord

What are you painting/modelling at the moment? Loads of the different card terrain models.

What else have you been up to? Drumming. Loudly.

The Black Gobbo says: Wottever you do, don't make 'im angry!

Dave Taylor



Squig Hunter

Job: To counter Justin's insanity.

Alias: Inquisitor Taylor

What are you painting/modelling at the moment? Captain Cortez of the Crimson Fists
What else have you been up to? Jumping off cliffs into freezing water far below.

The Black Gobbo says: I'd swap a mob ov boyz for dis wun - eez ded 'ard.

Justin Keyes



Doom Diver

Job: Staying out of a straight-jacket.

Alias: Booster

What are you painting/modelling at the moment? Building a moon terrain table & habitation dome.

What else have you been up to? Trying to prove to people the world is flat.

The Black Gobbo says: Put dat axe away Boosta, I didn't mean nuffin.

The Black Gobbo says: I can't tell dese two guys apart! Are dey bruvvers or sumfing? Ded silly beards, too!

MOAB '98 WARHAMMER TOURNAMENT

Over the October long weekend, the mighty MOAB (Mother of all Battlegames) convention is held in Sydney. Each year a strong Warhammer tournament sees generals leading their troops through the toughest of battles. 1998 was no exception. Stan Veneros (from the TITANS club) organised the three-day event, in conjunction with Gary Plachetta (Southern Battle Gamers), and all who played 'competed' in a friendly atmosphere. Congratulations to all the gamers who enjoyed their long weekend. TITANS and Southern Battle Gamers can be contacted by calling Mail Order on (02) 9829 6111.

WINNERS

- 1st Place: Chris Will
- 2nd Place: Brett Griffiths
- 3rd Place: James Guidotti
- 4th Place: Brian Cook
- 5th Place: Sean Enright

IN THE PHOTO

Brett, Chris, Stan, Brian, James and Sean.



GOBBOS

Out this month are a whole horde of Goblins. First is the Night Goblin Warhammer Regiment – a complete regiment of multi-part, plastic Gobbos, with metal parts for the leader, standard bearer and musician, and including the new regimental bases, making it much easier to move your troops around the table. Next is a fantastic Goblin Doom Diver boxed set, and last but not less nasty are the new Night Goblin Fanatic models.



Night Goblin Fanatic



Wir dese boyz on yor side
yoo are bound to win!



Plastic Night Goblins
on the new regimental
base



Above: Stan was justifiably proud of the MOAB '98 Warhammer tourney.

BLACK GOBLIN

Golden Demon winner and former 'Eavy-Metal painter Jacob Neilsen modelled and painted this conversion of the Black Goblin, using the body of the Goblin chariot standard bearer.





MOAB BLOOD BOWL

Along with Warhammer and 40K, there was a Blood Bowl tournament run at MOAB '98 by veteran commissioner Richard Naco (he's not old, just experienced). Richard likes to involve his players in the decision making process, asking them to decide on the **Game Boss** (sportsmanship) – Charles Rivers, **Paint Boss** (obvious) – Emma Bigwood, and **Pitch Boss** (best results on field) – Zoran Tillers. **1st place** was taken out by Charles Rivers, **2nd place** by Emma Bigwood and **3rd place** by Zoran Tillers.

GAMES DAY '98 & GOLDEN DEMON

Look out in this issue for a report on our first Games Day. There are also the stunning winning entries from the Golden Demon competition at U.S.A. Games Day. The photos of the winning models of our own Golden Demon competition are still in the process of being printed (you may read this White Dwarf in the New Year, but we are putting it together in early October!).



The Banquet Hall was packed with amazing displays and exciting participation games.

UNDERGROUND MOVEMENTS

Be warned. If you've heard rumblings beneath your feet, and the ground has caved in to reveal a labyrinth of dank tunnels, it can mean only one thing – the Skaven are coming.

Though many inhabitants of the more civilised areas of the Old World refuse to even believe they exist, the Skaven are a very real threat. The disease-carrying, verminous hordes will soon be pouring forth from their underground lairs in numbers never seen before. Look out next month for new Skaven releases, including the plastic Skaven Clanrats. These multi-part models form another brilliant Warhammer Regiment (shown here being painted by 'Eavy Metal painter Richard Baker).



Dem Skaven are narty chitterers, an' dey take 'olrid, too.

OWL

OK, there it run at missioner old, just involve his process, me Boss rs, Paint ood, and) – Zoran / Charles wood and



packed s and ames.



arty rare o.

TRAITOR LEGIONS

The Emperor's Tarot foretells of a great disturbance in the Warp, a menace that threatens the very foundations of the Imperium, and yet stems from among its finest creations. Those who claim to know about such things speak in whispered tones of an ancient heresy, but the few who know the whole truth keep silent and pray to the Emperor for deliverance.

The Chaos Space Marines of the Traitor Legions are a fearful reminder of the blackest days of the Imperium. That the Adeptus Astartes, the very pinnacle of the Emperor's achievements, should be so easily corrupted to the vile ways of dark gods, showed how fragile

the Imperium was and very nearly succeeded in destroying it.

Now again they emerge from the Eye of Terror in their ancient battle barges and warships, full of hatred for their former battle-brothers, eager to lay waste to the civilisation they once called home.

Codex Chaos is out next month, with new rules, new troop types and of course new models, including the Greater Daemon of Slaanesh, the Keeper of Secrets.



Also in the pipeline for release in the near future are multi-part, plastic Khorne Berserkers, shown here in three-up scale – the actual models are still being made.

GOING BERSERK



Two of the infamous Thane Berserkers work themselves into a frenzy when they realise that their elite mercenary regiment from the highlands of Norsca has been omitted from the Dogs of War book.

Anders Lundberg and Magnus Johansson, from Skellefteå in Sweden, sent us this photo of them wearing their live role-playing gear.



Deze peepul are nurrq!



MOAB 40K

WINNERS (1st division) – 1st place: Antony Wyatt (above centre), 2nd place: Brett Grimmond (above left) and 3rd place: Bob Hook (above right). The three-day tournament was organised by Erin McKee (also from the TITANS club). Dave Taylor and Justin Keyes will be running the 40K tournament at CANCON '99, so why don't you drop by and say hello (if you're in Canberra, that is!).

MOAB 40K

WINNERS (2nd division)
1st place: Lachlan Wright (below right)
2nd place: Andrew Errington (not pictured)
3rd place: John Calwell (below left).



Insane Ranting

from the

Black Library

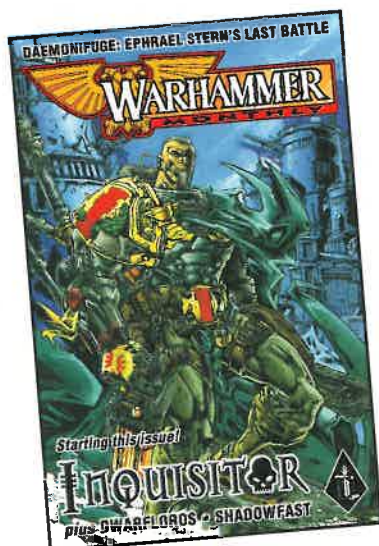


INQUISITOR HAND IS DEAD?

It seems like only last week that we launched Kev Walker and Jim Campbell's astonishing tale of daemonic possession amongst the Sisters of Battle, Daemonifuge. So it is almost startling to find the very last episode of Book One turning up in the new Warhammer Monthly. In this concluding episode you'll not be surprised to hear that Ephrael Stern is going out with a bang (to say the least!), in some of the best artwork Kev has produced for an already sensational comic strip.

ENTER INQUISITOR DEFAY

However, do not despair if you think that this means the end of Inquisitorial goings-on in Warhammer Monthly. Starting in the very same issue is a brand new comic strip, simply called Inquisitor. Written by Dan Abnett and superbly illustrated by Simon Coleby, the story follows the adventures of Inquisitor Defay and his faithful protégé, Gravier. Simon has really pulled out all the stops for this one, with some of his best artwork yet, and from what we've seen so far, this is going to be a real stormer!



INFERNO! SUBSCRIPTION DEAL

Of course who could forget that another Inferno! will be hitting the shelves this month. As well as a whole plethora of action-packed short stories, awesome comic strips

and great artwork, this issue includes two free postcards for you to cut out and keep or even send to your mates with some festive cheer. And finally, great news for all you Inferno! fans. From now on you need never worry about missing a single issue or having to mount an assault on your local newsagents – because now you can have every single issue of Inferno! delivered straight to your door with our superb subscription deal.



NEW RELEASES THIS MONTH

WARHAMMER

This month's Warhammer releases:

EMPIRE

Empire Crossbowmen (plastic Warhammer Regiment) \$34.95

ORCS & GOBLINS

Night Goblins (plastic Warhammer Regiment) \$34.95

Goblin Doom Diver (metal boxed set) \$39.95

Night Goblin Fanatics (three models per blister) \$14.95

WARHAMMER 40,000

This month's Warhammer 40,000 releases:

SPACE MARINES

Terminator Captain (one model per blister) \$17.95

Space Marine Assault Squad (plastic boxed set) \$29.95

Blood Angels Death Company (two models per blister) \$13.95

Blood Angels Chaplain Lemartes (one model per blister) \$17.95

DARK ELДАР

Dark Eldar Jetbike (plastic boxed set) \$17.95

Dark Eldar Scourges (metal boxed set) \$49.95

Dark Eldar Talos (metal boxed set) \$39.95

Dark Eldar Warriors with shredders (two models per blister) \$17.95

Dark Eldar Warriors with dark lances (two models per blister) \$17.95

Dark Eldar Warriors with blasters (two models per blister) \$13.95

Dark Eldar Wyches (three models per blister) \$14.95

Dark Eldar Succubi (one model per blister) \$9.95

Wych with Wych weapons (one model per blister) *Call us now!*

Wych with assault weapon (one model per blister) *Call us now!*

Black Library

This month from the Black Library:

Inferno! 10 \$9.95

Warhammer Monthly 11 \$4.95



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12 now!



\$9.95

\$4.95



T'S for
ne helmet!

DA GOBLINS IZ 'ERE!





WARHAMMER



DA GOBBOS!

Oi, now listen up! We've got zum noo lutz in town and dey'z goin' to show da rest of you 'ow to fight proper. Dey'z mean, dey'z green, dey'z da Night Goblins, and dey'z made of zumfing called plattik!

The new Night Goblin Warhammer Regiment works the same as the Chaos, Empire and Skel Warhammer Regiments, with the sprue including enough different heads, bodies, legs, weapons and accessories to make two. Night Goblins armed with either spears or short bows.

Each Warhammer Regiment comes complete with metal components to make the leader, standard bearer or musician.



Sculpted by Aly Morrison and Brian Nelson

NIGHT GOBLIN FANATICS!



Sculpted by Brian Nelson



WARHAMMER

WARHAMMER

NIGHT GOBLIN REGIMENT

A COMPLETE REGIMENT FOR WARHAMMER

CITADEL MINIATURES

GOBLIN DOOM DIVER!



Deze noo Doom Diverz make dead good zplatty zoundz when dey hit da enemy!

Sculpted by Brian Nelson and Norman Swales

WARHAMMER



THEY'RE MEAN, THEY'RE GREEN AND THEY'VE GOT BIG BALLS

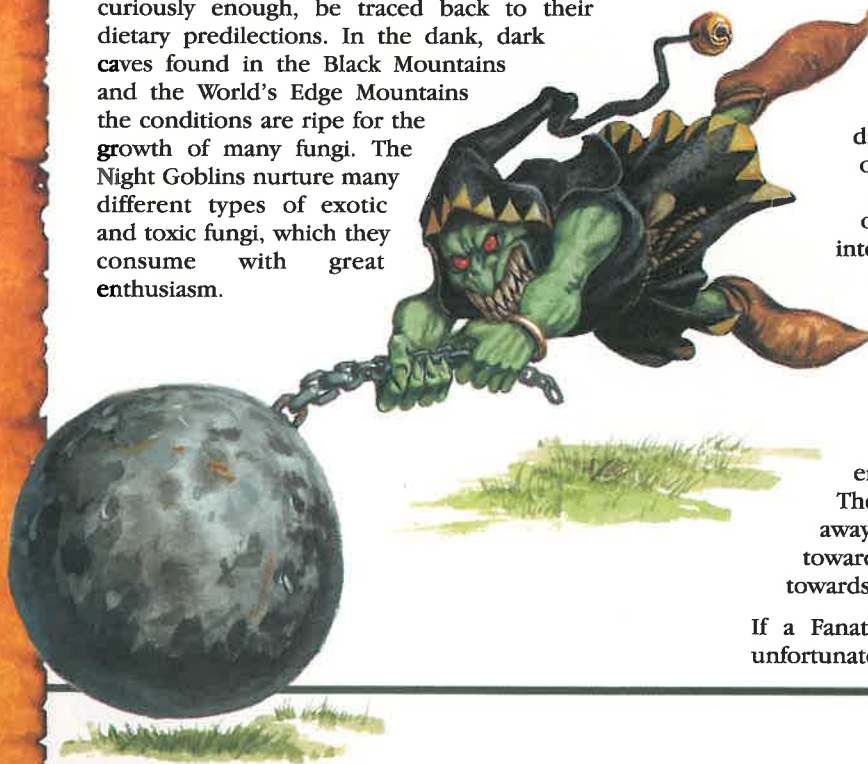
by Dave Cain

More Gobboz! Verrun Warhammer player Dave Cain tellz us zum med good tipz on usinz Night Gobbo Fanaticz (Dave's a clevera bloke) an zum uselezz onez about kombattin dem. He don't know wat he's talkin' about - combat da spinnin', wurly deff or da Fanaticz? Don't make me lahf!

Probably no other basic troop type in the Warhammer world inspires quite as much dread as the humble Night Goblin Fanatic. Many tales are recounted during post-game debates of the carnage these troops have inflicted on the hapless enemy. Their ability to completely devastate heavily armoured knights is particularly renowned. Quickly forgotten are the occasions when the Fanatics have failed to inflict a single casualty, or worse still, managed to deplete the ranks of their own green-skinned comrades.

Despite being rather unpredictable in their effect, the awesome potential for destruction of the Night Goblin Fanatics means that the tactics for using, and combating, these troops need to be refined.

The cause of their status among Night Goblins can, curiously enough, be traced back to their dietary predilections. In the dank, dark caves found in the Black Mountains and the World's Edge Mountains the conditions are ripe for the growth of many fungi. The Night Goblins nurture many different types of exotic and toxic fungi, which they consume with great enthusiasm.



One such fungi, the appropriately named Mad Cap Mushroom, forms the basis of an intoxicating brew, and the effects on a Night Goblin's metabolism of drinking this concoction are quite startling. The unfortunate Goblin's mental state, never particularly good in the first place, deteriorates such that he becomes a gibbering, psychotic maniac with little or no consciousness of his own surroundings. In addition to this his strength and pain threshold are enhanced significantly and these combined factors make him exceedingly dangerous to all around him. Armed as they are with a huge ball and chain, Fanatics are certainly well named!

Such individuals need to be restrained by their green-skinned companions or they would undoubtedly cause havoc among their own troops, so they are held tightly within the mob until enemy troops are close by. When this happens, the Fanatic is pushed out toward the foe, with a good shove to set him off in the right direction. Free at last from the confines of his own mob, the deranged Goblin begins to spin around and around, and, completely devoid of any sense of direction, proceeds to smash into a pulp anything that gets in his way.

For the purposes of the game, Fanatics are not deployed on the battlefield but are hidden in Night Goblin mobs, ready to be released towards the enemy once they get within range.

The Fanatics are released as soon as an enemy model comes within 8" of their unit. The target unit stops moving at the point 8" away and the Fanatics are shoved out of their unit towards the foe. Each Fanatic moves a random 2D6" towards the enemy that triggered their emergence.

If a Fanatic touches a unit as it moves, then the unfortunate victims automatically sustain D6 Strength 5

hits from the spinning ball of death, and no saving throws are permitted from hits inflicted. Note that the Fanatics cannot be released towards some distant enemy, or in a direction the Orc & Goblin player wishes. The Fanatics must be targeted at the enemy model/unit that triggered their emergence.

Once the first model transgresses this 8" radius, no other enemy unit/model may move to within this radius on the same movement turn. Other models are put off approaching the Night Goblin unit by the appearance of these ball and chain maniacs. This means that players cannot deliberately move an expendable unit to within 8" of a Night Goblin mob to draw out the Fanatics and then, in the same movement phase, move further units, in complete safety to within this 8" radius. Obviously in subsequent turns, once the Fanatics have been released, the host Night Goblin unit is treated as normal and can be approached by as many units in the same turn as a player wishes.

What happens if the Night Goblin mob and the enemy unit are never 8" apart? This can happen if either regiment is moved by magic or if a flying model swoops down from flying high. In both these instances, the two units are never exactly 8" apart. In this case, the Fanatics become confused by the sudden appearance of the foe and set off too quickly, rapidly becoming disorientated and losing their sense of direction. The Fanatics still move 2D6" but do so in a direction indicated by the scatter dice. If this random move takes them into an enemy unit then they will cause damage as normal and will also damage any friendly unit they smash into. The only exception to this is if the random move takes a Fanatic back through its own unit. In this case the Fanatic passes through its own unit without causing damage – it's assumed that the Fanatic actually launched himself out of the other side of the unit and headed off in completely the wrong direction from the start! Note that if the Fanatic smashes in to its parent mob later, then it will damage the unlucky gobbos as normal.

Flyers moving using their 24" 'flying' move can still be stopped 8" away and so the fanatics can be released towards their winged foe as normal.

In some instances, the random 2D6" move of the Fanatic may indicate that it will come to rest slap bang in the middle of a unit (friend or foe). However, it is nonsensical to assume regiments of troops will just sit by and allow the whirling ball of death to decimate their ranks. As a consequence, the regiment allows the Fanatic to pass straight through its ranks in the

indicated direction, taking the obligatory D6 Strength 5 hits as it goes. This will mean the fanatic moves more than its allotted 2D6" dice roll, but this free movement is only allowed to let the Fanatic pass through a unit it would otherwise end up in the middle of.

The final position of the Fanatic can therefore never be in the middle of a unit, and it is placed just outside the target regiment's formation. Of course, there is nothing to stop the Fanatic whirling back through this regiment in its next turn should the scatter dice come up with the appropriate direction.

A common question concerning Fanatics is how they effect units of skirmishers. This query arises from the description of a Fanatic's effects – "If he (the Fanatic) hits one member of a unit he bounds about inside the regiment, bouncing from foe to foe, until he spins out the other side, leaving the enemy completely devastated." The point here is that troops in skirmish formation do not have a rigid formation and have a dispersed role on the battlefield.

However, the distance the skirmishers are apart and the radius of a Fanatic's ball and chain mean that such troops are only slightly less vulnerable to the mayhem that can ensue. As such, skirmishing units still take D6 S5 hits even though the Fanatic may only contact one of them. In this way, it is similar to a Hero wading into a skirmish unit in a close combat situation, where he can potentially slay a number of enemies despite only being in contact with one of them.

The way in which Fanatics are used brings up an interesting point with regard to victory points. The points cost of the Fanatics are added to the points cost of their host Night Goblin mob to work out a combined victory points total that the unit is worth. As such, the Night Goblin mob must be destroyed or fleeing and all the Fanatics killed at the end of the game for any victory points to be awarded.



Fanatics emerge from a regiment of Night Goblins as soon as the enemy comes within 8". However, the Scouts are within a forest and the Fanatics will be destroyed as soon as they hit the trees, leaving the Wood Elves unharmed.

For example, a unit of 36 Night Goblins with short bows, including a musician, standard bearer and Boss costs 126.5 points. If it includes 3 Fanatics this will cost a further 90 points. This gives a total of 216.5 points. If every single model is destroyed or fleeing at the end of the game then the opposing player scores 2 victory points. However should just a single figure remain (whether it be an ordinary Night Goblin or a single Fanatic) then no victory points are awarded.

There is limited scope for combating the use of Fanatics. Missile troops are usually ineffective since Night Goblin mobs are often large enough to be unconcerned by numerous casualties, unless faced with the most concentrated firepower.

The best option for dealing with Fanatics is to draw them out as early as possible in the game, when hopefully they will inhibit the Orc & Goblin troops more than your own. Leaving it longer means that the mob will be that bit closer to your own lines when the Fanatics emerge, or worse still, the Orc & Goblin player will have more opportunity to cast *Hand of Gork* and transport them right across the table. An army with access to scouts with special Advanced Deployment rules, such as Wood Elf Scouts or Skaven Gutter Runners, are ideal for this role. Try to anticipate where the Night Goblin mob will deploy and use the nearest convenient terrain feature to hide your scouts. Alternatively, swift cavalry or flyers can use their extended movement allowance to quickly cover the

ground between the two armies and draw out the Fanatics. Of course, whatever troops

are chosen for this role are likely to be eliminated, so make sure their points cost is kept to a minimum. In

your battle plan prior to the game, make sure the sacrificial unit is not required for any other tactical purpose, and if



Wraiths are immune to non-magical attacks, so can lure out Fanatics without risk of harm – if you can get them into position fast enough!

you do want to use their abilities to achieve another goal (such as sniping at enemy artillery for example) then you need to include two such units.

Using ethereal creatures such as Ghosts or Wraiths to draw out the Fanatics is an excellent ploy if you can achieve it. Since they can only be killed by magic weapons or spells, the destructive potential of the Fanatic's ball and chain is rendered useless. The difficulty is getting these slow moving Undead creatures close enough, quickly enough. A Steam Tank does the job brilliantly for Empire forces, since its high Toughness of 10 means that Fanatics cannot, in fact, damage it at all. Of course, to get it near enough to the greenskins' lines as swiftly as possible means you need to expend a large number of steam points and this makes the boiler very likely to explode.

A character equipped with the magical item *Cloak of Mist And Shadows* is a sure fire bet and as such, should not be encouraged. It's fool proof. It is not a bound spell and so cannot be dispelled. It gives the wearer a movement of 24" and allows him to approach the Orc & Goblin battleline on the first turn. In addition to this, its abilities mean that the wearer cannot be harmed unless hit with a magic weapon or spell, making him immune to damage caused by the emerging Fanatics. Using this method to lure out Fanatics really takes no skill and you can be sure your Orc & Goblin opponent will ridicule you for using such cheap and nasty tactics!

For an Orc & Goblin player, utilising Fanatics is sometimes just as problematical. First and foremost you should always include the maximum number of Fanatics allowed. With their inherent random move, it is always a gamble whether or not they will reach an enemy unit. It is best to stack the odds in your favour by including the three allowed Fanatics – unless you are extremely unlucky, at least one should hit home.

If you place your Night Goblin mob at the front of your lines then the Fanatics are readily enticed out by scouts, fast cavalry or flyers. Putting the Night Goblin mob to the rear of your lines makes it harder for the Fanatics to



A Night Goblin regiment with Fanatics makes an excellent guard for the army's war machines, probably doing considerable damage, without the risk of being close to the bulk of your troops!

be drawn out, but if they are, then the damage to your own troops can be much more severe.

When using Fanatics hidden among Night Goblin mobs I try to deploy them close to my artillery and away from my other advancing green-skinned hordes. The reason for this is two-fold. Firstly, the threat of the Fanatics is a good deterrent to my opponent who might otherwise be tempted to drop a large monster on my DoomDivers and Rock Lobbers. With their D6 Strength 5 hits, these maniacs with their spinning balls of death can severely maul even powerful monsters such as Griffons, Manticores and Dragons. Secondly, if worst comes to worst and a skilful opponent does draw out the Fanatics on the first turn, then hopefully the resulting position of the Fanatics will be far enough away from the main thrust of my advance not to get in the way.

Another option is not to use Fanatics at all! The threat of Fanatics can often be a more powerful weapon than the Fanatics themselves, because although their potential for destruction is great, the actual effect can sometimes be disappointing. Most opponents will assume that any block of Night Goblins will contain Fanatics and try to draw them out using skirmishers or the like. This may well leave the sacrificial unit in range of your mob and although not particularly good fighters, the +4 combat resolution associated with a large mob of Night Goblins (i.e. 3 ranks and a banner) should see off a small unit of skirmishers in an otherwise even fight.

Using a Night Goblin mob without Fanatics to screen the flank of your main core unit is also a good ploy. Screening the flank of your core unit in this way protects it from being charged in the side and losing its rank bonus. With the threat of Fanatics being present in the Night Goblin mob, it may put off your opponent from charging your core unit with knights or other precious troops. While he delays, your core unit can attack where it wants and hopefully cause the maximum damage to his army.

Of course you could try a double bluff and actually include Fanatics in the Night Goblin mob. This is risky because if your opponent manages to manoeuvre some troops to within 8" of the Night Goblin mob but on the other side of the core unit then it spells disaster. The Fanatics will be forced to come out towards this enemy unit and will pass through your core unit on the way, each inflicting D6 S5 hits – ouch!

These are just some ideas of how best to deal with or use Fanatics, but I'm sure you will be able to come up with several of your own equally valid tactics. But then, that's the beauty of Warhammer – what works for one player won't necessarily work for another. It's up to you to gauge what tactics will yield the most success.

David Cain



WARHAMMER

COLLECTING A GOBLIN ARMY

By Nick Davis

Lissen up! Now da plastic Night Goblin Warhammer Regiment iz 'ere, you can easily put togerva a great Gobbo army. And in case you were unsure where to start, I bullied Nick Davis 'til he agreed to tell yoo 'ow to collect your own magnifizunt army of Gobboz.



THEMING A GOBLIN ARMY

Our army is going to be slightly different to most other Orc & Goblin armies, as it is going to be made up of just Goblins. This is what we call a themed army. Collecting a themed army is just like putting together any other army. You still need to plan it out into small manageable steps of about 1,000 points at a time, as this does not take long to collect or paint. And when you have finished it will be a good sized force ready for battle.

A themed army automatically has a unique character of its own. The first thing is that your troop choice is limited. For example a High Elf Sea Guard army might be limited to Sea Guard, with the only cavalry being Reaver Knights, to act as the army's scouts. An Empire cavalry army would only be able to use knights and other mounted troops. This makes a themed army fun to collect and interesting to play, as your tactical choices become both limited and challenging. Themed armies add a whole new aspect to your gaming.

As with every army, the first 1,000 points should include a couple of core regiments which will form a solid centre for your army and a base to expand from. With the availability of the new Night Goblin Warhammer Regiment boxed set, these core regiments can be built up easily and cost-effectively.

The next and most important thing your army needs is a general to lead it. This is especially important for Goblin armies. He's the only model that *must* be included in the army. You'll need to buy a suitable character model to represent your general. When you expand your army to 2,000 or even 3,000 points you can keep him as your general or use him as a hero and replace him with another character model as general.

Remember when you are assembling your models, it is a good idea to make sure that all your miniatures are carrying the right weapons and equipment, as this helps to avoid confusion during games.

WHAT'S NEXT?

Once you have chosen your core units and general, you are ready to begin looking at other elements that would make up a Goblin army. Luckily, even though we have limited ourselves to just Goblins, we still have an enormous choice of troop types. Basic Goblins already have loads of options open to them: you

can arm them with spears, halberds, short bows or even double handed weapons! Cavalry is also available, as the humble little Goblin can also ride a wolf, or if he is a Forest Goblin, a spider. As for Night Goblins, they have loads of lethal troops available, like the infamous Fanatics, or the Squig Hunters who herd the ferocious Cave Squigs into battle. There are even Squig Hunters who are crazed enough ride these beasts into battle!

Goblins also have their own unique and rather fun to use artillery in the form of the Doom Diver catapult. This device catapults a bat-winged Goblin high into the air. Then, as they plummet earthwards, these loony Goblins attempt steer themselves into enemy units, inflicting horrendous damage. With all this choice, a Goblin army becomes largely a matter of personal fighting style and a lot of fun to use.

THE ARMY ROSTER

When you plan your army you should use the Warhammer Armies Orcs & Goblins book as a guide. From the book you can start plotting what Goblins to collect. So grab a roster sheet and start working out your 1,000 point army now! The roster sheet opposite shows Waaagh! Skaskul's Goblin army. We've worked





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this out as an example of the sort of themed force you could start with.

Our Goblin army is going to be mainly made up of Night Goblins. So our Warlord (army general) should also be a Night Goblin. Now by himself he is not very tough, even with the magical armour we have given him. We will protect him with a regiment of Night Goblins armed spears, which I will name Da Stabbas. To give this unit a little more power I will give it three Fanatics, and to give these Fanatics a little extra punch our Warlord is carrying Mad Cap Mushrooms (feed them to your Fanatics and they cause an extra D6 hits against the first unit they contact!).

Next come our core regiments. We already have one – the Night Goblins with spears. So the other will be missile support, a unit of Night Goblins with short bows will be perfect, named Da Stikkas. To support these units and to move quickly around the enemy's flanks we will have a mob of Wolf Riders. Both of these regiments will have a Big Boss (hero) to lead them. For a little bit of diversity I have chosen a unit of Squig Hoppers – these are capable of destroying large units of troops in a single turn of manic bouncing (*Hoppers are the best thing in Warhammer – fun, unpredictable, potentially deadly and best of all, a real pain for your opponent!* – Paul Sawyer). To support the two core regiments I have also chosen Squig Hunters with their Cave Squigs. Their main job will be to guard the flank of the Da Stabbas, and when Da Stabbas charge, the Squig Hunters will engage that enemy unit in its flank.

My next choice is a unit of Netters and Clubbers. I have seen these guys stop High Elf Lords on Dragons in their tracks. And lastly I will choose the Doom Diver catapult, as no Goblin army would be complete without one.

On to collecting the army itself...

WARHAMMER ROSTER SHEET

WAAAGH! SKASKULS GOBLIN ARMY

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points Value
WARLORD SKASKUL Night Goblin Warlord Army General Shield & sword	4	5	6	4	4	3	5	4	7	4+	Magic Weapon: Shrieking Blade (cause fear) Magic Armour: Armour of Fortune (5+ re-roll) Magic Item: Mad Cap Mushrooms (Fanatics cause extra D6 hits on first unit they contact. One use only)	126
BIG BOSS SKAB Night Goblin Big Boss Sword & short bow	4	4	5	4	4	2	4	2	6	-	leads Da Stikkas	36
BIG BOSS SKARP Goblin Big Boss Sword, spear & light armour Wolf	4	4	5	4	4	2	4	2	6	5+	Magic Weapon: Blade of Might (+1 Strength) leads Da Fangs	52
DA STABBAS 18 Night Goblins Shield & spears	4	2	3	3	3	1	2	1	5	6+	Unit contains a musician and standard Magic Standard: Bad Moon Banner (Enemy shooting attacks at -1, strike first in close combat)	108.5
DA NUTTAS 3 Goblin Fanatics Ball & chain	206	SPECIAL	4	5	3	1	-	D6	-	-	Hidden in Da Stabbas Special rules: see Ores & Goblins bestiary	90
DA STIKKAS 18 Night Goblins Hand weapon & short bow	4	2	3	3	3	1	2	1	5	-	Unit contains a musician and standard	54
DA FANGS 9 Wolf Riders Spear & shield Wolf	4	2	3	3	3	1	2	1	5	5+	Unit contains a musician and standard	118
DA HOPPAS 5 Squig Hoppers Bouncing Squig	4	2	3	3	3	1	2	1	5	6+	Special rules: see Ores & Goblins bestiary	125
DA HUNTAS 2 Squig Hunter Teams Cave Squig	206	4	0	5	3	1	5	2	2	-	Special rules: see Ores & Goblins bestiary	136
DA NETTAS 14 Netters & Clubbers Nets & clubs	4	2	3	3	3	1	2	1	5	6+	Special rules: see Ores & Goblins bestiary	56
DA LOONIES Doom Diver Catapult	-	-	-	-	7	3	-	-	-	-	Special rules: see Ores & Goblins bestiary	100

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English Roster Sheet 102554
Permission is granted to photocopy this sheet for personal use only.

TOTAL 999.5 points



The first 1,000 points of our army will form a core around which a larger force can be built. This is a themed 1,000 point army that represents the different tribes of Goblins gathered under the charismatic leadership of an Night Goblin Warlord.

DA WARLORD

Our army general is a Night Goblin Warlord, who we have named Skaskul. He represents one of the many Orc & Goblin chieftains that are scattered across the World's Edge mountains, the Badlands and even the Massif Orcal in Bretonnia. He wears the magical *Armour of Fortune* and carries a shield to protect him during battle. Although Night Goblin Warlords are good fighters, they are vulnerable to being picked off by hostile missile fire. To protect him from archers and for extra support in combat he will lead Da Stabbas into battle. With Da Stabbas to back him up, we will give our Warlord a magical weapon, the *Shrieking Blade*. This will give him a useful psychological edge in most combats, as opponents will have to take a Fear test to charge or when charged by the unit.

The model we have chosen for our Night Goblin Warlord is the plastic leader model out of the Night Goblin regiment box set. He makes a fantastic Warlord miniature.



Night Goblin Warlord Skaskul

DA BIG BOSSES

Waaagh Skaskul has two Big Bosses in it. These are the trusted lieutenants of the Warlord. Big Bosses are very important for a Goblin army as they bolster the fighting strength of the regiments they lead. Also their improved Leadership will help pass any psychological tests the units have to make.

Our first Big Boss is Skab – he is a Night Goblin Big Boss and Skaskul's right hand Gobbo. He leads Da Stikkas into battle and helps guard his Warlord's flank from attack.

The second Big Boss is Skarp – he leads Da Fangs into battle. His job is leading his Wolf Riders in flanking attacks against enemy regiments. To aid him in battle Skarp carries a *Sword of Might*, a magic weapon making it easier for him to wound his opponents.



Night Goblin Big Boss Skab



Goblin Big Boss Skarp

DA FANGS

Da Fangs are Goblin Wolf Riders. They act as the army's scouts, scouring the surrounding countryside for any sign of the enemy. Wolf Riders are the fastest and most mobile troops available to any Orc & Goblin army. The Giant Wolf has a WS4 which is even better than the Goblin riders! So as long you make sure you charge, your Wolf riders will put up a pretty good show against most enemy units.

In battle this unit is lead by Skarp and will be deployed on the army's flank, where their rapid movement can be used to good effect. They will be able intercept the enemy's fast moving cavalry or get behind the enemy's battleline and deal with his war machines. The Wolf Riders will form up in two ranks of five, and we will give the unit a standard and musician to aid them in combat. We will also give the Wolf Riders spears so they get a +1 Strength bonus when they charge.

Note: Although the rules state that every model in the regiment has to be armed and armoured the same as his fellows, some gamers like to arm a few models slightly differently, to add a little variation to their units. For example, maybe swapping the spear for a hand weapon. This is perfectly acceptable as long as about two-thirds of the unit are armed correctly. During the game it is assumed that everybody is equipped the same.



Da Fangs led by Big Boss Skarp

DA STABBAS & STIKKAS



The Night Goblin Warhammer Regiment plastic boxed set is the best way to collect the huge regiments needed for your army at a great price.

The core of every Goblin army is always huge regiments of Goblins. Now Goblins are very cheap, which means you can have lots! The trick with Goblin infantry is to keep the regiments big, with at least four ranks in depth, always give the regiment a banner and if possible a musician as well.

These next two regiments will form the backbone of our army. Using the Night Goblin Warhammer Regiment we built a regiment of twenty Night Goblins with spears, which we will call Da Stabbas. The box also contains a complete command group for the regiment – the musician and standard will help give Da Stabbas an extra edge. I will also give Da Stabbas a magical standard, the *Bad Moon Banner*, which will protect it from hostile fire. Plus under the influence of this banner the Goblins are able to strike first even when charged, giving them a considerable advantage in combat. We will use the leader model included in the set to represent our Night Goblin Warlord Skaskul (because it looks great!).

Finally, as Da Stabbas are a regiment of Night Goblins, I could not pass up the chance of having Fanatics in the unit. These ball wielding loonies are automatically released when your opponent gets within 8", forcing him to charge through them (causing considerable casualties on his regiment) to get at your Night Goblins. Fanatics are a lot fun to use and can be very destructive, so I will go for the maximum allowed in a regiment which is three. Da Stabbas will be deployed in the centre of the army. The regiment will deploy five wide and four ranks deep, so they will have an excellent rank bonus and be much harder to beat in combat.

Our second regiment will be used to support Da Stabbas. Using a second Night Goblin Warhammer Regiment we built a unit of Night Goblin Archers, which we will call Da Stikkas. The unused spears went straight into our bits box for future use. This unit's role is to guard the flank of Da



Da Stabbas led by Warlord Skaskul



Da Nuttas – Night Goblin Fanatics

Stabbas as both units advance towards the enemy battleline. Again we have given this unit the full command group of musician and standard. The leader model will be used to represent our Night Goblin Big Boss Skab.

We can add more Goblins to both these units if we wish, using additional boxes of Night Goblins. There is no reason why we could not split a box between these two regiments. Say fifteen Night Goblins in Da Stabbas and five in Da Stikkas.



Da Stikkas led by Big Boss Skab



Stikkas are called Stikkas coz dey fire arrows which stick in yer. Stabbas are called Stabbas coz dey 'ave long sticks wiv stabbi bits which dey stab yer wiv. Ded zimple.

DA NETTAS



Da Nettas – Night Goblin Netters & Clubbers

Night Goblin Netters and Clubbers normally hunt Cave Squigs in the subterranean depths of the mountains. They work together in order to immobilise and capture these dangerous creatures. On the battlefield they use their skills against the enemy, entangling the foe in their nets while the clubbers swarm all over them, bashing them senseless.

Netters excel at picking on single characters or even small elite units of cavalry. This regiment will work best deployed near to Da Stabbas, so they can support them in combat. It is important when using the Netters to get the charge and to pick on small units. If they take on anything that is too big, they will need the support of other units.

DA HUNTAS

Night Goblin Squig Hunters hunt Cave Squigs using long prodders to goad Squigs from their hiding places and to keep these enraged beasts at bay. Squig Hunters also herd these ferocious creatures into battle, directing them towards the enemy where they can gnash, bite and chew through the enemy's ranks.

We have a unit of two Squig Hunters, each with the maximum of three Cave Squigs. This small but very powerful unit is quite capable of taking on the toughest troops and winning. The unit will be deployed on Da Stabbas' other flank (the other one is protected by Da Stikkas) and when Da Stabbas charge the Hunters will engage that same unit in its flanks. The combined attacks of Da Stabbas and Da Huntas will make short work of all but the toughest of troops.



Da Huntas – Night Goblin Squig Hunters

DA HOPPAS



Squigs are ace. Dey can bite oomanz in qhf ded quick.

Squig Hoppers are perhaps the most crazed of the Squig Hunters. As their name suggests they ride into battle on the back of a hopping mad Bouncing Squig.

Squig Hoppers fight independently of each other, although they work best if you try to

keep them in a loose group. With their random movement they can be a little unpredictable, but their potential for near unlimited (if you are very lucky) Strength 5 hits more than makes up for this. Try to get them in contact with your opponent's biggest unit and then just bounce all over it. Squig Hoppers can even take on large monsters and win – I have witnessed two Squig Hoppers kill a Griffon in a single turn of frenzied bouncing.



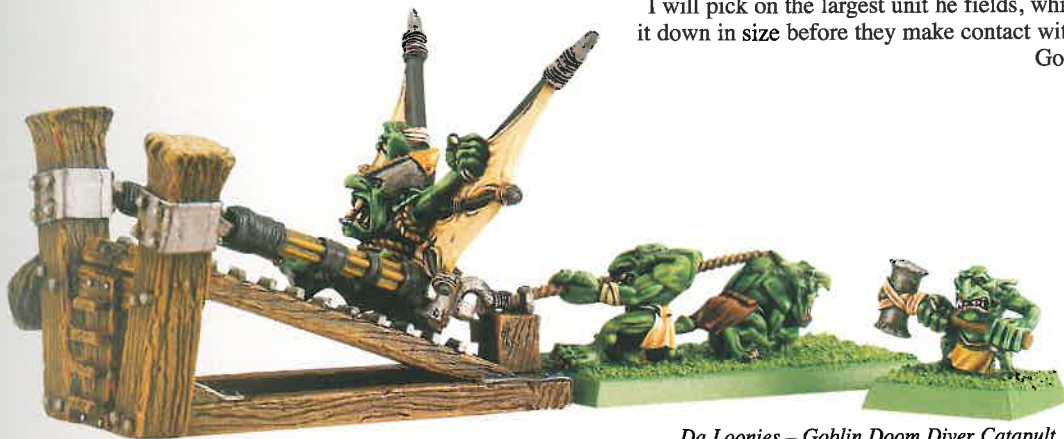
Da Hoppas – Night Goblin Squig Hoppers

DA LOONIES

The Goblins created the Doom Diver catapult to fire bat-winged Goblins into the air so they could reconnoitre the surrounding area for enemies. At some point the Goblins discovered the damage a plummeting Goblin could do to an enemy unit and started to take this form of warfare quite seriously.

This catapult is one of the deadliest war machines available to a Goblin commander. A Doom Diver can make a very big mess when he hits an enemy unit (D6 Strength 10 impact hits!). Plus if you over-estimate the distance the bat-winged loony can attempt to correct his flight path. This makes the catapult one of the most accurate in the Warhammer game.

In battle I will deploy Da Loonies on a hill and if my opponent has any powerful characters on big monsters, I will bombard them with Doom Divers. If he hasn't, I will pick on the largest unit he fields, whittling it down in size before they make contact with my Goblins.



Da Loonies - Goblin Doom Diver Catapult

EXPANDING YOUR ARMY

The Goblin army we have formed from our first 1,000 points will be very effective against an army of the same size, and also gives us a nice solid core to build a larger army around. Before you expand your army any further it is a good idea to play a few games with it. This will give you a firmer idea of what you want next and you can then start to expand it. The next step is to build another 500 points of Goblins. This will bring your force to a sizeable 1,500 points.

A good place to start is to add a couple more characters to your army. Our Goblin army lacks magical support so one or two Night Goblin Shamans would be our next choice. I would also give our army a Battle Standard Bearer, as Leadership tests are the bane of every Goblin commander. So the ability to re-roll Break tests is a must. Like every army the Goblins have the ability to mount their characters on monsters. Although your opponent will scoff at your Goblin Big Boss or Warlord mounted on the back of a Wyvern, you will soon put the fear of Gork into him when you drop behind his lines.

One thing all Goblin armies need is lots of Goblins. Enlarging Da Stabbas with another boxed set is a good option, but Night Goblins are not the only Goblin troops available. The Goblin race is split roughly between three types, the Night Goblins who live in the mountains, the Goblins who are mostly nomadic and the Forest Goblins who live in the forested wildernesses of the Old world. Although the differences between the Goblins are mainly cosmetic, painting a unit of twenty Forest Goblins with spears does make a nice change from units of black cowled Night Goblins. Plus, each different race type allows access to troop options available only to them. Taking Night Goblins has allowed us access to their deadly Fanatics and ferocious Cave Squigs. Alternatively taking a unit of Forest Goblins allows us access to the fast moving Spider Riders and Forest Goblin Shamans who are immune to the 'Eadbangerz result on the Waaagh table.

To reinforce Da Fangs I would choose a couple of Goblin wolf chariots. These wolf-drawn chariots can keep up with the Da Fangs so I would recommend that they fight together. Attach scythes to sides of the chariots for guaranteed impact hits. Have the Chariots charge the same unit as Da Fangs and you have a fighting force that is more than capable of taking on your opponent's toughest units and winning in the first round of combat!

Orcs & Goblins are the only Warhammer army able to field Giants. These big, brutal monsters have loads of different special attacks which are absolutely lethal for the unit on the receiving end. Just try the jumping up and down attack on your opponent's prized elite unit - it's very hard not to get carried away by the power of these frightening creatures.

Although they are not as big, Trolls are as dangerous as a Giant. They are strong enough to make a nonsense of the heaviest of armour, but what makes them really dangerous is their ability to regenerate the most horrendous of wounds. They can even come back from the dead! This makes Trolls the hardest unit to kill in your army. Just like Goblins, Trolls come in different types, the most common being the Stone Troll and the River Troll. Each one has a natural ability, from dispelling magic, to being hard to hit in combat. Unfortunately Trolls suffer from stupidity and have a very low leadership. To stop them staring blankly into space for half the game you will have to lead them into battle with a Big Boss, or keep them near your Warlord so they can benefit from his increased leadership.

Goblins have loads and loads of troop types and options available to them, so picking out a good themed army is really very easy. This means you can quite easily design your Goblin army to fit your own fighting style. Over the page is an example of Waaagh! Skaskul's army, which has been expanded by an additional 500 points.



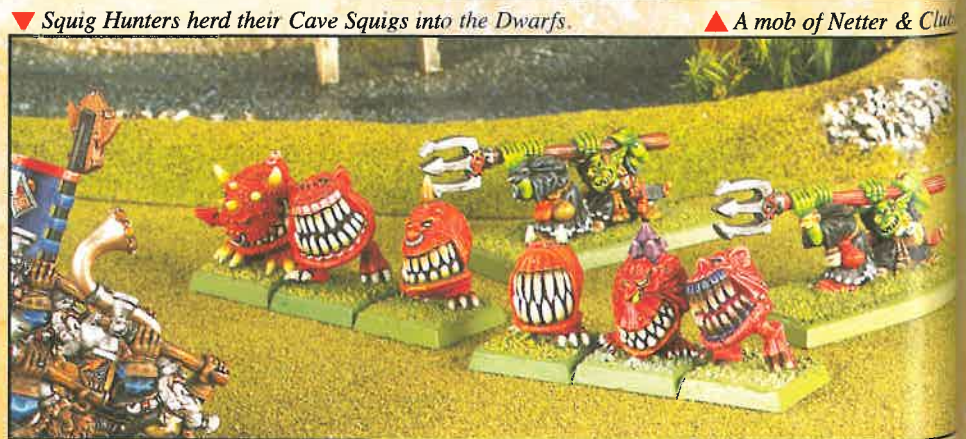
Looka GOBBOS!
Zoggin' fantastick!



▲ Warlord Skaskul unleashes the Fanatics from Da Stabbas.



▲ Night Goblin Shaman



▼ Squig Hunters herd their Cave Squigs into the Dwarfs.

▲ A mob of Netter & Clut



▲ *Goblin Wolf Chariots with scythes*



▲ *Goblin Wolf Riders led by Big Boss Skarp*



f Netter & Cla

▲ *Squig Hoppers bounce past Night Goblin Big Boss Skart leading the Stone Trolls into battle.*

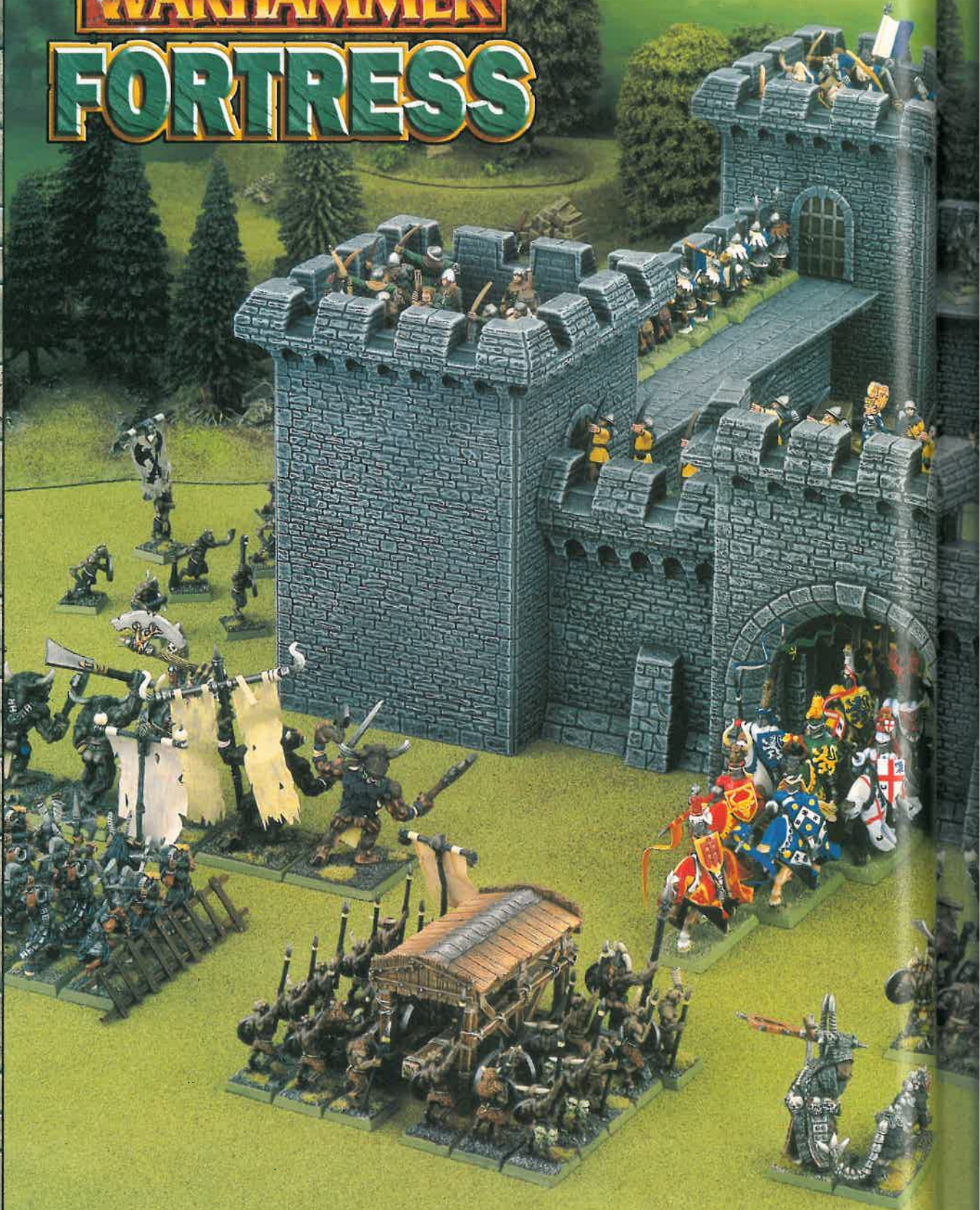


▲ *Da Stikkas, led by Big Boss Skab*

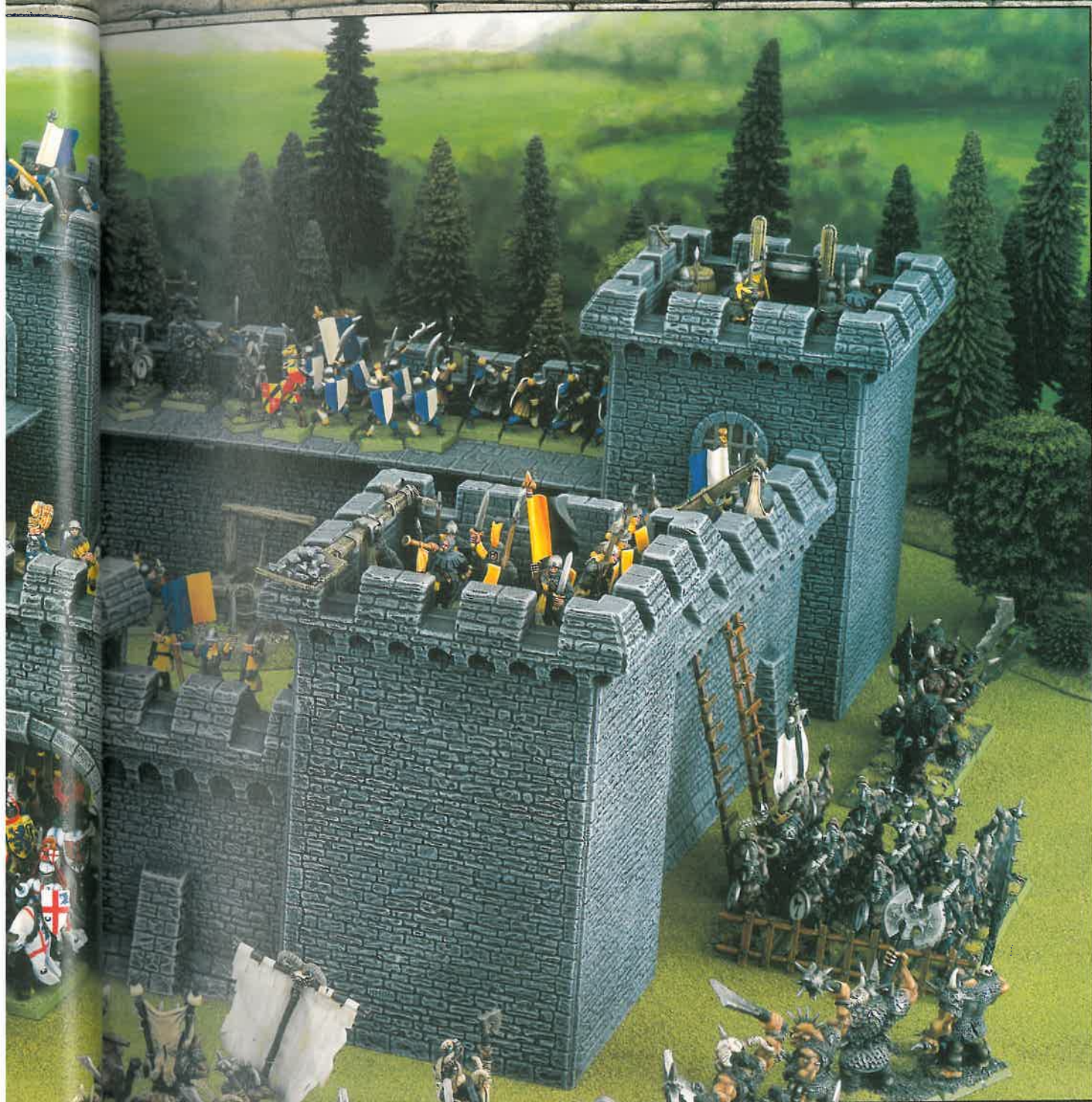


▲ *Goblin Doom Diver catapult*

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.



RAINING DEATH!

What's this, even more new Space Marines? As if the new Tactical and Devastator Space Marines weren't enough for all you fanatical Chapter Masters, this month the new plastic Assault Marines jump into existence. Complete with plastic jump packs, these really are the Emperor's finest. Simon Shuker tells all.

Anyone who knows anything about Space Marines knows that they excel at pretty much everything. Close combat, shooting, running through a hail of heavy weapon fire and surviving – you name it, they're good at it. But all this is insignificant compared to the fact that the models look absolutely fantastic, and that should be enough of a reason for anyone to use them.

These new Assault Space Marines come with their own plastic jump packs. The Space Marines themselves have been given poses

appropriate to the use of jump packs, giving a greater impression of movement than the Tactical Marines.

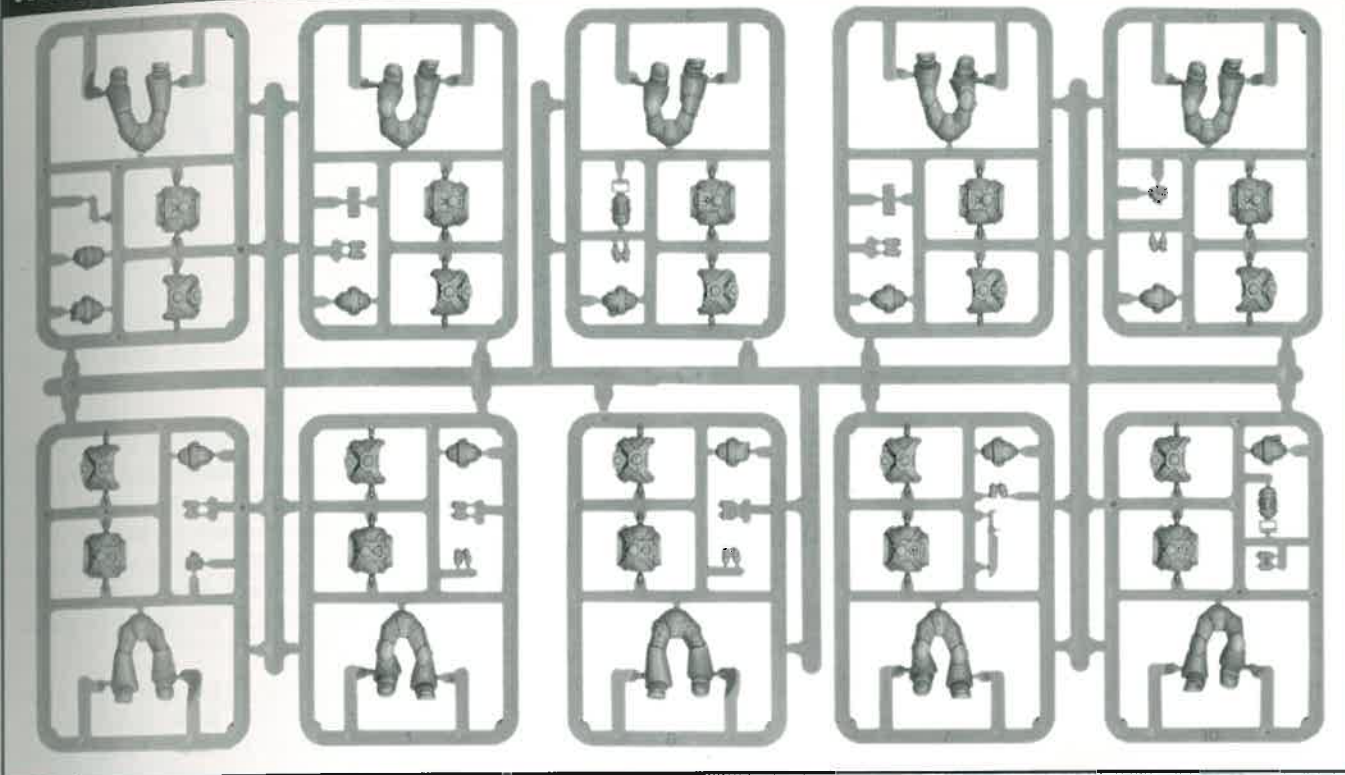
THE SPRUES

The box also includes two arm sprue variations; the first has a bolt pistol in the right hand and chainsword in the left, while the second is the other way around to provide more variation. One improvement is that the weapons are now attached to the hands rather than separate. Though a minor change, this really makes a huge difference as a lot of people struggled to attach the old weapons neatly, and the chainswords look a lot more vicious than the previous ones. The arm sprues all get a plasma pistol in case you want to upgrade some of the weapons, and you also get extra

THE NEW PLASTIC JUMP PACK



THE NEW SPACE MARINE ASSAULT SPRUE



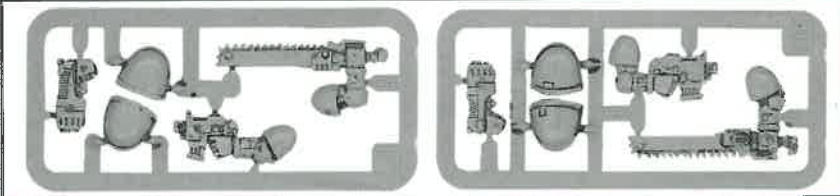
grenades, pouches, knives, a melita bomb, etc, etc.

All the parts are fully interchangeable with the plastic Tactical Space Marines released in October, so you could make one of the Assault squad into a sergeant, with an Auspex and holstered bolt pistol from the Tactical Space Marine sprue, or if you want Assault Space Marines without jump packs then simply use the assault weapon arms on the Tactical Space Marines' bodies. There are endless opportunities when you combine these two plastic sets (quick note: if you use the Tactical sergeant's head on an Assault Space Marine's body, he looks as if he's shouting a battle cry – quite suitable for a Space Marine Assault squad).

The box contains enough sprues to make five Assault Space Marines, all for ten pounds. Creating an army of Space Marines has never been so easy or cost-effective. As you don't need all that many Space Marines to build an army, it doesn't take long to collect a reasonable force. Then of course there's the added bonus that the figures are some of the best we've ever made!



THE ASSAULT WEAPONS SPRUES



SPACE MARINE HERO



Ultramarines Captain in Terminator armour

If Space Marine Assault squads in power armour aren't good enough for you, then how about using Terminator Assault squads or even normal Terminators (it's not like they don't pack enough of a punch with power fists). Then of course you are going to need a heroic character to don his Terminator armour and lead them into battle. Luckily the splendid new Space Marine hero is released this month, complete with heroic pose and the longest power sword we've ever seen (probably master-crafted) this guy is an essential miniature for anyone who loves using Terminators in their Space Marine army.



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...

This month is dedicated to all those who have bombarded us with letters about Andy Chambers'

Battlefleet Gothic has stirred up lots and lots and lots of interest if the number of letters I've received is anything to go by. I'd just like to say a big thank-you to everyone who's written in questions, criticisms and suggestions since the rules appeared in White Dwarf. Originally I was going to write a follow up article for White Dwarf but events have moved quickly so there is good news and bad news...

The good news: a boxed game of Battlefleet Gothic is in progress at the moment. The rules are just about finished and Dave Andrews and Tim Adcock are designing some wonderful new spaceships, including battleships and destroyers. The artists are drawing some amazing pictures and John Blanche is painting the front cover even as I write. If (and it's a big if) everything goes according to plan, Battlefleet Gothic should be out in spring 1999. Hurrah!

The bad news: because the game is under way, and it isn't that long until it's released, the evil Fat Bloke has vetoed doing any further rules in White Dwarf until the game comes out (boooo).

However, I've been able to slip some really interesting rules ideas into Dwarf under the cunning guise of publishing a few of the letters that have been sent in (and only some of the shorter ones at that!). So if you really can't wait you can try out some of the stuff here to keep you entertained through the long winter months.

Andy Chambers

First up we have some stuff from Rhys and Aneurin Little (those sound like Halfling or Wood Elf names to me). Their ideas for fighters are nice and straightforward, leaving the main emphasis on the big ships instead of committing you to endless record keeping about squadrons of fighters. The space station is interesting too, and would make a good objective for scenarios.

Give us fighters!

Ob Horned One,

We'd really like some sort of fighters to be incorporated into Battlefleet Gothic. After a session which involved many design ideas and drawings, we concluded that individual fighters would be a nightmare to control. Even if you created a base of fighters, they'd be too fiddly to use. Also because of their size (or lack of it) they couldn't do any serious damage to the ships. So

we hit on an idea to make the fighters as counters, a bit like the bio-boosters in Necromunda, only enhancing the mother ship, having the facility to be multi-tasked.

We also think that a space station would be a good asset to the game. We thought that it could repair ships and be used for regrouping and reinforcing.

My brother and I have thoroughly playtested both of these rules and what follows are our final ideas on this aspect of the game.

Imp. Space Station 200 points

Hits	Speed	Turns	Shields	Armour	Turrets
10	5cm	N/A	4	5+	4

Armament	Range/Speed	Firepower/Strength	Fire Arc
Prow Weapons	45cm	Firepower 6	Front
Starboard Weapons	45cm	Firepower 6	Right
Port Weapons	45cm	Firepower 6	Left
Rear Weapons	45cm	Firepower 6	Back
Torpedo Launcher	Speed 30cm	Strength 2	All round

Special Rules

Turns: Because of its immense size and gravity field, the Space Station does not have to turn. It may travel 5cm in any direction, or may choose not to move at all.

Reload and repair: A Space Station's main job is to repair and act as a stop-off point for other ships. To represent this, when a ship tests for special orders, roll on your leadership and if you pass the test you may move towards the Space Station and land. When a ship has landed, your torpedoes will be reloaded and to repair damage you must roll a 4+. This takes one turn (note: this is not an additional roll).

When someone has landed they may be targeted by enemy shooting; take the direction of the ship as the direction that the ship is currently pointing. If the Space Station is

destroyed and explodes then the ship is also destroyed.

Crippled: As Space Stations only move 5cm, if it is crippled then it will stop dead and not move.

Fighters..... 5 points
To use you must place them on a mother ship. They may start inside or outside the ship at the start of the game. Once the fighters have left their mother ship they may do one of the following orders per turn:

- **Intercept.** The fighters swarm out of the mother ship, towards the incoming ship, pounding it with small lasers and generally being a nuisance. When the fighters are on 'intercept' orders, any enemy ship that comes within 15cm is treated as moving through blast markers (roll 5D6).

- **Attack!** Fighters, though not very harmful, can do more damage when assisted by a larger ship. When the mother ship fires and the fighters are on 'attack!' orders then you shift one column to the left on the Firepower chart.

- **Escort.** As larger ships zoom along, they are surrounded by tiny fighters swarming around like bees protecting their queen. When on 'escort' orders the fighters make the opponent shift one column to the right on the Firepower chart when they fire at the mother ship.

- **Defend.** The fighters buzz around their mother ship, watching for the enemy and their inevitable torpedoes. When the fighters are on 'defend' orders they act as turrets (roll 5D6).

Note: you don't have to change fighters' orders; you may still use special orders.

May the Emperor guide your hands in your inventiveness,

Rhys and Aneurin Little

Next we have a letter from Duncan Webster, who even sent me a battle report (including some particularly good ship names) as well as some rules queries which are answered at the bottom of his letter below.

A few loose ends...

Dear Andy,

A big thank-you goes to Adam and Tom of GW Truro, who I persuaded to try out the Spaceship Battles rules in WD225 and with whom I had such a great time!

And you asked for feedback...

Using the ship designs from the magazine we fought a simple engagement (a 'battle report' follows) which was thoroughly enjoyed by us all. The rules worked well but we could do with the clarification of a few points which again follow this letter. It had a startlingly stimulating effect on us and before we were halfway through we had already talked about running a planetary assault scenario combining these rules, Epic 40K and Warhammer 40K, to run the whole thing from the first jump into the system to the defenders' last stand.

Rules Questions

Torpedoes: Is the only way to reload these with the command dice?

AC: Yep, the only way to reload torps is by taking a command check and going onto Reload Ordnance special orders. Unless of course you're using a Space Station or some other resupply base as suggested by the Little brothers in their letter.

Shields: Do these regenerate at the end of the turn in which they were damaged, at the end of the opposing players turn or at the start of the first players next turn?

AC: These automatically regenerate as soon as the ship moves out of contact with the blast markers touching it. A number of letters suggested treating them just like shields in Epic 40K, so they have to be repaired in the End phase by rolling a 4+ for each downed shield. This wasn't the original intention (to cut down on the book keeping - I really hate book keeping) but if it appeals you should give it a try.

Blast Markers: How do these get removed from ships? As the rules

state that they cannot be removed by the players and they are not removed once placed on the board, the only way we could see was for the ship to effectively 'leave' them behind when it moves again. If this is so, does the ship suffer the penalties for moving through the markers?

AC: Duncan's dead right here, blast markers are simply left behind when the ship moves off, remaining on the table as a potential hazard or haven for other ships (those huge explosions take a while to dissipate). Yes, a ship which starts its move in contact with blast markers does count as moving through blast markers

Battle Report

2/874 - 0985998.M41

In the Kernow system an Imperial force consisting of two Tyrant class (Iron Rule & Righteous Majesty) and two Lunar class (Gannymede & Io) cruisers from the Segmentum Obscurus warfleet, under the command of Vice Admiral Duncan, intercepted a Chaos raiding squadron made up of two Carnage class (Ripper & Shredder) and a pair of Murder class (Massacre & Bloodbath) cruisers led by Bloodcaptain Thomas of Chaos Undivided.

After a bloody battle at close quarters both combatants withdrew, the Murder class cruisers were totally destroyed, the Massacre was reduced to a blazing bulk drifting away from the battle, while the Bloodbath was atomised when its plasma drive overloaded (almost destroying one of the Tyrants in the process); both the Carnage class ships only suffered light damage. On the Imperial side all ships incurred very heavy damage: the Righteous Majesty lost almost almost all of her structural integrity and suffered a critical engine failure, the Gannymede was crippled and both the Massacre and the Io were very close to sharing the same fate. Although both sides claimed victory, everyone knew it was only a brief respite: the Chaos ships would be back...

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.

BLACK SCOURGE

by Nick Davis

Strike hard and fast. Dark Eldar Lords must successfully combine speed and firepower to bring victory. Out this month, the dreaded Dark Eldar Scourges combine these two elements perfectly. Additional firepower is also available with Dark Eldar Warriors armed with dark lances and assault weapons. And finally the Talos, the nightmare creation of the Haemonculi, makes its appearance on the battlefield.

THE SCOURGE

Highly mobile firepower is a prized asset in any army. The Dark Eldar personify mobility and they have some of the most awesome anti-personnel and anti-tank weapons in the WH40K universe. The winged Scourges have access to three of the deadliest weapons available to the Dark Eldar: splinter cannons, dark lances and mobility. Using their wings, the Scourges can move their heavy weapons anywhere they want to on the battlefield and can stop an enemy advance in its tracks. If you combine this ability with other mobile elements of your army, you have a pretty devastating package.

DEEP STRIKE

The most important thing to remember about Scourges is although they have jump packs, they are not assault troops. They carry out a very different role on the battlefield. Using their winged jump packs, Scourges have the ability to Deep Strike (even when the mission does not allow this) so they can reach any point of the battlefield. You can take advantage of this ability and use your Scourges to soften up the enemy for your Raiders and Reaver jetbike squads to finish off. This is how it works...

I field two types of Scurge squads, each with five Scourges in them. One squad is armed with splinter cannons and has a Sybarite with an agoniser – this is my anti-personnel squad. The second is armed with dark lances, with a Sybarite armed with haywire grenades. As you may have guessed this is my anti-tank squad.



The Scourges swoop down upon their prey.



The anti-personnel squad starts games on Deep Strike orders. Raider squads are almost always in assault range at the start of the second turn, just in time for Deep Strike squads to come into play. Land the Scourges as close as you can to the enemy and let loose with the splinter cannons. Then get your Raider squads stuck in, and the assaulted enemy squad should disintegrate before you. Using their jump packs, the Scourges can repeat this tactic every time before you assault. If the enemy squad puts up any resistance you can then charge in with your Scourges, adding their support to your Raider squads.

The anti-tank Scourge squad is easier to use. Deploy your Scourges at the start of the battle in a position that overlooks the battlefield, preferably in cover. If your opponent deploys his tanks out of sight of your Scourges, you can hunt them down by simply changing your firing position. At least once during the battle your opponent will train his available weapons on your Scourges (especially if you have destroyed half of his armour), so use the mobility of their jump packs to find a safer firing position. Then when the Scourges have eliminated all your opponent's armour you can use them to help capture a mission objective. I've played many games where my Scourges have snatched victory away from my opponent in the very last turn.

Mobility and firepower are your keys to success. The Scourges carry these keys, so use them to support your attacks and with a little luck they will bring you victory.



Scurge armed with a splinter cannon

On black pinions the Scourges drop down from the skies, unleashing a hail of splinters and pulses of dark energy. They attack wherever they please, and strike where least expected, utilising their wings to quickly retreat or drive forward, depending on the enemy's strength.



Scurge Sybarite armed with a splinter pistol & power weapon



Scurge armed with a dark lance



Scurge armed with a dark lance



Scurge armed with a splinter cannon



Urien Rakarth, master Haemonculus, designed and painted by Citadel Miniatures designer Paul Muller. You may have seen this fantastic miniature on display at Games Day. For all of you who missed it or couldn't make it on the day, here it is again.

DARK ELDAR



Wych armed with a razorsnare & falchion



Wych armed with hydraknives



Wych armed with hydraknives



Wych armed with shardnet & impaler



Wych armed with shardnet & impaler



Wych armed with a razorsnare & falchion

No act is too evil, no deed so immoral that the Dark Eldar will not perpetrate it. Nowhere is this more true than in the death arenas of Commorragh, where the warrior sects of the Wyches duel with one another and captured slaves and beasts. Ferocious alien creatures are unleashed amongst unarmed slaves, tearing their prey limb from limb, to the cheers and laughter of the audience. Robotic torture devices stalk helpless victims across the bloodied stones; ambulatory racks bedecked with flailing arms, spinning blades and whirling drills. Highly skilled Wyches use their specialised weapons to flay flesh from bone, to leech the blood from their enemies with agonising slowness, to rend and tear with every blow. Slaves and souls are won and lost by the contestants, while the spectators wager comparative fortunes on the skills of their chosen champions. The fates of whole worlds have been decided in gladiatorial combat, with the victor's sponsors claiming ownership of a billion lives with a single sweep of a venomous blade.

"We will not kill you all today. Some of you are left for later; a meal made all the sweeter by the terror of our return."

Sybarite Kallac Iman'dha to the survivors of the Slaughter at Septue Occident



Dark Eldar armed with a shredder



Dark Eldar armed with a dark lance



Dark Eldar armed with a dark lance



A Dark Eldar Warrior squad, including Warriors with dark lances.

TALOS

Constructed by the insane Haemonculi, the Talos is a torture device that prowls the battlefield searching for victims. For all you Dark Eldar Lords cackling at the thought of unleashing this nightmare creation upon your foes, White Dwarf proudly presents the rules for this gruesome creation.

The Talos is a torture device that sweeps across the battlefield on anti-gravitic motors, latching on to its foes and incarcerating them within its armoured shell. The death spasms of those captured propel the Talos towards its enemies, as its unique sting wildly spews death in all directions and its many-bladed arms cut through armour and bone with lashing blows.

Well that just about sums up the Talos. It's a nasty bit of kit that is capable of smashing apart enemy squads and vehicles with terrifying ease. With its anti-grav motors it can skim over intervening terrain, enabling it to move quickly to stem your opponent's advance or to press home an attack.

With its Strength of 7 the Talos makes a good tank hunter, and add to this the additional +1 AP bonus for each hit scored, not even the most heavily armoured tank can stand up to it for long. The trick is to keep it alive long enough to attack your opponents tanks. There are two

things you can do – one is to have two Talos and deploy them together (the old maxim of your opponent destroying one, but not two is very true). Or you can use a single Talos and operate it like today's modern helicopter gunships, hugging the terrain. Keep a piece of terrain that blocks line of sight between the Talos and its target (it is a Skimmer so difficult ground is not going to be a problem). Then all you have to do is find the right moment to strike.

The Talos also excels in a troop support role. When setting up your battleline, place your Talos next to one of your Warrior squads. Both units will then be able to offer each other support during the battle. The Warrior squad will help to compensate for the Talos' wild shooting and the Talos in return will give the Warrior squad a considerable advantage in an assault.

However you choose to use your Talos on the battlefield, remember to strike fast, strike hard and strike first.

TALOS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Talos	100	5	3	7	7	3	4	D6	-	3+

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

Weapons: The Talos is armed with a Talos sting and Talos claws.

SPECIAL RULES

Talos Sting: This is a unique weapon found only on the Talos. It has the following profile.

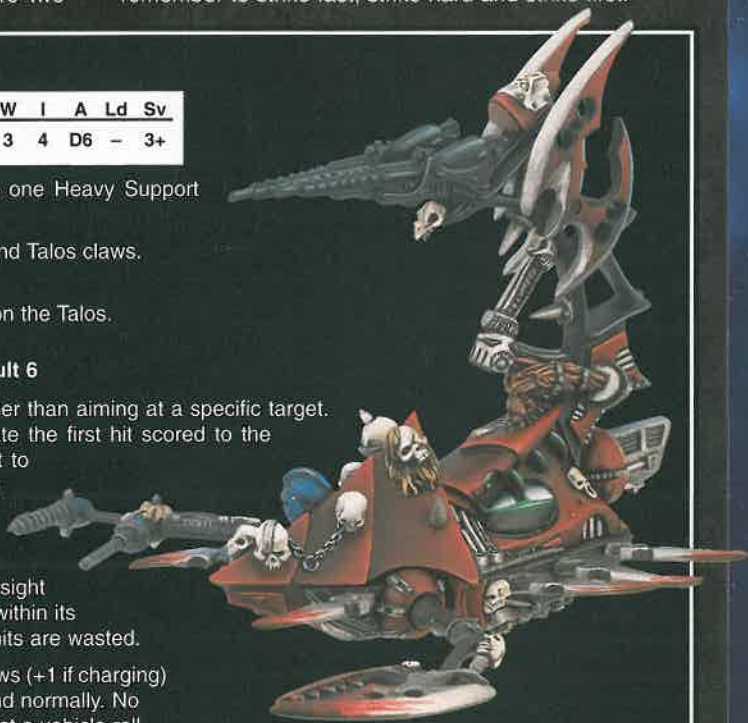
Range 24" Strength 4 AP 5 Assault 6

Wildfire: A Talos fires off wild volleys of shots rather than aiming at a specific target. When it shoots, roll to hit as normal. Then allocate the first hit scored to the nearest enemy model to the Talos, the second hit to the second closest model, and so on until all the hits (if there are any!) have been used up. Note that this may mean that models from different units are hit by the attacks. Also note that only models within range of the weapon and in its line of sight can be hit. Once all possible targets in range and within its line of sight have been hit once each, any further hits are wasted.

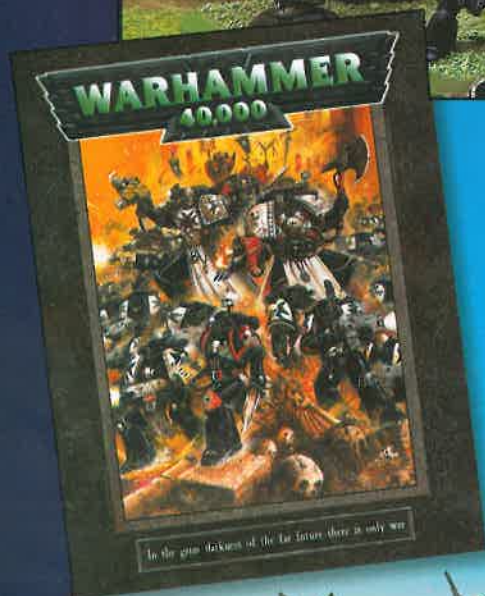
Talos Claws: The Talos gets D6 attacks with its claws (+1 if charging) when it fights in close combat. Roll to hit and wound normally. No armour saves are allowed against the claws. Against a vehicle roll only once for Armour penetration, but add +1 to the Armour Penetration dice roll for each hit scored by the Talos after the first (eg, if the Talos hits a vehicle three times with its claws, it would add +2 to its AP roll).

Fearless: The Talos never falls back and cannot be pinned. It is automatically assumed to pass any Morale checks.

Skimmer: The Talos can move over difficult terrain without penalty. However, if it starts or finishes its move in difficult terrain it will suffer a wound with no save on a D6 roll of 1.



WARHAMMER 40,000



WARHAMMER 40,000

THE BATTLE ENGINE

1. MOVEMENT

2. SHOOTING

3. ASSAULTS

4. MOVEMENT

5. SHOOTING

6. ASSAULTS

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298. MOVEMENT

299. SHOOTING

300. ASSAULTS



Contents and components may vary from those illustrated. Models supplied unpainted and unassembled. Glue and paints not included.

There is no
time for peace.
No respite.
No forgiveness.
There is only
WAR!

WARRIOR	HEALTH	ARMOUR	WEAPON	MOVEMENT	ATTACK	DEFENCE
1	1	1	1	1	1	1
2	2	2	2	2	2	2
3	3	3	3	3	3	3
4	4	4	4	4	4	4
5	5	5	5	5	5	5
6	6	6	6	6	6	6
7	7	7	7	7	7	7
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9	9	9	9	9	9	9
10	10	10	10	10	10	10

VEHICLE	HEALTH	ARMOUR	WEAPON	MOVEMENT	ATTACK	DEFENCE
1	1	1	1	1	1	1
2	2	2	2	2	2	2
3	3	3	3	3	3	3
4	4	4	4	4	4	4
5	5	5	5	5	5	5
6	6	6	6	6	6	6
7	7	7	7	7	7	7
8	8	8	8	8	8	8
9	9	9	9	9	9	9
10	10	10	10	10	10	10

WARRIOR	HEALTH	ARMOUR	WEAPON	MOVEMENT	ATTACK	DEFENCE
1	1	1	1	1	1	1
2	2	2	2	2	2	2
3	3	3	3	3	3	3
4	4	4	4	4	4	4
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VEHICLE	HEALTH	ARMOUR	WEAPON	MOVEMENT	ATTACK	DEFENCE
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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

48 HOURS

(The ravings of a man suffering from paint-shock)

by Nick Davis

Yes, it's a movie starring Nick Nolte and Eddie Murphy, but Hollywood connections aside, it was also the total time Nick Davis took to paint his first 1,000 points of Dark Eldar! For most of us it takes months to raise an army. So we asked Nick to tell us how he achieved this epic feat, and more importantly, why?

NO, NO YOU CAN'T STOP ME - I MUST TELL THEM THE TRUTH...

I have always wanted to start an Eldar army - not a Craftworld Eldar army but an Eldar Pirate army. I put considerable thought into what it would look like: the Pirate Lord riding to war on the back of a Vyper, followed by squadrons of Eldar jetbikes and Pirate bands on foot. Well my imagination was as far as I got with my Eldar Pirates. I was still busy painting my Imperial Guard, Lizardmen, Chaos, building terrain etc, etc, etc...

Then the Dark Eldar appeared on the scene. In the eyes of the Imperium, these guys are the Eldar pirates. After all, the Imperial officials don't really distinguish between subtle racial differences. As far as they are concerned, all Eldar are evil, heretical Aliens out to destroy the Imperium. Their Codex hinted at them being one of the groups of Eldar who survived the Fall and that they had some desperate fear of a great, unseen enemy. The only way they can keep this enemy at bay is to keep up an existence of inflicting pain and suffering on all they meet.

This background sounded really cool. Besides, they are really great miniatures; sleek, spiky and with a real decadent, evil feel about them. How could I resist? I was also given the opportunity to get my hands on loads of new miniatures (the army was originally going to appear in Codex Dark Eldar) and that swung it.

I was able to grab loads of excellent, new plastic Dark Eldar, which would be used to build up the core of my army. Also if time permitted I wanted to convert some of these plastic Dark Eldar into units not yet available, such

as the Scourges. Plus I got my hands on enough Wyches to make a ten-man squad and have a spare to convert into a Beastmaster. For the Warp Beasts I planned to use Chaos Hounds - these will be replaced with the actual Warp Beast models when I am able to get hold of them. And finally to finish off this initial collection of miniatures I managed to blag the splendid Archon model.

THE PLAN

Before I continue there is one last thing you must know. I have already mentioned that this army was going to appear in Codex Dark Eldar. Consequently, I was given a very tight-time frame to paint my army in. When I volunteered to attempt this mighty task, the guys, who were putting together the Codex were delighted. "Good", they said, "You have a week and a half to start and finish it!" Right in the middle of the World Cup as well... Doh!

Now I have always been able to paint up armies quickly, but never in quite such a short space of time. So I had to come up with a plan and stick to it. The first things I



The Dark Heart Raiders, of the Kabal of the Black Heart. The first 1,000 points, the first 48 hours.

needed to paint were the troops – two Warrior squads would give me my core force to start with. This would then be followed with the squad of Wyches. The final section of my force to paint would be the Archon, along with a bodyguard of six Warriors. This was my initial force and would be the core that I chose my army around when I started playing a games with it.

Then, if I managed to finish all that in time, I intended to build a squad of Scourges and if possible, paint up a Warp Beast pack and a Beastmaster. So that was my painting plan set – now to choose the colours.

PAINT SCHEMES

This was the second army (the first was a small Khorne Daemon army) for which I have tried using a limited colour palette – that is choosing a handful of colours to paint an army with and sticking just to them. This is a great discipline as it forces you think about the colours you use. I wanted to link this colour scheme into the dark, evil, brooding nature of the Dark Eldar and keep the paint scheme simple. So I looked at a couple of the Studio armies to get some ideas. The Eldar and the brooding Dark Elf army looked a like the ideal place to start.

The Eldar army uses bright, primary colours, usually with a different contrasting colour for the helmet – I didn't think Dark Eldar would look right in colours like that. But after taking a quick look at the Dark Elves, with all the deep, moody colours like dark blue and very dark metal, I decided that these were the colours I would use.

With this in mind I selected my paints: Chaos Black, Skull White, Bleached Bone, Blood Red, Midnight Blue, Boltgun Metal, Chainmail, Brown Ink, Blue Ink, Flesh Ink and finally Black Ink. This was the palette of colours I used on my models. The bases were finished off using Goblin Green, Snakebite Leather and Bubonic Brown.

Everything was in place. The miniatures were going to be built at lunchtimes at work, and I planned to paint at least two hours in the evenings and get in five or six hours a day at the weekend (World Cup permitting). Now to work...

PAINTING MY DARK ELДАР

When I start to paint a new army, I always find that the first five figures are the hardest to paint, as I'm never quite sure if the colour scheme will work.



The first thing I did was plan how to use the paints I had chosen for my colour palette. I wanted this army to look really dark, so I used a black undercoat. When I selected my paints I already had Midnight Blue in mind to be the main colour of my army. This paint was used on the Warriors' armour and vehicles, and was shaded with Blue Ink. I drybrushed the helmet plumes Blood Red to add a contrast to the dark blue. To distinguish them even more from Craftworld Eldar, the guns, face masks and any decoration were

painted in Boltgun Metal, shaded with a mix of Black and Blue Ink. The squad leaders, the Sybarites, were painted in the same colours as the Warriors, but I painted their helmets Blood Red and the plumes in Midnight Blue, to make them distinct from the Warriors.

Wyches are not members of a Kabal, but of a Wych Cult, so their colour scheme is different to rest of the army. My Wyches were painted in the reverse of the Warrior colour scheme, with Blood Red armour, befitting their bloodthirsty status (I used Gloss Varnish to give the armour a shiny effect). The armour was shaded with Brown Ink. Any hair or plumes were painted in Midnight Blue.



48 hours.

PAINTING MY DARK ELDAR cont...



I managed to find the time to paint my Scourges. Their colour scheme was influenced by the strong, comic book colours of the movie 'Flash Gordon' that I had watched earlier that week (it was the attack of the Hawkmen on War-Rocket Ajax that really did it). Again, each model was painted up from a black undercoat with Boltgun Metal on the armour and wings. This was then shaded with a mix of Black and Blue Ink. The

Scourges that were wearing helmets had them painted Midnight Blue to tie them into the rest of the army. A quick note on my Scourge Sybarite (pictured above); its power weapon is from a Necromunda Spyrrer (a Malcadon). I found the Spyrrers to be an excellent source of conversion material for the Dark Eldar.

To finish off I wanted to add a tiny detail that would give my army it's own individual character. After flicking through some old White Dwarfs, I chanced across a picture of some old Eldar Pirates with war paint on their faces. Perfect – the Dark Eldar are the same exotic, twisted aliens! So all my Dark Eldar who were not wearing helmets received facial tattoos, or in the case of the Wyches, war paint.



FINISHED IN TIME... JUST!

I finished painting the very last miniature the night before the deadline. In total I had spent approximately 48 hours painting and building my army. I had managed to paint everything including the Beastmaster, his Warp Beasts and a bonus squad of converted Scourges, plus a Haemonculus and 3 Reaver Jetbikes! I was pretty amazed at what I had achieved – although it didn't make up for England being knocked out the World Cup on penalties (Nothing will ever make up for that! – Paul Sawyer!) I handed it all over to the guys in production, who were as amazed as I was that I had got it all painted in time, and then it was finally photographed.

Phew... in 48 hours of painting time I had finished a completely new WH40K army. It is now time for the ultimate test, learning how to fight with them over a WH40K battlefield.

ANOTHER 48 HOURS

(BIGGER BUDGET, MORE CAR CHASES)

Some of you are probably flicking through your Codex Dark Eldar, trying to find a picture of my army. Well, sorry, you won't find it. After all that hectic work, my army was dropped due to lack of space. This did not particularly bother me as it had given me the chance to collect a fantastic, new army and it had shown me what I could do in a very limited space of time.

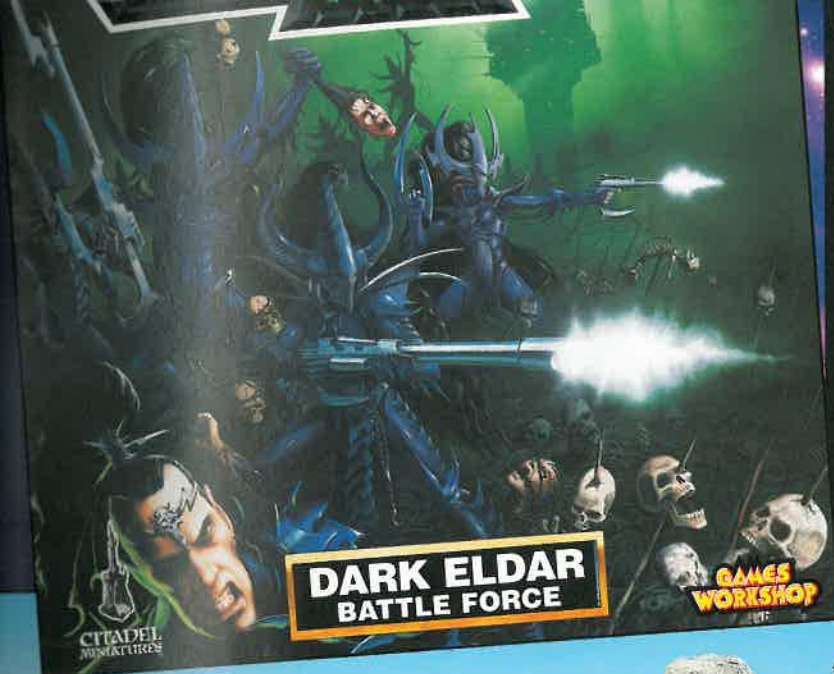
Since I first wrote this article my Dark Eldar army has grown quite a bit (see below). And after many games I have also discovered a few neat little tricks using the Raiders and the rapid moving Reaver jetbikes (and try an Archon, tooled up with combat drugs and an Agoniser). Some of these stratagems I detailed in Dark Raiders (check out WD228). Unfortunately I have run out of space to explain some of my more fancy tactics. Perhaps I will get a chance in a future Dwarf, until then, strike fast, strike hard and strike first.



Additional reinforcements, another 48 hours.

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 Reaver 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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GAMESDAY 02 & GOLDEN DEMON 98



Above: One of the highlights of Games Day '98 was the mega-display, the Fang, fortress-monastery of the Space Wolves Space Marines. The building stood over 12 feet tall (including the table it was on) and the display involved over five hundred miniatures and vehicles. Work has already commenced on next year's mega-display. We're not going to tell you what it is just yet but we are hoping to 'wow' you all...

On Sunday 27th of September, at the Banquet Hall of the Sydney Convention Centre, the first Australian Games Day and Golden Demon was held. The day was absolutely awesome as around 1,000 gamers jostled each other for the best positions at the gaming tables, the Black Library display, the Studio stand, or the Golden Demon display. This year's Australian Games Day and Golden Demon promises to be even bigger and better. Thanks to all who attended for making it a memorable day.



GAMESDAY & GOLDEN DEMON 98



Left: Some frothing gamers at the Dark Angels vs Eldar Exodites table. This was just one of the 40K tables that used some awesome scenery and beautifully painted miniatures. The Exodite Eldar army was painted by our Melbourne store manager, Andrew Long, who also won first place in the Open category of the Australian Golden Demon painting competition.



Below: The caverns of Karaz-a-Karak made the perfect setting for a Dwarf vs Skaven battle. This scenery was incredibly easy to make and could definitely be used for games of Warhammer 40,000. We will show you how it was made in a future issue of White Dwarf.

Above: The Black Library area was full of artefacts from the hands of Matt Weaver – the Fang is an excellent example. No less impressive (well, maybe a little) is this fantastic Back Templars Chaplain helmet.

Left: Not only did the Black Library contain plenty of 40K artifacts but also some armour from Rose Armoury. This suit is similar to that worn by Empire Greatswords.





This page: Castle Hill Games Club volunteered to help out by running some great demonstration games.

Jim Fox's Speed Painting Frenzy drew plenty of budding Mike McVeys. When we ran out of miniatures staff members volunteered themselves.

Necromunda was very popular with gangs fighting it out all day.



Above: Perhaps the world's only 40K-scale Bommerz over da Sulphur River.



Many of the Golden Demon entries were 'world class'. The competition was fierce and the judging was very difficult.

"WHERE ARE THE GOLDEN DEMON WINNERS?" we hear you ask.

In next month's issue we will have loads of exciting pictures of the Australian Golden Demon winners, including the picture of the lucky person who took home the Australian Golden Demon Slayer Sword.

CLASH OF

...and as the sun broke through the clouds, stark shadows were thrown across the tundra. The bio-engineered giants of the Black Templars and Space Wolves Space Marine Chapters were facing dogged resistance from the rebel Planetary Defence forces. The heretics had fallen back to defensive positions and were holding their ground. 'The Will of the Emperor will prevail!' cried Force Commander Robinson, as the might of the Adeptus Astartes advanced into the meat grinder.

Still buoyed by their mighty victory against the Mail Order Trollz (from WD221) the commanders of the Australian Games Workshop Telesales department challenged three officers from the Australian Army to a game of 40K. On a sunny Sunday afternoon the battle commenced on the deck of the Officers' Mess at HQ Training Command, Middle Head, Sydney (one of the best views from any gaming room I've ever seen).

Taking command of platoons of Imperial Guardsmen Major Mike Deterding, Captain Brenton 'Jock' Tuesner and Captain Adrien Hopkins showed our lads the best way to use tanks and masses of lasguns. The Space Marines were always going to have it tough in the 'Meat Grinder' mission they were playing and when the game ended after the fifth turn, the rebels were still holding out. Victory (this time) to the Australian Army.



file scan 04.M40792a
GLEN ROBINSON
Telesales Manager



file scan 04.M40792b
KYRAN HENRY
Trade Sales Supervisor



file scan 04.M40792c
ROB SUTHERLAND
Mail Order Supervisor

THE TITANS



As the Black Templars Force Commander discovered, you should never advance across an open battlefield towards Ordnance fire!

This is where his Command squad used to be.

The heavy losses suffered by both sides during the course of the battle were more than offset by the awesome view from the gaming area (or deck of the Officers' Mess). The audience of native wildlife was also astonishing.



file scan 04.M40792c
ERLAND
Supervisor



file scan 04.M40793a
MIKE DETERDING
Major



file scan 04.M40793b
'JOCK' TUESNER
Captain



file scan 04.M40793c
ADRIEN HOPKINS
Captain



WARHAMMER



EMPIRE CROSSBOWMEN



Wat we 'ave 'ere iz zumfing ded zpeetul - a box containing more hoomanz dan I can count, but dere'z definitely more dan thre. Dey 'ave all got zumfing called a chrozzbow, wat iz a right narty piece ov work and can ruin a wahlord'z battul plan. But never fear, coz da Gobbos 'ave zome great noo placticz too - wir zpearz an' bowz!



Sculpted by Alan and Michael Perry

Following on from the Empire Handgunners and Soldiers of the Empire Warhammer Regiments released recently, we are proud to announce the arrival of another Empire Warhammer Regiment – the Empire Crossbowmen.

The regiment sprue includes enough variant legs, bodies, heads, arms, weapons and extras to build a sixteen strong regiment to shower your opponent with deadly bolts. The box also contains the appropriate white metal pieces to make a command group (leader, standard bearer and musician).

The crossbow is a 'move or fire' weapon, although it doesn't take a turn to reload like the hand gun and while lacking the hand gun's armour piercing ability the crossbow has a range only matched by long bows and artillery, making it a weapon worthy of respect in any opponents' eyes.

Crossbowmen are usually best employed in static firing positions where they can be used as support for regiments armed to fight in hand-to-hand combat. Good deployment is essential to using Crossbowmen, as the need to move will reduce their fire rate.

Now that the Empire has four troop types available as £10 Warhammer Regiments (Crossbowmen, Handgunners and Soldiers of the Empire, which can be either Swordsmen or Halberdiers) there is really no excuse not to collect that new Empire army you've been promising yourself is there?



Altdorf Crossbowman



Stirland Crossbowman

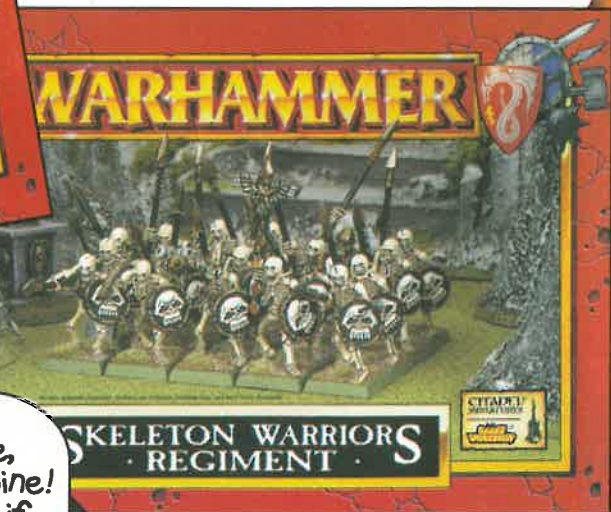
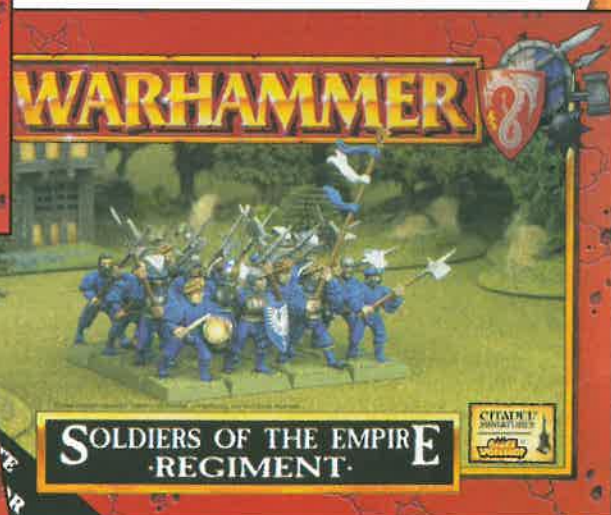
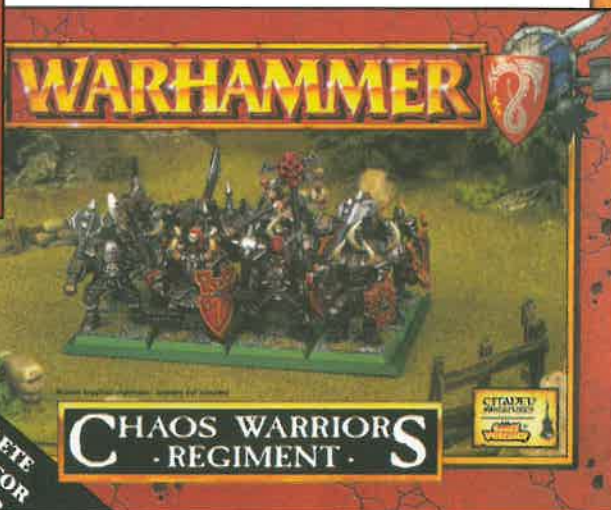


Wissenland Crossbowman



Reikland Crossbowman

Here we have all the multi-part plastic Warhammer Regiment sets currently available (except the Night Goblins, which are covered elsewhere in this issue). Each regiment has a uniform appearance but enough individual variation for them to look great on the field of battle. At £10 each, Warhammer Regiments are a great way to either build a new army or add a few regiments to your existing force.



Haha!
Mine, mine,
dey're oh! mine!
Catch me if
yoo kan
Strunty--

Adapted by Alan
Michael Perry

1 Crossbowman

1 Crossbowman

ARENA OF BLOOD

by Gav Thorpe

This month we've got a real treat for all our readers – a free game! This gladiator-style game features deadly Dark Elf Wyches fighting to the death in the arena. Just punch out the counters, make the stand-up card warriors and unfold the battleground poster, and you're ready to get playing.

The Wyches are a powerful organisation within Dark Eldar society. They fight gladiatorial battles in front of bloodthirsty crowds, honing their fighting skills and striving for fame and glory. The Wyches specialise in a particular fighting style, with ritual weapons. Life is often bloody and short for a Wych, but those that prosper can earn great prizes and the adulation of the masses.

A successful Wych can earn great physical rewards as well as fame. The arenas are the scene of much gambling, with extravagant wagers being made on the outcome of a particular fight. Thousands of slaves, the fate of worlds, power and favours are all gambled on a fighter's skill at arms. If the Wych performs well and earns their sponsor much wealth and power, they will in turn gain many slaves and riches for themselves.

In Arena of Blood each player takes the part of a Wych, fighting in an arena of the hellish city of Commorragh for the pleasure of their fellow Dark Eldar. It is a brutal and bloody affair, and each Wych has their own particular strengths and

Making your card Wych warrior

First fold the card Wych warrior in the middle so that both sides are back to back. Next fold the two short tabs outwards.

Finally fold the long hexagonal tab under the two tabs to make a base and glue it with Superglue. Your card Wych is now ready to do battle in the arena (of course, you can use your own painted Wych miniatures if you prefer)!



weaknesses. There are no rules: the fighters will use any means possible to defeat their foes. Victory is simple – the last Wych left standing is the winner...



ARENA OF BLOOD

Wounds/Actions points:

The number of things a Wych can do in their turn is determined by their Action Points. The number of actions points a Wych has relates to the number of Wounds they have remaining. A Wych reduced to zero wounds is dead and is removed from the game.

Armour Save:

Wyches wounded by their foes may be saved by their armour. The score they need to make an armour save is given here.

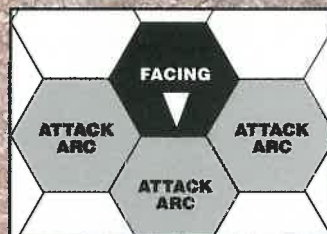
Attacks: This lists the different types of attacks available to the Wych, and the number of action points they cost to use.

Reactions: These are the reactions a Wych can make when attacked by an enemy.

THE FIGHTERS

Each of the Wyches has a game card which details how they fight in the arena. The card shows the following information.

Name: This is the Wych's name, along with the weapons they are carrying.



FACING

The front of every Wych warrior must face towards one of the hexsides. A Wych has an 'attack arc' as shown in the diagram above. A Wych can only make attacks against, and react to, an enemy who is within this attack arc. Wyches can change facing freely during their turn, but may not change their facing once the player has finished completing their turn (exception: see Knockback and Murder Stakes below).

ACTION POINTS

In their turn Wyches can move and attack.

The amount of movement and attacks they can make is regulated by their

Action Points (AP). The number of AP Wyches have each turn is determined by their Wounds value, as indicated on the game cards (keep track of your warrior's wounds with the Wound marker).

It costs one AP to move into an empty Hex; only one Wych may occupy a hex at any time. If an enemy Wych is in an adjacent hex within the Wych's attack arc, they may make one or more attacks. The cost of a Wych's attacks is shown on their game card. Wych's may combine movement and attacks in any order they wish. For example, they could move-attack-move, attack-move or even attack-move-attack-move. There is no limit to the number of AP that can be spent on moving and attacking, within the number of AP the Wych has for the turn. A Wych could also attack several different foes during their turn if they have sufficient AP.

MAKING ATTACKS

As noted above, a Wych who has an enemy in an adjacent hex and within their attack arc can make one or more attacks. Each attack on the Wych's game card lists a To Hit roll and a To Wound roll. These are the scores required to hit the target and inflict a wound. The procedure for making an attack is as follows:

1. Roll to hit. The player rolls a dice and must score equal to or more than the required To Hit roll. If they score less then the attack has missed.
2. Roll to wound: Having successfully hit, the player must score equal or more than the indicated number of one dice. If they fail then their attack has only inflicted a scratch, small cut or other injury which does not impair their opponent's fighting ability in any way.
3. Make armour save. If a target is hit and wounded, they may make an armour save. They must roll equal to or over their armour value on a single dice. If they succeed then the wound has no effect. If they fail, their

Druath the Serpent

Armed with splinter pistol and blade

Wounds	APs
4	8
3	7
2	6
1	5



Armour save: 5+

Attacks:

APs	Effect
1	Shoot. Ranged attack, Poisons: 4+.
1	Slash. To Hit: 4+, To Wound: 4+.
2	Stab. To Hit: 4+, To Wound: 4+.
	Knockback: 5+.

Reactions:

Any 1 AP attack

Special:

Expert Aim: When Druath shoots, you may roll two dice. If either scores the required amount, a hit is scored. Note that only one hit is scored, even if both dice rolls are high enough.

Special Rules:

Any special rules that apply.

STARTING PLAY

Before setting up their Wyches, the players must design the arena. Each player rolls a dice.

Starting with the highest scoring player and working clockwise around the table, each player takes it in turn to place one of the murder stakes

counters in a hex in the arena. Only one counter is placed in each hex, but other than this there are no restrictions. Once all of the murder stake counters have been placed, you are ready to start fighting.

Each player selects one of the Wyches at random to see who they will fight as. The players all then roll a dice, with the highest scoring player setting up first and then working clockwise around the players. A Wych must be set up in a hex on the edge of the board, no closer than six hexes to another Wych. The players then roll off again to determine who goes first, with play proceeding clockwise from the first player.



ARENA OF BLOOD

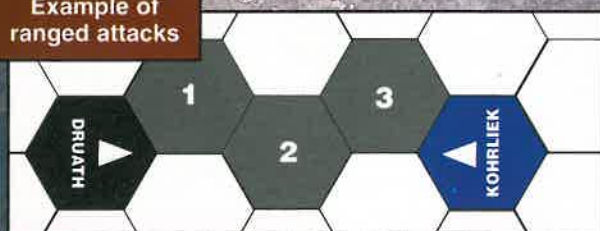
wound marker is moved one space down on their wound track and their AP total will be reduced accordingly. A Wyck reduced to 0 wounds is dead!

RANGED ATTACKS

Some attacks are noted as being ranged attacks. Firstly you must calculate the range to the target. Count the number of hexes between the Wych and the target, including the target's hex but not including the attacker's. To hit, the Wych must roll over this range on one dice. If they are successful they roll to wound and their enemies make armour saves as normal.

Ranged attacks must be made within the attack arc of a Wych, like any other attack. Here, Druath is shooting at Kohlriek. Kohlriek is 4 hexes away from Druath, so Druath will need a 5 or 6 to hit.

Example of ranged attacks



POISON

Some attacks are noted as poisoning their enemies rather than wounding them. The procedure is the same as for a normal attack, but instead of the target moving their wound counter down one place if they fail their armour save, a 'Poisoned' marker is placed at the bottom of their Wound track. At the start of a poisoned Wych's turn, roll a dice. On a score of a 1, the marker moves down the track one place. If it is already at the bottom, then it is removed. If the roll is a 6 the marker is moved one place up the track. If the poison ever reaches the Wych's wounds marker, the Wych succumbs to the toxins coursing through its veins and is removed as a casualty.

Wounds	Aps
4	8
3	7
2	6
1	5

KNOCKBACK

Some attacks can inflict knockback – thrusts and stabs that can send an opponent reeling from the blow. If a knockback attack hits its target, you can roll for knockback, in addition to rolling for wounds. Roll one die and try to score equal to or more than the attack's knockback number. If successful the target is knocked back. A knocked back Wych is moved one hex directly away from their attacker, and turned to face them. The attacker may follow up into the vacated hex for no AF cost and no enemy may make a reaction against them during this free move. If a Wych is knocked back into a hex occupied by another Wych, this second Wych is also knocked back one hex.

REACTIONS

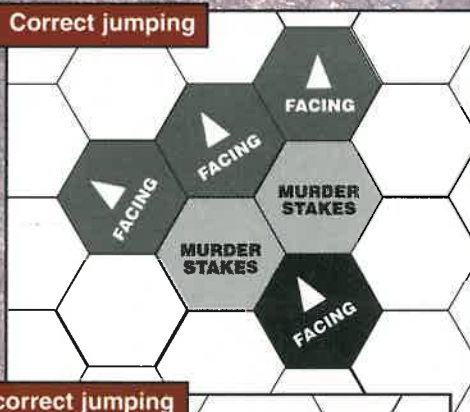
When an enemy moves into a hex adjacent to and within the attack arc of your Wych, you may react. The types of reaction that a Wych can make are listed on their game card. A reaction costs no AP and is resolved immediately that the enemy moves next to the Wych. Note that you can react to each and every enemy that moves into your Wych's attack arc, but you can only react to models as they move into the hex – enemy who start their turn next to your Wych cannot be reacted to, but you do get to react if they move from one adjacent hex to another.

MURDER STAKES

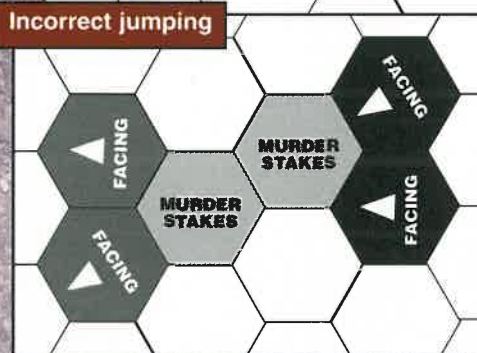
Some hexes are filled with murder stakes – vicious barbs and blades that rend flesh and break bones. Also note that the outside of the arena is lined with murder stakes as well. A model may jump over one hex of murder stakes at a cost of 2 AP, and moves into the hex on the direct opposite side of the murder stakes. However, roll a dice, and on a score of a 1, the Wych takes a hit as they make the jump and must make an armour save or lose a Wound.

When a Wych jumps over murder stakes, they must end their move in the hex on the exact opposite side. Only one hex of murder stakes can be jumped over at a time.

Correct jumping



Incorrect jumping



If a model involuntarily enters a hex with murder stakes in – by a knockback, for example – they must make an armour save or lose as wound as above. In addition, they move out of the hex immediately in a random direction. Number the hexides 1-6 and roll a dice to see which direction they move in. The Wych

W

W

W

W

W

W

W

P

P

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P

P

SLEKASHEK THE
BEASTMASTER



DRILATH
THE SERPENT



KRIKHERA
THE CAPTOR



MOREDREKHA
THE STORM

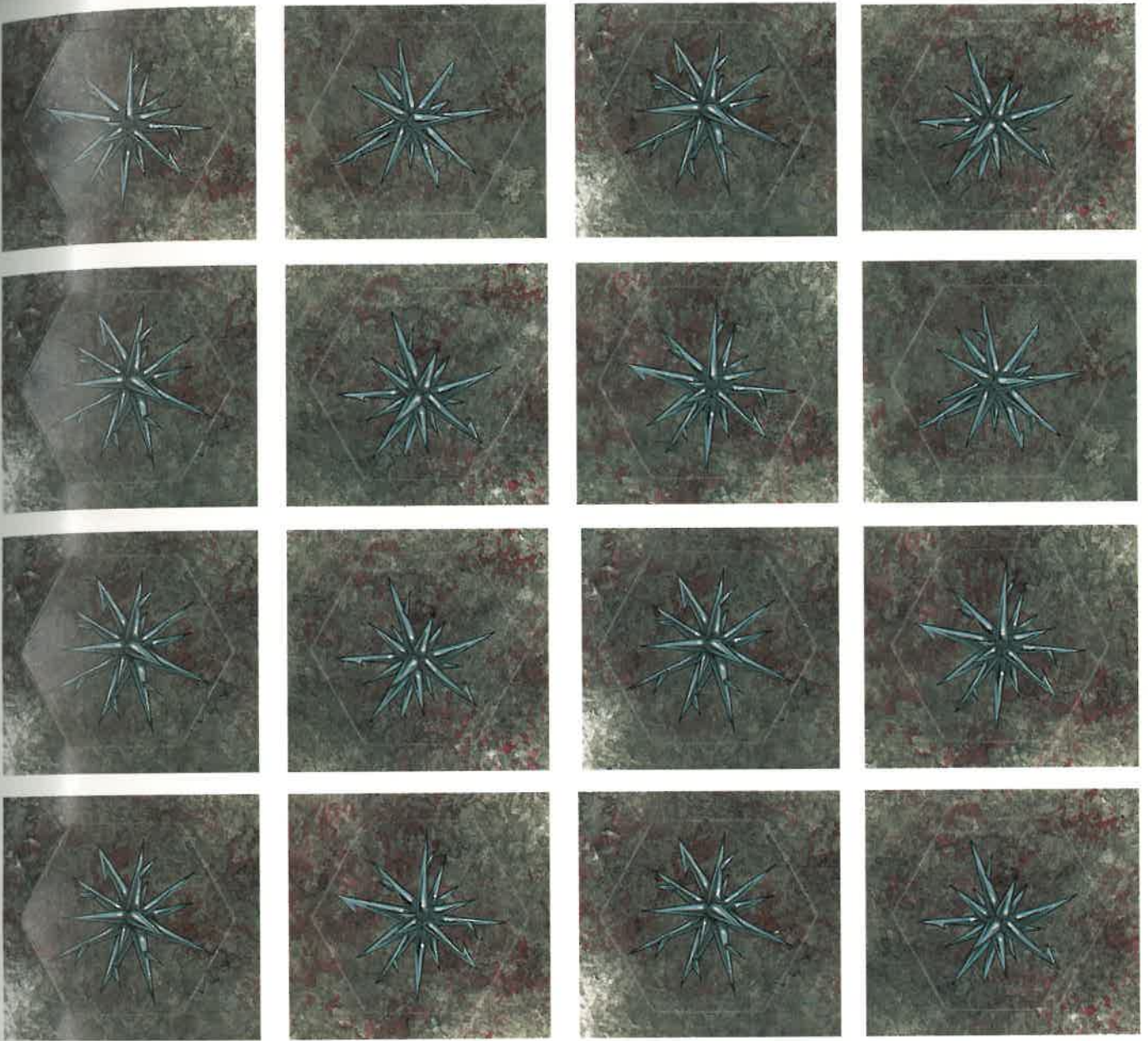


KOHRLEK
THE HELLION



1 2 3 4 5 6 7 8 9 10 11 12

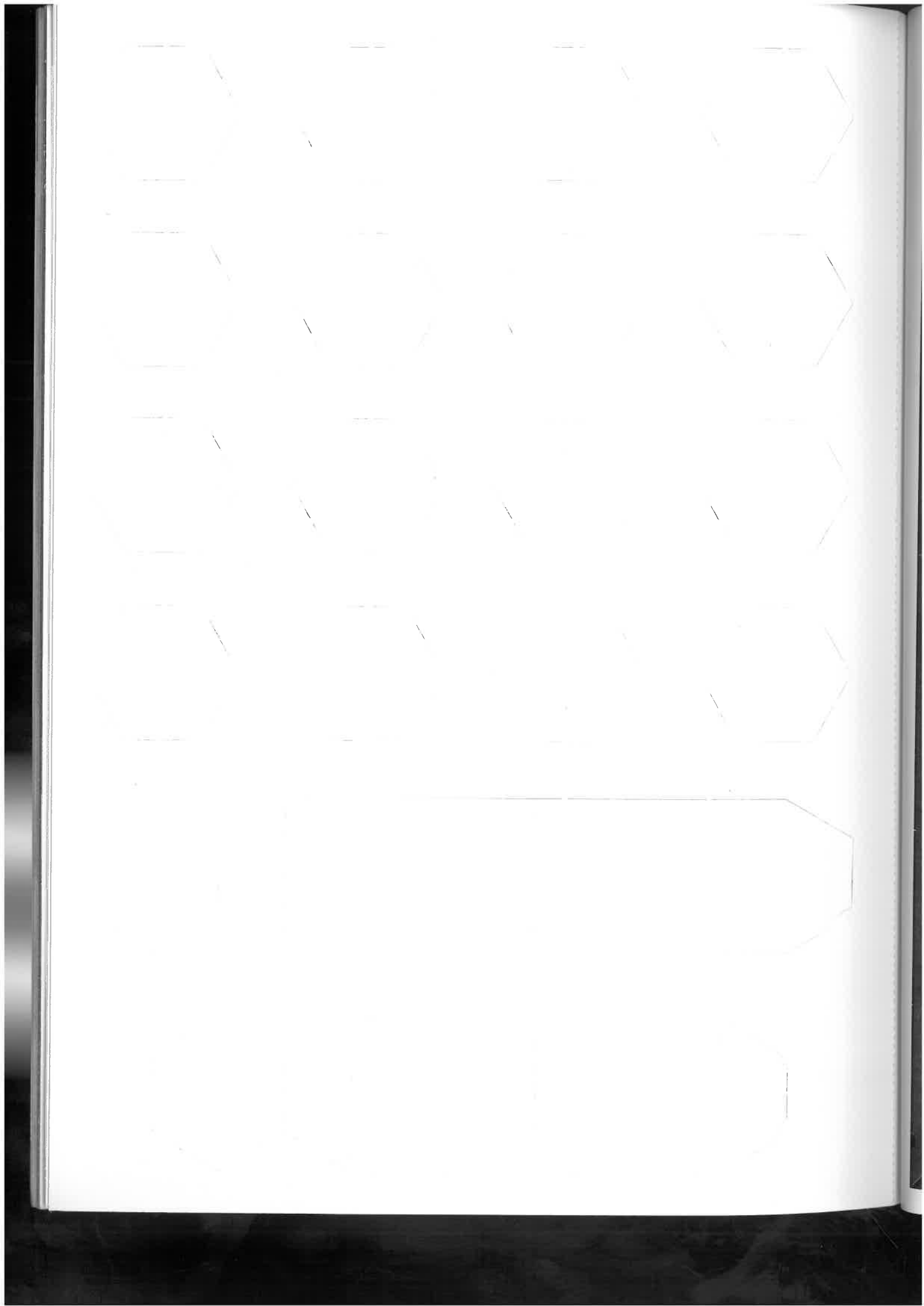




ARAKLESK
THE STING



WARP BEAST



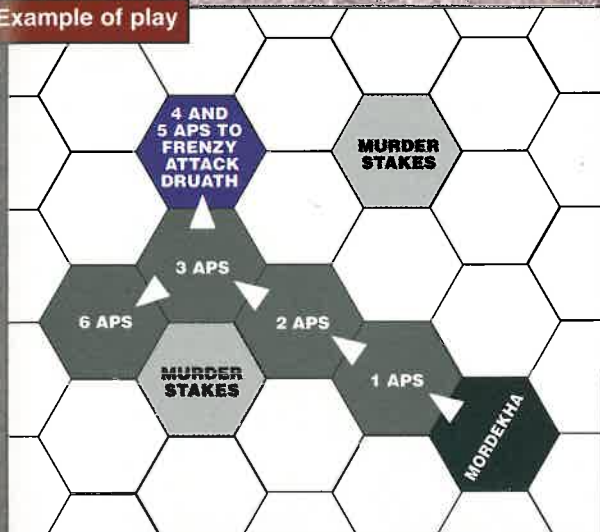
ARENA OF BLOOD

will finish this move facing away from the murder stakes. Models cannot move off the board for any reason; if a model is knocked off the board, the Wych takes a hit as normal, but they are not moved.

EXAMPLE OF PLAY

It is Mordrekha's turn. Mordrekha has 2 Wounds remaining and so has 6 Action Points. He spends 3 Action Points moving next to Druath. As Mordrekha has moved into a hex adjacent to Druath and within his attack arc, Druath can make a reaction. Druath elects to shoot with his splinter pistol. He must roll a 2 or more to hit Mordrekha, and succeeds. However, his 4 or more roll to poison his enemy fails. Mordrekha can now continue with his turn.

Example of play



Mordrekha decides to attack, and spends 2 Action Points to go into a frenzy. He rolls a dice and scores 4, which means he can make 4 attacks. The attacks need 4 or more to hit, and Mordrekha rolls a 2, 3, 5 and 6, indicating two hits. He then rolls to wound, scoring two 4s, which is 2 wounds. Druath has a 5+ saving throw, and rolls 2 dice, scoring a 1 and a 6, so one wound is saved and he loses one wound.



Mordrekha then uses his last remaining action point to step one hex away from Druath.

LINKING YOUR GAMES

If you wish, you can play several games of Arena of Blood and link them together, with surviving Wyches getting more skilled as they continue. This is called a campaign. Each player starts with one Wych 'team', that consists of one of each of the Wyches (it's a good idea if you've got a copy of the cards each, in case two or more players want to field the same Wych in a fight). You'll need some paper to note down the status of your Wych team over the course of the campaign.

At the start of each fight, each player selects one of their Wyches to take part. The game then proceeds as normal. Wyches that are killed are removed from your team and cannot be used again (although see the ideas about buying in new fighters below).

FAME (I'M GONNA LIVE FOREVER!)

A Wych who kills an enemy gains +1 'fame'; note this down. If a Wych kills an enemy with a higher fame rating than their own, they gain an additional +1 fame. If a Wych survives the fight, each point of fame they have allows them to re-roll one dice a turn. A re-roll is just what it sounds like – you can pick up the dice and roll it again. No single dice roll can be re-rolled more than once.

Your team also has a fame rating, which is equal to the amount of fame earned by its fighters (whether they survive or not).

ENDING THE CAMPAIGN

There are several different ways to end the campaign:

Fixed length: Fight a set number of games (say six or seven). The team with the highest fame rating at the end is the winner. If there is a draw, the contesting teams have one final fight to determine the overall winner.

Survival of the fittest: Keep fighting games until only one team has any Wyches left. These are the winners.

Glory: Set a target for team fame (say ten fame points). The first team to achieve this level of fame is the winner (worked out after a fight has finished, not during a fight!). If both teams pass the point after the same fight, the team with the highest total wins, otherwise fight a tie-breaker as in Fixed Length.

ACQUIRING NEW FIGHTERS

You may like to have teams gain new fighters (and replace dead Wyches!) during your campaign. If you wish to do this, deduct -1 from your team's fame rating and nominate the type of Wych you wish to recruit. Roll a dice and compare it to the scores noted below. If you can equal or beat the required score, then that type of Wych has joined your team. You can make any number of rolls after a fight, but must deduct 1 team fame for every roll.

Beastmaster or Hellion: 5+

Any other Wych: 4+

THE BLACK RAGE

CHAPLAIN LEMARTES, GUARDIAN OF THE LOST



Chaplain Lemartes
Sculpted by Mike McVey

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

The Blood Angels Chaplains are completely dedicated to guarding against the Black Rage. It is they who seek the first tell-tale signs of the coming madness and group the affected warriors into the Death Company. It is also they who minister to the depraved, mindless beasts unfortunate enough to succumb to the Red Thirst. Chaplain Lemartes is currently chief amongst the Chaplains and the most strong willed of all these individuals.

"Stand fast!" Lemartes bellowed, noting the blood-hungry glaze in the eyes of the Space Marines around him. The Orks were approaching slowly and he knew that the Blood Angels must thin the enemy's numbers with their heavy weapons before they could despatch the remainder in honourable close combat.

Hearing the Chaplain's stern words, the Devastator squad readied their weapons, each picking a target in the advancing green-skinned horde.

"Open fire!" he commanded and as one, the Devastators fired a hail of missiles and heavy bolter shells into the oncoming mass. A score of Orks fell to the steady salvos of fire, causing the alien monstrosities to pause in their advance.

Seeing their hesitation, Lemartes turned to the Death Company who stood behind him, sensing the barely repressed battle-thirst within each of them. Raising his crozius arcanum above his head, the Chaplain pointed towards the greenskins as they milled about in disarray.

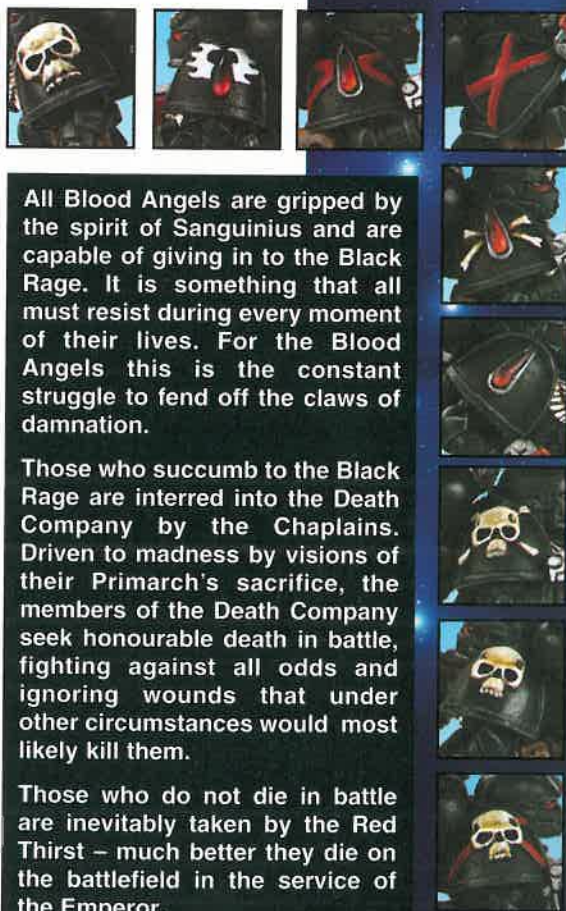
"For the Emperor and Sanguinius! Bring death to the aliens!" he cried, activating the jets of his jump pack. The frenzied warriors of the Death Company followed swiftly behind him.



Chaplain Lemartes leads the Death Company in a savage assault on a Night Lords force.

BLOOD ANGELS DEATH COMPANY

The Space Marines of the Blood Angels Chapter are the inheritors of what some refer to as a terrible curse. Certainly their enemies have reason to call it a curse, but for the Blood Angels the Black Rage is a constant personal battle. Those who can no longer keep the Red Thirst from claiming them become part of the Death Company and allow the Black Rage to infuse them with the power of Sanguinius.



All Blood Angels are gripped by the spirit of Sanguinius and are capable of giving in to the Black Rage. It is something that all must resist during every moment of their lives. For the Blood Angels this is the constant struggle to fend off the claws of damnation.

Those who succumb to the Black Rage are interred into the Death Company by the Chaplains. Driven to madness by visions of their Primarch's sacrifice, the members of the Death Company seek honourable death in battle, fighting against all odds and ignoring wounds that under other circumstances would most likely kill them.

Those who do not die in battle are inevitably taken by the Red Thirst – much better they die on the battlefield in the service of the Emperor.

CODEx™ BLOOD ANGELS

CODEx BLOOD ANGELS



CODEx SPACE MARINES



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 Angel 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 £4.



Join 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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By Tuomas Pirinen

MORDHEIM

CITY OF THE DAMNED

Rules in progress for skirmish games of Warhammer

Greetings Wyrdstone hunters! This month's White Dwarf includes an experience system for Mordheim. As with other Mordheim rules, you should remember that the experience system is still under development, so feel free to change it to fit the games you are playing. If you start using the Experience system, make sure that any two warbands fighting against each other have roughly the same amount of experience, or give the warband with a lower experience some advantage, like extra gold to spend on more warriors and equipment.

As an extra bonus, over the page you will find two new, Mordheim-inspired illustrations from the talented hands of John Blanche and Alex Boyd. Enjoy!

EXPERIENCE

As Warriors take part in fights, those who survive become more experienced and improve their battle skills. This is represented in the game by 'Experience'.

Warriors earn Experience when they take part in a battle. Once a warrior has enough Experience points, he gains an 'Advance'. This takes the form of an advanced characteristic or a skill. Warriors who survive long enough may progress to become great heroes, with many skills that they have picked up during their long and glorious fighting careers.

When warriors are recruited they start with 0 Experience.

EARNING EXPERIENCE

Your Heroes gain 1 Experience for each warrior they put out of action, and 1 Experience for each battle which they survive (i.e. are not put out of action). Henchman groups gain 1 Experience for each game that they take part in.

Experience points earned are always added to a fighter's total after the game is over.

EXPERIENCE ADVANCES

As warriors earn more Experience points, they are entitled to make Advance rolls. To gain their first Advance, a Hero or a Henchman group must accumulate 2 Experience. Each further Advance will require the Hero or the Henchman group to gain 1 more Experience than the Advance before (i.e. 2 for first Advance, 3 for the second, 4 for the third, etc.). When they accumulate enough Experience, they may make an Advance roll. The roll must be taken immediately after the game when the Advance is gained, while both players are present to witness the result. Note that Henchman groups gain Experience as a group, and consequently all the warriors in one group gain the same Advance.

ADVANCE ROLL TABLES

Make any Advance rolls that are due immediately after the battle so that both players can witness the result. Roll 2D6 and consult the appropriate table, below.

HERO ADVANCE TABLE

Heroes may gain a maximum of 1 extra point of Strength, Toughness or Wounds, and 2 extra points of Initiative, Attacks, Weapon Skill or Ballistic Skill. If your dice roll indicates an increase in a statistic which is already increased to this maximum, roll again on the table. Heroes may have a maximum of 15 advances.

2-5	New Skill. Randomly select one of the Skill lists and pick any skill from it.
6	Characteristic Increase. Roll again: 1-3 +1 Strength; 4-6 +1 Attacks.
7	Characteristic Increase. Choose one: +1 WS or +1 BS.
8	Characteristic Increase. Roll again: 1-3 +1 Initiative; 4-6 +1 Leadership.
9	Characteristic Increase. Roll again: 1-3 +1 Wounds; 4-6 +1 Toughness.
10-12	New Skill. Randomly select one of the Skill lists and pick any skill from it.

HENCHMAN ADVANCE TABLE

Henchmen may gain only 1 extra point on any of their initial characteristics. If your dice roll indicates an increase in a statistic which is already at this maximum, roll again on the table. All the warriors in the group gain the same Advance. Henchmen may have a maximum of 4 advances.

2-4	Advance. +1 Initiative.
5-7	Advance. Choose one: +1 WS or +1 BS.
8	Advance. +1 Strength.
9-10	Advance. +1 Attack.
11-12	Advance. +1 Leadership.



BEYOND THIS POINT
LIE WEALTH AND POWER
UNIMAGINABLE.

THE ONLY AUTHORITY IS
THAT OF THE SWORD.

TERROR LURKS IN THE
DARKNESS.

ONLY DEATH AWAITS YOU.

WELCOME TO MORDHEIM
CITY OF THE DAMNED

SCRIPT: DAN ABNETT
ART: SIMON COLEBY
LETTERS: KIM ROBSON

THEY'RE ALL
AROUND US! BY
ULRIC'S BONES!
WE'RE TRAPPED
HERE!



HUSH, KERSH!
WE GOT THE
WYRDSTONE,
DIDN'T WE?

WULF IS RIGHT...
THE REST OF THE
LADS'LL BE HERE
BY SUNRISE.



WHAT IF THEY STORM
THE PLACE BEFORE
THEN? YOU'RE HURT,
RUGER, AND BRUCH
CAN'T EVEN HELP
HIMSELF!



SHUT UP, KERSH, YOU WEASEL!

OH, THAT'S IT, IS
IT, WULF? KILL
ME AND KEEP THE
WYRDSTONE FOR
YOURSELF?

BACK OFF, WULF?
IS THAT YOUR
GAME?



SO YOU'D BOTH
GANG UP ON ME?

EARGHHH!

KERSH!



YOU KILLED HIM!
YOU KILLED KERSH!

AGHHH!



URGH...YOU...
TRAITOR...

AIEKK!



KERSH...? WULF?
THE FIRES ARE
GOING OUT.

RUGER? ANYONE...?
HELLO...

THE END





Art by John Blanche

SKILL LISTS

D6 Roll

1-2	Combat
3	Speed (Dwarfs cannot have Speed skills)
4	Strength
5-6	Shooting

The following Skill lists detail the skills that may be earned as Advances. Roll on the chart above to see which list of Skills you can pick your Skill from.

Descriptions of the Skills are printed below.

COMBAT SKILLS

Strike to Injure. The warrior can land his blows with uncanny accuracy, hitting the most vulnerable spots. Add +1 to all injury rolls caused by the model.

Combat Master. The Hero is expert at taking on several opponents. If the warrior fights against more than one warrior at once, he will gain 1 extra attack as long as he is engaged by two or more opponents.

Web of Steel. Few can match the skill of this warrior. He fights with consummate skill, weaving a web of steel around him. The model gains +1 to all his rolls on the Critical table.

Expert Swordsman. The warrior has been schooled in the art of swordsmanship to an excellent degree. He may re-roll all missed hits with a sword during the turn he charges.

Step Aside. The warrior has a natural ability to avoid injury in combat. Each time he suffers a wound in hand-to-hand combat he may make an additional saving throw of 5+ on D6. This save is never modified, and it is taken after all armour saves.

SPEED SKILLS

Leap. The warrior may leap D6" in the movement phase in addition to his normal movement. He may move and leap, run and leap, or charge and leap, but he can only leap once per turn.

A leaping warrior may jump over man-sized models, including enemies, and obstacles 1" high without penalty.

The leap may also be used to leap over gaps, but in this case you must commit the model to making the leap before rolling the dice to see how far the model jumps. If the model fails to make it all the way across, then it falls through the gap.

Sprint. The warrior may triple his movement rate when he runs or charges, rather than doubling it as normal.

Acrobat. The warrior is incredibly supple and agile. The model may fall or jump from any height without taking damage if he makes an Initiative test, and can re-roll failed diving charge rolls. He can still only make a diving charge from a height of up to 6".

Lightning Reflexes. If the warrior is charged, the order of attacks is determined by comparing Initiative values instead of the charger striking first automatically.

Jump Up. The warrior can regain his footing in an instant, springing to his feet immediately if he is knocked down. The warrior may ignore knocked down results on the Injury table altogether.

Dodge. A warrior with this skill is nimble and fast as quicksilver. The warrior has an unmodified 5+ save against missiles. Note that this save is taken as soon as a hit is scored, to see if the warrior dodges.

STRENGTH SKILLS

Mighty Blow. The warrior knows exactly how to use his strength to the maximum effect. The model has a +1 Strength characteristic bonus in hand-to-hand combat. As a warrior's own Strength is used as the basis for calculating the Strength of hand-to-hand combat weapons, the bonus will apply to all such weapons.

Pit Fighter. The warrior has learned his craft in the insanely dangerous fighting pits of the Empire. He is an expert at fighting in confined spaces. The model adds +1 to his Weapon Skill and +1 to his Attacks if he is fighting inside a building.

Resilient. The warrior is covered with old battle scars. Deduct 1 point of Strength from all hits made against him in hand-to-hand combat.

Strongman. The warrior is capable of great feats of strength. The warrior can use a double-handed weapon without the usual penalty of always striking last. Determine the strike order as you would with normal weapons.

Fearsome Charge. The charge of the warrior is almost unstoppable. He adds +1 to his WS when he charges.

SHOOTING SKILLS

Quick Shot. The warrior may fire twice per turn if he does not move. Note that you may not fire twice with blackpowder weapons or crossbows.

Eagle Eyes. The warrior's sight is exceptionally keen. He gains +6" to the range of any missile weapon.

Nimble. The warrior may move and fire with weapons which usually can only be fired if a warrior stays completely still.

Trick Shooter. The warrior can shoot through the tiniest nook or cranny without it affecting his aim. The model ignores all modifiers for cover.

Hunter. The warrior is an expert at getting his weapon loaded and ready. The model may fire each turn even with weapons which can be fired only every other turn.

Knife-Fighter. The warrior is an unrivalled expert at using throwing knives and throwing stars. He can throw up to three of these missiles in his shooting phase, and divide his shots between any targets within his range as he wishes. Note that this skill cannot be combined with Quick Shot skill.

WARHAMMER

MORDHEIM CITY OF THE DAMNED

Fires burn in the tomb-cold night, as bounty-hunters and ruthless mercenaries search for Wyrystone amidst the ruins of the eastern city of Mordheim. All that is left of a once proud city is blackened ruins, devastated by a comet from the sky. And when the vigilance of the authorities lapses, the traitors and Chaos worshippers gather. Corpses stir as practitioners of the forbidden art of Necromancy emerge from their hiding places...

As part of the Holiday gaming that will be running in Games Workshop stores, Saturday the 23rd of January is dedicated to Mordheim, using the rules that Tuomas Pirinen has published in previous issues of White Dwarf. Each store will have scenery and warbands for you to use, alternatively if you already have an existing warband, bring it in for the chance to earn glory and Wyrystone.

**SATURDAY 23RD
JANUARY
ALL STORES
MORDHEIM!**

GAMES WORKSHOP

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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GAMES WORKSHOP

DOG EAT DOG

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. If you think that your army is tough enough to fight against the likes of Golgfag's Ogres or Ricco's Republican Guard, bring them in or just come along and use some of the armies provided.



BLOOD FOR SANGUINIUS

The Blood Angels are the most ferocious of all the Space Marine Chapters, falling upon their foes with superhuman strength and the berserk fury of madmen. To celebrate the release of Codex Blood Angels, special scenarios will be being played in all stores from the 7th to the 9th of January, using the special characters and squads from this latest supplement for the greatest edition of Warhammer 40,000.



STORE EVENTS

GW STORES HOLIDAY EVENTS

Throughout the month of January there will be lots of special holiday events being held in all of our stores. There will be Night Goblin painting competitions, 40K terrain building and a day where your warband will be able to battle it out in MORDHEIM, City of the Damned.

From the 11th of January until Friday the 22nd, all stores will have a limited number of the new Night Goblins for you to use in our Night Goblin painting competition. The winning entries from each store will be put in WHITE DWARF.

On Saturday the 16th of January we will be having a 40K terrain building competition. Just turn up to your local store and they will have everything you need to build some awesome pieces of terrain. The best piece of terrain built will be featured in White Dwarf and also have pride of place on Games Day 1999's MEGA display table.

On Saturday the 23rd of January you can visit any of our stores and lead a mighty warband through the streets of Mordheim. Warbands will be provided but for those of you who have been battling it out in the City of the Damned, you can battle for your warband's honour.

AUSTRALIAN STOCKISTS

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DESERT WORLDS

A column of Tallarn Imperial Guard tanks are ambushed by the swift Eldar



An 8'x4' desert table featuring rock spires and an Ork settlement



Eldar Guardians battle foul Chaos Space Marines



Ork Trukk & Wartrak

GLEN'S STEP-BY-STEP GUIDE TO



STEP ONE:
Assembly & Basing



STEP TWO:
Undercoating



STEP THREE:
The Wash



STEP FOUR:
Almost finished!

S DESERT WORLDS

With the release of the latest edition of Warhammer 40,000 we've gone 'alien world' crazy! No longer shall we fight battles over the rolling pastures of Sussex. Over the next few months keep an eye out for some of the armies and terrain spawned by this loathing to fight another battle in grassy meadows and leafy vales. This month we show you some of Glen Robinson's Imperial Guard models. Find out how easy it is for you to start your own desert world army.

**NEXT MONTH:
ICE WORLDS!**



A variety of models are used in Glen's desert world army. The Tallarn Rough Rider is mounted on a Dark Elf Cold One to focus the atmosphere and character of his army.



In collaboration with Matt Weaver, Glen has painted this 'Missile Launcher of Doom', that he regularly uses as a Basilisk (and occasionally as a Griffon). The crew are from the Tallarn mortar team.



Dave Taylor has used his Praetorians in many a battle and regularly fields his infantry squads as Armoured Fist units. I mean, who wants to walk across the desert when they can drive?

TO PAINTING A STORMTROOPER



**STEP FIVE:
The Detailing**

- STEP ONE:** First, glue the Storm Trooper together using liquid poly cement. A layer of sand was glued to the base along with a few pieces of gravel, to represent small rocks.
- STEP TWO:** The entire model was then undercoated with Citadel Colour white undercoat spray and then base coated with Citadel Colour Bubonic Brown spray. Sprays are easy to use and give an even coat to all areas of the model.
- STEP THREE:** Next the Storm Trooper received a Flesh Wash. This darkened the Bubonic Brown and settled into the crevices nicely. Remember, inks and washes take longer to dry than normal paints.
- STEP FOUR:** I then drybrushed the Storm Trooper with Bubonic Brown. Use a big drybrush and don't worry if you get brown on the face or gun etc. as you'll be painting over these later.
- STEP FIVE:** Time to add the detail. I used two basic colours – Dark Angels Green and Scorched Brown. These were highlighted in progressive shades. All that remained was a little detail such as Dwarf Flesh and Bronzed Flesh for the face and hands, and Boltgun Metal for the lasgun etc.

• GOLDEN DEMON •

U.S.A. WINNERS

98

This year's U.S.A. Golden Demon was one of the best ever seen and while we don't have room to show all of the winners, the following pages spotlight the best of the best.

The great thing about this contest is that it brings together some of the most amazing models from around the United States and puts them in one spot for all to see (and drool over). Everyone aspires to have a well painted army, and many draw inspiration from this very contest. Who wouldn't want to have a whole Golden Demon-level army on their table-top?

1998 GOLDEN DEMON SLAYER SWORD WINNER

Jeff Wilson is the 1998 Overall Golden Demon Winner and 1st place winner for Best Monster/Creature or Warhammer War Machine.



**OVERALL
WINNER
1st Place
Monster/Creature
or Warhammer
War Machine**

Jeff Wilson
Orion, King
in the Wood

Jeff Wilson's Orion is more than just a phenomenal paint job. With a spectacular woodland base, vines, feathers, and even a strap for the Horn of the Wild Hunt, Jeff has truly brought life to the King in the Wood.



▲ All of the US Golden Demon winners for 1998!

1998 GOLDEN DEMON OPEN COMPETITION WINNERS



1st Place Open Competition Jeff Wilson

Below: Winning the Open Category is not easy – but neither is standing that close to White Dwarf's Fat Bloke, Paul Sawyer (the Big 'Un in the green!). Here, Paul offers a hearty handshake to Jeff Wilson, who not only managed to win the Open Category contest, but also took home the 1998 Golden Demon Slayer Sword for his excellent Orion.

Congratulations! But next year it will be even tougher! Contestants who win an Overall Golden Demon Award may only enter in the Open Category from then on. So what do you think Jeff? Can you do it two years in a row? Any competitors out there better start concocting their entries now!



Can't see the Treeman for the Trees? Jeff Wilson added some serious foliage to give his Durthu a spectacularly unique look. Add in a great paint job, plus an appropriate looking base, and the results are the 1998 Open Category Winner. Wow!



Runner-up Best Monster/Creature or Warhammer War Machine Victor Hardy

◀ *Victor's Lord of Change is not only fantastically painted, but features some really nice extras and alterations.*

BEST WARHAMMER 40,000 VEHICLE



1st Place
Best Warhammer 40,000
Vehicle or Squadron

Brian J. Hotovec
Chaos Space Marine
Night Lords
Dreadnought

*Look up this miniature
in one of our catalogues
to notice Brian's cool
conversion work.*

◀ *A beautifully painted
model, and a well
rendered banner
made Brian's Night
Lords Dreadnought
stand out from the
crowd.*

WARHAMMER 40,000 SINGLE MINIATURE



1st Place
Best Warhammer
40,000 Single Miniature

Chris Borer
Sister of Battle

*Chris did a
fantastic job
converting this
model to resemble
the cover of the
Sisters of Battle
Codex (shown here
on the right).*



BEST WARHAMMER 40,000 SQUAD

1st Place
Best Warhammer
40,000 Squad

Bobby Wong
Ultramarine Terminator Squad



*Bobby's Squad Invictus is a fantastic
example of shading and blending, but don't
overlook the great conversion work either.*

BEST WARHAMMER UNIT

GAMES DAY
GOLDEN DEMON '98



1st Place
Best Warhammer Unit
James Ball the 2nd

▲ *These aren't just any old Dragon Princes. With a unique colour scheme and real jewels affixed to their helms, this is one unit of Dragon Princes that demands your attention.*

BEST WARHAMMER SINGLE MINIATURE

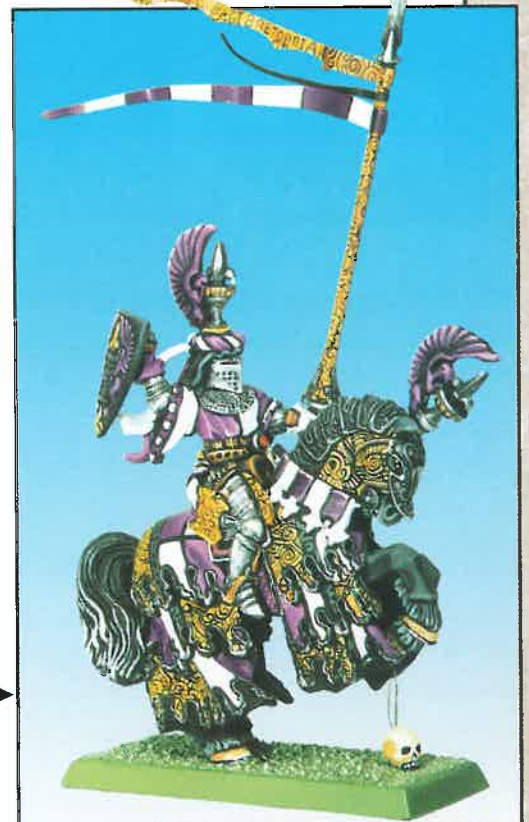


1st Place
Best Warhammer
Single Miniature
Drew Williams
The Green Knight

◀ *Steady hands and a good deal of patience made the model of the Green Knight come to life.*

3rd Place
Best Warhammer
Single Miniature
Bryan Shaw
Bretonnian Knight

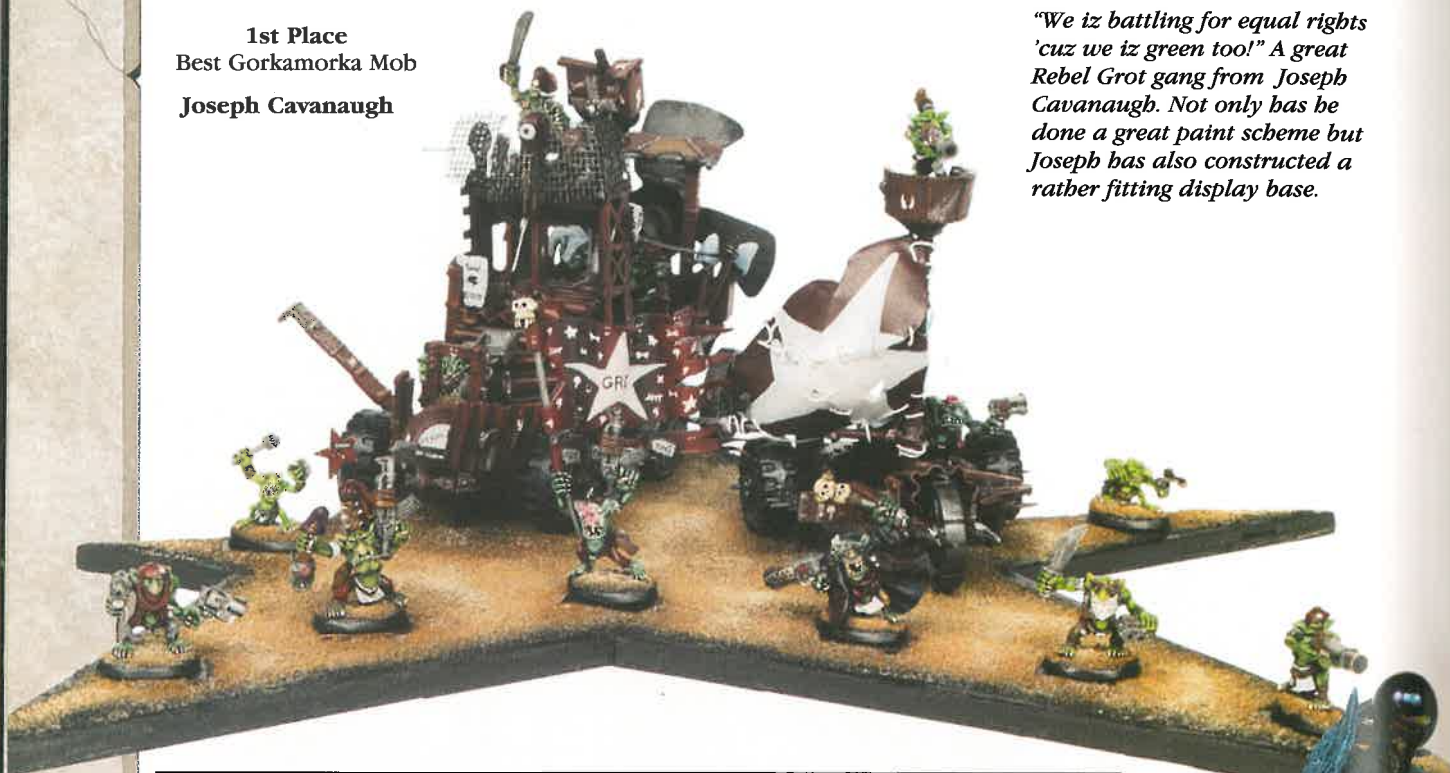
▶ *The great looking painted pattern and awesome conversion made Bryan's Bretonnian Knight a winner.*



BEST GORKAMORKA MOB

1st Place
Best Gorkamorka Mob
Joseph Cavanaugh

"We iz battling for equal rights 'cuz we iz green too!" A great Rebel Grot gang from Joseph Cavanaugh. Not only has he done a great paint scheme but Joseph has also constructed a rather fitting display base.



YOUNGBLOODS

1st Place
Youngbloods
Patrick James Southern
The Lord of Change

Patrick not only picked an ambitious model to paint, but did some marvellous conversions as well.



BEST EPIC 40,000 BATTLEFORCE

1st Place
Best Epic 40,000 Battleforce
Drew Williams
Ork Warband

▲ *Not only do we get to see Drew's great, painted miniatures, but an incredible diorama as well.*

1st Place
Best Battle Scene
Brett K. DeWald
'High Elf in Isolation'

BEST BATTLE SCENE

GAMESDAY
GOLDEN DEMON '98

▼ *What better place to find festering corpses and the walking dead than in an eerie swamp!*



2nd Place
Best Battle Scene
Bryan Shaw
'Last Stand'

▲ *In this diorama, Bryan has recreated the cover of the old Games Workshop book Rogue Trader.*

3rd Place
Best Battle Scene
Nick Fontaine
'Cornered'

▶ *In Nick's diorama, a Techmarine and a Tech-Priest corner an escaped Tyranid beast.*



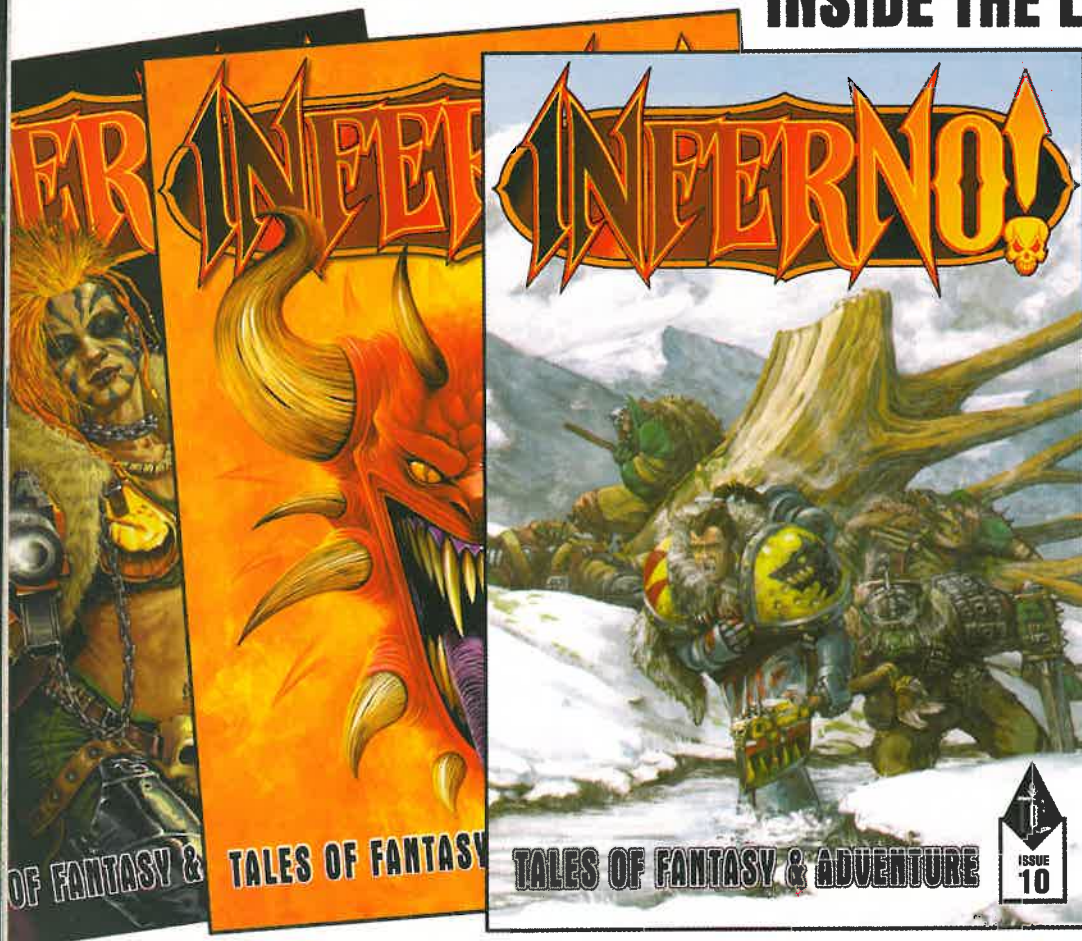
Well, those were the U.S.A. Golden Demon winners for 1998! Great job guys! Check out next month's White Dwarf for the UK Golden Demon '98 winners!



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INSIDE THE LATEST INFERNO!



Great news for all fans of Bill King! This month's Inferno! sees Bill turn his hand to the Space Wolves in a new story entitled *In the Belly of the Beast*, which sees the Space Wolves investigating a strange alien craft that seems to be slowly coming alive!

Also, in a follow-up to his ace Marauder Bomber feature, Karl Kopinski gives us an absolutely brilliant illustrated feature of the Ork fighta-bommerz and their insane crew. Be amazed at the savage ferocity of these, the most battle-crazed of all Orks.

The Affair of the Araby Exhibit is the latest tale from Gordon Rennie. It tells the tale of Zavani Konniger, Altdorf's most renowned sage and detective, as he sets about solving a dire mystery set in the bustling Empire city.

All this plus another helping of mayhem and bolter-fire with David Pugh's *Obvious Tactics* and more stunning artwork from Ralph Horsley, Jeff Wayne and much more.

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SHORT STORIES • ILLUSTRATIONS • COMICS AND MUCH MORE

Chapter Approved

By Andy Chambers



Greetings citizens. This month's Chapter Approved is a compact and bijoux affair in order to make space for the final part of Tuomas Pirinens' Mordheim articles and your free Arena of Blood game. Nonetheless we have some succulent extras for Warhammer 40,000, including Gav Thorpe's Death Company army list plus mission, and Jervis Johnson's 'Dry Run Tournament Rules'. There are also some changes to the Ork warbike rules to encourage them into a more appropriate spearheading role.

ORK WARBIKES

I've been watching Ork warbikes in games recently and I don't think they really work like they should. Because warbikes have twin-linked big shootas they have the range to stay back and act like long range artillery. They also tend to stay back out of the way because they're vulnerable to enemy fire (yeah they're Toughness 5 but they have virtually no armour save, come in small units and make big, tempting targets). This just seems wrong to me. Warbikes should be the outriders of the Ork advance, spearheading the attack with a blaze of fire and the meaty roar of their engines. Anyway this got me to thinking and I cooked up the following army list entry to replace the one for warbikes in the 40K rulebook. It's intended to encourage the warbikes to push forward and get in amongst the enemy. Comments welcome please.

WARBIKE SQUADRON

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Boyz	30	4	2	3	4(5)	1	2	2	7	6+
Nob	+22	4	2	4	4(5)	2	3	3	7	6+

Squadron: The squadron consists of 3 to 5 Ork warbikes.

Weapons: Twin-linked big shootas.

Options: Some warbikes are stripped of their big shootas and their riders fight as pure assault troops instead. In this case the warbikes cost 20 points and the riders are armed with sluggas and additional close combat weapons (chains, tire irons etc).

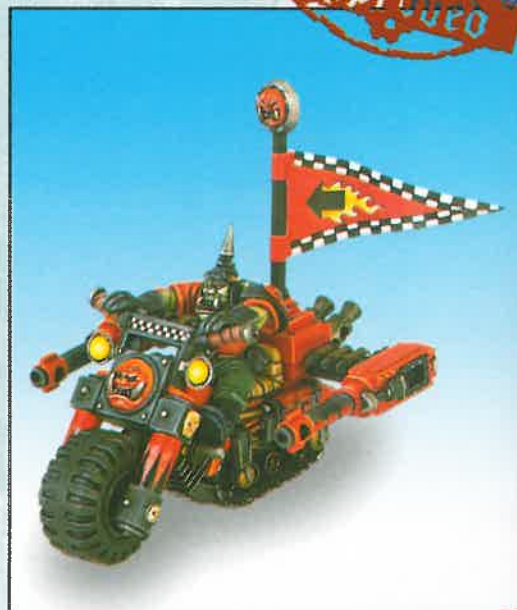
Character: At an additional cost of +22 points one of the bikers may be upgraded to a Nob. The Nob may be given any equipment allowed by the Ork armoury with the exception of mega armour.

SPECIAL RULES

Short ranged: The bouncing, rattling progress of Warbikes is not conducive to hitting accurately at long range. Therefore the warbikes' big shootas are limited to a maximum range of 18".

Hard to hit: As warbikes careen across the battlefield they kick up vast quantities of dust and oily exhaust fumes. This gives them a 5+ saving throw as if they were in cover. Furthermore if an enemy shoots through a unit of warbikes to hit another Ork unit behind it, the Ork unit behind counts as in cover too. The warbikes' pollution cover has no effect in close combat.

Psycho blastas: In an assault warbikers use their big shootas to blast the enemy at point blank range, breaking through their lines in a storm of shells and shrapnel. This means that Ork warbikes charging into close combat strike first and make a shooting attack on the enemy in the first round instead of fighting normally (ie. roll 3 dice, hitting on 5+ but with a reroll to hit, any hits are resolved with a Strength of 5). Once the warbikes have resolved their shots their opponents may fight back.



Ork Warbiker

FIELD A DEATH COMPANY ARMY!

By Gav Thorpe

Blame Gordon Davidson. It was all his idea. Okay, now I've got that out of my system, I'll explain myself a little better. Whilst writing *Codex Blood Angels*, Gordon and I were talking about the Death Company and, quite innocently on his part I'm sure, Gordon brought up the concept of a whole Blood Angels army that has succumbed to the Black Rage. That's right, an army of Death Company! Initially my well-honed Games Developer instincts recoiled in horror from such a mad idea, but the more I thought about it, the more I couldn't escape the obvious appeal. So, to vent my troubled soul I've put together this short article.



This was the first question that assailed me; is it feasible, within the Blood Angels' background, for an entire army to succumb to the Black Rage? Well, of course it is. I can easily picture the scene in my mind...

It is during a major campaign, perhaps the Battle for Armageddon, and the Blood Angels Chapter is fully mobilised. It is the eve of a large engagement and a sizeable force of Blood Angels has assembled in prayer. When their thoughts turn to Sanguinius, they are assailed by visions of their Primarch's death at the hands of Horus. All around them the world lies devastated by their foul enemies and it seems as if the soil itself cries out for

vengeance. Countless millions of lives have been lost and their death cries still linger in the air. Infused with hatred, tormented across the millennia by Sanguinius' bloody sacrifice, the Blood Angels feel their anger rising uncontrollably. Who can blame them for succumbing to their savage instinct to kill and destroy the Emperor's enemies? Have they not been raised and trained for just such a purpose? Are they not the protectors of mankind, with a sacred duty to avenge those who have fallen?

It starts with a few Space Marines, their rage breaking forth with hysterical shouts, the quivering of powerful muscles, the blinding waking nightmare of the Black Rage. Like stones cast into a puddle, these few send a ripple of burning ire through their comrades, and more and more of the Blood Angels feel Sanguinius' ancient energy rising through them. The Chaplains themselves fight hard against the urge, but even they cannot hold against the surging tide of anger that sweeps around them. There is no time for rituals now, no time-honoured anointing of armour or prayers to Sanguinius and the Emperor. The whole army is filled with the need to bring terrifying destruction upon their enemies, to fulfil the charnel greed that suffuses their minds and bodies. As one, the army spills forth towards the enemy, baying for blood, chanting the battle cries of the Blood Angels. Like a terrible storm they fall upon their foes, half-blinded with rage, knowing nothing but the need to spill blood, to tear their enemies apart, to wade knee-deep in the gore of the Emperor's foes!



IN THE WARHAMMER 40,000 GAME

So it's perfectly feasible in the background, but how do you field a Death Company army in a Warhammer 40,000 battle? Well, for a start you can fight only with the agreement of your opponent – you can't just turn up with a Death Company army for any old battle! Secondly, it's unlikely that any but the most frenzied Blood Angels player is going to have enough Death Company models to field an entire army of them!

I've come up with the ARMY OF DEATH! Mission which follows. Forces are chosen as for the Battles scenario, with the following exceptions to the Blood Angels army:

1. No vehicles except Dreadnoughts, Rhinos and Razorbacks may be taken.
2. All Dreadnoughts follow the rules given for Moriar the Damned, the Blood Angels special character (although their weapons and vehicle upgrades may vary).
3. All units add +25% to their cost (rounding up). For example, a Tactical Space Marine will cost 19 points instead of 15, an Assault Space Marine will cost 31 points, and so on.
4. Chaplains cost 75 points each but are not accompanied by any extra Death Company.
5. As all your units are Death Company, it is pointless rolling at the start of the game to see if they become Death Company again...

In addition the following rules apply during the game:

1. All units add +1 to their Attacks and Leadership. All characters add +1 to their Attacks
2. All units automatically pass any Morale checks they have to make.
3. All models benefit from the Ignore Injury rule as detailed in the Death Company entry of the army list.
4. Librarians may not use their psychic powers or a force sword.
5. Do not roll a dice at the start of each turn for the Black Rage – every unit moves towards the enemy as if you had rolled a 1.

As the whole army has gone mad at the same time, it's assumed that they'll go to battle wearing their normal armour – there's no time to paint it black and adorn the armour with symbolic wounds of Sanguinius (though if I know some players, they will anyway!).

Well, there you have it! As I said earlier, blame Gordon Davidson and address any letters to him, not me. I wasn't even in the country at the time, I was looking after my poor old, grandmother on the moon, with the radio and TV switched off, with my fingers in my ears, humming loudly, and I never heard nuffin' so don't listen if anyone tells you otherwise...

ARMY OF DEATH!

OVERVIEW

A large force of Blood Angels has succumbed to the Black Rage and falls upon the enemy in a whirlwind of destruction. Their only consideration is to annihilate their foes, while their enemies must do all they can simply to survive.

SCENARIO SPECIAL RULES

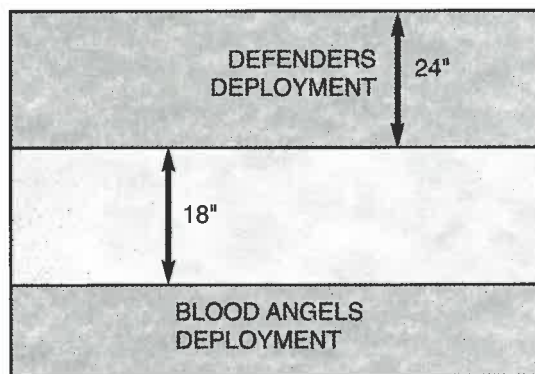
Army of Death uses the *Victory Points*, *Random Game Length*, *Infiltrators* and *Deep Strike* scenario special rules.

SET-UP

1 The defender deploys his entire force up to 24" from one of the long table edges.

D The Blood Angels player deploys his entire force at least 24" from the defender's deployment zone. Any units which deep strike may be kept in reserve. Any Blood Angels Infiltrators may deploy anywhere outside of the defender's deployment zone.

3 The Blood Angels get the first turn as they launch their assault.



MISSION OBJECTIVE

The Blood Angels must wipe out their enemies, totally destroying them if possible.

At the end of the game, work out victory points as normal, with the following addition. The Blood Angels score double the normal number of victory points for every enemy unit wiped out (*not* units that are falling back or have already fallen back off the table edge). Each defending unit that has not been destroyed, or is falling back off the table, is worth its points in victory points to the defender.

RESERVES

None.

GAME LENGTH

The game last a random number of turns.

LINE OF RETREAT

Units which are forced to fall back will do so towards the long table edge of their deployment zone, using normal fall back rules.



TOURNAMENT RULES

By Jervis Johnson

The following special rules will apply to the games played in the Warhammer 40K tournament.

All models used must be **PAINTED** Citadel Miniatures, of the appropriate type for the troops they represent. I'm not going to write a legalistic definition of what constitutes an 'appropriate, painted Citadel Miniature', as you know what I mean as well as I do. Suffice to say that an undercoat is not enough...

All weapons, armour options and upgrades chosen from the army list must be shown on the models themselves. For example, if you pay the points to upgrade a model to be equipped with power weapon, then the model must have a power weapon. By the same token, equipment shown on the model must be included in its points cost. For example, if a model in a unit has a lascannon, then you must pay the points

for it. The intent of this rule is to make sure that when an opponent looks at your army, then 'what he sees is what he gets'. You may use converted Citadel Miniatures to represent troop types that are in the army list but are not yet available in the Citadel range.

You must bring a copy of your army roster which you should keep with you when you are playing. The roster must include all of the models in your army, their points value, the points value of any upgrades, and must specify which model is carrying any special wargear that you decide to take. It is also important to remember that when you use a points limit in Warhammer 40K you can only spend up to the limit agreed – this means that in a 1,500 point game you must spend 1,500 points or less. Remember, if you make a mistake you will lose points, even if the mistake was a completely honest one.

WARHAMMER 40K TOURNAMENT LIMITATIONS

1. No more than 1,500 points may be spent on the army.
2. The Standard Force Organisation chart will be used.
3. The army lists in the Warhammer 40,000 rules and any published Codex army lists may be used.
4. The army may not have more than one 'detachment'. No allies are allowed. (Detachments are described on page 131 of the rulebook).
5. Rules and options published in White Dwarf may be used.
6. No Special Characters are allowed. Special Character models may be used to represent 'normal' characters if desired.

WARHAMMER 40K TOURNAMENT SCENARIO – DAWN ASSAULT!

All tournament games will use the Dawn Assault scenario from White Dwarf 227, with the following modifications.

THE OBJECTIVE

Both forces are seeking to clear the area of all enemy forces, securing ground as they go. The player that breaks the enemy first or occupies the most quarters of the board at the end of the game wins.

To occupy a table quarter, there must be no enemy units of troops, bikes or cavalry over half strength or mobile

vehicles in the area, whilst you must have at least one unit of troops, bikes or cavalry over half strength or a mobile vehicle in the area.

Breaking the enemy is described below, but basically you need to reduce them to a quarter of their starting strength.

ARMY BREAK POINT

An army is broken when it has a quarter or less of its starting number of models left alive at the end of any player turn. For example, if your army started with 60 models it would be



You may include the Commander Azrael model in your tournament army but he must be used to represent a normal Space Marine hero.

broken if there were 15 or less models left in play at the end of a player turn. Round any fractions down.

Models with more than one wound, vehicles, and characters riding bikes or other mounts all count as a single model for this purpose. Models that are falling back are counted as being 'alive' until they have left the table, as are models that are in reserve. It is possible for two armies to break if casualties are suffered by both sides in the same player turn. In this case both sides break and the game is a draw!

TOURNAMENT POINTS

The following system is used to work out how many tournament points you score in your game. Further points can be added for things like how well painted your army is, etc. At the end of the tournament the player with the most points is the winner.

Win game = 14 points

Drew game = 10 points

Lose game = 6 points

+1 per game your opponent has won and/or drawn more than you so far in the tournament (not including this game).

+1 if you won the game by breaking the opposing army, or if the opposing army was within five models of being broken, or your opponent conceded.

+1 for each opposing HQ character that is killed. (Characters with a command squad or other form of bodyguard are worth +1 point if slain, even if the bodyguard survives).

+1 if the enemy unit (not character) with the highest points value in the opposing army was dead, falling back or had left

the table at the end of the game. If there are several units that tie for 'most expensive unit', then you earn +1 point if one or more of them is dead, falling back or fled.

+1 if you have units in the opponent's deployment zone at the end of the game, and they have none in yours (units falling back, immobilised vehicles, and characters don't count).

-1 if no enemy unit has been reduced to half strength or less, or is falling back or has left the table, at the end of the game.

-1 if your army includes more Elite choices than it includes Troop choices.

-1 if your army includes more Fast Attack choices than it includes Troop choices.

-1 if your army includes more Heavy Support choices than it includes Troop choices.

-1 if, in the opinion of an umpire, you act in a manner likely to bring the honour of the hobby or the race of your army into disrepute, when playing a game on one of the top ten tables. This includes things like arguing with the umpire about the rules or being rude to an opponent, and also doing things like hiding your Khorne Berzerkers behind a wood for the entire battle so your army can't be broken. Don't worry, you'll get at least one warning about such behaviour first, so you'll have a chance to mend your ways!

Example: It's the fourth round and you win by breaking the opposing army (killing the army commander in the process), against an opponent with a better win/loss record than your own. You score 14 (win) +1 (broke enemy army) +1 (opposing character killed) +1 (tougher opponent) = 17 points

PLEASE NOTE THAT THIS IS A MARK 1 VERSION OF THE TOURNAMENT RULES AND SLIGHT CHANGES MAY OCCUR IN THE FUTURE.

NIGHT FIGHTING

A quick one from Gav Thorpe

Two things led me to this idea. Firstly, I thought that the night-fighting rules aren't used that much, which is a shame because they make for a very tense battle. Secondly, the Dark Eldar Slave Raid mission allows them to attack at night if they wish. Well, I thought if they can do this, why can't other armies? So, I think that in the missions in the following list, the attacker can choose to

attack during day or night, with the night-fighting rules applying if they wish:

Any Battle or Raid missions: Breakout, Blitz, Blood Angels' Frontal Assault, Space Marines' Planetfall.

That's it...

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.



In this amazing competition issue...

We must be crazy to even think about it, and you'd be even crazier to miss it. This month we're gonna give away every single page of comic artwork contained within issue 11 of Warhammer Monthly. Miss it at your peril!!

INQUISITOR

Script: Dan Abnett Art: Simon Coleby

This month sees the start of a fantastic new Warhammer 40,000 series from Dan Abnett and Simon Coleby. The first episode of *Inquisitor* sees the enigmatic Inquisitor Delav investigating a seemingly deserted planet...

DAEMONIFUGE

Script: Jim Campbell Art: Kev Walker

As Ephrael Stern and Silas Hand near the end of their epic journey, all will be revealed in the cataclysmic conclusion to Book One of the incredible *Daemonifuge*.

DWARFLORDS

Script and Art: Paul Davidson

Our Dwarf heroes find a refuge deep in the Mountains of Mourn. But all is not as it seems and an old crone proves to be a dangerous foe for the intrepid *Dwarflords*.

SHADOWFAST

Script: Michael Browne Art: Simon Harrison

The Wardancer *Shadowfast* has become inexplicably linked to a mystical staff – a staff that is capable of raising the dead spirits of Elves. Unfortunately such a powerful artefact has attracted the attention of his evil cousins the Dark Elves.

Available from all good newsagents, comic shops and Games Workshop stores across the planet.

DAEMONIFUGE: EPHRAEL STERN'S LAST BATTLE

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ISSUE 11
OUT NOW

WARHAMMER



BAD MOON RISING

A Warhammer battle report by Jim Butler, Owen Branham and Tuomas Pirinen

This month's Warhammer battle report is a classic encounter between two old adversaries, the troops of the Empire and a horde of Goblins. Warhammer scholar Tuomas Pirinen sets the scene for this battle of wits...

Tuomas: The Imperial annals tell that in the summer of the year 2510, a horde of Goblins, commanded by the infamous Spinny Blackstab, was plaguing the lands around Middenheim. As the year progressed, and Warboss Blackstab gathered ever more Goblins under his banners, he became bolder in his raids.

After several farmsteads had been burnt to ground, the Elector Count of Middenheim mustered his forces. As the Goblin

horde was larger than the usual roving bands, the Imperial outriders and militia were unable to deal with the green-skinned devils. Unwilling to send his elite White Wolf Templars to battle because it would weaken his garrison too much, he instead called for brave mercenaries to join the expedition. The gold of the Count bought the services of the famed Daddallo and his Birdmen, who were visiting the city of the White Wolf for the annual carnival. They had already

gained quite a reputation with their flying shows.

The command of the Imperial army was entrusted to Kurt Heimwald, who was one of the Middenmarshals at that time. A veteran of many battles, Kurt was an expert at fighting Goblins. In the great temple of Ulric, Kurt vowed to destroy the Goblins or die trying.

After several weeks of chasing after the rampaging horde, Daddallo's birdmen, soaring above the treetops, finally detected the Goblins. With their backs to the Middle Mountains, the domain of the Beastmen, the Goblins turned to face the humans. Emerging from the shadows of the forest, the soldiers of the Emperor drew up their battleline. The two armies were very equal in strength and numbers, and a long and bitterly fought battle was to follow...

To recreate this battle, we gave the command of the Goblins to Owen Branham, and asked Jim Butler to field his beloved Empire army. Armed with 1,500 points, the two Generals prepared to choose their armies.



THE EMPIRE MARCHES TO WAR



Jim Butler

Picking an Empire army isn't normally that troublesome for me. Once I've tooled up my general and stuffed him on some suitably scary monster, then got some nice big units of Ogres and Flagellants to duff up the enemy, and lined up plenty of Helblaster volley guns, mortars and great cannon (lest my opponent entertain any foolish notions of getting involved in a shooting match), it's really just a case of

working out how many units of Pistoliers I can afford to mop up the survivors. Now don't get me wrong, Halberdiers and Swordsmen are all very well, but any Empire General who treats them as anything more than artillery guards is just asking for trouble in my book (*Okay Jim its time for your 'special' medicine now... - Paul Sawyer*).

It was with mixed feelings then, that I was asked to fight a battle report (hooray!), to show off all the new plastic regiments of Empire Soldiers that the 'Eavy Metal team had just finished (gulp!). Under strict orders from the Fat Bloke I picked big units of Halberdiers and Swordsmen, with a hero for the Halberdiers, as I expected them to bear the brunt of the fighting. I would keep the Swordsmen close by, and if possible charge them into my enemy's flank. I chose units of ten Crossbowmen and Handgunners with standards (very cheap!) but no champions, as I intended to keep them out of combat. I originally planned to take a unit of Reiksguard Knights, until



ARMY OF MIDDENHEIM



Alan Merrett pointed out that the unit we had painted was one short of the minimum size (thanks Alan). I took the Reiksguard captain as my general, and the standard bearer as my Army Standard. This would make them vulnerable to bowfire, as they wouldn't be able to hide in units, but Goblins aren't noted for their accuracy with bowfire. I'd just have to hope that the Doom Diver didn't manage to hit them.

One regiment I've been desperate to see in action is the Birdmen of Catrazza, so my spies went out, and managed to secure the services of Daddallo and four of his Birdmen. I finished off my army with more familiar (to me, anyway) selections. A unit of five pistoliers would be my flanking force, to slow down the Goblin advance. I chose a Helblaster (to calm my nerves more than anything), and a Steam Tank, to draw out any Fanatics (let's see them try to dent that!). Lastly, I picked a Master Wizard with the Skull Staff, mainly to try to suppress the enemy wizards, and some magical armour for my General and Army Standard Bearer.

My tactics would be a variation on the 'Refused Flank', with the Handgunners and Crossbowmen holding my right flank. The infantry and Steam Tank would march (or trundle) steadily forward in the centre, while the Birdmen and Pistoliers scooted round the left flank. The only exception to this plan was the Helblaster, which I placed on my left flank, to cover the advance of my infantry. Hopefully, I would whittle down the Gobbo's and then bring them to battle in the middle of the table, where I could outflank them and rout them off the field. Although I had initially been sceptical about placing my faith in ordinary infantry, the sheer spectacle of all of those massed ranks of uniformed troops gave me some comfort.

WARHAMMER ROSTER SHEET

ARMY OF MIDDENHEIM

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points Value
GENERAL KURT HEIMWALD Empire Lord Army General Hammer & shield Barded Warhorse	4	6	6	4	4	3	6	4	9	2+	Magic Armour: Armour of Fortune (5+ re-roll)	123
CAPTAIN SCHWARZHELM Battle Standard Bearer Sword, heavy armour, lance & shield Barded Warhorse	4	4	4	4	3	1	4	2	7	1+	Magic Armour: Enchanted Shield (+1 shield)	98
CAPTAIN DETLEF Empire Hero Halberd, shield & light armour	4	5	5	4	4	2	4	3	8	5+		68
CAPTAIN LEROY Empire Champion Sword, shield & light armour	4	4	4	4	3	1	4	2	7	5+		33
LOTHAR THE SILENT Empire Wizard Champion Sword, spear & light armour Warhorse	4	3	3	3	4	2	4	1	7	6+	Magic Arcana: Skull Staff (reveals enemy magic items with 12" +1 to to dispels)	156
MIDDEN PISTOLS Empire Pistoliers Sword, brace of pistols *horse & light armour	*8	3	3	3	3	1	3	1	7	5+		110
MIDDEN HALBERDIERS 18 Halberdiers Halberds	4	3	3	3	3	1	3	1	7	-	Unit contains a muscician and standard	147
MIDDEN SWORDS 16 Swordsmen Sword & shield	4	4	3	3	3	1	3	1	7	6+	Unit contains a muscician and standard	117
MIDDEN CROSSBOWS 10 Crossbowmen Crossbows & hand weapons	4	3	3	3	3	1	3	1	7	-	Unit contains a standard	88
MIDDEN ARQUEBUSSES 10 Handgunners Hand guns & hand weapons	4	3	3	3	3	1	3	1	7	-	Unit contains a standard	88
HELBLASTER 3 Crew	-	-	-	-	7	3	-	-	-	-	Special rules: see Empire bestiary	100
STEAM TANK Empire Crew	-	3	3	7	10	5	-	-	10	-	Special rules: see Empire bestiary	200
THE BIRDMEN OF CATRAZZA Daddallo Birdmen 2 Hand weapons & Crossbow	4	5	5	4	3	2	5	2	8	-	May Fly Special rules: see Dogs of War	170
	4	4	4	3	3	1	3	1	7	-		
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NOT ENOUGH GOBLINS TO GO ROUND!



Owen Branham

First things first – choosing the horde. Night Goblin Spearmen are always the best starting point for a Goblin army. You need lots of them. Whoops, only got twenty painted, oh well twenty it is. Next, a solid wall of Night Goblin archers. They couldn't hit the broad side of a barn but who cares – they're cheap. Not only that but your enemy's always going to be scared they might be hiding Fanatics, even if there aren't any. Now I want that Doom Diver but I have to take a unit of regular Goblins to get it. That's no problem, Goblin Wolf Riders are one of the best units Orc & Goblin armies can have. They are the fastest thing with four feet, er, paws. Stick a good leader in with them and give him the *Crown of Command* so they will hopefully hang around for a while. Hmm, I need more Goblins. We don't have any more regiments, so I guess I'll have to

Goblins can be great fun to play but I would have preferred some hard Orcs to support them in battle. When I was asked to play a game using only Goblins I refused (just kidding). Actually I did have a long hard think about it. But I really wanted to have a game with the new plastic Goblins and that great looking Doom Diver, and this was my chance...



WARHAMMER ROSTER SHEET

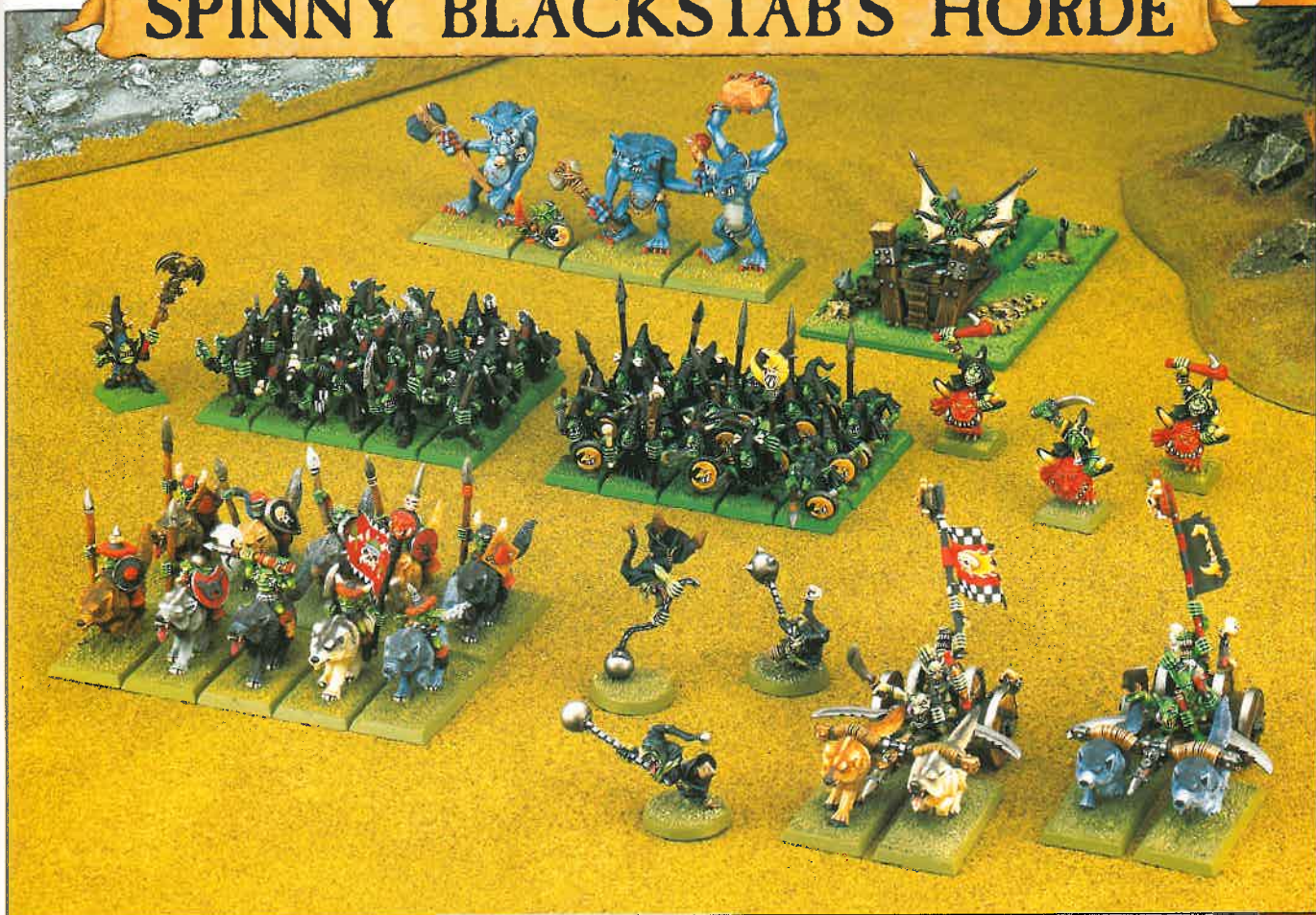
SPINNY BLACKSTAB'S HORDE

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points Value
WARLORD SPINNY BLACKSTAB												
Night Goblin Warlord	4	5	6	4	4	3	5	4	7	2+	Magic Weapon: Heart Seeker (re-roll misses in HT)	161
Army General											Magic Armour: Meteoric Iron (2+ save)	
Shield & sword											Magic Item: Ruby Chalice (Enemy -2 to hit shooting, -1 to hit in close combat)	
BIG BOSS CHUCKA												
Night Goblin Big Boss	4	4	5	4	4	2	4	*5	6	6+	Magic Weapon: *Blade of Leaping Bronze (+2 Attacks)	111
Sword, light armour											Magic Item: Amulet of fire (4+ Dispel)	
& short bow												
BIG BOSS 'URP' BONEBREFF												
Goblin Big Boss	4	4	5	4	4	2	4	3	*10	5+	Magic Weapon: Ogre Blade (+2 Strength)	
Sword, spear & light armour											Magic Item: *Crown of Command (Leadership 10)	129
'Daisy' Wolf	9	4	0	3	3	1	3	1	3	-		
BIG BOSS DIMMY												
Night Goblin Big Boss	4	4	5	4	4	2	4	3	6	5+	Magic Weapon: Blade of Ensorcelled Iron (+1 to hit)	
Sword & light armour											Magic Armour: Charmed Shield (first wound auto. saved)	60
SHAMAN SHIM SHAM												
Night Goblin Shaman Champ.	4	3	3	4	5	2	3	1	7	-	Magic Weapon: Blade of Slicing (-2 Save)	
Staff											Magic Item: Dispel Scroll	128
BLACKSTAB'S BLACKNOTCHES												
10 Night Goblins	4	2	3	3	3	1	2	1	5	6+	Unit contains a musician and standard	108.5
Shield & spears											Magic Standard: Bad Moon Banner (Enemy shooting attacks at -1, strike first in close combat)	
3 Goblin Fanatics	206	SPECIAL		4	5	3	1	-	D6	-	Hidden in Blackstab's Blacknotches	90
Ball & chain											Special rules: see Orcs & Goblins bestiary	
CHUCKA'S STICKAS												
10 Night Goblins	4	2	3	3	3	1	2	1	5	-	Unit contains a musician and standard	63
Hand weapon & short bow												
WOLF BOYZ												
9 Wolf Riders	4	2	3	3	3	1	2	1	5	5+	Unit contains a musician and standard	109
Spear & shield												
Wolf	9	4	0	3	3	1	3	1	3	-		
HOPPAS												
3 Squig Hoppers	4	2	3	3	3	1	2	1	5	6+	Special rules: see Orcs & Goblins bestiary	75
Bouncing Squig	206	4	0	5	3	1	5	2	2	-		
DIMMIES TROLLS												
3 Stone Trolls	6	3	1	5	4	3	1	3	4	-	Vomit attack, Regenerate each wound on a 4+ Natural Magic Dispel of 4+	195
Big clubs												
WOLF CHARIOTS												
2 Goblin Wolf Chariots	-	-	-	7	7	3	1	-	-	-	Scythes D6 +2 Impact hits	170
Goblin crew	4	2	3	3	3	1	2	1	5	-		
Wolf	9	4	0	3	3	1	3	1	3	-		
DOOM DIVER												
Doom Diver Catapult	-	-	-	7	3	-	-	-	-	-	Direct hit Strength 10, No save, D6 wounds	100
Doom Diver	4	2	3	3	3	1	2	1	5	-	Other hit Strength 5, -2 save, 1 wound	

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TOTAL 1499.5 points

SPINNY BLACKSTAB'S HORDE



take some fun stuff. Trolls – dumber than Goblins, and they can vomit too. What more could you ask for? Stick some

Squig Hoppers in the army for some random excitement and three Goblin Fanatics to mow

down the troops (his and mine) and I'm almost done. What about a Chariot or two? Two with scythes, I've just got to have 'em. I'll put my Warlord in the spear unit so they can really hurt the enemy, a Shaman Champion to throw around a few spells and I'm ready to go.

MAGIC

Wait, how about some magic items? Goblins are a weak bunch at the best of times so some tooled up Big Bosses are in order. The *Heart Seeker*, *Ogre Blade*, *Blade of Leaping Bronze*, *Blade of Slicing* and *Blade of Ensorcelled Iron*. These are just a few of my favourite things. Throw in a *Bad Moon Banner*, *Ruby Chalice*, *Crown of Command*, *Amulet of Fire* and a *Dispel Magic Scroll* and I'm just about done. Oh, and armour such as *Meteoric Iron* and a *Charmed Shield* should finish things off nicely. That's got it.

TACTICS?

My tactics, what tactics? They're Goblins! Shove 'em across the table and hope for the best. When you're using Goblins you can't sit around. Get across the battlefield as fast as you can.



ARMY OF MIDDENHEIM



16 Swordsmen
with champion



20 Halberdiers
with hero



5 Pistoliers



10 Crossbowmen



10 Handgunners



Steam Tank



Helblaster



Kurt Heimwald,
General



Battle Standard

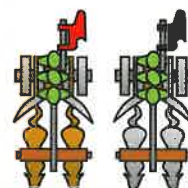


Lothar the Silent,
Wizard



Birdmen of
Catrazza

SPINNY BLACKSTAB'S HORDE



Goblin
Chariots



Fanatic



Squig
Hopper



Doom
Diver



20 Night Goblins
with spears



8 Wolf Riders

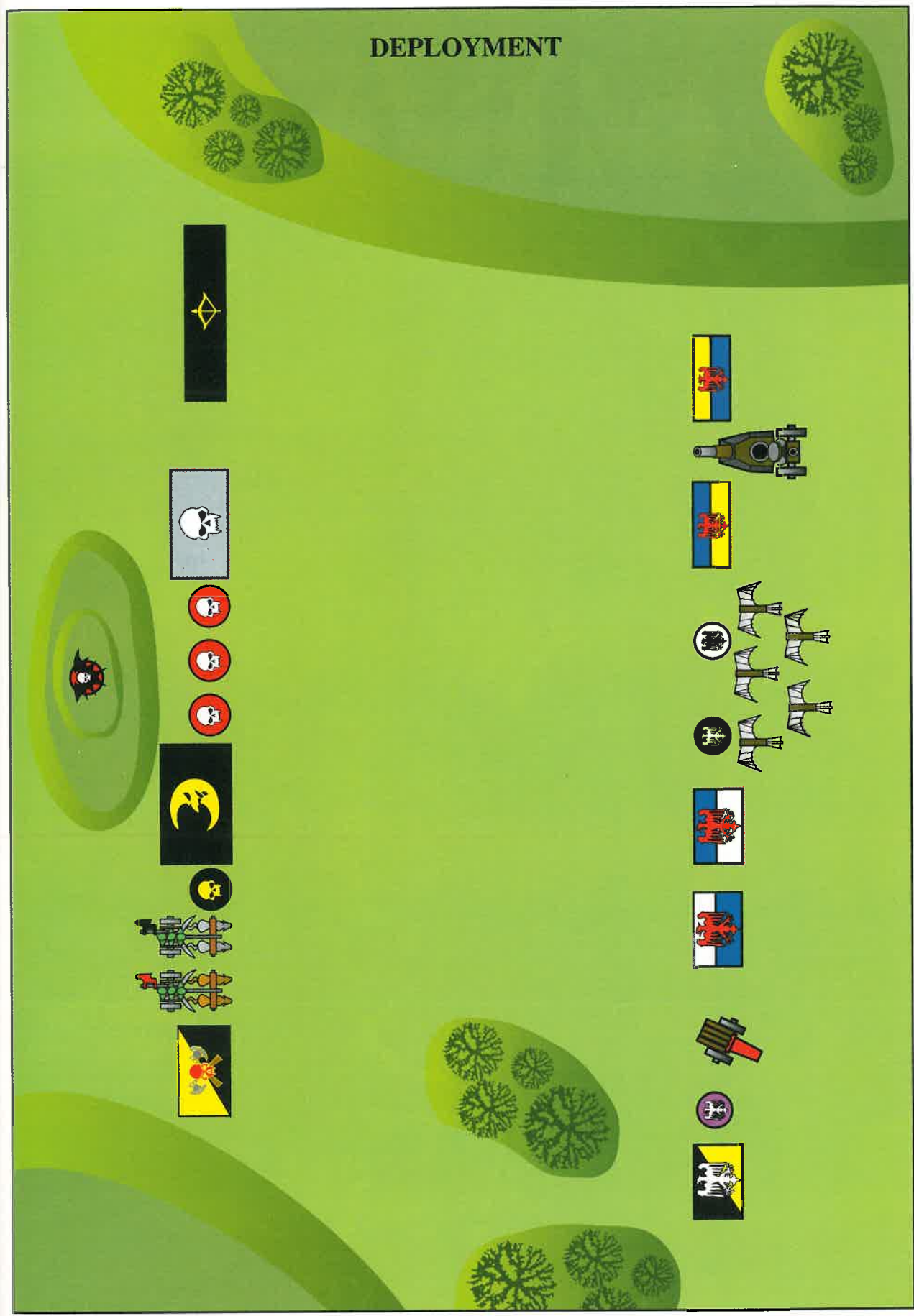


3 Trolls and
Big Boss



20 Night Goblins
with short bows

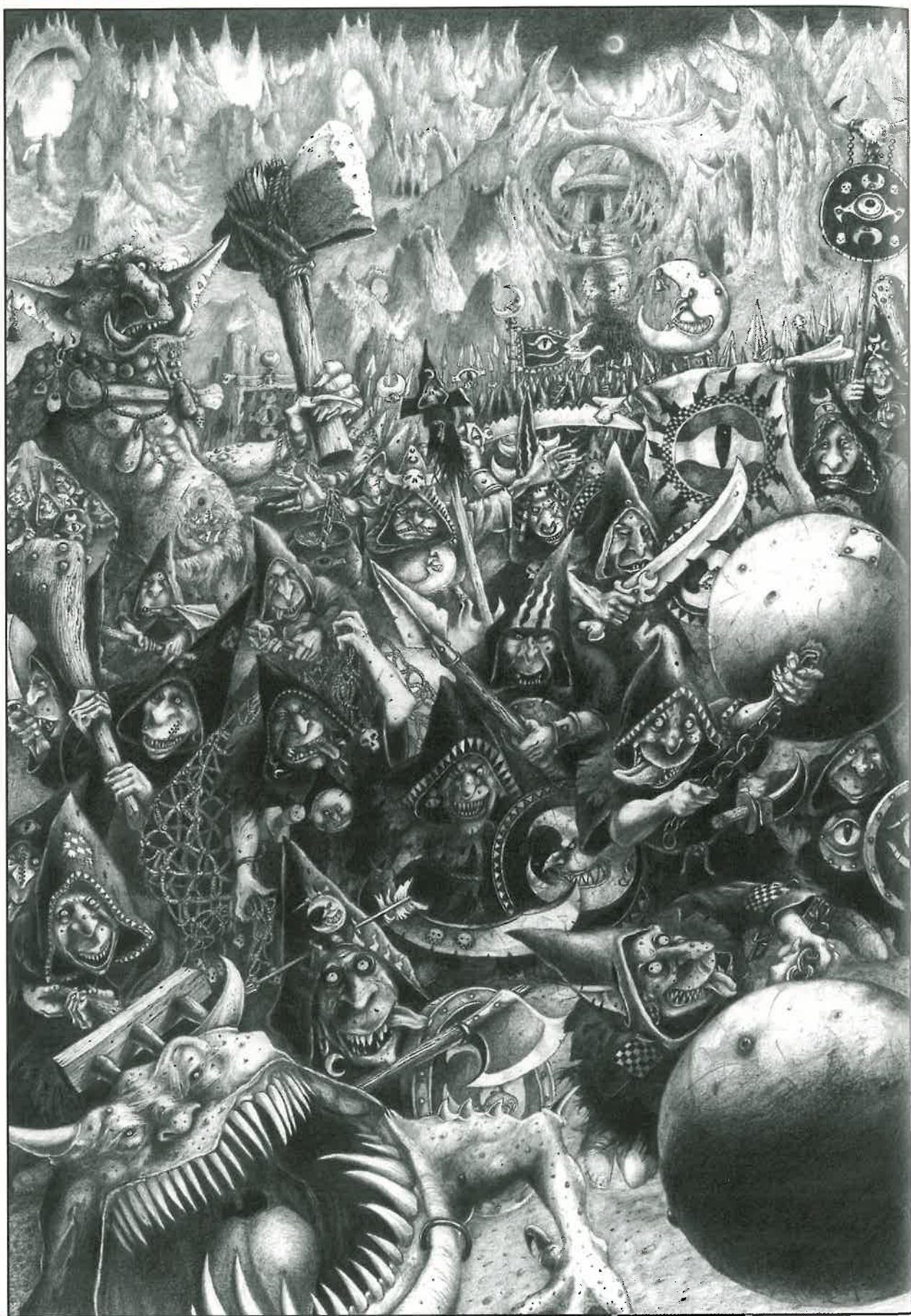
DEPLOYMENT



Goblin Chariots

Doom Diver

Goblins bows





“The Doom Diver pilot joyously prepared for ‘da long bomb’ but he stretched the catapult too far until with a thunderous ‘CRACK!’ the catapult snapped in two.”

In the shooting phase the Doom Diver pilot joyously prepared for 'da long bomb' but he stretched the catapult too far until with a thunderous 'CRACK!' the catapult snapped in two. The Goblin was thrown high in the air, while his comrades were scattered around the battlefield along with broken pieces of the catapult.

With no hand-to-hand combat to resolve, we moved straight to the magic phase. The Winds of Magic gave the players nine cards, but Warboss Owen decided to marshal his strength and did not cast any spells. Finally both players stored a magic card in preparation of the next magic phase.

EMPIRE TURN 1

Middenmarshal Butler saw the Goblin horde advancing towards his troops and gave his men the order to start the attack. The disciplined Halberdiers and the flamboyant Swordsmen marched forwards alongside the Steam Tank. The

commanders of the Imperial army spurred their warhorses forward as well, forming an echelon with their troops.

The hot-headed, young Pistoliers spurred their steeds to a gallop and headed towards the right flank of the Goblins, boasting to each other how many Goblins they could slay with a single shot.

Daddallo and his Birdmen started to pedal furiously to activate their mechanical wings and soon they soared ahead of the rest of the Empire troops, their eyes set on the Wolf chariots.

In the shooting phase the master gunner saluted the General and then fired the Helblaster volley gun. Cracking noises filled the air, but when the smoke cleared, only three Goblin Wolf Riders lay dead and the volley gun had jammed.

Daddallo and the Birdmen cocked their crossbows and sent the deadly missiles whizzing towards the Wolf chariots. One



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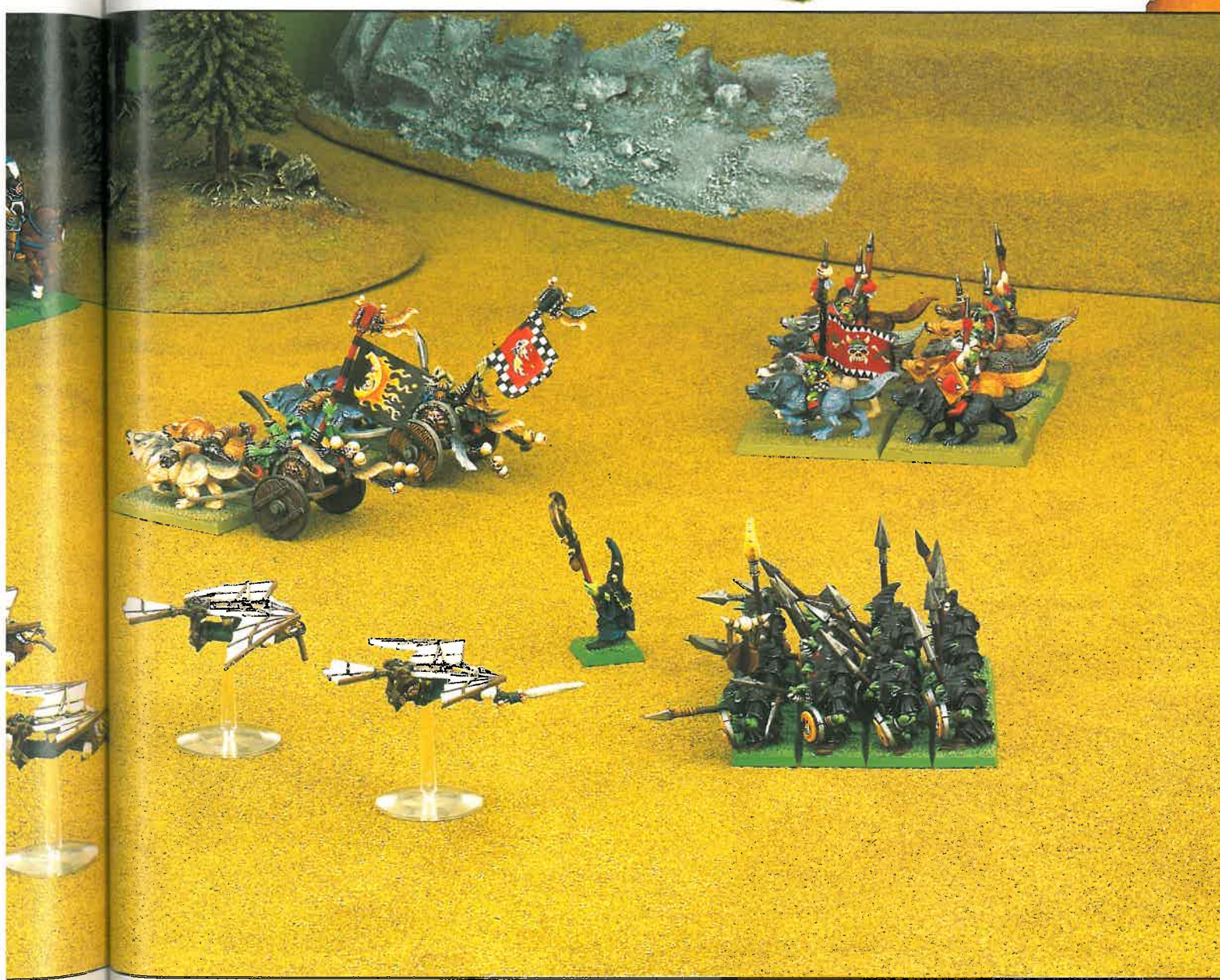
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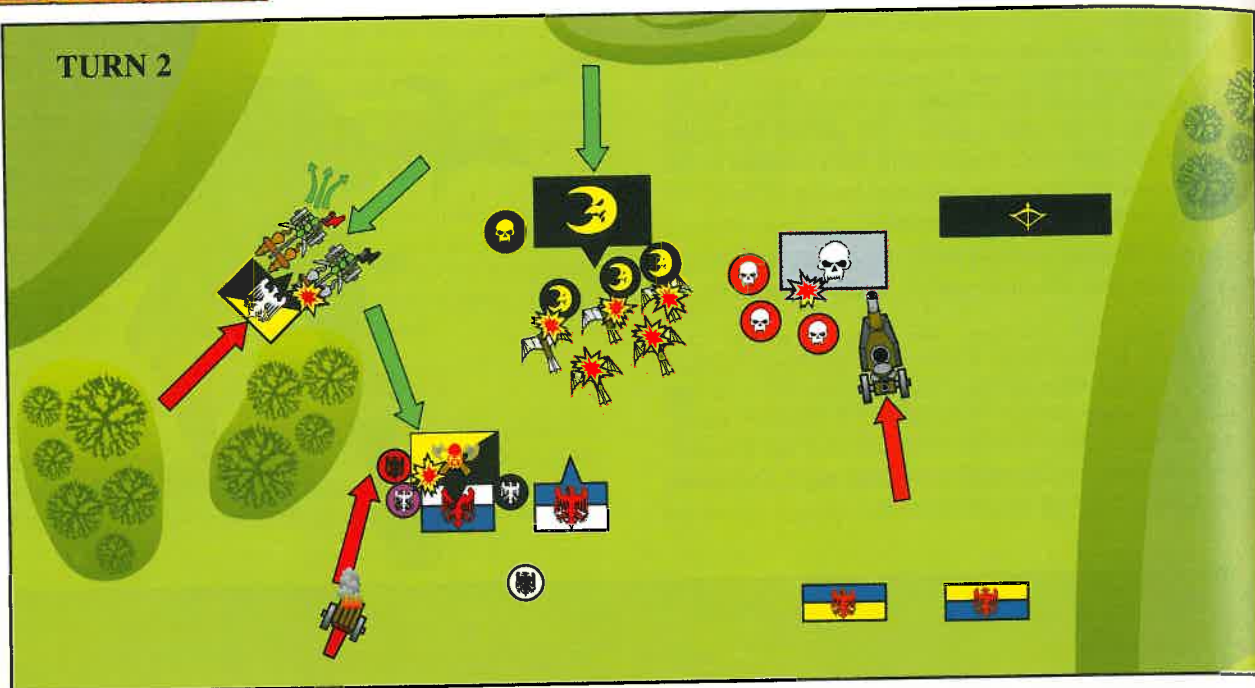
of the crossbow bolts damaged the body of a chariot, but otherwise the Wolf chariots remained unscathed. Next the Empire Crossbowmen and Handgunners levelled their weapons, and showered the lumbering Trolls with a hail of missiles. One of the giant creatures fell, pierced by several bolts. But the other Troll, despite being cut to ribbons by the lead bullets of the Hand Guns, stumbled back to its feet, with its terrible wounds closing in an instant.

With all the shooting resolved it was time for the magic phase again. Seven cards were dealt and the deadly exchange began.

Concentrating his energies, the Empire wizard cast *Destruction* on the Wolf Riders. The regiment seemed doomed, but the Shaman Shim Sham, picked his nose and burped the counter-magic incantation of *Destroy Magic*. Owen made his dispel roll, picked up the dice and promptly rolled a 5. Thus the *Destruction* was destroyed! Depressed, Jim decided not to cast any more spells.



TURN 2



As the Birdmen swoop down on the Goblin Stickas, three Fanatics burst forth and kill all the winged warriors!

GOBLIN TURN 2

The turn started as the Stickas began an argument about the virtues of mushrooms growing between your toes, and the Trolls decided to lie down for a bit of sleep despite the shouting of Dimmy, their Goblin Big Boss.

The Goblin Wolf chariots, in their eagerness to get to grips with their enemy, declared a charge against the Pistoliers, but the Empire cavalry were just outside their charge range, and now it was the chariots that were in danger of being charged.

The Blacknotches advanced and got within 8" of the Birdmen. This triggered the release of the Fanatics, and the maniac Night Goblins wiped out the Regiment of Renown in a swirl of chains and heavy iron balls!

With the Doom Diver destroyed and the Stickas squabbling, there was no shooting to resolve, so it was time to see how well the Goblin Wolf Riders would do against the skilled Empire Swordsmen.

Big Boss Urp howled something which the Empire champion deciphered as a challenge, and he stepped forwards, only to be beaten to a pulp by the Goblin. Two more Swordsmen were torn apart by the Giant Wolves, but gritting his teeth together the senior Swordsman called his men to stand firm, and the proud soldiers passed their Break test.

The magic phase offered nine cards. Owen cast *Mork Wants Ya!* on the Empire general, but Jim held the *Drain Magic* card and ended the magic phase. He even made the roll which saved his Wizard from losing a magic level, much to Owen's disgust.



The Wolf Riders find themselves engulfed by the Empire troops.

EMPIRE TURN 2

The Pistoliers, racing with each other, charged the Wolf chariots, which stood their ground and received the charge of the young noblemen.

The Empire general recited a prayer to Sigmar, and holding his hammer aloft, charged the Wolf Rider mob. The crew of the volley gun (rather foolishly) thought that his battlecry was a command for them to charge as well, and engaged the Goblins, wielding their chart books and tapers!

The rumbling Steam Tank barged towards one of the Trolls, but the Troll, despite all the odds, dodged the bulldozing Steam Tank!

Following the barked order of their captain, the Crossbowmen took aim and sent another cloud of bolts towards the lumbering Trolls. One of the giant creatures was wounded, and even its regenerative powers did not help it.

The Handgunners followed the example of their comrades, but failed to even hit the Trolls, and received a barrage of catcalls and insults from the Crossbowmen.

In close combat the Pistoliers let rip with their weapons, and amidst a cloud of black smoke and the deafening roar of pistols, two Wolves and one Goblin were shot to death. The chariots failed their Break test and fled. The Pistoliers gave chase and chopped down the crew of one of the chariots, but the undamaged chariot outran the pursuing Pistoliers.

The Swordsmen and Wolf Riders carried on with their battle. The Empire general completely missed the Goblins, and the Swordsmen did likewise. Only the unarmed volley gun crew managed to kill any Goblins! In return the Goblins slew three humans, but the ranks and standard of the Swordsmen won the combat. Following the howling of their Big Boss wearing the Crown of Command, the Gobbos passed their Break test.

In the magic phase the Battle Wizard summoned the awesome energies of the *Blast* spell, and Owen was forced to use his *Dispel Magic Scroll*.

GOBLIN TURN 3

While the Fanatics and Squig Hoppers milled around, the spear-armed Blacknotches turned to face the Pistoliers, and the evil, little creatures hurled insults at the young noblemen. Incensed, the proud Pistoliers vowed to make short work of the Goblins.

The Stickas strung their short bows and sent their crooked little arrows towards the Handgunners, but most of the Goblin arrows fell short. Only one unfortunate Handgunner fell, his throat pierced by a barbed arrow, his life-blood oozing out.

In the struggle between the Swordsmen and Wolf Riders the Empire general issued a challenge to the Goblin Big Boss. The stupid, little creature agreed and thus the battle was joined. Numerous blows were exchanged, but neither character suffered any wounds.

The Wolves once again pulled down one of the Swordsmen, but they lost the battle thanks to ranks and the standard. Again the Wolf Riders passed their Break test, but by now they were completely surrounded by the Emperor's troops.

The impassioned howling of the Goblin Shaman called the *Mork Save Uz!* spell to protect the surrounded Wolf Riders from enemy magic.

EMPIRE TURN 3

The Empire general announced no new charges, but the rumbling Steam Tank ran over the Trolls once again. One of the giant creatures was wounded, but the other showed a stupendous mastery of Troll acrobatics and dodged the clanking metal husk. The Pistoliers tried to manoeuvre into a



The unit of Trolls, led by Dimmy the Big Boss, dodge the trundling Steam Tank.

better position, but as their march moves were hampered by the closeness of the Blacknotches, they were left in an awkward position in the front of the Goblins.

The rest of the Empire army was either dead, stood immovable or was locked in hand-to-hand combat, so we proceeded to the shooting phase. The Crossbowmen and Handgunners opened fire on the Trolls once again. The hail of lead bullets and crossbow bolts virtually ripped apart the remaining Trolls, leaving the confused Big Boss wondering where the two giant creatures had gone.

The Pistoliers let rip with their pistols, but failed to hit any of the Goblins. Things looked grim for the young noblemen who would have to withstand the charge of the main Goblin unit next turn.

The deadlock between the Wolf Riders and the Swordsmen finally came to an end as the last of the mounted Goblins was cut down by the skilled Swordsmen, and the Empire General crushed Big Boss Urk in single combat.

In the magic phase the Empire Battle Wizard raised his hands and called upon the destructive powers of the *Blast* spell. Unable to stop it, Goblin Warboss Owen could only watch in horror as one of his Fanatics was roasted and toasted!



GOBLIN TURN 4

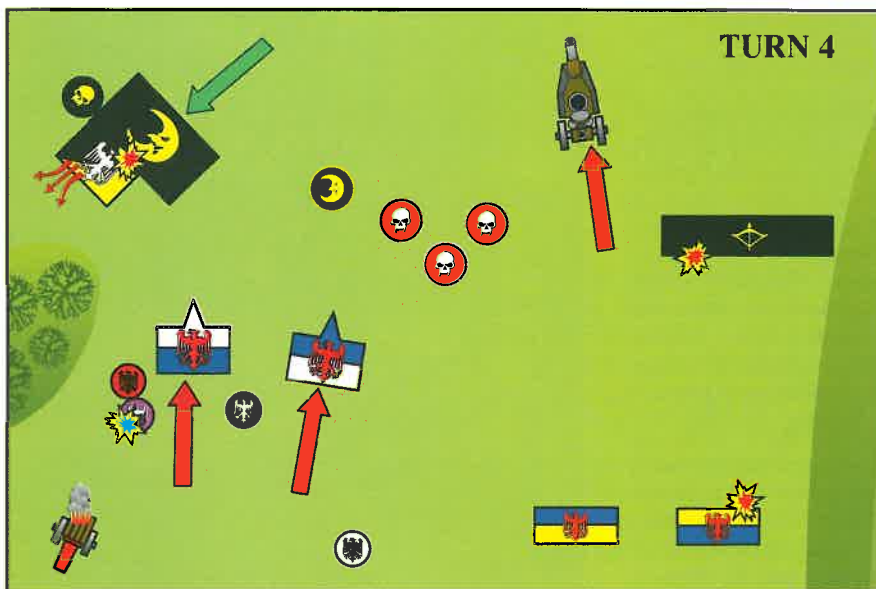
The howling Wolves pulling the last chariot ignored the shouting of the Night Goblin Warlord, and fled the field. Even worse, the Goblin archers started squabbling and refused to move. Determined to vent of some of his anger, the Goblin Warlord ordered a charge against the Pistoliers. The Empire horsemen received the charge, and would have to face the best Goblin regiment.

Big Boss Dimmy, having carelessly lost his Trolls, joined the Stickas, taking command from Chukka by banging him on the head while he was looking the other way. This would make the unit far more formidable in close combat.

There was no shooting to resolve, so it was time to see if the Pistoliers could hold off the charge of the Night Goblin Warboss and the Blacknotches.

Unfortunately for the Pistoliers, the Goblins cut down four of them and broke the unit. The Goblins pursued after the fleeing Pistoliers, but failed to catch the remaining horseman.

“Big Boss Dimmy, who had carelessly lost his Trolls, joined the Stickas, taking command from Chukka by banging him on the head while he was looking the other way.”



In the magic phase Shim Sham cast *Mork Wants Ya!* on the Imperial Battle Wizard, and Jim failed his dispel attempt, so his only wizard was lifted high in the air!

EMPIRE TURN 4

While the lone Pistolier ran from the battlefield, the rest of the Imperial army prepared for the final clash. The Halberdiers

and Swordsmen slowly advanced, wary of the dreaded Night Goblin Fanatics and Squig Hoppers.

The Steam Tank trundled forward, though a minor fault occurred, that would slow it down for the next turn.

Having finished off the Trolls, the Handgunners and the Crossbowmen turned their attentions to the Stickas. Four Goblins fell, three skewered by the crossbow bolts, but the Goblins pressed on.

With no hand-to-hand combat to resolve, we moved on to the magic phase which proved to be uneventful, apart from Jim dispelling *Mork Wants Ya!* and managing to wound his own wizard as he fell down from skies.



Warboss Spinny Blackstab leads his Goblin spearmen against the Pistoliers, who are routed.

GOBLIN TURN 5

There were no charges to be made, and neither the Fanatics or Squig Hoppers hit any units. So in a desperate bid to lure their opponents to battle, both the Stickas and Blacknotches advanced towards the Empire troops, shouting vulgar insults and making faces.

Again there was no shooting or hand-to-hand, and in the magic phase the Goblin Shaman once again cast *Mork Wants Ya!* on the Empire Wizard, and with that the last Goblin turn was over.



The Empire general makes a last ditch attempt to smash the Goblin mob.

EMPIRE TURN 5

Determined to slay as many Goblins as possible, Marshal Butler declared numerous charges.

The Handgunners attacked the Stickas, and the general led the stalwart volley gun crew to battle against the Blacknotches led

by the Goblin Warboss. Perhaps not the wisest thing to do, but certainly the bravest!

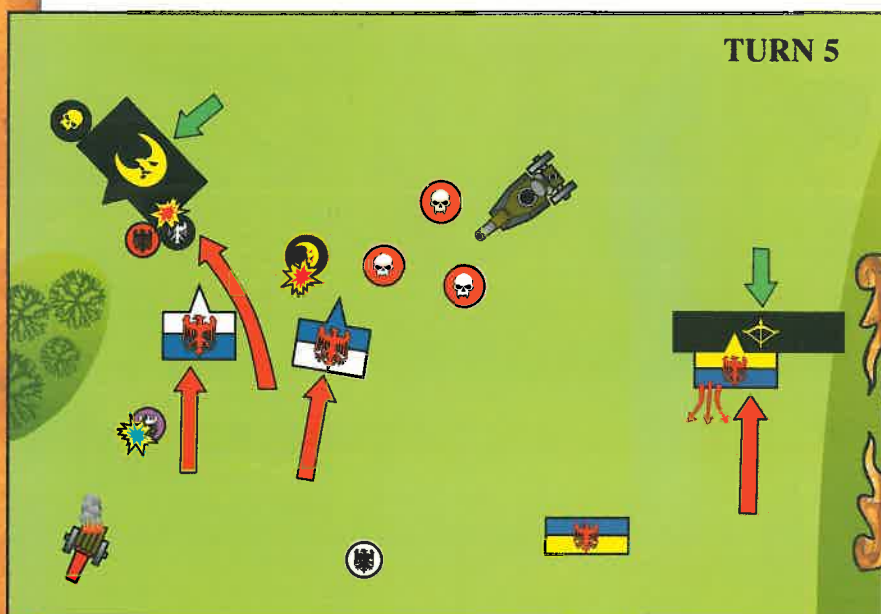
The Crossbowmen opened fire on the remaining Fanatic and hit it three times, but failed to cause a single wound!

“The general led the stalwart volley gun crew to battle against the Blacknotches led by the Goblin Warboss. Perhaps not the wisest thing to do, but certainly the bravest!”

In close combat the Stickas killed four Handgunners, and suffered no wounds in return. The Handgunners broke and fled, only to be caught by the pursuing Night Goblins who crashed on into the Crossbow regiment.

The Warboss and the Blacknotches struck before the Empire general, thanks to their *Bad Moon Banner*, and managed to kill two of the volley gun crew. The Empire general struck back and inflicted three wounds, but still lost the combat badly because of the massed ranks of the Night Goblins. Everything depended now on whether the Empire General could make his Break test. Jim picked up the dice and rolled double one! The General was safe!

With that the battle was over and all that was left to do was count the cost...



VICTORY POINTS

Empire: 715

Goblins: 556

LONG LIVE THE EMPEROR

Jim: The forests of Middenland will be free from Goblin raiders, for a while at least. I have to say that the dice really went against Owen today. Actually I don't have to say that at all, I'm just nice that way (and maybe if I do Owen won't mention the complete mauling I got the first time we played this battle!).

My deployment and overall plan worked reasonably well. The only real mistake I made was pushing the Birdmen up too far, so that they got walloped by the Fanatics. That was unfortunate, but their job was to silence the Doom Diver catapult, and luckily for me it did a good job of that itself. This meant the Steam Tank didn't do its main job, but it was funny watching it run over the Trolls. Steam Tanks have a nasty habit of blowing themselves up, and you double the chances of this happening every time you fire the cannon. In general, it's best to avoid firing the cannon unless you really have to. If you want a cannon, buy a Great Cannon, not a Steam Tank.

The Helblaster's performance was a little disappointing, but crucially it killed enough Wolf Riders to stop them getting a rank bonus. The Pistoliers did a fine job of diverting the chariots away from my main battle line. They died in true heroic fashion!

What impressed me the most though, was the performance of my rank and file infantry. While not being spectacularly good at anything, humans are decent all-rounders. Empire troops have access to some good equipment (especially halberds and hand guns), and when well led, in reasonable numbers, they have a good chance against any foe. This battle definitely changed my mind about the value of 'ordinary' troops. Owen and I have decided to fight a deciding battle with our own armies (3,000 points this time). While I'll probably take some Flagellants, I'll certainly be fielding at least a couple of regiments of Halberdiers, and if I've got time, I'll be adding some Swordsmen to my army. Long live Karl Franz!

ARRRRGH!

Owen: Steam Tank, Steam Tank! A 1,500 point battle with a Steam Tank! Arrrrgh! The Chief Engineer must have been on holiday and left the door open. There are only eight of these in the entire Empire, so to see one in a 1,500 point battle was a

BIG surprise (You see Jim we ALL thought it was dead beardy – Paul Sawyer). Still I can only blame myself for losing. What was I doing with my chariots? Nothing, that's the answer. These war machines are one of the best things in my army and I squandered them. What a waste. They should have been in there with the Goblin Wolf Riders, who with a little help could have won their combat against the Swordsmen.

The Warboss finally got into the battle at the end, but after seeing his chariots disappear in a cloud of dust, his heart just wasn't in it. Besides he had to keep an eye on that darned Steam Tank. Trolls make a horrible squashy sound when they get run over. What could I do against one of the Empire's toughest war machines (Toughness 10)? Absolutely nothing.

Squig Hoppers, what Squig Hoppers? I know they are not that reliable but you would think at least one would do something. Oh well. The Doom Diver, ah yes the Doom Diver. I told those guys not to wind the thing so tight but would they listen? Apparently not.

Fanatics are a Goblins best friend, especially when they work. There were metal balls and wings everywhere. I love these guys. They certainly sorted out those poncey flying Birdmen, that'll teach 'em. The Stickas failed their Animosity test so many times I suspect they were fighting over a bribe from the Empire general. Finally the Shaman Wizard did a great job of picking up the Empire Wizard and just letting gravity do its work. What fun!

Next time I want more troops and better dice rolls! The troops part being the easy bit, as I'm in charge of the 'Eavy Metal team. Jim and I are planning a 3,000 point rematch to see who's the best, so just watch this space. Oh yeah, the first time we had this battle I kicked his butt real good. He told me not to mention it but he's the one who took a Steam Tank in a 1,500 point battle. I'm not bitter!

Note: This was the second time this battle was fought. The first time was an utter and complete victory to the Gobbos. Unfortunately as it was such a total thrashing for Jim it would have made a really dull battle report. Still, it was funny to see Jim blubbing like a big girl and trying to find a reason to refight the battle... Paul Sawyer.



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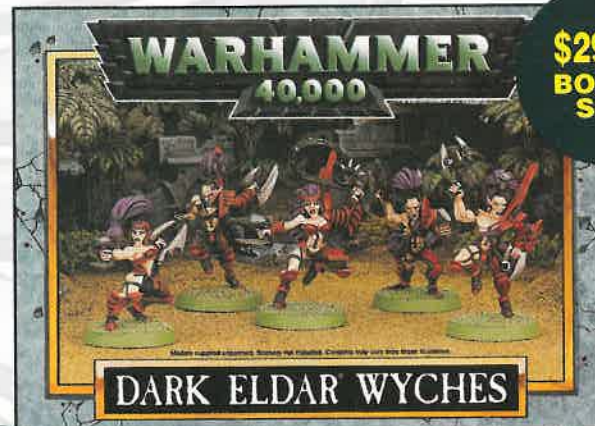
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