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WARHAMMER DWARF

- WARHAMMER 40,000 VEHICLE DESIGN RULES
- GAMES DAY 2000 PHOTO SPECIAL!
- FOUR-WAY WARHAMMER 40,000 BATTLE REPORT!

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WARHAMMER
40,000

BATTLE REPORT

The Battle for Techuan's Key
Watch the sparks fly as four of the White Dwarfers play a great new multiplayer scenario, pitting their armies against each other in a blood-soaked race to the top of an ancient pyramid.



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Dave Taylor

Phew!!!

I think it might be time for bit of Christmas cheer...

Well, it's been another busy year for the White Dwarfers. Twelve stonking issues, a Roadshow tour, tournaments, the Armageddon campaign, the Warhammer 6th edition release, dioramas to make and the most successful Oz Games Day to date. As you read this we're probably taking a well-earned break on a nice beach somewhere (either that or slaving away in front of a looming monitor).

Whatever we've done in 2000 will pale in comparison with what we're going to do!

Early 2001 will see the first Australian Grand Tournaments run in Brisbane, Sydney, and Melbourne. Booster has been working hard to get everything sorted for the Rogue Trader Tournament System and they kick off soon. Details for tournaments are on our website.

Speaking of websites, ours is about to undergo a bit of a facelift. In a couple of months we'll be linked through the Worldwide Gateway (www.games-workshop.com) and you'll be able to access all the info you can currently, as well as a whole host of new facilities including discussion forums and extra hobby info. Keep an eye on our site, we'll be keeping you informed there.

We're also going to see a lot of

exciting releases over the next twelve months, both for the Warhammer world and the 40K universe. Don't be caught unawares, grab a White Dwarf subscription now and keep ahead of your opposition.

This issue contains some great Warhammer army ideas (and fiction) as well as the long-awaited 40K Vehicle Design Rules. Get cracking on your new vehicles, but please try to keep to the background of your army. That means no Armour 14 for all you Archons out there!

Have loads of fun over the Christmas break, I hope Santa's good to you all!

GAMES DAY & GOLDEN DEMON 2000



The Golden Demon painting competition, one of the most eagerly awaited aspects of Games Day, saw a display of unparalleled excellence this year as the breathtaking entries racked up by the hundreds.

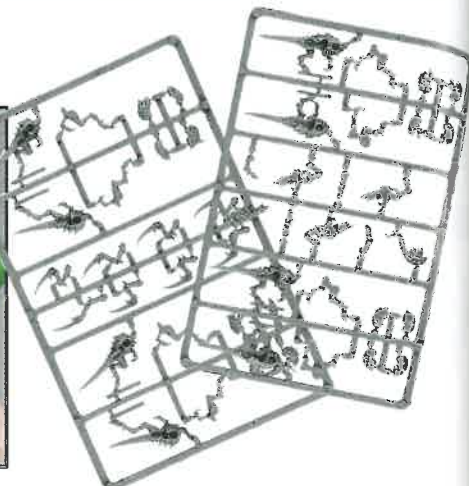
This issue we show off some great photos of the event, taking you back to the frenzy of Games Day 2000.

In issue 254 we'll take a look at the superb Golden Demon winners, and we'll follow this up with a look at the UK Golden Demon 2000 winners in issue 256.

Congratulations to all those who took part, especially those who walked away with one of the prized Golden Demon trophies. Given the level of skill evident in entries this year and the dedication the competitors apply, no doubt some of the winners are already working on next year's entry...

This superb Space Wolves Dreadnought earned Neil Thomason a gold statuette in the UK's Warhammer 40,000 Vehicle category.

INCOMING...



The new Tyranids are released into the Games Workshop world very soon, accompanied by Codex Tyranids, a biological blueprint for armies of xenomorphs that will put the fear of the Emperor into the most steadfast of Space Marine commanders.

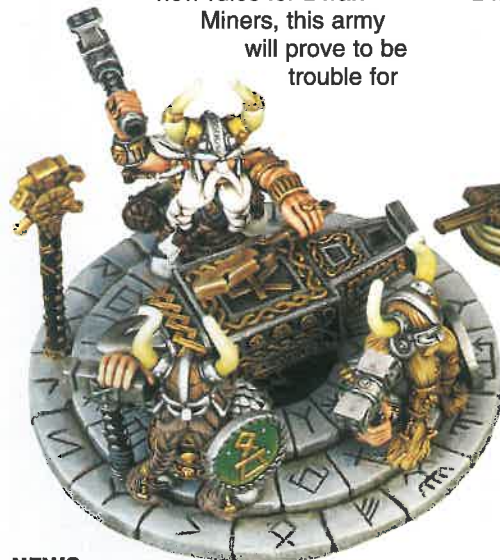
Perhaps the best components of the new Tyranid range are the versatile new plastics (the new Gaunts frames are shown above). However, having seen the new metal centrepieces for the army

(and with the Tyranids, there's quite a few), you'd have to be mad not to lead your skittering, hideous swarms with the largest bio-engineered behemoths the Studio has ever produced. The fearsomely familiar ranks of the Lictor, Carnifex, Zoanthrope and Tyranid Warriors have been bolstered by the Tyrant Guard and the Ravener, and the towering new Hive Tyrant dwarfs even an Eldar Avatar. Not only that, but the Tyranids now benefit from two special characters!

BIG BEARDS & BEER

The Dwarfs are back, and back with a few grudges to settle. February sees the release of the Dwarfs army book and the accompanying range of devastating new miniatures. From the Runelord Thorek Ironbrow and his Anvil of Doom to the excellent new rules for Dwarf Miners, this army will prove to be trouble for

a great many opposing generals. Dangerous at long range, and downright nasty in close combat, the Dwarfs are like solid rock on the battlefield. In addition you'll get your own Book of Grudges free with next issue of White Dwarf!



Above: The new Warhammer Dwarf army book, released early February, contains loads of background information on the hardiest warriors in the Old World.

Left: The Anvil of Doom is a remarkably potent artifact, allowing the Dwarfs to forge magic itself.

NEW RELEASES THIS ISSUE

WARHAMMER

THIS MONTH'S RELEASES FOR WARHAMMER:

THE EMPIRE

Empire Greatswords (3 models per blister)	\$14.95	\$16.95
Empire Greatsword Command (1 Champion, Standard and Musician per blister)	\$17.95	\$19.95
Luthor Huss, Prophet of Sigmar (1 model per blister)	\$17.95	\$19.95
Balthasar Gelt, Supreme Patriarch (1 Supreme Patriarch riding Pegasus)	\$29.95	\$34.95
Empire Cannon/Mortar (3 crew, 1 Cannon/Mortar, boxed set)	\$29.95	\$34.95

Below: Empire Greatswords are the elite bodyguard of the Emperor and his generals, and are renowned for their prowess in battle.



ORCS AND GOBLINS

Orc Boar Chariot (2 Crew, 1 Orc Boar Chariot)	\$34.95	\$39.95
Giant (1 Giant, metal boxed set)	\$59.95	\$64.95
Night Goblin Squig Herders (2 Herders, 3 Squigs)	\$14.95	\$16.95
Night Goblin Netters (3 models per blister)	\$13.95	\$15.95
Night Goblin Squig Hoppers (2 models per blister)	\$14.95	\$16.95
Savage Orc Command Group (1 Champion, 1 Standard Bearer and 1 Musician)	\$17.95	\$19.95
Savage Orc Shaman (1 model per blister)	\$13.95	\$15.95

WARHAMMER REGIMENT SETS

Goblins (16 model boxed set)	\$34.95	\$39.95
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Right: They're vicious, cunning and long to rip your face off. And then there's the Squigs they ride...



Below: The splendid new plastic Cannon (which can also be made as a Mortar) is now available as a separate boxed set.



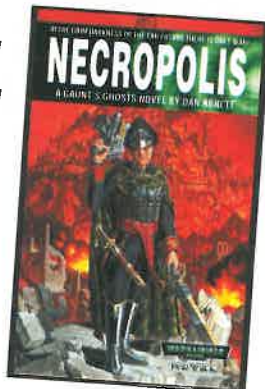
Left: Squig Herders coax angry bundles of teeth, talons and attitude into battle. A sharp stick's going to help...

Black Library

THIS MONTH'S RELEASES FROM THE BLACK LIBRARY:

Necromunda Magazine Issue 2	\$9.95	\$11.95
Necropolis A Gaunt's Ghosts novel by Dan Abnett	\$12.95	\$14.95
Warhammer Monthly Issue 36	\$4.95	\$5.95
Inferno! 21	\$9.95	\$11.95
Town Cryer 11	\$9.95	\$11.95

Right: Dan Abnett's third Gaunt's Ghosts novel throws the Tanith into a defensive setting.



CITADEL

Warmaster bases (45 bases)	\$11.95	\$13.95
Large Round Bases (25 bases)	\$11.95	\$13.95
Extra Large Round Bases (15, 60mm bases)	\$11.95	\$13.95

Below: Basic but essential...



The first club featured this month is the ANU Wargame Society, based in Canberra at the Australian National University. The club meets every Thursday night from 5-9pm at COP G031, Copland Building, ANU Campus, Canberra. Club members enjoy challenges in all of the major Games Workshop games, with regular campaigns and diverse scenarios being played. The club costs \$3 to join if you're a student and \$5 for non-students. For more information about these guys, contact the club organizer, Michael Cruise, by phone: (02) 6231 8689, or e-mail the club at: anuws@hotmail.com.au

Number two on the list is the Warhounds Gaming Club of Brisbane. These enthusiasts engage in a wide variety of games and have an extensive membership. They meet every second Saturday between 9am and 5pm at the Scout Hall, 11 Oxley Rd in Chelmer, Brisbane. As one of the more established clubs in the Brisbane area, the club boasts a plentiful of supply tables and terrain for members to use. The Warhounds regularly hold painting classes run by a previous Golden Demon winner. The club caters for all ages and supports and encourages their junior members. Your first visit to the club is free, with visits after that setting you back \$5, or \$2 for members. Lifetime

membership to the Warhounds can be bought for the princely sum of only \$25. If a lifetime membership is not your thing, you can buy an annual membership for \$10. Catering to the hobbyist's needs is taken one step further with a canteen open serving discounted soft drinks to members. To find out more about the club, you can contact the club organizer Mac McDermott on 0417 634 699. E-mail the club at: mcnurgle@powerup.com.au or visit their website at: www.warhounds.org.au

The Western Suburbs Gaming Club, operates from the First Avenue Masonic Hall in Blacktown, Sydney. The Club meets on the first and third Sunday of each month. A day at the club will cost you a \$5.00. The club plays the major Games Workshop games on a regular basis, so if it's a quick game of 40K or Warhammer with a new opponent on a Sunday afternoon, then a visit to WSGS may be just the ticket. To find out more about WSGS you can contact Kolan Bottle on (02) 9687 9889.

A new club to have appeared in the last six months is the Forster Games Club, who meet on the first Sunday of each month at the Tuncurry Hall (Old Picture Theatre),

between 11am and 6pm. The club plays Warhammer & 40K in a friendly, supervised environment. Membership costs for the club range from \$10 for annual membership, to \$15 for family annual membership. Each meeting will also cost \$5. The club draws members from neighboring Taree, and in the past, the club has run events in conjunction with Mal's Toy Store (located in Taree). For more information about the Forster Games Club, you can phone Rob, the club's organizer on (02) 6559 2535.

EGO is the name of the final club to grace this issue. EGO (Echuca Gamer's Organization) runs its meetings on the first Sunday of each month, between 9am and 4pm, from the front of their local stockists Echuca Toy Kingdom (141 Hare St, Echuca). We here have it on good authority that the lads in the club play a wide variety of Games Workshop games in a friendly supervised environment. Meetings and membership to the club are free, and any enquiry's about the club can be directed to the following E-mail address: mangaman_41@hotmail.com, or you can phone Toy Kingdom and speak to Ian Roper during business hours on (03) 5482 2172.

SEEKING REFUGE THESE CHRISTMAS HOLIDAYS?

The festive season is upon us once more and every single Games Workshop store is running a host of events, particularly during the school holidays. This issue of White Dwarf details what's happening in your local store, but much, much more is also going on. Why not check out the Store pages (from page 62) or contact your local store for more info?



GAMESDAY & GOLDEN DEMON 2000

A DAY TO REMEMBER

A PICTORIAL LOOK AT THE GAMING EVENT OF 2000



Games Day is, without a doubt, the premier gaming event of the year. Games Day 2000 was no exception. The new venue was ideally suited to our needs and over 1500 gamers turned out for the day! Here are just a few photos of the day. Thanks for coming along!



GAMESDAY
GOLDEN DEMON 2000

GAMING!





Games Day would be nothing without gaming tables and exciting scenarios! Games Day 2000 saw almost 50 gaming tables pushed to breaking point with hundreds of gamers playing thousands of games (really, we counted them).

The event also featured three "Big Games". Fresh from the 2000 Roadshow circuit, the awesome Laniena III table wowed hobbyists with it's detail. The Rynn's World Incident table wowed gamers with it's enormity (24' and 1000 Space Marines). The Fortis Binary table wowed everyone with it's sheer insanity!

Stories from Black Library novels and comics featured heavily with Bloodquest, Gotrek & Felix, Gaunt's Ghosts and Ragnar all making an appearance.



GAMESDAY & GOLDEN DEMON 2000

PAINTING & DISPLAYS



There were heaps of other exciting things to check out at Games Day 2000, including the crowd favourite - Speed Painting! Think it's easy to paint an Elf. Not with only five minutes to do it, and these three lunatics interrupting you all the time.

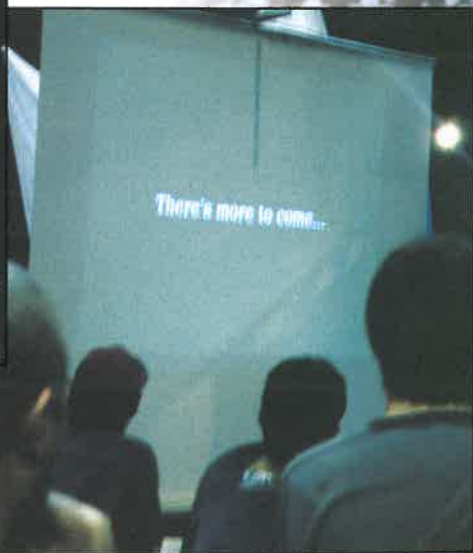


The prestigious Golden Demon Painting Awards were swamped this year by over 700 entries! The quality was exceptional throughout the competition and we definitely saw the cream of the crop from across our region. Over the next few issues of *White Dwarf* we'll be featuring photographs of some of the winning entries, including the awesome Wood Elf Scouts of Glenn Lamprecht, Slayer Sword 2000 winner from Brisbane (pictured right).





Rising above the assembled throng of hobbyists were two of Matt Weaver's creations (pictured above). On the left is "Da Fort", an Empire army lays siege to an Orc stronghold high in the Grey Mountains. Over the coming months you'll have the opportunity to determine the outcome of this daring escapade as "Da Fort" Roadshow starts to roll around the country. Matt's other wild creation "The Fang" is on the right. Each year we add a little more to our displays and this year Cypher, the Fallen Angel, made an appearance. Hands up if you spotted him?



One thing we managed to score for the enjoyment of all Games Day participants was a preview video from Exile Films in the US. This video featured some fantastic CGI stuff from the upcoming Bloodquest film. Keep your eyes peeled for more news.

We hope you've enjoyed this quick look at Games Day 2000, we'll see you again in October/November 2001!

TACTICA is a new series that focuses on one particular army every month, with a veteran player taking you through tried and tested tactics and strategies for their favourite force. This month, Eldar player Phil Kelly guides you through the intricacies of the mysterious Craftworld Ulthwé.



Phil has been on the White Dwarf team for a year now, and is a veteran Eldar and Skaven player.

The Eldar of Ulthwé are tainted by Chaos, damned by their vast craftworld's proximity to the Eye of Terror. They manipulate, interfere and callously slaughter other races merely to further their own insidious schemes. They are regarded with suspicion at best, sometimes downright hostility; not only by the Imperium but also by their Eldar kin. They initiate cataclysmic wars spanning whole systems to spare the slightest inconvenience to their craftworld and channel the course of history to ensure that they are left alone.

Ulthwé is unusual among the Eldar in that it has a greater proportion of psykers than any other craftworld, and their psychic abilities are far more advanced than the seers of their brother craftworlds. They are unique in that they have Black Guardians as troop types, an extensive range of psychic powers, and one of the best defensive units in the game in the form of the Seer Council. Craftworld Ulthwé has comparatively few Aspect Warriors, normally the mainstay of the Eldar army. In their place, the Black Guardians comprise the standing army of Ulthwé, and should form the basis for any force hailing from this Craftworld. One thing at least is certain: the Ulthwé are unmatched in psychic ability, and when they go to war, the air crackles with the raw power of Eldar minds.

TACTICA

ULTHWÉ ELДАР

ADVICE FOR USING THE PSYKER WARHOST OF THE ELДАР

For those Eldar commanders who started collecting because of the rich style and variety of the Aspect Warriors, do not fret, as the restriction imposed upon the Ulthwé army list is not nearly as bad as it sounds. For those who find this restriction too limiting, you may want to field an army from a different craftworld, such as Biel-Tan. The Ulthwé army cannot have more Aspect Warrior squads than it has Guardian squads, although this can be either Guardian Defenders or Guardian Storm squads. This is sometimes a real pain, but in a typical 1,500 points army, it's still more than likely that you can afford three Guardian squads and three Aspect Warrior squads. Before you leap to the conclusion that Guardians are soft and therefore your army will be worse for wear, think again. Ulthwé commanders have many a nasty sucker punch up their sleeves, and first among these are the Black Guardians.

THE GUARDIANS OF THE DAMNED

In my opinion, Eldar Guardians are underrated. They may not be as fast as Dark Eldar, as tough as Orks or as vicious as Tyranids, but their high-tech weaponry easily makes up for this. Shuriken catapults, the standard equipment for Guardian Defenders, are lethal at short range as they fire twice per Shooting phase whether you move, assault or remain stationary. From a Guardian squad of any real size, two shuriken catapult shots each at Strength 4 AP 5 will make an absolute mess of most infantry units, and even against an enemy in power armour you can expect a couple of casualties. This is the most basic type of Guardian with the most basic equipment. However, a Guardian squad's true strength is in the options

you have to upgrade it, and we will look at these possibilities in a moment. But first, we'll take a look at the Black Guardians of Ulthwé.

Unlike most craftworlds where these staple warriors are merely musicians, sculptors and candlestick makers drafted into the army in times of direst need, the Ulthwé Guardians are soldiers that constantly patrol the starscape around the craftworld, fighting tooth and nail to repel whatever vile forces seep from the galactic sore that is the Eye of Terror. They spend their lives in battle, and as a result they are better in their chosen field than the average Guardians.

Due to this specialisation, Black Guardian Defender squads have an improved BS of 4, whereas Black Guardian Storm squads (close combat specialists) have an improved WS of 4. Any Guardian squads taken as *compulsory* Troop choices are Black Guardians, but any additional Guardian squads are bought as normal. These upgrades are completely free. This means that in all standard missions you will benefit from these upgrades in two units of Guardians, which you should endeavour to make as large as possible. An advantage such as this will increase the amount of damage your shuriken catapults cause by a large margin. It really is a good idea to keep these guys out of close combat, however, or else their firepower will be wasted and I'm afraid to say they will take a beating.

Should you decide to bolster the effectiveness of your Guardian Defenders with, for instance, a starcannon or brightlance weapon platform (and against power armour, who wouldn't?), these incredibly

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potent heavy weapons also benefit from the increased Ballistic Skill. I would advise accompanying the unit of Defenders with a heavy weapon platform, so that they do not have to close with the enemy to be effective. It is worth remembering that when you buy a heavy weapon platform, you also buy two crew members, pushing the unit size up by two and affording you another shuriken catapult as well as, for example, a very accurate armour-piercing plasma cannon. A full unit of Black Guardian defenders with a starcannon weapon platform and a Warlock numbers 23 models. That's 42 shuriken catapult shots (yes, that'll be one of those times when you need to roll a handful of dice several times) that hit on 3+ and, in most cases, wound on 3+, three Starcannon shots that wound on 2+ and ignore armour saves, plus whatever your Warlock has to offer. All from one basic Troops squad. Nice!

If you play Eldar, you will already know that a Warlock from your HQ choice can be detached from the bodyguard and used to bolster your Guardian squads. I recommend taking one for your Guardian squads equipped with the psychic power *Conceal*. This power is always in effect and confers a 5+ cover save to all members in the squad, even if they are standing in a wide open space with 'shoot me' painted on their breastplates. You will find this prolongs the life expectancy of your Defender squads no end, and it

enables you to get into the appropriate position for slicing your opponents apart with hundreds of deadly shuriken. However, my favourite tactic is to use a Warlock in conjunction with a Black Guardian Storm squad.

Storm squads, the Eldar's light assault troops, will never truly match up to the abilities of the Striking Scorpions and the Howling Banshees. They are comparatively rare due to the fact that they tend to bounce off power armour, despite having two close combat weapons each. They are able to *fleet of foot*, which is useful when closing the distance (your troop transports should be reserved for Aspect Warriors), although they will not get to use their nasty array of weaponry in the Shooting phase whilst sprinting. Opponents tend to ignore them or regard them with contempt and, without giving them some help, I can understand this. However, as I said, it is the upgrades that make Guardian squads truly effective.

Firstly, don't neglect to kit the Storm squads out with some really potent weaponry. Up to two members of the Storm Squad can take fusion guns or flamers, and at the gloriously cheap price of 4 and 3 points respectively. But there is one tactic that turns your mediocre unit into one that will wipe the smile from your opponent's face; adding a Warlock to the squad.

A Warlock assigned to a Black Guardian Storm squad makes all the



difference. The psychic power *Enhance* adds +1 to the Weapon Skill and Initiative of the members of your squad, and when this power is used on Black Guardians, both of these stats go up to 5. Needless to say, this is extremely good considering that these are the lowliest troops in your army, and will give nearly all enemy infantry a nasty shock. When the squad charges, they each have three attacks. With a full squad of 20 it is possible to have 60 close combat attacks at WS 5. Getting across the battlefield without getting shot to pieces and then getting them all into base to base contact may provide a challenge, however.

If you think you'll be assaulting a fortified position, you have the option of arming them all with plasma and krak grenades for an additional 2 points per model. This can be invaluable as with the Storm squads you really need to strike first. Also, equipping the squad with the two flamers (this will cost you the princely sum of six points in total) is a great way to wrinkle out any troops who are dug in or sheltered in bunkers. In a mission such as Bunker Assault, you may even want to change the Warlock's psychic power to *Destructor*, enabling him to unleash a blast of devastating psychic energy that has the same effect as a heavy flamer (Flamer template, Strength 5, AP 4, no cover save). People don't tend to expect it when you whip out three Flamer templates before the assault and torch most of their troops before you even charge (be wary of killing all enemies within 6", however, or you won't be able to assault at all, leaving you a sitting target!).

My preferred tactic with these squads is to use them as tankbusting units. Watch your opponent laugh heartily as the Storm squad races to engage his brand new Land Raider Crusader. Watch him bawl as it gets taken out by a small unit of Guardians. This is because you have the option of equipping your Storm squad with three of the most potent anti-tank weapons in the game: fusion guns, a Singing Spear, and the hideously nasty haywire grenades. Storm squads are great in that you can buy two fusion guns for a mere eight points. Singing Spears, the psychically charged weapons used by Eldar Warlocks and Farseers, can provide a

nasty surprise when targeted at the opponent's vehicles: they strike with a Strength of 9 and can be thrown 12" in the Shooting phase. Finally, haywire grenades, although costly at +3 points per model, are the last word in removing those stubborn enemy vehicles. Although each model using them and in contact with an enemy vehicle gets just one attack, the results can be crippling. Roll a D6 for each attack that hits; on the roll of a 1 it has no effect, but on a 2-5 it inflicts a glancing hit, and on a 6, it inflicts a penetrating hit. If your Storm squad is of any reasonable size, these weapons will be more than enough to destroy or disable even the hardest enemy tank.

THE SEERS OF ULTHWÉ

As far as I'm concerned the Seer Council of Ulthwé are one of the best HQ units you could hope to field in Warhammer 40,000. They are unparalleled in their psychic abilities; as each and every member of the Seer Council has a psychic power that adds to the unit's effectiveness as a whole. Many of these powers can be used on units in the proximity of the psykers, conferring bonuses and increasing the effectiveness of your army. Perhaps the best aspect of the Seer Council is that, with the proper psychic protection, they are virtually impossible to kill.

The upper echelons of Ulthwé's society are governed by the numerous Farseers that inhabit the Craftworld. These visionaries can see further into the future with more clarity than any other psyker in the Eldar race.

The Ulthwé army list enables you to take this collection of immensely powerful individuals to the field of war, and the impact they can make there is tremendous. With the simple casting of runes, they can tell where the enemy intends to move. With a subtle twist of their psyches, they can see events seconds before they occur and react accordingly. Most of the Seer Council have been scrying the future for hundreds of years but despite their prodigious psychic abilities, they are unable to inflict much in the way of casualties in close combat.

When you purchase the Seer Council as an HQ choice, you pay 90 points for two Farseers and three Warlocks. This is formidable enough in itself, however you have the option of

adding up to three extra Farseers for +40 points each, and any number of additional Warlocks at +11 points each. So, theoretically, you could field five Farseers, each with a potent psychic ability, and with unlimited numbers of Warlocks whose abilities further boost those of their masters. However, this tends to be a waste unless it's a really huge game and I would recommend taking a slightly more modest unit of seven models.

Each Farseer has a choice of four powers, *Guide*, *Mind War*, *Fortune* and *Eldritch Storm*. To use these powers, you must pass a Psychic test, which is basically a successful Leadership check. This is not normally a problem as all Farseers have Leadership 10, but to be absolutely sure, you can take Runes of Witnessing for a mere 5 points. This enables you to roll 3D6 for your Leadership test and discard the highest, making it extremely unlikely that you will fail.

Guide is an ability that Farseers have been able to use for as long as I can remember: at the start of the Eldar turn, any one unit with a model which is within 6" (this can be the Seer Council, of course) may re-roll any missed shooting rolls until the start of the next Eldar turn. If this is used on a 'Guess range' weapon, as in the case for Eldar support weapon batteries, you may re-roll the Scatter dice if a 'hit' is not scored on the first roll. Needless to say, this power is sufficient reason to deploy your Seer Council next to a couple of units with heavy firepower, such as Dark Reapers, or a battery of D-cannons. It is at its most effective when used on a unit with a BS of 3, such as a Falcon grav tank. This means that you maximise the effectiveness of all the potent weapons on your Falcon (pulse lasers, bright lances, shuriken cannons, etc) and ensure that far more of these heavy weapon shots hit home. More often than not, units like Dark Reapers with a high Ballistic Skill can take care of themselves, but given their cost and the number of shots they can fire, it is always nice to be able to re-roll those irritating 1s and 2s.

The most erratic power that you can choose for your Farseers, *Mind War*, allows you to violently assault the mind of an enemy in a mental duel. Sadly it also has the potential to do



Phil's Black Guardian Storm squad, in its role as an anti-tank unit, makes a dash from cover to assault an armoured column.

nothing more than give them a mild headache. It is used during the Shooting phase instead of firing a weapon (for this reason it is a bad idea to give this Farseer anything more expensive than a shuriken pistol). Merely choose an enemy model within 18" and within line of sight, roll a D6, and add it to your Farseer's Leadership. The enemy model does the same, adding a D6 to his Leadership score. For every point the Farseer wins by, the enemy model takes a wound with no armour save. This is a fantastic tool for removing those stubborn Chaos Lords from the battlefield, as anything without an invulnerable save can die immediately from this attack. *Mind War* only costs 15 points, and so even if you only succeed in taking out one heavy weapon carrying trooper, let alone a character, it will have paid for itself.

Eldritch Storm, the most expensive of the psychic powers at a punishing 35 points, is basically a sort of psychic weapon. It summons an explosion of psychic energy anywhere within 18". Place the Ordnance template anywhere within this range. Any models under this template take a Strength 3 hit with no AP value, which I'm afraid to say really isn't that big a deal. The redeeming feature is that it forces that unit to take a Pinning test, even if no casualties are taken, and this can neutralise a large and dangerous unit for a turn as they attempt to overcome the psychic storm hurling them to the ground. Pinning is very useful indeed, but it is only effective if the enemy fails its

Leadership test, and sadly this does not happen often enough to outweigh the low Strength of this attack. Against power armoured opponents, it's not terribly useful. Against enemies with lots of lightly armoured infantry, it can be great fun.

Last, and certainly not least, is the psychic power *Fortune*. The Farseer with *Fortune* continually monitors the shifting paths of the future, scrying and casting runes even as the battle rages around him. He warns those around him of the enemy's attacks, so that lascannon beams vaporise the ground where the Seer Council stood scant moments ago and bolts explode harmlessly behind the ducking and weaving psykers. When successfully cast, this allows any one unit with a model within 6" to re-roll any failed armour saves until the start of the next Eldar turn. This is very useful for protecting front line troops, but I can honestly say that I've never really used it in that capacity. *Fortune* really comes into its own when used on the Seer Council itself.

Every member of the Seer Council, be they Warlocks or Farseers, wears a baroque, psychically charged wraithbone shield called Rune Armour. This confers a 4+ invulnerable save, so whether they are hit by a mere bolt pistol shell or a multi-melta, they will always save on a 4+. Needless to say this is incredibly useful. With *Fortune*, even if you fail, you get to re-roll this saving throw.

Although you might think that this is unwise, every time you take a hit on



The Seer Council: the most powerful collection of psykers in the universe.

the Seer Council that has Strength less than 8, assign it to a Farseer. The fact that they have a Toughness of 4, one better than the Warlocks, is of some help, but the main reason for doing this is that each Farseer has three Wounds, and so will have to be wounded three separate times before you even lose one model. You will have to be unlucky to fail a re-rolled 4+ invulnerable save, but if your opponent concentrates his fire, you will eventually lose a Farseer. Still, with a unit strength of seven, this needn't be that much of a problem (so long as it is not the Farseer with the *Fortune* power!). If the enemy exclusively attacks the Seer Council, he will eventually whittle them down, but all the while he is concentrating on your Seer Council you can be hitting home with the rest of your army.

As a result of this near invulnerability, you can afford to put your Seer Council in the forefront of the battle line, and they are great for tying up close combat specialists like an Archon's retinue or an Ork Warlord and his mega-armoured mates. No matter how many power fists or agonisers rain down upon you, you can rely on that re-rolled save to see you through. You may find that this annoys the hell out of your opponents, but you can bet they've taken the best stuff in their army as well, so go for it.

As for offensive close-quarter fighting, the Farseers and Warlocks aren't exactly hot stuff. All of these have a mere one Attack, and although that can be increased by the addition of an extra close combat weapon and a successful charge, this is not much to build on. Unlike all other HQs in Warhammer 40,000, they cannot have

power weapons or their equivalent, and therefore they struggle when they come up against heavily armoured opponents. In the aforementioned tussle with an Ork Warlord and his retinue, the Orks will probably win. However, this could take all day, and you will be tying up the hardest unit in the opponent's army with one that just won't lie down and die.

THE WARLOCKS OF ULTHWÉ

There are, of course, a couple of ways to make the Ulthwé Seer Council more formidable in close combat. For instance, you could give one of the Warlock retinue the psychic power *Enhance*. This means that your Farseers' already high Weapon Skill will be increased to 6, as will their Initiative. Even the Warlocks will benefit from WS 5 and Initiative 5. Another effective way of kitting this unit out is to equip a couple of the Farseers with Singing Spears. It's a bad idea to give these costly items to those Farseers who use a psychic power rather than shooting (*Mind War* and *Eldritch Storm*) as you will be wasting the opportunity to throw the Singing Spears in the Shooting phase. These weapons strike vehicles with a Strength of 9, the same as a lascannon, and your opponent is likely to forget that the Seer Council is armed with them until too late. Again, this imbues your squad with a good chance of taking out enemy tanks, allowing your *Guided Dark Reapers* to shoot the survivors into tiny little pieces. Aside from this, Singing Spears cause a wound on a 2+, very useful for a character with Strength 3 as it simulates a far higher Strength, regardless of the Toughness of the opponent.

A Warlock with the psychic power *Destructor* offers a nasty little surprise for your enemies. As mentioned above, this is basically a mental version of the Heavy Flamer, and can do a lot of damage to massed infantry, as well as winking out enemies ensconced in cover.

Augment is a psychic power unique to the Warlocks of Ulthwé. Rather than being an offensive or defensive power, *Augment* allows you to double the range of any Farseer power. It is extremely cheap at a mere 5 points, and can be very useful in conjunction with the power *Mind War*. This is invaluable if there's a Culexus Assassin heading toward your Seers... Unfortunately the Warlock has to pass a Psychic test before using this power, in addition to the Farseer's normal test. Truth be told, these Warlocks are normally the first to go among my Seer Council.

ASPECTS OF DEATH

The Warrior Castes of Ulthwé, though few in number, are very useful for filling important niches in the Ulthwé army. I always take a large unit of Howling Banshees against an opponent using power armour, as despite the fact they are only Strength 3, their power weapons can make all the difference, and there isn't all that much in the way of assault troops in the Ulthwé army.

As any Eldar player knows, protecting these delicate but lethal warriors in a troop transport can make all the difference. Wave Serpents are ideal as not only can they carry ten models, the maximum for a Howling Banshee squad, but also have a protective force shield, meaning that if the

vehicle is hit by a weapon that has a Strength of more than 8, it is reduced to 8. It may not sound that impressive, but it means that even the most powerful weapons in the game will only penetrate your front and side armour 50% of the time. A Falcon grav tank is also a worthwhile investment despite the fact that it has no energy shield: although it can only carry six models, it has an unparalleled capability to lay down supporting fire whilst keeping a small assault squad safe until they are really needed.

Dark Reapers, as mentioned above, are exceptionally useful for taking down Space Marines due to the fact that reaper launchers are not only Heavy 2 but have Strength 5 and AP 3. Again, don't be surprised if they attract huge amounts of enemy fire on the first few turns.

Fire Dragons make for fantastic tankbusting units, especially if you kit the Exarch out with a firepike and the Exarch skill *Tank Hunter*. The Exarch will not only benefit from a better weapon with a Strength of 8 and 18" range, but he will be able to re-roll any armour penetration rolls he makes. The best aspect of the firepike is that it is still a melta-weapon, rolling 2D6 armour penetration within half range. The increased range of a firepike means that if you get your Exarch within 9" of a tank he will be hitting enemy vehicles with 8+2D6 armour penetration, with a re-roll. That'll chew through anything the enemy has to offer. Due to the low AP value of fusion guns, they are also useful for killing Space Marines in artificer armour, Terminators and the like.

These three Aspects seem to fit nicely with the Ulthwé army, plus their colour schemes of black, bone and deep red echo that of the psyker warhost. I would be reticent to include any of the more unusual Aspects such as Shining Spears or Warp Spiders due to their rarity on many Craftworlds, and some purists may not take any Aspect Warriors at all in their force.

Conversely, Codex Eldar has far more to offer than just Aspect Warriors. Some of the more neglected army choices can come to the fore in an Ulthwé army, with many of these being Guardian-based. My personal favourite, mainly due to the spectacular new models, are the Eldar support weapon platforms. Both the

D-cannon and the Shadow Weaver support weapons do not require line of sight, so stick them behind a nice chunky building, *Guide* them if you can and get killing. Several other heavy support options are also crewed by Guardians, such as the Vyper Jetbike, a highly manoeuvrable gun platform, and the Fire Prism, another Falcon variant kitted out with the equivalent of a blast template lascannon. The War Walker (a bipedal open-topped war machine that houses a single Guardian crewman) can carry two potent heavy weapons, and they can be fielded in squadrons of three. Kept at the back of the battlefield and armed with a long range heavy weapon, a full squad can fire six brightlance shots, eighteen starcannon shots, even 6D6 scatter laser shots, depending on armament. The beauty of these walkers is that they can select any heavy weapons you have the models for, and so can cater for all eventualities.

Jetbikes are also crewed by Guardians and the Black Guardians often go to war accompanied by these swift, manoeuvrable war machines. Benefiting from all the advantages of shuriken catapults, but with re-rolls due to being twin-linked, a Jetbike squad's firepower can be bolstered by shuriken cannon, and they can be accompanied by a Warlock with all the benefits listed above.

This brings me to the crux of the matter when choosing your forces. Each of the craftworlds specialises in one area, and you should reflect this as best you can in your army selection. Let Iyanden have the dead wraith-constructs, Alaitoc the Rangers, and Biel-tan the Aspect Warriors. The strength of the Ulthwé craftworld lies in its Guardians and psykers, and if this doesn't appeal to you, it simply isn't the army for you. But remember; with enough psychic abilities, you can almost have an additional gaming phase that your opponent does not, and that has to be a good thing.

So, if you are up to the challenge of playing an advanced and unusual army, get collecting. If you already have an Eldar army in the pipeline, tool your squads up with the best heavy weaponry Warhammer 40,000 has to offer, buy psychic powers by the truckload, and get stuck in. Above all, have fun!



THE BATTLE OF MEINHOFF

by Pete Grady

The Orc army was on the move. The Greenskin horde approached Castle Meinhoff from the west, silhouetted against a blood-red setting sun. Albrecht, one of the crossbowmen stationed on the battlements, blinked and then stared. He could have sworn he saw something.

There! The damned Greenskins were pushing some kind of war engine along with them. He squinted against the setting sun, but could only discern a large, swaying blot against the light. Probably a siege tower, he thought, and shouted warnings to the defenders below. Siege weapons were hoisted up to the battlements and bowmen in their hundreds lined up along the walls, already sizing up their targets.

As the army closed, Albrecht thought he could hear a massive bellowing. He had heard the Orcs' terrible warcry before, but this was far worse than he remembered.

The sun was now setting, and the army was close enough for Albrecht to use his spyglass without blinding himself with the sun's rays. There was something about that siege engine that troubled him. That bellowing didn't sound like many voices, just one.

As Albrecht focused on the shape, he let out an involuntary cry of terror, the spyglass falling from his hands. Luthor, his sergeant, rushed up to him to see what was the matter, followed by a handful of crossbowmen. They each looked through the spyglass in turn, every man muttering a curse or short prayer.

The thing was no engine, but a living creature the size of a castle wall. It walked like a man, but each step covered a hundred paces. It wielded a huge tree trunk the way a man might hold a club. Carrion crows had gathered around its head, and it swatted at them, like a man swats at flies. A Giant marched with the Orc army.

The Greenskins ground to a halt. Boar Boyz fought to keep their mounts from charging. Within the Goblin mobs, masses of small, evil creatures pushed

and shoved each other maliciously. Orc bosses yelled and threatened their regiments to stand fast. Catapults and bolt throwers were dragged into position. Slowly, clumsily, the Orcs formed into a rough battle line. It was the largest Orc army that had ever been seen in Talabheim, and those inside the castle readied their weapons with a haste born of fear.

Now that the Orcs were close enough to be seen individually, the size of the giant was all the more terrifying. It strode through the ranks as a man would walk through tall grass, towering over the Rock Lobbers and Trolls.

In the distance, the defenders could see the fearful Orc warlord raise his crooked sword to the sky. At his signal, the entire army fell quiet - all but two mobs of Goblins, who had taken an sudden dislike to each other. What began as an argument degenerated rapidly into a brawl. As a veteran of many battles, Albrecht could not fathom this lack of discipline, watching as Orc bosses stalked over to the Goblins, beating them back into submission.

A hush fell over the attackers. The Orcs managed to regain enough control over their charges to silence the horde for a moment. In the quiet, a few Goblins could still be heard jeering or making foul oaths. Both armies watched each other, muscles tensed for the coming attack.

Then, as if at some hidden signal, the Orc warcry roared from a thousand savage throats. The Goblins joined in with their reedy, nasal howl. Even the Trolls bellowed.

Then the creature joined in. Its one voice almost drowned out the entire army.

No sooner had the shout ended than the entire Orc horde charged, a horrific green tide surging towards the castle walls, with the Giant in their midst.

Immediately, scores of fingers released bowstrings, and the sky darkened. Arrows fell like a deadly rain into the charging Greenskins. Dozens of Orcs stumbled in their charge, finally falling

to the ground, holding the arrows that had slain them. Hundreds of Goblins died in the advance, so tightly packed in their mobs that single arrows skewered multiple targets. Unseen to the attackers, Outriders and Hunters made their way out of the castle in an attempt to outflank the enemy. Meanwhile, catapults began delivering their deadly cargo into the centre of the Orc army.

In answer, Orc Spear Chukkas and Rock Lobbers began pounding the castle walls. Time-worn masonry crumbled under the savage assault, but the walls held, and the heavily fortified defenders were spared from the worst of the Orc firepower.

In spite of the carnage all around it, the Giant kept coming. The defenders could see a score of arrows sticking out of its skin like pine needles, but it hadn't broken its pace once. Cannon crews worked frantically to aim their weapons at the moving target. Albrecht swallowed his fear, and levelled his crossbow at the approaching nightmare, yelling at his men to do the same.

There was a dull, pulpy thud as a crossbow bolt impacted with the Giant's right eye, burying itself so deep in the wound it almost disappeared. Despite the horror of the battle, Albrecht let out a shout of victory. Surely it must fall now.

The creature swayed in its advance and the defenders took heart - maybe the creature would fall. The Orcs seemed to think so too, as the entire army parted around it, each Greenskin trying to gauge where the Giant might fall, anxious not to be crushed under its monstrous bulk. But it was only a hesitation. Thrown off balance for a moment, the Giant managed to regain its momentum, and completed its charge.

There was a sound like thunder. Rock droppers and cauldrons of boiling oil toppled back off the battlements. Huge stones showered down from the walls onto the defenders, crushing them where they stood. The Giant had run headlong into the wall.

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Scrambling to his feet, Albrecht glanced over the wall. A huge indentation had formed in the castle, but the ancient stone, though forced inward, had not yielded. The Giant pulled itself out of the wall, masonry falling from its body. The massive impact didn't seem to bother it, neither did the continuing stream of arrows piercing its flesh.

The Outriders had finally got into position and charged the rear of the monster, discharging a concentrated volley of pistol fire at its legs. The Giant turned and clumsily reached down. Albrecht watched in disbelief as one of the cavalymen and his mount was picked up and thrown back into his comrades with terrifying force.

Then, another thunderclap. The defenders feared the worst - had another Giant somehow joined the attack? All eyes turned in the direction of the sound, and saw the Giant topple like a felled tree. A cheer went up from the defenders as they realised one of their cannon crews had finally scored a hit on the monster.

Then, to the horror of all, the Giant slowly pulled itself upright. It shook its head, like a dazed man, the cannonball still lodged in its enormous barrel chest.

With uncharacteristic speed, one of the cannon crew was plucked off the battlements. His fellows watched helplessly as the screaming man was fed into the fetid maw of the foul monster.

When it had finished eating, the Giant slowly and carefully began pacing away through the Orc army, looking back angrily at the unyielding wall. When it was almost behind the Orcs' stone throwers, it suddenly turned and broke into a run, bounding clumsily back towards the castle.

It hit the castle like a monstrous battering ram, people inside were thrown off their feet. The ancient walls could stand no more, and a gaping rent formed as the Giant fell through the breach.

Complete panic broke out. Veterans of a dozen campaigns fell back, swordsmen fled in terror. The horror was now inside their walls, and as it got up, hundreds of Orcs poured between its legs.

Castle Meinhoff was doomed.





WARHAMMER®

HUUUUUGE!

Giants and Greenskins have a long history of association and it is common to find that a Greenskin horde includes a Giant, brought along to add weight (and height) to the army's combat prowess. It's not altogether clear why Greenies and Giants should get on so well, but it is noticeable that Giants are one of the few races that are considerably bigger and dimmer than even the biggest, thickest Orc.



In addition to all the excellent details like the bound-up Halfling and the cowering Human, this colossal miniature sculpted by Michael Perry also comes with two head options!

GIANTS

	M	WS	BS	S	T	W	I	A	Ld
Giant	6	3	3	6	5	6	3	Special	10

Special Rules

Ignore Greenskin Panic.

Large Target: Guess what... Giants are Large Targets!

Terror: Giants are extremely large, verbose, rude, threatening and malodorous monsters and it's scarce wonder that they incite *terror* in their foes. See the Warhammer Psychology rules for details.

Stubborn: Being several times the size of everyone else, Giants naturally believe themselves far more important and also far tougher. Any cuts and bruises they get from the enemy just annoy them as the irritating little folk can hardly pose any real threat, can they? Because of this, a Giant will rarely flee from combat and greets the sight of his allies running off with a bellow of laughter and fond imaginings of how many more tasty Gobbos he'll be able to extort for saving them all. Giants are *Stubborn*.

Move: Giants have long limbs and move over normal sized obstacles such as walls and fences without breaking stride. Treat such obstacles as open ground when working out how far the Giant moves. However, when crossing such obstacles the player must test to see if the Giant falls over (see below).

Fall Over: Giants are ungainly and frequently befuddled, as a consequence of which they often trip, stumble or fall down. They are especially prone to this if they've been raiding the local brewery. When a Giant falls over, this is bad news for everyone nearby as a falling Giant can easily squash anything it falls on.

A Giant must test to see whether it falls over if any of the following apply:

- 1) When it is beaten in close combat. Test once results are established but before taking Break or Panic tests.
- 2) At the start of the Movement phase if it is fleeing.
- 3) When it crosses an obstacle. Test when the obstacle is reached.
- 4) If the Giant decides to Jump Up and Down on an enemy. Test immediately beforehand.

To see if the Giant falls over roll a D6. If you score between 2 and 6 then the Giant sways slightly, but regains his balance and no harm is done. If the roll results in a 1 the Giant falls over. Obviously, if a Giant is slain then it falls over automatically.

To determine which direction the Giant falls, roll a Scatter dice – the arrow indicates the direction in which the Giant falls. Place the Falling Giant template (see page 80) with its feet at the model's base and its head in the direction of the fall. Any models lying completely under the template are automatically hit. Any models partly covered are hit on a 4+.

Any model hit by a falling Giant automatically takes one Strength 6 hit which causes D3 wounds. These hits are resolved in the usual way. If the unit is in combat and the Giant has fallen over whilst attempting to Jump Up and Down, wounds inflicted by a falling Giant count towards the combat result.

A Giant that falls over automatically suffers 1 wound itself. No armour saves apply to this wound. If the Giant is in combat then this wound counts towards the final combat result.

Once on the ground, a Giant may get up in his following Movement phase, but may not otherwise move that turn. Whilst on the ground a Giant may not attack, but he can still defend himself after a fashion so the enemy must still roll to score hits on him. If forced to flee whilst on the ground the Giant is slain – the enemy swarm over him and cut him to

pieces. If the Giant gets the opportunity to pursue his foes whilst he's on the ground he stands up instead. A Giant may attack on the turn it stands up.

Giant Special Attacks: Giants do not attack in the same way as other creatures though they select their victims as normal. They are far too large and fractious to take orders, and much too scatterbrained to have any sort of coherent plan. In fact, once in combat even the Giant doesn't really know what he's going to do next! To determine what happens, each Close Combat phase roll a D6 on one of the following tables when it is the Giant's turn to fight. Which table you use depends on the size of the Giant's victim. When fighting characters riding monsters, decide whether to attack the rider or mount, as normal and use the appropriate table for the size of the target.

Giant fighting big things (Ogres, Kroxigors, Minotaurs or similar sized or larger creatures including chariots):

- D6 Result**
- 1 Yell and Bawl
 - 2-4 Thump With Club
 - 5-6 'Eadbutt

Giant fighting anyone smaller than above:

- D6 Result**
- 1 Yell and Bawl
 - 2 Jump Up and Down
 - 3 Pick Up and...
 - 4-6 Swing With Club

Yell and Bawl: The Giant yells and bawls at the enemy. This is not a pleasant experience as Giants are deafeningly loud and tend towards poor oral hygiene. Neither the Giant nor models in contact with him actually fight if they have not already done so this round, but the combat round is automatically won by the Giant's side. The enemy are automatically beaten and must take resultant Break tests with a -2 modifier.

Jump Up and Down: The Giant jumps up and down vigorously on top of one enemy unit in base contact. Before he starts, the Giant must test to determine if he falls over. If he falls over, work out where he falls and calculate damage as already described. Any wounds caused by the fall (on either side) count towards the combat result. Assuming that he remains on his none too nimble feet, the Giant bounds up and down on the enemy unit, cackling madly.

The unit sustains 2D6 Strength 6 hits allocated as shooting hits. Work out damage and saves as usual. Giants enjoy jumping up and down on their enemies so much that a Giant that does so in one combat round will automatically do so in the following round if he is able to, assuming that he did not fall over in the previous round. A separate test is required at the start of each succeeding combat round to determine if the Giant falls over. A Giant that starts to Jump Up and Down will therefore continue to do so until he falls over or until the combat comes to an end.

Swing with Club: The Giant swings his club across the enemy's ranks, knocking many targets to the floor. The Giant inflicts D6 Strength 6 hits on the target unit, allocated as shooting hits.

Thump with Club: Most Giants carry a big club, often a tree trunk or a big bone. If they have no weapon they will use their enormous fists. The Giant picks one model as his target and brings down his club with a single mighty stroke.

The target may attempt to avoid the blow by taking and passing an Initiative test (use the lowest if the model has several different values). If avoided there is no effect. If failed the target is struck and takes 2D6 wounds with no armour save allowed. If a double is rolled the Giant's club embeds itself in the ground and the Giant cannot attack at all in the following round whilst he recovers his weapon (this ceases to apply if the combat ends before the next round).

'Eadbutt: The Giant head-butts his enemy, automatically inflicting 1 wound with no armour saves allowed. If the victim is wounded but not slain then he is dazed and loses all of his following attacks – if the target has not yet attacked that combat round he loses those Attacks, if he has already attacked he loses the following round's attacks.

Pick Up and... : The Giant stoops down and selects a model (Giant player's choice) that is either in base contact or touching a model in base contact (Giants have a long reach). The target may make a single attack to try to fend off the Giant's clumsy hand. If this attack hits and wounds the Giant, the Giant's attack fails, otherwise the Giant grabs the model and the player rolls a D6 to see what happens next:

D6 Result

- 1 **Stuff into Bag.** The Giant stuffs the victim into his bag along with sheep, cows and other plunder. The model is effectively a casualty and can do nothing whilst in the bag, but if the Giant should be slain any enemy trapped in his bag are freed unharmed at the end of the battle. Victory points are not awarded to the enemy for freed models.
- 2 **Throw Back into Combat.** The victim is hurled back into his own unit like a living missile. This causes a wound on the victim with no saves of any kind allowed, and D6 Strength 3 hits (saves as normal) on the unit.
- 3 **Hurl.** The victim is hurled into any enemy unit within 12" of the Giant – randomly determine which. This causes a wound on the victim with no saves of any kind allowed, and D6 Strength 3 hits (saves as normal) on the unit. If no enemy units are in range, treat this as a *Throw Back into Combat* result instead.
- 4 **Squash.** This doesn't really bear thinking about. Suffice to say the model becomes a casualty and is removed from the game.
- 5 **Eat.** The Giant gobbles his victim up, swallowing him whole. The model is removed from the game.
- 6 **Pick Another.** The Giant stuffs the victim hurriedly into his bag or under his shirt (or down his trousers if they're really unlucky) and attempts to pick up another victim. The second victim makes a single attack (as above) to avoid being picked up. If the Giant rolls a succession of 6s it is possible for him to amass a collection of trapped foes in his pockets and bags (not to mention down his trousers). Trapped models are effectively casualties, exactly as explained in the *Stuff into Bag* result described above.

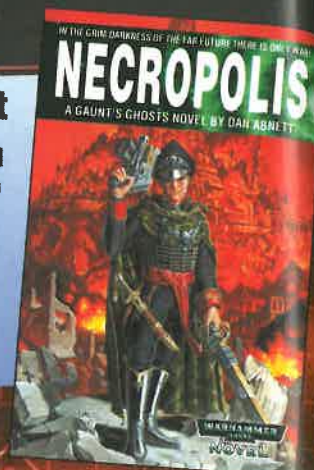


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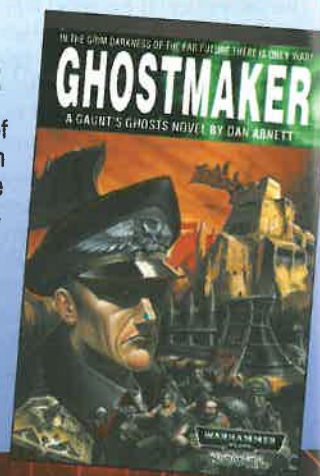
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Index Astartes



A series focusing on the
Imperium's finest warriors,
the Space Marines of the
Adeptus Astartes

CODEX ASTARTES

The holy tome of the
Space Marines

by Rick Priestley
and Andy Chambers

The Codex Astartes describes the organisation, tactical operation and countless other aspects of Space Marine doctrine. Subjects as diverse as religious instruction and strategic supply are all covered in great detail within its thousands of holopages. Over the following pages we will look at the origins of this ancient tome and also how it states a Space Marine Chapter should be organised.

The Horus Heresy

Of the original twenty Primarchs, Horus was the greatest and most beloved of the Emperor and so was appointed his Warmaster. He was placed in charge of the entire north-eastern battlefront of the Great Crusade and only Lion El' Jonson and Leman Russ approached his tally of victories. Little did the Emperor know that Horus really served a darker master. The gods of Chaos, malevolent beings from the warp, had corrupted Horus and his armies, turning them from the Emperor's light. Their plan was a foul and devious one. They would allow the Emperor to possess the galaxy for a fleeting moment only. He would be encouraged to stretch his empire further and further from Terra, until his forces were scattered thinly along the galactic fringe. Then the dark gods would strike and crush the Emperor with one swift blow. When rebellion erupted, Horus led more than half of the Space Marine Legions into the bloodiest civil war ever to engulf the galaxy and laid siege to the Emperor's Palace. It would take many pages to describe the battle for Earth, suffice to say the war ended when the Emperor teleported onto Horus's battle barge and slew the Warmaster in single combat. The titanic struggle saw the Emperor mortally wounded and from that moment on he ceased to live in the conventional sense. Rogal Dorn, Primarch of the Imperial

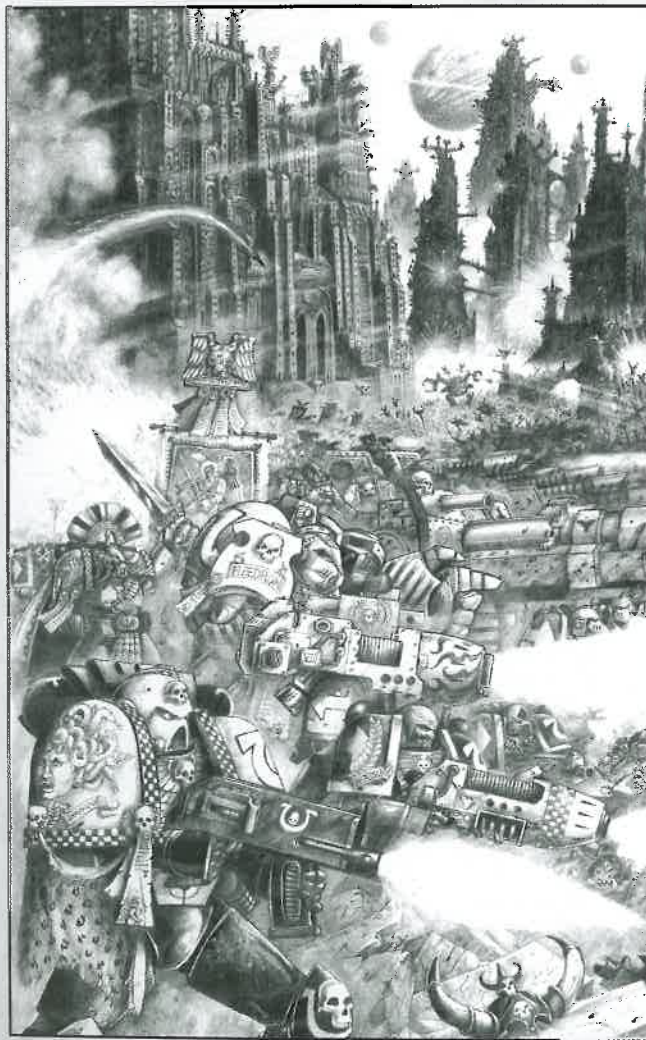


Fists discovered the Emperor's dying body and carried it back to Earth where he was interred in the life preserving mechanism of the Golden Throne. And for ten thousand years since that day, the Emperor has ruled immobile and immortal from the throne of Earth.

Though the Horus Heresy was at an end, the galaxy was in turmoil once more. The armies of the Imperium were destroyed or scattered and worst of all, the Emperor could no longer walk amongst his warriors. The leadership and guidance he had given humanity for thousands of years was suddenly absent. To lead mankind, a council was formed of the twelve most powerful individuals in the Imperium. They became known as the High Lords of Terra, and their role was to rule the Imperium on behalf of the Divine Emperor.

The Codex Astartes

The newly created High Lords established the organisation of the Imperium that remains familiar to this day. The first High Lords laid down the structure by which the Adeptus Terra operates, and described the feudal responsibilities and duties of planetary lords. One of their most important accomplishments was the reorganisation of the Imperium's armed forces. This task was undertaken almost single-handedly by the Primarch of the Ultramarine Legion of Space Marines, Roboute Guilliman, who quickly and efficiently codified the structure of the Imperial Guard, the Fleet and the



THE DARK FOUNDING

Not all the foundings of Space Marine Chapters are recorded in exact detail. However, the Adeptus Terra maintains a single bank of original gene-seed from every single Chapter ever created since the Horus Heresy. There is one notable exception: the Thirteenth Founding, also known as the Dark Founding. No-one knows how many Chapters were created by the Dark Founding or what became of them. Perhaps the secret lies in some deep vault in the record office of the Adeptus Terra. Maybe the Space Marines of the Dark Founding are still out there somewhere, waiting to return to the world that created them.

Space Marines. Of all his works the most influential is the Codex Astartes, the great prescriptive tome that lays down the basic organisational and tactical rules for Space Marines.

The Horus Heresy had revealed weaknesses in the gene-seed of several Space Marine Legions which had been exaggerated by the accelerated zygote harvesting techniques needed to keep the huge Space Marine Legions up to strength. The powers of Chaos exploited this growing physical and mental corruption to turn Horus's troops against the Emperor. The prime objective of the new Codex Astartes was to recognise and expunge these weaknesses.

The Codex decreed that Space Marines would be created and trained over a controlled period of time. The genetic banks used to cultivate implants would be carefully monitored and cultivated organs would be subject to the most stringent tests of purity. Young initiates would undergo rigorous trials of physical and psychological suitability before they were accepted, and only those of the highest calibre would be chosen.

On Earth the Adeptus Terra created genetic repositories to produce and store Space Marine gene-seed. These banks were used to provide all new gene-seed for Space Marines, and, to prevent cross-contamination, the genetic material of each of the old Legions was isolated. Henceforth the new Space Marine Chapters would receive gene-seed only from their own genetic stock.

The gene-seed of the Traitor Legions was placed under a time-locked stasis seal, although at the time many believed these dangerous gene stocks should be destroyed. By taking direct control of the genetic stocks, the Adeptus on Earth could ultimately control the Space Marines. Now they alone had the power to destroy or create Space Marine armies at will.

The Second Founding of the Space Marines was decreed seven years after the death of Horus. The existing Space Marine Legions were broken up and refounded as smaller, more flexible formations. Where the old Legions were unlimited in size, the new formations were fixed at approximately one thousand fighting warriors. This corresponded to the existing unit called the Chapter, and in future the Chapter was recognised as the standard autonomous Space Marine formation. No longer would one man have power over a force as powerful as a Space Marine Legion.

The existing Space Marine Legions were divided into new Chapters, one Chapter keeping the name and colours of the original Legion, while the remaining Chapters would take new titles and colours. Most of the old Legions divided into fewer than five Chapters, (the Space Wolves divided into only two) but the Ultramarines were divided many times. The exact number of new Chapters created from the Ultramarines is uncertain: the number listed by the oldest known copy of the Codex Astartes (the so-called Apocrypha of Skaros) gives the total as twenty three, but does not name them.

As a result of the Second Founding the Ultramarines' gene-seed became the favoured gene-seed of most subsequent foundings. The new Chapters created from the Ultramarines are often referred to as the Primogenitors, or 'first born'. All the Primogenitor Chapters venerate Roboute Guilliman as their founding father and patron.

The Codex Astartes further defines the tactical roles, equipment specifications and uniform identification markings of the Space Marines. These guidelines have evolved over the centuries, and the Codex Astartes of the forty first millennium is a highly developed treatise combining the wisdom of hundreds of military thinkers throughout history. Some of its contents seem petty and restrictive, hardly worthy of the great mind of the Primarch. Others describe actual battles together with comments on the tactics employed and the decisions of the commanders of the day. As such the Codex Astartes is revered as a holy text, and many Chapters regard its recommendations as sanctified by the Emperor himself.

The Codex Chapters

The Chapters that rigidly follow the recommendations of the Codex Astartes are sometimes referred to as Codex Chapters. These Space Marines adhere to the Codex as the model for their organisation, identification markings and tactical doctrine. Of all the Codex Chapters the most famous is the Ultramarines, the Chapter of Roboute Guilliman himself, and many of the other Codex Chapters are descended from their genetic line.

Most Chapters, however, do not stick so rigidly to the Codex patterns laid down either for organisation, tactical roles or other processes. Many Chapters are largely organised according to the Codex but are further shaped by their home world and the personality of their Primarch. The Blood Angels and Dark Angels are prime examples of this. A small number of Chapters are vastly different from the Codex, and owe nothing at all to it. The most famous of these 'wild' Chapters are the Space Wolves, whose strong-willed Primarch, Leman Russ, moulded his Chapter very much in his own image irrespective of other influences.

The Adeptus Terra has never felt it necessary to enforce the Codex absolutely. Indeed it is doubtful whether it could. However, with subsequent foundings they have always favoured the Ultramarines' gene-seed and created new Codex Chapters from their line. With the passage of time, some of these Chapters have subsequently strayed from the strict letter of the Codex, introducing new variations but remaining broadly faithful to the principles laid down by Roboute Guilliman many thousands of years before.

To die without purpose is not a service to the Emperor. It is a heresy to waste lives entrusted to you as an Imperial officer. There is nothing shameful or disloyal in righteous retreat. But in withdrawing from the enemy's presence, allow him no succour. That which cannot be saved must be destroyed. Leave no weapons, armour, transport, food or water in your passing. Scorch the earth at his feet, and leave him desert and desolation as his victory gifts.

Codex Astartes

Subsequent Foundings

The history of the Imperium since the Heresy is not a continuous story. There have been periods of rebellion and anarchy, times when the balance of power has suddenly changed and history has been quite literally rewritten. Many of the subsequent foundings of Space Marines belong to these troubled times, making it almost impossible to be certain when some Chapters were created or even how many Chapters have been created at all. It is believed that there are approximately a thousand in existence today, scattered throughout the galaxy. Of these more than half are descended from the Ultramarines, either directly or through one of the Primogenitor Chapters of the Second Founding.

The Second Founding

It is not certain how many new Chapters were created by the Second Founding. Many Imperial records were lost during the Age of Apostasy, a troubled time that lies across the history of the Imperium like an impenetrable veil. In all likelihood some of the Chapters created during the Second Founding have since been destroyed leaving no record of their deeds. Others have been lost in more recent times and their names are now all that remain of them.

THE CURSED FOUNDING

The Twenty First Founding was the largest since the Second Founding. It took place sometime immediately before the Age of Apostasy, a time of civil war which divided and almost destroyed the Imperium. The new Chapters were dogged by bad luck right from the start. Several disappeared mysteriously whilst in action or in warp space.

Every surviving Chapter of the founding is affected by spontaneous genetic mutation of its gene-seed. As a result the Chapters have gradually dwindled in size as their inability to raise and induct recruits means that battle casualties cannot be replaced. Worse still, some Chapters have developed genetic idiosyncrasies, mutations which strain the tolerance of the Inquisition and threaten the Chapters' survival. Few Chapters have suffered as ignominious an end as the Flame Falcons whose spontaneous and extreme physical corruption turned them into a race no longer human or sane. The Chapter was declared Excommunicate and driven from its home world of Lethe by the Grey Knights.

Chapter Organisation

Following the Horus Heresy the Space Marine Legions were divided into Chapters consisting of roughly a thousand warriors. A large section of the Codex Astartes is dedicated to structuring the organisation of these Chapters. A Chapter consists of ten Companies, each numbering 100 Space Marines. A Company consists of ten squads of ten men including a Sergeant. In addition to this basic fighting unit,

each company has its own Captain, Standard Bearer, Chaplain and Apothecary.

Every Company with the exception of the Scout Company maintains Rhino transports for their squads and officers. The 1st Company is also equipped with Land Raiders to carry Terminator squads. It is customary for Dreadnoughts to remain with their Company as their fearsome presence bolsters the Company's fighting strength.

A Chapter also includes a number of officers and specialists who stand aside from the Company organisation. These individuals are known as the Headquarters staff and they may be assigned to fight with a Company in battle. Included amongst them are psychic Librarians from the Chapter's Librarius and Techmarines, together with their Servitors.

Although the Codex describes a number of ranks and responsibilities within the Headquarters staff, only a very few of these officers actually accompany the Chapter to war. Many are non-combatants of advanced years whose roles are to recruit and train new members or administrate the Chapter. Some ranks described by the Codex include the Chapter's Ancient (or Standard Bearer), the Master's Secretarius, the Lord of the Household, the Chapter's Armourer, the Commander of the Fleet, Victuallers, the Commander of the Arsenal, Commander of Recruits and Commander of the Watch.



CODEX ASTARTES CHAPTER ORGANISATION

HEADQUARTERS

ARMOURY
Techmarines
Servitors

HEADQUARTER STAFF

Master of the Chapter
Senior Officers
Administrative Staff
Support Personnel

LIBRARIUS
Chief Librarian
Epistolaries
Codifiers
Lexicaniums

BATTLE COMPANIES

SECOND COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
6 Tactical
2 Assault
2 Devastator

Support:
Dreadnoughts
Rhinos
Land Speeders
Bikes

THIRD COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
6 Tactical
2 Assault
2 Devastator

Support:
Dreadnoughts
Rhinos
Land Speeders
Bikes

FOURTH COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
6 Tactical
2 Assault
2 Devastator

Support:
Dreadnoughts
Rhinos
Land Speeders
Bikes

FIFTH COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
6 Tactical
2 Assault
2 Devastator

Support:
Dreadnoughts
Rhinos
Land Speeders
Bikes

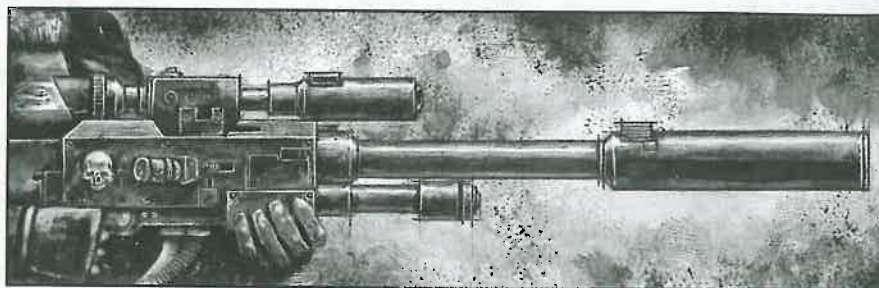
The 2nd, 3rd, 4th and 5th are Battle Companies, each consisting of six squads of Tactical Space Marines, two of Assault, and two of Devastators. These four Battle Companies form the main battle lines and

generally bear the brunt of the fighting. The Assault squads of the Battle Company may be deployed as Bike squadrons or Land Speeder crews.

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ne presence

Of the ten Companies comprising a Chapter, the 1st Company consists of veteran troops and is invariably the most powerful. The 1st Company is the only one trained to use the treasured suits of Terminator armour.



VETERANS

FIRST COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:

20 Terminator
or 10 Veteran

Support:

Dreadnoughts
Rhinos
Land Raiders

SCOUTS

TENTH COMPANY

Captain
Chaplain
Apothecary

Squads:

Scouts

Support:

Bikes

The Chapter's 10th Company is its Scout Company consisting of a number of Scout squads. Scouts are youths who have been recruited and partially transformed into Space Marines. Until their physical transformation and training is complete they fight as Scouts. There is no formal size for a Scout Company as the rate of recruitment is not fixed.

RESERVE COMPANIES

SIXTH COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:

10 Tactical

Support:

Dreadnoughts
Rhinos
Bikes

SEVENTH COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:

10 Tactical

Support:

Dreadnoughts
Rhinos
Land Speeders

Companies 6 and 7 are Tactical Companies, each consisting of ten Tactical squads. These are intended to act as a reserve and may be used to reinforce the main battle line, launch diversionary attacks or stem enemy flanking moves. The 6th Company is also trained to fight on bikes and the entire Company may be deployed as bike squadrons. Similarly the 7th Company squads are trained to fight from Land Speeders enabling the Company to fight as a light vehicle reserve formation.

EIGHTH COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:

10 Assault

Support:

Dreadnoughts
Rhinos
Land Speeders
Bikes

NINTH COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:

10 Devastator

Support:

Dreadnoughts
Rhinos

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The 8th Company is an Assault Company consisting of ten Assault squads. This is the most mobile Company and is often used wherever a strong hand-to-hand fighting force is needed.

The 9th Company is a Devastator Company, consisting of ten Devastator squads armed with heavy weapons. They anchor defence points and provide long range fire support.



Squad Organisation

According to the Codex Astartes, Space Marines are organised into three different types of squad: Tactical, Assault and Devastator. Each of these squads has a unique battlefield role and are designed to operate together to provide mutual support and maximum flexibility. In addition to these three squads the 1st (Veteran) Company can be formed into Terminator or Veteran squads while the Scouts are always fielded as Scout squads.

Tactical squads are the most commonly found squad in a Chapter. A Tactical squad is led by a Sergeant and includes nine other Space Marines. Of these, seven Space Marines are armed with boltguns, whilst the remaining two can be armed with boltguns or, alternatively, one may carry a heavy weapon and the other may carry a special weapon. This combination is the most tactically flexible and offers a good mixture of capabilities within the squad.

Assault squads are specialists at fighting in hand-to-hand combat. Each squad consists of a Sergeant and nine Space Marines equipped with jump packs and armed with a close combat weapon in each hand. Common armament consists of a bolt pistol and chainsword. Optionally, two of the Space Marines may carry plasma pistols. This combination is ideal for fast-attacking, close-quarter fighting assault troops.

Devastator squads consist of a Sergeant and nine Space Marines. Up to four Space Marines may be armed with heavy weapons, whilst the remainder will carry boltguns. This is the most heavily armed type of Space Marine squad of all and they are deployed wherever extra fire-support is needed, especially when the Chapter faces enemy tanks or fortified positions.

Terminator squads wear the uniquely powerful Terminator armour. This is massive in construction virtually turning a Space Marine into a one-man tank. Every Chapter has a limited number of Terminator armoured suits, and each is an ancient artefact crafted many thousands of years ago. Terminators are less mobile than other Space Marines and are primarily used in boarding actions or at extreme close quarters when heavy firepower cannot be brought to bear.

Veteran squads are organised exactly like the Tactical squads of the Battle Companies. The Sergeant and the nine Space Marines are all Veterans. These squads are rarely deployed en masse but are sometimes used to strengthen an attack or provide the Chapter with flexible, hard-hitting reserves.

Scout squads consist of a Space Marine Sergeant and four Scouts. The role of the Sergeant is to train the Scouts and lead them in battle. Only Sergeants of considerable experience and status are designated for this role.

All Space Marine squads with the exception of the Scouts are nominally of ten troopers, but can be divided into two separate battle squads in combat. This gives each unit a further degree of flexibility in action.



Below are three examples showing Codex Space Marine squad organisation.

TACTICAL SQUAD



SPACE MARINES ARMED WITH BOLTGUNS

SPECIAL
WEAPON

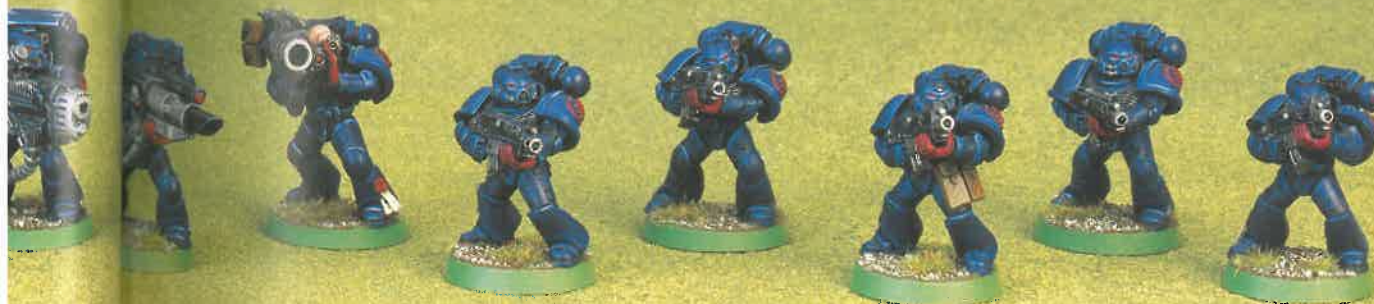
ASSAULT SQUAD



ASSAULT SPACE MARINES ARMED WITH BOLT PISTOL AND CHAINWORD

SPECIAL
WEAPON

DEVASTATOR SQUAD



SPACE MARINES ARMED WITH BOLTGUNS

HEAVY
WEAPON

HEAVY
WEAPON

HEAVY
WEAPON

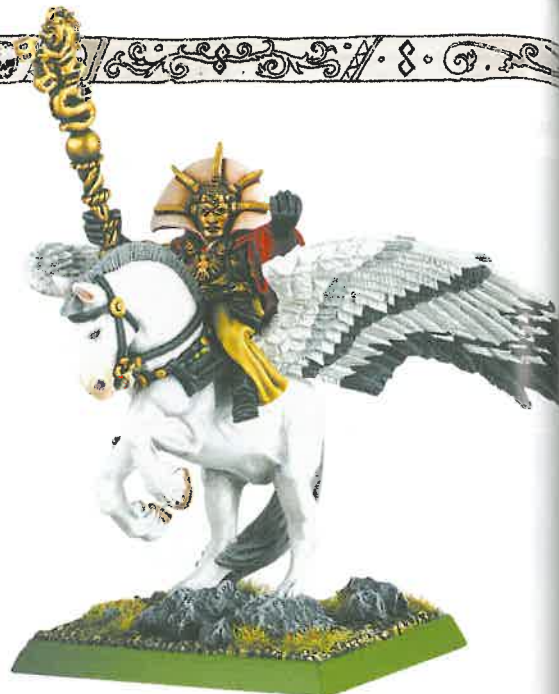
WARHAMMER®

BALTHASAR GELT The Supreme Patriarch

Balthasar made his first appearance in the busy port of Marienburg, having bought passage on a merchant ship coming from his native Black Gulf. As he had paid for the journey with gold which he had transmuted himself, Balthasar left for Altdorf quickly before the effects wore off. The Colleges of Magic were his destination.

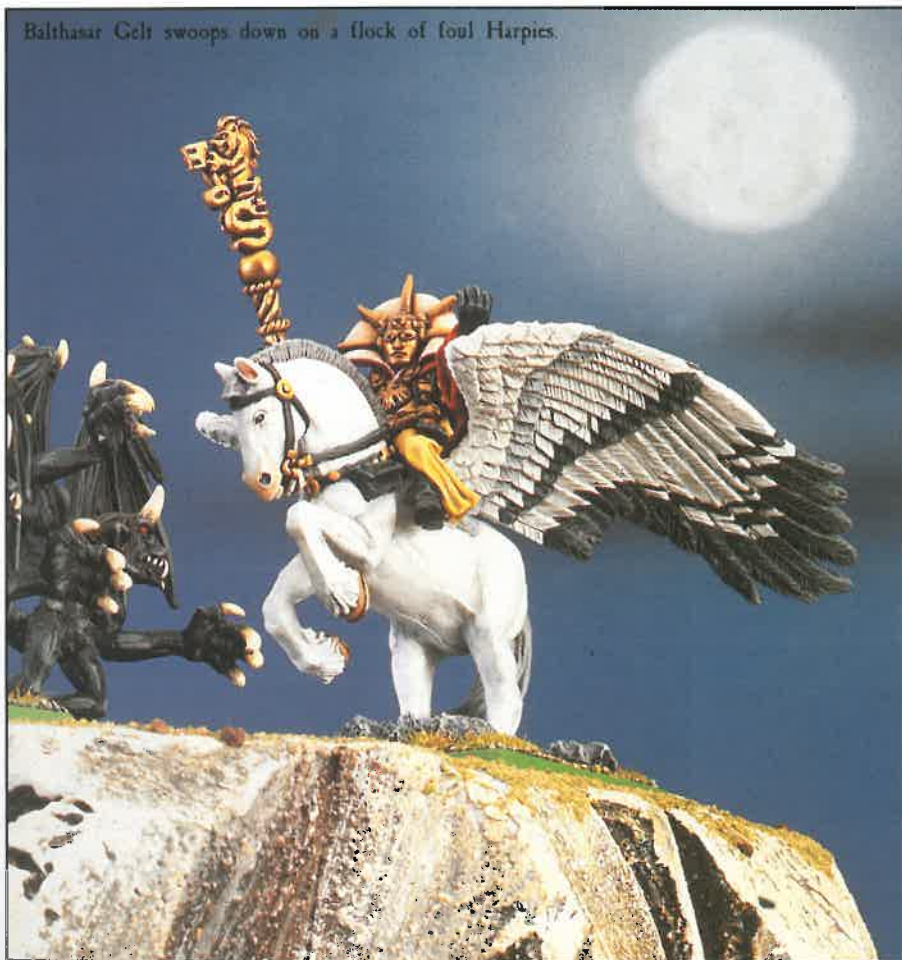
Since his early years, Balthasar had always been fascinated by alchemy, inspired by the science of the transmutation of metal, and especially by the mystic search for the Philosopher's Stone. To turn vile metals into the noblest of all, pure gold, had always been an obsession for Balthasar.

Driven by this powerful force, and sustained by a natural talent for manipulating the energies of the Winds of Magic, Balthasar soon rose in the ranks of the Gold



Order of Magic. In Altdorf he spent many years studying and experimenting on how to combine the art of Alchemy with the Magic of Metals. His inquisitive intelligence and open-minded approach made Balthasar quite popular with the Alchemists' Guild, and even among the Engineers, who benefited from his research into new types of blackpowder.

Balthasar Gelt swoops down on a flock of foul Harpies.



One day a freak accident in his laboratory almost killed him and since that day he always appears in public completely covered in his elegant robes and wearing a golden mask. Rumours abound concerning the reason for this unusual habit. Some say that his entire skin turned to gold and others swear that he is horribly disfigured, but nobody knows exactly what happened to him. One thing is sure, the accident did not reduce his will to succeed in his research nor did it hamper his powers. On the contrary, he has risen to the position of Supreme Patriarch of the Colleges of Magic, defeating Thyrs Gormann in the ritual duel and replacing the prominence of the Bright Order with his beloved Gold.

From that day on, the winds of power have blown strong for the Magic of the Metals and a new Supreme Patriarch, riding a pegasus and surrounded by a golden halo, has appeared on many a battlefield where the Emperor's troops are fighting.

Thyrus Gormann was confident. He had won the ritual duel for the last three times in succession and his powers were stronger than ever. His mastery of the fiery element was unmatched. Clad in the red robes of his Order, Thyrus was wearing all the symbols of his position as Master of the Bright College and Supreme Patriarch. Standing almost seven feet tall, hands on the hilt of his magic sword, Thyrus was an imposing figure. He was ready, on the ritual position of the Ruling Patriarch in the great Hall of the Duels. The huge chamber was shaped like an eight-sided prism. The thick walls, the ceiling and the floor were made of gloss smooth obsidian. That black stone was the bane of magic, totally refractory and inactive. Thyrus could feel his powers dimmed by the presence of so much of it all around him. Under the symbol of their own Wind of Magic, the Masters of the other Orders were standing in alcoves carved in the eight walls, protected by powerful enchanted barriers.

Replacing the Patriarch in the position of the College of Fire was Hans Feuerbach, Thyrus' most gifted apprentice. The obsidian chamber and the presence of the eight most powerful wizards in the Empire were necessary to contain the powers that the two contestants would soon unleash. After all, the winner of the duel would gain the title of Supreme Patriarch for the next eight years. The objective of the challenge was to reach the centre of the Hall, where an altar stood, shaped in the guise of the Great Wheel of Magic. Levitating above its hub was the Staff of Volans, the Staff of the Patriarchs. The first contender to lay his hands on the Staff would have his powers immediately amplified by the ancient artefact. At that point the other wizard normally surrendered, if he knew what was good for him. Anything was allowed to stop the opponent from approaching the altar, and in the past there had been fatalities among the contestants.

The position of the Challenger was still empty, Thyrus' opponent was late. "Maybe the upstart is scared," thought the Patriarch. The three opponents he had defeated were all Masters of their own Order, while this Balthasar Gelt was just a young Alchemist. A promising one, though Thyrus had witnessed his brilliant progress through the selections for the position of Challenger, but Gold Wizards had never struck Thyrus as great warriors. The main tactic when fighting them was to keep a reasonable distance, to stay out of reach of their touch. Failure in doing so could result in being turned to a golden statue, and Thyrus had other plans for the future.

Finally, the Challenger walked into the Hall through the Gold entrance. The gate was immediately sealed behind him. Thyrus examined his young opponent and realised immediately that there was no trace of hesitation in him. He could not see the face of Balthasar because of the mask he always wore, but could clearly understand from the posture of his robed body and from his resolute stride that the Gold Wizard was not there to lose. Balthasar Gelt assumed his codified position, eight steps in front of the Gold wall, and stood ready. After the preparatory ritual, silence fell on the Hall and tension began to build. The Challenger had to take the first step towards the Hub, thus starting the duel.

Balthasar moved in. A gesture, a few words of power, and a golden light surrounded him. The young wizard suddenly melted into a pool of liquid gold that zigzagged towards the altar. Thyrus laughed and formulated a counterspell, while summoning the mystic Crimson Bands to hold his opponent. When he saw the Gold Wizard trapped, Thyrus cast a second spell. He was immediately enveloped by fiery wings and lifted into the air and towards the Staff. A surge of golden energy vapourised the Bands. Then suddenly Thyrus crashed to the floor with a scream. The robe of the Bright Wizard, his wide mantle and everything he was carrying had suddenly turned to lead! Balthasar started to walk towards the altar.

In a split second the body of Thyrus was enveloped by intense flames that quickly melted the lead and the Patriarch was back on his feet. A Scarlet Scimitar, the concrete manifestation of Thyrus' anger, materialised in the air and streaked towards Balthasar. The Scimitar was met in mid-flight by a Burnished Gauntlet, similarly conjured, and the two spells cancelled each other out in a flash.

Next Balthasar fought back and a Golden Cage imprisoned the red wizard. Thyrus felt mocked by the refusal of his opponent to use offensive spells and a ray of intense heat erupted from his outstretched hand. The fiery energy carved a great hole in the cage and hurtled towards the Gold Wizard. Balthasar raised his left gloved hand and the beam was stopped by a shimmering golden shield. Thyrus kept up the pressure and the ray focused to a very thin lance of red energy. Balthasar's shield was growing dimmer under the attack and he obviously could not resist much longer. The right hand of the Gold Wizard rose and glowed for an instant, with no apparent effect.

The Patriarch was triumphant, soon the Challenger would have to surrender or be turned into a pile of charred bones. Then Thyrus suddenly realised that something strange was happening to his legs. He felt a sensation of icy coldness starting to spread up his lower limbs. Thyrus had to interrupt the attack. He looked down. With terror he realised that his body was in the process of turning to gold! How was it possible? He had not been touched, unless... His own heat ray! The ray had established a contact between the two wizards. The cursed Balthasar must have channelled the gold energy along Thyrus' own spell! For a second the Patriarch was in the grasp of sheer panic. Such skill! Such control!

Then his warrior spirit took control once more and he directed all his fiery energies in a desperate attempt to stop the transmutation. He concentrated on the cold feeling of the metal and fought it back with all the fire in his veins. After a difficult struggle, the Patriarch managed to stop the gold energy at his waist. He raised his head again, just in time to see Balthasar now only a few yards from the altar.

With his legs still paralysed, the Patriarch raised his arms and evoked the most powerful defensive spell of his Order. A great Wall of Fire appeared between Balthasar and the altar. The creation stretched from one wall of the vast chamber to the other, and reached the vaulted ceiling. Thyrus directed all his remaining energies to raising its temperature. Soon the barrier was burning white with heat. No living creature could go through without being destroyed. The two wizards had reached a stalemate, it seemed. Thyrus could not move and could not lose his concentration to keep up the Wall. Balthasar was at an arm's length from the Staff and still could not reach it. The Patriarch was thinking hard, he had a very short time to find a solution. Then once more he witnessed the impossible. Was it an arm of solid gold which stretched through the Wall and grasped the staff? The bright light of his spell made it difficult to see clearly.

Then it was all over.

The chamber was filled by a flash of golden light that dazzled the Masters in their shielded alcoves. When they could see again, Balthasar was standing in the centre of the Hall, the Staff firmly in his hands. In front of him was a golden statue, only the eyes and mouth of the Patriarch were still flesh. The calm voice of Balthasar echoed in their minds: "Thyrus Gormann, you forgot that the essence of Metal is in equal parts Stone and Fire. This has caused your defeat. I could take your life now, but the Empire needs your powers against its many enemies, your Order requires your leadership and I would rather have you as a friend. Do you recognise my authority?"

"Aye, you won the duel in a fair fight. You are our Supreme Patriarch now and you will have my respect and my loyalty... until we meet again here in eight years."

"I'll be ready, Gormann," answered Balthasar. "I'll be ready."



Sons of Sigmar

In addition to Balthasar Gelt the Supreme Patriarch, and Luthor Huss the Prophet of Sigmar, this issue resounds with the noise of marching boots, drums and the incessant boom of the big guns as the eagerly-anticipated Empire Greatswords and Empire artillery arrive to lend support to the Empire war effort.

The Greatswords are a *stubborn* unit that rarely, if ever, run from a fight, whilst the artillery rains death upon the foe to disrupt his plans and cause mayhem whilst the rest of the Empire army moves into position.

Empire Greatswords

Greatsword regiments are one of the toughest units in the Empire army. They are able to deal a massive amount of damage with their mighty two-handed swords and the strongest of them have been known to cut a man in half with a single swing. Certainly the Greatswords wield their weapons with a prowess matched only by the Knightly Orders.



The Count's Champion



Greatsword drummer



Empire Greatsword



Empire Greatswords



An Orc Horde breaks against a wall of good, honest Empire steel.

Empire Artillery

the toughest
ble to deal
their mighty
est of them
it a man in
g. Certainly
wield their
ss matched
ly Orders.

No Empire general worth his salt would be seen on the battlefield without an artillery piece or three. The Empire Artillery boxed set contains enough parts to make either a Cannon or a Mortar, along with its crew, allowing you to rain death upon the enemy from afar.

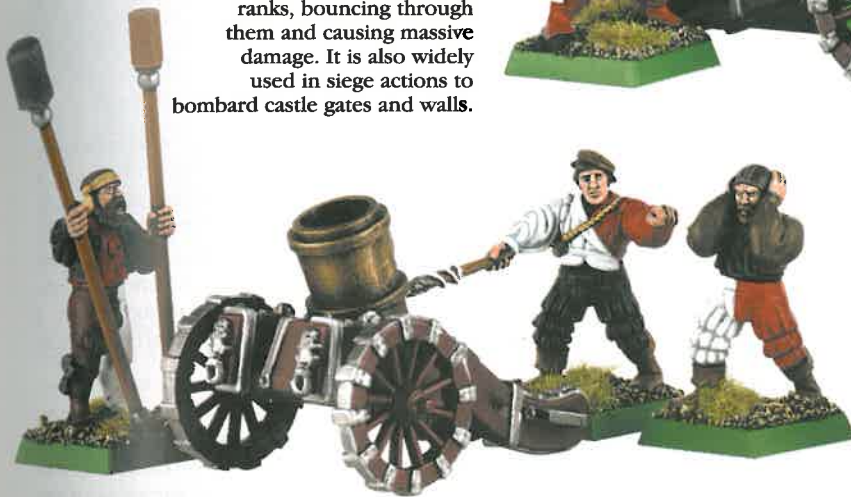
Cannon

The Cannon fires heavy cannon balls at high velocity into the enemy ranks, bouncing through them and causing massive damage. It is also widely used in siege actions to bombard castle gates and walls.



Mortar

The Mortar fires high-explosive shells that are ideal for devastating large units of troops or light cavalry. Less accurate than a Cannon, the mortar uses the large Blast template, tends to be a lot less discriminating as to what it hits and is less powerful than a cannon shot. However it is no less deadly for that, and is especially destructive when fired into large, closely packed formations of troops.





WARHAMMER®

LUTHOR HUSS Prophet of Sigmar

In the early years of Karl Franz's reign, a boy appeared at the gate of a Sigmarrite monastery near Wissenburg and pleaded to be allowed to join the ranks of the warrior monks.

When asked about his past, the boy did not answer. All he would say was his name, Luthor Huss, though his burning desire to fight Chaos was soon clear to all.

Many years of hard training, intense study and inflexible discipline followed. The lean boy grew up to become a tall, muscular young man, whose fighting skills were soon a match for his instructors. He also proved an eager student of the Way of Sigmar and, at the completion of his studies, he could engage his old teachers in subtle dialectic duels. One thing remained for Luthor to earn a place amongst his brothers, he needed to face Darkness in battle and defeat it.

Luthor left the monastery and walked across the Empire, preaching faith in Sigmar and looking for a sign, a chance to prove his worth against Chaos. He finally had his chance in Weismund, a small town at the edge of the Drakwald Forest. When Luthor reached Weismund, he found a great commotion among the population. Squads of the town's militia were in full alarm, peasants and woodsmen were flooding to the relative safety of the town's palisade with their livestock. It looked as though they were preparing for a siege. Luthor soon found out that a large band of Beastmen had attacked the area and many isolated communities had already been destroyed.

Painful memories of his childhood flickered through the novice's mind. He was soon busy striding around the town, inspiring the defenders with fiery speeches and

LUTHOR HUSS

	M	WS	BS	S	T	W	I	A	Ld
Luthor	4	5	3	4	4	3	5	3	9
Warhorse	8	3	0	3	3	1	3	1	5

Luthor Huss, the Prophet of Sigmar, is a Warrior Priest. He can be taken as a Lord choice, but will use up one of your Hero choices as well. Taking Luthor counts as taking both a Lord and a Hero. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him.

Points: 300

Weapons: Two-handed hammer (great weapon).

Armour: Heavy armour.

Mount: Luthor rides a barded warhorse into battle.

Special Rules

The Chosen of Sigmar: Sigmar's protection of Luthor manifests itself in a supernatural halo that surrounds the prophet in battle and protects him from evil. Luthor has a 4+ Ward save and causes fear in the enemy.

Blessing of Sigmar: The presence of Luthor in an army adds two dice to the Dispel dice pool instead of the normal one.

Righteous Fury: So strong is the faith and charisma of Luthor that, when he joins a unit, even characters in the unit and models who are normally immune to Psychology will share Luthor's burning hatred for all blasphemies against Sigmar (Chaos Warriors, Beastmen, Daemons, Chaos Dwarfs, Khemrian Undead, Vampire Counts and Skaven).

Still, Luthor would never join units of warriors who are not devout to Sigmar, so he cannot join units of Knights of the White Wolf.

Prayers of Sigmar: Luthor can cast the Prayers as normal, but with a Power Level of 4!





and business than in pursuing the holy mission bestowed upon them by Sigmar: the fight against Chaos. The Grand Theogonist Volkmar was absent from the council; the old man was spending more and more time in the high pinnacle at the top of the Temple of Sigmar. For days at a time he would lock himself in the secret repository of the tomes of forbidden lore, in search of an answer to the dark menace gathering in the far north. Malign rumours circulated in the council, and some even doubted Volkmar's sanity because of the many hours he spent reading those unholy grimoires.

Without the Theogonist's guidance, the influence of the Arch-lectors was growing. They were steering the position of the clergy of Sigmar towards the achievement of their selfish political aims.

With all the fervour of his burning faith, Luthor openly denounced this spiritual relaxation, attacking the Lectors in the Council with hard words of reproach.

"To fight Chaos on the battlefields, not to grow rich and fat in the golden halls of the capital, that is the purpose of our Cult!" boomed Luthor's voice at the Council.

Needless to say, that did not win him much popularity with the Arch-lectors and he was ordered to apologise by his superiors in the Order. The young and pious Luthor could not obey that order, which was in open contradiction with everything he had always believed in. He finally decided to resign his position and leave the assembly.

From that day on, Luthor has travelled throughout the Empire, preaching against the corruption of the heads of the Cult of Sigmar and inciting the faithful to seek the will of Sigmar without the mediation of the clergy.

Luthor has become the nightmare of every corrupt priest, and rumours are that the worst of them have met a grisly end at his hands. The Arch-lectors have asked the Theogonist to excommunicate Luthor, but the holy man has never agreed with them. Indeed, Luthor has never attacked Volkmar in his speeches. The enigmatic smile that appears on the Theogonist's face when Luthor is mentioned to him has led many to think that the old man knows something important about Luthor. Something he cannot or does not want to reveal.

Luthor Huss appears most often whenever the forces of the Empire are facing evil and unholy enemies. Beastmen, Skaven, the Living Dead – all are blasphemies against Sigmar and all must be smitten by the faithful! Luthor fights beside the soldiers of the Empire, his example and inspiring words are a great aid against those unholy foes, his powers stronger than those of any other priest of Sigmar.

helping them get ready for the imminent attack. Help had been sent for, but the nearest garrison of regular troops was in Helmgart, and reinforcements would take days to reach Weismund. Suddenly the foul Children of Chaos were upon the town. Great were the feats of valour that Luthor accomplished, the power of Sigmar was strong with him that day. His mighty warhammer struck down many abominations and a supernatural aura protected him during the fight. The blows of the enemies were unable to pierce his armour and the evil sorcery of the shaman who was leading the Beastmen was totally powerless against Luthor. Even a huge bull-headed horror succumbed to the implacable priest.

After two days of uninterrupted fighting, an Imperial relief force reached the town and the Beastmen fled back into the forest. Luthor joined the troops in their pursuit, but when the soldiers reached the edge of the wood, they stopped, judging it folly to continue under the dark canopy of trees. Luthor was undeterred and followed the fleeing creatures of Chaos, determined to wipe them all out. The soldiers set up camp close by, in case the Beastmen decided to return. Soon everybody was convinced that the ferocious novice had surely been killed, but after three days Luthor emerged once more from the forest. His armour in tatters, his exhausted body covered in the blood of his enemies, Luthor reached the camp dragging behind him the massive horned head of the shaman.

After this victory against Chaos, Luthor returned to the monastery, where he was ordained. From that day on he joined his brothers on the battlefield, where he distinguished himself fighting the minions of Darkness.

Luthor quickly rose through the ranks and eventually was chosen to join the delegation representing his order at the Sigmarite Council in Altdorf. The reason for this Council was the election of a new Arch-lector to replace Mannfred of Nuln who had disappeared in the north during his crusade against the Chaos Warlord Archaon.

Luthor was deeply troubled by what he witnessed in the council. He saw fat clergy more concerned with politics

Nick Davis explains how he and Rich Baker built an Ork space hulk board to be used in the Armageddon battle report – in just four days! We also present a scenario to play out your own battles on board space hulks.



Rich Baker



Nick Davis

Rich and Nick are two of the guys who produce White Dwarf every month.

Picture this; another issue of White Dwarf is heading towards its deadline. Everything is on time and you're about to go on holiday in a week. Then your rotund editor comes up with an idea for a multi-table battle report extravaganza for Armageddon. No problem. Until he decides that one of the tables needed is a space hulk board. Still not a problem, "We can easily build a space hulk board in time for the battle report", I confidently declare, not realising that it is just four days away!

As the resident White Dwarf terrain maker, the job of building the space hulk was given to me. I settled down and started to draw up my plans (obviously the full scale of the project had not hit me yet). I had only a few guidelines to follow: the space hulk must have specific objectives on it for the Space Marines to destroy. Plus I had to remember that a game of Warhammer 40,000 would be played on the table, so a couple of wide open areas were needed. Oh, and it had to be modular as well!

THE INCREDIBLE SPACE HULK

BUILDING A NEW GAMING BOARD IN JUST FOUR DAYS

To invoke the hulk imagery in my head I wrote down a list of words that could be used to describe space hulks – twisted corridors, hollowed out asteroids, dark, gloomy, organic shapes, gantries, catwalks, drainage pipes, cathedral-like open areas and rat mazes. I tried to keep all of these in mind whilst I drew up my plans.

The space hulk was to be divided into three sections each 4' by 2', and each one of these boards would have an objective. The three objectives would be a set of coolant tanks, a fire-control room and a power turbine. Each one would dominate their section of the modular board. The wide open area was going to be on the middle board and would be a huge crater to represent the inside of an asteroid.

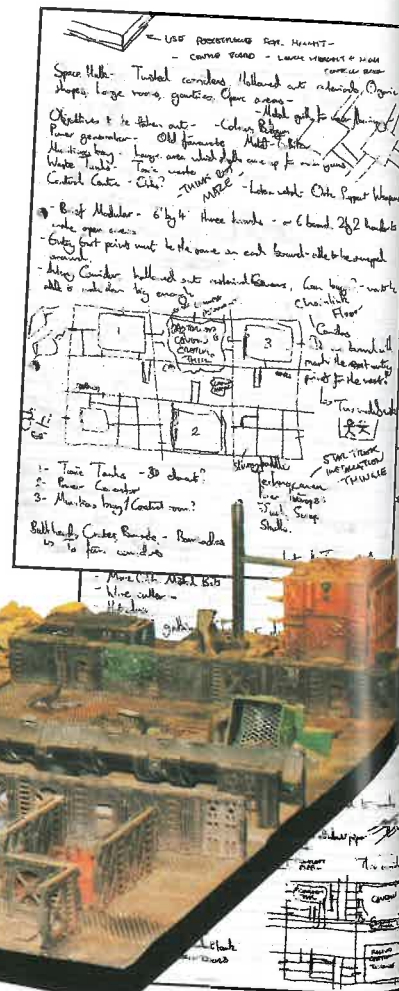
With the plan committed to paper and firmly in my head, it was time for a quick trip down the local hardware store for bits of guttering, a huge tub of PVA glue, polystyrene sheets, copper pipes and hardboard. I also managed to get my hands on an old and heavily damaged space hulk board and was able to salvage many of the resin corridor sections off it. With all the materials, and the promise of help in the form of Rich Baker, I set to work.

I won't go into full step by step details on how I built the space hulk, as it would be a monster article – and besides, no two space hulks are the same. Over the page I have

highlighted a few of the interesting features on the hulk that I hope will inspire you to build some of your own terrain pieces.

Rich Baker joined me near the end of the construction and Orkified the hulk as I desperately finished the last board (a mention must go to Paul and Graham who also helped finish it off). The unpainted hulk itself was finished with about a day to spare for painting it. As we were pressed for time the entire battlefield was spray painted (we used 25 cans of spray paint!).

The space hulk was finally complete. We finished it the day before it was needed for battle. The actual construction and painting took us four days. Turn the page and take a closer look at what we did.



▲ Four days of manic building and painting and the space hulk was born.

CAPTURE THE HULK

OVERVIEW

A space hulk has appeared in-system; both sides want to capture its valuable technology and resources for themselves. Your orders are to sweep the area clean of opposing troops. Roving forces must be on the lookout to seek and destroy any enemies they encounter.

SCENARIO SPECIAL RULES

This mission uses the *Night Fighting* and *Infiltrators* scenario special rules. Neither army may use jump packs, bikes or vehicles (except Walkers).

All walls and bulkheads are considered to go up to the roof, block line of sight (yes, even if you are standing on a piece of scenery higher than a wall) and are impassable except by their access ports. Pipes are also considered enclosed and can be accessed only from the ladders attached to them. Any Dreadnought sized model trying to move under the pipes or through the corridor hatches must make a Difficult Terrain test or become stuck for the rest of the game.

Optional Special Rules (may be used if both players agree)

Low Gravity: This battle takes place in low gravity. Because of this, all units may ignore difficult terrain as if they had jump packs, although the distance they can move is still the same as normal, (the rules above about walls, Dreadnoughts etc, still apply). If a model ends its move inside difficult terrain then on the roll of a 1 it is removed. Also due to the low gravity, all models (except Terminators, Terminator sized models, vehicles, Wraithguard, Wraithlords or Talos) may move an extra D6" instead of firing in the Shooting phase.

No Atmosphere: The space hulk is an airless environment. It is assumed that all models are equipped with pressure suits or rebreathers which allow them to operate in the airless atmosphere on the hulk, even if these aren't shown on the models themselves. The increased vulnerability of models in such an environment is represented by reducing their saving throw by one point (eg, a model with a 5+ save is reduced to 6+, while a model with a 6+ save would get no save at all).

Note: The No Atmosphere rule applies to all models in any army, no matter how strange this may seem (yes, even Daemons or Avatars!). This keeps things nice and simple and avoids arguments about which models need to 'breathe' and which don't! It also applies to invulnerable saves.

SET-UP

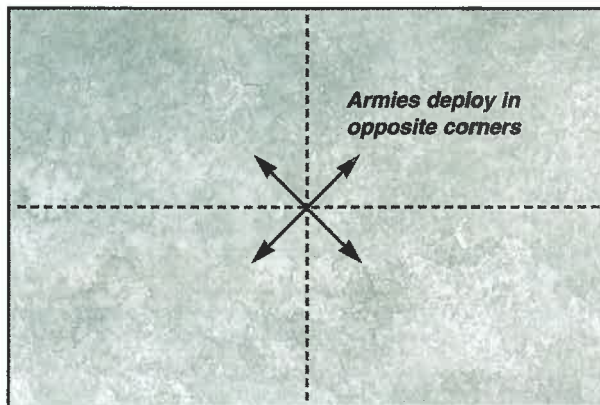
1 Divide the board into four quarters. Both players roll a dice, the player with the highest score may pick which quarter to deploy in. The other player's deployment zone is in the opposite quarter.

D The player with the lowest score now deploys one unit in his quarter of the board. His opponent then deploys a unit in his own deployment zone. The players take turns deploying a unit at a time until their entire forces are on the table.

No unit can be deployed within 24" of the enemy at the start of the game. The players must deploy their units in the following order: Heavy Support, followed by Troops, Elites, HQ and finally Fast Attack.

If either side has any infiltrators, they may make one move after deployment but before the game starts.

3 Roll for who gets the first turn. The player with the highest score may choose whether to go first or second.



Divide the table up into four quarters and dice for the choice of quarter as deployment zone.

MISSION OBJECTIVES

Both forces are seeking to clear this section of the space hulk of all enemy forces, securing ground as they go. The player who occupies the most quarters of the board at the end of the game wins.

To claim a table quarter as occupied there must be no enemy units over half strength or mobile vehicles in the area. You must have a mobile vehicle, or at least one unit with more than half its original number in the area. Note characters and HQ choices cannot secure table quarters on their own.

RESERVES

None.

GAME LENGTH

The game lasts for eight turns, or six turns if the optional Low Gravity special rules are used.

LINE OF RETREAT

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

COOLANT TANKS

The coolant tanks were the first objective to be built. The tanks themselves are made out of gutter pipe joints, whilst the walkway is thick card with mesh glued on to it (salvaged from an older space hulk board). The ladders and guard rails are available from model railway shops.



In the coolant tanks area I changed the texture of the floor from mesh to smooth metal. I did this by cutting up thin card into triangle shapes and gluing them directly onto the board itself.

The towers were suitably Orkified with glyph plates, which are available from UK Mail Order.

SLURRY PIT



The slurry pit is in the open area of the space hulk. It was originally intended to be a crater showing the edge of the asteroid in which the hulk is built. But I spilt a pot of PVA glue into the hole...

The bridge is made out of upturned cavalry bases glued onto card. The rocky outcrops are polystyrene cut-offs glued together with PVA and then shaped by digging into them with my fingers.



SLUDGE PIPE



The sludge pipe or waste pipe is made out of drainage guttering. The actual waste inside the pipe is layered PVA glue, painted green.

Gutter piping is available from most hardware stores in many sizes and shapes. You can also get hold of smaller plastic pipes used in plumbing, which are ideal for conduit pipes or just to lay on the board as cover.



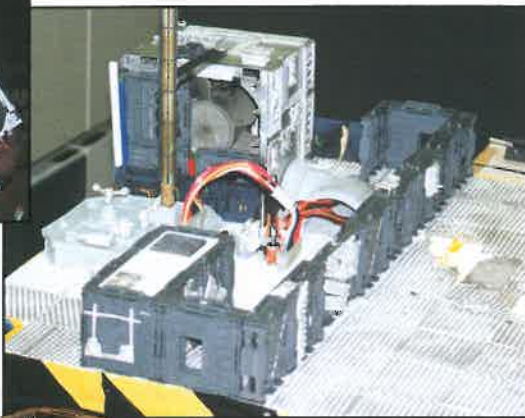
MUNITIONS STORE



The munitions store is a complex of corridors and rooms made out of the salvaged resin walls. The missiles are Stormboy rokket packs, old pulsa rokkets and bombs from the Fighta-Bommer available from Forge World. Note the use of drinking straws as pipes in the bottom left hand corner.

POWER TURBINE

The third objective, the power turbine, is built around bits salvaged from an old, burnt-out computer. The turbine is the computer's cooling fan, the shape disguised with plastic bulkheads. The wires are from the same computer. The power converter is from the top of a Forge World bunker that we managed to scavenge from Mark Jones.



AIR CONDUIT

The air conduit is built from another piece of guttering. I imagine it is some sort of giant air pump that circulates oxygen around the hulk.

We added some Ork glyph plates and gubbins which we got from UK Mail Order. The wire mesh guard has a practical purpose; it stops any miniatures balanced on the edge of the conduit from falling down and getting lost.



MESH FLOOR

The majority of the floor of the space hulk is made out of wire mesh available from model railway stores. This was glued into place by covering the board with a thick layer of PVA glue and laying the mesh directly on top.



FIRE-CONTROL TOWER



The fire-control tower is an important objective on the space hulk board. I wanted it to look reinforced and at a different height to everything else on the board. Originally I wanted it in the centre of the middle board, spanning the crater with a single bridge leading to it. My plans changed when I was given a resin Imperial bunker by Alan Merrett. This was perfect for the control tower, but was a little too big to be put in the centre of the board.

The bunker was glued onto a platform of bulkheads and the control room was added to the top using salvaged resin bits from the old space hulk board. Finally, we added the last of our Ork glyph plates and other gubbins.



PURGING THE SPACE HULK *GORKAN*



An Ork Warboss and the Emperor's Champion clash as the battle rages around them.





Sword Brethren Terminators are attacked on all sides.



A Terminator crashes through the doorway.



Surrounded! - the Black Templars Marshal leads his men as they fight their way to safety.



THE FALL OF KARAK EIGHT PEAKS

by Space James McQuirk

Snikkit ducked as the cannon ball thundered into the rock face, inches above his head. Shards of granite scattered through the air. Under the light of the full moon, he could clearly make out thousands of dark-robed Goblins moving like shadows through the steep valley.

"Boss, are you sure that dis cunning plan of yours iz gonna work?" he whined, brushing a thick layer of dust off his black robes. "Dat wall looks pretty thick and I don't fink we iz gonna get over it, even without those Stunties shootin' stuff at us." His words were drowned out by a scream that was half terror, half delight. A Goblin Doom Diver sailed over their heads, catapulted high into the night air towards the thick walls of the Dwarf stronghold. The solid Dwarf bastion was dotted with small indentations from other Doom Divers' failed attempts at flight and yet, much to the amusement of Snikkit, a long queue of enthusiastic Goblins still stretched back quite some distance.

Along the length of the east wall of the hold, siege machines covered the flat granite surface like vines. From this distance the Goblins manning the towers were just small specks. Occasionally a ladder would be raised and the Goblins would begin to scale it. Each time, defenders would appear at the top of the wall and send the ladder and the unfortunate Goblins crashing back to the ground, but for each ladder they felled another would take its place. The siege of Karak Eight Peaks had reached a horrible stalemate and at some point soon one army would have to give.

Countless numbers of Goblins scurried to and fro. Somewhere amongst the sea of Greenskins, Grothag Dungbreath hoped that the warbosses were keeping some kind of order amongst the thousands of Gobbos that had converged in the pass. It was hard enough keeping his own small tribe under command let alone coordinating the attack of a dozen or so tribes. He'd already seen the

Blackfangs let a hail of arrows loose on the Broken Tooth tribe. Fortunately most of the Goblins seemed intent on killing the Dwarfs and the army's formation was holding. Admittedly not holding in tightly knit formations or organised ranks, but the fact that they were facing the right way was as good a sign as any.

"Snikkit, me old mate," said Grothag, grasping his companion tightly by the throat, "now is not the time to question me, right?" The Goblin warboss let go of his banner bearer. "Da rat fink said he'd be here, and be here he'd better be." Grothag was beginning to have doubts himself. Those Skaven hated Dwarfs almost as much as the Gobbos did, but he knew better than to trust them. Their leader had made a deal with Grothag that would sort out those Dwarfs forever, but whilst Grothag's boyz were getting blown to smithereens, the rats were nowhere to be seen. He's probably skulkin' down some comfy hole munchin' on some cheese, the Goblin mused to himself.

As the bitter thought of betrayal crossed the Goblin general's mind he heard a loud cheer go up from the Goblin throng. From the arrow slits and windows in the walls of the hold he could make out a strange gas escaping. It was a putrid green colour, thick and noxious. Even the Goblin general could smell it from a good distance away. More and more of the foul fumes poured from the hold. The Skaven had done it, they had penetrated the lower levels and released poisoned gas, just as planned.

"I knew old Skarclaw wouldn't let us down. I knew I could depend on dem rats." The Goblin general waved his sword high in the air.

"Wait for my signal boys, wait for it." Grothag hollered above the chanting mass of elated Goblins. The green gas was now beginning to seep over the top of the stronghold. As he spoke he could see Dwarfs flinging themselves from the parapets. Falling to their doom seemed preferable to suffocation and poisoning

amongst the choking fumes. The Goblin army was on the verge of storming the fort and the Bosses were desperately trying to hold the lines back. Slowly the doors to the stronghold opened. It was the moment he'd been waiting for - the Dwarfs were unable to stay within the thick walls of the hold. He knew Dwarfs too well, they would rather die fighting than choke to death in the thick noxious gases.

"Charge! Get 'em ladz! We'll be roastin' stunties before dawn!" With a high-pitched roar the whole Goblin army charged forward. Thick ranks of spears closed in upon the Dwarfs and the moon disappeared, obscured by missile fire from the hundreds of Night Goblins that lined the slopes of the mountain pass. The first wave of Night Goblins hit the Dwarf formation, but the Dwarfs were disciplined troops and Grothag was dismayed to see his attack faltering. Wave after wave of Goblins smashed against the solid shield wall of the Dwarfs, only to be cut down within a matter of seconds. The stunties were resolute in the defence of their hold and what should have been a great Goblin victory was slowly turning into a slaughter. Looking for his best Shaman, Grothag spied the tall, brightly-coloured hat of the strange Goblin in the centre of a unit of Boyz. Making his way towards him, he pushed through the dense ranks of troops between them. Snikkit ran behind him, proudly waving the battle standard before him. Farbang the Shaman had spent the last few hours gathering a personal retinue of Night Goblin Fanatics, but instead of fighting at the front of the Goblin attacking force, they stood gibbering together at the rear of the army.

"What's goin' on?" Grothag growled as he eventually reached the Shaman, "You said we'd easily smash through those Dwarfs." He could sense a Goblin retreat was imminent; already he'd spied some fleeing the field of battle and to be quite honest the way things were going he was tempted to follow.

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"And so we shall see these?" Fazbang calmly replied. The Shaman pulled out a handful of mushrooms from a small pouch, their caps sparkled with a golden glow in the dark night. One by one Fazbang handed them out to a select few Goblins who had gathered around him, each taking one and carefully nibbling on it.

"What's dem?" Snikkit asked pointing to the glowing fungus which the Shaman was carefully placing back in his pouch.

"Wait and see" the Shaman replied pointing to the Goblins who had eaten them. Snikkit raised a puzzled brow. The fanatics picked up their heavy metal balls which were attached to each Goblin by means of a short length of chain. As they passed through the crowded troops Snikkit noticed that the other Gobbos were quickly making way for them and within a matter of seconds they had reached the front line. Then he realised why such a wide berth had developed. They began to swing their balls and before long the momentum combined with the weight of the balls sent the crazy Goblins hurtling forward, spinning towards the Dwarfs' defensive formation. Foam drooled from their mouths and their manic cackles sent a shiver down Snikkit's spine. Most of them were cut down by crossbow bolts, but a couple hit the solid line and sent fragments of shields, helmets and Dwarf flesh flying through the cold night air.

Just two single crazed Goblins had punched a small hole in the defensive line, but it was enough. Seeing the gap in the formation the Goblins of the Crooked Moon tribe launched a full scale charge. Before the Dwarfs could close up the holes in their defensive position the Goblins had broken through. The rest of the green horde was

soon crashing against the Dwarf line. In a brief moment the stout defenders were overcome. Each Dwarf was skewered by dozens of sharp spear points. Engulfed by the sheer number of attackers, the brave Dwarfs stood little chance. The gates to Karak Eight Peaks stood open to the whole Goblin horde. Regiment after regiment of the Greenskins poured through the gigantic archway to plunder the citadel.

Hours after the battle, Grothbag could hear the screams of Dwarfs as they were hideously tortured by his Boyz. The fumes had dissipated quickly and Grothbag now sat upon the King's throne in the Great Hall. All around the hall Goblins had gathered, and at his left stood a small number of Skaven. These were the Skaven Seer's guard, whom he had already reached an agreement with. The Skaven could keep possession of the lower mines whilst the Night Goblins would take command of the stronghold itself. Grothbag had little trust that the devious Skaven would keep their word, but he had plans to deal with them too. Before long Karak Eight Peaks would belong to the Goblins and the Goblins alone. Tonight though, united in a glorious victory, the two races drank together. It was a night to celebrate.

"Boyz, Gobbos and rat fings, lend me your ears." At this a number of necklaces, each made from the grisly trophies of Dwarf victims were hurled towards him. Grothbag continued: "I tell yer, today is a great day for da Gobbos - today we kicked dem Stunties

outta our mountain. Tomorrow we'll kick em off the face of the world, but tonight let's feast."

With his victory speech over Grothbag jumped from the throne and made his way to the cellars where the banquet was being prepared. He grabbed the Shaman as he passed him "Fazbang me old mate, do ya know what I fancy to eat?" Fazbang looked at Grothbag his suspicions already raised "Err, no. What Boss?" Grothbag snatched the small pouch from around Fazbang's neck "Dwarf and mushroom stew."



Goblins don't always fight alongside the larger Orcs. Jake Thornton explains how you can take a Gobbo-only force to the battlefield...



Working alongside Alessio Cavatore and Gav Thorpe in our Warhammer Games Development

team, Jake's most recent project has been working on the Orcs & Goblins army book.

Tell someone who's never fought against Goblins that you have an army of the little Greenskins and they'll probably give you the indulgent smile normally reserved for novice opponents. It's funny how opinions change after a game or two.

For all their lack of height and bravery, the simple fact that Goblins outnumber their many foes by several to one makes them an army to contend with. Of course they are prone to running away a lot, but that needn't be the end of it as there are always loads more to push forwards no matter how serious the casualties.

In the Orcs & Goblins army book I've included a few variant army lists for the more adventurous of you. Among these are the two shown here: one for Night Goblin tribes and another for Common Gobbos. These aren't to simulate great Waaaghs like that of Skarsnik, the Night Goblin Warlord who keeps the Dwarfs bottled up in Karak Eight Peaks – by the time an army has grown that large, its original tribe is only one of a great many. That is what the main list is for and this is the kind of army that most people use – one with a bit of everything. The Appendix army lists are there to restrict some of that choice to add character to the army, but it's not just restrictions. Choices have been moved from Special to Core, Rare to Special, and so on. Some that were limited are now not and others have additional restrictions. All in all these little lists cram a lot of extra character into a very small space and illustrate just what you can do with a bit of

WOT, NO ORCS?

Collecting Goblin armies in Warhammer

tweaking to the army. Let's take the Night Gobbo list as an example.

Starting with characters, obviously you can only have Night Goblins leading a Night Goblin tribe. Simple. You can still choose whether to take Shamans or Bosses and so on, you're just limited to the one race. That was easy.

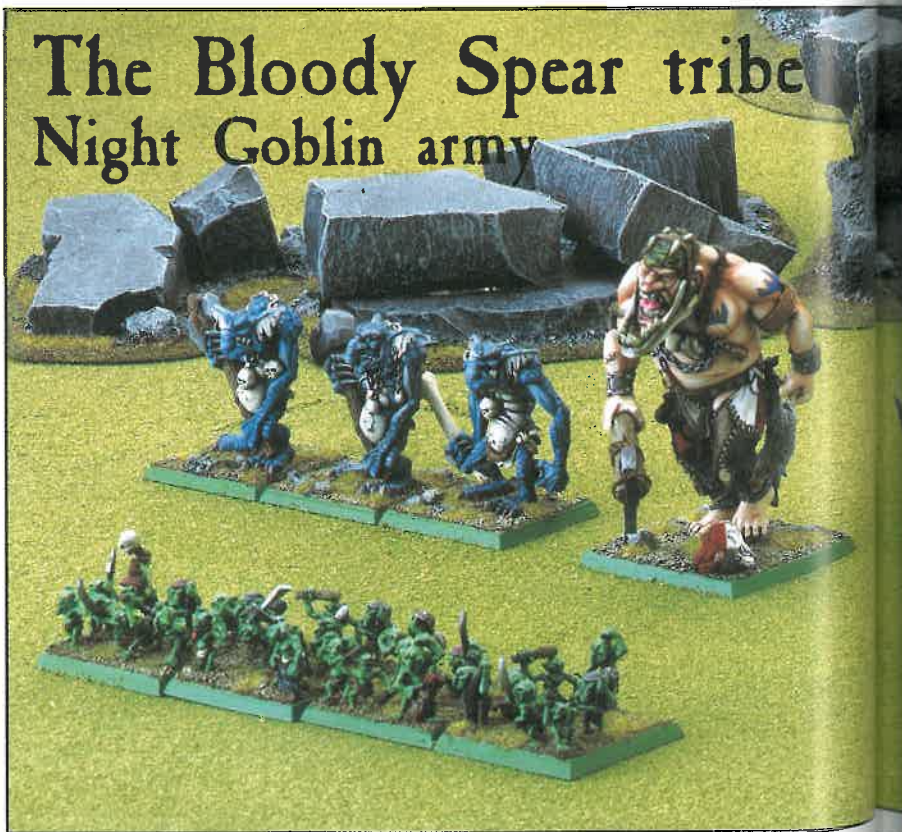
Actually, there's another important point that applies to all armies which take only Goblin (or Night Goblin) characters: you're allowed extra characters. If your army only contains Gobbo characters then for each full 1,000 points in your army you may take one extra Gobbo Big Boss. So, for example, if you're collecting a 2,000 points army you could have a Goblin Great Shaman as your Lord, a Night Gobbo Shaman and two Night Goblin Big Bosses as your Heroes. You'd then be able to take up to two more Goblin (or Night Goblin) Big Bosses for your army. Of course, you still have to pay the points for them, this special rule just allows you the option. Also note that the extra Big

Bosses must be just that and can't be Shamans.

Core choices are similarly straightforward with Night Goblin mobs being your main option. Having said that, the diminutive Snotlings turn up wherever there are any other Greenskins, so they have to be allowed too. Still, that's all you need for a Night Goblin army.

Now we come to the fancy stuff in Special and Rare. Being in the mountains, Trolls are in abundance. However, these are almost all Stone Trolls, so this is the only kind available. Note that they've moved from Rare in the main list to Special here, so that you can have twice as many of them. Also note that the Squig Herds are no longer limited to one unit. If you aren't going to get lots of these in a Night Goblin army then where are you going to get them? As the little chaps spend much of their time hunting Squigs then there are likely to be quite a few of them when you're talking about a

The Bloody Spear tribe Night Goblin army



SKARSNIK, WARLORD OF THE EIGHT PEAKS

Of all the Goblin Warlords that ever lived, Skarsnik is perhaps the most famous. Apart from the fat one, that is. Anyway, Skarsnik is the warlord of the Crooked Moon tribe of Night Goblins, the most powerful of such tribes in the southern part of the Worlds Edge Mountains. The surrounding Goblin tribes, and even most of the Orcs, acknowledge his overlordship of the area and control of Karak Eight Peaks. Unfortunately the Dwarfs disagree and have reclaimed part of the citadel where they now hold out, surrounded and besieged but very much determined not to lose their ancestral homeland. When Skarsnik goes to war he can muster a vast army of Orcs and Goblins to his cause, as well as his pet Cave Squig Gobbler.

In game terms, Skarsnik's big army would be best generated by using the main army list and taking a Night Goblin Warlord as your General. Well that's what you'll have to do until we get round to putting his rules on our coming website (www.whitedwarf.com). That's right, all the special characters that we've made models of in the past but haven't been able to fit into the new books we'll put onto our website as extras. We'll do each set around the time that the relevant book comes out, but I can't be more specific about a timescale than that - you'll just have to pop onto the site every now and again to have a look.

purely Night Goblin force. This is one of the scariest bits of the army.

Rare is another easy category to decide about as Giants are common in the mountains and the other normal options have either been included in Special or aren't really Night Goblin units. Just Giants then.

All this gives a very different feel to the army. Cavalry and chariots aren't a whole lot of use in the tunnels under the mountains, so you can't have any of them. This makes the army slower, but with mostly Gobbos it's likely to be a lot bigger than normal. And with the addition of Trolls and Giants to their fighting line, even a Night Gobbo army can pack some punch.

NIGHT GOBLIN HORDE

Tribes of Night Goblins lurk in the tunnels and caves under the Old World's many mountains. In battle above ground, Night Goblin generals have to suffer not only the bright glare of the sun, but also the painful regularity with which their troops leg it off the battlefield before the job's done. Mostly a battlefield will split into two halves. On your half, the table will be littered with fleeing units as you vainly try to keep the ladz going the right way. On the other side the enemy will be grinding forward through a hail of Fanatics and rampaging Squigs. All told a Night Goblin army leaves a mess wherever it goes, but then that's entirely appropriate. All characters in the army must be Night Goblins.

CORE UNITS

Night Goblins, 0-1 Snotling Swarms.

One unit of Night Goblins may carry a magic banner worth up to 50 points.

SPECIAL UNITS

Squig Herds, Stone Trolls.

RARE UNITS

Giants.



The Broken Axe tribe

Common Goblin army



The **Night** Goblins are fairly easy to sort out as they are very single minded and the various tribes are very similar to each other. Some have Giants and others prod Trolls into battle, but on the whole they're very similar. Common Gobbos are a bit more variable and the list allows for this.

Characters and Core units are the easy bit. However, instead of leaving Snotlings in Core at 0-1 I've moved them to Special without a limit. This means you can field loads more of the pesky little blighters, but to do so you have to forgo taking Trolls and Chariots and this makes the decision a little more thorny. Again the Trolls have snuck down into Special, but this time there are more of them as you can take Common Trolls and River Trolls as well as Stony ones. This is because the Common Goblins can inhabit plains, marsh or forest as well as mountains and so there's no reason to exclude any of the Trollish types.

Having said that, you could characterise your own Gobbo army as one from the swamplands or from the

forests by imposing your own restrictions.

The Rare section is full of great stuff. All the war machines are here as it's normally the Orcs who bully the Gobbos into making them in the first place. You'll also notice a single entry for Orcs has crept in and is hiding at the back. These aren't common in Goblin armies (that's why they're in Rare) and in fact there are many that would leave them out altogether. However, it is possible to get some bedraggled, runty or simply easily duped Orcs in Gobbo tribes and this is what they represent.

What I mean about variability is that even with this very short list you can produce very different Goblin tribes. For example, you could have a tribe with loads of big mobs of Goblins and Snotlings backed up by a variety of war machines. It would grind slowly forwards and swamp the enemy with its great numbers. Another completely different possibility is taking Wolf Riders and chariots and leaving everything that doesn't move fast at home. This army would sweep around

the enemy flanks and surround them, ebbing and flowing across the battlefield in a continually evolving mass of charging, fleeing and rallying units. Very exciting, but tricky to control.

These aren't the only things you could do with Goblin only armies, but are a good starting point. If you particularly like the Old Forest Gobbo models (who still live in Mail Order with the Trolls) you could use the Common Gobbo list to make an army of them, or you could tinker with the Savage Orc army list in the Orcs & Goblins army book. The list isn't endless, but it is long.

And then there are all the things you can do with the Orcs and their variant lists, but I think I'll save that for another time. Naturally I won't even mention the special list for Snotling armies...

John



A Goblin Wolf chariot leads the Goblin charge.

COMMON GOBLIN HORDE

There are countless tribes of Goblins in the Warhammer world, many are known to Men by more inventive names such as Gnoblar or Kobolds, but all are skilled at the same sort of lying and underhand treachery. All the characters in the army must be Common Goblins.

CORE UNITS

Goblins, Goblin Wolf Riders.

One unit of Goblins may carry a magic banner worth up to 50 points.

SPECIAL UNITS

Snotling Swarms, Goblin Wolf Chariots, Trolls (any type).

RARE UNITS

Giants, Snotling Pump Wagons, Rock Lobbers, Spear Chukkas, Doom Divers, Orc Boyz (not Big 'Uns).

None of the Goblin war machines may take an Orc Bully.



A Goblin warband attacks the defenders of a remote Empire settlement.

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Hagen Kerr fought his way into second place in the Games Workshop New Zealand 2000 Grand Tournament. He also won the coveted Best Painted Army award and has been theming armies for some time now.

With any tabletop miniature game, one of the most satisfying parts of the hobby is creating an individual army and background for others to enjoy playing against. Playing a game is fun, but also playing against an opponent that has a well thought-out background and reasons for taking the units that they do can bring a new outlook to your battle. So rather than it just being "Oh, I played against Marines again", instead you might say, "Today I was crushed by the crusading Lions of Nemea. Next time I will have my revenge!" Sounds more interesting, doesn't it?

Games Workshop provides a huge wealth of information and richness of background for you to draw upon for your army's theme. The 40K universe is so vast that it is possible for you to create backgrounds for entire regions of space and the attendant forces. Often however, due to lack of time and a desire to put figures on the tabletop, we tend to ignore one of the more complex aspects of collecting armies in favour of just playing the game.

Much has been published by Games Workshop over the years on the subject of army themes. There are also many examples of army theme given within White Dwarf and many other Games Workshop publications. This article will attempt to provide a little guidance in how to create a themed army using the current rules. You don't have to create lots of non-standard "house rules" in order for your force to be unique. I've condensed these ideas into the following guidelines for each army (as well as adding any tips that I have gained from experience with my own and my friends armies) to help you decide on your force composition.

THEMING YOUR 40K ARMIES

ADVICE FOR ADDING MORE CHARACTER TO YOUR GAMES

STEP 1: CHOOSING A BACKGROUND

Whatever force you play, you need to decide on a background for your army. Whether you play a struggling Space Marine Chapter, a Tyranid swarm or a newly formed Imperial Guard Regiment, it helps to have some idea of where they came from, and what has shaped their fighting style. This provides a basis for how the army is constructed and what units you will use in preference above others.

A current example of this is the **Codex: Catachans** list, where the army is designed to fight in dense jungle. Therefore, no tanks are included in the army. But we'll go into army list restrictions later in the article.

STEP 2: DECIDE ON A COLOUR SCHEME

This is all personal taste – pick a scheme that you like that is linked to the army that are collecting (Are they a desert/jungle force?), but also that you are willing to paint over fifty miniatures with. Do a few test models to decide what colours you will use, and any differences that your characters might have (different coloured helmets, for example). Decide on your army symbol – suffice to say there are lots of transfers and banners available in the 40K and Warhammer range, so that shouldn't be too much of a problem (unless you're like me, and have painted Novamarines!).

The way your army is painted links each unit and the army together – while some units may be painted differently, often some distinguishing mark on their armour (e.g. the Crimson Fists Space Marines) can be part of the whole basis of the army background. An example of differing

paint schemes are the Dark Angels, where you paint green for all the troopers and vehicles, but your Terminators must be in bone coloured armour and your Land Speeders and Bikes must be in the black of the Ravenwing.

STEP 3: NAME YOUR CHARACTERS

The simplest part of all – giving your heroes or heroines (or villains) a name so that your opponent knows full well who their nemesis was on the battlefield. Look in old Games Workshop reference books for inspiration for your Orks or Eldar, or read the classics (Shakespeare etc.) for more Imperial names (Latin or Greek sounding names are good for both Space Marines and Imperial Guard). So when your opponent asks, "What is your HQ armed with?" you can say "Captain Andronicus is armed with Storm Bolter and his ceremonial Power Sword, with which he has smote heretics across the galaxy in the name of the Emperor!". This way you let your opponent know that they're not just fighting against another Space Marine commander, but against "Captain Andronicus" – your own unique leader, with his own unique history and background.

For example, at the end of the game you can report that Farseer Ul-Thad Mar successfully guided his Eldar force to victory over his mis-guided kin through the use of his eldritch powers. Much more interesting than "My Farseer hung around the back of the table casting Mind War and Guide all game – and he lived!" Don't you think? If your opponent does the same ("Archon Valoris Durst of the Screaming Skull Kabal will show you the delights of Commorragh for all eternity...bwaa ha ha...") this makes for an exciting battle between two fictional adversaries, rather than just another game between you and your friend.

THEMING – WE'VE BEEN TALKING ABOUT IT A LOT!

We've been going on and on about theming armies. Just to let you know, we think it is one of the most exciting aspects of the hobby, so we'll probably talk about it some more. Thanks also to Brett Whittaker and Bryan Cook for their additional information.

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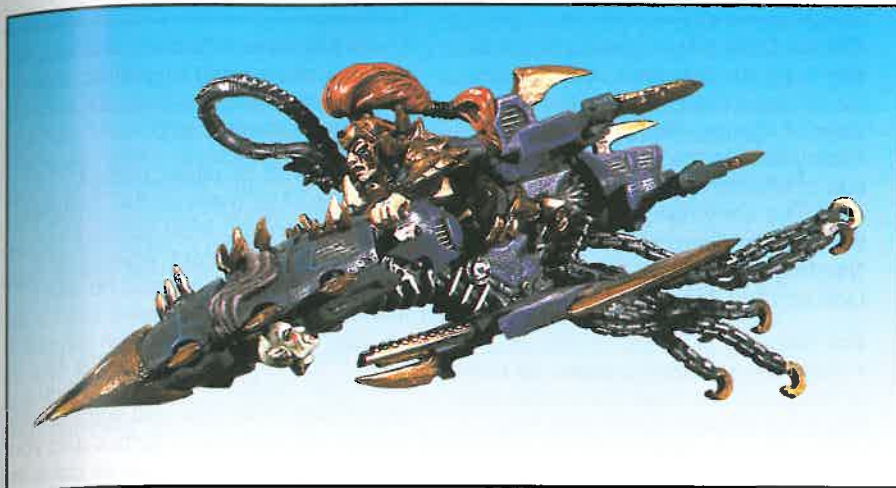
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KASSANDRA VALERIA

– MISTRESS OF THE KABAL OF THE DARK ROSE

Black upon black, the shadows danced over the indecipherable landscape. Only a slight mottling, shifting faster than the wind, gave any hint that something was amiss. Huric had only moments to register the black mass was actually getting closer before she was upon him. Skin like pearl, lips of the fullest purple twisted into a banshee scream, languid body wrapped around the monstrous jetbike in an embrace of doom. But it was the eyes, bottomless like the darkest pits of any daemon world, that most terrified him. His fear was short lived, however, before the pain began...

STEP 4: DECIDE ON ARMY RESTRICTIONS

This is the deciding factor in how your army is presented on the tabletop. Suffice to say I will not be providing an exhaustive list of restrictions that you can use, but I will provide a list of examples as a guide.

Let's take the "Lions of Nemea" Space Marine Chapter mentioned above. From the background that you have created, let's identify those points that will help with the army creation.

1. They are descended from Ultramarines geneseed,
2. They are a crusading chapter
3. They come from a desert world on the Eastern Fringe
4. They are named after the indigenous predators of the planet Nemea
5. Wild lions form "prides", so that will replace "Company" in the army list.
6. Lions use their claws to bring down prey.

Right, that's done. We can now use these background points to create the restrictions that you will impose on the army.

1. Ultramarines Geneseed – use Codex: Space Marines as a basis for

the army list.

2. Crusading army - Always on the move, so no more than one Devastator squad or Land Speeder (single or squadron) in an entire army (due to maintenance requirements being so far away from the homeworld for long periods of time).

3. Desert World – a preference to take Flamer/Melta weapons in squads over Plasma guns – therefore only Independent Characters or Veteran Sergeants may take plasma-based weapons.

4. Paint Scheme – Lions usually blend into the background when stalking their prey, so a tan/brown paint scheme as per a standard Terran desert is decided on.

5. Prides are usually large – minimum mounted squad size is six (you must mount them in a Razorback), or seven if on foot.

6. Lions have claws – any Independent Characters or Veteran Sergeants must take at least one Lightning Claw as a weapon, as homage to the native beasts of their homeworld.

So there's a basic outline for a non-standard Space Marine Chapter – with a few restrictions and guidelines for army structure based on a little background, you have a very individualistic army.



MARIUS DRAKUL – HAEMONCULUS OF THE DARK ROSE KABAL

The prisoner had forgotten everything, his past, his life, even his own name. The only thing he knew was the torturer. Shambling around the room as if he had been broken down the middle and had come to rest at some obscene angle, his tools dangling like stalagmites from the roof of a cave, seeping poison like silted water. His continual muttering was all the prisoner had to concentrate on between the experimentation. He only hoped the end would be soon...

SPACE MARINES

Ah, the Space Marines. There are already the Codexes available for the Ultramarines (the "standard" Space Marine Chapter), the Blood Angels, Dark Angel, Space Wolves, Black Templars and Salamanders. If you're a Space Marine player, this is all good news!

The example above for the "Lions of Nemea" Chapter is a good guide on how to create a unique Codex: Space Marines army. Other examples can be:

- A Signature Chapter - the Chapter has a signature symbol/weapon that marks the chapter as different (eg. you use hammer shaped close combat weapons/power weapons, all characters must carry thunder hammers).
- A Rebuilding Chapter - the Chapter has recently suffered heavy losses. An example is the Scythes of the Emperor, nearly wiped out after a Tyranid invasion. For each squad of Marines in power armour one squad of Scouts must be fielded. Only one squad of Terminators or Veterans (including Command Squads) are available. At least 50% of characters must take bionics and it would probably be reasonable for the commander to take the iron halo (it's why he's still alive!).
- A Raider Chapter - The White Scars and their successors are the best known example of this type of Chapter. All units must be able to infiltrate or be able to move at least 12" per turn. Only one Dreadnought can be used unless the mission is known beforehand to be an assault on a fortification. Vindicators would only be used in special scenarios. Fast Attack units should outnumber Heavy Support units.

You can, of course, use these guidelines to base your army on one of the other main chapters that have Codexes available for them.

ORKS

Codex: Orks has a useful section on theming your Ork army. In particular the different Ork Clans have different ways of fighting. Reading the Clan descriptions in the Codex gives a good feel of what units to take and not to take. The army descriptions listed with the rules for Ghazghkull Thraka and Nazdreg Ug Urdgrub give ideas for the Goff and Bad Moon Clans.

For example:

- *Goffs* are extremely warlike, so a unit of Skarboyz is a must. No Lootaz or Big Gunz (Dreadnoughts and Killer Kans are much preferred), and you must have at least one Slugga Mob in your army.
- *Bad Moons* are the richest clan, so a Mega-armoured retinue is required (no point in being the wealthiest clan if you can't afford good equipment, innit?). Flash Gitz would be the preferred Elites choice before any other, and any Nob has to wear Mega-armour as a status symbol.
- *Deathskulls* are expert looters, and their army would reflect this. You must take at least one Gretchin Mob (to scavenge the battlefield afterwards, of course), and one unit of Lootaz for every two Troops choices. 'Ard Boyz are the first Elites choice, and a looted vehicle is a great idea too.
- *Blood Axes* are the most Imperial-like clan. They base their army structure on the human armies that they have fought, so you must take one unit of Shoota Boyz for every other Troops choice. A looted Leman Russ adds to the "Imperial" flavour, as well as batteries of Big Gunz and Kommandos.
- *Evil Sunz* and *Snakebites* - the Evil Sunz army list is covered in the Speed Freeks list in **Codex: Armageddon**, and there have also been rumours of a Feral Ork list (for the Snakebites) in the future. A simple restriction for Snakebites is to not allow any vehicles in the army (except for Warboars - treat them as Warbikes without big shootas for the time being).

TYRANIDS

There are several types of restrictions that you can impose to gain variety over the standard army list that everyone is familiar with.

Newly arrived Hivefleet: Lots of creatures of all types as the Tyranids try and determine what will be most effective on this planet. At least one unit of each troop type and no more than two of any unit type.

NB: This is a good type of army to collect for the first time - it will help you decide what units you want to use, and as you refine your tactics and your army composition changes so does the evolution of your Hivefleet.

Infestation: A world hasn't been cleansed totally after a Tyranid invasion - they've infested it instead! Lots of little bugs (Ripper Swarms and Termagants) and only a few big ones (no more than one of each Tyranid Warrior or Genestealer Brood). No more than 1 Hive Tyrant and no more than 1 Heavy Support slot, but lots of Lictors.

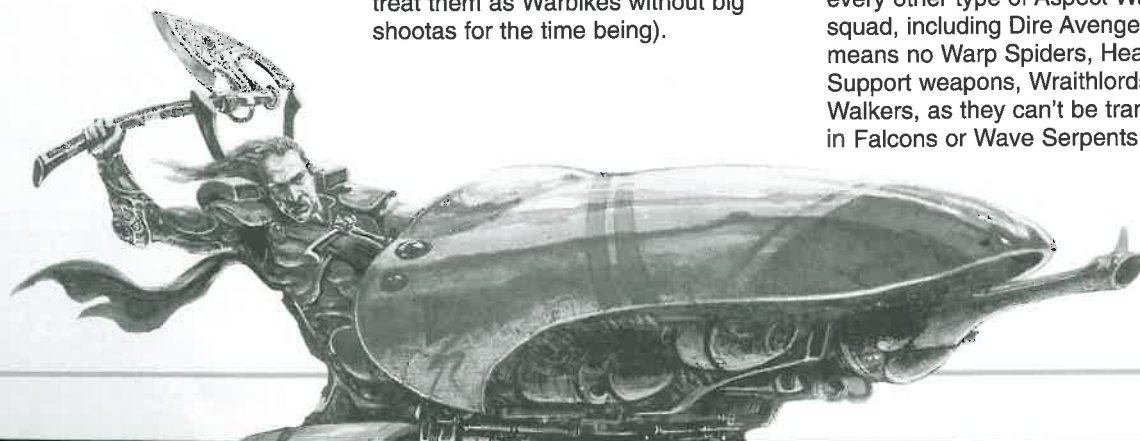
End of the world Swarm: There are lots of ripper swarms devouring their way to the very bedrock of the planet! You must take one unit of ripper swarms for each other Troops unit selected.

ELDAR

Well, with the release of **Codex: Craftworld Eldar** the Eldar players out there have had this whole theme thing really handed to them on a plate. The simplest way to theme your Eldar force is to take an existing Eldar army list, and change the name, background (linking it to the main Craftworld) and paint scheme.

Another possibility is the "Windrider" force

Originally from a planet that featured huge towering cliffs and expansive plains, all units in this force must be mounted. You must take a unit of Swooping Hawk Aspect Warriors for every other type of Aspect Warrior squad, including Dire Avengers. This means no Warp Spiders, Heavy or Support weapons, Wraithlords, or War Walkers, as they can't be transported in Falcons or Wave Serpents.



CHAOS SPACE MARINES

There are two types of themed Chaos army you can play – Marked and Undivided. Marked armies are based on the four main Chaos Powers, and the bonuses that you receive for taking an army of that type (Khorne Berserkers as Troops choices, for example) are listed in the **Codex: Chaos Space Marines**.

Older Chaos players may remember the "Sacred Numbers" of each Chaos God, and this is a valuable tool in creating a Marked Chaos army. The sacred numbers were:

Slaanesh: 6
Nurgle: 7
Khorne: 8
Tzeentch: 9

A restriction that you can add is that each squad must equal the sacred number (or multiple) of your patron god.

So, a Nurgle army would be made up of squads numbering seven Marines, use only Nurgle daemons (in units of seven, of course), and an Aspiring Champion of Nurgle would lead any non-cult troop choice (and they would also have multiples of seven). Simple, isn't it.

For a bit of variety, try using the Cult Terminator rules from White Dwarf 230, and the Chaos Cultist rules from White Dwarf 239. Chaos Cultists in particular lend themselves very well to background for both Marked and Undivided Chaos Marine forces.

Undivided Chaos armies are a bit harder to limit – it's always tempting to take daemons and Marked troops. A restriction you can use is that you may only take daemons if you have a Marked Chaos Sorcerer. Also, you may only take daemons that are related to the Sorcerer's mark (he summons them down at the order of the Undivided Chaos Lord, obviously). If close combat is what you want, take Possessed Marines or Raptors instead

of Berserkers. That way you limit the options available to you ("Dread Lord V'harn would never consort with the crazed followers of the Blood God! They're so...single-minded. Never thinking of the bigger picture.")

There has been a lot of background printed for other Chaos Marines – the Iron Warriors, Word Bearers and Night Lords (amongst others) all have had their history and tactics printed for them in both the White Dwarf and other publications. It's up to you to interpret how they would be incarnated in the current army list.

SISTERS OF BATTLE

The main choice with the Sisters of Battle armies is what you are defining their role as – is your army based on a "War of Faith", is it defending the Ecclesiarchal strongholds, or is it protecting the Imperial Missionary as he spreads the Emperor's word to worlds on the fringes of the galaxy?

If you are fielding a "War of Faith" army, you may look at the following restrictions:

- You must include a Confessor as an HQ choice from the *Heroes of the Imperium* list.
- You must take one Retributor Squad for every two Battle Sisters Squad
- No more than one Seraphim Squad per army (too hard to maintain Jump Packs when on a campaign)

An army based on defending Ecclesiarchal strongholds may have:

- Preachers attached to the Battle Sister Squads
- No more than one Retributor Squad.

A bodyguard for an Imperial Missionary may have the following:

- You must include an Imperial Missionary as an HQ choice from the *Heroes of the Imperium* list.
- You may include an Imperial Calidus or Vindicare Assassin
- You may not include a Celestian Squad (except as a bodyguard for the Canoness)



NURGLE



SLAANESH



TZEENTCH



KHORNE

The four main Chaos Gods are the first port of call for any new Chaos Lord. More experienced generals can work on their own twisted ideas!

IMPERIAL GUARD

With Imperial Guard, there is the best resource available to theme your army – history. The simplest way to do this is to go to your nearest library and pick a period of 18th to 20th Century history where armies clashed.

Here's a bit of background that a friend of mine, Paul, used when creating his Imperial Guard army:

*"The Russian army on the Eastern Front (or the Red Army of Workers and Peasants to use its formal title) has always interested me with its heavy tanks, ruthless Kommissars and waves of patriotic infantry. And then out came **Codex: Imperial Guard!** With its emphasis on massed human infantry and heavy tanks I was hooked, and a Valhallan army (who are very similar in look to World War II Russians) beckoned.*

For extra inspiration I was off to the library and got two books on the history of Stalingrad. For those who don't know, Stalingrad was the decisive battle of the Second World War. The battle was fought in the sewers, across the rubble and amongst the houses and workshops of a ruined industrial city.

First, I needed an HQ. Colonel seemed to be a very common Russian rank, so it was entirely appropriate I decided on a Colonel as my commander, who was duly named Chuikov, after the tough commander of the Russian army at Stalingrad. A Kommissar was compulsory of course, and was named Kuzma Gurov after Chuikov's ruthless Kommissar. According to one book on Stalingrad, Gurov was "the sinister looking army Kommissar, with shaven head and thick eyebrows, who instilled terror in any commander who even contemplated retreat" by summarily executing anyone who even looked like falling back. Perfect for the Kommissar I wanted in my army!



Then there came the troops. I bought two platoons, the commanders of whom I named in honour of two of the heroic commanders at Stalingrad, Rodimstev and Guriev. The squads were of ordinary Guardsmen, but deliberately without any heavy weapons. This was because the Red Army didn't trust lower ranked soldiers to use heavy weapons, and preferred to keep heavy weapons centralised in units directly under the commander's control. So my squads of Guardsmen had no heavy weapons at all, a big disadvantage, but in keeping with the image of the army I felt. A veteran sergeant, Sergeant Pavlov (the heroic defender of a house that withstood repeated attacks in the battle), led one squad of Guardsmen. In the 40K battles I was looking forward to fighting I envisaged my troops would be deployed in closely packed waves for attack or dispersed amongst the buildings for tenacious defence, just like the Red Army did.

Of course the Russians did use a great deal of anti-tank artillery and Maxim heavy machine-guns and other support weapons. These would be centralised in squads, under the direct command of the Colonel as part of the HQ choice.

For a squad of Elites I chose a few Ogryns. With their Ripper Guns they

looked like the Russian "Storm groups" who were equipped with famous "burp gun" sub machine guns and frag grenades. These groups would infiltrate the enemy positions by crawling down sewers to launch sudden and devastating assaults at close quarters. OK, Ogryns can't infiltrate, but they do look the part, and that's what really matters! The Ogryns are named after three friends who bear an uncanny resemblance to the actual models, <names suppressed by order of the Inquisition>.

And lastly, what Imperial Guard would be complete without BIG GUNS! The Red Army was famous for its heavy armour, so I had to have three of the heaviest tanks around - Demolishers! Heavily armoured and brutally effective, these behemoths would be perfect for my Russian theme. The tank unit was dubbed the 84th Heavy Tank brigade, after a heroic Russian heavy tank brigade annihilated in the battle."

This is an excellent example of using historical armies as a background to theming your own force. Now all Paul has left to do is finish writing some of his army's history in the 40K universe (and paint all the miniatures!) and he has an amazing all-round army ready to do battle.



DAVE TAYLOR'S NEXT IMPERIAL GUARD PROJECT

As many of you know, Dave Taylor is a fiend for the Imperial Guard. The number of troopers he's painted is now in excess of 1000 and his tanks number more than 50 (including a Forgeworld Baneblade).

Well, nothing can stop Dave's passion for all things Guard and he is working on a joint project with Bryan Cook (GW Miranda) to build a Stalingrad-style table. In addition to Paul's ideas (above) he'll be adding a few more restrictions. The army will be based on the PDF list from **Codex: Armageddon**. There will also be Deathworld Snipers (pictured left), restrictions on Vehicle upgrades (fresh from the factories), militia (tank factory workers), and a mandatory Kommissar for every Command Section. Bryan will be working on a German-style Krieg Death Corp army (Roughriders pictured above) with a mix of influences. Should look cool!

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DARK ELДАР

The most mysterious race of raiders and slavers has a very simplistic approach to its work – hit hard and fast! However, within the framework of the army list, it's still easy to get a unique feel to your forces.

My own beginning Dark Eldar force was created as a Fast Attack army. "What other sort of Dark Eldar army is there?" I hear you cry. Well, in my mind the traditional Dark Eldar force would be full of Raider squads on a mission to gather souls, with units of foot Warriors only used in big battles (over 1500 points). This was because they have had enough time to open a Warp Portal closer to their prey. Also, the Dark Eldar are creatures of Imperial citizen's nightmares, so any item of wargear that caused leadership-based tests was a must.

So, the *Kabal of the Daemon Masque* was born. One of the restrictions that I

imposed was that every unit must be either transported (HQ, most Elites and Raider Squads) or otherwise mobile (Reaver Jetbikes, Hellions and Scourges). So, no Mandrakes, Warp Beasts (pity), Warrior Squads, or Talos for me. The next restriction was that every character and champion must have a *Hell Mask* as a required item of wargear (hence the name *Daemon Masque*, and the nightmares caused by these raiders). In addition, the Lord of any force must have a *Terrorfex*, and any one Haemonculus must take a *Crucible of Malediction*. Lastly, any force of 1500 points or less must be mounted or mobile. We're on a raid here, not trying to swamp the enemy with numbers!

The overall effect is a very simple but unique list, that focuses on the Dark Eldar mobility and their ability to scare the wits out of their prey...err...opponents.



Dark Eldar from
the Studio army.

STEP 5: JUST DO IT!

So, a few restrictions and/or requirements have changed the way each army list looks. These are by no means definitive or exhaustive, but I hope that they have given you a reasonable idea of what theming your 40K army is about.

Theming your army can be a very rewarding experience for you as well as your opponents. As you can see from the ideas above, the level of involvement and effort is entirely up to you. Not all armies require a lot of work to come up with a suitable background, why they exist and what their function is, so there's really no excuse not to give it a go!

Happy gaming!





Modelling guru Nick Davis starts this new series by looking at the techniques he uses to make trees and woods.

Over the next few months Nick will be explaining how easy it can be to make a whole battlefield full of great looking terrain pieces.

SCENERY WORKSHOP

Basic Terrain part 1: Making your own trees and woods

WHAT YOU WILL NEED TO MAKE YOUR WOODS AND BASE THEM:

- Ready made trees – from Games Workshop or model railway stores
- Thick card or hardboard for the base
- A selection of stones – have a look around in your back garden
- Green flock and modelling gravel
- Citadel paints: Chaos Black, Goblin Green, Snakebite Leather, Bubonic Brown, Bleached Bone & Skull White
- PVA glue and superglue

WHAT YOU WILL NEED TO SCRATCH BUILD YOUR OWN TREES:

- Garden wire
- Steel wool or modelling lichen
- Masking tape
- Green flock
- Coarse textured paint
- Chaos Black spray paint
- Snakebite Leather & Bubonic Brown Citadel paint
- PVA glue and spray mount

FOR BOTH PROJECTS YOU WILL NEED THE FOLLOWING TOOLS:

Large drybrush, Undercoat brush, 1/2" paint brush, cutting mat, ruler, modelling knife, clippers & pen

Our first construction project in this series is the woods, haven for the Wood Elves, friend to skirmishers and a terrain feature that can block off an entire flank to an advancing army. Woods and hills (which we will cover soon) are the two most basic, but important terrain elements you can have on your battlefield.

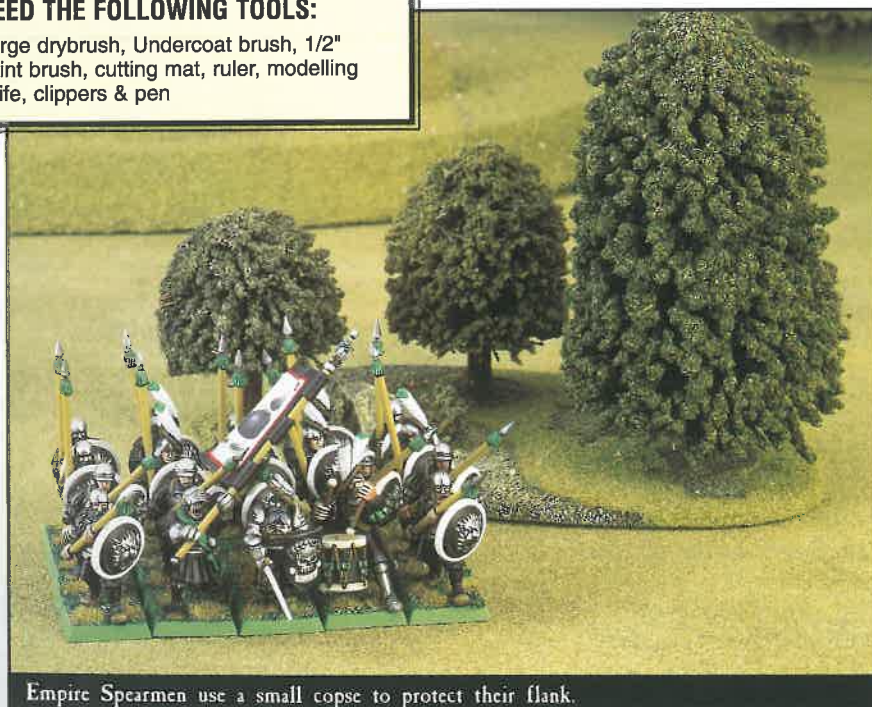
Before you begin building anything you are going to need a large flat area to do your modelling on. If you are using the kitchen or dining room table make sure it's well protected before you start (*for some reason mothers and wives tend to get a bit annoyed if you ruin their table... – DT*). A couple of layers of newspaper will protect against paint and glue spillage but you'll need a piece of wood or a cutting board (available from craft shops) to protect the table surface from any heavy cutting.

WHAT TO DO NEXT

This article is divided up into two parts. The first part is all about basing your woods if you went to the expense of purchasing ready made trees – such as the Citadel Wood pack available in most Games Workshop stores.

The second part is about making your own trees from scratch. Don't panic, making your own trees is a lot easier than it looks (indeed, the first ever pieces of terrain I built were the scratch-built palm trees for my Lizardman army) and although it is time consuming, it's the cheaper method of the two if you want lots of woods on your battlefield.

Before you start, have a read through the whole article. Remember, this is only a guide to the woods that I made – feel free to experiment and try your own ideas.



Empire Spearmen use a small copse to protect their flank.

UNDERGROWTH

Here is a quick and easy way of making undergrowth for your woods. You'll need a Citadel medium tree, clippers and PVA glue.

1. Using the clippers, cut a clump of bristles off the bottom of the tree.



2. Add a blob of PVA where you want the undergrowth. Alongside features like rocks and tree roots are good places.



3. Place the bristles into place and hold for about 5 minutes. Don't worry, the PVA will dry transparent!



BASING TREES

1. Cut out a base from hardboard or thick card in an irregular shape – a 200mm by 150mm base makes a good medium-sized wood. Place your trees on the base – differing sizes of tree on the same base tend to look a lot better than having all the same size. Draw around the tree bases to mark where your trees will stand.



2. Using PVA glue, stick on a few of the stones you collected from the garden.



3. Using a 1/2" brush paint the base with Goblin Green, leaving the marked areas visible and the stones unpainted.



4. Glue the trees into place with PVA glue and add a few smaller stones onto the base as well. Your woods are ready for gaming!



5. To give your woods that final finishing touch, cover the base with watered down PVA and then add modelling flock to the base. Once dry, paint the stones and a small track through the woods with Chaos Black. Once the paint is dry you can drybrush the black areas with several layers of progressively lighter shades of brown; starting with Snakebite Leather, then Bubonic Brown, Bleached Bone and finishing with Skull White. Another nice touch is to add undergrowth (see box). Now proudly place your wood on the battlefield – you've finished your first terrain piece.



SCRATCH-BUILDING TREES

Making your own trees is fairly easy. It just takes a little time and patience. Here's how I make them...

1. Cut 5 lengths of garden wire, of between 50-100mm in length depending on the size of tree you want. Twist them together to form the trunk. Remember to leave enough wire for the branches.



2. Take a length of masking tape and cut it in half length ways. Wrap the tape around the wire armature to bulk the tree out.



3. Paint the tree with one of the variety of textured paints on the market (I prefer coarse texture).



4. Spray or paint the tree with Chaos Black. Then drybrush with Snakebite Leather and Bubonic Brown. Your tree is now ready to sprout leaves!



5. There are two ways of adding foliage to your trees. The easiest is gluing lichen on the branches with PVA glue.



5a. The other is to use steel wool. Spread the wool over the branches of your tree, then (outside) spray the wool with spray adhesive. Pour flock over the wool, shake off the excess and leave to dry.



Your trees are now ready for basing!

Right: Scratch-built trees, based as described above, ready to be placed on the field of battle.



The first in a regular series of articles where Gav Thorpe takes a closer look at the ins and outs of the Warhammer game.



Gav Thorpe has recently taken over the reins from Tuomas Pirinen to head up the Warhammer Games Design team.

Characters have always been an important feature of Warhammer, and so they should be – no fantasy game would be complete without powerful wizards and mighty heroes. With the 6th edition now being played around the world, I thought I'd take a little time to examine what we've done with characters in the latest version of the rules, what their use on the battlefield is, and expand on some of the implications of the rules concerning characters.

MIGHTY, BUT NOT THAT MIGHTY!

One of the comments we consistently heard about the last two editions of Warhammer was the dominance of some characters on the battlefield.

ARCANE LORE

A discussion of the role of characters in Warhammer

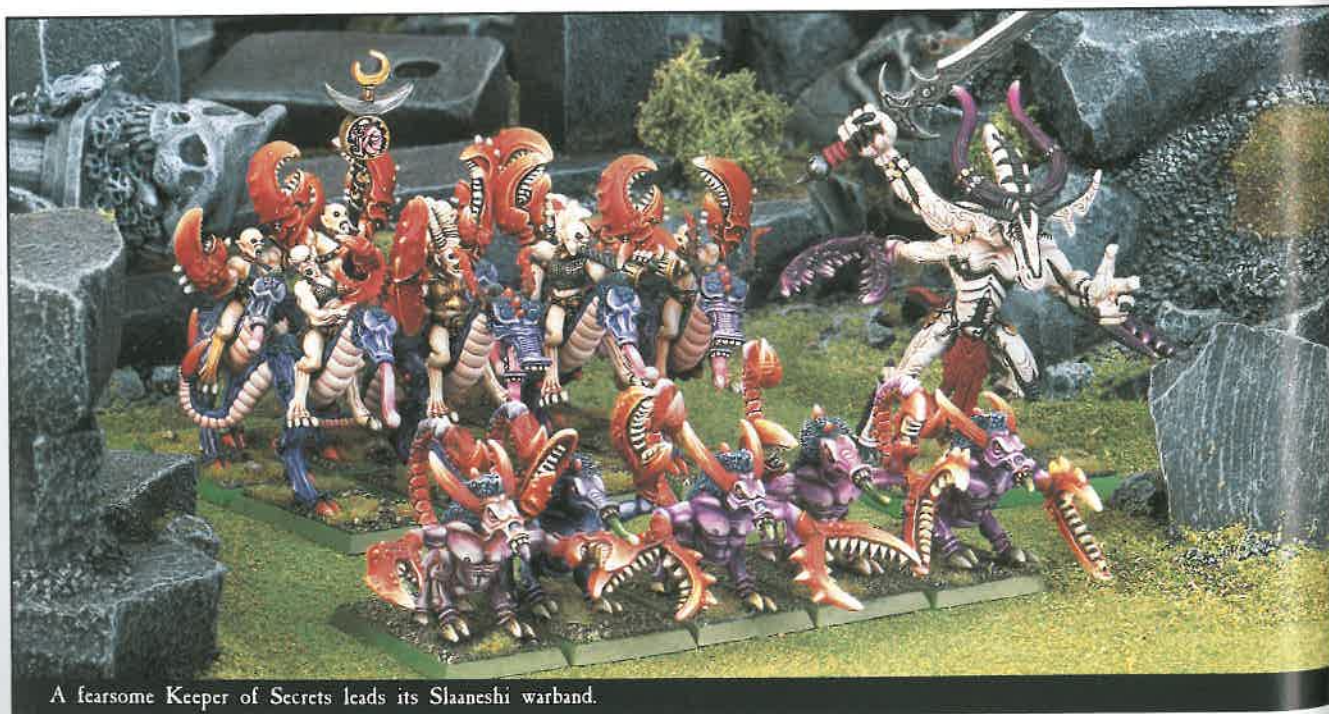
When ruthlessly exploited by a player, certain 'super characters' were created that could almost stand against an army on their own. Many players (as well as ourselves) felt that characters needed putting in their place a little in the new rules and army lists, and that's just what we've done. After all, if you've just spent two weeks putting together and painting your wonderful regiment of 40 High Elf Spearmen you don't want a lone snotty-nosed Goblin Big Boss turning up with some magical do-hicky and blasting them off the face of the world, do you?

Make no mistake, characters and the magic items they carry can certainly swing a battle in your favour if used well, but no longer will they be able to take on everyone and expect to win nine times out of ten. This has come about from a number of changes, most prominently the new profiles, the limits on magic items and the new outnumbering rule.

Being able to start the army lists from scratch, as it were, has helped considerably in toning down the potency of characters. Firstly, it gave us the opportunity to fix a more suitable baseline for rank-and-file

troops (most get a maximum of 1 Attack, and are limited to Strength and Toughness 3, for a start). This meant that only the odd extra point on a characteristic makes a character better than those around them. Most troops are now Strength 3, so now you really appreciate a character who gets Strength 4! These lower starting values also mean that even high level characters aren't so far above the rank-and-file that they are almost invulnerable to them.

Combined with a general lowering of character stat lines, the new army lists allowed us to place stricter controls on access to magic items. Firstly, the race-specific Magic Item lists meant that now we can look at the combinations of items from a list of 50 or 60, compared to over 200 in the past! The advantage of this is that we can more easily spot combinations of items that are more effective than we'd like them to be. It was this mixing and matching of magic items in previous editions that was one of the greatest sources of character imbalance (and generated the most questions, I reckon).



A fearsome Keeper of Secrets leads its Slaaneshi warband.

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A mighty Elector Count of the Empire flees from combat after losing to a mob of Savage Orcs.

Additionally, the simple measure of introducing an outnumbering rule to combat resolution, and with fairly modest Unit Strength values for even the mightiest hero on a big monster, means that there is now even less chance that a lone character can charge headlong into an enemy unit and break them, even if he or she slaughters everyone within reach.

A few people have asked about the Unit Strength of characters such as Bloodthirsters and other large, monstrous beasts. The Unit Strength chart gives characters on foot a Unit Strength of 1, while characters from 'big' races such as Minotaurs and Ogres have a Unit Strength of 3, and Monsters like Dragons and Giants have a Unit Strength equal to their starting Wounds value. So which of these should be used for Greater Daemons and their like? Well, after long deliberation and consultation with my aides (Jake and Alessio) I've decided on the last of these options. These 'monstrous characters' are as scary and imposing as a Griffon (and definitely scarier than a Pegasus) and their Unit Strength should reflect this. Therefore:

- Characters on a 40mm or larger base, and with 6 or more starting

Wounds, are called monstrous characters. These have a Unit Strength equal to their starting wounds.

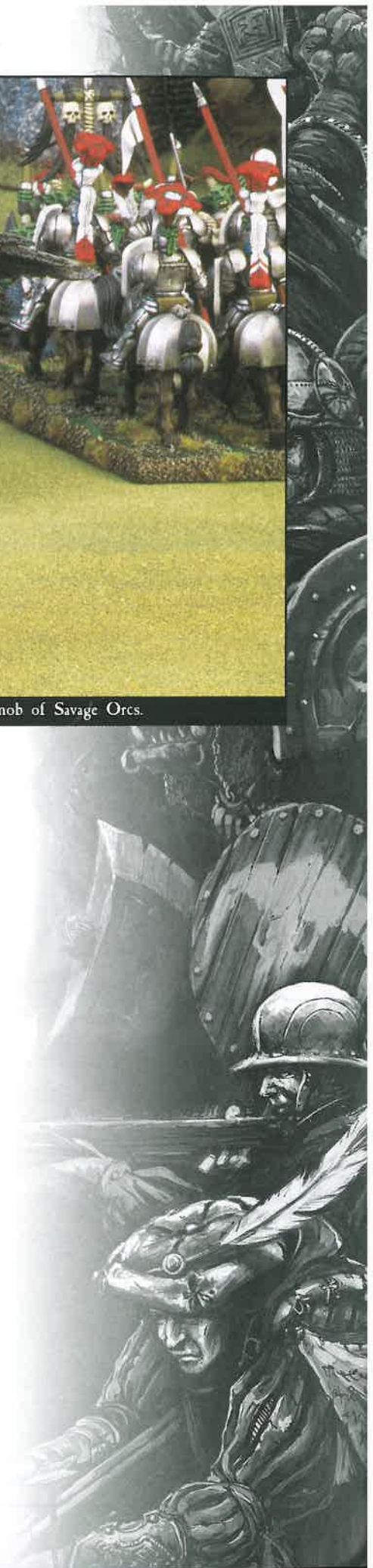
- Characters on a 40mm or larger base with less than 6 starting Wounds have a Unit Strength of 3.

SWORDS OR SORCERY

Something else we've been able to do with the new profiles is to ensure that there is a definite difference between sword-wielding fighters and spell-casting wizards. With a few exceptions (Vampires, for example) most magic users are now less potent in hand-to-hand combat than their dedicated 'fighty' comrades. This makes picking between a Hero and a Wizard a far more considered choice – no longer can you have your cake and eat it.

FOOT OR HORSE?

You'll also notice that the rules make characters on foot a lot more flexible than those mounted on monsters or other beasts. Again, this was a deliberate change to make players think twice about sticking their Wizard or General on a steed or monster. Not only does this restore some of the balance between regiments and characters, but weighing the pros and cons of being mounted or being on





A frenzied Chaos Lord of Khorne is forced to charge a unit of Empire Huntsmen.

foot makes selecting your army more of a challenge.

In all movement and line of sight respects a character on foot should be thought of as a lone skirmishing model – able to march freely, charge and shoot in any direction, and so on. This means that until engaged in combat a lone character on foot does not count as having a flank or rear zone – the character can freely turn to face their charging enemy. Once fighting, however, they are locked in place and can be charged in the flank or rear as normal. Also note that although characters on foot (and skirmishers for that matter) can move at double their normal rate for movement, this does not mean that they move at double rate for a failed charge. In this case their 'normal movement' is considered to be the distance shown as their Movement characteristic (more cunning devils at work out there!).

FOLLOW ME, MY BRAVE MEN!

The combat abilities of characters may have been cut back, but that serves to emphasise their real strength as leaders of others. As most characters now have to rely on a bit of muscle

around them rather than pelting off into the enemy at the first opportunity, their higher Leadership value plays more part than their fighting ability.

This is probably a good juncture to clarify a few points with regards to how characters interact with units. In particular, how characters and units with special rules for their Psychology and Leadership work with one another. On page 100 of the Warhammer rules you'll find a discussion of how characters interact with units with different Psychology liabilities. The upshot of this can be broken down into several simple principles:

- Characters must obey all psychology-induced movement of the unit, as this is compulsory movement and a character cannot leave a unit suffering from compulsory movement.
- As noted on page 100, characters gain no benefits from the Psychology of a unit they are in except if the unit they are in is immune to *fear* and/or *terror*, in which case they themselves are also immune (their bravery is bolstered by those around them). The same applies to panic – if the unit

does not panic, the character does not either.

- Conversely, characters never force a unit they are with to move with them (though they can if you wish). For example, a unit does not have to charge even if the character leading them is subject to *frenzy*. In this circumstance the character will be forced to leave the unit in the Movement phase. In the highly unlikely event that the unit and the character are subjected to two different compulsory movement effects, the compulsory movement of the unit takes precedence.

When it comes to Break tests, similar principles apply:

- Only one Break test is ever taken by a unit – characters that have joined a unit never take a separate Break test. If the unit breaks, all the models flee. If the unit stands, all the models stand.
- Characters who are *stubborn* do not confer this ability on a unit they are with, though the unit may use the character's modified Leadership value as normal. Characters in a Stubborn unit but who are not Stubborn themselves allow the unit to either test on their own unmodified Leadership, or the character's modified Leadership, whichever is better (see Warhammer p.85).
- Characters who are Unbreakable must still flee if the unit flees, because the character cannot leave during compulsory movement. Similarly, characters in an Unbreakable unit will

CHARACTERS WITHIN CHARGING UNITS

On the turn you charge with a unit containing characters you cannot reposition them within the unit. If they end up in base contact with the enemy they can fight and take part in challenges; if not they'll have to wait.

In your following turn(s) you can move them within the unit to get into base contact with the enemy as explained on page 97 of the Warhammer rulebook.

not flee because the unit must stay and fight (in effect they also become Unbreakable).

Now this last point can currently be used as a sort of back door way of making very powerful characters Unbreakable when really we don't want them to be. As we have been writing the army lists in the Warhammer Armies books we have changed this. Since this is how it's going to be, you might as well get ready and play using this rule now:

- Unbreakable units cannot be joined by characters except those who are already Unbreakable. Swarms can never be joined by a character (have you tried leading a swarm of frogs?).

Next month I'll be pondering Dwarfs. Until then, Happy Gaming!

Law

RAVENING HORDES CORRECTIONS

A few devious, if not downright suspect, tactics have arisen from the use of the Assassin rules in the Dark Elf and Skaven army lists in Ravening Hordes. Although the rules clearly state that an Assassin never confers their Leadership to the unit they are hiding in, at the same time it is theoretically possible for an Assassin to be your General and allow other units within 12" to use his Leadership value. This obviously wasn't our intention and so let's be clear about it – Assassins cannot be your army General. No-one else uses their Leadership value for anything.

Similarly, using the rule above for not allowing Swarm units to be joined by characters, this means that Skaven Assassins cannot hide in rat swarms! Although I must admit the idea put forward of an Assassin crawling forward under a blanket to which stuffed rats have been stitched is highly amusing...

On the turn he is revealed he gets to strike first, and this takes precedence over any other strike priorities he may have (such as wielding a Great weapon). You might like to think of it as charging on the turn he is revealed, for the purposes of working out striking order.

Also, while we're on the subject of Assassins, here's a clarification regarding Victory points. If the unit they are hiding in is wiped out, flees off the table or is otherwise considered destroyed before the Assassin is revealed, they are also considered casualties for Victory point purposes.

Finally, just in case any of you were wondering, Chaos Dragons can fly and Chaos Trolls in Beastmen armies do suffer from *stupidity*. Oops.



Led by an Elf Prince riding an ancient Dragon, a High Elf army confronts the dark forces of Chaos.



Green Tide!

This month the Orc Waaagh! swells once more with new additions. From wretched Goblin minions to the mighty Boar Chariot, whether you need a host of Night Goblins and Squigs or a brutal horde of wild Savage Orcs, there is something for every budding Warlord!



Savage Orc Shaman



Night Goblin Netters

Night Goblins are experts at hunting and capturing the many dangerous types of Cave Squig that lurk in the tunnels beneath their mountains. In battle they wield their nets to entangle the enemy and prevent them from attacking in close combat.



Savage Orcs

Savage Orcs eschew armour in favour of warpaint, tattoos and lucky charms. They use mostly stone or bone weapons and go around half-naked or worse!

Many of the charms worn by Savage Orcs take the form of teeth and bones removed from evidently less lucky creatures. These grim tokens are worn around their necks or pushed through their lips, ears and noses. Savage Orcs are notoriously wild and ferocious,

even more so than other Orcs, and their enemies regard them as by far the most dangerous of their kind.

Goblins

Goblins are small, green, vicious, mean-spirited and generally unpleasant creatures. Clues as to their character may be discerned in their tiny, pointed teeth, beady, glinting eyes, scrawny, grasping hands and demeanour of a whipped dog. To give them their due, however, Goblins are prolific. There are always lots of them and no matter how many die or run away there are always plenty left. Their preferred method of fighting is to shoot the enemy in the back from a good distance. They are half-way decent shots but are otherwise poor fighters unless they attack in overwhelming numbers.



Netters

capturing
that lurk
In battle
enemy and
combat.



Orcs

warpaint,
stone or
or worse!
by Savage
teeth and
lently less
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their lips,
Orcs are
ferocious,
ven more
so than
ther Orcs,
and their
enemies
regard
them as
by far
the most
dangerous
of their
kind.



Orc Boar Chariots

Greenskins make use of chariots as fast, mobile weapons of war. Not only are they powerful but they also look good. A very important chieftain might choose to ride around in a chariot as a mark of his obvious superiority over more lowly Greenskins. Orcs naturally favour the Giant Boar as a draft animal (and have a lot of fun watching the Gobbos trying to harness them).



Night Goblin Squig Hoppers

Some Night Goblin Squig Hunters are insane enough to ride their charges into battle. Bouncing almost uncontrollably out of the Squigherd and into the enemy lines, they can cause immense amounts of damage and mayhem. The life expectancy of these lunatics is unsurprisingly short as they are just as likely to be devoured by their impromptu steed as they are to be skewered upon the enemy's weapons.



Night Goblin Squig Herders

Night Goblins herd their captured Squigs into battle using large prodders and noisy instruments to goad their charges into action. The sight of these living balls of fangs and claws, accompanied by the incredibly distressing skirl of the Squigpipes, is more than enough to convince many opponents to flee for their lives. If the herders and noisers are killed, the Squigs will begin to bounce uncontrollably all over the battlefield wreaking mayhem and destruction wherever they land.



SPOTLIGHT ON BRIAN NELSON



Brian has helped develop the Warhammer Orc range, with miniatures like Grimgor Ironhide.

In this new series we'll be delving deeper into what makes the Games Workshop Games Developers, Miniatures Designers, Artists, etc. tick. To start things off, White Dwarf new boy Pete Grady has a good long chat with the master of all things green, Miniatures Designer Brian Nelson...

So, Brian where are you from?

Peel, on the Isle of Man. I moved to the mainland about 15 years ago and moved to Nottingham about 5 years ago.

What do you do when you're not sculpting?

Sculpting! (There's no stopping this man!)

What, more Citadel stuff?

No, I sculpt a lot of historical military miniatures.

Military history is an interest then? Any particular period?

Yes. I like reading about military history in general, but have a particular fondness for the American Civil War.

Really? Have you ever sculpted any American Civil War figures?

The first model I ever scratch built was a 64mm American Civil War figure, but I couldn't sculpt hands at the time, so he never got finished!

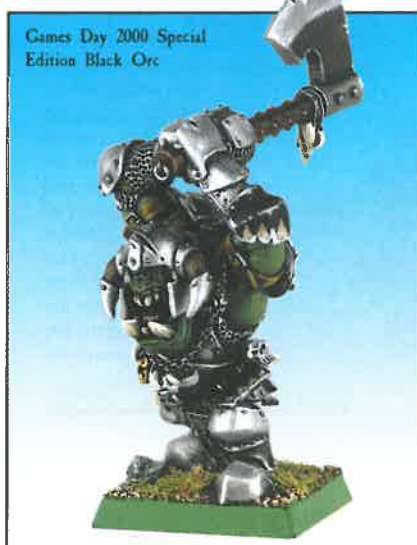
Have you won any awards for your work?

Yes, again for my for my historical figures. I have won two Gold medals and a Silver at the Euromilitaire (an international competition for historical military miniatures).

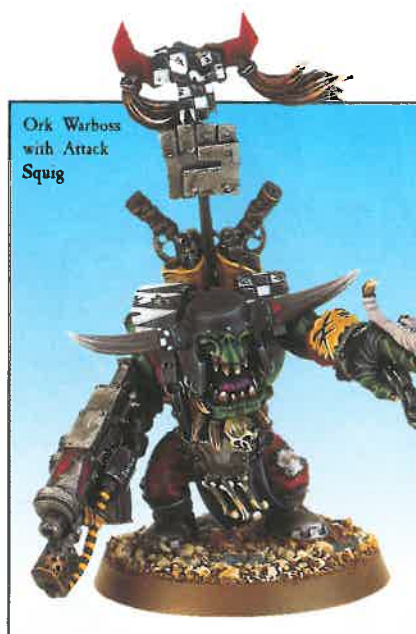
Keeping on the hobby theme, what about music? Do you have a favourite style of music to work to?

Dance music. House, Techno, that sort of thing. A good rolling rhythm helps concentration when I'm working.

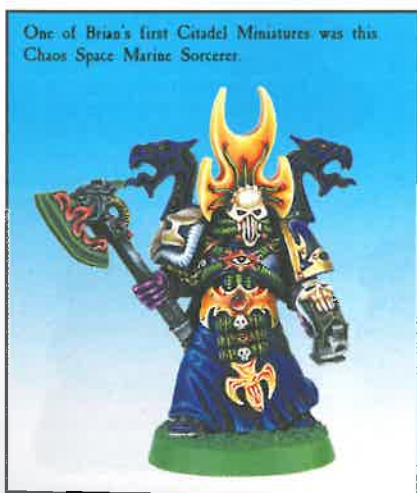
Getting away from the sculpting for the moment, what else interests you? Are you a big reader?



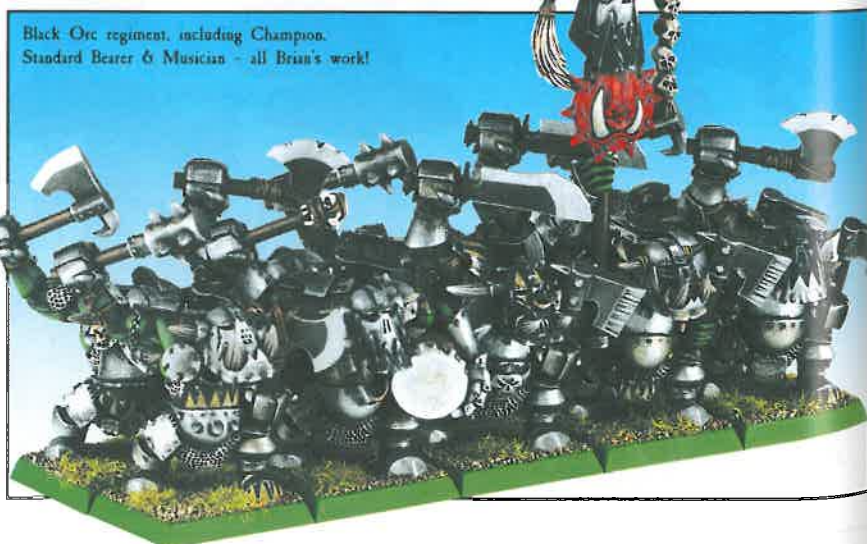
Games Day 2000 Special Edition Black Orc



Ork Warboss with Attack Squig



One of Brian's first Citadel Miniatures was this Chaos Space Marine Sorcerer.



Black Orc regiment, including Champion, Standard Bearer & Musician - all Brian's work!

My favourite read has to have been the "Lyonnaisse" series of books by Jack Vance (a cult fantasy/science fiction author).

How did you start working here?

I sent them a sample of my work, which is the best way to get yourself noticed by a company like this.

So, sending samples of your work to people is a good way to get noticed. Are there any specific tips you could give us?

Yes. When sculpting a figure, the anatomy is important. Pay particular attention to this before anything else.

What originally drew you to the hobby?

Same as everyone else, I suppose. Buying Citadel miniatures, playing the games. I used to do role-playing, but it was mainly the miniatures for me.

What are you working on at the moment?

Well, at the moment I'm working on models for a brand new game, and that's all I'm saying! (More about this in a future issue - DT.)

From where do you draw inspiration?

Inspiration can come from any source. You get it from films, books, art, anything really. I also get a lot of ideas

working with our games developers and artists.

For instance, the Orks project was very much a collaborative effort involving quite a few different departments and individuals.



Mordheim Freelance Knight



Brian's custom sculpting tool

Tell us something about your job that not many people would know.

The sculpting tool I use 95% of the time is a cheap manicure tool stuck in the end of an old pen refill! I build a lot of my own tools, too.

Is this common for sculptors?

Yes. Most sculptors will use dental tools, toothpicks, tools of their own design. It comes down to whether or not it makes the right mark. I'd use an old spoon if it made the right mark!



How long does it take you to sculpt a miniature?

It depends on the model. A normal Warhammer foot soldier would take between three and four days. Character models are different, depending on the level of detail. Aenur (special character for the game Mordheim) took about four days, Ghazghkull took what seemed a lifetime!

What are your favourite miniatures of your own?

Ghazghkull. He is the miniature I am most happy with.

Also, a blunderbuss-armed Grot from Gorkamorka (pictured top).



Finally, what about other people's work? Is there any miniature of someone else's you particularly admire?

Yes. Michael Perry made a Ratskin brave for the game Necromunda, and that is one of my favourite miniatures (pictured above).

Thanks Brian!

Prussian Gard du Corps 1806. This awesome 90mm model is just the stuff Brian does in his spare time!



theme, what I have a isic to work to Techno, that so rhythm helps working.

for the moment u a big reader



The Mighty Ork Warboss Ghazghkull Thraka



RAVENING HORDES

All Games Workshop Stores have something planned to keep the Ravening Hordes busy this January School Holidays!

Whether you're a veteran general or taking your first command you can be sure to find your nearest GW Store running tonnes of fun games, offering tips on painting and modelling, or getting tactical! In fact they'll be doing a whole load of stuff that can help you learn more about the Games Workshop Hobby.

Every day you can expect to find your nearest GW Store running a packed program of activities and events, which will include painting classes, scenery workshops, competitions and loads of games.

So, if you'd like to fight a battle, check out the latest releases or see what's coming up, then join the Ravening Hordes at a Games Workshop store near you this school holidays.

See you there!

By the way, as each store runs a slightly different program you might check out what's happening by looking them up on the internet at www.games-workshop.com.au, or you could give them a call.





WOLF RIDERS

Rampaging across the southern steppes the Wolf Riders are an imposing core regiment for any aspiring Goblin Warboss!

But the southern steppes are vast and inhospitable. Too much for one store to defend...so this January in GW stores across Victoria and South Australia a massive journey will begin.

*If you drop into **GW GREENSBOROUGH**, **GW ADELAIDE**, **GW MARION**, **GW MELBOURNE** or **GW RINGWOOD** during the School Holidays you'll find us up to our arm pits in green skinned regiments. You can fight battles, grab some painting tips, talk gobbo tactics or see how easy themed scenery is to build.*

Wolf Riders battles will be a whole lot of fun. We've got a few surprises planned so contact your local store for full details on how you can be involved this School Holidays.





PAC SQUIG

Goblins of the Red Eye tribe are massing their forces for a big push into the lands of the Empire. What do they need to add to their force to make it completely unstoppable..?

Squigs! The only problem however, is that the massive number of Squigs they have flushed out of the cave areas are now very ticked off and have gone on a rampage!

(Get points for eating goblins or capturing Squigs! Look out for the madcap mushrooms to give your Squigs a boost! And above all, try to capture the ever elusive monster Squigs controlled by the staff blokes!)

Bring N Battle - bring in a single Squig or a small group of Goblins to play.

We'll also be running Squig & Goblin painting and converting classes all week, so come in and customise your own for the games!

GW PERTH Pac Squig is played out on Saturday 27th of January



WOLLONGONG'S BIRTHDAY BASH

*On the Saturday 6 & Sunday 7 January
GW WOLLONGONG will be celebrating our 1st Birthday.*

To celebrate the occasion we will be holding a bring in and battle (Warhammer Fantasy Battle & Warhammer 40,000) over the whole weekend - plus there will be give aways and prizes.

There's also going to be a cake on the Saturday, so be quick as the Ravening Hordes are closing in!



CLASH OF THE WILD RIDERS

*OK Speed Demons, Start your Engines!
This is a call to all of you who want...
no, who crave SPEEEEEEEEEED!*

*Fast and furious battles await those
speed freaks amongst you. Qualifying
times are not necessary, simply bring
any a single Fast Attack choice armed
and ready to fight.*

*Be ready for **GW MORLEY'S** killer
speed fest! Have your fast attack forces
ready for battle on Saturday 27
January.*

THE SCOURGING

*"Somewhere deep below the Emperor's Palace, in
catacombs untouched by time for thousands of
years, far beyond the grasp of even the Ordo
Malleus, lies a place known only to the most
powerful champions of the 41st millenium.*

*"This place is known as the Hall of Heroes. In
this place wars are ended in a single duel,
combats brought to an end in single combat,
and the fate of billions decided with the clash of
power weapons and the dull thump of exploding
bolter shells."*

*It is the time of the Scourging - bring in your
Warhammer 40,000 special characters or use
ours in this Clash of the Titans at
GW AUCKLAND and **GW WELLINGTON**
on Saturday 27th January from 12.00 noon.*



+++ Sensor alert +++
 +++ New threat located
 at outer markers +++
 +++ Identification: Hive Fleet +++

*During January all of GW's Queensland
stores will be making preparations for
the upcoming invasion of the Tyranids
by building some exciting new gaming
tables.*

*The other focus during the January
School Holidays for each of the
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new dwarf army. The beards will be
long and the strongholds sturdy as those
stout fellows from, under the
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CRIMSON TIDE

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This is your chance to battle with or against one of the Imperium's finest on the brilliant Rynn's World table which featured at Games Day 2000.

Saturday 6 January: The cleansing begins on Woden Prime at **GW Woden** & Argyle IV at **GW Parramatta**.

Saturday 13 January: The battles rage on Dahill VI at **GW Castle Hill** & Bryrich Secundus at **GW Miranda**.

Saturday 20 January: The final conflict climaxes on Averlorn at **GW Sydney**.

Other events on the days include:

Lucky Dips

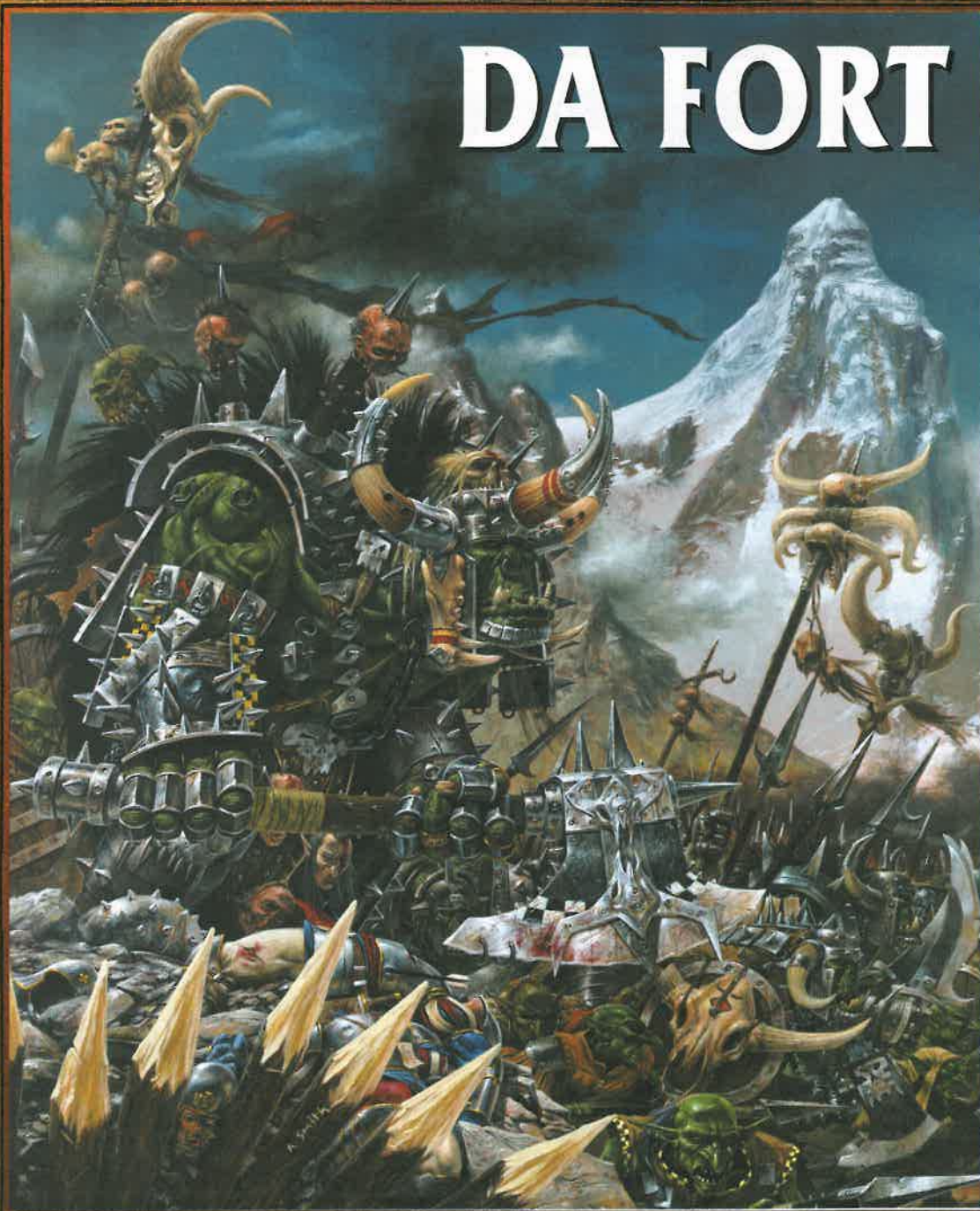
'Forces of Evil' squad painting competition

and a chance to win an exclusive copy of Inquis Exterminatus artwork book autographed by Jes Godwin

Ask store staff for more details



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Da Fort was our major display at Games Day 2000 in Sydney.

If you missed seeing it don't despair...
because now Da Fort is going on da road!

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New material for Blood Bowl, Mordheim, Necromunda, Battlefleet Gothic, Warhammer Quest, Warmaster & Epic 40,000



Great NEW stuff for these great games

One of the things we're trying to do at Fanatic is to make sure that it's easy for players to get hold of the new rules and amendments which have been published for their favourite games. One of the ways we'll be doing this is by putting together compilations like Best of Town Crier (see below). However, all of Fanatic's magazines include a full listing of the new rules that apply to the game the magazine covers. More importantly, they tell you where you can find this information by listing the place where the original article was published. If the original source is no longer available, you'll be able to order photo-copied versions for a small fee, and/or you'll be able to find electronic versions of the rules at our website. So, if you want to make sure you're completely up to date with the rules that apply to any of the games that Fanatic supports, then all you have to do is visit the web site or buy the relevant magazine!



FANATIC MAGAZINES

TOWN CRYER 11: Town Crier continues its exotic theme with a further exploration of the jungle infested lands of Lustria, including new rules and scenarios galore. This issue also features the rules for the Ostland Warband plus all of the usual scenarios and gothic stuff.

NECROMUNDA MAGAZINE 2: The second thrilling instalment of the official Necromunda magazine features three new Hired Guns who will work for any gang that can afford them. Plus all your other favourite regular features.

All magazines \$9.95

BEST OF TOWN CRYER

Stolen from Paulus the Fat, we present the Best of Town Crier in this single bumper volume. It includes 96 pages of the very best material from the first six issues of Town Crier, which appeared in White Dwarfs 238 - 243.

Best of Town Crier Price: TBA

NEW FOR MORDHEIM - OSTLANDER WARBAND

Ostland is the northernmost of the Empire's provinces, comprising the mysterious Middle Mountains and the dreaded Forest of Shadows. Ostland folk are a very dour people, used to the hardships of living in a dangerous land that is riddled with bandits and Chaos warbands. Ostlanders are also renowned as expert woodsmen, hunters and trappers and are well attuned to living in the vast trackless forests of this land. Rules for this Warband can be found in Town Crier 11. They also make great characters and champions for use in the Warhammer Empire army.



Ostlander 1
FMDM022



Ostlander 2
FMDM023



Ostlander 3
FMDM024



Ostlander 4
FMDM025



Ostlander 5
FMDM026



Ostlander 6
FMDM027



Ostlander 7
FMDM028



Ostlander 8
FMDM029



Ostlander 9
FMDM030

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NEW FOR NECROMUNDA – THREE NEW HIRED GUNS

A strange and sinister Eldar Farseer has come to the crumbling Hive Primus of Necromunda on a secret mission for his alien race. He is accompanied by two warriors of the Fire Dragon Aspect and for reasons known only to themselves are hiring themselves to those gangs that can afford their services.

From the desolate and forbidding Ash Wastes comes a Wyrd of awesome power. This Shaman brings the wrath of the howling Ash Wastes into the Hive and can be seen working for a number of gangs for his own selfish reasons.

Known simply as 'Deadeye', this sniper hired gun is the best in the business. Reputed to be a wanted deserter from the Imperial Guard, his aim is second to none as many a foe has discovered. Rules for these Hired Guns can be found in issue 2 of the Necromunda magazine. They also make great characters for use in the 40K Eldar and Imperial guard armies.

**HIRED GUNS
£2.00
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Fire Dragon 1
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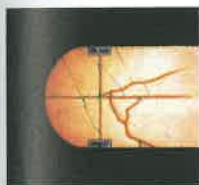


Shaman
FNCM0034

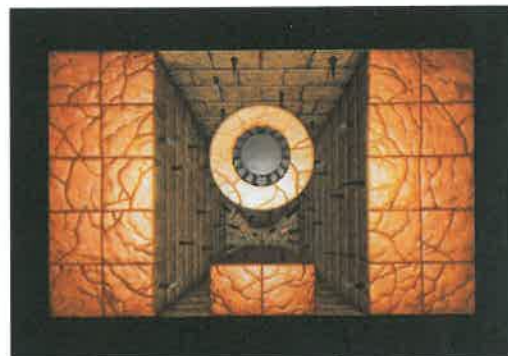
**RULES IN
NECROMUNDA
MAGAZINE 2**

WARHAMMER QUEST PITS AND TRAPS

What with all the excitement of our initial month's worth of releases we managed to miss out a proper explanation of what's in our first Fanatic supplement, namely 'Pits and Traps' for Warhammer Quest. The pack was released in August, and contains floor plans that allow any party of adventurers that is bold enough to add two new board sections to any dungeon they explore. The supplement is made up of a rules sheet and two sheets of new Warhammer Quest floor plans, and is only available direct from Fanatic. We still have plenty of copies available, but they are selling fast, and when they're gone they're gone, so if you want to make sure of a copy you'd better place an order soon.



£7.50



ALSO AVAILABLE: Warmaster siege equipment and Kislevite army, Epic 40K Warmonger class Emperor Titan, Battlefleet Gothic Tyrannid Hive Fleet, Rapier cannon and Events cards for Necromunda, and Blood Bowl Amazon team, plus new Averlander and Shadow Warrior Mordheim sets (full warband & rules). Ring for details or see our website.

HOW TO ORDER

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PLEASE DO NOT SEND CASH.

Please allow 28 days from receipt of order for delivery. Minimum order £5.00

Postage and Packaging rates: 1st class £4, 2nd class £3 (flat rate).

For future catalogues please send an SAE or 2 IRC to the above address.

You can E-mail us on : fanatic@games-workshop.co.uk

Unfortunately it looks like we won't be able to supply these excellent FANATIC miniatures through GW Mail Order Australia. Please direct all orders to UK Mail Order or the FANATIC website.

Due to tight printing deadlines and torturous shipping schedules to the Asia Pacific region we are forced to release Black Library and FANATIC products later than we would like.

Please bear with us as we try to rectify the situation.

Due to the amount of stuff we've squeezed onto these pages the models are shown at 50% actual size.

HAPPY 1ST BIRTHDAY

Christmas is almost over and if you're a retailer like the boyz in da Sydney store, it's time to take a big sigh of relief and then brace for the January school holidays.

It's hard to believe that the last year has gone so quick. Warmaster, the new Land Raider, Armageddon and finally the new Warhammer have come and gone so quickly!

To celebrate a full year in the brand new store we will be running some fantastic battle days and exhibits including a 'uge Birthday Bash on the Saturday 20th January, but more about that later.

Bryan finally going to have a rant about his themed armies, while Craig and Grant are busy writing their articles for next month.

CRIMSON TIDE

SATURDAY 20TH JANUARY

From Games Day 2000 Sydney City store will have the full 24ft x 4ft of Rynn's World table action. Several of the Crimson fist companies will be used to fight off the hordes of evil (that's all you guys and your miniatures) in this all day battle. (see Crimson Tide details earlier in this issue).

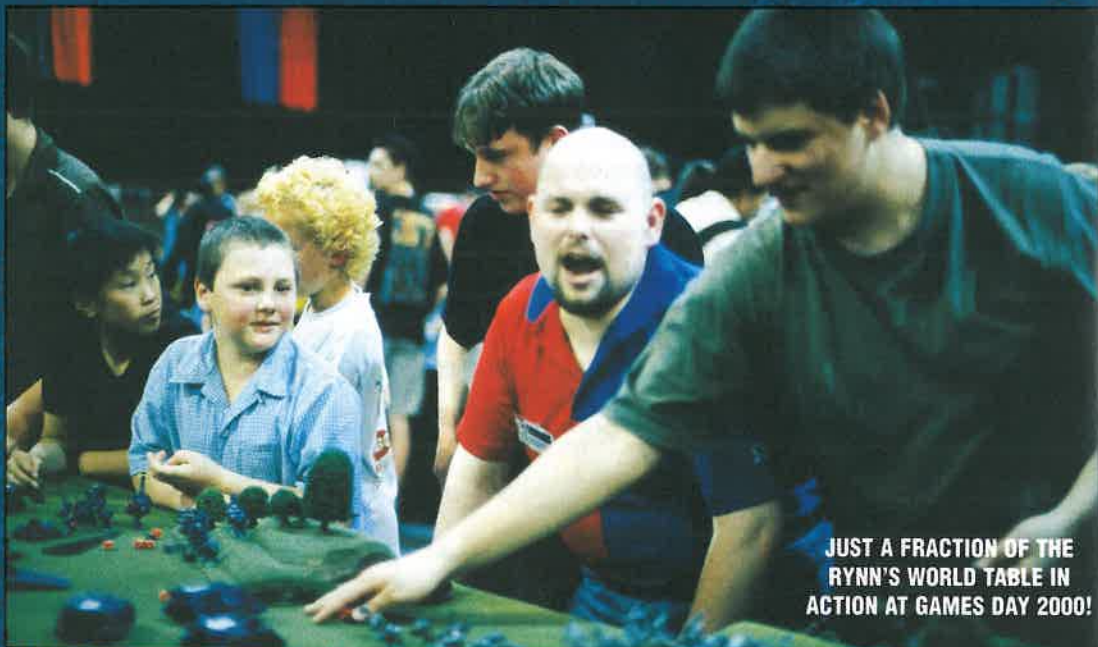
Also on the day we will have lucky door prizes, bonus giveaway lucky dip miniatures and Birthday Cake (cooked by the Sydney staff, NOT!). One lucky customer will win a copy of Inquis Exterminatus signed by Jes Goodwin (and no, you don't have to eat the cake to win it...).

We'll see you there!

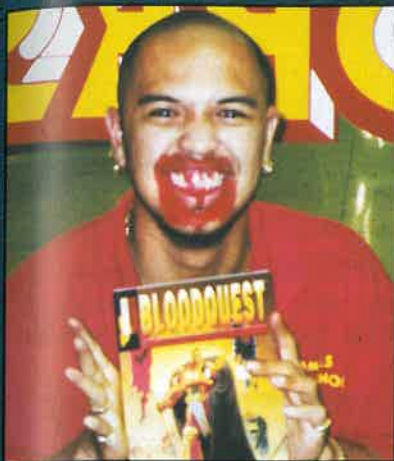
STAFF CHALLENGE NIGHTS

Staff Challenge Nights will continue throughout our birthday month and we are hoping to organise a huge multi-player Warhammer 40,000 challenge for the 19th on the Rynn's World table. If anybody is interested in playing in this battle, drop in and let us know, or come in and watch, it will be huge!

Staff Challenge nights will be running on Friday 5th, 12th, 19th and 26th from 3pm until 7pm only. Drop into the store or give us a call to organise a game of Warhammer, Warhammer 40,000, Battlefleet Gothic or Warmaster.



JUST A FRACTION OF THE RYNN'S WORLD TABLE IN ACTION AT GAMES DAY 2000!



NB: BRYAN IS COMPLETELY MAD, PLEASE DON'T TRY THIS AT HOME!

INSPIRATION

I love theming armies. Personally, it makes me feel more involved, like I am part of the army (one of the Death Company in my army looks like me, and for some strange reason, he always dies last). From my Bloodquest army (mmm...BLOOD...) to my Hammers of Ulric Army (mmm...BEER...) there are many things around us that give us inspiration to collect forces with rich background and character.

Well anyway, there are many veteran gamers out there (you know who you are) that complain that this edition of 40K doesn't offer enough background and history for various races. You guys know the history already and it ain't that hard to make up your own. Before, during and after the Horus Heresy, many records were destroyed in many battles, making the real story very vague, and sometimes inaccurate. This could give you all an opportunity to 'change' some backgrounds a little bit and say that it's because they have discovered more recent records that describe that particular event more vividly.

So where can you find inspiration to collect themed armies, I hear you ask? Well, the answer's simple...ANYWHERE!!! It could be as easy as painting some Terminators for the Legion of the Damned, only to discover you went overboard with the highlighting and turned them into Crimson Fists. Just like that. Too easy.

One of the easiest places to find some motivation is the huge range of books, graphic novels, and comics we sell. From *First And Only* to *Space Wolf* for 40K, *Hammers of Ulric* to the *Gotrek & Felix* series for Warhammer, and even *Bloodquest* and *Daemonifuge* from the Warhammer Monthly comics. It is so much easier to theme your armies with existing backgrounds and characters. Half the work's been done for you! All you have to do is base your army around them, maybe a couple of conversions then paint.

For example, the *Bloodquest* army: Who are the characters...Leonatos, Furion, Tranio, Cloten, Menelius, Proteus, Valerius, Lysander, and Palemon. Leonatos is a Commander and Furion is a Librarian. That takes care of two HQ's. Menelius, Proteus, and Lysander are Scouts, so that's a troop choice. Palemon and Valerius are Tactical Marines, Tranio and Cloten are Veteran Sergeants - more troop choices. Cloten was armed with almost every different weapon available, but he was always equipped with his power fist. Gripped by the Red Thirst, I thought he wouldn't bother with firearms so I gave him a chainsword. He was made a Veteran Sergeant of a squad of Assault Marines without jump packs (mmm...close combat) packed into the Land Raider which features in the *Bloodquest* film preview. There you go. From there the army was made up of more troops and Rhinos.

Movies are another great source of inspiration.

Imagine Rico, Radchek, Dizzy, and Watkins at the fore of your Cadian army as they defend their home from the Tyranid Brood. Or join William Wallace and his marauders as they try and prevent the Bretonnian-styled English from taking their Chesnut Ink...err...I mean...freedom...

Picture Rick O'Connell with Mordian Foreign Legionaries as the stand firm defending the mummy tomb as wave after wave of roughriders assault them.

I could probably go on forever, but I'm not...only for a little bit...Bryan Cook, from GW Miranda, was so inspired by the movie *Zulu*, he made a colonial-style army and used Savage Orcs painted with dark flesh to make them look like savage humans. One of our regular customers here, really enjoyed the movie *Nosferatu* and so is making a Vampire Counts Army using the Nechrach bloodline. Needless to say, movies can be great resources. Check out the *Aliens* series, *Predator*, *Gladiator*, *Wing Commander*, *13th Warrior* and even *The Waterboy*...ummm...maybe not...

Historical events are great to give your armies more character. I could try and recite a list of events that could have possibly changed the way we live, but the truth is, I know nothing of historical events and I'm not going to even try winging it. But from Stalingrad, Waterloo, to Gallipoli and Vietnam there are many events that could get you inspired.

Remember, it is easy to put characters on the tabletop. You don't have to make up stats for them. Just have them as what you think they might be. For example, Radchek could be your lieutenant, Rico, Dizzy and Watkins can be troopers. You might have to do some minor conversions but they're a piece of cake. Well with the amount of books, novels, maybe even computer games, there's almost no excuse for you to get cracking on a themed army.

WHAT'S ON AT SYDNEY CITY STORE DURING JANUARY

- **1ST BIRTHDAY BASH SATURDAY 20TH JANUARY**
- **Imperial Fury Display until January 27th.**
- **Staff Challenge Nights Friday January 5th, 12th, 26th. 3pm until 7pm.**
- **MEGA challenge night. Friday 19th January 3pm until 7pm.**

SYDNEY CITY PRESENTS



Jervis Johnson now heads up the Fanatic team, but before that he was one of our illustrious Warhammer 40,000 Games Developers – this

is practically the last thing he wrote prior to leaving. Jervis is also the author of the classic Blood Bowl game.

CHAPTER APPROVED

BY JERVIS JOHNSON

Do you remember the old days of Rogue Trader when you had rules to build your very own vehicular creations! Well, Jervis has done it again and has come up with a complete vehicle design system for the new edition of Warhammer 40,000.

VEHICLE DESIGN RULES

Over the last year or so I've put together the following vehicle design system to allow players to include scratch-built and converted vehicles in their games of Warhammer 40,000. I must admit that I do this with trepidation, as my experience in the past is that some players see such systems as an opportunity to field the most beardy vehicles it is possible to imagine, just to give themselves some advantage in the games that they play. On the other hand, one thing I miss are the entertaining scratch-built and converted models we used to see in the old Rogue Trader days. This is understandable, as back when Rogue Trader was released (Rogue Trader being the title of the original version of the Warhammer 40,000 rules) there were very few models in the Citadel range, and so you were pretty much forced to use scratch-builds and

conversions in order to be able to play at all. Now that there are so many models a player can use 'off the shelf', as it were, it's no surprise that this is what most players choose to do. The situation wasn't helped by the fact that the Rogue Trader vehicle design rules simply didn't work all that well and were subject to beardy excesses, and that the 2nd edition vehicle rules were so complex that it was impossible for us to come up with a vehicle design system that worked at all, let alone one that was fair!

However, the advent of the new rules with their much cleaner vehicle rules has meant that I've once again been able to get on my old hobby-horse and have a go at coming up with a set of vehicle design rules that can really work.

I think you'll find that the rules, if used

intelligently (ie, not just to try and win games), will offer you all kinds of opportunities to increase the scope, colour and character of your Warhammer 40,000 games. It will also, I hope, herald a return to those heady days when White Dwarf featured articles showing you how to scratch-build and convert new models for your army, and where most players had a vehicle or two that had started life as a Transformer, World War Two tank, or even a deodorant bottle (see below). So, have fun with the rules, and please, use them in the spirit in which they are intended.

THE MOST IMPORTANT RULE

As I've already mentioned, one of the primary aims of this article is to allow players to use models that they have scratch-built or converted themselves. They are not designed to allow players to plonk down a cardboard



Space Marines bail out of their Land Raider, under fire from a previously unknown Dark Eldar vehicle.

VEHICLE DATAFAX

Name	Points/Model	Front Armour	Side Armour	Rear Armour	BS
Type:		Size:	Speed:		
Weapons:		Special Options:	Vehicle Category:		
			Structure points:		

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CLOSE COMBAT VEHICLE DATAFAX

Name	Points/Model	Armour:						I	A
		WS	BS	S	Front	Side	Rear		
Type:		Size:				Speed:			
Weapons:		Special Options:				Vehicle Category:			
						Structure points:			

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GRAV-ATTACK TANK

A little misty-eyed look back at the old days – before all the plastic vehicle kits came out, when all you had was Zoids, World War II tank kits and a lot of imagination.

Does anyone remember this old gem? The original Grav-Attack Tank as seen in WD95, built from a deodorant bottle by Rick Priestley himself!



Using Jervis' new vehicle design system even this old model can be used in the latest version of Warhammer 40,000.

VEHICLE DATAFAX

Name	Points/Model	Front Armour	Side Armour	Rear Armour	BS
Grav-Attack Tank	135	12	11	11	3
Type: Tank		Size: Normal	Speed: Normal		
Weapons: 1 Lasannon, 1 Missile Launcher		Special Options: Skimmer	Vehicle Category: Heavy Support		
			Structure points:		

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box and say something along the lines of "this box represents this vehicle what I came up with last night." So, the most important rule of all is that a vehicle a player has designed himself must be represented by a painted, WYSIWYG model ('wysiwyg' = what you see is what you get), or it cannot be used at all!

"WYSIWYG" means that the model must be of the right type and size, and have the correct number of weapons on it. Weapons that are of a new design or appearance (ie, are not GW weapon models) can 'count as' another type, but you must tell your opponent about this at the start of the battle, and you must be consistent about it. For example, if you say, "this gun counts as a lascannon", then another weapon that is identical must also count as a lascannon. Basically, if you think to yourself "Will this confuse another player?" and the answer is "Yes" then you shouldn't do it!

One last point – in normal games of Warhammer 40,000 it's quite common to use 'stand-in' models to try out a new troop type and see if you want to include them in an army. This is perfectly acceptable for units that are included in a Codex, but not for a 'do it yourself' vehicle. These rules are designed to allow you to use a model you have in a game, not to provide you with a way of designing a new 'uber-machine' for your army. If you want to test something out, you have to build it!

VEHICLE DESIGN STEPS

Basically there are eight steps you need to follow in order to add a new vehicle to a game of Warhammer 40,000, which are listed below. The rest of the article takes each of these steps and describes them in detail, and explains what you need to do. You should follow each step in turn, going back to adjust previous entries if the need arises. Record the details on the Vehicle Design Datafax sheet that we've included with the article. Please note that you will need the completed vehicle model before you can start working out the rules for it, as in some of the steps you'll need to look at the model to work out the rule that applies. The eight steps are:

1. Pick Type
2. Pick Size
3. Pick Armour
4. Work Out Speed
5. Pick Weapons
6. Work out characteristics
7. Pick Special Options
8. Work Out Points Value

1. PICK TYPE

The first step in working out the rules for your new vehicle model is to pick what type of vehicle it is. A summary of the

different types of vehicle is printed right. All you need to do is assign the vehicle to the appropriate category!

All vehicles in Warhammer 40,000 have a type; for example a Land Raider is a tank, a Dreadnought is a walker, and so on. Each of these categories is described in the Warhammer 40,000 rulebook, and you should refer to that for a fuller description of them. In addition I've added in two new categories you can use; flyers and immobile.

Flyers: A flyer is basically an aircraft – ie, something that can fly along very fast in pretty much a straight line – as opposed to a skimmer which is more like a modern day helicopter. The rules for fliers are included in a special section at the very end of the vehicle design rules, to avoid cluttering up the core rules with special exceptions that will only apply to a very few models.

Immobile: Immobile vehicles are, as their name implies, a vehicle that can't move, for example an anti-aircraft battery, or a defence laser site. They can have turrets and have a crew to operate them, but unlike other vehicles they can't move from their starting location.

DARK ELДАР FLYING GUN - RAMPAGE

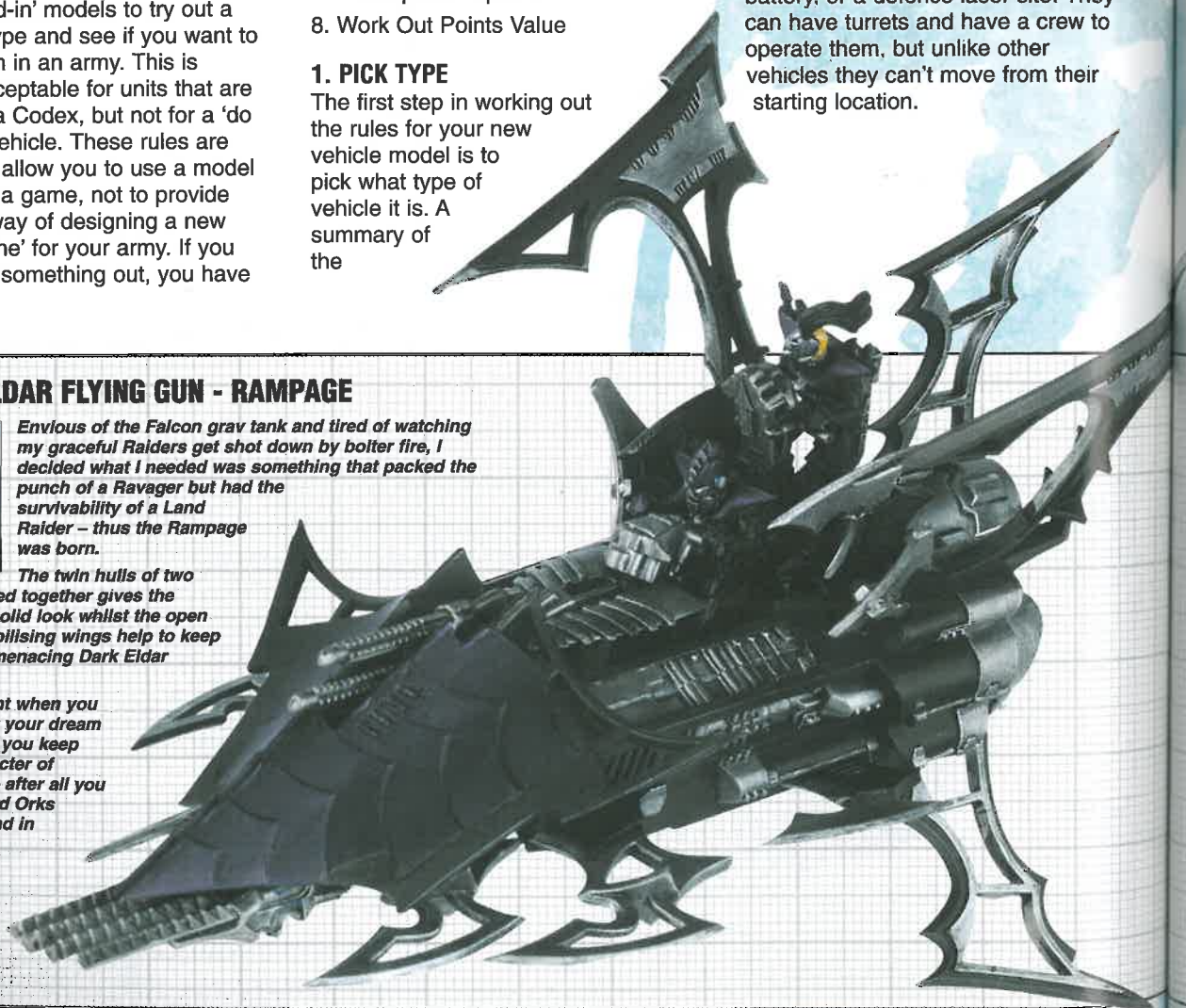


Nick Davis

Envious of the Falcon grav tank and tired of watching my graceful Raiders get shot down by bolter fire, I decided what I needed was something that packed the punch of a Ravager but had the survivability of a Land Raider – thus the Rampage was born.

The twin hulls of two Raiders glued together gives the vehicle its solid look whilst the open top and stabilising wings help to keep that sleek, menacing Dark Eldar feel.

It's important when you are building your dream vehicle that you keep in the character of your army – after all you wouldn't find Orks riding around in organically shaped skimmers!



VEHICLE TYPE SUMMARY

- Walker
- Tank
- Light Vehicle
- Flyer
- Immobile

2. PICK SIZE

The next step in designing the rules for your new vehicle is to assign it a size. A vehicle's size has a number of effects on the rest of the rules that follow, for example determining how many weapons it can carry.

Vehicles must be allocated one of the following sizes:

- Small (ie, buggies, Land Speeders, Vypers, etc)
- Normal (ie, Rhinos, Leman Russ, Land Raiders, etc)
- War Machines

War Machines: Anything larger than 'normal' sized is a special type of vehicle known as a War Machine (i.e. Baneblade sized and up). A number of special rules apply to war machines. Rather than clutter up the main vehicle design rules with lots of 'ifs and buts' about war machines I've included all of the special rules that apply to them in a separate section later on.

TOTAL ARMOUR CHART

	WALKER	TANK	LIGHT VEHICLE	FLYER	IMMOBILE
SMALL	44(12)	46(12)	40(10)	40(10)	46(12)
NORMAL	47(13)	54(14)	44(12)	44(12)	56(14)
WAR MACHINE	54(14)	56(14)	44(12)	44(12)	56(14)

Note: Count side armour twice when working out the total value (both values must be the same).

Size Guidelines: Playtesting has shown that some players can be a bit, erm, 'creative' in allocating sizes to their models, for example calling a small model a super-heavy vehicle. Please remember that the size you allocate should be reflected in the physical size of the model itself – in other words a small vehicle should be small, while super-heavy vehicles and larger should be really big! To help, here are some guidelines for you to use:

Small vehicles: Should be smaller than a Rhino model, about 3-4 inches square or less.

War Machines: Should be larger than a Land Raider, in other words larger than 5-6 inches square.

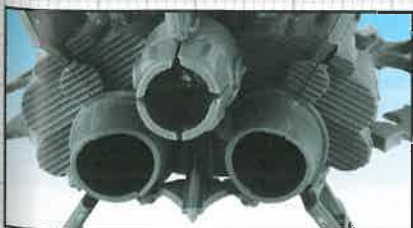
Vehicles that are converted from an existing Citadel model should be the same size as the prototype, unless you glue several models together.

For example, if you converted a Chimera into the 'Super Zappy

Chimera' armed with an unfeasibly large gun, then it should remain a 'normal' sized vehicle. On the other hand, if you glued four Chimera hulls together in order to make a vehicle, then you could count it as a war machine.

3. PICK ARMOUR

All vehicles in Warhammer 40,000 have a set of armour values, even if they are not actually 'armoured vehicles' as such. In this step you must decide how much armour your vehicle has on each of its facings. Cross reference the size and type above to find out how much armour the vehicle can have. The combined total of the Vehicle's front, left, right and rear armour may not exceed this value. The number in brackets is the highest value a single facing may have. The minimum value a facing may have is 9. For example, a normal tank can have an armour value of up to 14, but the total of all its armour facings can't exceed 54.



VEHICLE DATAFAX

Name	Points/Model	Front Armour	Side Armour	Rear Armour	BS
Rampage	250	12	11	10	4
Type: Light Vehicle		Size: Normal		Speed: Fast	
Weapons: Twin-linked Splinter cannons Gatling Dark Lance (D3 shots)		Special Options: Skimmer & Open topped Energy field & save on Front & side armour. Against glancing & penetrating hits		Vehicle Category: Heavy Support	
Structure points:					

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I made the Rampage out of two Raider kits glued together, with additional firepower in the shape of splinter cannons from spare Dark Eldar Warrior kits.

At the time that the Rampage was being constructed, everyone in White Dwarf was having a go at building a vehicle, so plenty of other vehicle kit bits were available – hence the third engine (donated by a Falcon grav tank).

Armour Value Guidelines: Just as with size allocation, you should base the amount of armour you give a vehicle on its appearance; if a vehicle is clearly lightly armoured, or indeed not armoured at all, then you should not give it a high armour value. On the other hand, if it's covered in thick armour plate it should be well-armoured. Here are some guidelines as to what armour values you should allocate:

Armour 9: This should be reserved for non-military vehicles with no protection whatsoever, for example a car or a truck.

Be aware that vehicles with this armour value are horribly vulnerable to enemy shooting.

Armour 10: Unarmoured or very lightly armoured military vehicles can have this armour value on any facing, and other armoured vehicles will have it for lightly armoured rear and side facings.

In addition, strongly built civilian vehicles can have this armour value. For example a bull-dozer could be armour 10 rather than armour 9 on most facings.

Armour 11-12: Lightly armoured vehicles will have this armour value on their front and side facings, while more heavily armoured vehicles may have side and rear armour facings with this value.

Armour 13-14: Only heavily armoured vehicles will have armour values this high, and then only on their front and side facings. Only incredibly tough and well-armoured vehicles should have an armour rating this high on their rear facing.

Eldar vehicles should not be given armour values of 13 or 14 as they rely on more sophisticated forms of protection than thick armour plate.

Existing Models: If your model is a converted Citadel vehicle, then it should generally have the same armour values as the model it was converted from.

You can add +1 to a value if you've added lots of extra armour, and knock a point off if you've significantly reduced the armour on a facing. As a rule of thumb, though, it's best to leave the values as they are.

SPEED CHART

	WALKER	TANK	LIGHT VEHICLE	FLYER	IMMOBILE
SMALL	NORMAL	NORMAL	NORMAL	FLYER	IMMOBILE
NORMAL	NORMAL	NORMAL	NORMAL	FLYER	IMMOBILE
WAR MACHINE	LUMBERING	LUMBERING	LUMBERING	FLYER	IMMOBILE

4. WORK OUT SPEED

Next you need to record the speed of the vehicle on its datafax. This is very straight-forward; just look it up by cross-referencing the vehicle's size and type on the chart above to see what speed it normally has. Note you can upgrade your vehicle's starting speed to your own choice by paying the additional points for it (see later on – Cost of Speed table).

Normal vehicles, walkers and fast vehicles follow the rules in the Warhammer 40,000 rulebook, while agile, lumbering, immobile and flyers are new categories.

Agile Vehicles: Agile vehicles are quite fast and manoeuvrable, but don't have the straight-line speed of a fast vehicle. They can move up to 6" and fire all weapons, or up to 12" and fire one. They may not move more than 12". They can turn freely as they move, like most other vehicles.

Fast: The vehicle follows the rules for fast vehicles in the Warhammer 40,000 rulebook, ie, it can move up to 6" and shoot all weapons, up to 12" and shoot one weapon, or up to 24" and not shoot at all, and it may turn freely as it moves.

Flyers: Flyers, like War Machines, require rather a lot of special rules. Rather than print them here I've put them all together in their own section at the end of the rules.

Immobile Vehicles: Immobile vehicles may not move!

Lumbering Vehicles: Lumbering vehicles grind along at a slow and steady pace. These vehicles can move up to 6" a turn. They must always move straight ahead, and at the end of the move they can pivot up to 90°. Lumbering vehicles can fire all of their weapons even if they move.

Normal: These vehicles follow the standard Warhammer 40,000 vehicle movement rules, ie, they can move up to 6" and fire one weapon, or up to 12" and not shoot any weapons, and may turn freely as they move.

Walker: The vehicle follows the movement rules for walkers in the Warhammer 40,000 rulebook, i.e. it can move up to 6" and fire up to two weapons. If stationary you can fire all weapons.

5. WORK OUT WEAPONS

Now for the bit you've all been waiting for – arming the vehicle you've created. Weapons are picked from the list of weapons opposite.

If you're using a converted Citadel model then it will be easy to decide what each weapon on the vehicle counts as. If you're using anything else, or have scratch-built a new weapon for a Citadel model, then you should pick the weapon from the list opposite that the model's weapon most closely resembles.

This isn't actually quite as hard as it sounds, and as long as you are consistent and fair I doubt you'll have any problem deciding 'what counts as what'. It goes without saying that all weapons you take for a vehicle must be represented by a weapon on the model, and by the same token any weapons shown on the model must be included on the datafax.

I've included the points values here as it saves me from having to repeat the list in the 'Points Cost' step of designing the vehicle later on.

Weapon Options: Now, although the weapon lists includes suitable 'stand-ins' for most weapons that can be mounted on a vehicle model, it has to be said that there are some weapons which aren't well represented.

Rather than come up with a huge new list of weapons in a bid to cover everything that could be conjured up by the imaginations of some of the madder modellers out there (a thankless and nearly impossible task), I have instead come up with a set of weapon options which can be used to upgrade weapons from the list below.

It has to be said that these options are rather generic and lack some of the character of a 'unique' special weapon

such as those we are able to create when writing a Codex, but have the benefit of being flexible and very easy to use.

The options that are available are listed below, along with the effect they have on a weapon's points value.

Any options can be combined (ie, you can have a twin-linked gatling mega lascannon if you really feel you have to!), but options may not be doubled up (ie you cannot have a mega mega lascannon).

Add together the costs of the multiple upgrades. For example a twin-linked, gatling, mega, blast weapon would

cost $50+100+100+150 = +400\%$, or five times its normal cost!

WEAPON UPGRADE CHART

WEAPON OPTION	COST INCREASE
BLAST	+150%
CO-AXIAL	Add cost of co-axial weapon
GATLING	+100%
LONG BARREL	+50%
MEGA WEAPON	+100%
TWIN LINKED	+50%

WEAPONS CHART

WEAPONS	BS 4	BS3	BS2	WEAPONS	BS 4	BS3	BS2
Assault Cannon	+35	+25	+20	CHAOS WEAPONS			
Autogun	+1	+1	+1	Combi-Weapons			
Autocannon	+35	+25	+20	Bolter-flamer	+10	+10	+10
Boltgun	+2	+2	+2	Bolter-Meltagun	+15	+10	+5
Flamer	+10	+10	+10	Twin Bolter	+4	+4	+4
Grenade Launcher	+15	+10	+5	Blast Master	+20	+15	+10
Heavy Bolter	+20	+15	+10	Doom Siren	+15	+15	+15
Heavy Flamer	+15	+15	+15	Sonic Blaster	+6	+6	+6
Hunter Killer Missile	+15	+10	+5	ELDAR WEAPONS			
Lasgun	+1	+1	+1	Bright Lance	+35	+30	—
Lascannon	+35	+25	+20	Eldar Missile Launcher	+30	+20	—
Ripper Gun	+3	+3	+3	D-cannon	+30	+30	—
Meltagun	+15	+10	+5	Fusion gun	+10	+10	—
Missile Launcher	+25	+20	+15	Lasblaster	+2	+2	—
Mortar	+25	+25	+25	Shuriken Catapult	+2	+2	—
Multilaser	+35	+25	+20	Shuriken Cannon	+25	+20	—
Multimelta	+40	+30	+20	Star Cannon	+45	+35	—
Plasma Cannon	+40	+30	+20	Scatter Laser	+30	+25	—
Plasma Gun	+15	+10	+5	Reaper Launcher	+35	+25	—
Smoke Launchers	+3	+3	+3	Death Spinner	+25	+25	—
Storm bolter	+5	+5	+5	Fire Prism	+45	+45	—
Demolisher	+50	+50	+50	Shadow Reaper	+30	+30	—
Whirlwind	+40	+40	+40	NECRON WEAPONS			
Battle Cannon	+50	+50	+50	Gauss gun	+2	+2	—
Griffon Mortar	+40	+40	+40	Gauss Blaster	+30	+20	—
Inferno Cannon	+30	+30	+30	Gauss Cannon	+35	+25	—
Earthshaker	+60	+60	+60	ORK WEAPONS			
Vanquisher Cannon	+55	+50	+50	Big Shoota	—	—	+12
DARK ELDAR WEAPONS				Kombi-weapon			
Blaster	+10	+10	—	Shoota/rokket launcher	—	—	+5
Dark Lance	+35	+30	—	Shoota/shorcha	—	—	+8
Destructor	+15	+15	—	Kustom Mega-blaster	—	—	+15
Disintegrator	+30	+25	—	Rokket Launcha	—	—	+8
Shredder	+15	+10	—	Skorcha	—	—	+5
Splinter Rifle	+2	+2	—	Lobba	—	—	+15
Splinter Cannon	+20	+15	—	Zzap gun	—	—	+15
Stinger	+5	+5	—	Kannon	—	—	+15
Terrofex	+15	+15	—				

Blast: The weapon gets a Blast marker if it doesn't normally have one. If it has a Blast marker, then the Blast marker is upgraded to an ordnance blast. If it already has an ordnance blast then you've wasted the points! This option may only be used for weapons that are mounted on immobile vehicles or war machines.

Co-Axial Weapons: A 'co-axial' weapon is one that is fixed beside another weapon of a different type, a bit like a twin-linked weapon but where two different types of weapon are used. For example, a tank might have a turret mounted autocannon with a co-axial heavy bolter mounted beside it. Any type of weapons may be fitted into a 'co-axial' mount. Both weapons must fire at the same target unit, even if fitted to a war machine. If a co-axial mount includes an ordnance weapon, then if it fires any other co-axial weapons cannot be used (including other ordnance).

Twin-Linked Weapon: Twin-linked weapons, as their name implies, are basically two weapons mounted side by side. They are quite common in Warhammer 40,000, and the rules for them can be found in the rulebook (they allow a re-roll of the To Hit dice). Any weapons can be twin-linked if desired, but the model representing the weapon must have two or three gun barrels.

Gatling Weapon: Gatling weapons are basically an even bigger version of a twin-linked weapon, with even

CLOSE COMBAT WEAPON CHART	
WEAPON	COST
CLOSE COMBAT WEAPON	+1pts x WS x A
POWER WEAPON	+3pts x WS x A
DREADNOUGHT CLOSE COMBAT WEAPON	+5pts x WS x A
WAR MACHINE CLOSE COMBAT WEAPON	+10pts x WS x A

more gun barrels. Any weapons may put in a gatling mount. This allows them to take D3 shots for each shot they would normally fire (ie, a gatling heavy bolter would get 3D3 shots per attack). Weapons with a template must place additional templates touching the first using the rules for mortars and other Guess range weapons. The model representing a gatling weapon must have four or more gun barrels.

Long Barrel: Long barrelled weapons, as their name implies, are much longer than a normal version of the weapon. This allows them to shoot further than the normal version, adding 50% to their range. For example a long-barrelled autocannon would have a 72" range rather than its normal 48" range. Long barrelled weapons must be at least twice as long as the normal length for a weapon of their type.

Mega-Weapons: Mega-weapons are simply huge versions of the weapons from the standard weapon lists, for example a mega-lascannon (for some reason mega-weapons proved an extremely popular option with the

testers of these rules!). Only weapons fitted to war machines or an immobile vehicle may be upgraded to mega-weapons. Mega weapons increase their strength and armour penetration by one point each, so the mega-lascannon mentioned above would have a Strength of 10 and an AP of 1 (ouch!). Note that Strength cannot be increased to higher than 10, or AP to better than 1.

Close Combat Options: If you wish, vehicles can be armed with a close combat weapon of some kind or another. In Warhammer 40,000 the only vehicles that really have close combat weapons are walkers, but as this may not be the case with scratch-built or converted models, we'll just assume any vehicle can have them.

Vehicles armed with close combat weapons follow the rules for walkers in the rulebook. The WS of the vehicle is shown on the chart in the next section of rules, and is used for working out its chance to hit and the cost of the weapon.

Small and Normal sized vehicles may be given close combat weapons,



Graham Davey

CHAOS BERZERKER DREADNOUGHT

The Marines inside Chaos Dreadnoughts have been trapped inside these walking tombs for thousands of years and, not surprisingly, have become barely controlled psychotics, dangerous to friend and foe alike. But what would happen if a Khorne Berzerker, already a murderous, blood-frenzied madman, was encased in a Dreadnought?

On a more practical note, I was also jealous of the Blood Angels' close-combat specialist Furioso Dreadnought, and this seemed like a great opportunity to equal things up!

CLOSE COMBAT VEHICLE DATAFAX									
Name	Points/Model	WS	BS	S	Armour:			I	A
					Front	Side	Rear		
Berzerker	170	4	4	5(10)	12	12	10	4	4
Type:	Walker			Size:	Normal		Speed:	Walker	
Weapons:	Twin-linked Boltguns Plasma gun 2 Dreadnought close combat weapons			Special Options:	Ferocious		Vehicle Category:	Heavy Support	
						Structure points:			
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The ferocious Chaos Berzerker Dreadnought charges a Dark Eldar Lord's retinue.

power weapons, or Dreadnought close combat weapons. War Machines may only be given war machine close combat weapons (see the appendix on war machines).

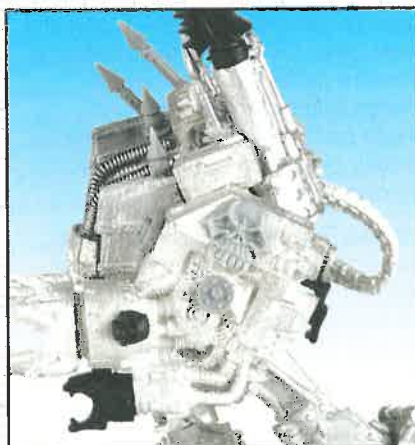
The cost of the weapons carried is based on the Weapon Skill of the vehicle, and the number of attacks it can make.

For example, Graham Davey's Chaos Dreadnought (see below) has two Dreadnought close combat weapons and also has the 'ferocious' special option which gives it +1 Attack. Looking in the following section on working out characteristics, we can see that a Chaos vehicle gets a WS of 4, and 1 attack +1 for each close combat weapon. This gives Graham's dreadnought 1 attack, +2 for having

two close combat weapons, and +1 for being ferocious, for a total of 4 attacks. The cost of the close combat weapons it has is based on the best available, namely its Dreadnought close combat weapons. These cost 5 times the Dreadnought's WS of 4, which equals 20, times the number of attacks, which makes a total of 80 points.

I used a Chaos Dreadnought body with Furioso arms and lightning claws from the old Bjorn the Fell-Handed model. One leg was bent back to get the running effect, and I bent down the toes of the raised foot.

The usual 'head' was clipped away and I replaced it with a banner top from the Uriah Jacobus model. The extra piping was made from bass guitar wire.



▲ I added lots of bits and pieces to complete the Chaos 'look'. There are Chaos Spiky Bits, Undead shield bosses, bike wheel hubs and bits from the Chaos Warrior kit. I also glued on the chain feed from the Space Marine heavy bolter model in place of one of the power lines.



▲ These Chaos gun muzzles work just as well as powerplant exhausts.



In order to bend the toes into their new ▲ position I carefully sawed part of the way through the metal.



▲ Chaos Dreadnoughts are chained up when not in battle for obvious safety reasons! I decided this one might have broken free.

RACE CHARACTERISTICS CHART

Race	WS	BS	S	I	A
Space Marine	4	4	5	4	1+1 per CCW
Dark Eldar	4	4	4	5	1+1 per CCW
Eldar Guardian	3	3	4	4	1+1 per CCW
Ork	4	2	5	2	1+1 per CCW
Adeptus Titanicus	4	4	5	3	1+1 per CCW
Human	3	3	4	3	1+1 per CCW
Necron	4	4	5	2	1+1 per CCW

6. WORK OUT CHARACTERISTICS

The next thing you need to do is record the race of the vehicle's crew and their characteristics on the datafax. With the exception of vehicles armed with close combat weapons, all you need to record is the vehicle's Ballistic Skill.

For a vehicle armed with close combat weapons you need to write down the vehicle's Weapon Skill, Ballistic Skill, Initiative, Strength and Attacks. The characteristics depend on the race of the crew and are listed on the chart above.

7. ADD SPECIAL OPTIONS

The penultimate thing to record on your vehicle's datafax are any special options. These are 'special abilities' that have not been covered by the options taken so far, such as being able to transport troops, being open-topped, having protective energy fields and so on.

The options that are available are described below. As with all the rules so far, anything you pick should 'fit' with the vehicle model you have made; for example, you shouldn't give it a transport capability unless the model you have made is clearly capable of transporting troops.

By the same token a vehicle that clearly has one of these options should have it recorded on its datafax, so if you have a model that is clearly an open-topped vehicle, then you must take that option for it. Enough waffling, especially about such common-sense issues – here are the special options.

Amphibious Craft: Amphibious craft are designed to work on water, or what passes for water on alien planets. Amphibious craft treat water (or its equivalent) as clear terrain when they move. Amphibious craft that can't leave the water (ie, boats or ships) may ignore the extra points normally charged for this upgrade.

Codex Vehicle Upgrades:

The vehicle may be given appropriate vehicle upgrades from the Codex of the army it has been designed to join. Note the word 'appropriate', and remember that all vehicles must be

WYSIWYG. See the appropriate Codex for descriptions and special rules.

Eldar Fields: The Eldar are a sophisticated and technologically advanced race, and their vehicles are often protected by energy or holo fields.

Eldar vehicles can have a field which provides a 4+ invulnerable save against any glancing or penetrating hits. They can be fitted to any Eldar vehicle that is at least of normal size. Eldar energy fields don't work against close combat attacks and no more than one may be fitted per vehicle.

Ferocious: This option may only be used for vehicles with close combat weapons. In close combat the vehicle becomes a whirling maelstrom of destruction.

To represent this, add +1 to the vehicle's Attacks characteristic. This option does not cost any extra points *per se*, but the extra attack must be taken into account when working out the cost of the vehicle's close combat weapons.

Imperial Shields: Imperial Titans and some other vehicles or fixed defence sites are protected by a form of energy field called a void shield. These can't be fitted to most vehicles as they require large plasma reactors to power them.

Imperial Fields absorb the damage from one glancing or penetrating hit and then 'go down' as they dissipate the energy that was absorbed. The Imperial player can roll to repair downed fields at the start of each of his turns. Roll 1D6 per field, and it comes back on line on a roll of 6+. Fields can only be fitted to War Machines.

Open-Topped: An 'open-topped' vehicle is one where the crew are exposed to enemy fire, rather than being fully enclosed behind armour plate. This is actually a bad special

option, in that it makes the vehicle more vulnerable to enemy fire. Opponents get to add +1 to damage rolls.

Orbital Lander: This vehicle is dropped from orbit to land on the battlefield. Such units may always be placed in reserve, even if reserves are not normally allowed by the scenario being played, and enter in the player's turn using the Deep Strike rules.

Ork Fields: Ork Mekboyz seem to have an innate ability to construct energy fields in a bewildering variety of types and forms.

For the purposes of these rules, and to keep things simple, they all work in the same way as Imperial Fields, but can't be repaired. They can be fitted to any Ork vehicle that is at least of normal size. Vehicles with more than one structure point (see the war machine rules later on) may have up to one field for each structure point.

Recovery Vehicles: It's not uncommon to see vehicles that have been converted into armoured recovery vehicles (or ARVs) of some type or another. ARVs are used to take damaged vehicles back to a repair depot where they can be fixed and sent back into action. They can also be used to move a completely destroyed vehicle out of the way if it is blocking movement.

An ARV can drag any destroyed or immobilised vehicle (friend or foe) that they start the turn in base contact with. Both vehicles may move up to D6" and must remain in base contact at the end of the move (please use common sense here when moving the vehicles!). Neither vehicle may shoot in the same turn that they are towing or being towed, except that the vehicle being dragged can fire one weapon at the ARV if it's able to.

Skimmer: This vehicle is a skimmer.

Souped Up Engine: Some vehicle engines can be souped-up to make them faster. This option may only be taken for vehicles with no more than 50 points of armour.

Lumbering vehicles and walkers with souped-up engines count as being agile (see the section on Agile vehicles), and any other type of vehicle becomes fast. War machines with more than 5 structure points may not take this upgrade.

Transport: This option allows the vehicle to transport 11 normal sized models. Small vehicles may carry up to six normal-sized models. Vehicles with more than 1 structure point (see the war machine rules later on) may transport an extra five models for each structure point in excess of 1. Models that are Terminator sized or larger count as two models against the limit that may be carried.

Walkers or other vehicles of up to normal size may be carried, taking up five spaces if small and ten if normal sized, but only if the transport vehicle is large enough to carry them and they could fit through the entry hatch.

Vehicles being transported in another vehicle which is destroyed will suffer a glancing hit on a D6 roll of 4+ (rather than having to make an armour save as transported models do).

Tunnellers: Tunnellers, as their name implies, are capable of burrowing through the ground. They are generally used to transport troops and launch surprise attacks by suddenly surfacing where the enemy least expects them.

Any tanks or light vehicles may be given a 'tunneller' option. Such units may always be placed in reserve, even if reserves are not normally allowed by the scenario being played, and enter play using the Deep Strike rules.

Wreckers: Some vehicles are fitted with things like wrecking balls, big grabby claws, enormous drills etc. These may only be used to attack terrain features or immobilised vehicles that are in base contact with the wrecker vehicle.

Targets that will fit completely under an Ordnance template are destroyed on a roll of 6 on 1D6. Larger targets cannot be affected in the time frame of the game.

Targeter: Vehicles often have a targeting matrix, optical enhancement system or other device to increase the chance of their guns hitting. This must be represented with some sort of radar dish, sensor or gun-sight on your model.

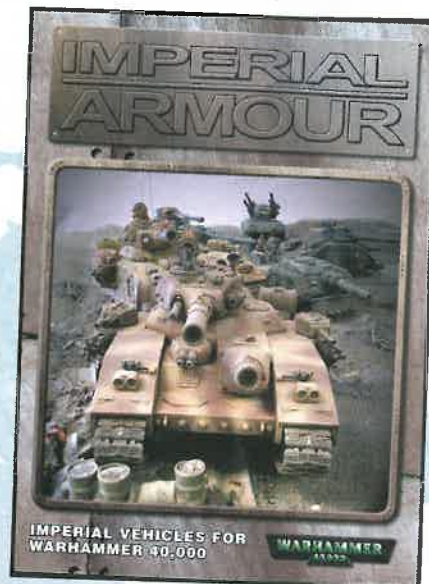
A targeter increases the crew's BS by +1. All guns on the vehicle now cost the corresponding higher price for the new BS. Races that already have BS4 are deemed to have such devices built into their vehicles and may not chose this option.

IMPERIAL ARMOUR

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8. WORK OUT COST & CATEGORY

The final thing you need to do in order to get your vehicle ready for its tabletop debut is to work out how many points it costs and what category it belongs to with regard to using up 'slots' on the Force Organisation chart (ie, does it count as heavy support, fast attack, etc).

It has to be said that working out the points cost is a somewhat arcane process, and really requires the use of a calculator and paper, but having come this far I'm sure you'll muddle through somehow!

Before getting stuck into the nitty-gritty of how you actually calculate the points, I should point out that I've tried to create a system where you pay over the odds in terms of points for vehicles you design yourself. So, if you run an 'off the shelf' model through the points cost procedure, you

should find that it comes in at more than the points listed for it in the army lists. This compensates for the fact that vehicles you design yourself can be made exactly to suit the role you plan to use them for in a game.

To work out the vehicle's points cost, just follow and add together the costs listed on the summary sheet overleaf to find out the total cost of the vehicle.

9. GET PLAYING!

Well, what are you waiting for? Work out your vehicle, write down its details on your datafax, and get playing! After the summary are appendices covering extra rules for War Machines and Flyers. Have fun!

Series Johnson

VEHICLE DESIGN SUMMARY SHEET

VEHICLE DESIGN STEPS

1. Pick Type
2. Pick Size
3. Pick Armour
4. Work out Speed
5. Pick Weapons
6. Work out characteristics
7. Pick Special Options
8. Work out Points Value & Vehicle category

1. PICK TYPE

Vehicle Type Summary

- Walker
- Tank
- Light Vehicle
- Flyer
- Immobile

2. PICK SIZE

- Small (ie, buggies, Land Speeders, Vypers, etc)
- Normal (ie, Rhinos, Leman Russ, Land Raiders, Ravagers etc)
- War Machines

3. PICK ARMOUR

Add up the total cost of your armour facings, using the chart. Remember to count the side armour twice and don't exceed the total armour limit for your vehicle listed below.

COST OF ARMOUR

Armour	Cost		
	F	S	R
9	0	0	5
10	0	5	10
11	5	10	20
12	10	20	30
13	20	30	40
14	30	40	50

TOTAL ARMOUR CHART

	WALKER	TANK	LIGHT VEHICLE	FLYER	IMMOBILE
SMALL	44(12)	46(12)	40(10)	40(10)	46(12)
NORMAL	47(13)	54(14)	44(12)	44(12)	56(14)
WAR MACHINE	54(14)	56(14)	44(12)	44(12)	56(14)

Note: Count side armour twice when working out the total value (both values must be the same).

4. WORK OUT SPEED

The cost of the vehicle's speed is found on this chart, by cross-referencing the vehicle's size and speed.

SPEED	Size of Vehicle		
	SMALL	NORMAL	WAR MACHINE
IMMOBILE	0	0	0
NORMAL	+5	+10	+20
LUMBERING	+5	+10	+20
AGILE	+10	+15	+30
FAST	+10	+20	+40
FLYER	+40	+40	+40

5. PICK WEAPONS

Next add in the cost of all of the weapons on the vehicle, as listed on the weapon charts below. Remember to increase the cost of any weapons that have been given upgrades by the percentage listed on the Weapons Upgrade chart.

CLOSE COMBAT WEAPON COST

WEAPON OPTION	COST INCREASE
Close combat weapon	+1xWSxA
Power weapon	+3xWSxA
Dreadnought close combat weapon	+5xWSxA
War Machine close combat weapon	+10xWSxA

WEAPON UPGRADE CHART

WEAPON OPTION	COST INCREASE
BLAST	+150%
CO-AXIAL	Add cost of co-axial weapon
GATLING	+100%
LONG BARREL	+50%
MEGA WEAPON	+100%
TWIN-LINKED	+50%

WEAPONS CHART

WEAPONS	BS4	BS3	BS2	WEAPONS	BS4	BS3	BS2	WEAPONS	BS4	BS3	BS2
Assault cannon	+35	+25	+20	Meltagun	+15	+10	+5	Griffon mortar	+40	+40	+40
Autogun	+1	+1	+1	Missile launcher	+25	+20	+15	Inferno cannon	+30	+30	+30
Autocannon	+35	+25	+20	Mortar	+25	+25	+25	Earthshaker	+60	+60	+60
Boltgun	+2	+2	+2	Multilaser	+35	+25	+20	Vanquisher cannon	+55	+50	+50
Flamer	+10	+10	+10	Multi-melta	+40	+30	+20	DARK ELДАР WEAPONS			
Grenade launcher	+15	+10	+5	Plasma cannon	+40	+30	+20	Blaster	+10	+10	—
Heavy bolter	+20	+15	+10	Plasma gun	+15	+10	+5	Dark lance	+35	+30	—
Heavy flamer	+15	+15	+15	Smoke launchers	+3	+3	+3	Destructor	+15	+15	—
Hunter killer missile	+15	+10	+5	Storm bolter	+5	+5	+5	Disintegrator	+30	+25	—
Lasgun	+1	+1	+1	Demolisher	+50	+50	+50	Shredder	+15	+10	—
Lascannon	+35	+25	+20	Whirlwind	+40	+40	+40	Splinter rifle	+2	+2	—
Ripper gun	+3	+3	+3	Battle cannon	+50	+50	+50				

6. WORK OUT CHARACTERISTICS

Record the race of the vehicle's crew and their characteristics on its datafax. With the exception of vehicles armed with close combat weapons all you need to record is the vehicle's Ballistic Skill.

7. PICK SPECIAL OPTIONS

Add or subtract the cost of any upgrades that were taken, as shown on the chart opposite.

Structure Points: War machines have 2 or more structure points. These are discussed in more detail in the following pages. All you need to know is that each structure point over 1 adds +100 points to the vehicle's cost. For example, a vehicle with 3 structure points would cost an extra 200 points.

8. WORK OUT POINTS COST & VEHICLE CATEGORY

The final thing you need to do in order to get your vehicle ready for its tabletop debut is to work out how many points it costs and what category it belongs to with regard to using up 'slots' on the force organisation charts. See the Vehicle Category chart opposite.

Normal Size Light Vehicles: Light vehicles with no more than 1 non-ordnance weapon, and that have a transport capability, count as a transport upgrade that may be used in place of one of the standard transport upgrades in the army list.

Otherwise they count as a Heavy Support choice. For example, if you made an Imperial Guard truck, then squads that were allowed to have a Chimera upgrade could take the truck instead.

War Machines: See the appendix on war machines later.

GET PLAYING!

Well, what are you waiting for? Record the information needed on your datafax, and get playing!

RACE CHARACTERISTICS CHART

Race	WS	BS	S	I	A
Space Marine	4	4	5	4	1+1 per CCW
Dark Eldar	4	4	4	5	1+1 per CCW
Eldar Guardian	3	3	4	4	1+1 per CCW
Ork	4	2	5	2	1+1 per CCW
Adeptus Titanicus	4	4	5	3	1+1 per CCW
Human	3	3	4	3	1+1 per CCW
Necron	4	4	5	2	1+1 per CCW

COST OF VEHICLE UPGRADE

SPECIAL OPTION	COST INCREASE
Amphibious craft	+10 pts
Codex vehicle upgrades	See appropriate Codex
Eldar force field	+25 pts per facing
Imperial field	+35 pts each
Orbital lander	+30 pts each
Ork fields	+15 pts each
Open-topped	-5 pts
Recovery vehicle	+5 pts
Souped up engine	Use new speed for cost of engine
Skimmer	+20 pts
Targeter	Use new BS for cost of guns
Transport	+1 pt per model carried
Tunneller	+25 pts
Wrecker	+5 pts

VEHICLE CATEGORY CHART

	WALKER	TANK	LIGHT VEHICLE	FLYER	IMMOBILE
SMALL	ELITE	FAST ATTACK	FAST ATTACK	FAST ATTACK	HEAVY SUPPORT
NORMAL	HEAVY SUPPORT	HEAVY SUPPORT	SEE NOTES OPPOSITE	HEAVY SUPPORT	HEAVY SUPPORT
WAR MACHINE	WAR MACHINE	WAR MACHINE	WAR MACHINE	WAR MACHINE	WAR MACHINE

WEAPONS CHART

DARK ELDAR WEAPONS (cont)

WEAPONS	BS4	BS3	BS2
Splinter cannon	+20	+15	-
Stinger	+5	+5	-
Terrorfex	+15	+15	-

ELDAR WEAPONS

Bright lance	+35	+30	-
Eldar missile launcher	+30	+20	-
D-cannon	+30	+30	-
Fusion gun	+10	+10	-
Lasblaster	+2	+2	-
Shuriken catapult	+2	+2	-
Shuriken cannon	+25	+20	-
Starcannon	+45	+35	-
Scatter laser	+30	+25	-

ELDAR WEAPONS (cont)

WEAPONS	BS4	BS3	BS2
Reaper launcher	+35	+25	-
Death spinner	+25	+25	-
Fire prism	+45	+45	-
Shadow weaver	+30	+30	-

CHAOS WEAPONS

Combi-weapons			
Bolter-flamer	+10	+10	+10
Bolter-meltagun	+15	+10	+5
Twin bolter	+5	+5	+5
Blastmaster	+20	+15	+10
Doom siren	+15	+15	+15
Sonic blaster	+8	+8	+8

ORK WEAPONS

WEAPONS	BS4	BS3	BS2
Big shoota	-	-	+12
Kombi-weapon			
Shoota/rokket launcher	-	-	+5
Shoota/skorcha	-	-	+8
Kustom mega-blaster	-	-	+15
Rokket launcha	-	-	+8
Skorcha	-	-	+5
Lobba	-	-	+15
Zzap gun	-	-	+15
Kannon	-	-	+15

NECRON WEAPONS

Gauss gun	+2	+2	-
Gauss blaster	+30	+20	-
Gauss cannon	+35	+25	-

APPENDIX ONE – WAR MACHINES...

As noted at the start of the Vehicle design rules, any extremely large vehicles are collectively known as War Machines. The following special rules apply to them. War machines fight in their own 'army', fighting alongside another army as a separate detachment, as described on page 131 of the Warhammer 40,000 rulebook. This limits their use to either fighting on their own, or in games of 2,000 points plus per side. War Machine detachments consist of up to three war machines of (more or less) the same type.

Structure Points: War Machines are so large that they can absorb damage that would destroy another vehicle. To represent this they must be given 2 or more structure points, which equate roughly to wounds for other models. Basically, the more structure points a vehicle has, the bigger it is. Here are some examples based on Imperial vehicles:

- Baneblade Super Heavy Tank: 3
- Warhound Scout Titan: 3
- Reaver Titan: 6
- Warlord Titan: 9

Energy Fields: Ork and Imperial War Machines are often protected by two or more sets of energy fields. Epic 40,000 is a useful reference for the number and type of protective fields carried by War Machines. A War Machine can never have more than one protective field per structure point.

War Machines and difficult terrain: War Machines treat difficult terrain differently to normal vehicles. They can ignore low walls, hedges, bushes and rubble – there's no need to test for these at all.

Going through other difficult terrain they test as normal. However, if they roll a 1 they are not automatically immobilised. Instead, they lose D3" of movement, just as if they had suffered an 'Engines Damaged' result on the damage tables (see later).

Tank Shock and War Machine

Assaults: Enemy infantry must test at -1 to their Leadership value if they are Tank Shocked by a War Machine.

Ordnance: War Machines may fire Ordnance and still fire other weapons. They may fire Ordnance even if they move.

Targeting: War Machines can engage more than one target unit if desired. Instead of picking a target for the War Machine, pick a target for each weapon on the War Machine.

Close Combat Attacks: War Machines can tank shock an enemy in the Movement phase. If the enemy pass their morale check then the War Machine moves into contact with the enemy unit and must fight a close combat against it in the Assault phase. This is the only way that War Machines can enter close combat (though they can be assaulted by enemy units in their turn as normal). Being in close combat does not stop

the War Machine shooting, and it may fire at the unit it is assaulting if desired.

War Machines are allowed to 'barge into' enemy infantry units rather than stopping when they contact the first enemy model. Keep moving the War Machine until it completes its move, moving enemy models out of the way as required. Any models moved out of the way should be placed back on the table so that they are touching the War Machine. War Machines can't barge other War Machines out of the way.

In the assault phase a War Machine that Tank Shocked the enemy receives a number of bonus close combat attacks. These bonus attacks represent the chance of the victim either getting stomped upon or crushed under the War Machine's tracks, wheels or what ever, and are only ever received in the War Machine's turn; if the War Machine is assaulted by the enemy in the enemy turn then it does not receive any bonus attacks.

The number of bonus attacks is equal to the number of enemy models or vehicles that are in base contact with the war machine (i.e each enemy touching the war machine is attacked once). All bonus attacks count as having a WS of 1, no matter what the actual WS of the war machine, and have a strength of 5 plus 1 for every 3 structure points the war machine had at the start of the battle (round fractions of 3 down). Roll to hit and



The Baneblade, an Imperial super-heavy tank, battles to escape an Eldar ambush led by an Eldar super-heavy grav tank – the Scorpion.

WAR MACHINE DAMAGE TABLES

Roll on the following tables for glancing and penetrating hits on a War Machine. Ordnance rolls on these tables, not the Ordnance damage tables.

GLANCING HITS

D6	DAMAGE
1	Gun Crew Shaken: One weapon may not shoot next turn (chosen by opponent).
2	Gun Crew Shaken: One weapon may not shoot next turn (chosen by opponent).
3	Driver Stunned: May not move next turn (skimmers drift D6" straight ahead).
4	Engines Damaged: Knock D3" off the vehicle's move (vehicles reduced to a move of '0' are immobilised, skimmers destroyed).
5	Field or Weapon Destroyed: If the vehicle has any Imperial or Eldar fields, then one is destroyed. Otherwise one weapon chosen by opponent is destroyed.
6	Major Damage: Lose one structure point and roll again on this table. If reduced to '0' damage points then roll on the Catastrophic hits opposite.

PENETRATING HITS

D6	DAMAGE
1	Driver Stunned: May not move next turn. (skimmers drift D6" straight ahead).
2	Engines Damaged: Knock D3" off the vehicle's move (vehicles reduced to a move of '0' are immobilised, skimmers destroyed).
3	Field or Weapon Destroyed: If the vehicle has any Imperial or Eldar fields, then one is destroyed. Otherwise one weapon chosen by opponent is destroyed.
4	Major Damage: Lose one structure point and roll on the Glancing Hits table. If reduced to '0' damage points then roll on the Catastrophic Damage table opposite.
5	Major Damage: Lose one structure point and roll on the Glancing Hits table. If reduced to '0' damage points then roll on the Catastrophic Damage table opposite.
6	Chain Reaction: Lose one structure point and roll again on this table. If reduced to '0' damage points then roll on the Catastrophic Damage table opposite.

CATASTROPHIC DAMAGE

D6	DAMAGE
1	Damage Control: The player controlling the vehicle must take a Ld test using the Vehicle's race Ld. If the test is passed then the damage control systems has contained the damage and 1 structure point is 'repaired'. If the test is failed your opponent must roll again on this table.
2-3	Destroyed: The vehicle is wrecked. Walkers collapse in a random direction. Mark the destroyed vehicle with cotton wool or remove it entirely.
4-5	Explosion: Models within D6" suffer one wound on a D6 roll of 4+ (saving throws allowed). Vehicles are unaffected. War Machine counts as destroyed, as above.
6	Huge Explosion: The War Machine is vaporised in a huge explosion. Roll 1D3 per original structure point to determine radius of explosion. Models in range suffer a wound on a roll of 4+ (saving throws allowed). Vehicles suffer a glancing hit on a roll of 4+.

damage normally. All War Machine close combat attacks ignore armour

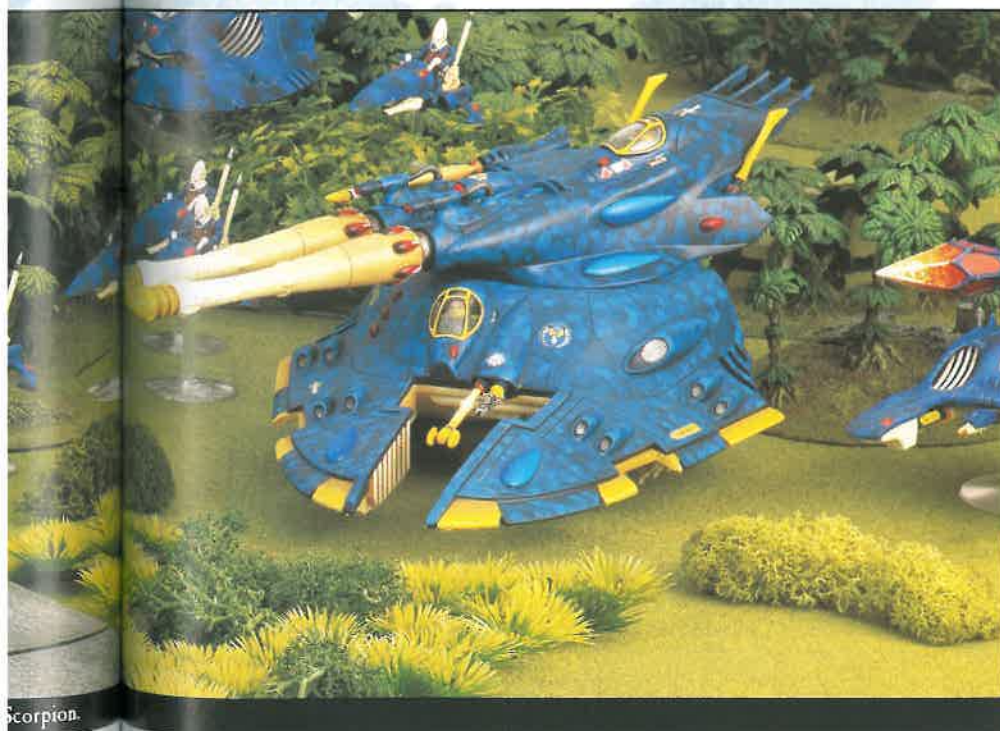
saves, and roll 2D6 for armour penetration.

Opponents that fight a round of close combat against a War Machine and fail to destroy the War Machine (quite a likely occurrence!) automatically fall back unless they are a vehicle or another War Machine. War Machines may never pursue or consolidate – they remain stationary.

War Machine Close Combat

Weapons: War Machines that have close combat weapons may use them in addition to their bonus attacks. War Machines with close combat weapons receive a number of attacks with them equal to the number of close combat weapons carried plus one. Look up the War Machine's Weapons Skill and Initiative in section six of the vehicle design rules.

War Machine close combat weapons give the War Machine a Strength of 10. Any glancing or penetrating hit causes an additional D3 structure points of damage against an opponent, in addition to any damage rolled on the Damage table. War Machine close combat weapons may only be used against enemy vehicles, War Machines and *Monstrous* models.





An Ork 'Eavy Bomma makes its attack run.

APPENDIX TWO – FLYERS...

The vehicle design rules introduce a new 'type' of vehicle called a flyer. These are similar to skimmers in that they are capable of flight. The main difference between a skimmer and a flyer is that fliers have to make an 'attack run', flying on at one table edge and then hurtling in a straight line very fast over the table before zooming off another table edge, all in the course of less than a turn, while a skimmer can 'loiter' and stays in play. Some examples of Warhammer 40,000 flyers are included in Epic 40,000 and Battlefleet Gothic.

As you might expect, flying vehicles require rather a lot of special rules to cover their movement. They start a long way off the table, and then basically carry out an 'attack run' by flying over the table in a straight line. The following rules explain how this works.

Starting The Attack Run: Flyers always start the game in reserve, even in scenarios that do not normally allow reserves to be used. Roll the dice for them each turn, starting with the second turn, as you would normally for a reserve unit.

When the flyer appears, place it on any table edge, facing in the direction you wish it to fly. It will not actually move until your opponent's turn, but placing it like this equates to the opposing army hearing the flyer and seeing it appear on the horizon! Because it hasn't really reached the table yet the flyer may not shoot or be shot at until it makes its attack run.

Making The Attack Run: A flyer makes its attack run after the opposing player's Movement phase, but before their Shooting phase – in effect you 'interrupt' their turn to let the flyer make its move. (If several fliers all arrive at the same time, make their moves in any order you like and then move onto the Shooting phase.) Move the flyer in a straight line any distance you like across the table. The flyer will get to make its attack at the end of your opponent's Shooting phase, after the opponent has had a chance to fire at it.

After making the move, play returns to your opponent's Shooting phase. Enemy units shoot normally, or can target the flyer if preferred. The flyer can be shot at by any weapons apart from ordnance and barrage weapons. Measure the range to the flyer's base, or to any position the flyer occupied

during its move before it reached its final position (ie, the shots can be assumed to have taken place as the aircraft moved). However you must add 12" to the range measured, to represent the extra distance *upwards*. So a range measured at 3" would become 15", meaning a pistol, for example, would be out of range.

Roll to hit the flyer, but because it is moving so fast it will only be hit on a roll of 6, no matter what the BS of the model making the attack. Then roll for damage normally, counting the flyer as a fast-moving skimmer (ie, all hits are glancing). Stunned and shaken results stop the flyer from attacking but have no other effect. Immobilised results destroy the flyer. Note that the line of sight can never be blocked between a flyer and a target, either when it attacks or when it is shot at.

Assuming the flyer isn't shot down or suffered a stunned or shaken result, then it can make its attacks after your opponent has finished his Shooting phase. The flyer may pivot up to 45° either before or after making the attack (but not both). A flyer may shoot all of its weapons, even though it has moved. All weapons must be fired directly forward in the direction that the flyer is pointing.

Measure the range from the flyer's base to the target, but do not add 12" to the range this time (the flyer's attack doesn't have to work against gravity). Then make the attack using the normal shooting rules. After the flyer has made its attack, it flies in a straight line off the table.

Additional Attack Runs: The flyer can make further attack runs. Roll a D6 at the start of the next friendly player turn, and on the roll of a 2+ position the flyer on the table edge in the same manner as when it first appeared. On a roll of 1 the flyer doesn't return this turn, but you may roll again for it in your own next turn.

NEW WEAPONS & RULES

Many of the flyer models I've seen are armed with rockets or bombs that are carried under the wings. How these work in game terms is described below. These weapons may only be fitted to flyers.

Bombs: Bombs have the same effect as mortars (G48", S4, AP6, heavy 1 blast, may pin). If a flyer releases several bombs at the same time, count each as a separate mortar in a 'battery'. Each bomb carried may be used once per battle. They cost 5 points each.

Big Bombs: These work in the same manner as a normal bomb, but it have the same effect as a Griffon Mortar (G12-48", S6, AP4, Ordnance 1 blast). They cost 20 points each.

Rockets: Rockets have the same effect as Hunter-killer missiles

(unlimited range, S8, AP3, heavy 1). Each rocket may be used once per battle, costing 10 points each.

Smart Bombs: A bomb or big bomb can be upgraded to a smart bomb for +50% cost. A Smart Bomb works in the same way as a normal bomb, except you may reroll the scatter dice if you doesn't like the first result (you must accept the second roll though!).

Anti-Aircraft Mounts: An anti-aircraft mount, as its name implies, is a mount that allows a weapon to be fired at flyers more easily than would normally be the case. Any weapon may be fitted in an anti-aircraft mount at +50% to its normal cost. An anti-aircraft mount allows the weapon to shoot at flyers using its normal BS, rather than only hitting on a 6. It also allows ordnance and barrage weapons to fire at fliers (you score a hit if the flyer is over the marker, but can't hit ground targets as well).

Weapons fitted in anti-aircraft mounts may not fire at all if the vehicle moved, and preclude the use of any other weapons on the vehicle in the turn that they fired, unless they are fitted to a war machine.

FLYER WEAPONS CHART

WEAPONS	Range	Str	AP	Type	Points cost
Bomb	G48"	4	6	Heavy 1 Blast	5 pts
Big Bomb	G12"	6	4	Ordnance	20 pts
Rocket	Unlimited	8	3	Heavy 1	10 pts
Smart Bomb	-	-	-	-	+50% cost

Orbital Landers: If a flyer is given the Orbital Lander upgrade then it will fly down from orbit to land on the battlefield, a bit like the space shuttle. When the flyer arrives it makes an attack run just like any other flyer. However, rather than firing its weapons it is allowed to land on the table. If it chooses to land it may not shoot.

While landed a flyer can't move but may shoot like a normal vehicle. It may not use bombs or rockets while landed! Assuming it has a transport capacity, then any passengers may disembark, and new passengers may embark into the flyer using the normal rules. If the flyer is fired upon while landed then the enemy roll to hit normally; they don't have to roll a 6 to hit a landed flyer.

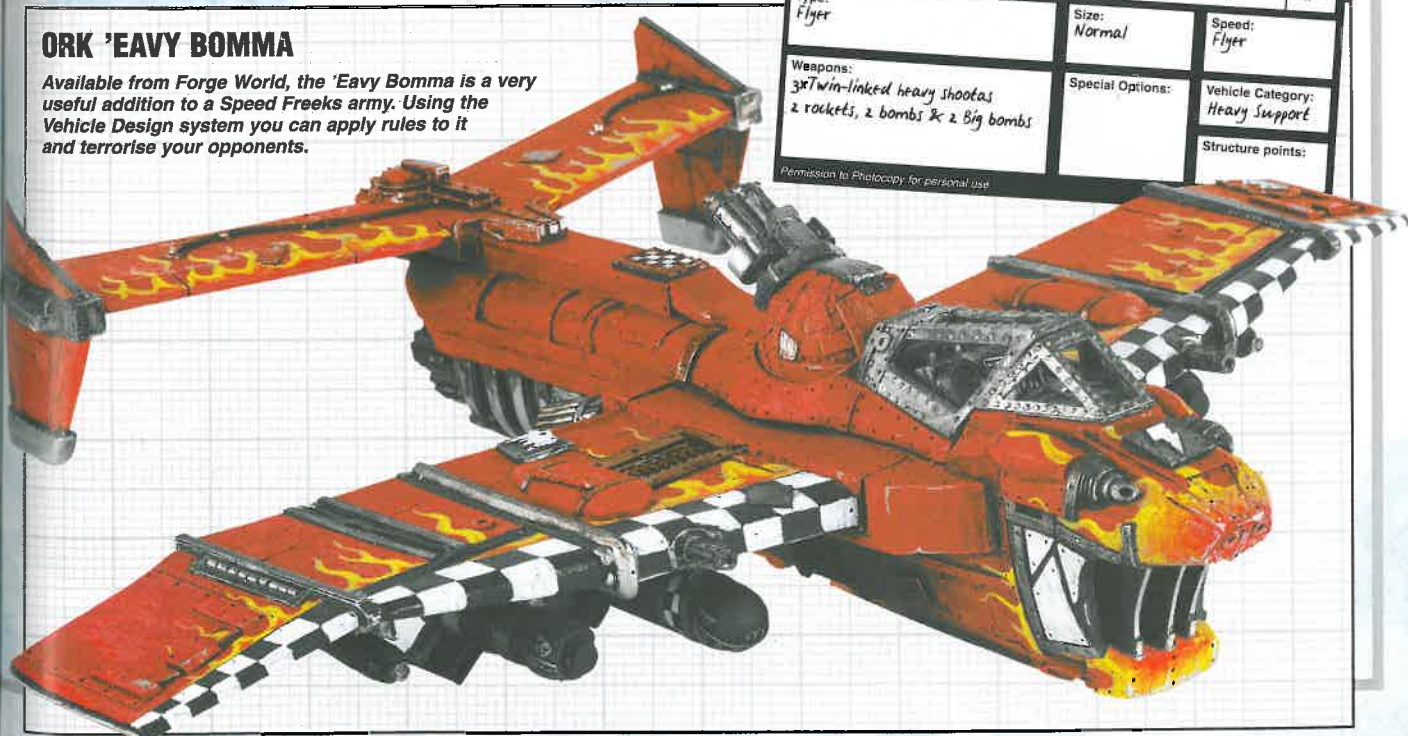
A landed flyer may take off again in any enemy turn, after the enemy has had their Shooting phase. A landed flyer then takes off immediately and leaves the table in the same manner as if it were completing an attack run (ie, it flies off the table in a straight line).

ORK 'EAVY BOMMA

Available from Forge World, the 'Eavy Bomma is a very useful addition to a Speed Freaks army. Using the Vehicle Design system you can apply rules to it and terrorise your opponents.

VEHICLE DATAFAX					
Name	Points/Model	Front Armour	Side Armour	Rear Armour	BS
'Eavy-Bomma	184	10	10	10	2
Type:		Size:		Speed:	
Flyer		Normal		Flyer	
Weapons:		Special Options:		Vehicle Category:	
3xTwin-linked heavy shootas, 2 rockets, 2 bombs & 2 Big bombs				Heavy Support	
				Structure points:	

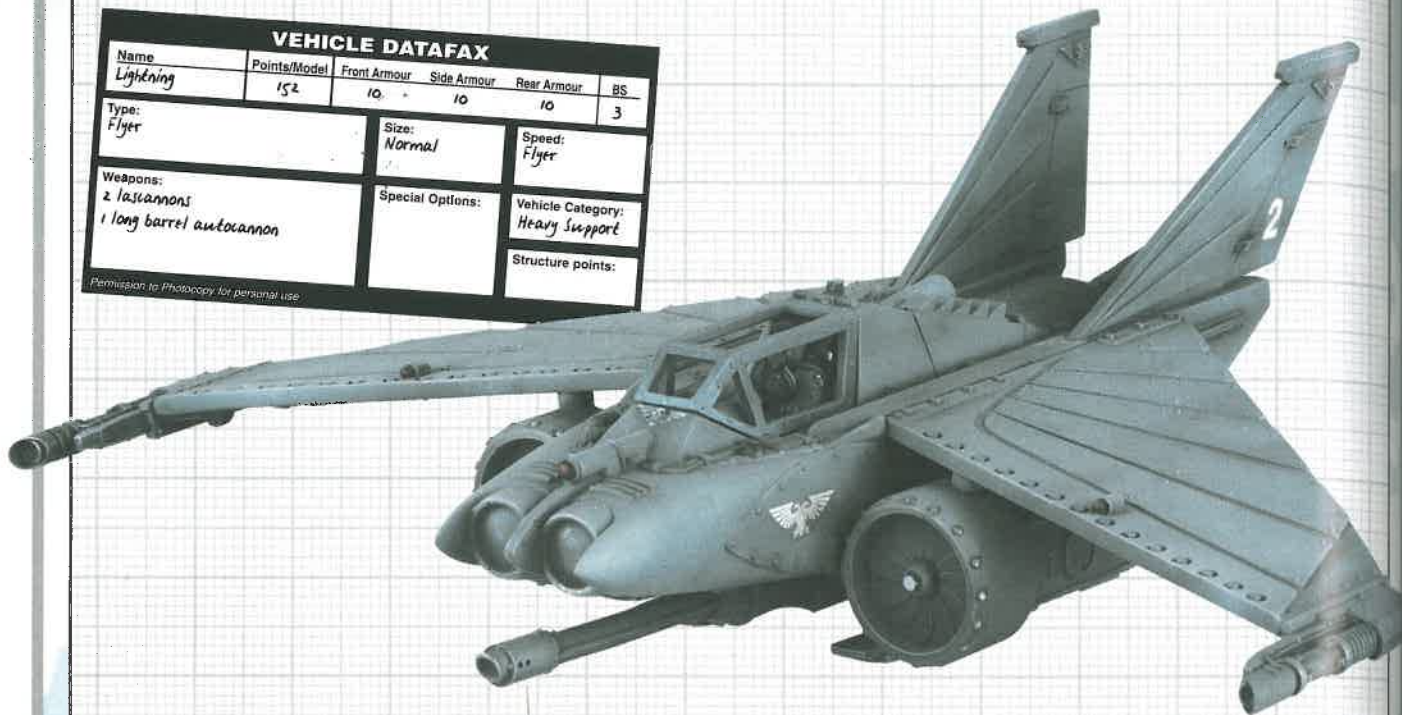
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IMPERIAL FIGHTER – THE LIGHTNING

Also available from Forge World, the Lightning Imperial Fighter is a must to keep enemy aircraft off your army, plus you can use it to strafe the enemy. We used the Vehicle Design system to work out its stats.

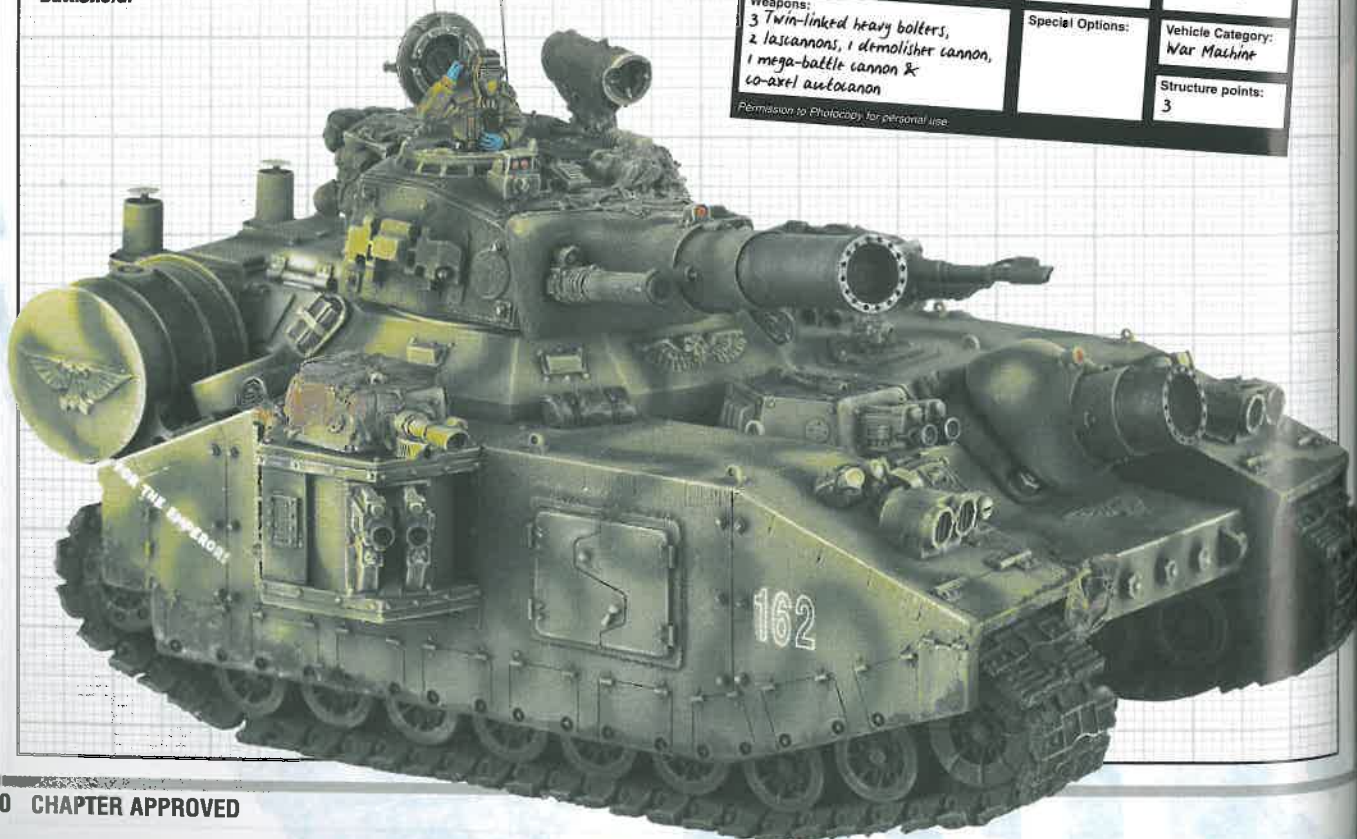
VEHICLE DATAFAX					
Name <i>Lightning</i>	Points/Model <i>152</i>	Front Armour <i>10</i>	Side Armour <i>10</i>	Rear Armour <i>10</i>	BS <i>3</i>
Type: <i>Flyer</i>	Size: <i>Normal</i>		Speed: <i>Flyer</i>		
Weapons: <i>2 lascannons 1 long barrel autocannon</i>	Special Options:		Vehicle Category: <i>Heavy Support</i>		
Permission to Photocopy for personal use		Structure points:			



SUPER-HEAVY TANK – BANEBLADE

Available from Forge World, the Baneblade is a formidable model. With the Vehicle Design system you can apply rules to it and dominate the battlefield.

VEHICLE DATAFAX					
Name	Points/Model	Front Armour	Side Armour	Rear Armour	BS
Baneblade	634	14	13	12	3
Type: Tank	Size: War Machine		Speed: Lumbering		
Weapons: 3 Twin-linked heavy bolters, 2 lascannons, 1 demolisher cannon, 1 mega-battle cannon & co-axial autocannon	Special Options:		Vehicle Category: War Machine		
Permission to Photocopy for personal use		Structure points: 3			



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GAMING FRENZY!

Every dedicated Games Workshop hobbyist loves nothing more than to field an army of painted figures on a scenic gaming table, battling up rocky hills over rivers and through copses of tangled trees – be it on the dining room table, at the local gaming club or even in a Games Workshop store!

Not everyone has access to a local Games Workshop or a gaming club to play at, and mothers always have that strange knack of needing the dinner table just when the fighting is in the thick of the action. So what can the dedicated and desperate gamer do?

Well, help is at hand in this handy article on "how to make your own gaming area at the local centre or at school".

In short, all you need to play games is a gaming table, some scenery and a few like-minded buddies who have their own armies, oh, and somewhere to play of course! Where can you set up a place to play? There are three main options:

- 1) At your school.
- 2) At your local Games Workshop stockist.
- 3) At a local Community Hall or suitable area.

Surprisingly, getting a club started is also refreshingly easier than you could imagine – it's simply a matter of getting a few plans together and putting them into action, pretty easy once you put your mind to it.

So how do you do it? Following are some basic ideas relating to the three examples above.



Above & Below: Zappers Entertainment's gaming area comes alive with a few games of Warhammer 40,000 (Naracoorte SA)



Left: The lads get stuck in to a game of Necromunda at Dolls, Bears & Miniatures Wares (Newborough VIC)

1) YOUR SCHOOL

Starting a club up at school is usually easy. All it takes is for you to gather a few interested friends, get some of your painted figures together, a copy of White Dwarf and go and see a teacher during your lunch break or after school. Art teachers are always the best bet as they tend to appreciate the finer points of the hobby and the work and dedication that goes into the modelling and painting, although any 'sympathetic ear' from a teacher who seems pretty tuned-in is always good. Once you have gained their attention, talk to them a bit about what the hobby entails and the fun you have playing the game and how it (basically) works. Your Mission Objective is a classroom after school, just one afternoon a week, for about three hours where you and your friends can play. The school simply needs to supply the room and some tables to play on – it's that easy!

Once a teacher says that use of a room is fine, then it's down to you and your friends to gather some scenery together, some green cloths (or other suitable covers for the school tables), and advertise the club to other school pupils. You will quickly find that others want to join in the fun, and when teachers come along to watch they lend their support to modelling projects like extra scenery and the like supported by the Art Department. Great!

2) YOUR LOCAL GAMES WORKSHOP STOCKIST

OK, hands up who's been into a Games Workshop store? OK, keep your hands up if you have seen a gaming table in the store and played on it? OK – that's pretty much most of you as a guess!

Well, the good news is that gaming tables in Games Workshop stores will be here to stay because they are great fun and a superb way to introduce new players to our exciting hobby. The bad news is that not all Games Workshop stockists have a gaming table in their stores – some do, some don't. The reasons why are generally either a lack of space or those who have the space simply don't know if their customers will use them or not! In these cases, it could be as simple as having a chat with the store manager and explaining that you and your friends would make a gaming table a resounding success.



Above: Comics Compulsion in Christchurch, New Zealand, have gaming tables set up for customers to use, and pleasant staff to answer any of your questions.



Above & Below: The games are in full swing at Megohm (Campbelltown NSW), as club members are invited to make full use the store's facilities.



3) A LOCAL COMMUNITY HALL OR SIMILAR AREA

If either of the above options are not possible, why not set up your own gaming club at a local community hall or similar venue? By contacting your local Council offices you can easily learn where there are suitable sites, and you and your friends can set up your own Gaming Club that meets once a week and plays any game you may wish! Support for these endeavours is surprisingly common amongst local community groups, and here at Games Workshop we can offer support by way of the Motion Tracker club update in White Dwarf (and on the web) and via Games Workshop Stockists who can offer assistance with terrain and the like. Gaming groups are a great way to meet new friends and play the games you enjoy.

So, all in all we hope that this article might spur you on to gathering a few friends and getting a local venue for you to play games at – it's all great fun and you'd be surprised at the level of assistance you will receive once you start the ball rolling.

For more ideas on how to start up a school club, gaming tables at your local stockist or a gaming club of your own, approach your local Games Workshop Stockist, Games Workshop Retail Store or call Head Office here in Sydney to obtain a 'CLUB INFORMATION PACKAGE.' This package has loads of great ideas in an easy to understand and implement format. For more information, please contact me (Roy Barber) at Games Workshop Head Office here in Sydney on (+61) (02) 9829 6000.

Go for it - and best of luck!!!

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FIELDS OF BLOOD

A New Zealand Grand Tournament Report by Chrus Hoskins

On Saturday the 23rd of September, the sun rose over the Fields of Blood...

This year the Freeman's Bay Community Hall in Auckland was the scene for New Zealand's second annual Games Workshop Grand Tournament and the first Rogue Trader style Tournament in the Asia Pacific region.

Demand and turnout for the event was fantastic. Within three weeks of tickets going on sale, the sixty positions for Warhammer 40,000 had sold out. On the Saturday morning 100 gamers turned up for a huge weekend of fun and slaughter.

The South Island contributed it's finest from Dunedin, while Wellington put in a much more determined effort than last year. The idea of Aucklanders having all the fun and glory must have got their hackles up. Pockets of gamers from Hamilton, Palmerston North, Tauranga, Levin and other hardcore hobby towns all turned up to give it the wonderful feeling of a national Grand Tournament. Oh yeah, then there was the Australian. Once again, Dave Taylor (who isn't my boss you lot) joined in the frivolity with another fantastic looking army. How it would fare over the weekend is another story...

With the usual grumbling and moaning about an early start, gamers arrived from 7.30am onwards for pre-registration and around 9.00am the first games began.

We randomly drew opponents for the first round. From there we used the Swiss Chess system; 1st plays 2nd, 3rd plays 4th and so on. So players of even ability were matched throughout the tournament.

The players had three rounds on Saturday, with the Warhammer 40,000 players having to deal with the dreaded quiz after round 2.

Each Warhammer 40,000 round utilised a different mission, something a bit more challenging and fun than using one mission for the whole event. Warhammer players were quite happy just to beat the living daylights out of each other.

As with last year, we didn't display any results during the day, so as players finished the 3rd round they had only a rough idea how they were going. Remember that Painting, Army Composition and Sportsmanship points are all added in after the last game so it leaves people hanging...I'm so cruel!

The second day dawned on tired staff (too much hard labour involved with a



Above: Warhammer 5th edition had its final fling at the Games Workshop New Zealand Grand Tournament. Roll on those Core Units!

Chris "Chrus" Hoskins is GW NZ Cell Manager and organiser of the Games Workshop New Zealand Grand Tournaments. Here's his report on the Fields of Blood event.

WARHAMMER WINNERS



Best Overall - Reid Pittams
(Chaos Warriors)

2nd Overall - Adam Tennant
(Beastmen)

3rd Overall - Luke Archbold
(Slaanesh Daemons)



Best Sportsmanship - Chris Townley
(Vampire Counts)

2nd Sportsmanship - Dale Thompson
(Vampire Counts)

3rd Sportsmanship - Jason Horner
(Chaos Warriors)



Best Painted Army - Luke Archbold
(Slaanesh Daemons)

Best Army - Phil Commings (High Elves)

Tournament) but raring-to-go gamers. I don't know where they get the energy from.

The schedule for Sunday included another three rounds and the chance for the Warhammer players to try out a quiz. If anyone thought the Warhammer 40,000 quiz was tough, then they would have felt their brains melt at this one. I still don't know how many points Othu the Owl is, and was surprised that a Bull Centaur lord could take a handgun...

So after six rounds of mayhem, two quizzes, army judging and packing the hall up it was time for PRIZE-GIVING!

While Regan (GW Wellington Manager) collated results, myself and Robert 'Big Show' Oliphant, dished out the amusing prizes. These included pre-release miniatures awarded for acts of bravery (or cowardice) seen on the field of battle, or just plain interesting or silly events over the weekend. There were quite a few, and I can't remember them all, but here's a few to give you the idea:

Mike Young's Vampire general who couldn't kill a couple of pesky goblins on a chariot. For quite a few turns...

Francis Hambrook's Dark Eldar army beating a Tyranid army in a Night Fight mission...

Mark Kenny's Eldar reducing a Blood Angels force to a lone Space Marine...and the list goes on.

I'd like to say that every player was great and played in the true spirit of the Tournament. Discussions on rules took precedence over arguments, no one sulked, no one gloated and the fun didn't stop until 7.30pm Sunday. Well done to everyone.



Above: Some matchups proved to be quite interesting. This Warhammer 40,000 game saw two massive Ork armies slugging it out.

And now for the awards!

BUTCHER: Player with the most game points.

BEST PAINTED: Player with the highest painting points from judges and votes for best painted army from other players.

BEST ARMY: Player with the highest combined Painting and Army Selection scores.

SPORTSMANSHIP: first, second and third highest Sportsmanship scores.

OVERALL: First, second and third for combined scores.

NB: the quiz isn't part of the scoring. It's just a lot of fun.

WARHAMMER 40,000

BUTCHER: Tim Roberts, with his Blood Angels, cut a swathe through his opponents armies. Can anyone say

Jihad?

BEST PAINTED: a lovely Space Wolves army from Hagen Kerr. Awesome touches with flying skulls, tombstones and explosions (*Check out Hagen's article on theming armies elsewhere in this issue - DT*).

BEST ARMY: Dave Taylor's Mox Prime Imperial Guard. Showing us how to do it with a wonderful paint scheme and great conversions. Great to see it in action.

3rd SPORTSMANSHIP: Mr Smiley, Jonno Young. He'll never forget his introduction...

2nd SPORTSMANSHIP: Richard Dagger. The big man, who looked blown away collecting this prize.

BEST SPORTSMANSHIP: Paul Monk, who received the biggest cheer I've ever heard at a tournament when he stepped up for this prize. A wonderful chap who thoroughly deserved to win this category.

3rd OVERALL: Roy Kum had an amazing Emperor's Damned Space Marine army with awesome conversion work. Hopefully you'll all get to see it in a future White Dwarf (*I think it's a must - DT*).

2nd OVERALL: Hagen Kerr snapped up second place with sterling all round effort. First place next year, Hagen?

BEST OVERALL: The legend in his own lunchbox, Allan Bothwick, screamed into first with no one within spitting distance of him. Well done, Allan. Now if we can just get you and last year's winner Alix at the same tournament, we'll see the blood flow...



Above: Chrus Hoskins, GW NZ Cell Manager and Tournament organiser presents Roy Kum with his 3rd Overall Award. Roy's shirt even matched his army!



Above: Dave Taylor in a dark place against Adrian Edhouse's Templars of Righteous Retribution. It's obviously a kharma thing.

WARHAMMER

BUTCHER: The mild mannered Reid Pittams, snuck up and quietly butchered his way through 6 opposing armies. Chilling to watch...

BEST PAINTED: lots of nice armies in the Warhammer section this year, but the winner hands down was Luke Archbold's Chaos Daemon army. I don't have enough superlatives to describe it...

BEST ARMY: Phil Commins' High Elf army took this prize this year. A nicely balanced force with a good colour scheme. Thank Sigmar he dropped that other bolt-thrower...

3rd SPORTSMANSHIP: Another mild mannered gamer who wouldn't break a sweat in a sauna, Jason Horner, snuck in for 3rd place.

2nd SPORTSMANSHIP: The token player in black at this year's tournament was Dale Thompson. See, bringing your girlfriend to the tournament can bring you luck...

1st SPORTSMANSHIP: Ex-Auckland, now calling Sydney his home, Chris Townley, walked away with top honours in this category. It was

obvious over the whole weekend he was having a blast and all his opponents walked away laughing. Hold on, how many games did he win...?

3rd OVERALL: Just as he sat down from getting Best Painted Army he had to get up for this prize. Had a good weekend, didn't you Luke?

2nd OVERALL: The man often linked to the underworld (Hell, not crime) came out of nowhere to claim second prize. Well done to Adam Tennant, who looked gratefully surprised at this award.

BEST OVERALL: Sick of being the bridesmaid at tournaments, Reid Pittams made a concerted effort to cut loose, enjoy himself and strive for the best at Fields of Blood. A great reward for a wonderful player.

So, that's it... Until next year, thanks again to everyone who helped with moving (you know who you are, and we couldn't have done it without you), all the gamers and, of course, to the Games Workshop staff of NZ and Oz. It may not have looked like it but I did have a great time...

WARHAMMER

ARMIES INVOLVED

Vampire Counts	7
High Elves	5
Chaos Daemons	5
Chaos Warriors	4
Dwarf	4
Orc and Goblins	3
Beastmen	3
Skaven	3
Wood Elves	3
Bretonnians	2
Dark Elves	1
Dogs of War	1
Empire	1

WARHAMMER 40,000

ARMIES INVOLVED

Blood Angels	8
Dark Angels	7
Space Wolves	7
Chaos Space Marines	6
Dark Eldar	5
Eldar	5
Orks	4
Space Marines	4
Imperial Guard	4
Tyrannids	2
Sisters of Battle	1
Necrons	1



Above: The assembled competitors act up a bit shortly before the final prize giving. What a sight!

DAVE'S ADVENTURES AT FIELDS OF BLOOD



GAME: 1
OPPONENT: Dave Hunter
ARMY: Space Wolves
RESULT: Win
COMMENTS:
My Guard always struggle against armies that are close combat

based. This Cleanse game went down to the wire. I'd cunningly lured Dave's Wolves out of his deployment zone and I managed to claim one quarter to three contested.



GAME: 2
OPPONENT: Luke Henning
ARMY: Dark Angels
RESULT: Loss
COMMENTS:
The Rescue mission is a double-edged sword for Guard. If you capture the

objective you can usually hang on to it, if you don't you have trouble adjusting your deployment. This close game came down to three armour saves for Luke. Guess who passed them all.



GAME: 3
OPPONENT: Richard Dagger
ARMY: Dark Eldar
RESULT: Win
COMMENTS:
Night Fight is also annoying for a Guard

army. There's just no long range. Fortunately I managed to reduce most of Richard's squads to below half strength with Demolisher shells. Another close game decided by the final Morale test.



GAME: 4
OPPONENT: Chris Banks
ARMY: Eldar
RESULT: Loss
COMMENTS:
Eldar, bmmm... I hate them and their poncy dancing ways! They fly in, at

considerably little risk to themselves, destroy your tanks first turn and then proceed to slaughter your troops in hand-to-hand! I did, however, salvage some pride, taking Chris' army to within five models of breaking.



GAME: 5
OPPONENT: Derek Burns
ARMY: Dark Eldar
RESULT: Win
COMMENTS:
This Recon mission is what my army is suited to. The enemy wants to

race across the board to get into your deployment zone. This gives you plenty of opportunity to gun down the opposition without taking too many casualties. I'm sure this game has turned Derek to the mighty Guard.



GAME: 6
OPPONENT: Adrian Edhouse
ARMY: Templars of Righteous Redemption
RESULT: Loss
COMMENTS:
For "Loss" read "Absolute thrashing" I was pasted

from the word go. My only chance went astray when a daring Demolisher shot deviated 6". In one of my darkest gaming moments I conceded after Adrian's second turn. He's a really nice guy though.

WARHAMMER 40,000 WINNERS



Best Overall - Allan Borthwick
(Space Marines)
2nd Overall - Hagen Kerr
(Space Wolves)
3rd Overall - Roy Kum (Space Marines)



Best Sportsmanship - Paul Monk
(Nurgle Chaos Space Marines)
2nd Sportsmanship - Richard Dagger
(Dark Eldar)
3rd Sportsmanship - Jonathon Young
(Dark Eldar)



Best Painted Army - Hagen Kerr
(Space Wolves)
Best Army - Dave Taylor
(Imperial Guard)

THE BATTLE FOR TECHUAN'S KEY

A four-player Warhammer 40,000 Battle Report
by Phil Kelly, Paul Sawyer, Matt Hutson and Graham Davey

Welcome to this month's battle report, a veritable catalogue of violence and strife as four separate armies battle to the death in an attempt to seize an ancient artifact of immense potency.

Each army pits its best troops against three other forces in this hard-bitten grudge match, where no quarter is asked and none given.

In the midst of a desolate and hostile jungle, the ruins of an ancient civilisation had started emanating a psychic disturbance so disproportionately large that the fabric of the warp itself buckled around it. The psychic shockwave from the arrival of this new threat was of sufficient magnitude that several races

made an investigation their priority. Each patrol made planetfall within scant hours of the psychic disturbance.

We chose the most strange-looking object we could find as the objective, using it to represent the ancient warp gate, Techuan's Key. This relic of a long-dead civilisation is of great tactical importance to all sides, and they must capture it and hold their position at all costs.

This battle report uses a scenario unlike any published in the Warhammer 40,000 rulebook, and is basically designed as a short but incredibly tense game where any model that is not your own is your prey. You will need a

good deal of devious cunning to win this scenario, and we find it is best played with a group of good-humoured friends (*unfortunately we had to make do with members of the White Dwarf team instead – DT*). We recommend leaving the points values at 1,500 or less, or else there just isn't room on the table for everyone's miniatures! Remember that any distinctive terrain feature can be substituted for the ziggurat, and that so long as all players start equidistant from the objective and you use lots of scenery, you can't really go wrong. So get stuck in, and see who gets to be the king of the castle!



CARNAGE

ATTACKER'S OVERVIEW

Your mission is to get to the centre of the board, claim the objective and stay on it at all costs. Whoever has the closest model to the objective when the game finishes is the victor.

DEFENDER'S OVERVIEW

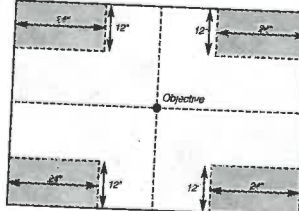
There are no defenders.

SCENARIO SPECIAL RULES

Carnage uses the Night Fight special rule, but only for each player's first turn. It also uses the *Infiltrators* and *Random Game Length* special rules.

SET-UP

- 1 All players roll a dice. The player that scores highest chooses which deployment zone he prefers, then the player who scored the next highest chooses a deployment zone, and so on.
- 2 Each player's deployment zone is indicated in the map to the right. He must set up all his forces in his chosen deployment zone.
- 3 The player who won the dice roll to choose their deployment zone now deploys one unit in his chosen zone. Next, the player who rolled second highest deploys a unit, and so on. The players take it in turns deploying a unit at a time until their entire forces are on the table. The players must deploy their units in the following order: Heavy Support first, followed by Troops, Elites, HQ and finally Fast Attack units.
- 4 If any player has *Infiltrators* in his force then they may be deployed after all other forces have been set up. However, they are not restricted by the deployment zones, and may set up anywhere on the battlefield which is more than 18" from an enemy unit.
- 5 Roll for who gets the first turn. The player that rolls highest takes his turn first, followed by the player to the left of him, and so on.



MISSION OBJECTIVES

All players have the same objective: to have the closest model to the objective when the game ends. If there is a combat where it is unclear as to which models are nearest, the player with the most models in close proximity to the objective wins. Thus, if there was an assault surrounding the objective, the player with the most surviving models nearest to the objective when the game draws to a close is declared the 'winner'. However, if there is an unengaged model closer to the objective, the player controlling the closest model wins outright.

RESERVES

None.

GAME LENGTH

The game lasts for a variable number of turns.

LINE OF RETREAT

Troops which are forced to fall back will do so towards their nearest deployment zone board edge by the shortest route, using the normal Fall Back rules.

LAST ONE TO THE TOP'S A GROT!



Phil Kelly

Phil:
Well, I've consistently been annoying the rest of White Dwarf with my Ulthwé army and finally I get to

prove their worth in a battle report. Add to this the fact that we've played this scenario a couple of times before and it's always been a blast, and it looks like I'm in for a good day's 'work'!

I always try to reflect Ulthwé's background in my troop selection, but I must confess that I'm influenced by what looks good on the table (*Just like all Eldar players – DT*). I think a unit of 17 Black Guardians with a starcannon looks like a good place to start. Sadly, with nearly every other model on the table being clad in good old power armour, I'm not expecting too much from their shuriken catapults. Even so, if they could get onto the objective on the last turn their weight of numbers could swing the game for me.

The other compulsory unit of Black Guardians was a ten-man Storm squad. This unit never fails to give people a nasty surprise, and backed up by a nine-strong Howling Banshee squad they will be invaluable when the Grox dung hits the fan.

I bought the Seer Council a healthy amount of Daemon-busting Ghosthelms and Singing Spears in case I need to combat Graham's Bloodthirster on top of the ziggurat (cool image!) and as nasty an array of psychic powers as I could muster.

Finally, my faithful old Fire Dragons and a tank busting vibro-cannon complete a versatile force. In truth, I intend to use most of my troops to buy me the time I needed to get the Seer Council onto the highest tier of the ziggurat, where they will die to a man if necessary.

I have a feeling this game is going to be bloody in the extreme...



Matt Hutson

Matt:
There's only one way to fight with a Black Templars army and that's up close and personal.

With this in mind I've taken as many assault troops as I can. Knowing that I won't need to travel far to get to the objective I decided to take an infantry army and rely on numbers to see me through. First on my shopping list was my 15 strong Black Templars unit. This will be perfect for this scenario as it can take lots of damage. In this unit I will put the Emperor's Champion to stop any dishonourable foes from shooting him before he can get into close combat. My second choice is an 8 man Assault squad led by a Chaplain. With its full complement of power weapons this squad should be able to take on any enemy Space Marine squad. To give these squads some support I have selected two small Black Templars squads, one armed with a plasma cannon and one armed with a meltagun. I've finished the army with a Dreadnought for the simple reason that I haven't used one for a while.

For my Vow I have chosen 'Accept any challenge, no matter the odds'. Hitting on a 3+ against Marines and Black Guardians will be very useful. Always using the sweeping advance after a combat could be a problem though as it could mean I capture the objective only to see my army leg it off the other side!

Starting next to Paul's army will be interesting, as I know he will want to ally up and play in character. On the other hand ripping the heart out of my boss's army would be quite amusing. You have also got to take into account that his Dwarf army did wipe the floor with my Dark Elf army last week. Revenge would be sweet.

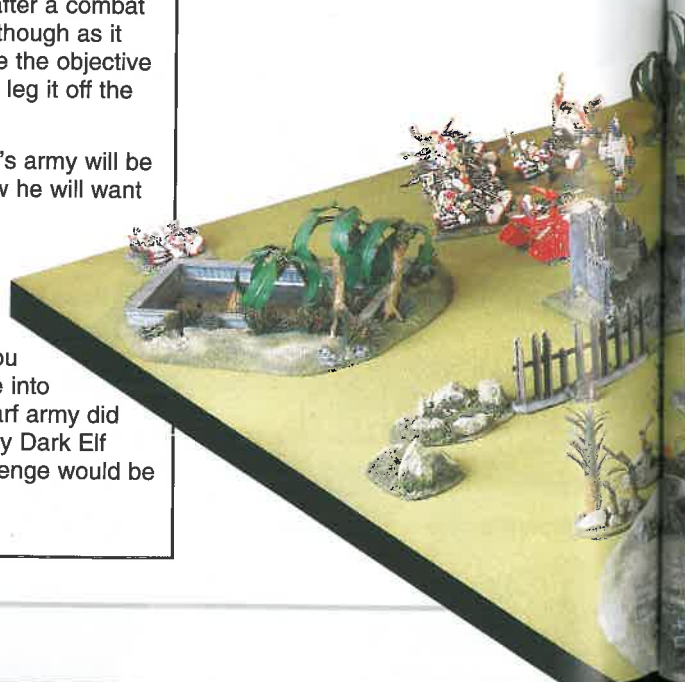


Graham Davcy

Graham:
When we first thought up this scenario last Christmas, I managed to win by slowly moving towards the objective,

arriving in force right on the last turn. My plan is to repeat these tactics, although the random game length makes it a bit harder (we didn't use that the first time).

Last time I took an all infantry army and I was planning to do the same until it occurred to me that I hadn't used my Bloodthirster model in a battle report before. Now usually when I use the big fella, I ensure there are plenty of Aspiring Champions around so I can be pretty sure he will possess one of them early on in the game (so as not to waste his points cost) and have a good chance that he WON'T possess my expensive Exalted Champion. However this is a 1,000 point game and I can only afford ONE Aspiring Champion. This makes including the Greater Daemon a very risky choice, but in a perfect world he might just pop out at the end of the game, launch himself onto the objective with his 12" charge move and scare everyone else off with his Fearsome ability – you never know!





Paul Sawyer

Paul: Blimey, with all the frenzy about the new Warhammer in the studio at the moment it doesn't half feel odd playing Warhammer 40,000!

Last Christmas I kindly (foolishly) let the UK White Dwarf team spend Christmas Eve playing games instead of working. They came up with a rather nifty scenario that allowed four of them to go head-to-head. So when we came to decide what this month's Battle Report was and bearing in mind that there wasn't an army book or boxed game released this month it was obvious we'd opt for four-way carnage!

I'd be facing an Ultrawé Eldar army replete with Seer Council, a Black Templars crusade led by their Emperor's Champion and the vile Black Legion Traitor Marines and who knows what abominations they'd be sullying the battlefield with! Suffice to say that to win this scenario I'd need a suitably hard character to provide the staying power not to be knocked off the objective, so I took two! A bike-mounted Chaplain whose higher Toughness and invulnerability save would be very handy, and a force commander again mounted on a bike

and this time with an Iron Halo. Yep, that should do it.

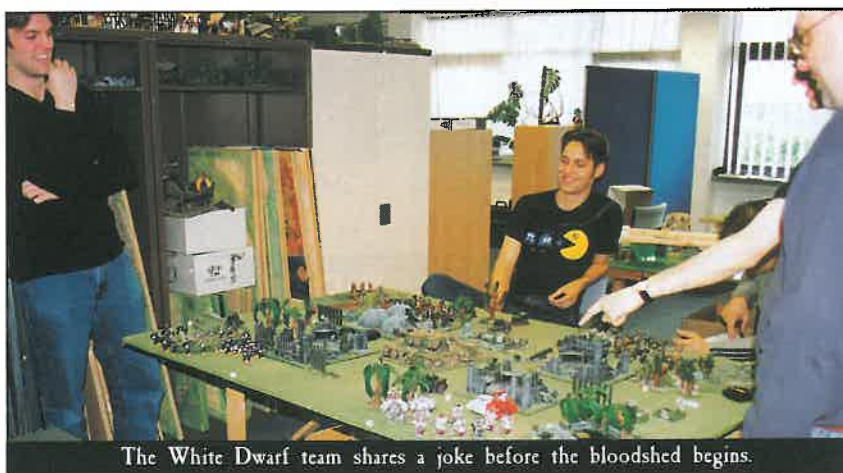
The mission lends itself well to providing heavy support to those elements of your army 'going over the top'. Two Dreadnoughts should do nicely as they are great in close combat and will be able to provide long range firepower wherever it's needed. Back this up with a Scout squad armed with sniper rifles and a heavy bolter, a Tactical squad in a Razorback and five bikers and although this army is small, it packs a real punch.

I don't really have a plan as it is going to depend so much on the terrain, deployment and such. I have the speed to make a mad dash for the objective so at the moment I'm going to hang back, not annoy

anyone (yeah, right...) and let them fight amongst themselves.

The deciding factor will be where everyone is to deploy. I'm not too bothered about being next to Matt's Black Templars as they are honourable Space Marines – I will be gunning for the aliens and traitors. Nor am I too worried about the Eldar as its only Seer Council that would prove a problem. The army I don't want to be next to is the Black Legion Traitor Marines. I've yet to beat Graham and he's also been muttering about Bloodthirsters this week.

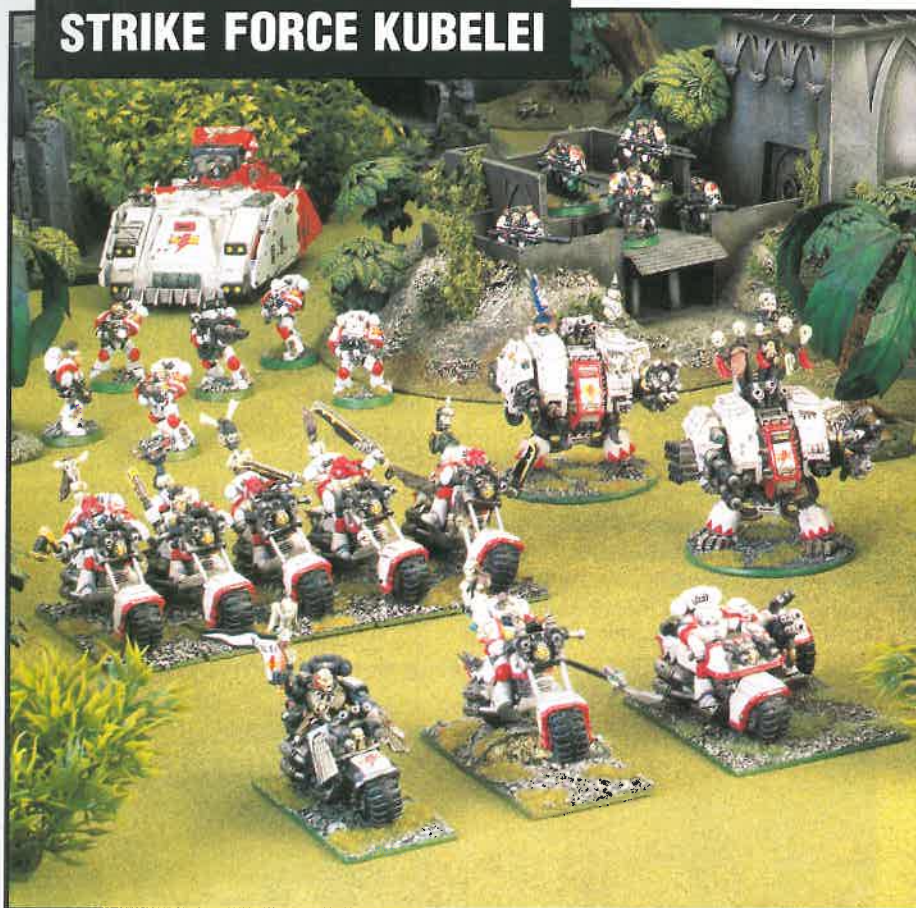
The fact that I'm their boss shouldn't in any way sway their choice of targets when the going gets tough...



The White Dwarf team shares a joke before the bloodshed begins.



STRIKE FORCE KUBELEI



1 Force Commander with bike, power weapon, Iron Halo, krak grenades **135 pts**

1 Chaplain
Crozius arcanum, rosarius, krak grenades **105 pts**

4 Space Marine Bikes, with twin-linked bolters, bolt pistols
1 Sergeant with close combat weapon and bolt pistol **176 pts**

6 Tactical Space Marines one with lascannon, plasma gun **111 pts**
Razorback with searchlight **86 pts**
5 Space Marine Scouts, one with heavy bolter, 4 sniper rifles **95 pts**

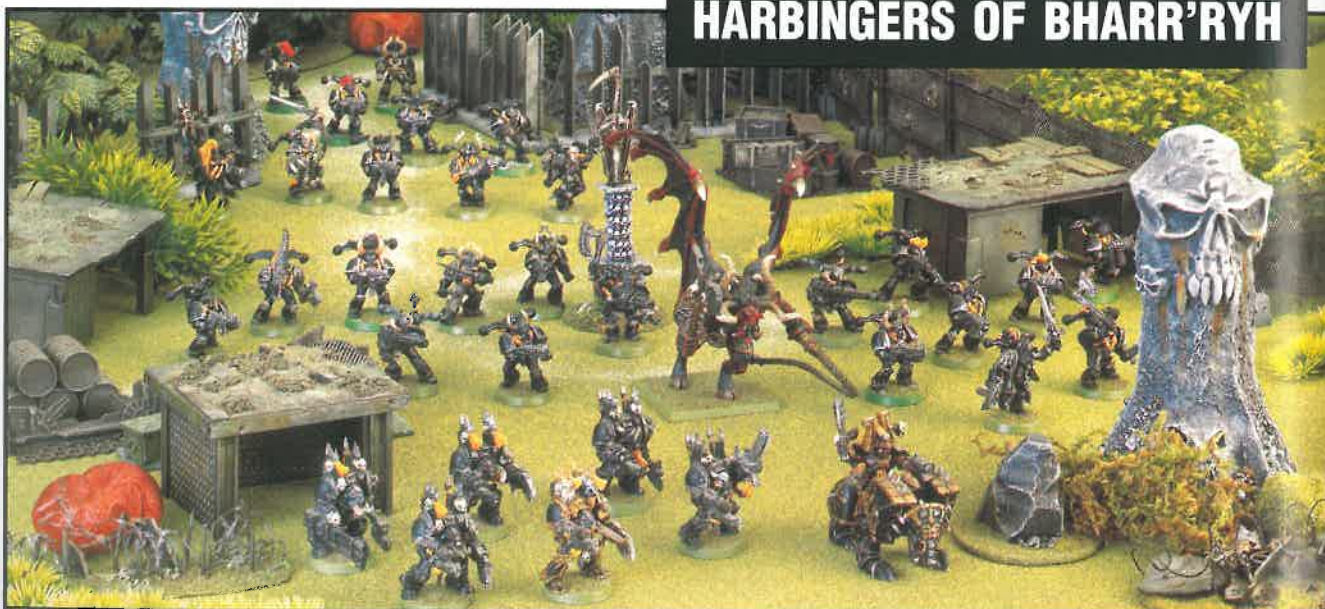
1 Dreadnought with close combat weapon, heavy flamer, assault cannon **115 pts**

1 Dreadnought with close combat weapon, storm bolter, twin-linked autocannon **110 pts**

1 Attack Bike
Multi-melta **65 pts**

TOTAL **1,000 pts**

HARBINGERS OF BHARR'RYH



1 Exalted Champion with Juggernaut, Mark of Khorne, Axe of Khorne, spiky bits, bolt pistol **141 pts**

1 Bloodthirster **140 pts**

6 Chaos Terminators, one with autocannon, one with chain fist, 3 with lightning claws, 3 with combi-meltas **268 pts**

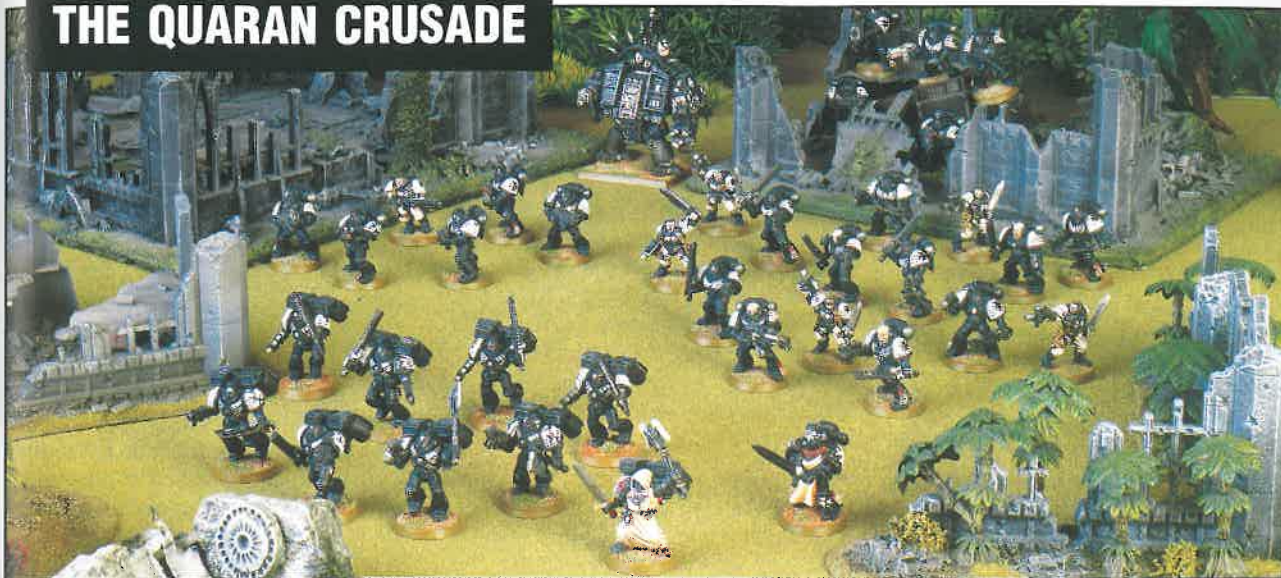
7 Chaos Space Marines, one with lascannon **120 pts**

7 Chaos Space Marines, one with lascannon **120 pts**

10 Chaos Space Marines with frag grenades, one with plasma gun, including:
Aspiring Champion with Mark of Khorne and power fist **211 pts**

TOTAL **1,000 pts**

THE QUARAN CRUSADE



1 Emperor's Champion	105 pts
1 Chaplain with artificer armour, close combat weapon, bolt pistol, master crafted crozius arcanum, Terminator honours, purity seals, rosarius, jump pack, frag grenades	148 pts
6 Initiates one with plasma cannon	90 pts
5 Initiates one with meltagun, plus:	
1 Neophyte with combat shotgun	96 pts

10 Initiates with bolt pistol and close combat weapon, one with flamer, one with a power weapon, plus:	
5 Neophytes with bolt pistols, close combat weapons	218 pts
8 Assault Marines with frag grenades, two with power weapons	220 pts
1 Dreadnought with assault cannon, heavy flamer, close combat weapon, extra armour, smoke launchers	123 pts
TOTAL	1,000 pts

ULTHWÉ PSYKER WARHOST



1 Seer Council including:	322 pts
1 Farseer: Singing Spear, Runes of Witnessing, Ghosthelm, Runes of Warding, <i>Fortune</i>	
1 Farseer: Shuriken pistol, close combat weapon, <i>Mind War</i>	
1 Farseer: Singing Spear, Ghosthelm, <i>Guide</i>	
1 Warlock: Shuriken pistol, close combat weapon, <i>Enhance</i>	
1 Warlock: Shuriken pistol, close combat weapon, <i>Augment</i>	
1 Warlock: Shuriken pistol, close combat weapon, <i>Destructor</i>	
1 Warlock: Shuriken pistol, close combat weapon, <i>Embolden</i>	
7 Howling Banshees with shuriken pistols and power weapons	
1 Exarch with Executioner, <i>Acrobatic</i>	157 pts

1 Vibro-cannon support platform with two crewmen	60 pts
4 Fire Dragons with melta bombs and fusion guns	
1 Exarch with Firepike, melta bombs, <i>Burning Fist</i>	134 pts
9 Black Guardians (Storm Squad) with shuriken pistol and close combat weapon, two with fusion guns	
1 Warlock with Singing Spear, <i>Enhance</i>	124 pts
15 Black Guardians (Defender) with shuriken catapults, one starcannon heavy weapon team	
1 Warlock: Shuriken pistol, hand weapon, <i>Conceal</i>	212 pts

TOTAL 1,000 pts

TURN ONE

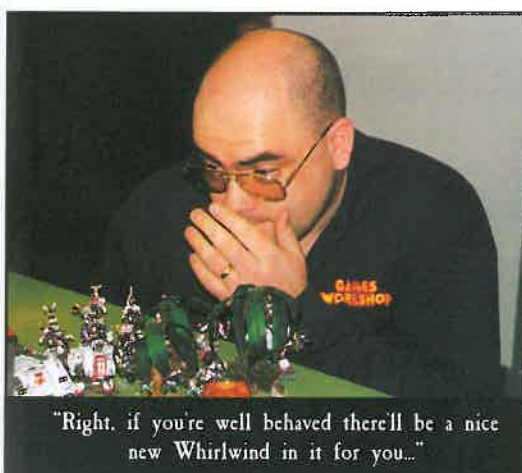
Graham's Chaos Space Marines marched steadily through the jungle in the general direction of Paul's White Scars, spreading out toward the central objective. It was highly probable that Graham would take the fight to Paul, mainly because the White Scars were nearest. Due to the Night Fighting rules, it was too dingy to make out the flashes of white in the distance as distinct figures. The White Scars, however, had obviously accounted for this eventuality. One of the hulking Dreadnoughts smashed down a tree with its power fist, drawing a bead on a Black Templars squad in the ruins. One of them was hefting a heavy-looking weapon into position. The foremost member was just in range of the Dreadnought's assault cannon,

and three large-calibre bolts thudded into the squad. One Space Marine took a bolt full in the throat, killing him instantly.

In reply, the Space Marine with the plasma cannon attempted to return fire, but the Dreadnought had shifted into the shadows and the Templars missed his mark. As Matt's Black Templars negotiated the ruins between them and the objective, his Dreadnought activated its smoke launchers, affording more cover for the advance.

Phil's turn began with the redistribution of his forces, the Eldar shifting into advantageous firing positions. The Seer Council took cover in the shattered remnants of some nearby dwellings, working

arcane symbols of protection in the morning air. The Black Guardians would benefit from the power *Guide* this turn, and predictably the Seer Council were bolstered by the psychic power *Fortune*. Since shooting was made very difficult by the temporary Night Fighting rules, Phil used the Eldar's Fleet of Foot ability to move his troops into better positions. The exception was the Black Guardians, who spotted a group of Templars in the distance and fired the starcannon into their midst. Two Space Marines fell to the superheated explosions of plasma, their heavy armour useless against such a powerful weapon.



"Right, if you're well behaved there'll be a nice new Whirlwind in it for you..."



Throttles roaring, the White Scars of the Adeptus Astartes take up positions amongst the overgrown ruins.

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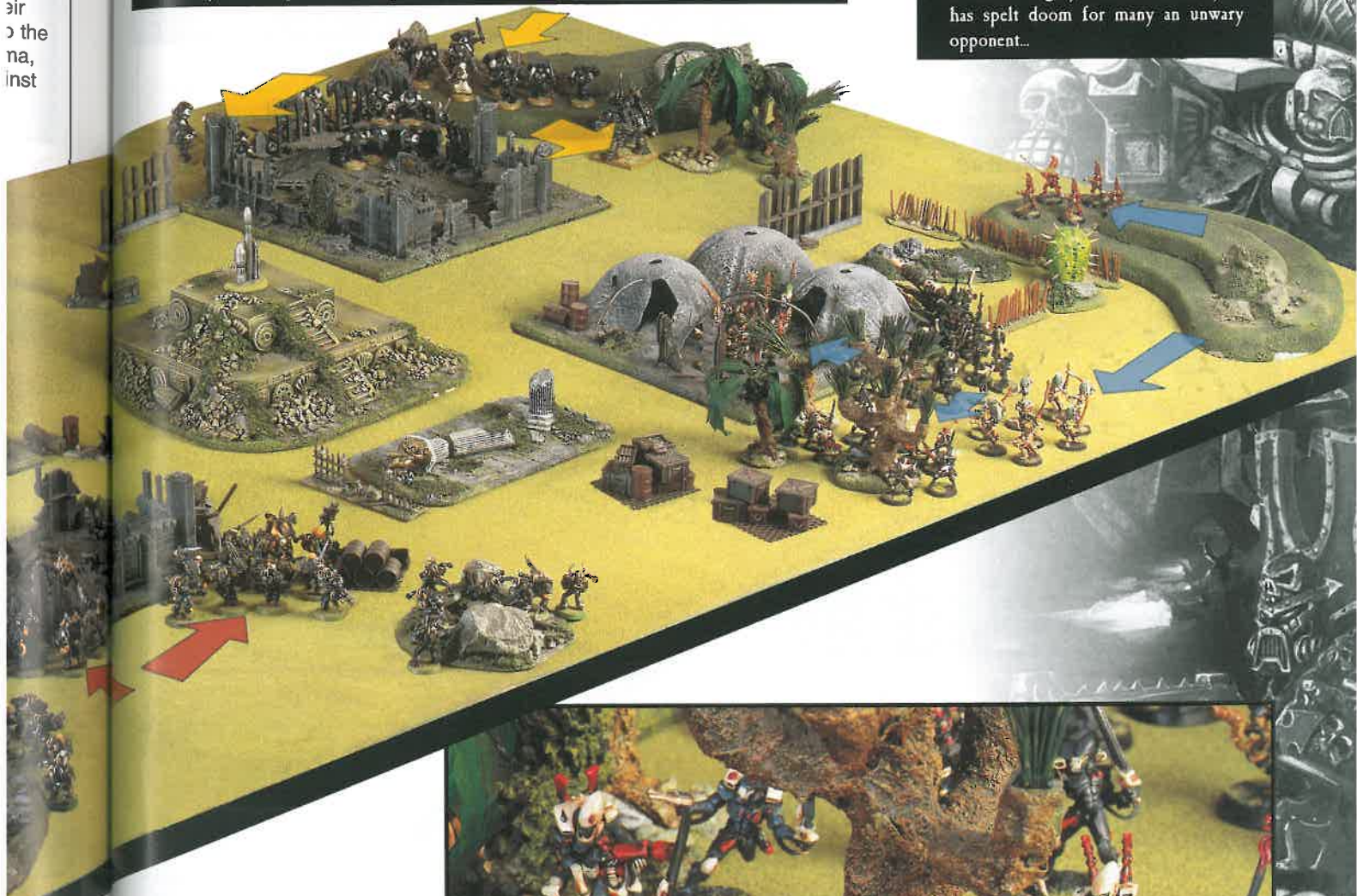
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Led by the Emperor's Champion, the Black Templars advance.



Graham's highly effective Evil Eye has spelt doom for many an unwary opponent...



Paul: "We need to kill everything in Phil's army – let's pick on him, Matt. I'll shoot at him and leave you alone."

Matt: "I don't believe you."



Phil's Black Guardian Storm Squad sprint into the cover of the nearby woods.

TURN TWO

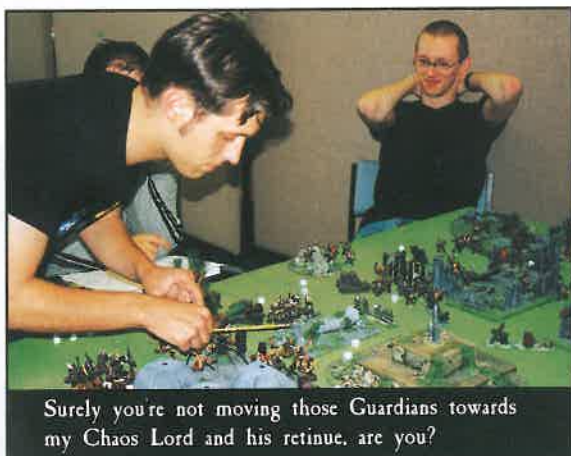
Graham's turn started with him rolling to see whether the Bloodthirster would manifest itself this turn. Having only two characters, one of which was his Khorne Lord mounted on a Juggernaut, this was always going to be a bit of a gamble. With a flourish of the dice, however, Graham produced a 6 for his Aspiring Champion, and worried glances were exchanged by all the team as the model was replaced by a vast winged Daemon! The minions of Chaos marched forward through the ruins, their vision no longer impeded by the shadows of the night. The Chaos Terminator squad heading toward the White Scars' flank loosed off a volley of autocannon fire at the exposed side of Paul's Razorback, detonating with an explosion that

shook the crew so that the vehicle would not be able to shoot next turn.

Seeing the threat moving towards his troops, Paul moved his Attack Bike to face the approaching Terminators. The multi-melta hissed a fine stream of fusion into the armoured hide of one of the beasts, vaporising it where it stood. The Tactical Squad within the damaged Razorback disembarked and, readying their weapons, loosed a fusillade of fire at the Chaos Terminators. The plasma gun had little effect, merely scorching one of the armoured monstrosities, and the combined bolter fire did little to harm them either. The White Scar armed with the lascannon, however, sent a bolt thudding into one of the Chaos Terminators, vaporising the

gnarled, hulking creature. Graham was forced to take a Morale check, which he passed.

Concentrating his fire on the Chaos forces, Paul's White Scars poured assault cannon shots into the Khorne Lord's retinue, but in their frenzy they shrugged off the fact they were under fire, trusting in their vile gods for their safety. Moving forward toward the objective, Paul's foremost Dreadnought fired its assault cannon at the newly manifested Bloodthirster. Although two bolts struck home, the towering beast ignored the detonations as if they were beneath its notice. However, the Dreadnought had now made its presence known to the looming Daemon...



Surely you're not moving those Guardians towards my Chaos Lord and his retinue, are you?



As if by magic, the Bloodthirster appeared...

Graham: "If you leave the Bloodthirster alone, I'll see to that Seer Council."



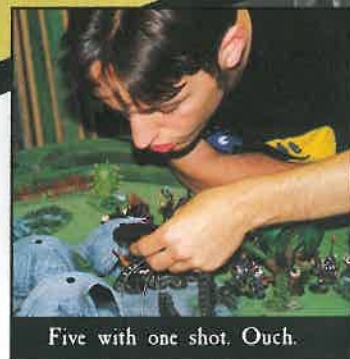
Give us a "W!" Give us an "H!" Give us an "I..."



The Fire Dragons advance warily towards the Templars' Dreadnought...



Paul: "Large winged monster within line of sight... time to blat it!"



Five with one shot. Ouch.

Matt's turn was only slightly more eventful than his last. Moving all his forces forward, he continued the slow advance through difficult terrain with the main body of his forces. However, his Assault squad advanced behind the ruins toward the White Scars, backed up by a small Tactical squad equipped with a meltagun. The Black Templars Dreadnought split off to attack the approaching Fire Dragons, using the intervening woodlands for cover.

Sighting the densely packed Seer Council moving through the ruined

buildings, Matt took his chance and opened fire with the plasma cannon and one of the accompanying squad's bolters. With a superbly placed template, Matt managed to cover five of the Seer Council. However, the psychic effects of *Fortune* forewarned the Eldar leaders of the attack. Ducking into the nearby buildings like wraiths, they escaped enough of the blast to avoid being hurt altogether, as Phil unsurprisingly made his five re-rolled saving throws.

Phil's turn was once more devoted to manoeuvring his troops more effectively, with a lot of the units

using Fleet of Foot to get into cover. At the beginning of the turn, Phil passed all his Psychic tests, once more using *Guide* on the Black Guardians and casting *Fortune* on the Seer Council. The starcannon opened fire once more on the only visible Black Templars squad, this time causing three hits. However, Matt had manoeuvred into cover, and as a result only one of his Templars, a Neophyte, was killed by the plasma bolts. The Black Templars were losing men, but gaining ground. Very soon, all-out war would begin in earnest...

TURN THREE

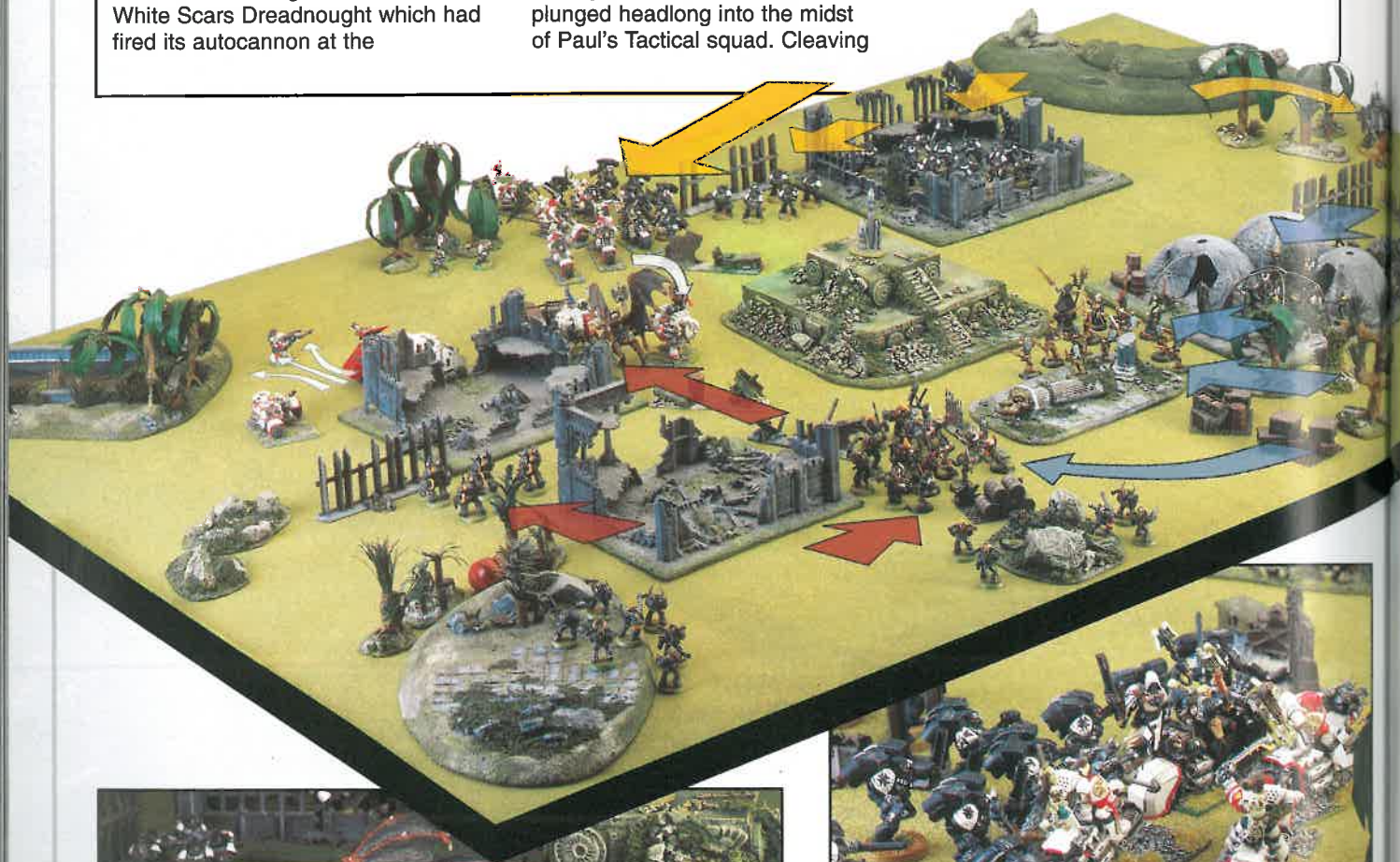
With an evil grin, Graham began moving his troops straight towards Paul's White Scars. The Terminators broke cover, and the Khorne Lord and retinue moved worryingly close to the ziggurat. The Bloodthirster looked to be in assault range already, and the look on Paul's face was as if he had been told that bacon had been made illegal.

The lascannon on the hill at the back of Graham's lines took a shot at the Attack Bike, but amazingly failed to wound it. The second lascannon drew a bead straight to the White Scars Dreadnought which had fired its autocannon at the

Bloodthirster last turn, and the bolt slammed home, disabling one of its weapons. The Chaos Terminator with the autocannon once again targeted the exposed side of the Razorback, the powerful explosions blowing off the tracks and immobilising it completely. One of his infernal brethren fired his meltagun at the tank as well, rendering the tank's weapons systems inoperative for the coming turn.

With crushing inevitability, Graham's Assault phase commenced, and the leering Daemon bellowed loudly as it plunged headlong into the midst of Paul's Tactical squad. Cleaving

the poor unfortunates apart with its daemonic axe, the Bloodthirster killed a White Scar with each of its ferocious attacks. The only Space Marine left, under the burden of his lascannon, backed away from the carnage, knowing he could never best the thing in close combat. Worse still for Paul, the Bloodthirster was able to consolidate into close combat with one of his Dreadnoughts, denying him the chance to open fire on the monstrous Daemon.



The rampaging Bloodthirster begins ripping the White Scars to shreds.



Treachery! The Black Templars Assault Marines administer a beating to the White Scars Bikers.

Paul: "Matt, if you turn on me I will charge you with everything."

Matt: "That's a threat, is it, Paul? CHARGE!"

It was Paul's turn, and he was forced to take drastic measures if he was to survive. The White Scars Bike squad, led by the Force Commander and the Chaplain, moved in to occupy the centre of the board so that they had a clear run to the objective. Paul's unengaged Dreadnought moved toward the combat with the Bloodthirster to support its beleaguered battle brother. The Attack Bike fell back, out of assault range of the Chaos Terminators, and opened fire with both its multi-melta and its twin-linked bolters. The

armoured monstrosities walked through the fusillade unharmed. The White Scars Marine that had survived the Bloodthirster's initial attack fell back hoping to find a position where he could use his lascannon to good effect, but was unable to locate a viable target.

Paul's hopes rose slightly as he charged his second Dreadnought into combat with the Bloodthirster, confident that the combined power of two of these massive war machines would be a match even for the rage of a Greater Daemon of Khorne.

However, given that a Bloodthirster is a Monstrous Creature and therefore rolls 2D6+Strength for armour penetration, Paul's Dreadnoughts would have to be lucky indeed to win the fight with the daemonic assailant. The Dreadnoughts caused two hits on the Daemon, but the thing's daemonic aura protected it from harm as Graham made both his saving throws. The Bloodthirster roared in fury and, after a flurry of penetrating hits, one of the Dreadnoughts was reduced to a smoking pile of mangled metal.



The Storm Squad charge the Chaos Lord, buying time with their lives...

Paul: "Matt, what an interesting way to resign."

But the worst was yet to come. In an act of unprecedented treachery, the Black Templars swooped toward the White Scars bikes, fire spitting from every weapon. Matt gloated as his meltagun, bolters and bolt pistols accounted for no less than four of the unsuspecting bikers. The Black Templars Assault Marines, led by Chaplain Fernandez, boosted into combat with the remainder. Due to the fact that their sacred vow meant they were hitting on a 3+, the Templars had the advantage. In a bloody and painful combat, the remainder of the bikers were killed, and the Chaplain was wounded. In return, the White Scars managed to

wound Chaplain Fernandez before falling back to the relative safety of the woods. Paul was not a happy man as the Assault Marines swept after them into combat with his Scout squad.

On the other side of the table, things were hotting up for the Eldar. With a resounding battle cry of "Oh what the hell, I'm going to get some," Phil hurled his Black Guardian Storm squad into the Khorne Lord's retinue in an attempt to delay them from reaching the objective. Despite being hopelessly outclassed, the Guardians not only killed one of the Chaos Marines, but also wounded the Khorne Lord himself. With a faint

look of surprise, the mounted Chaos Lord set about them with his axe, felling three Guardians, but they steadfastly remained locked in combat.

On the right flank, however, Phil had miscalculated the distance between Matt's Dreadnought and his squad of Fire Dragons. The black behemoth charged into the Aspect Warriors with a metallic bellow before the Eldar even had a chance to use their potent fusion guns. Red-plated bodies were ripped to pieces by the Dreadnought, and soon it was storming toward the vibro-cannon in Phil's deployment zone.

Matt: "Paul, you hold that Bloodthirster up with your army and I'll grab the objective."



...while even the two mighty Dreadnoughts fail to fell the Bloodthirster.

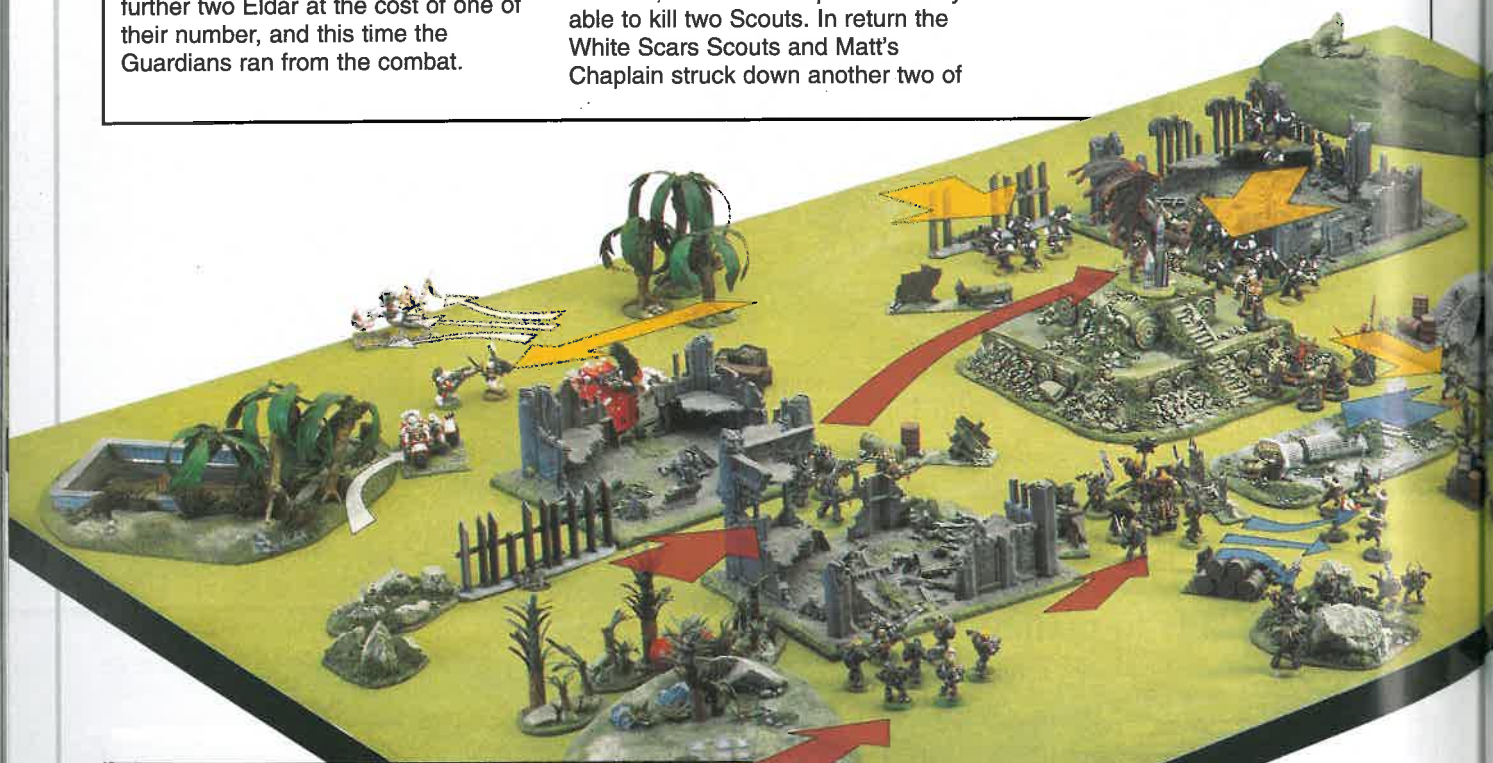
TURN FOUR

As Graham's Terminators changed direction and began the march toward the objective, they opened fire at the Howling Banshee squad nearing the steps of the ziggurat. Dancing through a hail of autocannon and bolter shells, the Banshees emerged unscathed. The Chaos Marines behind them, however, managed to mow down two of the sprinting Eldar. The Khorne Lord, recovering from the shock of the Guardians' assault, struck down the Warlock accompanying the Storm squad, but the psyker must have sapped the mighty Chaos General's strength, as with an outbreak of 1s, his next three blows did no damage at all! His companions struck down a further two Eldar at the cost of one of their number, and this time the Guardians ran from the combat.

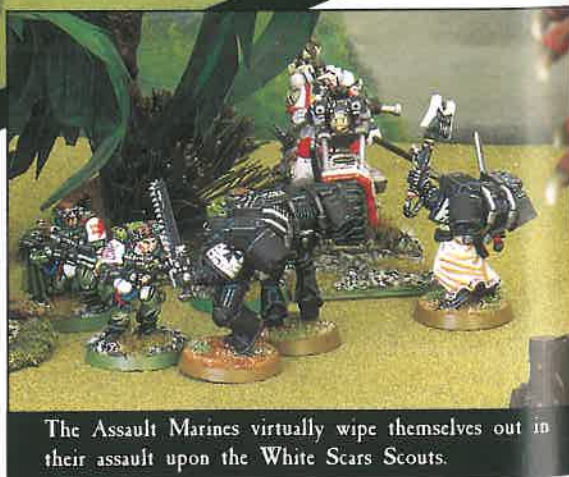
The Bloodthirster, thoroughly enjoying the combat against the remaining Dreadnought, stepped back nimbly to avoid the machine's power fist before smashing it into pieces with its axe. Just to be the first to occupy the objective, Graham gleefully moved the Bloodthirster up onto the top of the ziggurat.

Incensed by the betrayal shown by Matt last turn, Paul fired everything he had at the advancing Black Templars Assault Marines as they swept into the woods. Bolters, heavy bolters, lascannons, sniper rifles, and multi-meltas opened fire on the Templars, killing four before they even touched the ground. Greatly reduced, the Assault squad was only able to kill two Scouts. In return the White Scars Scouts and Matt's Chaplain struck down another two of

the Black Templars Assault Marines. Subsequently, the Chaplains went crozius to crozius, with Matt getting the upper hand and killing Paul's Chaplain in his saddle. Even though he killed another Assault Marine, Paul still lost the combat, and the Scouts fled from the woods towards the White Scars deployment zone. Worse still, after failing their Leadership check and running to the edge of the table, the Scouts failed their last chance to rally and disappeared for good. Matt's Chaplain, the only other survivor, swept into combat with the last remaining White Scars Tactical Marine. Needless to say Paul was by now less than overjoyed.



The Storm Squad run for their lives from the Lord of Chaos.



The Assault Marines virtually wipe themselves out in their assault upon the White Scars Scouts.



As the Bloodthirster roars its defiance at the Templars, a duel to the death breaks out between the Banshee Exarch and the Emperor's Champion.

Graham: "Aargh! The dice have turned against me!"

Phil: "I'm gutted for you..."

Seeing the Bloodthirster roaring its defiance on the highest tier of the ziggurat, Matt opened fire with everything at his disposal. The Bloodthirster came under fire from squad after squad of Marines, explosions riddling its mottled skin. When the smoke settled, the evil creature still leered down, weakened but still standing. Flapping its leathery wings, the Daemon rose into the air...

The rampaging Dreadnought on the right hand side of the table charged toward the vibro-cannon crew, toasting them with its heavy flamer, and assaulting into a straggling Guardian at the back of the Defender squad. Knowing he could not win the

combat, and fearing that the Dreadnought would munch its way through the entire squad, Phil voluntarily fell back. The Dreadnought pursued, but failed to reach them.

In the centre of the table, the Emperor's Champion attempted to charge the Seer Council, but this time it was Matt who misjudged the distance and the hero failed to get into combat.

Working arcane sigils in the air, the Seer Council turned to face the oncoming Emperor's Champion, but despite unleashing everything from psychic attacks to singing spears, the Champion's ornate armour protected

him from every wound. However, three of the Seer Council had managed to make it onto the first tier of the ziggurat, with one even making it to the top.

Down below, the rallying Guardians' starcannon twice failed to damage the oncoming Black Templars Dreadnought. Phil's run of bad luck continued when the Banshee squad, led by their Exarch, leapt into combat with the Emperor's Champion only to stand helpless as the Champion issued a challenge to their leader. The Templars dispatched the Exarch with his ornate blade and, filled with terror, the other Banshees fled! Looking as if he had just bitten into a lemon, Phil ended his turn.

TURN FIVE

Graham's troops manoeuvred tantalisingly close to the ziggurat, with both the Terminators and the Khorne Lord reaching the base of the pyramid. Recognising that they could still cause some damage, his Terminators opened fire on the fleeing Banshees, killing four. Graham's Command squad opened fire at the Seer Council, but the bolts were wasted; the Seer Council were no longer where the bullets were aimed.

The Bloodthirster, aloft above the warp portal, swooped into the heart of the Black Templars squad. In the mayhem that followed, a full five Marines were struck down by the Greater Daemon before one of them managed to thrust its chainsword deep into the ichor-filled heart of the beast. In a frenzied wave of battle-

lust, the Templars swept over its dissipating corpse, clambering onto the first tier of the pyramid and entering combat with the Seer Council. The Emperor's Champion turned, having seen off the Banshees, and assaulted the Farseers as well. Issuing a challenge, the Black Templars hero faced off against one of the Farseers. To everyone's surprise (including Phil's) the Farseer managed to wound the Emperor's Champion, whilst escaping harm himself! Truly he had seen exactly what the Space Marine had intended to do and reacted accordingly. On the first tier of the ziggurat, the Farseers and Warlocks killed another two of the Templars Battle Brethren with spear and sword, with no losses. The combat was convincingly

won by the Eldar but, as the Templars never run from a good scrap, the fight went on.

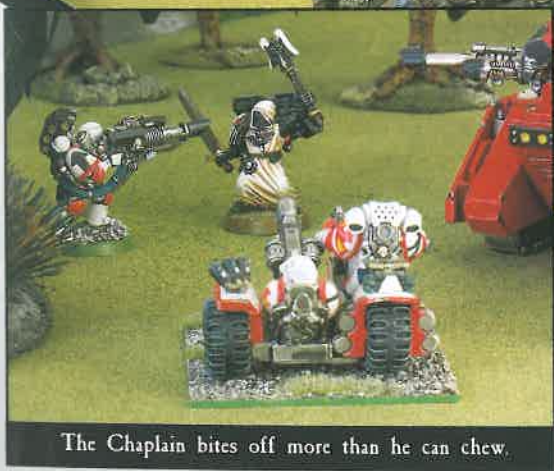
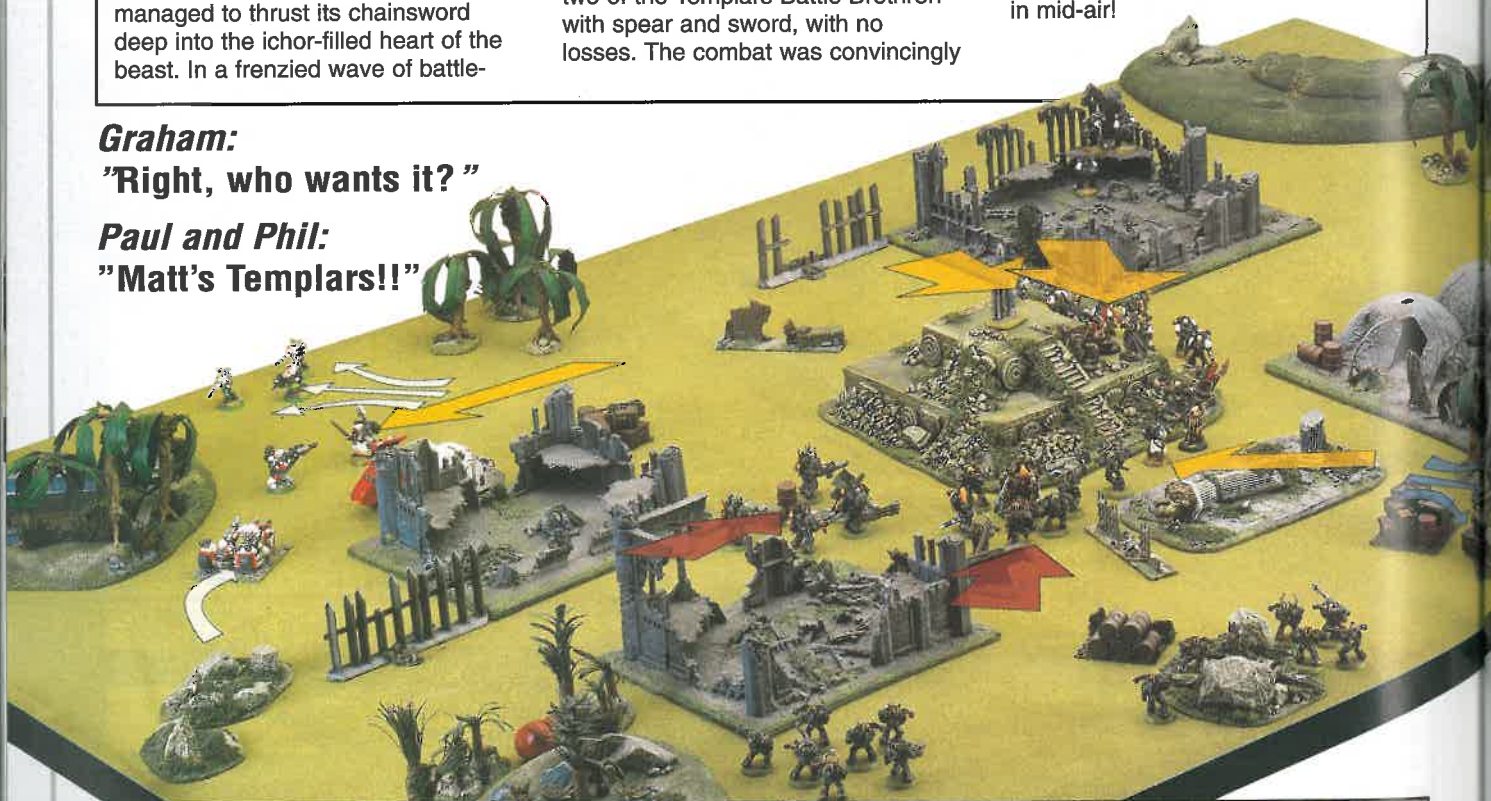
Over the other side of the table, Paul decided to give Matt a good strong kick before his shattered army caved in completely. The Black Templars Chaplain, using his Sweeping Advance from the last turn, made a tempting target for a variety of heavy weapons. True to form, those weapons which didn't miss altogether either failed to wound or were nullified by his rosarius. However, the lone White Scar that was being charged coolly levelled his lascannon, and at the last moment unleashed a bolt so powerful that Chaplain Fernandez was blown apart in mid-air!

Graham:

"Right, who wants it?"

Paul and Phil:

"Matt's Templars!!"



The Chaplain bites off more than he can chew.



In the shadow of the ziggurat, a lethal duel is resolved...



The Eldar firepower fails to stop the rampaging Dreadnought.

Phil: "Come on, I can still blag this. Game end now please..."



The Black Templars finally end the Thirster's reign of terror.



The Seer Council desperately defend the tiers of the Ziggurat from the Black Templars.

Over by Phil's deployment zone, the screaming Dreadnought discharged its heavy flamer and assault cannon, barrelling through the fire to confront the burning Black Guardians. Knowing they could not harm it, the Eldar suffered an outbreak of common sense and finally fled the battlefield. This left the Dreadnought space to assault the Storm squad, where it crushed yet another Guardian. Despite their hopeless position, they refused to break.

Up on the tiers of the ziggurat, the Seer Council were slowly and methodically taking their opponents apart. Three of the Warlocks put down their opponents, and the Black Templars were powerless to penetrate the rune armour of the weaving, shifting aliens. However, the Emperor's Champion, locked in mortal combat, finally managed to eviscerate his foe with the Black Sword, killing the unfortunate Farseer with one mighty blow.

At the end of Phil's turn, a dice was rolled to see if the Random Game Length rule would draw proceedings to a close. The dice spun for a couple of long seconds before coming up with a 2, and the frantic battle ended. Since both Phil and Matt had models on the first tier of the ziggurat at the end of the game, they were declared joint winners.

DEATH, GLORY AND PLENTY OF CARNAGE



Matt Hutson

Matt: Bwa, ha, ha, ha, haaa!

Well, Paul did threaten to wipe out my army if I attacked him, and in the end I just couldn't resist it. I was

even considering attacking him a turn earlier when Paul presented the rear armour of his Dreadnoughts to my meltagun and plasma cannon!

The game did show how much of an advantage hitting Space Marines on a 3+ is. My Assault squad and Chaplain were more than a match for the White Scars characters and Bike squad. In all I was very pleased with the way the game went. My Dreadnought did a great job in holding up most of Phil's army and generally going on the rampage. The Emperor's Champion is absolutely awesome, what other Space Marine character can beat a Howling Banshee squad in close combat and then hold up the Seer

Council? The only real disappointment was not getting him into combat with Graham's Khorne Lord as these two characters have a history of duffing each other up.

In the last few turns the politics really came into it. Surely Graham should have a Tzeentch Chaos Space Marine army as he was the biggest schemer of us all. In all, the scenario was a lot of fun to play. One thing to keep in mind when playing it though is never to trust anyone – you never know when they might turn on you...



Phil Kelly

Phil: Well, the Seer Council saw me through at the end. I have to admit this unit has won me loads of battles purely because they absolutely

refuse to die. It doesn't matter if they are hit by bolt pistols, plasma cannons or power swords, they remain defiant through whatever the enemy throws at them. This never fails to irritate my opponents and, bearing this in mind, I used the rest of the army to distract and delay the enemy long enough to get the Council onto the stepped pyramid.

I played far too recklessly at times, throwing away valuable troops

merely to stop the advance of the Khorne Lord and lure away the more potent elements of Matt's Templars. Sadly this backfired badly as Matt's Dreadnought and Emperor's Champion munched their way through most of my fragile army! I now know how annoying it is having a huge squad locked in combat with a Dreadnought when they have no chance of even scratching it.

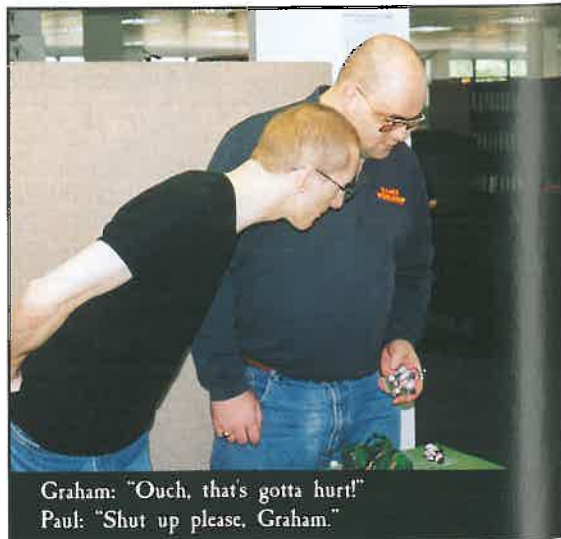
My whole Howling Banshee squad was wasted due to the Challenge rule the Emperor's Champion benefits from. I nearly got away with the fatal charge, and was ready to deliver 18 power sword attacks, but thanks to a timely reminder from Nick I now see why the rest of White Dwarf despises the Emperor's Champion! Still, with the mission in mind, the Banshees and Storm

squad did exactly what they were there for, acting as bodyguards for the Council until they could reach the objective. Once they were in place, it was pretty much plain sailing, and they gave such a good account of themselves against the Black Templars that when the game finished I had more models on the ziggurat than Matt (yep, re-rolls to the rescue I'm afraid). The Storm squad even managed to win a combat against the Chaos retinue, scoring a wound on the Khorne Lord himself!

My only regret is that the rest of the army didn't fare so well. Still, it was all about getting my models into the centre at any cost. My whole game was a series of expensive gambles, but, ultimately, they paid off.



As a decider, Matt and Phil resorted to the Colgate Challenge.



Graham: "Ouch, that's gotta hurt!"
Paul: "Shut up please, Graham."

CLOSE – BUT NOT QUITE CLOSE ENOUGH...



Paul:
Treacherous
crusading
malcontents!
The
Inquisition
shall hear of
this attack
on the loyal
White Scars

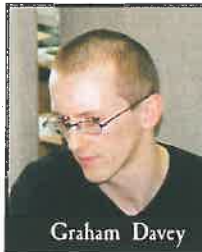
– there is quite obviously a dreadful taint in the geneseed of the Black Templars. Mutter, mutter, rant, mutter...

Well, it couldn't have gone any worse. A Bloodthirster turning up on my doorstep and rampaging through my army just about floored me even before the Black Templars dogs turned on their loyal allies (despite the proximity of aliens and traitors). The Templars must harbour a dark secret indeed if they think this is the way the Emperor envisaged the Astartes to perform on the field of battle.

Other than curses and threats, there really isn't a great deal I can say. Once Graham's Bloodthirster arrived on turn two and promptly turned both Dreadnoughts into so much scrap metal I was always going to struggle. The treachery of the supposedly loyal Black Templars only exacerbated the situation and meant that within a couple of turns I was reduced to being a spectator, although this did mean that I could grab an early lunch, so it wasn't all bad.

Now then, how does that old saying go? Ah yes, "He who laughs last... is probably your boss."

Let me see... which one of the Dwarf team is ideal for all those tedious, dreary little jobs that take days to complete, sapping your will to live? Those jobs you wouldn't wish on your worst enemy? Those jobs that don't engage your mind enough to stop you from thinking that stabbing your boss in the back was a very big mistake?



Graham:
Well, it was an
eventful battle
and loads of
fun, with
plenty of
negotiations,
alliances,
scheming and
back-stabbing.

It was a nice surprise when the Bloodthirster possessed the right model, if somewhat earlier than I expected. He proceeded to rip through Paul's army, taking down a squad and two Dreadnoughts without even working up a sweat. He swept onto the objective and spent a few triumphant moments bellowing at the other armies. It wasn't much of a shock when Matt fired his entire army at the Greater Daemon, but it was a surprise that he was still standing for my next turn. Unfortunately, when he charged the Black Templars he

must have run straight onto a chainsword, dying to a lowly Marine. Actually, Black Templars have some strong advantages against the big Daemon, as they can hit it on 3+ instead of the 5+ that most Space Marines need (Matt nearly always takes that vow), and they will never run away.

The rest of my army performed okay, with lascannons, boltguns and Terminators dealing out plenty of destruction, but my close combat squad with the general in only managed to see off one Guardian squad during the game – and even that took two turns! If we'd played one more turn then my General and Terminators would have reached the pyramid and fought for victory, but the game ended too soon. Basically, my Bloodthirster was too early and the rest of my army was too late – obviously I need to work on my timing!

Entity ~~MAN~~ OF THE MATCH

Graham's Bloodthirster managed to wreak a horrendous amount of destruction throughout the game, killing five White Scar Marines, five Black Templars Marines, TWO White Scars Dreadnoughts and of course the Aspiring Champion that the loathsome thing burst out from in the first place. Although Matt's Chaplain and Dreadnought both caused a comparable amount of casualties, the Bloodthirster took all that the Templars could throw at it for a full turn and still came out roaring!



"What in the Emperor's name does it take to kill this filth?!" bellowed Brother Thectus as he fended off another blow from his alien assailant. His bolt pistol was completely empty of shells, each consecrated bolt having been expended attempting to find a weak spot in the Eldar's fiercely burning armour. It hurt his head to look at the shimmering runes, but mercifully the alien was moving his resonant spear with slow deliberation, contrasting with the furious assault of the Black Templars. So near to the objective, they had intercepted the worst of their enemies – a group of alien Warlocks. Thectus despised all psykers with the same passion he reserved for daemonspawn.

It was a matter of minutes before the Chaos scum to the west would reach the alien artefact, and several of his comrades had bought time against the aliens already on the ziggurat with their lives. But no matter how hard they struck, how many blows rained down upon the vile enemy, the aliens would not fall. Every nuance of the psyker's martial style led him away from Thectus's blows, the fluid and illogical movements resulting in a ripped cloak, a glancing graze, nothing more. Even when Thectus managed to land a solid blow, the runic armour blazed white, ringing with the impact but ultimately protecting the mutant witch from harm. The suspicion of eventual defeat weighed heavily in Thectus's mind. He could vanquish the psykers, as the Emperor was with him, but if the artifact should fall to the White Scars, they would unwittingly release hell itself with their procrastination. And if it should fall to the followers of Khorne...

A voice rang out, clarion clear, over the bedlam of battle. Brother Vorschach, the Emperor's Champion himself, had joined in battle with one of the aliens' leaders; a tall, thin psyker with an elaborate insectoid helm. Thectus smiled grimly; the alien's doom was sealed.

The rest of the mutant filth had enough honour to step away, engaging his fellow battle brothers as the deadly challenge was fought. Even Thectus's assailant halted, holding up a hand crackling with energy as a recognition that the challenge should be observed.

The Emperor's Champion was swinging the Black Sword in huge arcs, any one of which would split a Dreadnought in two. Somehow, the Farseer was leaping inside and over each vortal circle, only just managing to stave off its execution. Suddenly the Farseer ducked inside the Champion's reach like a striking snake, smashing its curved sword down onto the crown of his helmet with a piercing shriek. Staggering back, the Emperor's Champion fought off a rain of blows from the alien assailant that even the mighty warrior was hard pressed to parry. Almost disarmed, the Black Sword hanging from one hand, the Templar had no choice but to give ground. However, Brother Vorschach had not been chosen as Champion of the Emperor of Mankind for no reason. Smashing his gauntleted forearm up into the face mask of the alien, he pushed the Farseer back with his fist around its throat. Servo-motors whined as the alien witch was lifted at arm's length, its feet ceasing to touch the ground. Whirling the Black Sword around with his free hand, Brother Vorschach smashed the alien's knees apart with a blow that crushed wraithbone and flesh alike. Concentration broken, the Farseer dropped helplessly to the floor. Raising the Black Sword above his head, the Emperor's Champion swung the ancient blade in an oblique arc that tore the psyker's torso clean in two. The thing's blood gushed onto the dusty ground, thin and insipid.

Thectus's smile was short-lived, however. In the confusion, one of the other Farseers had managed to reach the warp portal at the top of the ziggurat, now shimmering with a black light that burned in the back of his mind. Black, gnarled figures had begun to climb the ziggurat on the opposing side. The daemon-soldiers of Khorne had reached the lower steps of the pyramid. Brother Thectus felt the Emperor watching him from above. Barging his opponent to the floor with a roar of pure anger, he flung an energy charge straight at the Farseer. It turned, saw the device arcing towards the portal, and stepped in front of it, taking the blast full in the chest.

The death wail of the alien psyker seemed to resonate from a thousand throats, his arms flung wide as the explosion tore apart his chest. Still the voices sang, rising in a deafening crescendo. As the final shout of the Farseer climbed into the boundaries of unbearable pain, the black light from the warp portal dwindled. Now silent, the broken corpse of the alien fell backward into the dimensional gate generated by the arcane construction. For a fraction of a second, Thectus thought he could see a leering bovine skull open its jaws impossibly wide in the black mists. With a rush of stinking air, the psyker and the gateway disappeared completely.

The immediate danger had been resolved, but while there were warlocks infecting this planet, Thectus would not rest. Leaping from the steps of the pyramid, Thectus ran after his quarry.



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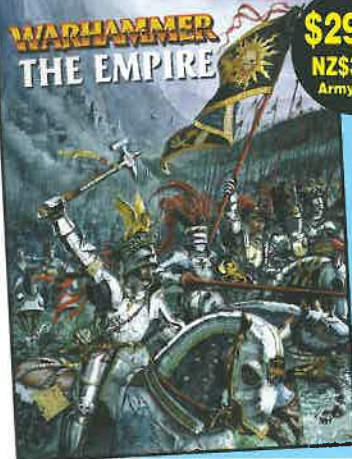
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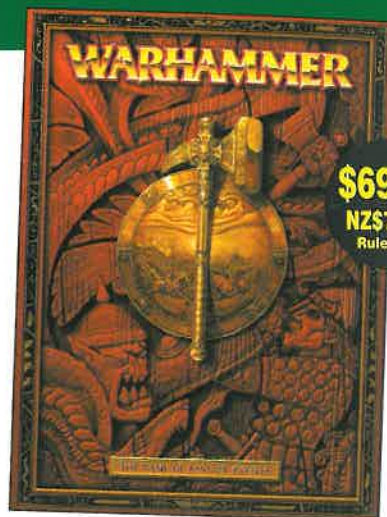
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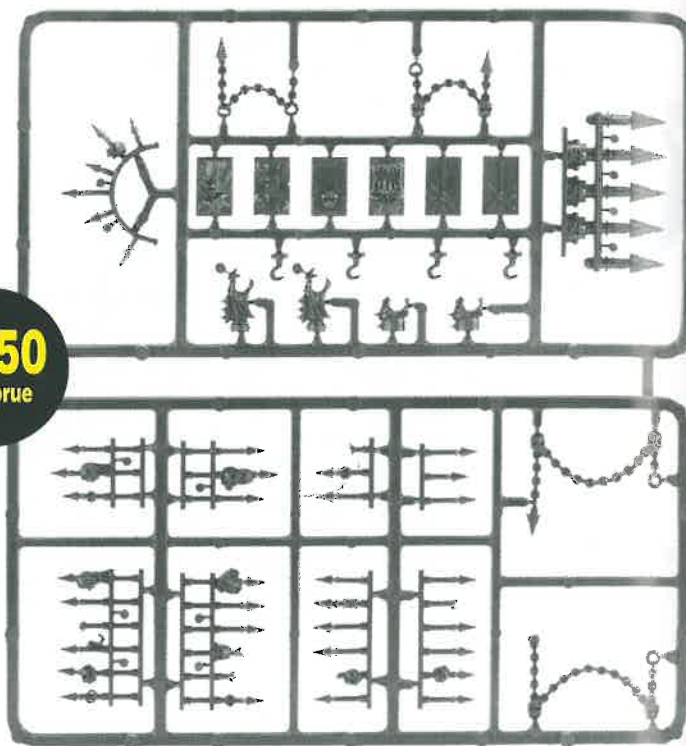
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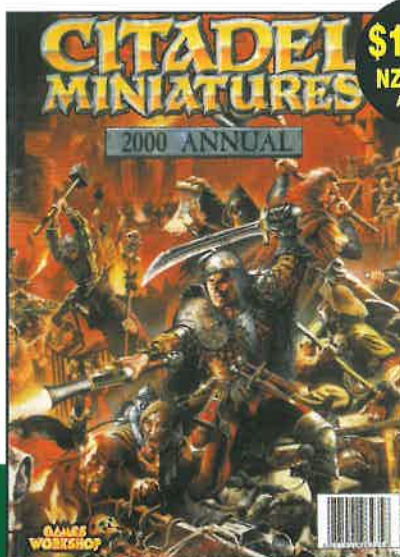
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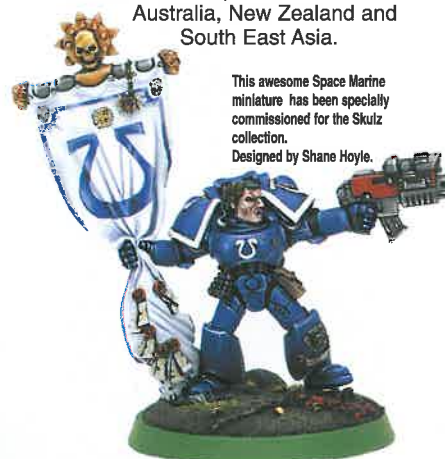
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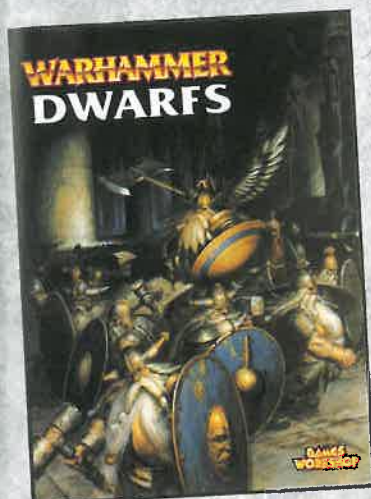
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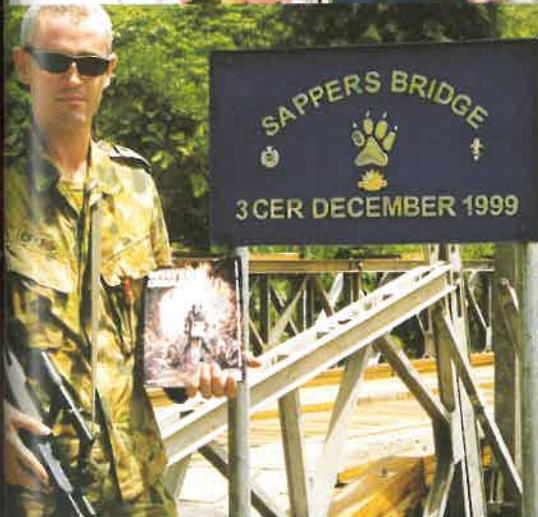
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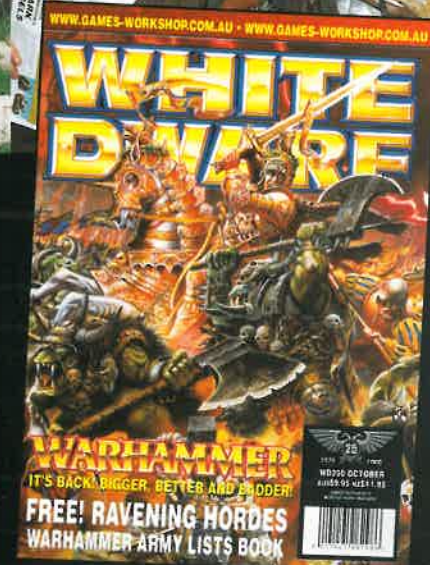
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