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*They shall be my finest warriors, those men
who give themselves to me.*

*Like clay I shall mould them and in the
furnace of war I shall forge them.*

They will be of iron will and stoely muscle.

*In great armour shall I clad them and with
the mightiest guns shall they be armed.*

*They will be untouched by plague or disease, no
sickness will blight them.*

*They will have tactics, strategies and machines
such that no foe will best them in battle.*

They are my bulwark against the Terror.

They are the Defenders of humanity.

They are my Space Marines...

... and they shall know no fear.



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WHITE DWARF

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ROGUE TRADER TOURNAMENTS

ORKTOBERFEST

Date: 30-31 October

Location: Hendra, Brisbane

Game Systems: Warhammer, Warhammer 40,000, and Lord of the Rings

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Date: 30-31 October

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2004 GRAND TOURNAMENT

Held in Sydney earlier on in the year the 2004 Grand Tournament was a huge success. Here are the results.

WARHAMMER 40,000

1st Place: Peter Dune

2nd Place: Hagen Kerr

3rd Place: Dave Hill

Best Sportsman: Leigh Tressider

Best Painted: Chris Mitchell

Best Army: John Travers

WARHAMMER FANTASY

1st Place: Charles Black

2nd Place: Bruce Tobin

3rd Place: Cliff Watt

Best Sportsman: David Kinsey

Best Painted: Chris Goldstone

Best Army: Andrew Bishop



THE HOLY BOLTER

998. model bolter: Godwyn pattern with ammo counter, sinister/dexter locking mechanism and sickle magazine containing 30 rounds of .75 calibre bolts with diamantine tips, depleted deuterium core & mass reactive detonators. Fires in 4 round bursts.

The bolter is the preferred weapon of the Adeptus Astartes. Each bolter must be fashioned by hand, either in a Chapter's own armouries or on a forge world of the Adeptus Mechanicus. A bolter is a rare and treasured weapon; but in the hands of a Space Marine it is a divine instrument of the Emperor's wrath.



JUSTIN "BOO" KEYES

WORKING ON:
Dark Angels

PLAYING WITH:
Crimson Fists

LAST RESULT:
Loss



TERO KANKO

WORKING ON:
Arg! Stormtroopers!

PLAYING WITH:
Deathguard

LAST RESULT:
Loss

MAKING WAVES

They say 'save the best until last' and this is certainly true of the Wave Serpent, which is finally in production, much to the joy of Eldar players everywhere. "Based upon the Falcon, the Wave Serpent has much to distinguish it. When designing the new Wave Serpent, we looked at the Forge World version and consulted Jes's sketches for the model," explains Martin Footitt, designer of the new plastic kit. "We originally thought about increasing the size of the hull, but decided against it because we didn't want it to be bigger than the Falcon, as it just didn't seem right." Instead the Wave Serpent has been extended with a new crew compartment at the rear. "I think one of the things that really makes the Wave Serpent stand out are the energy field projectors at the prow," Martin says. "Then, of course, there's the crew compartment and the turret for the heavy weapons."

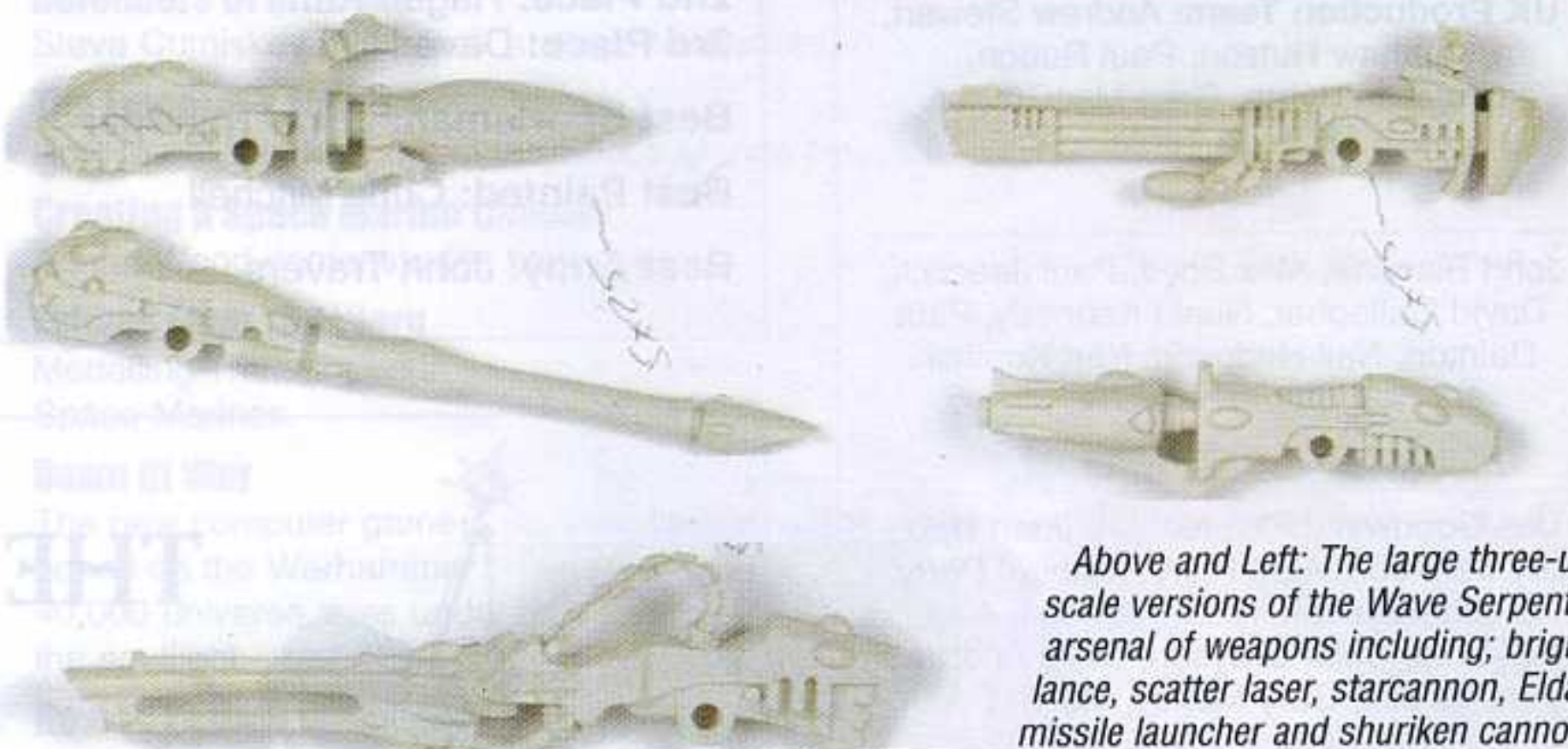
The Wave Serpent kit will come with a new frame of twin-linked heavy weapons to encompass all the variants in the Codex, such as bright lances and the dreaded starcannons. This new heavy weapon frame is something of a milestone in the Eldar range as Martin explains: "Going forward with the range, we'll be looking to bundle the heavy weapon frame into the other Eldar plastic kits, like the Falcon."

This is Martin's first plastic kit, and what a model to start with; it looks great. "I was quite nervous with this being my first plastic kit, but I'm really pleased with the finished model," he confesses.

It's no secret; the Wave Serpent has been a long time coming, but definitely worth the wait. "It was just one of those kits that kept getting pushed back in the schedule," explains Martin. "And we really wanted to wait this long so we could get it right." Based on the evidence, that certainly seems to be the case. The plastic Wave Serpent kit sets a new benchmark in plastics, which bodes well for the future.



Above: The prototype plastic kit version of the Wave Serpent, equipped with twin-linked scatter lasers.



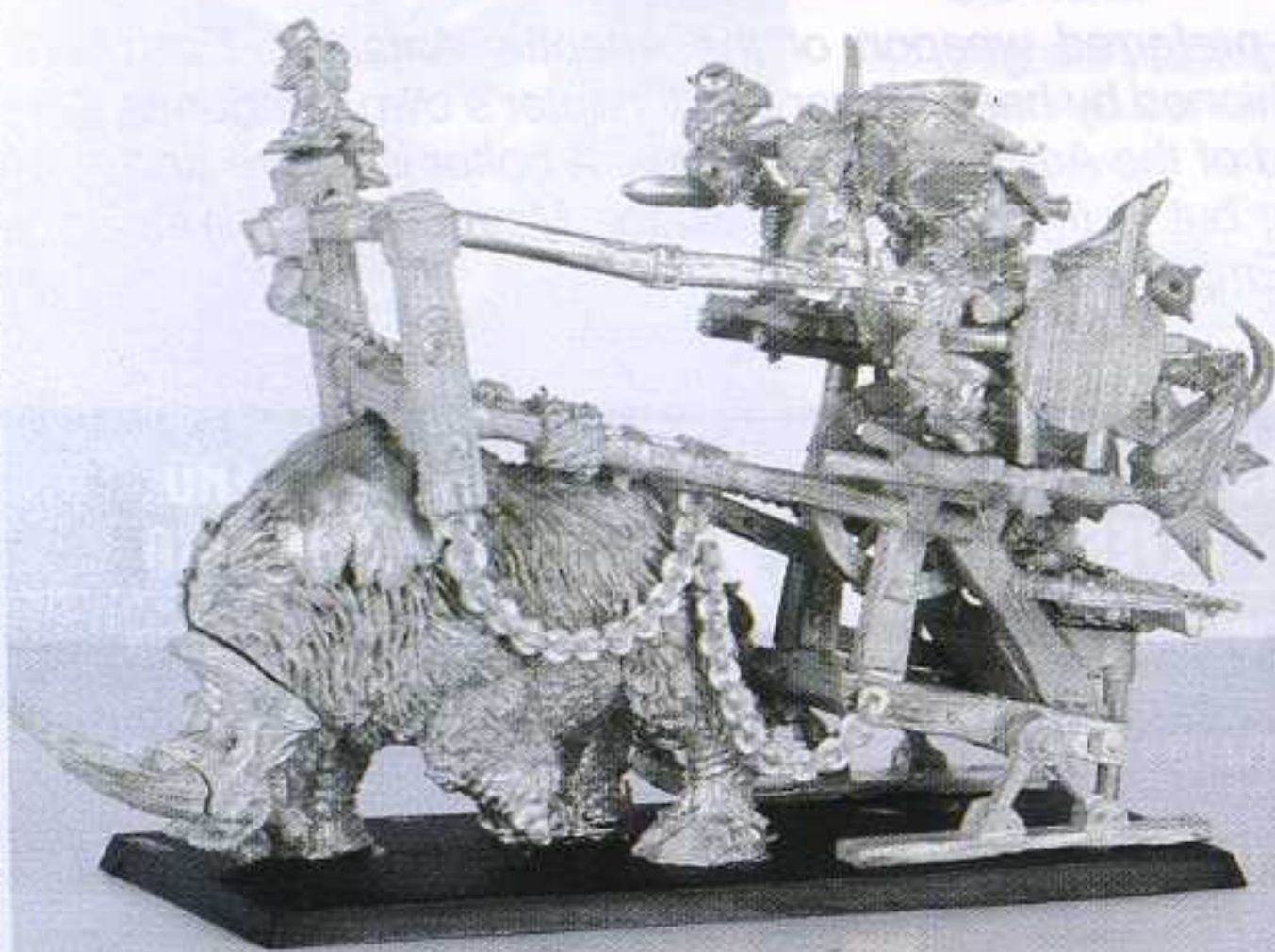
Above and Left: The large three-up scale versions of the Wave Serpent's arsenal of weapons including; bright lance, scatter laser, starcannon, Eldar missile launcher and shuriken cannon.

WALKING WITH BEASTS

The Scrap Launcher is the bizarre creation of the Gnoblar, the diminutive servants of the mighty Ogres that feature in the forthcoming Warhammer Armies: Ogre Kingdoms. A mighty Rhino, a beast of burden from the Ogres' inhospitable homelands, drags this war machine into battle. "The Rhino is the Ogre Kingdoms equivalent of a bad-tempered bull," Phil Kelly, author of the book, explains. "The idea came from the fact that the Ogre Kingdoms is very much a prehistoric landscape. Everything here is BIG and the Rhino is no exception."

The Scrap Launcher is crewed by Gnoblar called Scrappers. "They are part of a guild organisation, in which status is determined by how shiny their scrap is," Phil explains.

The war machine is unusual in that it is part chariot and part stone thrower. It can cause impact hits, but the Rhino also helps make it handy in a fight too. The ramshackle design hints at the symbiotic relationship between Ogres and Gnoblar in the army. "Ogres re-use everything they take from the bodies of their victim that they can't create," Phil says. "One of the Gnoblar's roles is to gather the fallen equipment, weapons and valuables of the enemy after a battle. This is then used to make a Scrap Launcher and serves as the ammunition for it too, so the enemy can expect to have helmets, axes and swords flung at them." Because of the unique nature of its ammunition, the Scrap Launcher is the only war machine to have the Killing Blow special rule, despite its low Strength. "This represents the chance of a sword flying just right to impale a hapless victim or a spear striking down through an enemy's skull," Phil explains.



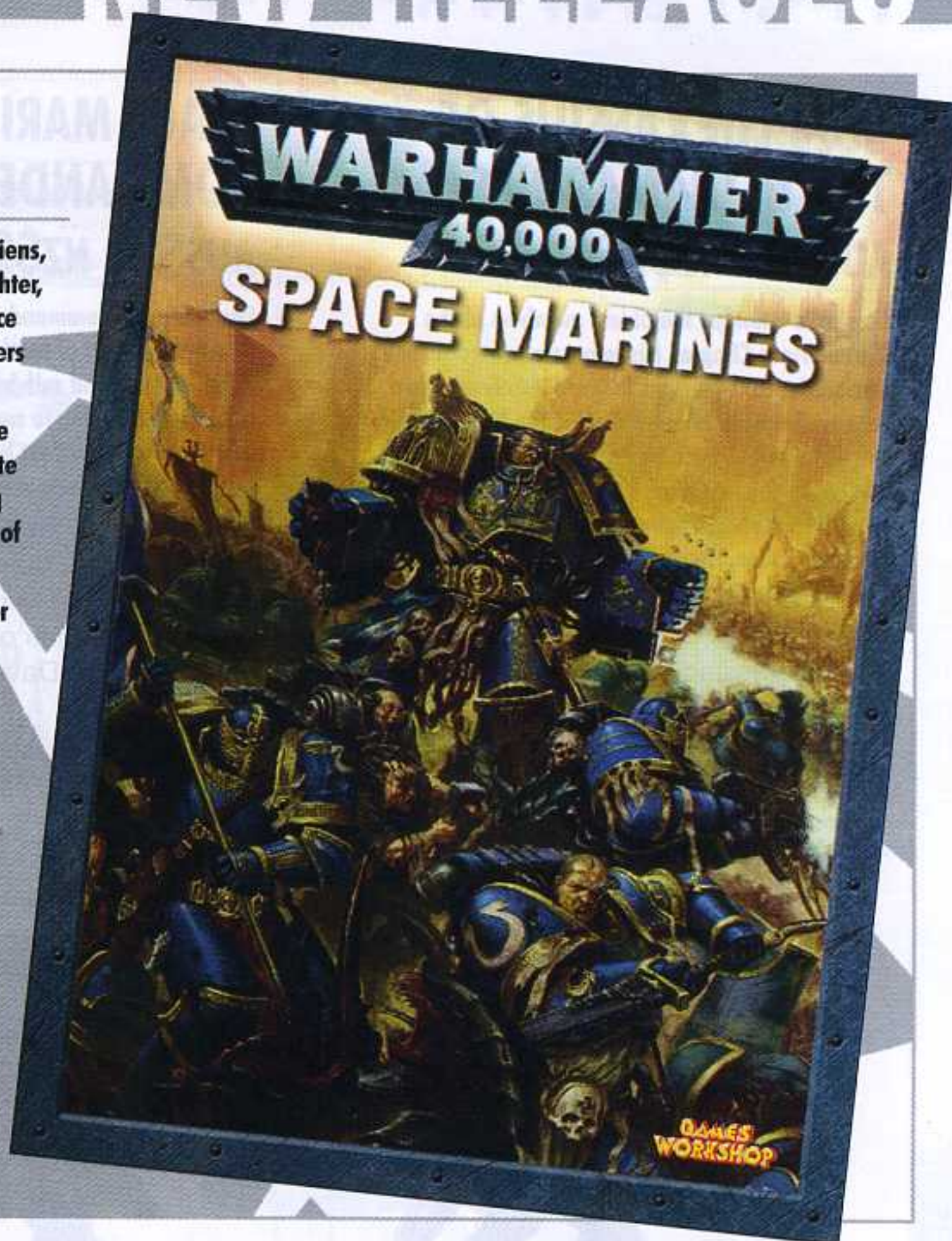
CODEX: SPACE MARINES

AUS\$38 NZ\$43

In the darkness of the 41st millennium, Mankind is assailed on all fronts by perfidious aliens, degenerate traitors and treacherous rebels. There is no escape from the horror and slaughter, the only alternative is to meet the threats and defeat them. This is the destiny of the Space Marines of the Adeptus Astartes, fearless champions of Humanity and unforgiving crusaders against the enemies of the Emperor of Mankind.

Space Marines are one of the best armies available in Warhammer 40,000. Why? Because they are as hard as nails! A Space Marine's characteristics equal or better those of the elite troops of other forces, combining both excellent hand-to-hand combat skills and shooting accuracy with a zealous determination to never give way before the vile and corrupt foes of Humanity.

This 80-page book contains background, painting and modelling guides, and full rules for fielding a Space Marine force.



SPACE MARINE ARMY SET

AUS\$400 NZ\$445

Space Marine armies have immense destructive power. They are made up of warriors that know no fear and are equipped with the finest weapons the Imperium has to offer.

This army set contains 1 Commander, 1 Command Squad, 1 Special Edition Veteran Sergeant, 1 Razorback, 10 Tactical Marines, 10 Assault Marines, 6 Scouts, 1 Attack Bike & 3 Bikes, designed by Jes Goodwin, Juan Diaz, Dave Thomas, Mark Harrison, Martin Footitt and Tim Adcock.

These models require assembly.



CHAPLIN CASSIUS OF THE ULTRAMARINES

AUS\$22 NZ\$25

Cassius is amongst the oldest members of the Ultramarines Chapter. His impassioned words have carried the Ultramarines forward into battle on a thousand worlds. As a veteran of the first Tyrannic war, Cassius has become an expert at fighting this foul alien threat, therefore any unit he leads benefit from the Veteran skill Preferred Enemy (Tyrannids). Also, because of his great knowledge of fighting all adversaries any Ultramarines unit within 6" may re-roll their Morale checks.

This blister pack contains 1 Ultramarines Chaplain Cassius, designed by Dave Thomas.

This model requires assembly.



SPACE MARINE COMMANDER

AUS\$26 NZ\$29

Space Marine Commanders have led their warriors through the heat of battle for centuries, with a depth of faith and self-belief unmatched by mortal men. They are able to coordinate units under their command with ruthless efficiency, therefore all Space Marine squads may use his Leadership for Morale, Pinning or Leadership tests.

This multi-part boxed set contains 1 Space Marine Commander, with various weapons options, designed by Jes Goodwin, Dave Thomas and Mark Harrison.

This model requires assembly.



SPACE MARINE SCOUT WITH MISSILE LAUNCHER

AUS\$14 NZ\$16

Scouts squads are expert at fighting independently from the main force. The missile launcher is the ideal heavy weapon for this purpose as it is capable of taking on both infantry and armour through its different types of missile.

This blister pack contains 1 Space Marine Scout with missile launcher, designed by Juan Diaz.

This model requires assembly.



SPACE MARINE ATTACK BIKE

AUS\$35 NZ\$16

Attack Bikes often accompany Bike squads to provide heavy weapons support. When fielded as squadrons, they are highly mobile units with enough firepower to destroy even the largest enemy units, or blow apart tanks with their short-ranged multi-meltas.

This boxed set contains 1 Space Marine Attack Bike, which can be armed with either a multi-melta or heavy bolter designed by Martin Footitt, Tim Adcock & Jes Goodwin.

This model requires assembly.



SPACE MARINE VETERANS

AUS\$50 NZ\$55

Deadly warriors of a thousand campaigns, Veteran Space Marines have access to specialised equipment such as lightning claws and skills with which they can crush the enemies of the Imperium.

This boxed set contains 5 Space Marine Veterans, designed by Juan Diaz, Felia Paniagua & Seb Perbet.

These models require assembly.



SPACE MARINE COMMAND SQUAD

AUS\$50 NZ\$55

It is usual for Space Marine characters to be accompanied by a cadre of highly disciplined veterans. A Command squad often includes honoured warriors such as the Company Standard Bearer, Apothecary and Company Champion. Apothecaries are skilled medics who can perform battle surgery allowing the Command group to ignore one failed save a turn. The Company Standard Bearer holds aloft the banner that bears the company's heraldry, this allows any Space Marine unit within 12" to re-roll a failed Morale or Pinning test. The Company Champion is armed with a power weapon, bolt pistol and combat shield and will fight to the death to uphold the company's honour.

This multi-part boxed set contains enough parts to make 1 Space Marine Veteran Sergeant, 1 Apothecary, 1 Company Standard Bearer, 1 Company Champion & 1 Space Marine Veteran, designed by Jes Goodwin, Dave Thomas & Mark Harrison.

These models require assembly.



ANGELS OF DEATH

SPACE MARINES DESIGNERS' NOTES BY GRAHAM MCNEILL & PETE HAINES

The eagerly anticipated Codex: Space Marines is also the first since the Warhammer 40,000 rulebook was revised. Graham McNeill and Pete Haines reveal what the new codex has in store for players...

Graham: Space Marines... is there a more iconic image of the Warhammer 40,000 universe? For me, the warriors of the Adeptus Astartes are what makes the universe of the 41st millennium the totally unique, dark, gothic place we all love. Genetically engineered superhumans, the Space Marines are armoured warrior knights who stand resolute before the horrors of the hostile galaxy and keep the Emperor's realm safe. Or at least as safe as it can be in the grim darkness of the 41st millennium...

Codex: Space Marines is the first of the codexes for the revised edition of Warhammer

40,000 and, as such, was always going to be a bit special. Everyone loves Space Marines (and if not, why not!?) and looking back at the original Third Edition codex, it was obviously time for a spruce up. While the existing codex did everything it needed to do, it didn't go into as much depth as we would have liked.

This time, with a sumptuous 80-page book full of rules, background and fantastic pictures of new models, we've really gone to town on the Space Marines. The new codex tells you everything you need to know about Space Marines, their legendary origins and glorious history of battle as well as their methods of recruitment and the varied heroes and war machines that make up a Space Marine Chapter.

Naturally there's a full army list for the Space Marines in the codex, but there's also new wargear and new psychic powers as well as five special characters and a system of Chapter Traits that allow you to personalise your Space Marines army, giving it a little unique flavour that makes it definitively yours. As if that wasn't enough, there's a wealth of

hobby information to guide you in collecting your army, with tips on how best to go about painting them and guidelines on how to incorporate squad and Chapter markings.

GENETICALLY ENGINEERED KILLERS

Pretty much as soon as the initial work was begun on Space Marines, I was desperate to be involved in the project. It was the idea of Space Marines that first got me into Warhammer 40,000... I mean, how cool are they? Seven-foot tall, genetically engineered killing machines that live only for war. As much as the art and miniatures were all incredible, it was the dark, brooding, heroic nature of these warriors struck a chord within me that still has me enthralled.

Ever since I began playing Warhammer 40,000 in the dim and distant days of Rogue Trader, I'd always played Space Marines and written reams of stories about them to give the battles a narrative. That's something that's continued to the present day, with the stories about Space Marines getting longer and turning into novels...



Tactical squad Calunatus prepares to launch an assault from their Rhino APC

I've always found the Space Marine characters to be exceptionally noble and I think therein lies a large part of their appeal. Space Marines are beyond Humanity, elevated through ritualised science to become something else entirely. But they do this willingly, sacrificing their humanity to become the guardians of their race, though they can never be part of it again. That sacrifice was what ennobled them to me and gave them a real depth of character that really appealed. The idea of a monastic, warrior chapter that maintained its traditions and fought an endless war against the enemies of Mankind was what made Space Marines such a characterful army to play and read about.

Well over a year ago, I had a chat with Jes Goodwin about Space Marines and his ideas for them when it came time to begin the project. I was still busy on Codex: Witch Hunters, though the work was coming to a close and I was keen to start thinking about the next project. I obviously made enough of a pain of myself, since I was put to work on Space Marines along with Pete Haines.

The first thing we were very clear about was that this was not going to be a simple revision of the book, but a full-fledged project that was going to go through the same processes as every other book. There would be new art, new miniatures and a wealth of background material that would make anyone who looked at the book want to collect Space Marines. That was our brief, and we got to it with a passion.

THE GOTHIC AND THE ELDRITCH

Space Marines epitomise the Warhammer 40,000 universe, the gothic darkness and time of eternal war. Which is why, when we came to write the book, that fact was uppermost in our minds. Through the past years, it felt to me like this had become less core to them, making them into sci-fi space soldiers rather than the baroque, knightly warriors of the dark, gothic future. This just seemed wrong: these were warriors whose every deeds were legends, figures of terrifying awe and grandeur, where even the least amongst them was a mighty hero whose name would strike fear into the hearts of the enemies of Mankind. In writing the book, I wanted the tales of the Space Marines to read like mythic legends and stories from the dawn of the Imperium. Everything about the Space Marines was to be characterful, their history, their weapons, their day to day lives – everything!

From the very beginning, we knew that the book had to focus primarily on the Ultramarines, as they are the very image of what a Codex Chapter is all about. Though there would be mention of other Chapters, the Ultramarines would form the heart of the book. All of which suited me fine, as I've always had a bee in my bonnet about the Ultramarines (as some of you might know from reading the Uriel Ventris novels) and really felt that they'd had short shrift in the minds of some gamers who felt that they weren't as characterful as





Assault Squad Solinus launches a devastating assault on the Tyranid horror

some other Chapters. Wrong, wrong, wrong, I say! The Ultramarines are, without doubt, my favourite Space Marine Chapter and really capture the indomitable warrior spirit of the Space Marines. Guarding the Eastern Fringe of the Imperium, they are the first line of defence against threats from beyond the galaxy and though they endure constant warfare, their realm of Ultramar prospers as the very model of human existence.

THE ANGELS OF DEATH

Pete: When we started to consider how to develop the Space Marine army list we quickly came to a couple of conclusions. The first was that fundamentally, the army worked very well. The second conclusion was that, because the list is the oldest currently in use it had been analysed into predictability by gamers, resulting in very standard compositions. Clearly the task would be to introduce some exciting new possibilities without seriously disrupting what was already there.

Space Marine armies are made up of heroic personalities in a way the Imperial Guard never can be. Each Space Marine is exceptional, even at the time he is recruited, without any enhancement or any special equipment. Were these men recruited into the Imperial Guard instead, their courage, skill and zeal would make them superb soldiers. As Space Marines however, they have the training, weapons and, above all else, the physical attributes to be legendary heroes. We wanted to bring this out more in the way the army functioned by making more of the Space Marine leaders and veterans.

We decided that we wanted each type of leader to have distinct specialisations that related to their role in the Chapter. Thus

Commanders would be able to direct and command their troops in a way that reflected their decades (or even centuries) of experience. Chaplains would be able to rouse the righteous fury of their battle brothers, inspiring them to greater valour. Librarians would be true warrior mystics, combining their psychic abilities with their personal prowess to deadly effect.

Similarly veteran Space Marines needed more attention. In the existing list the main role of veterans seemed to be to provide a unit that could replace its bolters with bolt pistols and chainswords. It felt right that they should have access to special skills that emphasised their experience. We did, however, keep the range of skills quite tight. These are not Chaos Space Marines who have had millennia to develop their abilities.

The skills we included do put some clear water between a normal Space Marine and a veteran though. Looking at some of the other variant Space Marine armies we realised that players liked having an elite within an elite, be it Blood Angel Honour Guard or Space Wolf Guard. In game terms the ability to have a unit equipped for assault is especially useful. It seemed fair enough that Codex Space Marines should have a similar option.

WARRIORS OF THE CHAPTER

Having revamped the leaders of the Space Marine army we did a little bit of fiddling with their Command squads. The main change here was to remove the Techmarine from the squad and make him an Elite choice. The reason for this is simple, Techmarines do not form part of the normal company establishment, instead they are assigned from the Armoury as required. The Techmarines' place in the

Command squad is instead taken by the company champion, which seemed far more appropriate. By separating the Techmarine we were able to give him some interesting options for servitors and wargear that might otherwise have been tricky.

Talking about wargear we changed the approach to some pieces of kit for this Codex. Where equipment is central to a type of Space Marine, that equipment has been built into their profile and basic points cost. Thus Librarians always have force weapons and psychic hoods, Apothecaries always have nartheciums and reductors and so on. Often in the past players either eschewed this sort of equipment for perceived efficiency reasons or included it on a point of principle only to find it disadvantaged them. Where a character gets set equipment he will often get that equipment for less points than selecting it from the armoury, that seems to be a fair compromise with the loss of total choice. As a convenient benefit it does mean that the figures we produce can be equipped with characterful items that help define them, such as a Techmarine's servo-arm, knowing full well that the model will always have them in the game, so what you see is what you get.

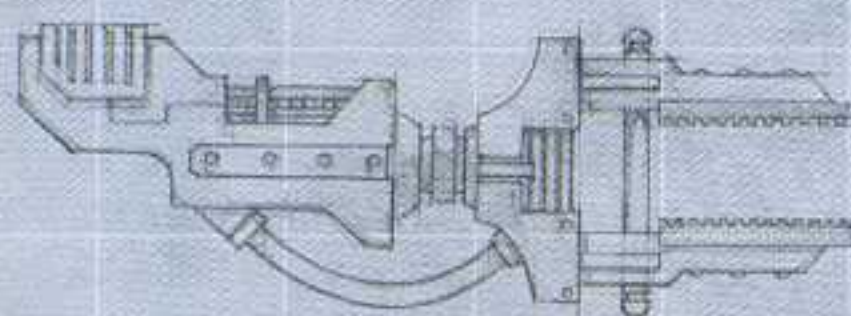
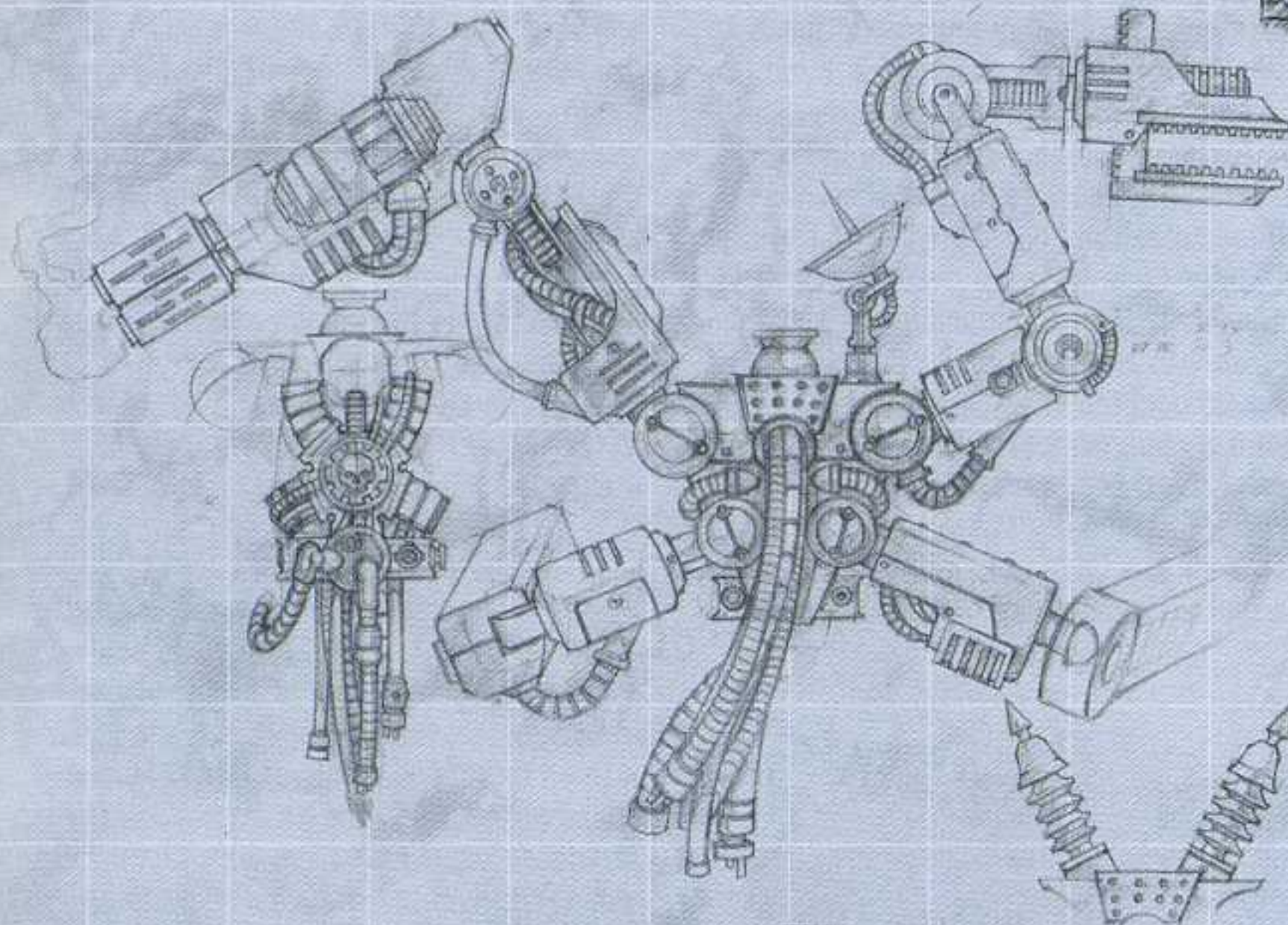
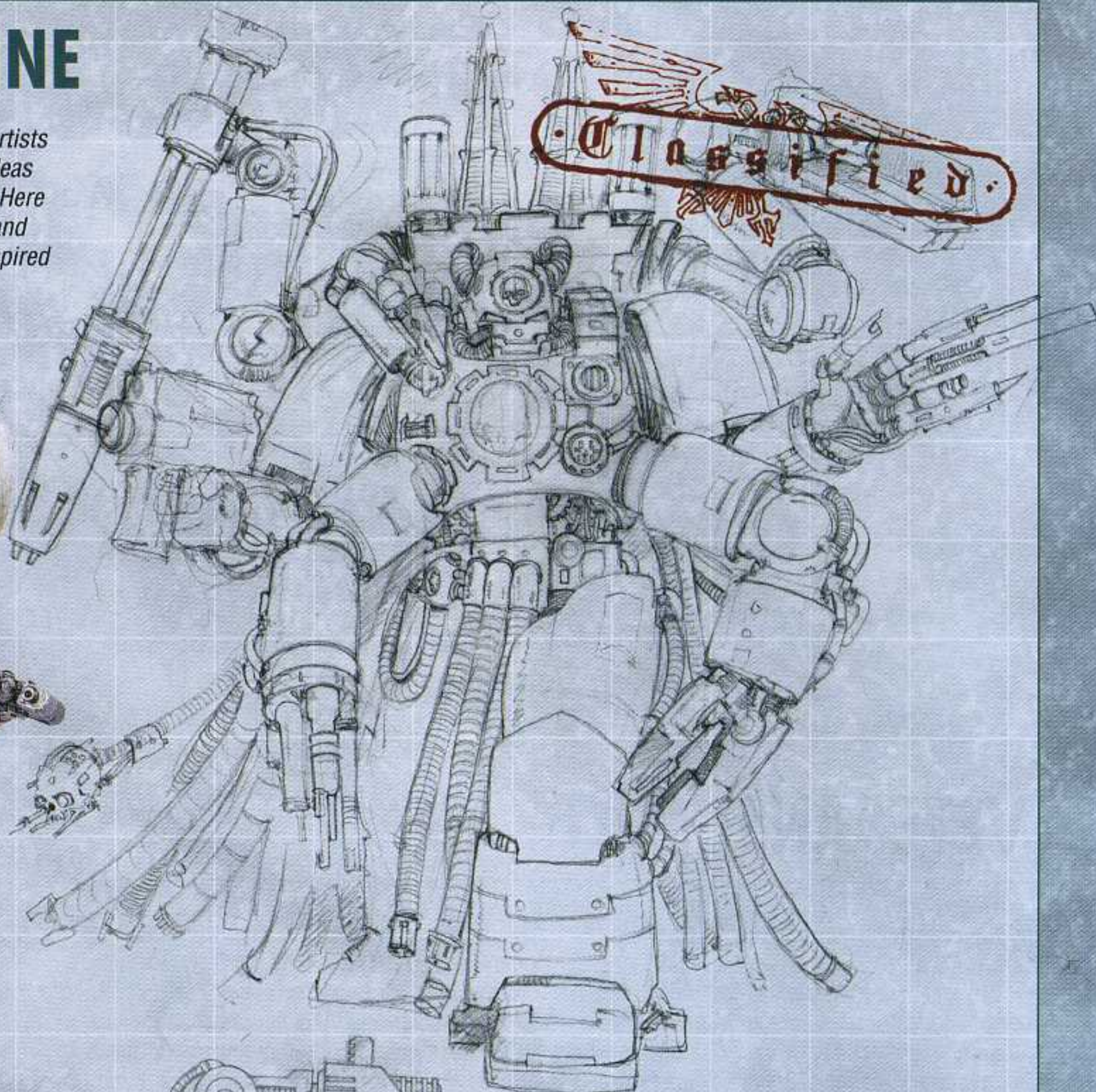
When it comes to Veterans there is nothing more veteran in a Space Marine army than its Dreadnoughts. Combine this with their brilliantly evocative background and it is no mystery that Dreadnoughts are one of the coolest things in the whole of Warhammer 40,000. This all helped steer us into adding an option to upgrade Dreadnoughts to Venerable Dreadnoughts, which all Space Marine players should appreciate. Space Wolves players shouldn't lament, however, there is still a bit of room between their Venerable Dreadnoughts

THE TECHMARINE

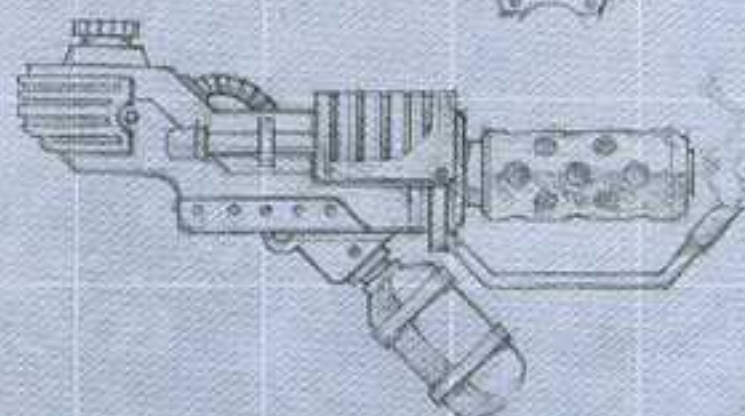
Before a miniature is sculpted the Studio artists produce numerous concept drawings as ideas are played with and new ones thought up. Here we see how Dave Gallagher's Techmarine and Mark Gibbons' servo-harness concepts inspired the final model.



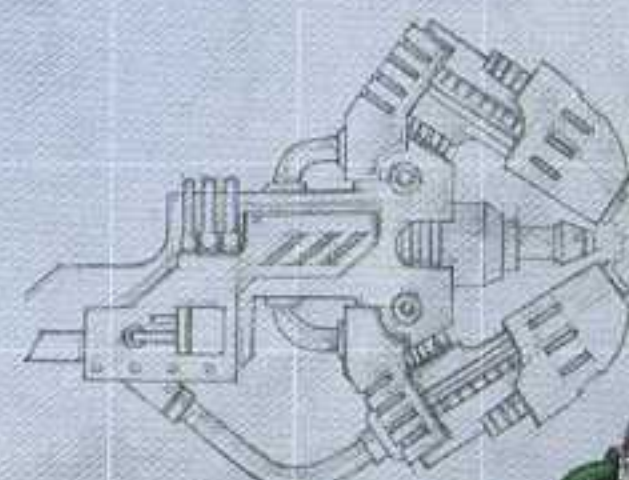
Techmarine with full servo-harness



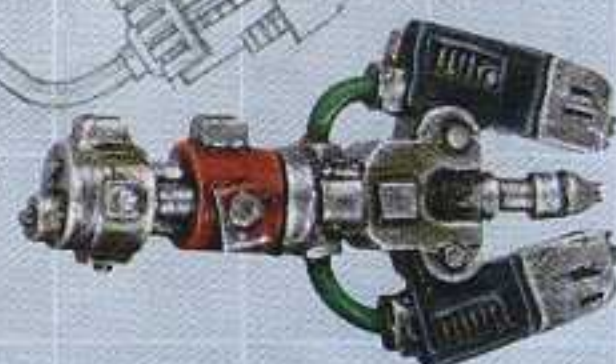
Servo-arm

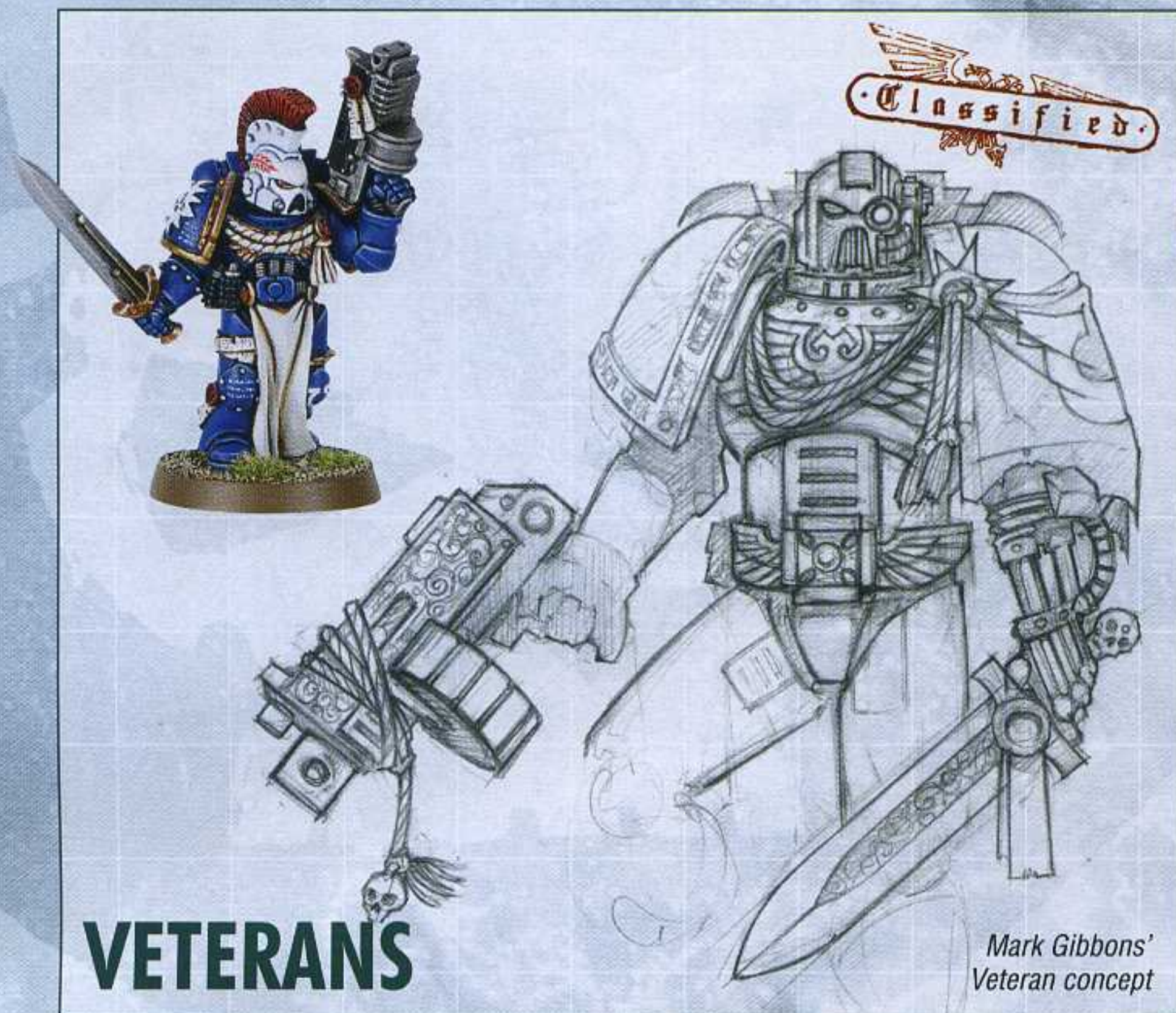


Flamer



Plasma cutter





actually fit into a Land Raider. The main thing to realise is that no one will find their army invalidated by the new list, it is a logical progression from the previous list, but includes some very characterful new options and just enough changes to make you think about what you use, and maybe (just maybe) encourage you to adopt a more distinctive type of army.

MIND GAMES

Graham: Space Marine Librarians in second Edition 40K were terrifying figures on the battlefield, and it was rare indeed to see a Space Marines army without a Terminator armoured Librarian carrying a thunder hammer running around. Third Edition hamstrung them, reining in their powers quite severely, perhaps a little too far. Most Space Marines armies in this edition tended to be led by Chaplains and not Force Commanders or Librarians – which was a pity, since the idea of a Librarian leading a force of warriors into battle seemed like a cool idea to me. In this version of Warhammer 40,000, we've tried to redress the balance, making Librarians terrifying battle psykers, but not the all-powerful killers they were before. They have access to a great many new powers and I think we've made them into the terrifying figures of awe and power they ought to be.

Librarians can now manipulate the energies of the Warp, treading a fine line between utilising the awesome power of the Immaterium in service of their Chapter and eternal damnation. So I think we'll be seeing a lot more of them on the battlefield. I wanted the powers the Space Marine Librarians wielded to be devastating, evocative powers that reflected their place in the Imperium as some of the most powerful battle psykers in the galaxy. Let the Eldar have their tricky, subtle powers...the Space Marines use their powers to tear their enemies apart in a flurry of powerful energies or send them screaming to their maker in a blaze of immaterial energies.

CREATING CHARACTERS

Special characters are a fundamental part of any Warhammer 40,000 army, exemplifying an aspect of a race or particular part of an army. In the Space Marines Codex, we knew we wanted to include plenty of Ultramarines characters, namely the Chapter Master, Marneus Calgar (complete with swanky new suit of Terminator armour), Chief Librarian Tigurius and the Master of Sanctity, Cassius. Taken together, these characters highlight key points about the Ultramarines and form a balanced trio of character archetypes. So when it came to the characters we wanted to do for other Chapters, we wanted to pick archetypes that went well with the ones we'd created in the Ultramarines. Two very differing ones were an Imperial Fist and a Raven Guard. Pete wrote the background and rules for the

and the ones available to Codex Chapters, at least for now!

By closely monitoring the compositions used at Grand Tournaments and Conflicts we had a pretty shrewd idea what units Space Marine armies consist of. This led to a few tweaks intended to give a bit more incentive to include certain troop types. Terminators, Assault Marines and Bikers have all received a small point break. Scout Bikers were given the Scouts special rule instead as it only seemed right that they should, after all, it's their job.

Inevitably there were a few areas where the countless games played using the Space

Marines had revealed that the Space Marines were getting things a little cheaply. One of these was their tanks, so you'll find a small points hike on the Vindicator and Whirlwind. The Predator escaped as it appears in Chaos Space Marine armies and it would be unfair to make one more expensive than the other. Another frequent complaint made by the opponents of the Space Marines concerned Attack Bike squadrons consisting of a single bike. Clearly squadron was a deceptive term here! Making two bikes the minimum size for a squadron was an easy fix.

It would take rather too long to list the other simple changes that were made. An example of the type of thing we did is to introduce a special entry for Terminator Command squads with a minimum strength of four so that they and their commander can

Razorback with twin-linked lascannon





Surrounded by his Command squad, Captain Sicarius surveys the results of an orbital bombardment

Imperial Fist character and I wrote Kayvaan Shrike, the Raven Guard Captain.

The Raven Guard specialise in deadly strikes behind enemy lines, striking from the shadows and spreading fear through their foes. Shrike had to highlight this aspect in his background and the deadly nature of his swooping killers came through in his rules, where his Command squad is equipped with jump packs and lightning claws. A deadly, though points-heavy, unit that can carve through many an opponent with ease.

Pete: The Imperial Fists are a Chapter that has, on a couple of occasions, almost lured me away from my cherished Iron Warrior Chaos Space Marines back into the ranks of the Adeptus Astartes. Their role in defending the Emperor's Palace during the Horus Heresy gives them an illustrious history few other Chapters can match. When we were considering Special Characters I was very keen that we should include an Imperial Fist. The thing I like about the Fists is that they have a subtle flaw, they prove their piety through trial and ordeal. Literally for them there is no gain without pain. This was something that a special character would help convey.

I preferred to move the story of an existing hero forward than go about creating a new one and the previous Space Marine Codex included a veteran sergeant named Lysander who had never been depicted as a miniature and was therefore an excellent candidate. When you think of the Imperial Fists, their history makes the word 'siege' leap to the forefront of your mind. What better way to break open enemy defences than to have a

mighty Terminator champion lead the way, smashing through the enemy's fortifications with a thunder hammer. It was simple enough to chart Lysander's career as he ascended to the rank of Captain of the First Company, using him to explain what makes the Fists tick. Lysander believes in being the first onto the battlefield and the last to leave it. To him, there is no such thing as a lost cause or an impossible mission. He leads by example and disregards his own survival in the pursuit of victory. His approach is dangerous in the extreme, but with the Emperor's protection he has survived. For how long this will continue is uncertain, but he will never relent or take a backwards step, as to do so would be to defame his Chapter and dishonour the name of Rogal Dorn. By comparison, death holds no fear for him.

THIS IS MY CHAPTER

When I first started playing Warhammer 40,000 the thing that caught my interest immediately was the concept of the Space Marine Chapter. With a thousand of them in existence and only a few designed officially, this gave an opportunity for me to add my own bit of flavour to the setting. As a result, I built my Harbinger Chapter; drop assault specialists from the hives of the Black Planet (you can find a cryptic reference to it in the Rogue Trader book). Part of personalising a Chapter is being prepared to limit your own choices so that what you use is tightly themed. So that's what I did. This experience came in very useful when developing the Chapter Trait rules in Codex: Space Marines. It doesn't take extreme special rules or radical new troop

types, in fact such things would be counter to developing a Codex Chapter. Instead, all that I felt was needed was a way of slightly amending the choices available, removing some whilst at the same time adding a few others. The approach I therefore took with Traits was to balance advantages and drawbacks, making sure that there were no free lunches. The object of Traits is not to permit players to design more powerful Space Marine armies but to create THEIR Space Marine army.

As an added benefit, Traits gave me a way of quickly and simply, defining the characteristics of known Codex Chapters such as the Imperial Fists and the White Scars, not so that they were as radical as the Blood Angels or the Space Wolves, but so that they were true Codex Chapters with a slightly different emphasis to represent their background and method of fighting.

It's time for all the Space Marine players out there to begin filling in that list of a thousand Chapters...

AN ETERNITY OF WAR

Graham: So there you have it, a bursting-at-the-seams, shiny new codex full of Space Marines goodness. The codex contains everything you need to know about the background and rules of the heroic warriors of the Adeptus Astartes to begin smiting the enemies of the Imperium with fire and steel. The enemies of the Imperium fear many things. They fear discovery, defeat, despair and death. Yet there is one thing they fear above all others – they fear the wrath of the Space Marines!

Space Marines

Superhuman, unflinchingly loyal and ultra-religious, the Space Marines of the future are far more than power-armoured soldiers. They are warrior monks, men of great devotion whose aestheticism and life of denial only makes them more deadly upon the field. This month a new codex is out for these mighty warriors. Along with it comes a range of excellent miniatures. Guy Haley talks to Lead Miniatures Designer Jes Goodwin, artist Mark Gibbons, and sculptors Dave Thomas and Mark Harrison about how the design team went about taking the look of the Adeptus Astartes deeper and darker.

"People keep making the mistake that we're changing the Space Marines imagery. But we're not, we're making it deeper. We're always talking about artificer armour, or wargear that is 10,000 years old, that was used in the Horus Heresy. We're trying to bring that out more in the miniatures." So speaks Jes Goodwin, a man whose name has long been associated with Space Marine models. He's worked on virtually every incarnation of these heroes of the Imperium. Starting with the now legendary RTB01 'Beakee' or 'Womble' Marines, Jes has designed some truly memorable Astartes over the years, and was largely responsible for the last plastic set, a set so good that, in a trend-bucking development, will not be replaced by new models.

"The plastics in general are now at such a point of excellence that we needn't update them every time round. We used to be in a position that when a new version of a game came out, we'd have to do absolutely

everything again. And that meant no new armies, no new troop types, just new versions of the same old miniatures."

NEW BITS

But that does not mean that you won't see any change to Space Marines. Now the time of endless redesign has passed, the design teams can concentrate on updating the sprues, adding extra bits to that which has already been wowing us for several years.

"We've relaid out the frames, so instead of lots of little ones, the Space Marines now come on what you'd regard as a more traditional regiment sprue, and that gives us space to add lots of extras. All the special weapons now come on the sprue, for example. We didn't want to disturb the armour itself, instead we concentrated on adding lots more gothic accessories. Purity seals, hangers, reliquaries. We even added some little shoulder pauldrons like the Grey Knights have, though we didn't go all the way down that route."



A new Space Marines codex has been released. This month we take a look at the exciting new models that accompany it, and how they came into being.

These extras will allow you to make your Marines look more like they are described and illustrated in our books. But more importantly, they also give people a choice.

"The idea is to cover two bases. Some people like their Space Marines sci-fi, plain and clean with only the colours and insignia on the armour. So you can assemble them like that, or if you are one of those people who likes their Space Marines really crusty and gothic, you can do that too. You need to cover all the bases or you run the risk of disenfranchising half your gamers," explains Jes. "Making the models adaptable means people can have free reign for their imagination. We're not being totally prescriptive by saying 'this is how all Space Marines look'. Of course, as we needn't sculpt whole models, it also means we can do extra bits for individual chapters too..."

METAL MARINES

Plastics aside – and there are a whole host of them, including a new Attack Bike and, for the first time, a Command squad – there are also loads of new metal models to come. The design team have really gone to town on these, to bring the Ultramarine's chapter to life..

"The Ultramarines have long suffered for being what people regard as 'normal' Space Marines, calling them boring, 'vanilla' Marines!" says Jes. Not a battle honour of which the sons of Guilliman could be proud. "Classical's the word for the look we've chosen. People always look at that Ultramarines captain I did years ago and say 'Roman', but that annoys me, as it's not. It's classical. That's a much larger grab-bag you can take things from."

Besides the Ultramarines-specific Honour Guard and Tyrannic war veterans, plus some new special characters, there are also metal models which are non-chapter specific. The most exciting, perhaps, are the new Techmarines, who now sport more than just a red lick of paint to distinguish them from their battle-brothers.

"We decided to make them more combat orientated, with big servo-harnesses coming over their backs. Again, we want to play up the links in the background. The last lot of Techmarines, which I designed, had a fair bit of Adeptus Mechanicus influence, but these new ones by Juan Diaz have loads!"

Jes suddenly looks a bit wistful. "I'd love to do a Mechanicus army!" He smiles. "There's always a project, and never enough time."

THE NEW SPACE MARINE MODELS



SUPERHUMANS REDRAWN

Artist Mark Gibbons takes us behind the scenes and shows us some of his concept sketches for the new Space Marines.

Mark Gibbons is a long-time Games Workshop man. He originally worked here in the late 1980's, before taking a six-year break and heading off into the big, scary, outside world. After being a little freaked out by his time working for computer games manufacturers he came back to Games Workshop where, it is 'safe and warm', he says with a wry smile. Rejoining the company in February, he was immediately co-opted onto the Space Marine project. Dave Gallagher, one of Games Workshop's longest-serving artists, had already been looking into the Space Marines, helping to redefine them.

"Dave had done pages and pages of rough designs," says Mark. "I kind of picked out the ones that spoke to me. In the end the miniatures were a combination of Dave, filtered through me and then the sculptors at the end. It's a very collaborative process."

Mark seems genuinely happy with the way the whole process works. Come to think of it, he seems to be over the moon that he's not working anywhere else.

"One of the things I do is to write notes in the corner of my sheets, but often I don't need to. The great thing about working here is that people understand what you're doing without you having to explain. Everyone's really into the hobby, even if they don't play the games or do much modelling, they're absorbed in the game worlds." But surely, working on Space Marines, who have a rich history, can be quite restrictive?

"I suppose so," Mark says. "Space Marines are less free than, say, new races, because there's so much that has been done before. You have to be respectful of it. In a way, you can only refine the existing imagery, but it's good fun. You have to stay honest with it, that's all."

He means it when he says it's fun. In fact, when we ask him if he drifts off while drawing and thinks about basting turkeys

and other such tedious domestic trivia, he laughs.

"No! It's the other way round. I often find myself thinking about drawings. All the time when I'm doing other stuff like cooking. You know, if I see something I think 'Hey, I could use that.' Provided we don't get any turkey-shaped Tyranids, I suppose that's all okay."



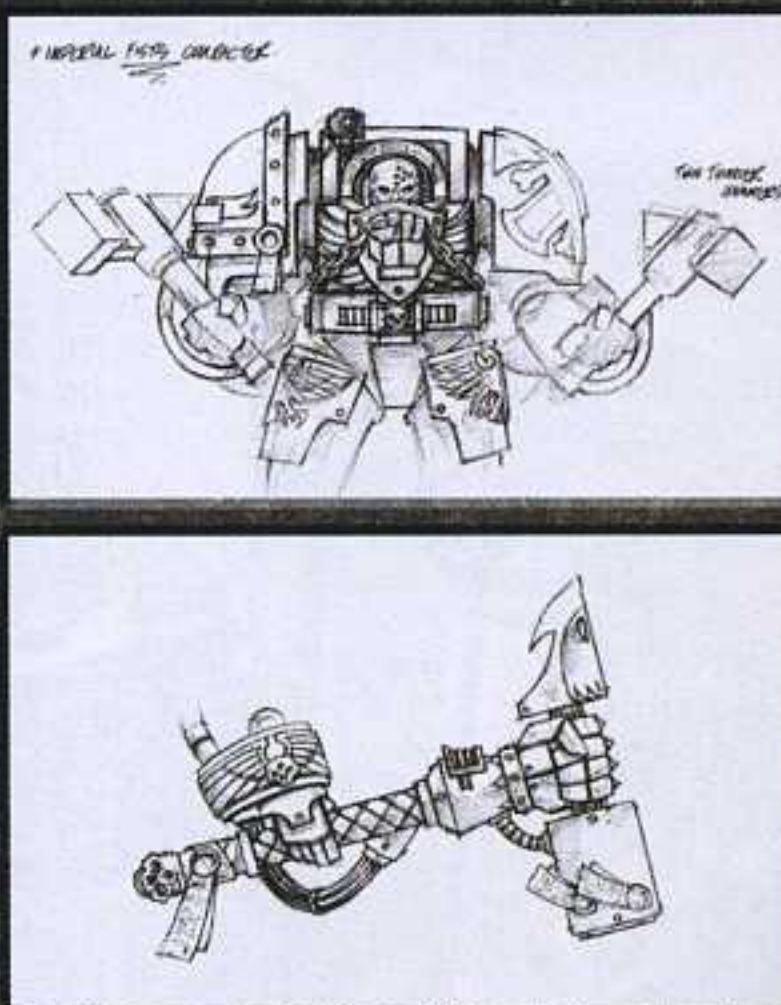
Dave Thomas' Green for Chaplain Cassius.

HEROES OF THE ADEPTUS ASTARTES



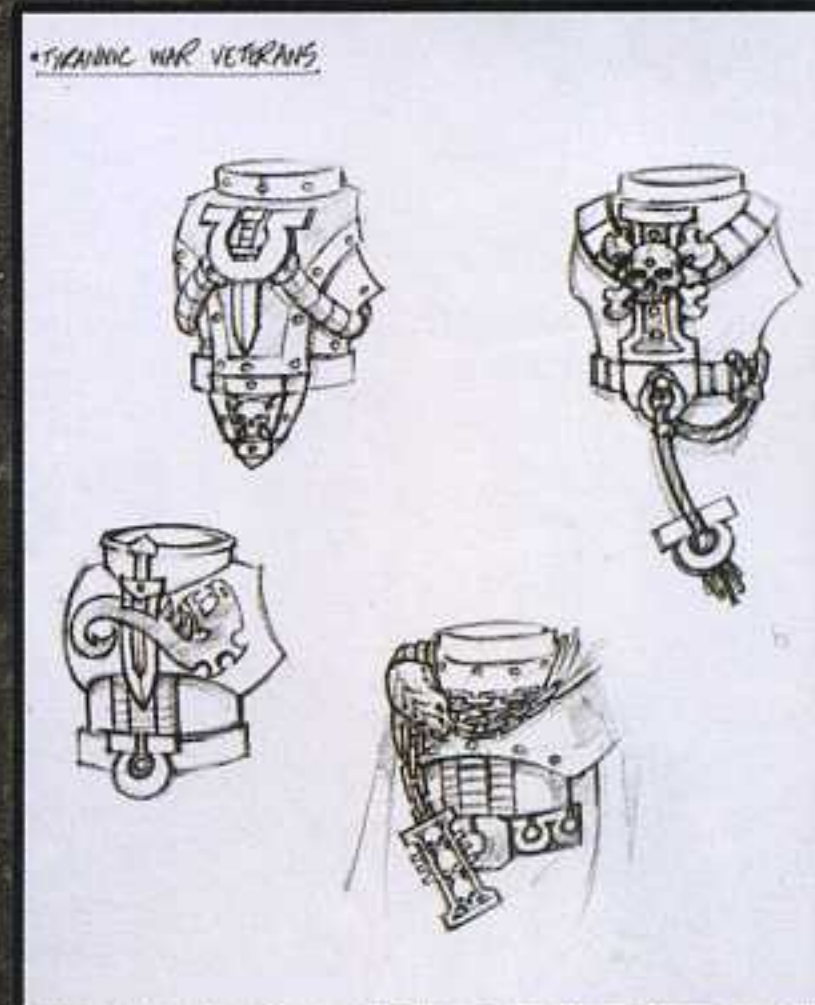
THOSE WHO SERVE

Mark: The Warhammer 40,000 universe is full of the shadowy figures you see here in the background, but we don't often find them in Space Marines art. One of the things John Blanche was keen on us to do was to tie the Space Marines into the wider universe, so we focussed on this kind of thing more. If you think about it, there might be only 1,000 Marines in each chapter, but they have maybe 20,000 support staff.



CAPTAIN LYSANDER

With Lysander I was thinking 'Imperial fists, siege experts, let's give him two thunder hammers for bashing down the walls'. Then someone said, what about a thunder hammer and an enormous lightning shield? So I did that. I tend to do several versions anyway. I did a similar one with a big fist on the end, because I knew someone would suggest it, just to point out that it would look like an enormous boxing glove on a spring.



VETERANS' BATTLEGEAR

We're trying to make all the veterans look individual. The idea with this is to give the designers a whole host of things to use, they might take a shoulder pad here and a breastplate there. But this Tyrannic war veterans imagery combines Ultramarines and Deathwatch iconography, indicating time spent away from the chapter hunting aliens with the Inquisition. Symbols and unique designs represent the chapter's history battling the Tyranid race.

THE EVOLUTION OF CHAPLAIN CASSIUS

Mark: The first sketch I did for Cassius (*top left*) had only a few elements that survived into the finished model, but basically he's a veteran Chaplain from the Tyrannic wars, so the idea was to combine the iconography of an Ultramarines Chaplain with Tyranids. We wanted to make the Ultramarines more flavourful, so we're drawing on their history with the Tyranids. That's why we have the Hive Tyrant embryo in a cage here, and the book bound in Tyranid skin. The historical Classical influence is also already there – the trick is to keep it subtle, not to just make them look like Roman soldiers in space.

One thing that stayed all the way throughout was his head, half eaten away by bio-acid. He's been blinded, but has chosen to leave one eye-socket empty as a reminder, having only one bionic eye. I mean, he could have a full-on visor, but he chooses not to. It mirrors the classic look of the Space Marine Chaplain, the skull mask, and makes him look like a living icon.

So I did the first picture, and the Design Team wanted something else. They asked me to take it further (*centre left*), as they thought the first sketch underplayed the whole thing. But I took it too far! I think they thought they might have to up my medication.

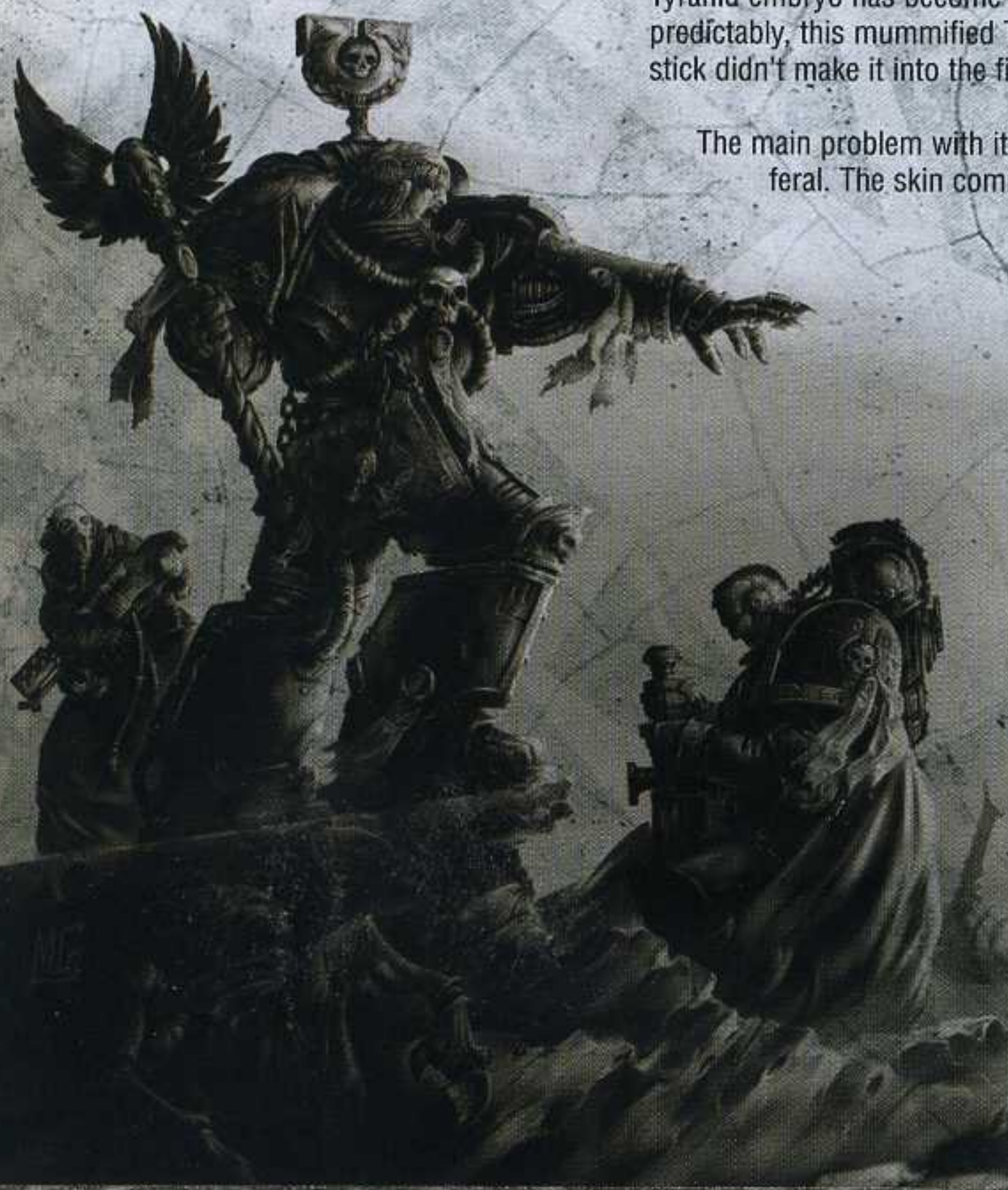
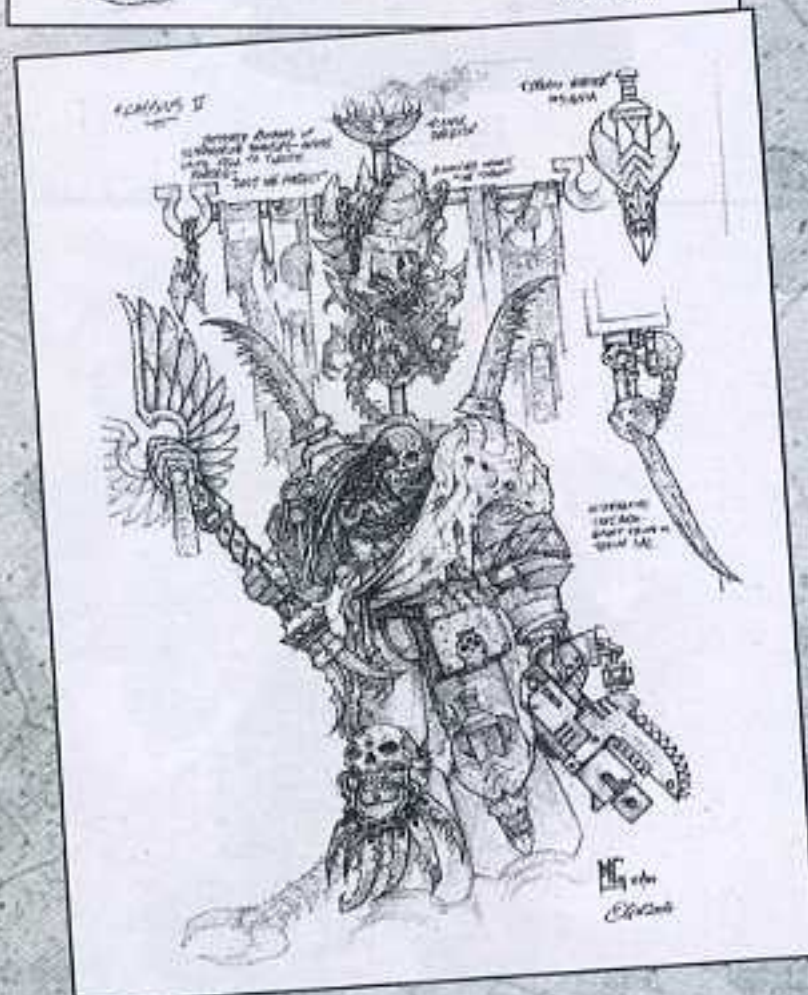
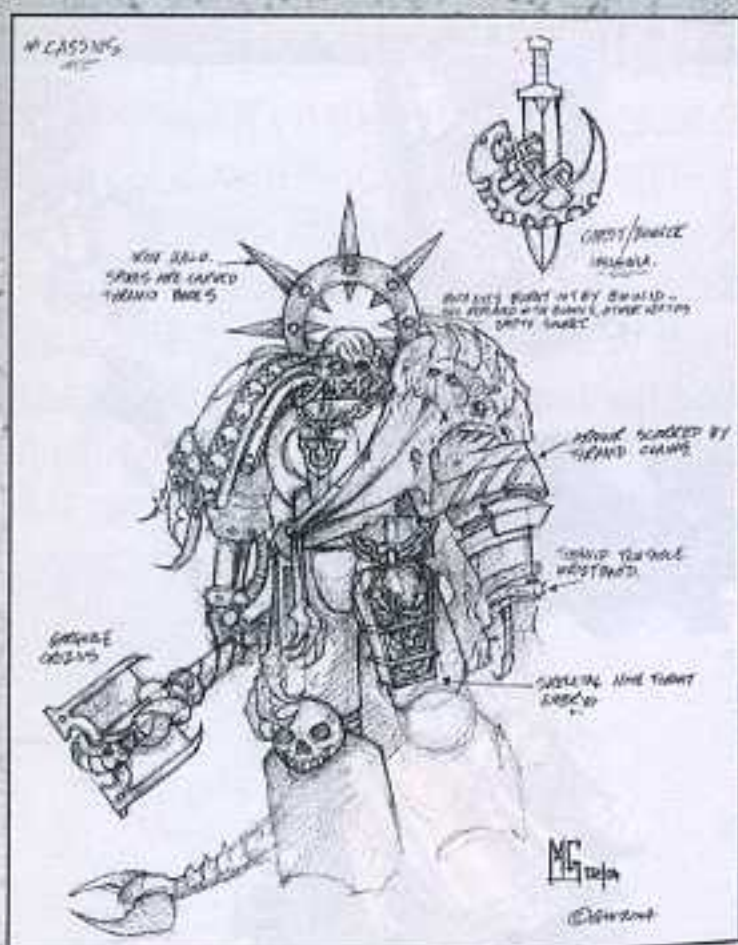
It shows the evolution of the character, the Tyranid embryo has become the banner, but predictably, this mummified Tyranid on a stick didn't make it into the final design!

The main problem with it is that it is too feral. The skin coming off the head

on the shoulder pad is drawn from Classical influences, Roman soldiers used to wear the skins of exotic cats, for example. But they decided to steer clear of it, as it is too reminiscent of the imagery of other, wilder chapters like the Space Wolves. It's also too close to Salamanders, who wear lizard-skin cloaks. What it did give me were lots of components that were used in various places later on. For example, the veterans' insignia came out of this stage, the crozius Arcanum with the Tyranid skull survived. So the big Tyrant on a stick went, but we kept the Termagant on a stick.

This picture (*bottom right*) is what the actual miniature was based on. We've brought the Classical stuff to the fore, in the armour decoration and so on. And we ruled out too many trophies as being too feral. Instead the Tyranid imagery, the decoration that marks Cassius out as a veteran of the first Tyrannic war, became skulls and icons crafted into jewellery and wargear rather than actual trophies. We felt this reflected the more civilised approach of the Ultramarines – even the crozius. It depends on how it is painted, you could paint it to look like an actual skull has been mounted on it, but in the final image I painted it to look like some kind of dark metal all over. It's a crafted artefact, and not an actual physical trophy.

This all led to the picture I did for the book (*bottom left*). This kind of thing defines the concept of the character. The illustration fixes the idea of what he represents in the mind of the gamer. I want the picture to tell you a story, that you know what he's all about.



SCULPTING SPACE MARINES

Sculptors Dave Thomas and Mark Harrison reveal some of their secrets

Dave Thomas and Mark Harrison are two of our very talented sculptors. Though both are still relatively young – they're in their twenties – they're experienced enough manipulators of Green Stuff to have been entrusted with some of our most important miniatures – the Space Marines. Something of a big responsibility.

Though other sculptors were involved in the Space Marine project, Dave and Mark were solely responsible for many of the excellent new special characters you'll soon be seeing, something which, as hobbyists, they think is rather quite an honour.

"It's cool to revisit something we had as kids and get a chance to attempt to better it," explains Dave. "Not that I'm saying that we have succeeded, but sculpting has moved on in the last ten years, and we're glad to update some of our favourite models. Especially the old characters. They're integral to the whole look of the Space Marines. From the Ultramarines to the Blood Angels characters, they represent that whole Jes Goodwin Space Marine period that defined the Space Marines. It's good to be part of that evolution."

CHIEF LIBRARIAN TIGURIUS

Mark: It's quite strange to be working on things you actually collected and drooled over as a child. I did the new Tigurius, the original of which was a favourite of mine for years. The pose is the hardest thing. The old one was in a very strong pose, although it was in only one piece. So I kind of rather cheekily paid homage to this seminal piece and nicked it! Positioning is the hardest thing to achieve. The whole character of a model depends upon it. Especially here, it's a very big model so you have to be careful how you do it.



Tigurius

CHAPLAIN CASSIUS

Dave: It was interesting to do a really old armour. It's Mark IV, so it's very medieval looking. He's in a dynamic pose because he's a zealot, he's crushing the alien underfoot. These models are supposed to be a snapshot of the guys on the battlefield doing heroic deeds. If a model's stood there, you can suggest passive strength, like Juan's Inquisitor Coteaz, who looks absolutely rock hard. But for 35mm I like sculpting dynamic poses.



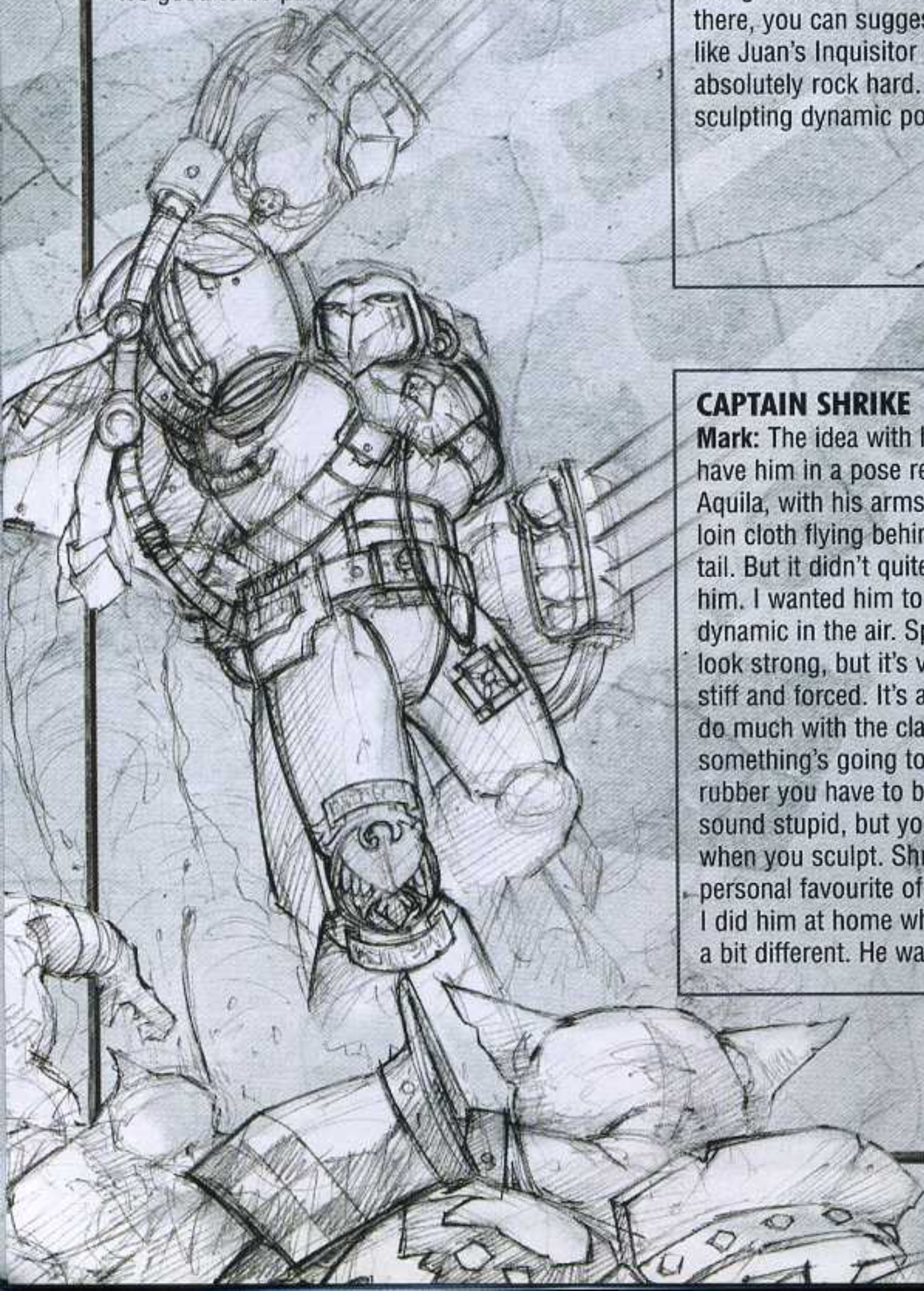
Cassius

CAPTAIN SHRIKE

Mark: The idea with him originally was to have him in a pose reflecting the Imperial Aquila, with his arms outstretched and his loin cloth flying behind him to suggest a tail. But it didn't quite work, so I reposed him. I wanted him to look very natural and dynamic in the air. Space Marines have to look strong, but it's very easy to make them stiff and forced. It's a shame that you can't do much with the claws, but when something's going to be pressed flat in rubber you have to be careful. It might sound stupid, but you have to compose when you sculpt. Shrike, I think, is my personal favourite of the models I sculpted, I did him at home where the conditions are a bit different. He was good fun.



Shrike



PLASTIC COMMAND

Mark: This boxed set is almost completely new. It's based on the metal equivalents. The boxed set is mostly composed of add-ons for the basic Space Marine sprues, so you find yourself working on individual parts rather than whole models, which is one of the strange things about plastic, and we both worked on this set. Of all my bits, I'm the most pleased with the banner and the apothecary arm.



Lysander

CAPTAIN LYSANDER

Dave: When we sculpt for plastic we have the resin facility, we have a lot of moulds of basic parts which we can cast and then work on at three times the size, so making a new bit for a plastic Terminator is quite straight forward. With metal, there was no reference for the new Terminator suits, so I had to measure the three ups, I got down to the quarter millimetre scale! The trouble is, because of this, when we get our models back we can see defects and it really stands out for us, but it's just fractions of a millimetre. Lysander had to suggest real heaviness. Guys in power armour can move about a bit, but terminator armour is very restrictive, they have to stomp forward, so you make them seem like they are moving with a real sense of purpose. We always say that our favourite model is the next one we're working on, but I was chuffed with Lysander!





We talked to Keith Robertson of the 'Eavy Metal team to find out more about what they did, and why.

Several modellers experimented with building and painting Space Marines. Dave Andrews eventually returned with some very gothic Ultramarines, each heavily decorated and with a unique system of iconography that gave us a lot of very useful ideas.

WHAT EXACTLY DO WE MEAN BY GOTHIC?

Gothic is a word you'll no doubt be very familiar with, and it's one that we often use when describing our games. Strictly speaking, it refers to a style of art and architecture from the Middle Ages, mostly associated with vast cathedrals filled with pointed arches and flying buttresses. These features should be familiar to anybody

who's seen the buildings and machines of the Space Marines, but the resemblance goes much deeper.

There's also the idea of each object being a unique, handcrafted treasure, richly ornamented and detailed. All of this, of course, is set against the darkness and dirt of the Middle Ages. So how does this

translate to the models? Looking closely at Dave's Ultramarines, each one appears to be individually crafted; some with extra pieces of armour, others with devotional script. The gold trims introduced here also go a long way to creating an image of devotional decoration, and so would be turning up on the army...



One of the most striking of these ideas was the use of gold instead of yellow for the company colour. In traditional heraldry, yellow and white were often used to represent the metallic colours of gold and silver, so it's not as big a departure as it seems. There was also the idea of different models in the same army using different styles of iconography.

MAKING IT WORK

With these ideas in mind, it was time to start applying it to the models. As well as finding ways to give each Space Marine touches of personal iconography, we wanted to make sure that each squad still seemed like a coherent unit with a solid theme.

We started by gathering together as many purity seals, scrolls and other decorative pieces that we could find on the available sprues, and then added a few more that we'd made ourselves. The next step was to separate them into groups, representing the squads that they were to be used on. The idea was to give each squad a favoured style of decoration, so one might have a lot of purity seals (*top right*), while another might have more scroll hangers or parchment (*right*). There was also the way in which they displayed their Chapter badges and unit iconography, which was open to interpretation and could be used to further bind each squad together visually (*bottom right*).



MODELLING TIPS

If you want to add more ornamentation to your models, here are a few suggestions:

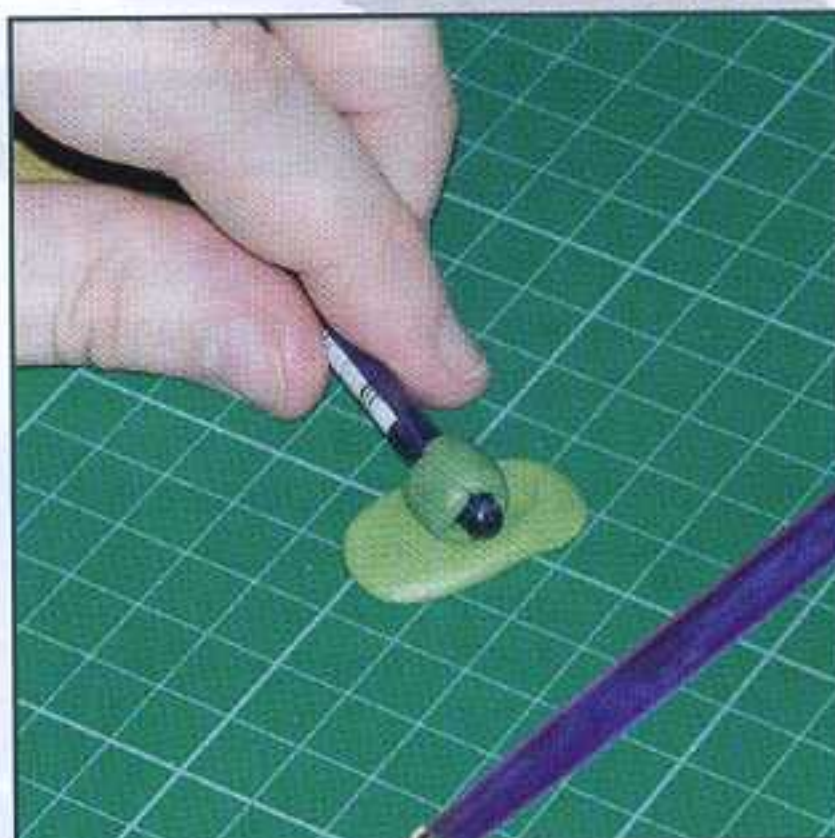
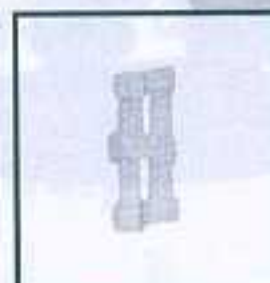
- On purity seals, the parchment element can be made from foil or paper glued to the model. To make the seal itself, make a small ball of Green Stuff and then flatten it to form a disc.



- Bigger pieces of parchment can be made in the same way as before. If you choose to use paper, painting one side with PVA woodworking glue before you glue it in place will allow you to shape it and create realistic folds.



- Scroll cases can be made from pieces of plastic rod or thick wire, with pieces of paper wound around the middle and ends.



KEITH'S PURITY SEAL ROLLER

A slightly different method of making purity seals is to wrap a piece of Green Stuff around the top of a pencil, then roll this over a

plastic purity seal. When the Green Stuff hardens, it becomes a mould that you can use to produce purity seals from flattened sheets of Green Stuff.

FINDING A LEVEL

Alongside the Ultramarines, we painted two more new Studio armies – the Imperial Fists and the Raven Guard. We picked these because we wanted to show three chapters with different approaches to iconography and ornamentation. When it comes to building

your own army, it's all a question of what kind of style you want for your chapter. As you can see from these examples, iconography and decoration can be a powerful means not only to make each warrior unique, but also to complement the character and theme of your army.

The Ultramarines are very much the standard for most chapters, while the Imperial Fists are a good example of a more ornamented chapter and the Raven Guard a more Spartan one.



The Imperial Fists have a particularly grand history and are the chapter charged with defending the region of space that contains Terra itself at its heart. As such, they seemed like the perfect army upon which to use more prevalent decoration on. Not only did we add extra purity seals and scrolls to the warriors themselves, we spread the decoration to their vehicles.



The Raven Guard, on the other hand, are practical, specialising in lightning raids and ferocious assaults. As such, we deliberately used much less decoration and variation in their iconography.



THE EMPEROR'S FINEST

BY ADRIAN WOOD

"Do not ask me to approach the battle meekly, to creep through the shadows, or to quietly slip on my foes in the dark. I am Rogal Dorn. Imperial Fist. Space Marine. Emperor's Champion. Let my enemies cower at my advance and tremble at the sight of me."



Q uotes like this sum up the power of the Space Marines, and really inspire me when I'm putting together squads. Simple yet effective poses can be created straight off the sprues, while more advanced modelling can be achieved by cutting and repositioning limbs. If you add Green Stuff to the model it's possible to fill larger gaps and replace missing details. Finally, there are a variety of painting techniques to which you can apply your chosen chapter colours.

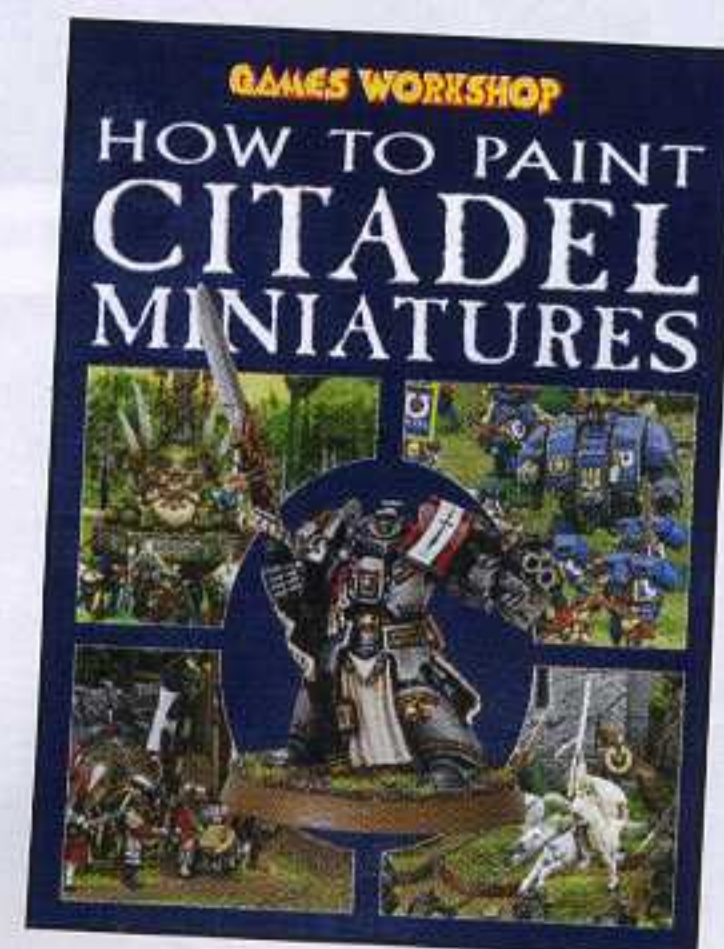
POSING SPACE MARINES

Multi-part kits offer huge flexibility when it comes to assembling individual models. To start with, you can assemble hundreds of different poses without any need to use any further modelling techniques. We start by looking at what you can do with nothing more than a modelling knife and plastic glue.

MAKING A START

Think about what weapons your Marines are going to carry and what action they are to be engaged in. A trooper with a bolter can be firing, cautiously advancing or reading an auspex – you name it. Take the squad shown above: the pose of each model tells a story. Armed with close combat weapons, the sergeant is in an aggressive fighting stance. The first trooper advances cautiously, bolter at the ready whilst the second spots the enemy and opens fire. The trooper with the flamer would look cool stood next to the corner of a building, ready to douse his foes with flame. The missile launcher Marine stands with legs braced, looking down the viewfinder as he fires. A little exaggeration can help to make a particular action look even more dramatic. Don't get too ambitious, if you over exaggerate a pose you can end up with a pose that's simply not anatomically correct.

For a wealth of useful techniques and ideas about painting your models, read *How to Paint Citadel Miniatures*.



FLEXIBILITY



Space Marines offer so much flexibility that you can make radically different poses with the same parts. Even the simplest changes can produce different results.

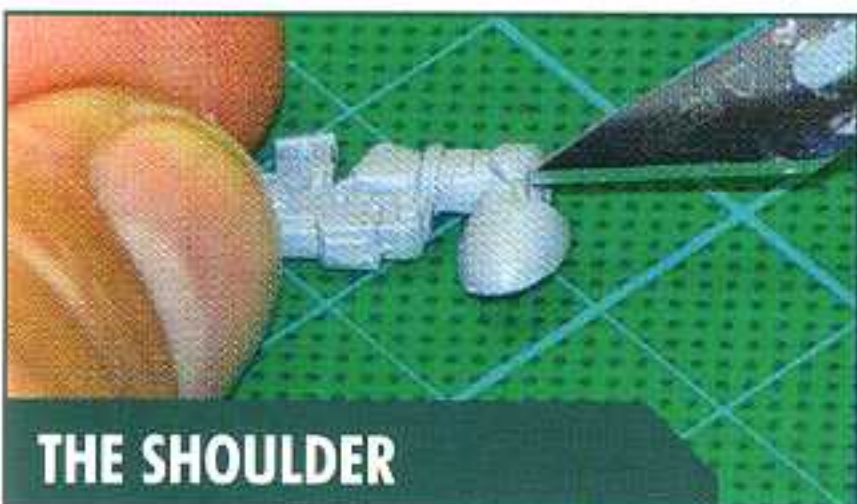
The position of the head can make all the difference. Above are three identically posed

models, with the legs square on to the body and the gun held in a relaxed position.

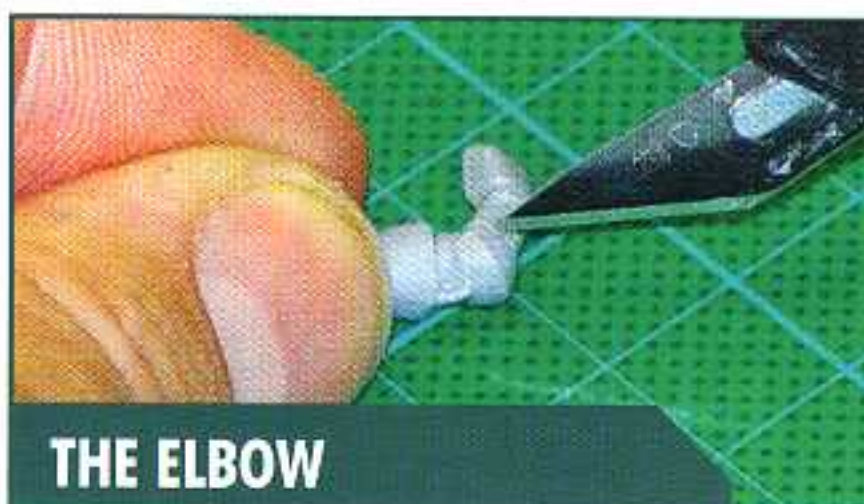
The first model appears to be carefully picking his way through terrain on patrol; the second is defiantly squaring up to the enemy and the third is firing from the hip.

Here, the position of the head and legs is consistent; the orientation of the body and the position of the arms have changed. The first model looks like he is shooting whilst the second as if advancing towards the enemy lines.

ADVANCED MODELLING: REPOSITIONING THE ARMS



THE SHOULDER



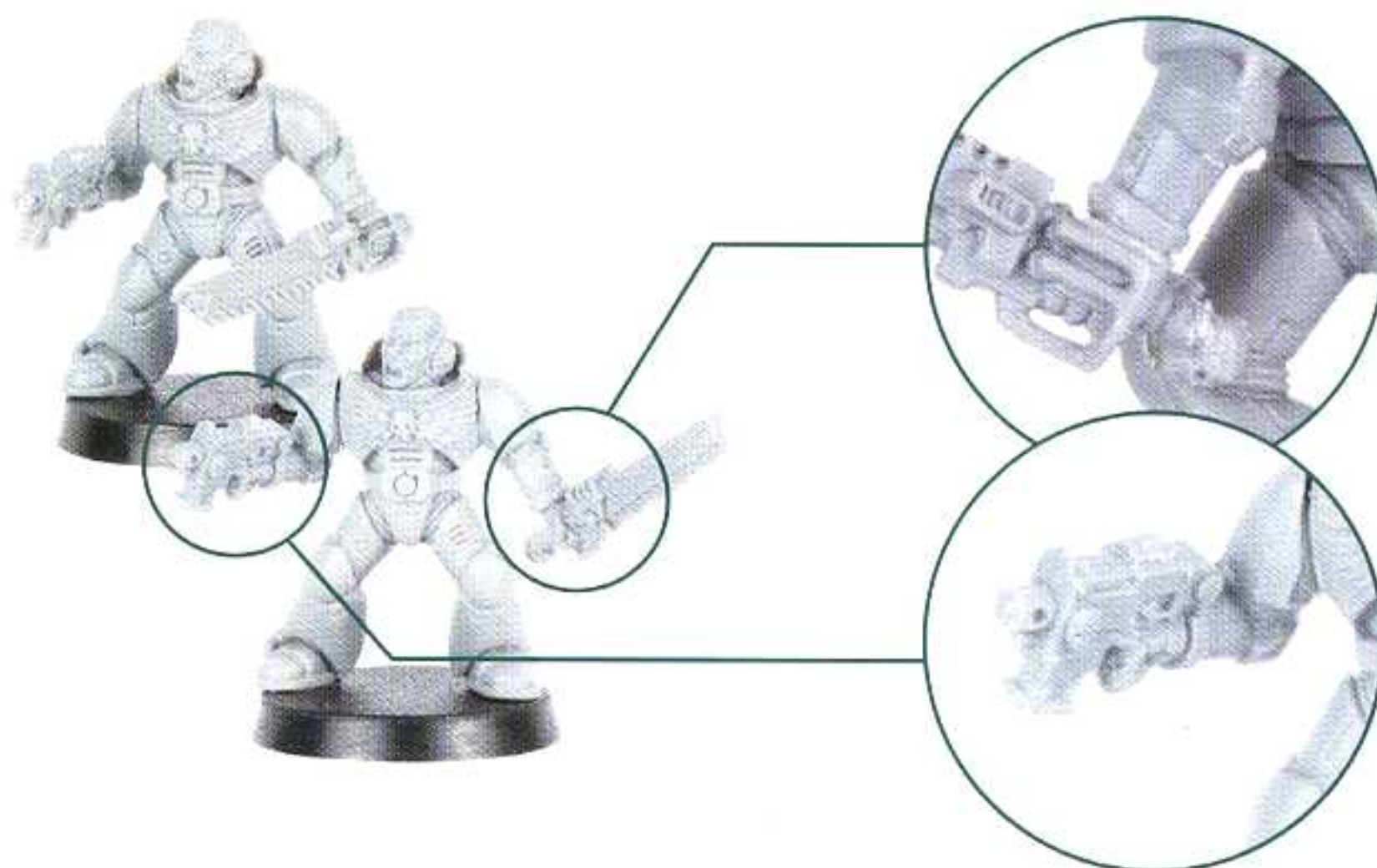
THE ELBOW



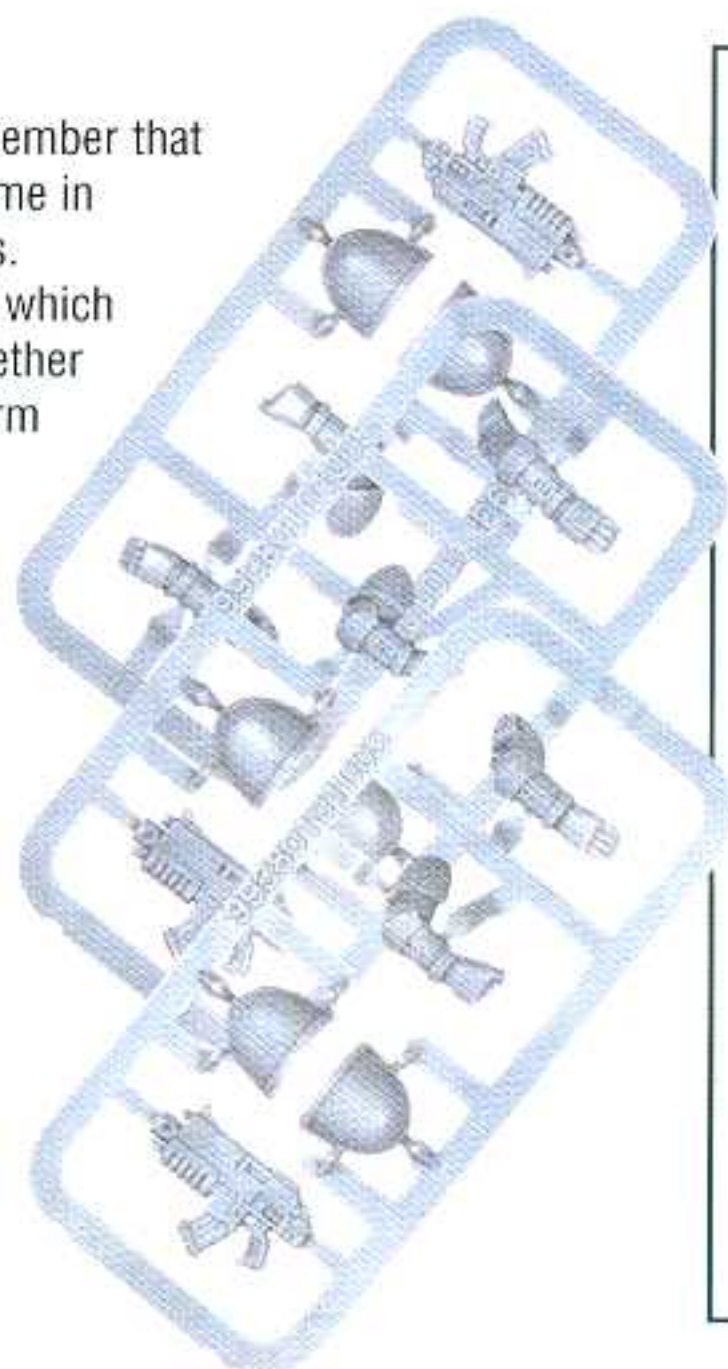
THE WRIST

Now you're acquainted with how to build good-looking models straight off the sprues. To get certain poses, however, you may need to cut and reposition the arms on a model. The arms are particularly good for this as they are made up of distinct armoured sections that you can use as a guide to cut through.

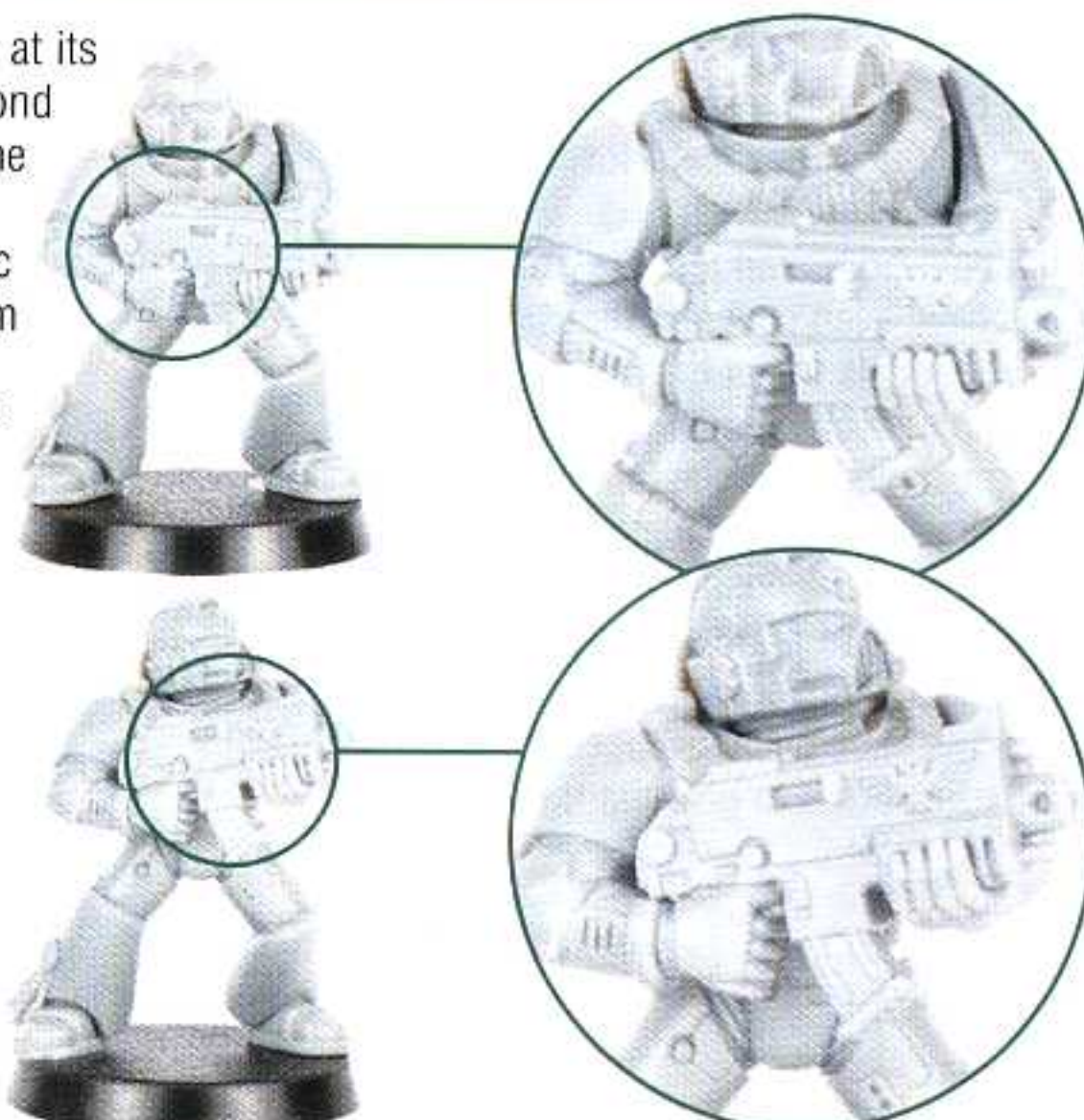
Right: The arm can be articulated into a position you prefer. Here is an example showing the arms uncut and another with the arms cut and repositioned to create a more dramatic pose. The bolt pistol arm was cut at the shoulder and swivelled away from the sergeant's body. The chainsword arm was cut at the wrist and angled wider.



Below: Remember that the arms come in distinct pairs. You can see which ones go together by the forearm detail.



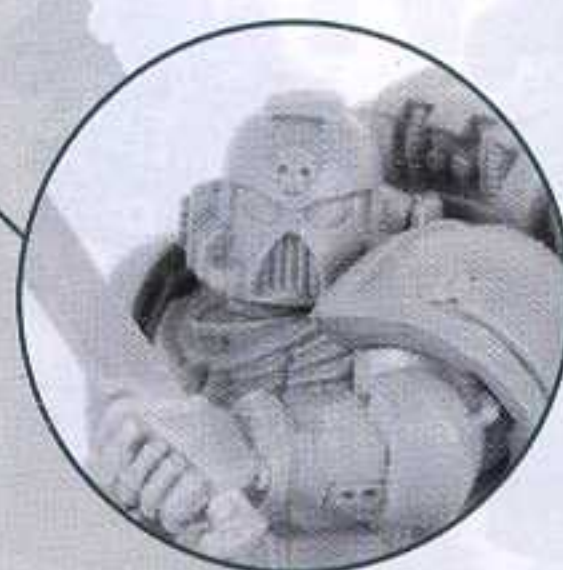
Right: Here the left arm is at its original angle. The second example below shows the arm cut at the elbow and, after a small wedge of plastic was trimmed away, the arm was glued in place, elevating the position of the bolter.



ADVANCED MODELLING: REPOSITIONING THE ARMS (CONTINUED)

Right: The wrist on the left arm has been cut and repositioned to hold the knife in a natural fighting position – the angle of the head makes a big difference too. If it had faced forward, or in the opposite direction, it would have appeared less dramatic.

Below are more poses where the arms have been cut or even swapped with another model to create poses that tell a story.



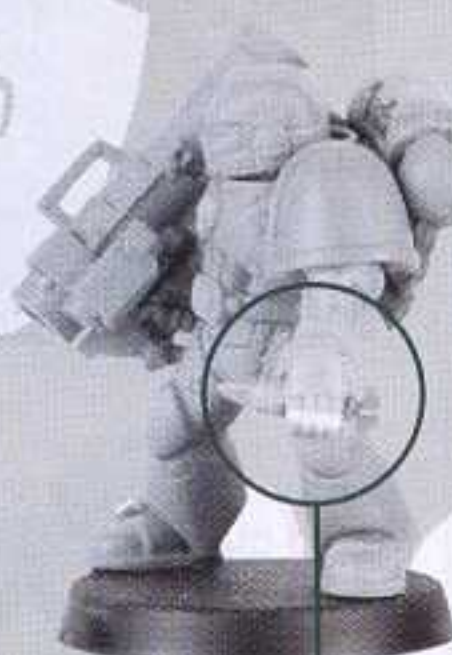
Sentry



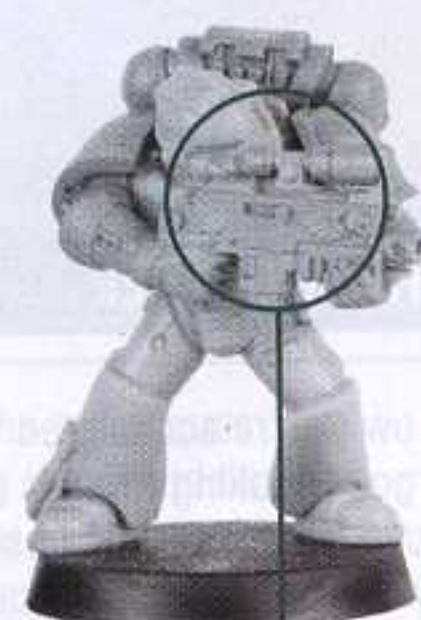
Combat



Reloading the missile launcher



Sniper



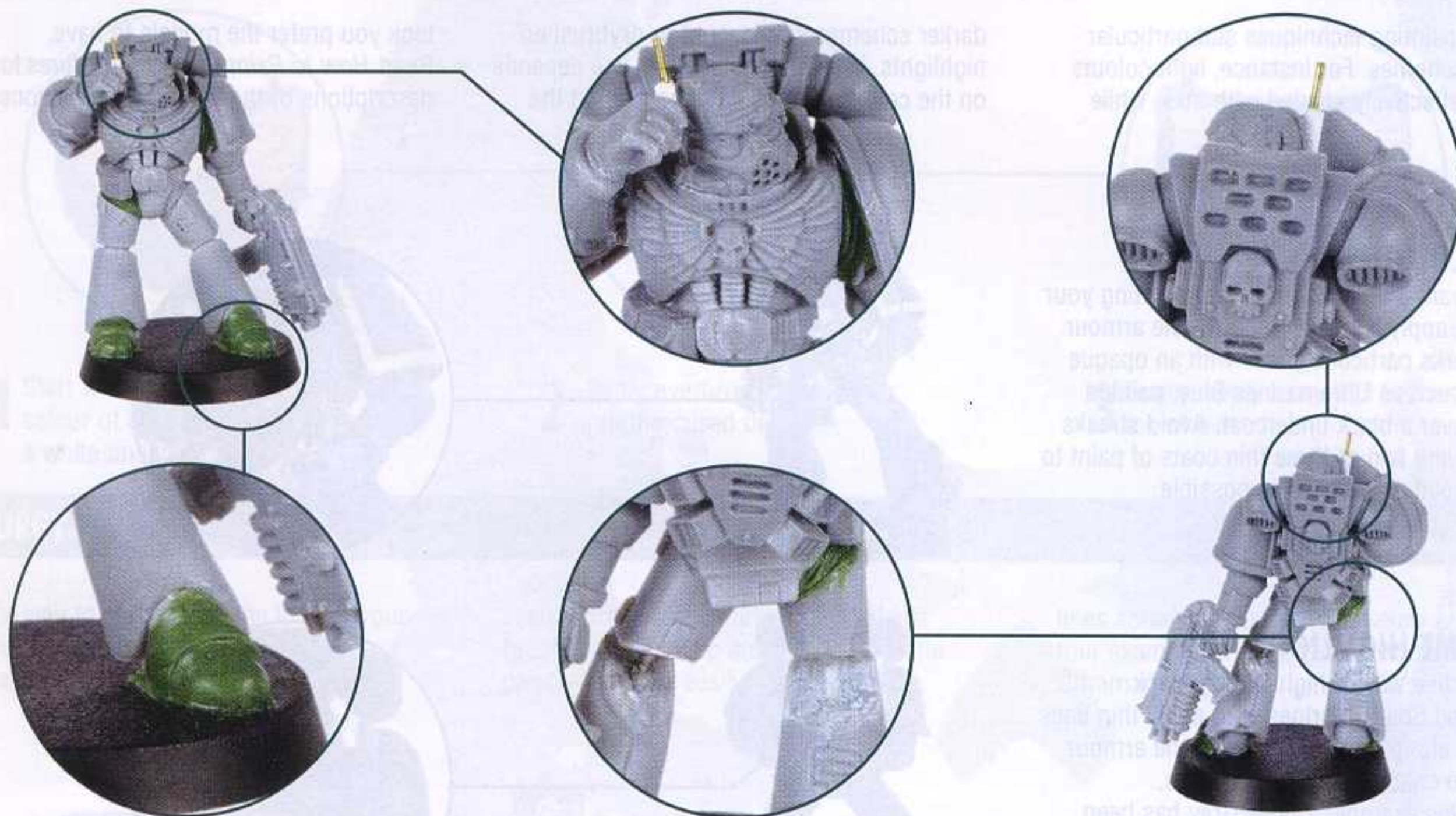
SHOWCASE: ALI MORRISON'S SPACE MARINES

Here Aly has created a set of miniatures with a strong narrative feel. However, to get the poses he wanted, he has cut and repositioned more than just the arms. The legs have been split and repositioned on these two models to get the running pose and to help give one model the appearance of having been hit by a blast of gunfire.

The Space Marine tending the wounded has had the most repositioning of all the models: the Space Marine's legs have been cut so he can kneel down; the hands on both models have been swapped for other Space Marine arms to give the right look.



ADDITIONAL MATERIALS



It's possible to create exciting new poses for your Space Marines just with a modelling knife and plastic glue. But as you get more adventurous you can become a lot more inventive by using additional materials, such as brass rod for pinning, Green Stuff for filling gaps, and also parts from other kits. The Space Marine above is in the process of being reposed to look

like he is receiving orders on his comm-link. His legs have been cut and repositioned into a standing pose. The legs have been cut at the hips, knees and feet and then drilled thorough the middle with a pin vice. Brass rod was then inserted to create the standing pose. Some of the larger gaps been filled with Green Stuff and detail re-sculpted, while the feet, which were

damaged, had to be completely remade. The final touch to the model was to add an antennae to the comm-link using plastic rod and thin brass rod. Shown below are more examples of the possibilities available when you introduce further materials to your modelling tools.



Kneeling



Using Auspex



Running



Steadying the hand



Running



Charging



Two bolt pistols



Reloading



Assault



Sentry

PAINTING TECHNIQUES

Certain painting techniques suit particular colour schemes. For instance, light colours can be effectively shaded with inks, while

darker schemes suit layered or drybrushed highlights. Which technique you use depends on the colour scheme you choose and the

look you prefer the models to have. Read *How to Paint Citadel Miniatures* for full descriptions of the techniques mentioned.

FLAT COLOUR

If you want a quick approach to painting your squads, apply a single colour to the armour. This works particularly well with an opaque colour such as Ultramarines Blue, painted neatly over a black undercoat. Avoid streaks by applying two or three thin coats of paint to get as solid a coverage as possible.



EXTREME HIGHLIGHTING

An effective way of highlighting black armoured Space Marines is to apply thin lines of paint along the very edges of the armour plates to create extreme highlights.

In this example, Codex Grey has been thinned and applied to those edges that would naturally catch the light falling from above.



LAYERING

Start with a dark base colour and then apply a lighter shade over the top, leaving a little of the original colour showing in the recesses. The two layers give depth when seen at a distance. A layer of Shadow Grey was applied over the surface of this armour, avoiding the cracks between the armour plates. An equal parts mix of Shadow Grey and Space Wolves Grey is then layered on top.



INK WASH

An ink wash is effective on light colour schemes applied over white undercoats. The ink wash shades the light colour, drying with intense colour in the recesses, and leaving the raised detail closer to the original. Here, Red Ink has been applied to shade Blood Red. The final effect can be unpredictable as the ink can create a patchy appearance that is quite shiny.



This technique is a good way to quickly highlight dark colour schemes. Here, Skull White is mixed into the original Dark Angels Green base colour and applied all over the model, picking out the raised detail. The final appearance is quite dusty looking.



PAINTING CHEST EAGLES



1 Start with a watered down base colour of Snakebite Leather over a white undercoat.



2 Lightly overbrush Skull White onto the raised detail.



3 Finally, apply a wash of Yellow Ink all over.

LITURGY

A nice way to personalise the look of your Space Marines is to apply liturgy: prayers and sacred words written onto purity

seals, scrolls and shoulder pads. Use a brush with a fine tip and water down the paint so it flows easily. Then paint thin

lines across the purity seal. Below are four examples from the new Studio Ultramarines army.



APPLYING TRANSFERS

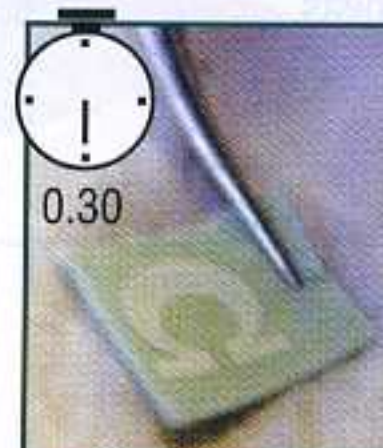
Water slide transfers, or decals, are a great help when it comes to applying Chapter symbols and squad markings to Space Marines.



There is a wide range of transfers to choose from.



Cut the transfer from transfer sheet.



Soak in water for 30 seconds.



Carefully apply to model, then matt varnish.



CREATING A SPACE MARINE CHAPTER

BY ADRIAN WOOD



If you want to create a Space Marine chapter then this simple checklist can help you make some essential decisions. However, these guidelines only represent a fraction of the vast number of choices available.

There's more to inventing a chapter of Space Marines than simply thinking up a cool name, choosing a battle-winning force, or dreaming up a detailed background history. The colour of the troopers' armour and the icon that goes on the shoulder pads, as well as the company and squad markings, are all important elements to consider when creating the look of a Space Marine chapter.

In order to help pick each element we've created a simple checklist. By using heraldry as a starting point for choosing the colours of your troops, this list presents the various choices you need to make to achieve a unique looking chapter. There are a variety of ways to create a Space Marines chapter, however, this checklist can be a powerful tool for both inspiring and structuring your ideas.

USING THE CHECKLIST

Using this checklist is very straightforward; it is split in to two distinct sections: Primary and Secondary Decisions. The Primary Decisions will help you choose the foundations of the Chapter: the colours of the army, its name and symbol. The Secondary Decisions are more concerned with the organisation of the army represented by its iconography. The accompanying notes on each section will help you get the most out of the checklist.

PRIMARY DECISIONS

The first decisions you need to make concern your army's colour, name and symbol.

COLOURS

Good army colour schemes are based on two or more contrasting colours. The example colours we've chosen to include in the checklist are split into two groups: 'non-metal' and 'metal'. Any non-metal colour will contrast with a metal. This idea is based on the heraldry used by knights, which suits the Space Marines' character. Pick one colour for the Space Marine's armour and a second contrasting colour for his iconography, which is his chapter symbol and squad markings.

NON-METAL AND METAL COLOURS

The non-metal colours are red, blue, black green and purple. The 'metal' colours are yellow, white, gold, silver and copper. White is a popular choice for iconography as it creates a strong contrast to the non-metal colours. If you prefer to choose a metal colour for your army colour, any non-metal colour can be used for the iconography, especially black.

APPLICATION

You may prefer to introduce a second colour and apply it to different areas of the Space Marine. This can result in the kind of classic halved colour scheme you see on the Storm Lords. Whatever colours you choose, make sure that they are contrasting. Once again, non-metal and metal colours can help here.

There are many ways to apply a colour scheme to Space Marine armour but we've shown five to get started: all over; halved; quartered; picking out the greaves and shoulder pads; and the pack and helmet.

A NOTE ON COLOUR THEORY

As well as using the principles of heraldry to create an effective colour scheme, you can also put complementary colours together. Red and green look good next to each other.



For greater contrast you can add black to one of his chosen colours, and white to the other.



Compare the burgundy to the pale green. The dark red colour contrasts with the more neutral pale green. This is called a discord and can be applied to non-metal and metal colours.



These ideas will increase the amount of colours you can pick for your army.

CHAPTER NAME

The example names we've included are split into five groups: Elements, Colours, Creatures, Warriors Titles and Weapons. Pick one or more names. Matching an element or a colour name with either a creature, warrior title or weapon works particularly well; eg, Black Lions, Crimson Guard or Sons of Fire.

CHAPTER SYMBOL

In a similar way to the chapter names the symbols we've chosen split into elements, creatures and weapons. These graphic symbols are a starting point for a chapter symbol. Choose a single shape or a combination to match your chapter name.

PRIMARY DECISIONS These can be decided in any order

COLOURS Two or more colours can be applied to different areas of the Space Marine's armour

Non-metallic					
Metallic					
Application					

CHAPTER NAME					
Elements	Iron	Silver	Storm	Brazen	Fire
Colours	Crimson	Dark	Black	Red	White
Creatures	Wolf	Dragon	Eagle	Bull	Gryphon
	Lion	Raven	Tiger	Hawk	Panther
Warriors	Hunters	Warriors	Marauders	Sons	Knights
	Lords	Emperor	Guard	Masters	Templars
Weapons	Fists	Claws	Hands	Talons	Swords

CHAPTER SYMBOL Derived from chapter name					
Symbols					
Creatures					
Weapons					

SECONDARY DECISIONS

Now you need to define your chapter's iconography to represent how it is organised into companies and squads. Firstly, you'll need to decide if your chapter is a Codex or a Non-Codex Chapter. Codex Chapters follow the recommendations of the Index Astartes in applying Iconography – the Ultramarines for example. Non-Codex Chapters, such as Space Wolves, have unique iconography.

COMPANY COLOURS: CODEX

Once the company colour has been chosen you need to decide where you want that colour to appear. This is usually applied to a specific, area such as a kneepad or the Imperial crest.

COMPANY COLOURS: NON-CODEX

The Dark Angels, Space Wolves and Blood Angels are good examples of original systems of representing Company iconography. In the case of the Space Wolves each Great Company is denoted by the respective Wolf Lord's marking against a coloured background.

SQUAD ICONOGRAPHY: CODEX

The standard symbols used to represent squad types are:

Tactical:	Arrow
Assault:	Crossed Arrows
Devastator:	Triangle
Veteran:	Cross
Command:	Skull

These can be rendered in a variety of ways while retaining their meaning.

SQUAD ICONOGRAPHY: NON-CODEX

With Non-Codex forces, standard iconography can be adapted, such as in the case of the Dark Angels, or represented by tribal markings, as displayed by the Space Wolves. Alternatively, the Blood Angels use helmet colour to distinguish between squads.

Turn to the following spread for a number of examples of chapters that have been created by applying a selection of the principles outlined by this checklist.

SECONDARY DECISIONS

COMPANY COLOURS: CODEX

Index Astartes	1st Company	2nd Company	3rd Company	4th Company	5th Company
	6th Company	7th Company	8th Company	9th Company	10th Company
Application					

COMPANY COLOURS: NON-CODEX

Space Wolves Space Wolves' Great Companies are divided up according to their respective Wolf Lords					
Dark Angels 3rd-9th shown on right knee-pad	1st	2nd	3rd	4th	5th
	6th	7th	8th	9th	10th Scout Company No markings
Blood Angels	1st	2nd	3rd	4th	5th
	6th	7th	8th	9th	10th Scout Company No markings

USING TRANSFERS



It's a good idea to use an existing icon as the basis for your own chapter symbol, particularly if there is a transfer available. You don't have to just use Space Marines either. Symbols can be chosen from any transfer sheet, the Empire and Bretonnian transfers are particularly good. Also, rather than apply the whole transfer you can just use part of it. If you do choose to do this it's a good idea to cut out the part you want whilst the symbol is still on its backing paper.



A few deft strokes of the paintbrush can be enough to change a symbol slightly. This Dark Angels symbol was cut down before additional details were added.



You can go the whole way and change its colour entirely.



Alternatively, two transfers can be combined together: First spray the transfer with some purity seal to seal it in place before putting on the second.



Emblems from the Warhammer range of Bretonnian transfer sheets are a great source of new chapter icons. However, you will need to cut most of them down to fit the shoulder pad.

MOULDED SHOULDER PADS



As well as transfers, there are lots of shoulder pads with moulded chapter icons on them. These can be easily adapted by painting it in the colour scheme you prefer.

SQUAD ICONOGRAPHY: INDEX ASTARTES

Tactical					
Assault					
Devastator					
Veteran					
Command					

SQUAD ICONOGRAPHY: NON-CODEX Blood Angels, Space Wolves & Dark Angels

Tactical	2nd 		
Assault	7th 		
Devastator	10th 		
Veteran	No markings		
Command			

SQUAD NUMBERS: CODEX

Numbers style

These are just some of the various lettering styles that can be used for squad numbers

I II III IV V
VI VI VIII IX X

1 2 3 4 5
6 7 8 9 10

1 2 3 4 5
6 7 8 9 10

1 2 3 4 5
6 7 8 9 10

1 2 3 4 5
6 7 8 9 10

ORIGINAL CHAPTERS

THE SONS OF JAGHATAI

by Chris Blair

The overall colour of Chris' models is a dark purple with the shoulder pad and other markings painted in bone: this is a good example of a discord. The chapter symbol is a crescent shape with a tiny alpha symbol. This is repeated much larger on the right shoulder pad as a squad marking and also on the sergeant's back banner. The Company marking is a number painted on the right kneepad.



KNIGHTS OF DORN

by Andy Brown

The most striking feature of Andy's colour scheme is that the armour is painted in two halves; bone contrasting with dark brown metal. He's used a skull army badge from the Space Marines transfer sheet as a chapter icon and painted the company marking on the rims of the shoulder pads. The squad markings are Codex tactical symbols and a few of the models have an honour marking painted onto the right kneepad.





THE HOSPITALERS

by John Fitzsimons

The Hospitalers are a Non-Codex Chapter with unusual check-pattern iconography on the shoulder pads and right leg. The red cross chapter icon is repeated on the right kneepad and the Company marking is on the left. The overall armour colour is white.



THE EMPEROR'S SHADOWS

by Victoria Lamb

Victoria's colour scheme is based on the Black Templars, with contrasting details in red and turquoise. Some of the details have a subtle samurai flavour to them, which is carried over onto the chapter and squad iconography. The Company marking also takes up the oriental feel and is on the right kneepad.



Victoria won the Australian Golden Demon Slayer Sword at Games Day 2001.



THE BATTLE RAGES ON

ADDITIONAL SCENARIOS FOR THE BATTLE FOR MACRAGGE BY ADAM TROKE

This month, Adam Troke brings you another two new missions for Battle For Macragge and introduces the mighty Space Marine Dreadnought and deadly Tyranid Warriors to your games.

So far in Battle For Macragge all the units available for use have been Troop choices; standard units with relatively few special rules. This month sees the introduction of a new unit for both the Ultramarines and the Tyranids. Both of these new choices are Elite, meaning they are powerful but rare units within a force. Elites are often the best warriors an army has to offer, but there are never enough of them. By adding these additional units to your Battle

For Macragge games, you'll quickly see how powerful some of the warriors and weapons within the 41st millennium really are.

SPACE MARINE DREADNOUGHTS

When a mighty Space Marine warrior falls in battle it is a dreadful loss to the Chapter, mourned by all. When that warrior was possessed of particular wisdom, valour or prowess, there are ways and means to preserve that quality for generations to come. The mysterious Techmarines can recover horrifically ruined bodies, encasing them in a sarcophagus that will sustain the ruined corpse in a permanent undeath.

This sarcophagus is then fitted into a suit of Dreadnought armour, akin to a walking tank. When a Dreadnought takes to the field it inspires courage and devotion in the Space Marines around it, as they see a hero from legend doing battle beside them. It also instills cold fear in their foes. With awesome

weapons and superb armour a Dreadnought truly is a foe to be reckoned with.

TYRANID WARRIORS

Of all the Tyranid creatures that pour across the battlefield, it is the Termagant and the Hormagaunt that are the most common. However, neither of these conjure up as much fear in their enemy as the Tyranid Warriors. Standing at twice the height of a normal man a Tyranid Warrior is a mass of muscle, chitin and unreasoning violence.

Bearing dreadful bioengineered weaponry, they are a fearsome foe both in assault and at range, but their strangest ability is their connection to the Hive Mind itself. In larger battles they will direct the broods of lesser creatures, focussing their attacks where the Hive Mind deems its prey weakest. Few fight a Tyranid Warrior and survive, and of those that do, none forget the experience easily.

Squad Guardatus are surrounded by the xenos, with seemingly nowhere to run



With reverent care the assault cannon was raised from its containment chamber, the attendant Techmarine chanting the Litany of Preservation as the servitors manoeuvred their deadly burden towards the waiting Dreadnought. Ancient Ferrox had slumbered for more than two hundred years and such a hero deserved a respectful awakening. The chanting of the Techmarine rose in volume and pitch as the weapon was fitted onto its mount with a metallic thud. Carefully he anointed the seals with consecrated oils and unguents before completing the Rite of Activation. Ancient Ferrox was awakened once more. For more than one thousand years he had been spared death within the embrace of his sarcophagus, resting when not in battle, awakened only in time of direst need.

Slowly the colossal fighting machine came back to life, its servos whining and its powerful engine activating as internal synapses fired it into readiness. Techno savants bowed before the armoured form, cables and wires extending directly from their skulls and the cogitators housed within their wizened bodies, linking themselves directly into the Dreadnought. Information streamed into Ferrox's consciousness, appraising him of the current situation, flooding his senses with tactical



data. Immediately he was aware of the Tyranid assault on Macragge, the enormous hive fleet making war in orbit, and the raging battles on the surface. For one thousand years Ferrox had slain the Emperor's enemies, and not once had they set foot on his blessed homeworld.

"Ancient Ferrox," the Techmarine whispered, pressing a purity seal against the Dreadnought's armoured hull and using his auspex to verify life signs, "Your Chapter has need of you."

++Anoint my weapons.++ Ferrox responded, his voice grating out from the vox-casters set into his armour. ++These foul xenos will rue the day they set foot on Macragge.++

SPACE MARINE WEAPONS: HEAVY FLAMER

The heavy flamer operates by shooting an enveloping flame at the target and setting it alight. The heavy flamer has an increased capacity and a vastly increased potency. Flamer weapons fire a mix of blessed chemicals that ignite upon contact with air and burn the enemies of the Emperor in the cleansing fires. It is considered an honour to carry such a weapon of divine purification.

ASSAULT CANNON

A self-loading autocannon primarily used by Terminator Space Marines and Dreadnoughts. It has six barrels which are rotated by a motor, allowing the weapon to spit out a hail of shells which can easily tear a man-sized target apart. The assault cannon combines high penetrating power with a fast rate of fire. The astoundingly loud noise it makes is enough to encourage any sensible troops to keep their heads down.

TYRANID WEAPONS: DEATHSPITTER

A complex multi-creature symbiote which launch a highly corrosive maggot-like organism with a powerful muscle spasm. Wherever the creature strikes, gobbets of volatile fluid are splattered across a wide area, searing exposed flesh and melting through armour with equal vigour.

VENOM CANNON

The venom cannon is a long, powerful bio-weapon which fires salvos of highly corrosive poison crystals encrusted with a metallic residue. The symbiote fires using an electro-static charge to accelerate its deadly ammunition to supersonic speeds. A target struck by the venom cannon is either killed by the impact and blast of electrical energy or by corrosive fragments from the poison crystals when they shatter. Even vehicle armour can be penetrated by the crystals, leading to poisoned crew members and shattered equipment although the lack of explosive impact reduces lethality.

DEVOURER

The aptly named devourer is a conical lump of flesh infested by writhing worm-like organisms with black, shiny heads. When the weapon is triggered, a bio-electrical jolt hurls a shower of flesh-worms at the target which immediately start burrowing inside the victim's body. A creature infested by flesh-worms is driven mad with agony as they eat their way through its nervous system to the brain and then devour it.



MISSION SCENARIO

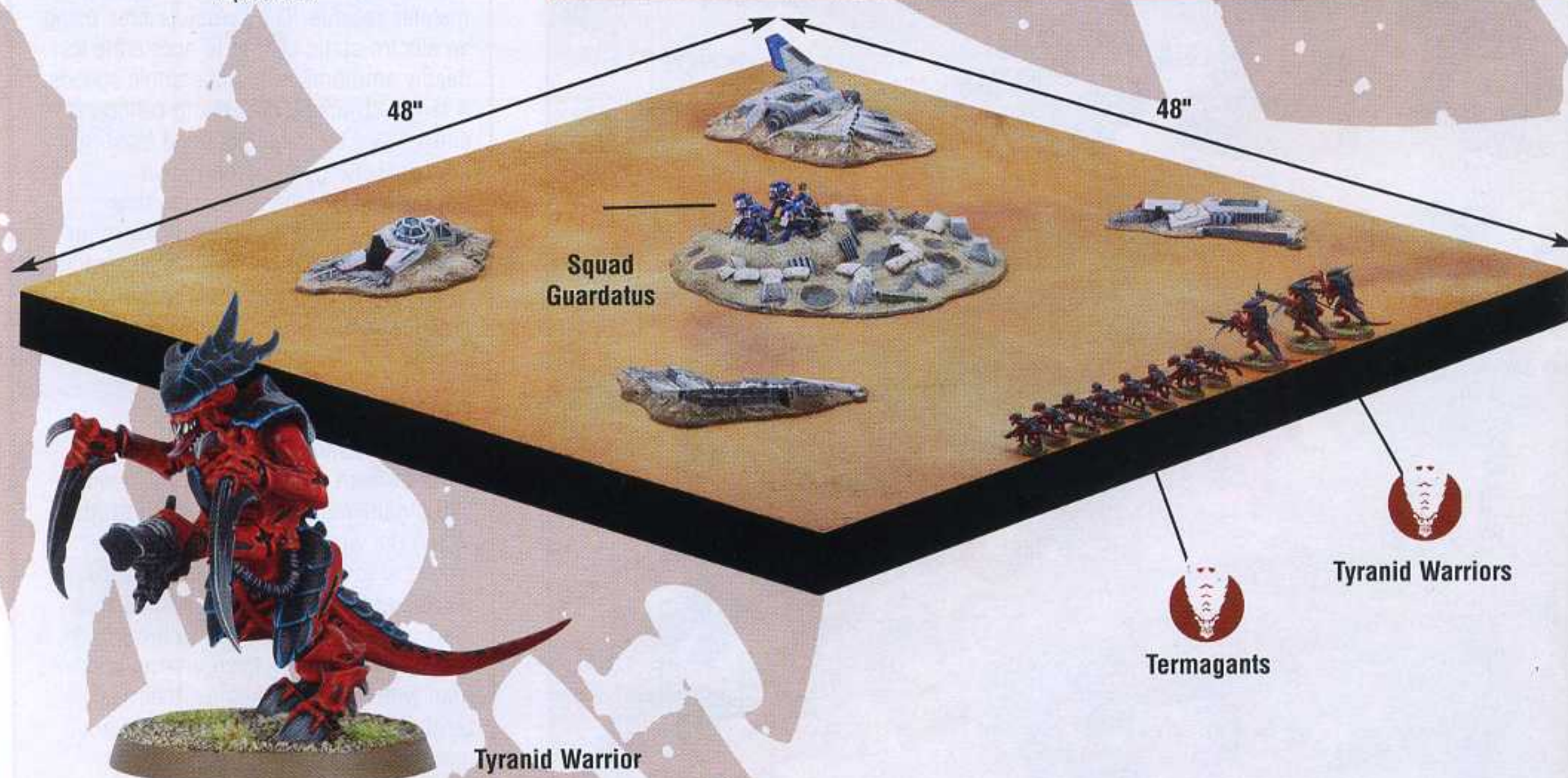
ENTER THE WARRIOR

The terrible space battle fought between the Ultramar fleet and the Tyranid hive fleet ended with shocking losses for the Ultramarines. However, the strength of the Tyranid invasion force was broken above the planet of Macragge and hive ships burned apart under the intense fire of the Imperial fleet. While the Tyranid forces were annihilated in space, on the surface of Macragge they still rampaged. Swarming over the beleaguered planetary defences, they crushed the defenders with their matchless numbers. Urgently, Marneus Calgar ordered all elements that were able to, to make haste to the planet's surface, and relieve the doomed defenders. The 3rd and 7th Ultramarines Companies reacted immediately and in force, sending their hardened warriors racing towards the planet's surface in howling Thunderhawk gunships. They were not alone, however, for every able-bodied warrior of the Ultramarines joined the attack including the brave 2nd Company. Desperate to aid their doomed brethren, all units that could be spared boarded drop pods and plummeted towards the planet, and whatever fate awaited them. Squad Guardatus was given a simple, but deadly, mission. Hold the line at all costs.

OBJECTIVE

Ultramarines win If there are any Ultramarines models alive at the end of the game.

Tyranids win If Squad Guardatus is wiped out.



FORCES

Ultramarines

Squad Guardatus – Four bolters, one flamer.

Tyranids

8 Termagants
1 Tyranid Warrior with venom cannon
1 Tyranid Warrior with deathspitter
1 Tyranid Warrior with devourer

SET-UP

The board is set up with plenty of scenery. In the centre of the board, mark out an area that is 6" x 6". Squad Guardatus deploys within this area. Deploy the Termagant brood and the Tyranid Warrior brood touching one board edge. We have used a piece of custom scenery to represent a bunker from which the Ultramarines can make their defence.

ULTRAMARINES RULES

Move: The Ultramarines may move as normal with the following restrictions: all movement within the ruins counts as being in difficult terrain. Therefore the Ultramarines must roll 2D6 and choose the highest as their maximum move. The Ultramarines are making a desperate last stand in the relative safety of the ruins, and may not leave them for any reason.

Shoot: Squad Guardatus may shoot as normal, Termagants are affected as described in Battle For Macragge. Bolters and flamers will wound Tyranid Warriors on the score of 4+. Tyranid Warriors will not get an Armour Save against these weapons.

They may make a Cover Save to protect them from bolters if they are touching wreckage or the ruins, but remember – cover offers no protection from the flamer!

Assault: Squad Guardatus may assault as normal, providing their assault move does not take them outside of the ruins.

TYRANIDS RULES

Termagants: The Termagant brood moves, shoots and assaults as described in Battle For Macragge.

Tyranid Warriors: Tyranid Warriors are huge bioengineered monsters, capable of ripping a man apart with nothing but their fangs and claws. Each time a Tyranid Warrior brood suffers two wounds, one of the Tyranids in that brood is removed as a casualty, chosen by the Tyranid player.

Players should place a counter or dice next to the Tyranid Warrior brood to remind them that the brood has suffered a wound.

Move: Tyranids may move up to 6" in each Movement phase. If they wish to move across difficult terrain, they must roll 2D6, taking the highest score as their maximum move that turn.

Assault: Tyranid Warriors are terrifying in assault, bringing their deadly skill and bulk to bear on their victims with startling efficiency. Tyranid Warriors may assault in the same turn as they fire their weapons. Tyranid Warriors move 6" when they assault and get 2 Attacks – this is increased to 3 if they charge. Tyranid Warriors strike before Space Marines, and hit on a 3+. Each hit will wound a Space Marine on the roll of a 3+. Space Marines may make Armour Saves against wounds inflicted by Tyranids in assault. Any Space Marines that remain may strike back, hitting Tyranid Warriors on a 4+, and wounding on a 4+. Tyranid Warriors may make Armour Saves against wounds inflicted by Space Marines in assault, saving on a 5+.

Endless horde: The Tyranids on the surface of Macragge are without number. Whenever a Tyranid Warrior brood or Termagant brood is wiped out, it may re-enter play at the end of the next Tyranid player turn. Simply place the brood in contact with its starting edge ready for action in the next Tyranid turn.



The Tyranid Warriors are quick to reach the Space Marines' defences

MISSION SCENARIO

THE STRENGTH OF HEROES

The Tyranid horde has broken through the hastily raised outer defences, and is implacably advancing on the small outpost established by the Ultramarines 2nd Company. The defences that the Ultramarines have erected are proving no obstacle to the vile xenos. Ancient Ferrox, a Dreadnought of the 2nd Company, strides forth, determined to stem the xenos tide or die once again in the service of the Emperor.

FORCES

Ultramarines

Ferrox, Ultramarines Dreadnought with assault cannon and heavy flamer.
Squad Guardatus (4 bolters, 1 flamer)

Tyranids

10 Termagants
1 Tyranid Warrior with venom cannon
1 Tyranid Warrior with deathspitter
1 Tyranid Warrior with devourer
6 Genestealers

OBJECTIVES

Ultramarines win

If the Ultramarines player can destroy all the Tyranid models before the end of the game, the Ultramarines are victorious.

Tyranids win

If there are any Tyranid models alive on the board at the end of the game, the Tyranid player wins.

SET UP

As Mission 7. Squad Guardatus is deployed within the ruins. Ferrox is deployed within 12" of the Ultramarines board edge. The Tyranid models are deployed within 6" of the Tyranid board edge.

ULTRAMARINES RULES

Move: Ferrox may move 6" in the Movement phase. If he wishes to move into difficult terrain, the Ultramarines player must roll 2D6, the highest scoring dice being the distance he may move that turn. A Dreadnought may fire both of its weapons and move in the same turn.

Assault Cannon: Ferrox is armed with two ranged weapons and may fire both, even if he moves. His primary weapon is an assault cannon. An assault cannon has four shots, and hits on a 3+. Any rolls of a 6 to hit will wound automatically, with no Armour Save roll allowed. Other hits will wound Tyranid Warriors, Termagants and Genestealers on rolls of a 2+. Tyranid Warriors, Genestealers and Termagants may not make Armour Saves against the assault cannon. If they are touching cover they may make a Cover Save, in the usual way.

Heavy Flamer: Ferrox is armed with a heavy flamer as his secondary weapon. This works in the same way as the flamer in Squad Guardatus. However, it is far more deadly than its smaller cousin. Tyranids and Genestealers touched by the heavy flamer template are wounded on a 3+, while Termagants are wounded on a 2+. Tyranid Warriors, Genestealers and Termagants cannot make Armour Saves or Cover Saves against a heavy flamer.





Ferrox and the Space Marines face a fight to the last

Assault: The Dreadnought can assault in the same turn as it shoots. In assault the Dreadnought makes two Attacks (three if it charges). Genestealers and Tyranids are hit on a 4+, while Termagants are hit on a 3+. Any Tyranid hit by a Dreadnought in close combat is killed on a 2+. Even the incredible resilience of Tyranid Warriors is no protection against the crushing fist of Ferrox, and one Tyranid Warrior is removed for each wound inflicted, rather than every two.

TYRANID RULES

Tyranids: All the Tyranids move, shoot and assault in this scenario as explained in Battle For Macragge and the previous mission. However, there are some special rules for shooting at, and assaulting the Dreadnought.

Shooting the Dreadnought: A Dreadnought is designed to be hard to kill. Its front and sides are heavily armoured, and can resist all but the most punishing attacks. Even its rear armour is proof against many things. For each damaging hit, roll one dice on the relevant table, and apply the result. Any hits that do not cause damage are wasted.

Venom cannon: A venom cannon is able to harm the Dreadnought from the front, side or rear. From the front and side any hit will require a score of a 5 to do a glancing hit, or a 6 to do a penetrating hit. From the rear, a venom cannon will inflict a glancing hit on the roll of a 3, and a penetrating hit on a 4+.

Deathspitter: A deathspitter can harm the Dreadnought from the front, side or rear. From the front and side any hit will require a score of a 6 to do a glancing hit. From the rear, a deathspitter will inflict a glancing hit on the roll of a 4, and a penetrating hit on a 5+.

Fleshborers/Devourer: A fleshborer or devourer can only harm a Dreadnought from the rear. Any hit on the rear armour will require a score of a 6 to do a glancing hit.

Assaulting the Dreadnought: In assault the Dreadnought is even harder to wound than from shooting. Termagants and Tyranid Warriors cannot harm the Dreadnought in any way in close combat. Genestealers are able to damage the Dreadnought, although the risk is great. Genestealers are faster than the Dreadnought, so they strike first needing 3+ to score a hit. Because of their deadly claws, there is a chance that the Genestealers may rend and tear the Dreadnought apart. Roll all

the hits again – only scores of a 6 can harm the Dreadnought. Re-roll any scores of a 6, any of these that score a 2 are glancing hits, while any that are 3 or greater are penetrating hits.

PENETRATING HITS:

Every time Ferrox takes a penetrating hit, roll once on this table, and apply the result:

- 1 **Stunned** – Ferrox is rocked by the impact, and may not move or shoot next turn.
- 2 **Weapon Destroyed** – The blow has disabled one of Ferrox's weapons. The Tyranid player may choose either the assault cannon, or the heavy flamer. The chosen weapon may no longer be used. If Ferrox has no eligible weapons left, treat this result as an Immobilised instead.
- 3 **Immobilised** – The gyros that enable Ferrox to move are destroyed. Ferrox may no longer move, although he may turn on the spot. If Ferrox suffers a second Immobilised result, treat this result as Weapon Destroyed instead. If Ferrox has no eligible weapons remaining and suffers a subsequent Immobilised result then he is considered to be destroyed.
- 4-6 **Destroyed** – The attack has critically damaged Ferrox. He may not be used any further this game.

GLANCING HITS:

Every time Ferrox takes a glancing hit, roll once on this table, and apply the result:

- 1-2 **Shaken** – Ferrox's targeting matrix is scrambled by the damage for a moment, and he may not use his ranged weapons next turn.
- 3 **Stunned** – Ferrox is rocked by the impact, and may not move or shoot next turn.
- 4 **Weapon Destroyed** – The blow has disabled one of Ferrox's weapons. The Tyranid player may choose either the assault cannon, or the heavy flamer. The chosen weapon may no longer be used. If Ferrox has no eligible weapons left, treat this result as an Immobilised instead.
- 5 **Immobilised** – The gyros that enable Ferrox to move are destroyed. Ferrox may no longer move, although he may turn on the spot. If Ferrox suffers a second Immobilised result, treat this result as Weapon Destroyed instead. If Ferrox has no eligible weapons remaining and suffers a subsequent Immobilised result then he is considered to be destroyed.
- 6 **Destroyed** – The attack has critically damaged Ferrox. He may not be used any further this game.



KNOWLEDGE IS POWER

The Blood Ravens Space Marines Chapter

by Graham McNeill

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

Their origins shrouded in mystery, the Blood Ravens Chapter are ever drawn to the pursuit of knowledge and the acquisition of ancient lore. Guided by their powerful Librarians, the Chapter fights with a precision and calculated fury, able to predict an enemy's plans and thwart them before they come to fruition.

Origins

Though the Blood Ravens have a long and glorious history fighting in the name of the Emperor, their exact origins and earliest days are shrouded in mystery. Not even the mightiest Chapter Masters or revered Librarians can say with any certainty where the origin of their Chapter lies. They are a proud and secretive Chapter, obsessed with ritual, history, and the acquisition of knowledge – most especially for the truth of their beginnings. The majority of the records on the Chapter date back no further than early M37, though references to their service in the litanies of other Chapters and Imperial Organisations prove that the Chapter existed and fought the enemies of the Emperor for centuries before this. This gap in the Blood Ravens history has led to endless speculation as to the exact origin of the Chapter, and what could have happened to expunge such a large and important portion of their history from their lore.

As a result, the Blood Ravens do not know from which Primarch or Chapter they are descended from, and so revere no one as much as the Immortal Emperor, supreme master of all Space Marines. However, the current organisation of the Blood Ravens owes much to a Space Marine named Azariah Vidya, known to the members of the Chapter through an ancient legend known as the Father Librarian, or Great Father.

The Legend of the Great Father tells that Azariah was the Master of the Blood Ravens' Chapter Librarium at a time when the Chapter was still in its infancy. The legend tells of how the Blood Ravens had suffered terrible losses in campaigns fought against a series of warp-spawned rebellions said to have taken place in the Gothic sector – though no corroborating records exist to confirm this. It is told that in the early days of the campaigns, the foul servants of Chaos were widespread and disorganised, with no hope of standing before the might of the Blood Ravens. But the machinations of Chaos are manifold and this impression proved to be horrifyingly false. The cult forces were far more organised than they at first appeared, and the centres of cult activity attacked by the Blood Ravens turned out to be fiendishly cunning traps. Many Blood Ravens were lost in these elaborate ambushes, and in a blow that could have proven fatal to the young Chapter, the Chapter Master and the Master of Sanctity both fell defending the retreat of the remnants of the 1st Company. With their ranks depleted and their Chapter Master

dead, the Blood Ravens turned to Azariah for guidance in this terrible time.

Azariah was a fearsomely intelligent warrior who knew much of history and bore the burden of terrible knowledge of the ruinous powers. He was also blessed, or some might say cursed, with tremendously powerful psychic strength. He spent months studying the enemy's movements, tactics and even their histories in an attempt to discern how they might be defeated. While keeping up the façade that the Blood Ravens were reeling from the previous attacks, he utilised his warriors and those of the Imperial Guard to probe the enemy to see how they reacted, gauging their response and reactions. To some it appeared that he wasted his time, that retreating to books rather than steel and courage was no way to fight the enemies of the Emperor.

Eventually, Azariah completed his divinations and studies, declaring that he possessed the knowledge to defeat their enemies utterly. The Blood Ravens launched a sweeping counter-offensive that at first seemed organised in a confusing and uninformed way, hitting areas that were virtually devoid of enemy activity. But each location proved to be a key point where the forces of Chaos were secreting large amounts of supplies and troops, massing for ambushes or raising dark idols to their blasphemous gods. The attacks hit the Chaos forces with a supernatural prescience at their weakest points, smashing their resistance aside with ease. Feted with honours, Azariah insisted that the key lay in researching and dissecting the enemy's movements, but many came to believe that the powerful psyker was reading the minds of the enemy and gleaning the necessary information he needed to defeat them. After the crushing blow of the first offensive, the rest of the campaign was short and extremely bloody, with the forces of the enemy melting before the Blood Ravens' relentless assault. At the conclusion of the rebellion, Inquisitorial Purgatus teams discovered dark writings and abominable idols that pointed to the involvement of the traitorous Alpha Legion, a fact that surprised Azariah not at all.

After the resounding victory in the Gothic sector, the legend tells of how Azariah took the Chapter away to heal its wounds, mourn its dead and reflect on the battles it had just fought. At the insistence of his battle-brothers and the Masters of the Chapter, Azariah took on the dual mantle of Chapter Master and Master of the Librarium, an uncommon occurrence to say the least, and one that was frowned

CHAPTERMASTER ANGELOS

Commander Gabriel Angelos hails from the planet of Cyrene, a pleasant, civilized world in the Korianis Sector. Cyrene was once a verdant world with an eclectic mixture of technologies, hydrofoil systems nestling alongside corrals for Sharaq's, local dray animals used for drawing carts and hauling bulky wagons. It had long been the tradition for the youth of Cyrene to enter the local Imperial Commander's household guard, the Planetary Defence Force, and earn their place in society through armed service. Angelos excelled in this, becoming a well-respected leader even before reaching his teenage years and eventually being selected for initiation into the Blood Ravens after completing the Blood Trials set by the Chapter Chaplains.

Some considered the Blood Ravens' practice for selecting youths from Cyrene unusual due to the markedly higher proportion of mutant births amongst the populace. Though such abominations were swiftly cleansed and burned, it soon became clear that these incidences of mutation were linked to a sudden rise in nascent psykers emerging. Such a vast number of unprotected psykers could only lead to trouble and such was to prove the case when the Blood Ravens returned to Cyrene to sweep for new recruits. Now a respected and courageous captain in the Chapter, Gabriel Angelos descended to the planet's surface and began the selection process. The Blood Trials were cut short, however, when Angelos returned to his Strike Cruiser and transmitted a secure Astropathic communiqué to an unknown location.

The substance of this message will, in all likelihood, remain unknown, but within months of its sending, fleets of Naval and Inquisitorial vessels were anchored in high orbit. Almost immediately, the orbiting ships began pounding the surface of the planet to destruction with lance strikes, mass drivers and cyclonic torpedoes. The constant barrage continued for over a week until the entire planet had been reduced to a smouldering wasteland with nothing left alive. Inquisitorial records remains sealed on this incident, and only the Inquisition and Commander Gabriel Angelos will truly know what occurred on the planet of Cyrene.

Chapter Approved. Access Level: Ω 7/a

Blood Ravens, Founding M37 further access restricted.



Auto-reactive
shoulder guard:
Chapter Badge
Iconography



Auto-reactive
shoulder guard:
Tactical Squad
markings



Veteran Sergeants Helmet



Blood Ravens Tactical Marine in Mk. 7 Astartes Pattern
Power Armour. Note chest plate bearing Blood Ravens
chapter symbol.



Blood Ravens Librarian wearing artificer-made armour
with integral psychic hood, and wielding a force staff
with Chapter Iconography.



upon by other Space Marine Chapters who believed in a more rigid adherence to the Codex Astartes. Azariah served as Chapter Master for several centuries, and his heroic deeds are told in great prayers committed to the hearts and minds of every one of the Blood Ravens.

While the Blood Ravens follow the Codex Astartes in spirit, if not letter, their passion for knowledge and history was instilled into the Chapter through the Great Father's example. As a result, the Blood Ravens are attempting to create one of the most extensive, well-organised and detailed archives ever seen in a Space Marine Chapter, hoping one day to rival even the ancient records of many of the Founding Chapters. The Blood Ravens thirst for knowledge, understanding that, alongside faith, it is the greatest weapon available to them in the fight against the Emperor's enemies.

One of the most remarkable aspects of the Blood Ravens is the large number of Librarians within the Chapter. The Librarians of the Blood Ravens are exceptionally powerful, but whether this is due to the Great Father or a result of the reverence the Blood Ravens hold him in is unknown. However, neither explanation fully explains how the Blood Ravens manage to cultivate such a high number of psykers within their ranks, or how they raise their power to such high levels.

Homeworld

The Blood Ravens do not have a specific homeworld, but whether this is due to its being expunged from their history or some darker reason is unknown. Their Chapter fortress is a mighty Battle Barge known as Omnis Arcanum, and the rest of the Chapter travels aboard a host of Strike Cruisers and Battle Barges that travel as its escorts. The Librarium Sanctorum is aboard the Omnis Arcanum and it is here that the Chapter maintains its records of heroic deeds, lore of vanquished enemies and captured heretical knowledge.

While there is no fixed base of operations for the Blood Ravens, there are a number of planets that they consistently draw their potential recruits from, ranging from feral worlds of club-wielding savages to sprawling hive worlds. There appears to be no rhyme or reason to this process, but there are a number of worlds in particular that the Blood Ravens favour over others. Why this should be the case is unknown, but it is speculated by some that these worlds have a higher incidence of psykers than is normal, though such speculation is, thus far, unsubstantiated.

Combat doctrine

The Blood Ravens believe in studying the enemy and predicting their movements before launching any attacks. Not for them



the rampaging charge or the spur of the moment, lightning assault. This has led to some friction between other, more headstrong, Chapters who prefer a more straightforward approach to war. One Chapter in particular has branded the Blood Ravens cowards for their precise, methodical method of battle, but nothing could be further from the truth, as once the Blood Ravens take to the field of battle, they fight with a fury and zeal the equal of any other Chapter of the Adeptus Astartes.

In battle, the Blood Ravens destroy enemy units with utter ruthlessness and precision, their battle plan never varying from initial concept to final execution. Such is the depth of planning and thoroughness that every eventuality is planned for, thanks to their Librarians uncanny ability to predict how their enemies will react. They have in the past warned or responded to enemy attacks or invasions well before most Imperial sources have even been aware of them. This has led some puritanical figures to make dark mention of the tale of the fallen Primarch, Magnus, and his ultimate fate – claiming that his path to damnation began with such warnings...

Organisation

The Organisation of the Blood Ravens follows the standard practices laid down in the Codex Astartes, with ten companies, each of ten squads. The Chapter is made up of the prescribed mix of Battle Companies, Assault, Tactical and Devastator Companies, though the exact make up of these companies can vary quite extensively.

Due to the higher proportion of

Librarians within the Blood Ravens, it is rare, but not unknown, for Librarians to lead companies into battle, though this usually only occurs when the Chapter fights alone and unaided. The higher echelons of command within the Blood Ravens reflect the high proportion of psykers within the Chapter and many of the Secret Masters of the Chapter are themselves psykers who lead powerful units of warriors chosen from the Librarium itself. These warriors obsessively study the ways of the Enemy to better fight the Ruinous Powers and are steeped in the all manner of forbidden lore. As a result, they are extensively monitored by the Chapter's Librarium for signs of corruption, as even the mightiest of psykers are not immune to the insidious lure of Chaos.

The Chapter's Librarium Sanatorium is grim testament to this fact, filled with the mad souls who have proven too weak to complete the final transformation into a Librarian. Here, those unfortunate souls are put to final use by the Chapter before being ritually executed as a danger to themselves and others. It is a place of great solemnity, with those who have made the ultimate sacrifice, honoured before their deaths with a personal shiving from the Chapter's Master of Sanctity himself.

Beliefs

Like many Codex Chapters, the Blood Ravens do not venerate the Emperor as a god, but as the mightiest of men. This inevitably brings them into conflict with the Ministorum, but this is allayed by the fact that they do not know the identity of their Primarch, which leads them to give praise

to the Emperor with a fervour greater than almost any other Chapter. Their quest for knowledge echoes many tenets of the Adeptus Mechanicus, and the Chapter maintains close ties with the Priests of the Machine God, often joining forces with their fleets of Explorators in their conquest of

the unknown quarters of the galaxy.

As part of their obsessive hunt for knowledge and the secrets of their origins, the Blood Ravens are known to seek out sites of lost artefacts and ancient significance to deny what they hold to the Enemy. The Blood Ravens rely heavily on

their Librarians to keep the secret archives in order and compile new records, but just as important as their custodial tasks is their duty to seek out new information to bolster the archives and guide the Chapter in its quest for knowledge.

It is not uncommon for groups of Librarians to be dispatched with an army of servitors and a number of squads of Space Marines to uncover a lost artefact whose location has been recently been unearthed or revealed through ritual divination. This has brought the Blood Ravens into direct conflict with the Inquisition on several occasions, as many of the items they seek are touched by the Ruinous Powers. The Blood Ravens insist that it is their duty to hunt out and oppose the forces of Chaos wherever they may be and that by recovering and destroying the tools of Chaos they deny the Enemy their use. However, the Blood Ravens have been less than forthcoming regarding any proof of the destruction of any of the hundreds of artefacts they are said to have procured.

Geneseed

The Blood Raven geneseed is relatively stable, though the high proportion of psykers in the Blood Ravens ranks have resulted in the their geneseed tithe being tested on a more regular basis than most. Thus far, there has been little evidence of mutation, and nothing that points to the geneseed as the source of the Blood Ravens' disproportionate number of psykers or the power they exhibit.

There has been much speculation regarding which of the Founding Chapters the Blood Raven's geneseed is derived

The Blood Ravens' 5th Company is known as the 'Fated', and though the reasons for this are unclear, it may hark back to an incident recorded in the annals of the Chapter's Librarium, but never spoken of openly. The 5th Company of M38 are recorded as having been lost in the warp, the great Bell of Souls tolling a hundred times for each lost Space Marine, but the truth of the matter is far darker. It is whispered that one of the company's Librarians was seduced by the lure of the Ruinous Powers and turned his brethren to evil, though of course this notion is dismissed by the Chapter today. No records exist as to the ultimate fate of this company or whether such a traitor was ever brought to justice. The Blood Ravens have an especial hatred for those who turn from the Emperor's light, and to this day, the Space Marines of the 5th Company wear badges of shame and penitence upon their armour, though none will reveal the reasons for this.



from. Both the Blood Angels and Raven Guard have been suggested, but these are likely speculation based simply on the similarity in names between the chapters. Rumour has also persisted that the Blood Ravens may be derived from the Dark Angels geneseed, but no facts have ever been presented to establish a definitive single source of the genetic material that makes up the Chapter. The fact that the Blood Ravens themselves have no record of the Chapter they descended from implies that they could easily have been a Chapter created in anticipation of some threat to the Imperium in centuries past that has since been met and defeated. The truth of their origin is the one piece of information the Blood Ravens seek above all others in their thirst for knowledge and information.

Battlecry

"Knowledge is power, guard it well!"

The path to becoming a Space Marine is long, arduous and fraught with peril, but it is an easy path to tread when compared to the hardships an Aspirant must endure to become a Space Marine Librarian. Deadly trials and terrifying ordeals that test an Aspirant's strength of will, character and psychic resilience are necessarily harsh to ensure that the potential Librarian has the power to resist the predations of warp creatures and astral entities that inhabit the haunted depths of the warp. Most human psykers must undergo the agonising ritual of the Soul Binding to withstand such creatures, but Space Marine Librarians must be strong enough to resist these horrors on their own.

Those who fail in such endeavours usually either die in agony during the testing or are swiftly executed as potential conduits for warp creatures. But there are others who fail in their testing, but are so ravaged by it that they are no longer sane or, in some cases, even humanoid anymore. These poor, unfortunate individuals are taken in pentagrammically warded chains to a shuttered, lonely place on the Omnis Arcanum known simply as 'The Tower', where they are studied by the Chapter's Librarians to better understand what makes an Aspirant fail and how they might hone the minds of those who survive their trials. It is a horrifying place, echoing to the sounds of lunatic screams and shunned by all, save those who must brave the soul-destroying terror of those condemned to this place. What happens behind the locked and warded doors of the Tower is never spoken of, but there are dark tales of beasts conjured from beyond the veil and briefly allowed to manifest themselves in the flesh of those incarcerated within the Tower, before being banished back to the warp. The veracity of such tales is suspect - to say the least - but were they proven true, they could potentially be the Chapter's undoing...



ECHOES FROM THE WARP

NEW TRAITS BY STEVE CUMISKEY



HELION LEGION BACKGROUND

The chapter was founded from the Ultramarines before the first Tyrannic war and assigned to protect Imperial worlds at the very edge of Imperial space. Due to the slowing effect on warp travel this far from the source of the Astronomican, the chapter has had to work with less resources than normal, with each company having to remain self-sufficient for decades at a time.

As a result, each company has become a mini chapter in itself, with its own scouts, veterans and support. My army represents the 1st company, based on a desert world.

The Chapter Master travels through the territory of each company in rotation with his small command company made up of veterans taken from each of the other battle companies. This will give me a chance to

do some particularly elaborate and decorated Marines later.

In the case of such an isolated chapter, they would have the twin challenges of Imperial worlds attempting to break away from Terra altogether as well as the omnipresent threat of Orks. Fringe worlds have also started showing signs of Necron activity...

Taking Codex: Space Marines as your starting point, the Chapter Traits system allows you to adapt a chapter's style of play. These traits can also influence the look of your army.

The arrival of a new codex is often the inspiration behind the decision to collect a new army. In my case, my new Space Marines army was already well under way by the time the book became available to me. I had already spent a lot of time coming up with a solid theme and background for it, and as a result my normal enthusiasm at seeing a

greatly expanded codex was tempered with a little nervousness. As it happened, the army list itself only gave me more options, which is clearly nothing to complain about, but what really drew my attention was the Chapter Traits system. This is a mechanism which allows a Space Marine player to field what is essentially a Codex Chapter, but with slight tweaks to give it a distinctive style of play.

Of course, it's also something of a godsend to anyone trying to create a themed army. Not only does it provide compensations for our self-imposed limitations, but it also helps to provoke modelling ideas. It would be a shame just to pick out a set of rules and apply them to an army without any visible effects on the models themselves. Imagine

how much more interesting an army would become if you sat down and started to think about what a Pious or Dutiful army would actually look like? To see how I could make use of this on my own models, I sat down and compared the background that I had created with the available traits. Oddly enough, the most appropriate thing that leapt out to me was actually a disadvantage rather than a trait – Aspire to Glory.

Designed to reflect the situation of a recently founded chapter, the lack of special equipment actually fitted my own background well. The only exception was the restriction on the number of veterans, and even *that* I could justify with the idea that most of them will have joined the

command company. That just leaves me with having to pick a trait to compensate. The traits that seemed to fit the character of the army best were Courageous and Dutiful. In the end, I opted for Dutiful, mainly because I felt that the Never Despair advantage (the army will keep fighting, as long as there's the slightest chance of victory) fitted well with the idea of the army holding a scattered collection of worlds together, against the odds.

Of the other two advantages, Honour your Wargear, with its extra Devastators, just didn't fit, so that left No Mercy, No Respite (allowing my Veterans and Tactical squads to take the Furious Assault skill).

MODELLING THE TRAITS: ASPIRE TO GLORY

Now that I had my traits, the next obvious step was to find a way to model them. The most straightforward was the Aspire to Glory disadvantage, which represents the lack of specialist equipment possessed by a recently founded chapter. Although my chapter would have been around for a few hundred years, that's still young considering most chapters are thousands of years old.

What I wanted to represent with this wasn't so much the recentness of the founding but more a lack of fresh supplies. The weathering and battle damage that I'd already added went some way to doing this.

As an experiment, I tried to create a few old, Mark 6 shoulder plates. These had been designed during the Horus Heresy to replace the normal shoulder plates as supplies ran low, which would fit in well with my theme.

Even though supplies are low, they should still keep their equipment battle-worthy. With that in mind though, I decided to restrict the Mark 6 pieces to a few individuals.

NO MERCY, NO RESPITE

This trait, which allows my Veteran and Tactical squads to take the Furious Assault skill, was the first to tempt me to change my modelling plans. I'd intended to go straight into painting units of Scouts, but the idea of building a Tactical squad in the process of launching an assault was too nice an idea to leave for later. The more I thought about it, the more I could imagine them being the most hard hitting of my Tactical squads, running towards the enemy with their armour covered in dents and cracks from close quarter fighting, fully armed to stop tanks or infantry.

The obvious first step was to give them all running legs from the Assault squad sprue, making sure that they all had a strong charging pose – nobody randomly looking around.

I also wanted to make sure that they were fully loaded up with the equipment they'd need to be a powerful assaulting unit. That meant making sure that each warrior had a full load of grenades and a blade, preferably in the form of a bayonet. I even succumbed to the temptation to model one in the act of throwing a grenade.

THE 1ST COMPANY



When I first got the background for my army clear in my head, I went through the army list in the codex and removed any options from it that I felt would be out of character for the army. Mostly that meant denying myself some of the more exotic choices.

I've had to update my list a bit to take account of things like the specialist Land Speeders becoming part of the basic squadrons and the restrictions on Veterans from the Aspire to Glory trait.

HQ

- 0-1 Company Commander
- 0-1 Librarian
- 0-1 Chaplain and single Command squad

ELITE

- 0-1 Terminator squad
- 0-1 Dreadnought
- 0-1 Veteran squads

TROOPS

- 0-3 Tactical squads
- 1+ Scout squads

FAST ATTACK

- 0-2 Assault squads (at least one must be without jump packs)
- Scout Bike squadrons
- Land Speeder squadrons

HEAVY SUPPORT

- 0-1 Devastator squad
- Predator
- 0-1 Land Raider
- 0-1 Whirlwind



MAKING A MARK 6 SHOULDER PAD



- Take a standard shoulder plate and then, either file or trim away the raised rim.
- If you want to make the plate studded, cut small studs from plastic rod, matchsticks or cocktail sticks.
- If you want to make flat plates, roll small balls of Green Stuff then, flatten them to form circular plates.
- Glue the spikes or plates to the shoulder pad, creating a pattern.

BAYONETS



It may seem incredibly obvious, but if you want to attach a bayonet to a boltgun, it's a good idea to glue the blade to the gun well before you build your model. This will give the glue plenty of time to dry, and allows you to concentrate on getting the pose of the arms right. If you're one of those people who like to drill out your gun barrels, do it before you put the knife on!



I also got to thinking that a squad that spends most of its time fighting at very close quarters would have more battle damage and gore stains than most. The battle damage was mostly just a case of adding a few dents and more chipping during painting. The gore was a mix of Red and Chestnut inks, applied with a

detail brush in short streaks and dribbles. The reason that I didn't simply sprinkle paint across the model is that the droplets end up looking too big and it's hard to restrict them to the parts where I think the stains would be. The reason I avoided red paint is the simple fact that I can't stop it looking like jam.

EXTRA BATTLE DAMAGE – DENTS AND CRATERS

After talking to some of our serious tank modellers, I began to realise that bullets hitting thick armour tend to produce a small crater, rather than the clean edged holes that I'd used on Space Marines in the past. There are a few different ways of doing this,

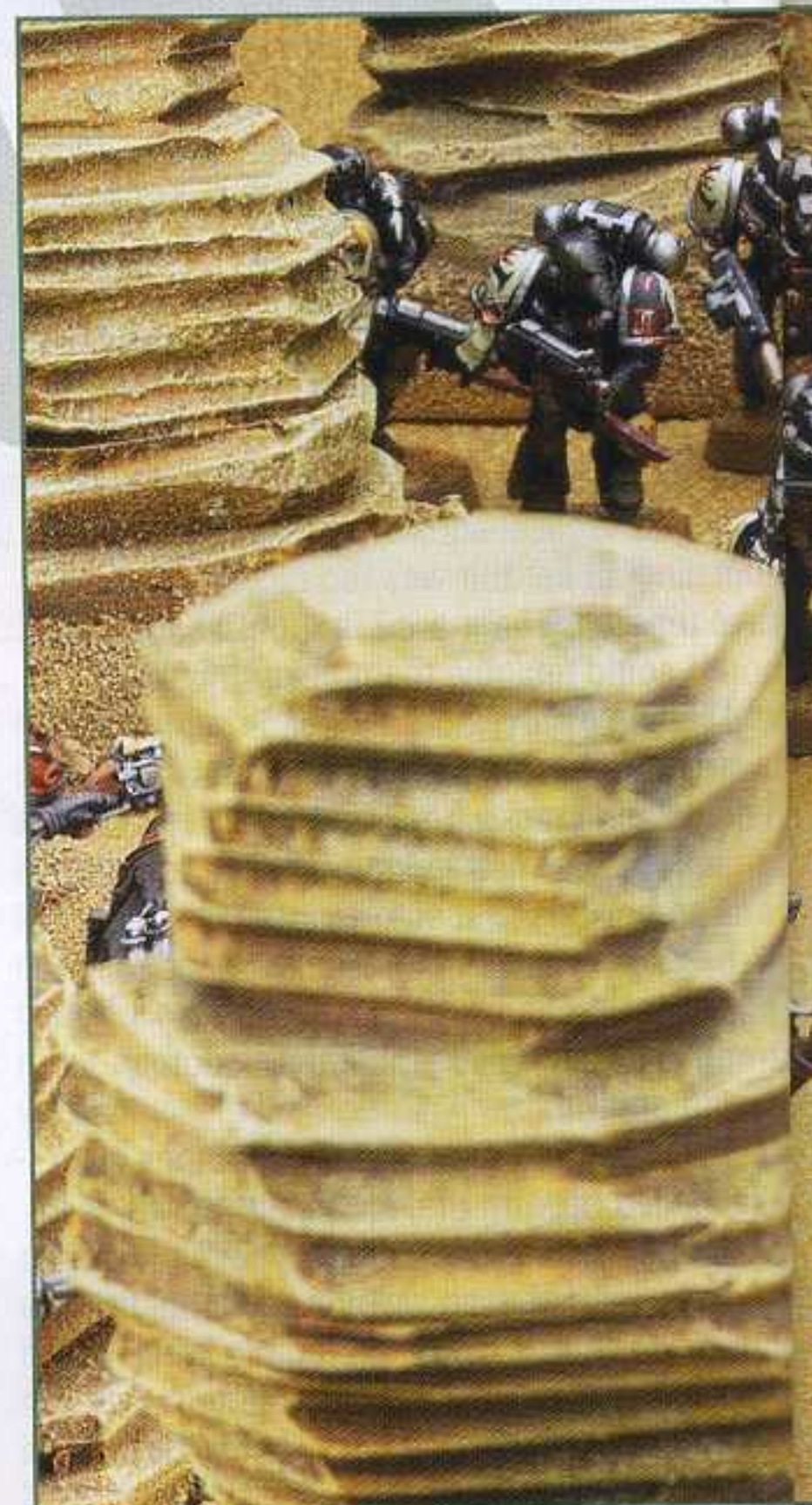
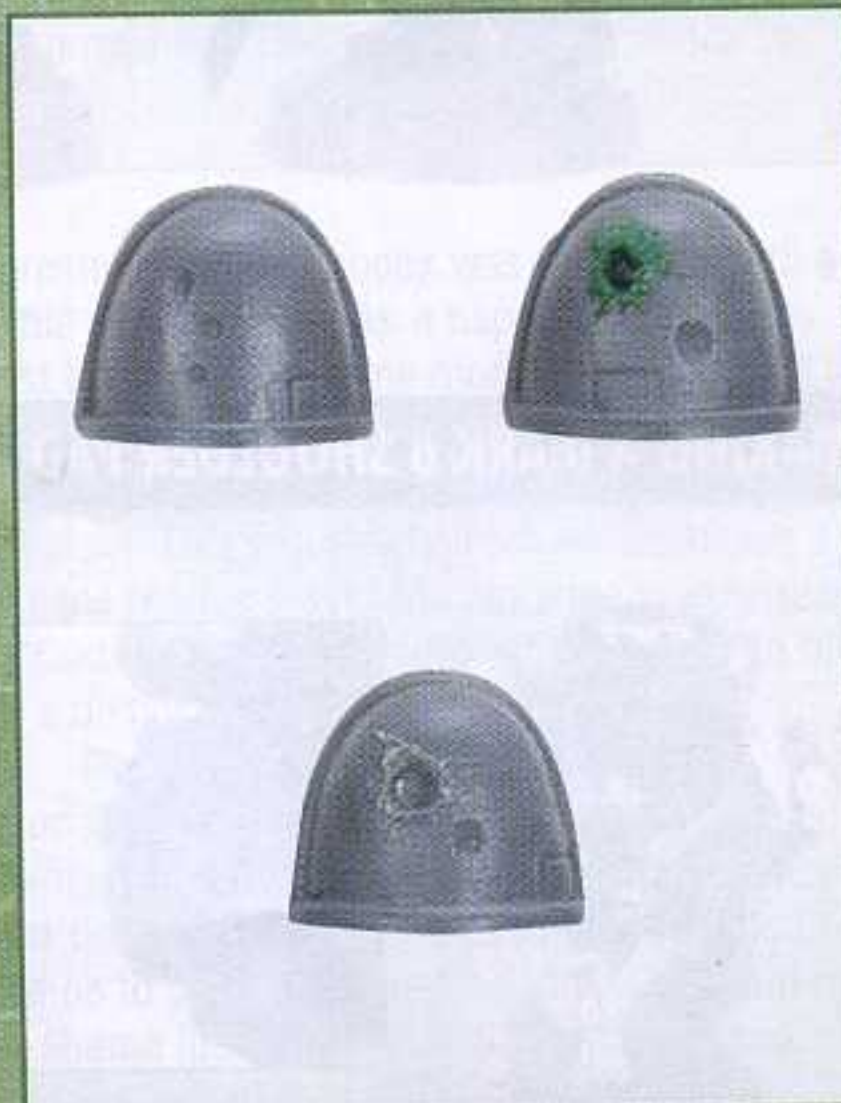
FOR METAL OR LARGER PLASTIC CRATERS:

- Drill out a shallow hole, slightly larger than what you need.
- Fill it with Green Stuff.
- Use a rounded piece of wire or pencil to push the Green Stuff into the hole, forcing material out at the edges.
- Use a modelling tool to blend the edges into the surrounding surface.

FOR PLASTIC ONLY:

- Drill out a shallow hole.
- Put a drop of plastic glue into it to soften the rim.
- Use a piece of wire to push the rim outwards.

depending on the size of the crater and on what the model is made of. For either material, very shallow dents can be made, by using a large drill bit and only drilling to the depth of the tip. For large craters, there are two different methods to choose from.



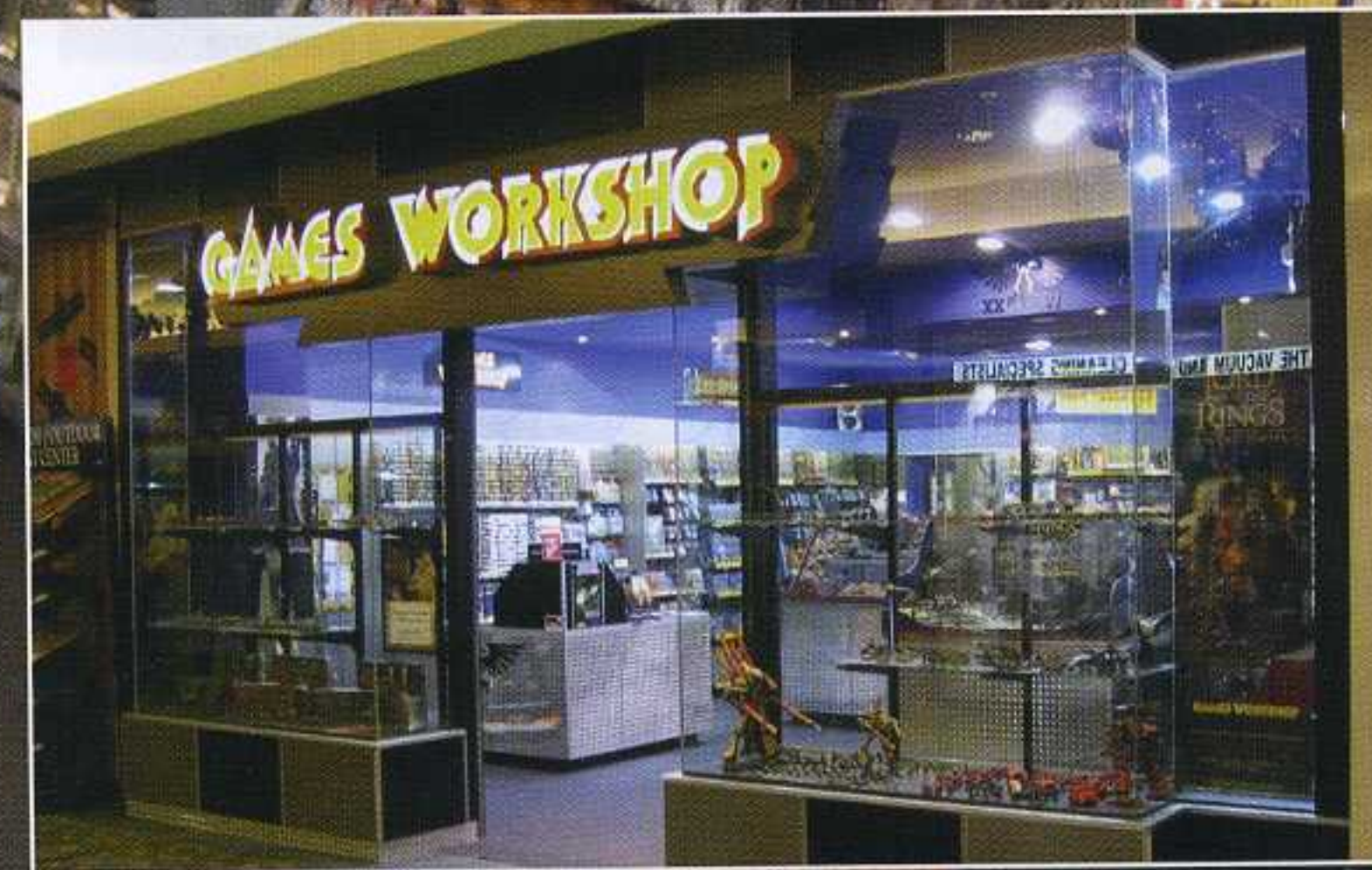


NEVER DESPAIR

Simple enough in game terms, but how to represent it on the models? The damaged and dirty armour they have is a good start. It indicates an army that's willing to fight to the last, but I felt that I could go further with my Command squad. The focus of the army, they would hold them together and inspire the army to fight on despite the odds.

I decided not only to make the battle damage on their armour more severe, but also to add relics to several of the squad members. In this case, the relics take the form of small shields (taken from Bretonnian Knights) made from pieces of Ultramarines armour dating back to the founding of the chapter. Like the Doctrines of the Imperial Guard before them, the Chapter Traits can be a good way to give your army a distinctive style of play. That's no bad thing, but there are some great opportunities here to make something special. Spend time thinking about how to model the qualities you've chosen for your army and you should end up with an army with a unique character and theme – that can turn a good army into a great one.





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Shops with their name in RED have Games Night every Thursday. Those with their names in White have their Games Night on Fridays.

GAMES WORKSHOP

HOBBY CENTRE NOVEMBER EVENTS



Play test the Revised Warhammer 40,000 rules during November

Games Workshop Hobby Centres

All throughout November your local Hobby Centre will be running all sorts of exciting gaming, painting and modelling activities. Expert Staff are on hand to help you with any hobby skills you want to learn or hints and tips on gaming.

The month of November also sees Hobby Centres celebrating the release of the **Revised Warhammer 40,000 Rule book** with a range of activities. If you are a veteran Warhammer 40,000 gamer you can ask our staff for advice on how the revised rules will affect your army. If you are new to playing battles in the grim, far future then now is the perfect time for you to visit a Hobby Centre for an exciting play-test with one of our knowledgeable staff.

During November Hobby Centres will be playing the Warhammer 40,000 **Strike Back** campaign so be sure to visit your local Hobby Centre and test your troops in the fiery crucible of conflict! Also this month the **Space Marine Chapter Founding Competition** begins so pick up an entry form and get creative.

STRIKE BACK

Complete a "Tour of Duty" in the Warhammer 40,000 Strike Back campaign.

STRIKE BACK NARRATIVE CAMPAIGN



EPISODE I

THE SKY WAS FALLING

EPISODE II

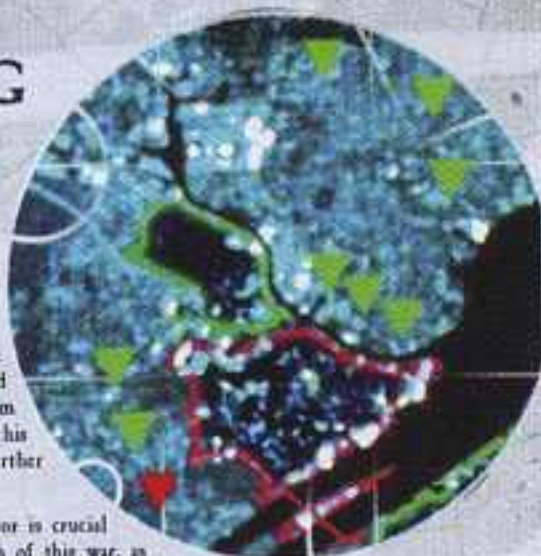
JUST GET THROUGH

EPISODE III

I'M BURNING DOWN YOUR HOUSE

There is only one objective in war - find your enemy, crush him utterly and take away his means to mount further resistance.

The control of this sector is crucial to the early conclusion of this war, as it contains vital function areas of transport to and from outlying areas of the city. The enemy must be sought out and eliminated, no prisoners, no mercy.



SEEK AND DESTROY

OBJECTIVE: ANNIHILATION

In Alpha Mission, the player with the most scoring units left at the end of the game is the winner.

Victory Point rules are used in the standard and Omega missions. For the Special Rules see the details.

SCENARIO SPECIAL RULES

Alpha: None.
Omega: Exclusion, Concealment, Sifted, Drop Units, Task & Cover, Victory Points, Random Game Length.

SET-UP

- Both players roll a die. The winner chooses which of the long sides of the map to deploy on.
- Deployment goes the opposite deployment side, to each, facing away from the opponent's long side.
- Starting with the player that scored lowest, the players take it in turns deploying a unit at a time in their deployment zone, until all their available models are on the table. The unit may be deployed within 12" of the enemy or more than 12" from their own long side edge. Players must deploy their units in the following order: Heavy Support first, then Troops, followed by Light, HQ and finally Fast Attack.
- Roll a D6. Highest score wins chooses whether to go first or second.

REMARKS: When available, deployed units are placed in the deployment zone based on the order.

GAME LENGTH: The game lasts for 4 turns. The Omega game may last longer.

EPISODE IV

HELL WAS MORE FUN

Both sides have been attempting to breach through enemy lines to establish forward positions, probe the enemy's strength and prepare for a major attack... the bad news is that you have been trying to do it now for the last ten days. Constant attack and counter-attack has almost worn the troops out, and now your leader has decided to order all standing troops to engage the enemy.



RECON

OBJECTIVE: ENEMY LINES

Both players must attempt to get into the enemy deployment zone and remain there.

In Alpha Mission, the player with the most scoring units left at the end of the game is the winner.

Victory Point rules are used in the standard and Omega missions. See the Special Rules section for details.

SCENARIO SPECIAL RULES

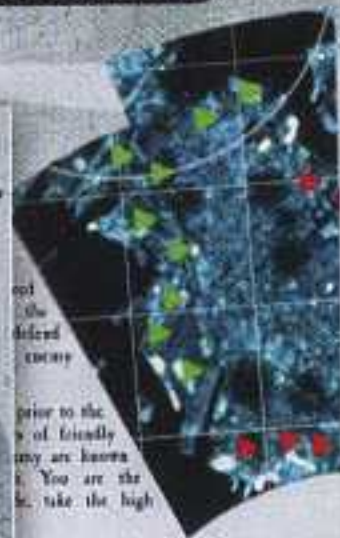
Alpha: None.
Omega: Exclusion, Concealment, Sifted, Drop Units, Task & Cover, Random Game Length, Victory Points.

SET-UP

- Both players roll a die. The winner chooses which of the long sides of the map to deploy on.
- The opponent goes the opposite deployment side, to each, facing away from the opponent's long side.
- Starting with the player that scored lowest, the players take it in turns deploying a unit at a time in their deployment zone, until all their available models are on the table. The unit may be deployed within 12" of the enemy or more than 12" from their own long side edge. Players must deploy their units in the following order: Heavy Support first, then Troops, followed by Light, HQ and finally Fast Attack.
- Roll a D6. Highest score wins chooses whether to go first or second.

REMARKS: When available, deployed units are placed in the deployment zone based on the order.

GAME LENGTH: The game lasts for 4 turns. The Omega game may last longer.



AND HOLD

SET-UP

- Both players roll a die. The winner chooses which of the long sides of the map to deploy on.
- The opponent goes the opposite deployment side, to each, facing away from the opponent's long side.
- Starting with the player that scored lowest, the players take it in turns deploying a unit at a time in their deployment zone, until all their available models are on the table. The unit may be deployed within 12" of the enemy or more than 12" from their own long side edge. Players must deploy their units in the following order: Heavy Support first, then Troops, followed by Light, HQ and finally Fast Attack.
- Roll a D6. Highest score wins chooses whether to go first or second.

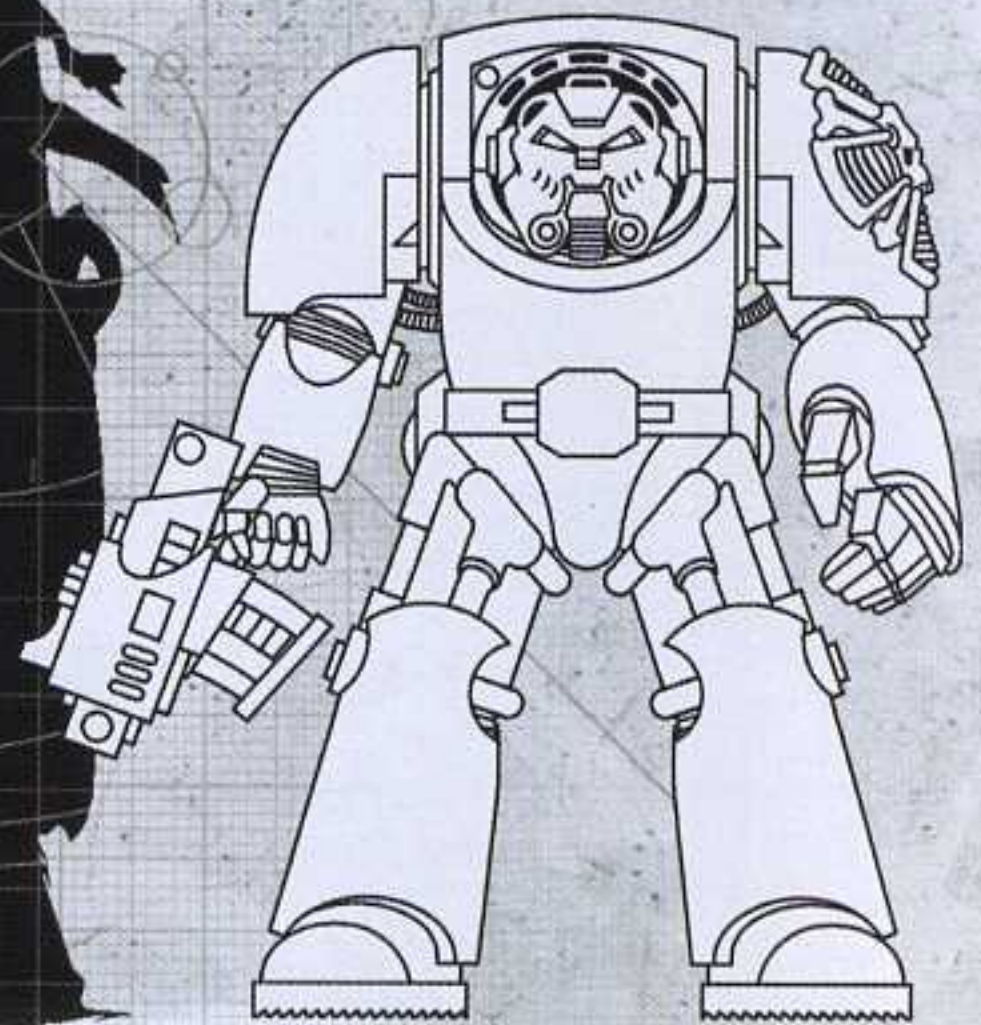
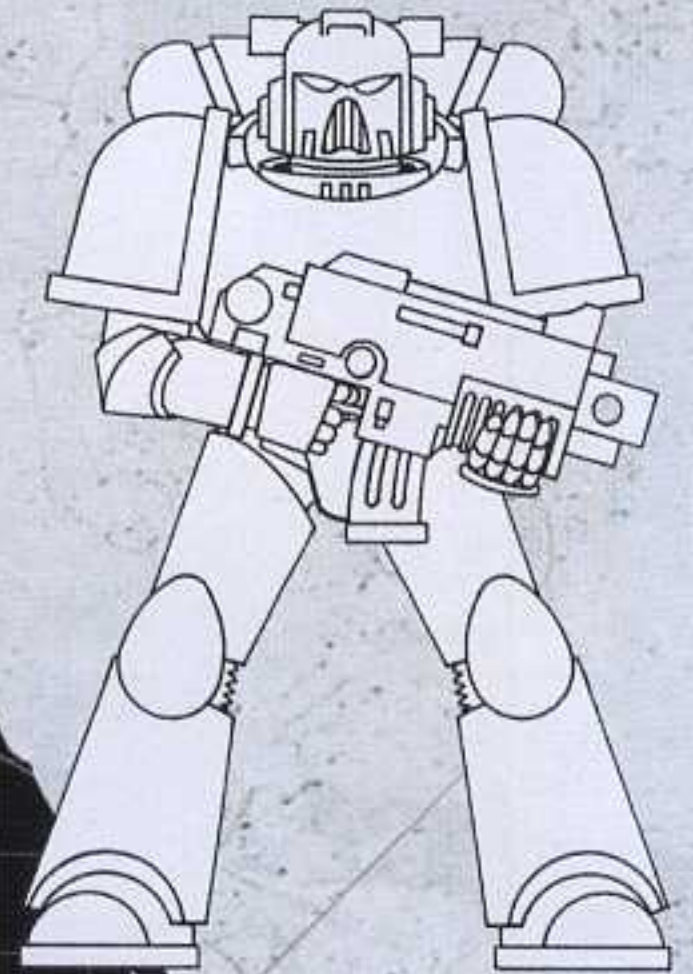
REMARKS: When available, deployed units are placed in the deployment zone based on the order.

GAME LENGTH: The game lasts for 4 turns. The Omega game may last longer.



This narrative campaign features many of the new missions from the revised Warhammer 40,000 Rule book

CREATE YOUR CHAPTER
THIS NOVEMBER!

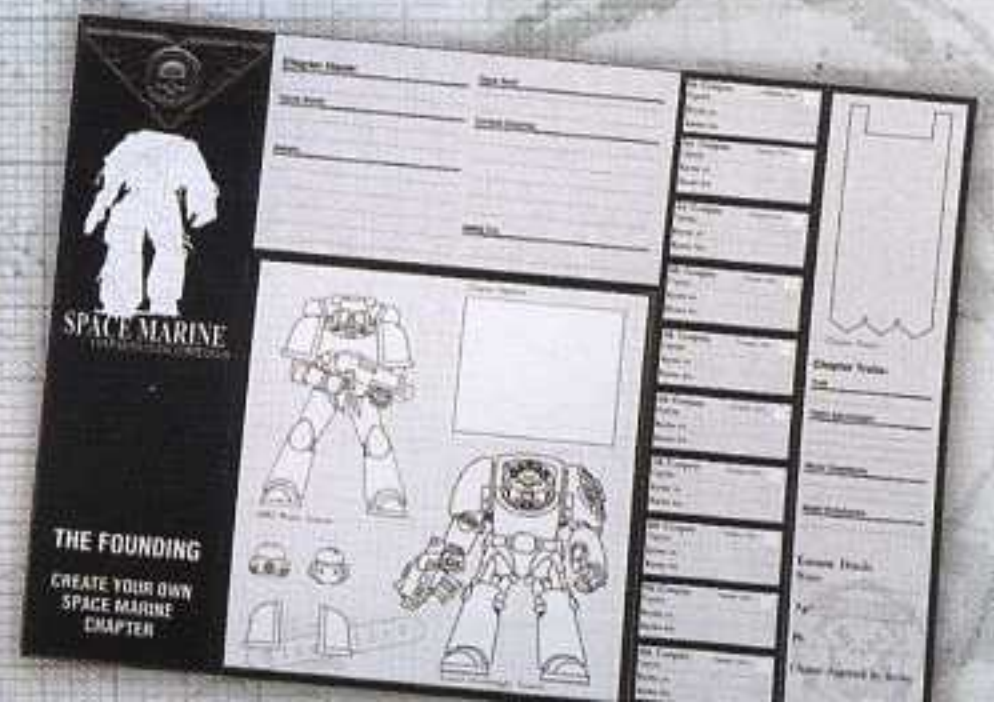


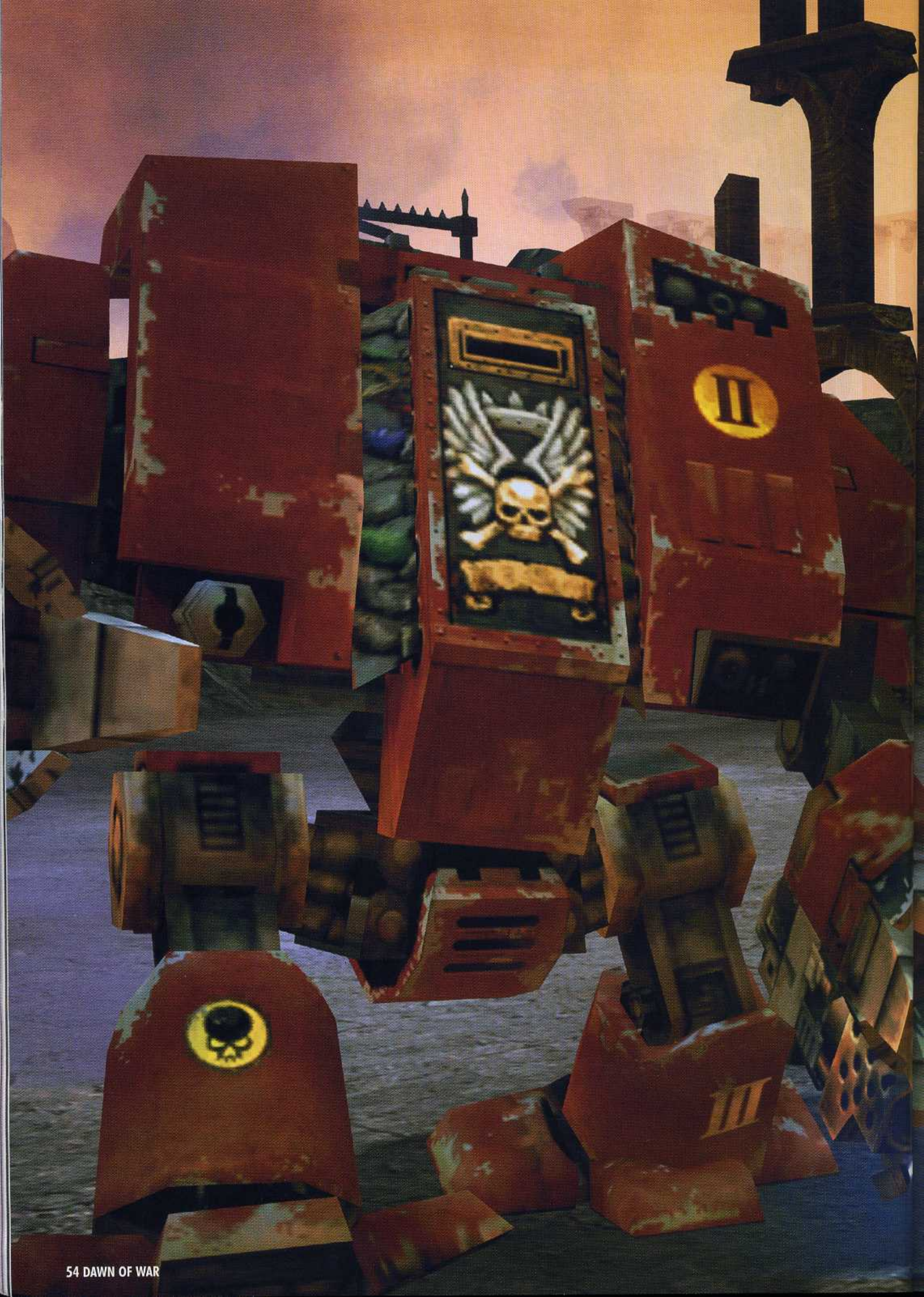
SPACE MARINE

CHAPTER FOUNDING COMPETITION



Ask staff for an exclusive Chapter
Founding entry form!





WARHAMMER 40,000 DAWN OF WAR



THE GRIM FAR FUTURE IS BROUGHT TO LIFE WITH THE RECENT RELEASE OF GROUND BREAKING PC STRATEGY GAME WARHAMMER 40,000: DAWN OF WAR

Two years ago Games Workshop teamed up with games publisher THQ and developer Relic to create a brand new real-time strategy (RTS) game based on Warhammer 40,000. Dawn of War is the fruit of those labours, bringing the Warhammer 40,000 universe to life and taking the RTS genre into uncharted territory.

The core of the game is a Campaign mode, which consists of over 12 missions and is played from the perspective of a specially created Space Marine Chapter, the Blood Ravens. However, Quick Battle and Multiplayer modes let you play as any of the four races from the campaign and also let you to fully customise your own armies thanks to a simple, yet cool, design interface.

The various multiplayer games include 'Annihilate', which you win by destroying your enemy; 'Assassinate', where you have to kill key characters; and 'Destroy HQ', which charges you with destroying a key enemy building while defending your own. As an extra twist a diplomacy feature lets you secretly message other players to form sneaky alliances.

The action in the campaign takes place on the planet Tartarus, with battles raging from the ruined cityscape of Magna Bonum to vast wastelands and lush jungle. But it's not just cosmetic, the environment can be used to your advantage. Areas of heavy plant growth provide light cover for troops from ranged weapons while craters and ruins give greater protection. However, nothing's going to help you against artillery!

Thanks to a simplified Resource management system you'll be able to focus more on the fighting than accumulating assets. As you move across the map, there are strategic objectives of varying value to capture and defend in order to gain Requisition points. These Requisition points subsequently allow you to call more troops and unit types down out of orbit. Cue the sight of drop pods plunging to earth at breakneck speed, and more units pouring forth.

This simple system means that players seeking a quick fight will enjoy it just as much as hardcore strategists. A straightforward interface also means you can control your forces from afar via the onscreen console, or hide it away and pan into and around the action in full 3D, marvelling at the detail as battles erupt across your computer screen. Over the next few pages we take a closer look at some of the things you can expect to see...



MORALE

Morale is an important part of the tabletop game because it affects your tactical decisions as you try not to put your vulnerable units in clear line of sight of snipers or artillery. Rather than replicate the Morale and Breaking rules of the tabletop game, Relic instead set out to capture the spirit of them. In the case of Dawn of War, when a unit's morale breaks, it becomes 'combat ineffective', meaning it is drastically less accurate and does much less damage when shooting and in close combat. They also get a speed bonus, allowing them to retreat out of harm's way and regroup. Of course, Sergeants, Nobz, and all characters provide morale bonuses to the units they join, which is similar to their higher Leadership value in the tabletop game.

BLOOD RAVENS

The single player game puts you in command of the Blood Ravens Space Marines Chapter, which has been created especially for the game. They are led into battle by Captain Gabriel Angelos, aided by his loyal advisor, Librarian Isador Akios. The Blood Ravens are a chapter steeped in mystery. They include an unusually high number of very powerful Librarians among their ranks, but even they know little of their origins. Gabriel arrives on Tartarus to counter an Ork incursion, and discovers a dark and terrible reason behind the Greenskins'



PAINTING SPACE MARINES

Dawn of War comes pre-loaded with lots of familiar Chapters, Craftworlds, etc, but you can also fully 'paint' them yourself using a simple visual menu. You can even import your own badges and banners into the game to 'paint' onto your units, just like the miniatures!



ARMOUR

As well as Dreadnoughts and Killer Kanz, expect to see many familiar vehicles among the game's 15 plus war machines. These range from Rhinos, Whirlwinds, and Land Speeders to Fire Prisms, Vypers, Wartraks, Looted Leman Russ tanks and Defilers.



FINISH IN STYLE

In most real-time strategy games, when units fight in close combat they stand next to each other and enact pretty basic 'hacking' animations at each other until one dies. In Dawn of War, units interact with one another, so as you close in on the action, you'll see the units parrying, dodging and actually fighting one another. When one unit is finally victorious, it will enact a distinctive death move. For example, a Space Marine Dreadnought might pick up an Ork, squash the life out of him, then toss his lifeless form into the distance. Every unit has numerous death moves, each tailored to specific opponents. Some of these are quite spectacular; such as the way a Force Commander armed with a thunder hammer (and a good deal of luck!) dispatches a Bloodthirster back into the Warp...

UNITS

Although there are many differences between Dawn of War and the tabletop game, Relic have strived to retain the look of the Warhammer 40,000 universe. Many of the units that make up your armies also put in an appearance in the computer game. Here you can see some Chaos Space Marines, but Cultists, Horrors, Obliterators and Raptors also join the fight for Chaos. The Space Marines count Tactical squads – which are upgradeable to Devastators – Assault squads and Terminator squads among their number, while Shoota Boyz, Slugga Boyz and Storm Boyz line up for the Orks. Finally, the Eldar enter the fray with Guardians, Howling Banshees, Warp Spiders and an Avatar. Relic has also introduced some new unit types to perform the game's building functions. For Chaos this role is filled by Heretics while Eldar get Bonesingers.



WEAPONS

This Dark Reaper stands ready with his reaper launcher while his fellow Eldar bare the brunt of the Chaos Defiler's onslaught. Relic have put a lot of work into the game's finer details, creating unique sounds and effects to represent each weapon firing. Dawn of War's arsenal boasts over 75 weapons including bolters, sniper rifles, flamers, melta bombs, rokkit launchers, shuriken pistols and death spinners. Not to mention the close combat weapons like power fists, thunder hammers and chainswords. Just like the tabletop game, when and how these weapons are deployed can decide the outcome of a battle.



THE RACE TO WIN

Each race has a massive selection of characters and monsters to send into battle. Throughout the course of the campaign your Force Commanders get to square up against Farseers, Warbosses and Chaos Lords. Here are how the Blood Ravens' daunting enemies line up:

ORKS



Boss Orkamungus is always looking for a good fight, and the Planetary Defence Force of Tartarus seemed like a good warm up for his ladz. He didn't quite expect to find Space Marines and Eldar there as well. No matter – they all make for good stompin'.

ALPHA LEGION



Led by Lord Bale and the insidious Sorcerer Sindri Myr, the forces of the Alpha Legion are on Tartarus looking for something – something that could threaten billions of Imperial citizens. They seem to have some link to the Orks on Tartarus, which needs investigating...

BIEL-TAN



Farseer Macha knows what Bale is after, and has brought a contingent from her craftworld to ensure that he doesn't find it... no matter the cost.

DEAD BY DAWN

BY GRAHAM MCNEILL & PETE HAINES

For this month's battle report, Graham McNeill and Pete Haines take to the field of battle in a brutal clash between the Ultramarines of the 2nd Company and the power of Waaagh! Razzekai. Graham takes command of the Ultramarines, led by Chief Librarian Tigurius, while Pete takes command of the horde of Warlord Razzekai. The results are sure to be bloody. Both armies were chosen to the value of 1,500 points and the mission to be played Dawn Attack, a new Standard Mission.



Graham: When Pete and I sat down to plan out what we had to achieve with this battle report, we knew we wanted to build on threads we had begun in the codex, developing the character of the Ultramarines. Space Marines are not simply about brute force, their limited numbers means they need to fight their enemies on their terms to prevail. An Ork Waaagh! is a terrifying thing, a system-wide invasion of rampaging Greenskins that is nigh unstoppable. Thanks to the prescient visions of Librarian Tigurius, the Ultramarines have been able to stymie any sizable invasions from the nearby Ork empire of Charadon with timely crusades and well-planned strikes against emerging Ork Warlords to destabilise their empire so that no one Warlord can rally enough Ork Boyz to his banner. We decided that this battle report would be one of those strikes and worked out how the Ultramarines might achieve this, imagining an Ork force lured onto the outlying world of Espandor.

A Space Marine command post constructed at a strategic road nexus was the bait, and once the trap was sprung, the Ultramarines would descend upon the confused ranks of the Orks and destroy them. This was the plan, but only time would tell whether the Orks would behave as Tigurius had foretold.

Not a breath of wind disturbed the forest canopy, yet Tigurius could smell the crude fossil fuel emissions of the Ork vehicles from many miles away. The vulgar, primal echoes of the greenskins collective psyche cut into his thoughts, their barbarous lust for destruction clouding his senses with an angry red fog. He breathed deeply, searching for calm as he recited the mantras of protection and warding. The shallow valley below was tranquil and green, a narrow road winding through a trio of command bunkers before disappearing over the horizon towards the planet's nearest settlement. It galled Tigurius that the Orks had set foot on Espandor, but there had been no other way to lure the Warlord Razzekai to attack. The Chief Librarian of the Ultramarines had seen visions of this warlord, terrible, violent visions of an empire forged in blood and slaughter. Tigurius could sense that this Razzekai would soon be a force to be reckoned with, and that should his rise to power go unchecked, then an unstoppable force of Orks would soon pour from Charadon.

That could not be allowed to happen, and thus this trap was set. Lure Razzekai into attack and destroy him before he could become a threat to Ultramar. Space Marine warriors knelt behind Tigurius, deep in prayer as Techmarine Harkus applied blessed oil to the bolters of Tactical squad Cascarus. The first rays of dawn were creeping over the horizon and a red glow lit the bellies of the low clouds so that they appeared to be filled with blood. Tigurius watched as Brother Meridicus lifted his banner high, the rippling blue fabric bathed ominously in the red glow from above. Tigurius shivered, watching as servitors loaded ammunition hoppers into the weapon mounts of Dreadnought Lucernus. The massive war-machine rose to its full height as the final blessings were intoned over the firing mechanism. The Old One turned to face Tigurius, as though sensing his scrutiny, and the ancient warrior housed within the armoured sarcophagus of the Dreadnought bowed towards him.

"Do they approach, Chief Librarian?" said the Dreadnought.

"Aye," nodded Tigurius. "I sense their hostility as a scar across my mind."

"How long?"

"Minutes, maybe less," said Tigurius darkly.

"Something troubles you, Chief Librarian?" asked the Dreadnought.

"You have lost none of your perception, Brother Lucernus," noted Tigurius. "Yes, something troubles me. I have a dark foreboding of this battle. I saw our banner bathed in the colour of blood and there is a shadow over the coming day. I feel it. I cannot see the path before me and that worries me."

"No matter," assured the Dreadnought. "Our plan is sound and the Codex Astartes guides us in all things. We will fight them with courage and honour and we will prevail."

"As always, you speak with wisdom, Brother Lucernus," nodded Tigurius. "With the Codex as our guide we cannot fail. Fight with courage and honour, my friend."

"Always," growled the Dreadnought. "Let them come, they will find only death."



DAWN ATTACK

As armies manoeuvre for position each is ever-vigilant for a mistake which they can exploit. In this mission the Attackers have feigned weakness to lure the Defender into an attack that leaves them exposed for the counter-blow.

OBJECTIVE: ANNIHILATION

Victory Points are scored for destroying enemy units and, in addition, Victory Points are scored equal to the points value of each scoring unit you have left at the end of the game. This means that you must destroy as many enemy as possible, while avoiding heavy losses yourself.

SCENARIO SPECIAL RULES

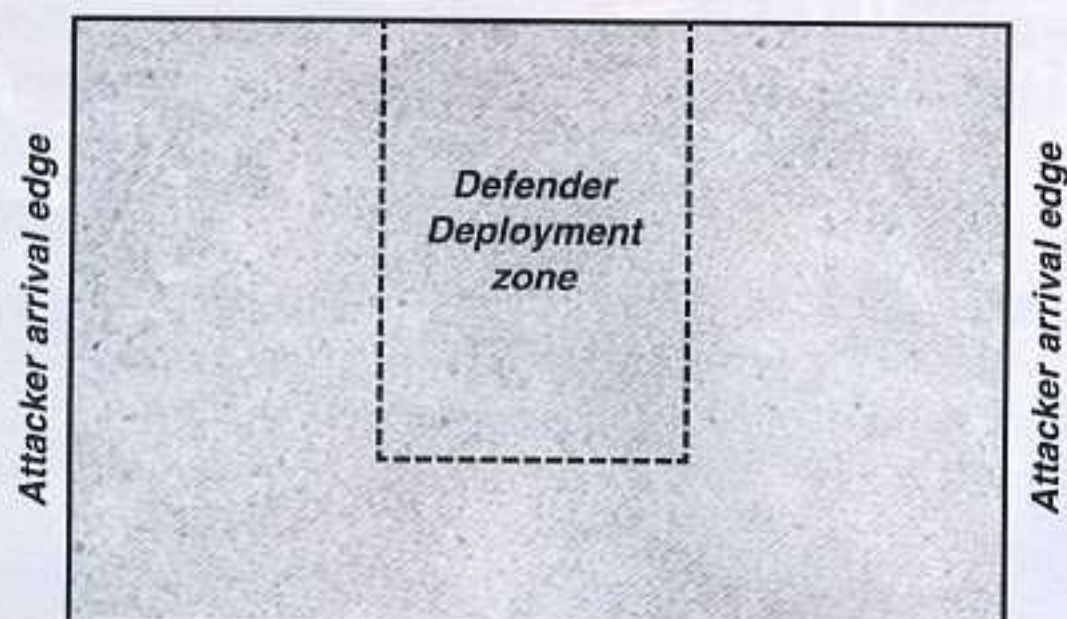
Night Fighting (first turn only), Divided Forces, Reserves, Victory Points, Deep Strike.

SET-UP

- 1 Defenders deploy in the camp (see map).
- 2 Attackers force is divided into two parts.
- 3 Defenders have first turn.
- 4 First part of the Attackers force arrives on Turn 1 from either short table edges. Second part of the Attackers force arrives on turn 2 from either short table edge.

GAME LENGTH: Six turns

RESERVES: Attacker's reserves arrive as shown on the map





COURAGE AND HONOUR!

Graham: I've always had a bit of a thing for the Ultramarines you know; their classical background, the stark, uncompromising discipline of their

battles against the enemies of Mankind while upholding the grand traditions of the ancient days and the teachings of the Codex Astartes. They always seemed like the most noble of all the Space Marine Chapters, not dependent on fancy rules or hideous flaws in their genetic makeup to take care of business. No, the Ultramarines stood firm by doing things the way they'd been done in the days of the Emperor himself. And if it was good enough for them, it was good enough for me.

Facing Pete's Orks was going to be a tough challenge. I knew he favoured the 'good old horde' approach to the Orks, so, even though I was itching to use Terminators, I knew that Pete could swamp them with dozens

of choppa-armed warriors that would hack them to pieces. So I resolved to take as many power armoured Space Marines as I could, while still including plenty of new, shiny things!

Given the narrative of the game, I had to include Tigurius, which is no bad thing, since he's rock hard and gets to choose his psychic powers after deployment. Prescience is a wonderful thing! To accompany him, I chose a Command squad with Company Champion, Apothecary and Standard Bearer, who would be a hard-hitting unit that could take some punishment and still dish it out. To fill my Elite picks, I took a Dreadnought armed with an assault cannon (figuring that it would do more damage to the Orks than a lascannon, which would be my normal weapon of choice). I wavered on whether to take the heavy flamer option, but since I wanted to kill as many of the Orks before they reached me I opted for the Storm bolter instead. Many people underestimate the volume of firepower an Ork army can pump out, and with only one Dreadnought, I decided that a Techmarine

would be a good investment. He could potentially repair any Weapon Destroyed or Immobilised results and, together with his servo-harness and two Gun Servitors armed with heavy bolters, he could also provide a whole lot of fire support.

Two full-strength Tactical squads filled my Troop choices, and since I knew that Orks advancing towards a gun-line of bolters is a scary prospect for the Ork player, I planned to anchor my battle line on these warriors. Them and a Devastator squad armed with heavy bolters and missile launchers of course. Finally, I chose a Whirlwind and a Land Speeder. The Whirlwind because, with its Strength of 5, good AP value and Large Blast template, it's an Ork player's worst nightmare and the Land Speeder because its heavy bolter could re-deploy rapidly to deliver some much-needed support wherever it was needed. Lastly, I chose an Assault squad that I planned to use to deliver the killing blow to weakened Ork squads while my shooters moved onto more valuable targets. A fine plan in theory, but let's see how it plays out.



ULTRAMARINES SPACE MARINE STRIKE FORCE

1,500 points



CHIEF LIBRARIAN TIGURIUS

165 points



Equipped with Hood of Hellfire, frag grenades and krak grenades and armed with the Rod of Tigurius and bolt pistol.

COMMAND SQUAD

233 points



Sergeant Severian with Terminator honours and armed with power weapon and combi-meltagun.

1 Space Marine armed with a plasma gun.

Apothecary equipped with narthecium & reductor and armed with close combat weapon and bolt pistol.

Company Champion armed with power weapon, bolt pistol and combat shield.

Company Standard Bearer holding aloft the Chapter Banner and armed with close combat weapon and bolt pistol.

All members of the Command squad (including Tigurius) have Furious Charge.

TECHMARINE HARKUS

150 points



Techmarine equipped with full servo-harness, signum and auspex and armed with power weapon and bolter.



2 Gun Servitors armed with heavy bolters.

DREADNOUGHT LUCERNUS

110 points



Dreadnought equipped with extra armour and armed with an assault cannon and Dreadnought close combat weapon with built-in storm bolter.

WHIRLWIND

85 points



Whirlwind armed with a Whirlwind multiple missile launcher.

TACTICAL SQUAD CASCARUS

191 points



Sergeant Cascarus with Terminator honours and armed with a power weapon and storm bolter.



1 Space Marine armed with a heavy bolter.

1 Space Marine armed with a flamer.

7 Space Marines armed with bolters.

TACTICAL SQUAD ANDEROS

201 points



Sergeant Anderos with Terminator honours and armed with a power weapon and combi-plasma gun.



1 Space Marine armed with a missile launcher.

1 Space Marine armed with a flamer.

7 Space Marines armed with bolters.

ASSAULT SQUAD ASTERAN

155 points



Sergeant Asteran with Terminator honours and armed with a thunder hammer and bolt pistol.



4 Space Marines armed with close combat weapons and bolt pistols.

All members of the Assault squad have frag grenades and jump packs.

LAND SPEEDER

50 points



Land Speeder armed with a heavy bolter.

DEVASTATOR SQUAD DAEDALUS

160 points



Sergeant Daedalus armed with a bolter.



1 Space Marine armed with a bolter.

2 Space Marines armed with missile launchers.

2 Space Marines armed with heavy bolters.



DOUBLE WHAMMY

Pete: This particular battle report had a double significance for me. First of all it was going to involve the new Space Marine army. It has been great fun working on the

Codex for such a significant army and it only seems yesterday that I was leaving the GW store in Birmingham with my 2nd edition Space Marine book in anticipation of some serious list frothing. Doing the battle report is the signal that the project is all but finished and all that remains is to put the Space Marines through their paces. This leads me to the second cause of excitement. The plan was to pit the Space Marines against the Orks, which gave me the opportunity to use my own army in a battle report for the first time.

For ages I had believed that an Ork horde had lots of potential on the battlefield. Most of the armies I saw, however, were loaded down with kit at the expense of including more Boyz mobs. Now don't get me wrong, I can see the application of Killer Kans, Trukk Boyz, Zzap guns, Battlewagons and looted Basilisks as much as the next player (given my Iron Warrior background, especially the looted Basilisk). However there is something about Orks that absolutely demands fielding them as an uncompromising horde of warriors, so, I decided to put my money where my mouth was and collect just such an army.

One of the real perks of being a games developer is that you get to attend events all

around the world. Sometimes just to talk, other times to play. Now, as you can imagine carting an army through customs can be quite a chore. A 1,500-point army with the usual vehicle ratios is not only a hernia waiting to happen, but is also in excess of airline hand luggage allowances. For my Ork army I decided to use nothing but infantry, ensuring the entire army fit in a single, standard carrying case. This meant no more than 108 models. There are many factors that influence one's army choice, but this was the first time I based a selection on what fitted in the case! Despite this caveat the army has proven itself several times. In 2003 I played in the splendid Astronomi-con event (which I cannot recommend highly enough, so enter it NOW), run by Mike Major and Christian Augst in Canada. Over the course of the weekend I played against a wide range of opponents in a series of non-standard missions and, although I lost a couple of games, managed to give better than I got. There are two factors that make the army tenable. First, most armies I play against include enough big guns to tackle armies loaded with tanks. Because I have no vehicles these expensive weapons can only shoot at 8 or 9 point Boyz, which is a waste of their potential. Second, I included a lot of rokkit. These are a great equaliser, the Orks will miss more often than not but at least when you do hit with a rokkit something gets hurt. While the enemy big guns are picking off cheap infantry, my

ragged volleys will occasionally nab an expensive tank or even a Wraithlord. Obviously this in itself isn't enough to win a game but all the time the exchange of fire is going on my Boyz are getting closer so if I can just stay in the game until then, all should be well.

The downside of the 'set army in a box' approach is that you use what you have and do not optimise your composition for the next opponent. Also once people know what you use they can optimise their army for beating you. When the enemy turn up with no weapons bigger than Strength 6 you know they have your number.

Picking my army for this battle report was therefore very easy, I just grabbed the case out of the cupboard! The army is fairly simple; I use two units of Skarboyz as the combination of choppa and Strength 4 frightens the wits out of Space Marines. In addition I have a Slugga Boyz unit and a Shoota Boyz unit, two Tankbusta units and two Burna Boyz units, while a Warboss in mega armour and a Big Mek lead my army. Because the army is all infantry it rather likes cover, sadly moving through cover slows it down. The solution is simple – bring your own cover. My Big Mek and the Meks leading the Burna Boyz units all have kustom force fields. This is the army's one real gadget. Properly deployed I can keep most of my horde under the kustom force field umbrella as I advance, rendering the enemy weapons impotent to stop me. I will pause for a moment here to cackle evilly.

Bwahahahahaha! That's better. Practically, the force fields seem to be unpredictable in their effects, but sometimes they can protect the army for a turn and demoralise my opponent utterly. All together I have 18 rokkit launchas and five big shootas.

Hopefully these will allow me to mess the Ultramarines up as I close on them. This is actually quite critical, because if the Ultramarines are allowed to shoot freely I will arrive at their lines with very few troops. It is essential therefore to mass my rokkit and try to take a unit or two out in the first three turns. If I get into rapid-fire close range and haven't done any significant damage then I don't expect many Boyz to come back.

DEPLOYMENT AND 'DA PLAN'

The mission we devised for the game leaves me in a bit of a quandary. As the Ultramarines could arrive on either or both flanks I need to deploy for all-round defence. However, I can't stay like that. I can have no delusions about winning an extended shoot-out with the Space Marines so I will have to get stuck in and give them a taste of green choppa. With the Marines arriving in two waves I won't be able to commit my entire force to advance until I know where both waves are. Once I do, then I can launch the green tide forward and hopefully swarm all over them. Fortunately I know from experience that my army is too numerous to be wiped out in six turns, let's see if we can say the same for the Space Marines!



RAZZEKAI'S ROKKIT BOYZ

1,500 points



WARLORD RAZZEKAI

105 points



Ork Warlord equipped with mega armour and big horns and armed with a power claw and shoota that has more dakka, is shootier and is a blasta.

BIG MEK ZOGMEX

48 points



Big Mek equipped with a kustom force field and armed with a slugga that is shootier.

SKARBOYZ MOB

231 points



Nob Deffgrippa equipped with big horns and armed with a power claw and slugga.



3 Skarboyz armed with rokket launchas.

12 Skarboyz armed with choppas and sluggas.

SKARBOYZ MOB

180 points



3 Skarboyz armed with rokket launchas.

12 Skarboyz armed with choppas and sluggas.

SLUGGA BOYZ MOB

201 points



Nob Kriddkull equipped with big horns and armed with a power claw and slugga.



3 Boyz armed with rokket launchas.

12 Boyz armed with choppas and sluggas.

SHOOTA BOYZ MOB

181 points



Nob Magskar equipped with bosspole and armed with a choppa and big shoota.



3 Boyz armed with big shootas.

12 Boyz armed with shootas.

BURNA BOYZ MOB

143 points



Mekboy Kurgull equipped with a kustom force field and armed with a choppa and slugga.



4 Boyz armed with burnas.

5 Boyz armed with choppas and sluggas.

BURNA BOYZ MOB

143 points



Mekboy Gorstampa equipped with a kustom force field and armed with a choppa and slugga.



4 Boyz armed with burnas.

5 Boyz armed with choppas and sluggas.

TANKBUSTAS MOB

148 points



Nob Borstikk equipped with a bosspole and armed with a choppa and big shoota.



3 Boyz armed with rokket launchas.

5 Boyz armed with close combat weapons and sluggas.

All members of the Mob and equipped with frag stikkbombz and tankbusta bombz.

TANKBUSTAS MOB

120 points



3 Boyz armed with rokket launchas.

6 Boyz armed with close combat weapons and sluggas.

All members of the Mob and equipped with frag stikkbombz and tankbusta bombz.



SPACE MARINES TURN 1

Graham: This mission uses the Divided Force rule, which meant I had to split my army in two and then randomly decide which part arrived first on a short table edge of my choice. The second part of my army would

arrive on Turn 2 and could deploy from either short table edge. Seeing that both Skarboy units were towards the far side of the table and that the terrain on the left offered me more in the way of killing ground, I chose the left-hand side to enter from. Luckily, the part of the force containing Devastator squad

Daedalus arrived first and I moved them on slightly to the left of the centre of the board, where they could still have a wide field of fire, without exposure to Pete's Tankbusta Boyz. Tigurius and his Command squad led the force, taking position on the far left where they were sheltered from the worst of the Ork firepower, but could still react to developing threats. Tactical squad Cascarus and Dreadnought Lucernus were also in this part of my divided force and took up firing positions on the ridge overlooking the Orks.

The Space Marine ambush had been sprung in the moments just before dawn, so the Night Fighting rules were in effect on the first turn, but given that the Space Marines carrying heavy weapons had moved and the bolters were out of range, this probably wasn't going to affect me too much. It was left to Dreadnought Lucernus and Veteran Sergeant Cascarus (who was armed with a storm bolter) to fire. The sergeant's shots both hit, but failed to wound, while the Dreadnought's assault cannon managed to cause 3 wounds. Unfortunately a nearby Ork kustom force field saved two of those. Not a spectacular round of shooting, but my next one ought to be a lot better once the Devastators opened up. The Orks were too far away to be assaulted – which I was quite glad about to be honest – so it was over to Pete.



The hunter becomes the hunted

ORKS TURN 1

Pete: I was a little bit concerned to see the arch Ork fighter, Tigurius, leading the Ultramarines advance. Oh well, you don't grow to be a huge killy Ork without having to fight some tough opponents to build you up. Looking at the troops that arrived it was apparent to me that Graham was intent on forming a firing line of Tactical and Devastator Space Marines with some interesting counter-attack options. The main question I had to consider was, would his second wave reinforce the first or arrive on the opposite short board edge? I reckoned the probability was they would arrive in the same place to achieve a decisive concentration of firepower. If, however, I took the cheese and rushed everything in that direction I would be leaving myself open to the troops arriving behind me. I would then have to about face and walk further to get to them. Not good. I decided not to be too hasty in over-reacting. There would be plenty of time to over-react later.

I sent out a Burna Boyz unit to apply a little bit of immediate pressure. They were protected by a kustom force field and would therefore be quite resistant to the best Ultramarines weapons. When I started using this army the Burna Boyz tended to form up in the second line where their force field could help protect the front line. What I found was that the front line tended to get shot down anyway and the Burna Boyz were the guys who actually reached the enemy line. At first impression you might think this was a good thing, unfortunately they are only Strength 3 and often fail to make an impression. When they lead the attack, they absorb enemy fire, allowing my rokkit and big shoota units to deal some death in return, and when they break, are quite likely to mob up with one of the units behind, bringing their force field and burnas with them.

The Slugga Boyz headed into the wood next to them. There were 16 of them, in cover I thought they would last several turns and tempt the Ultramarines into remaining still and shooting at them. This would give me time to bring the rest of the army up. Most importantly they had three rokkit and I was very keen on doing something about the Dreadnought as quickly as possible. With its improved assault cannon the Dreadnought would be able to mow down Boyz for fun and, whilst Ork choppas are formidable weapons, they can't touch a Dreadnought. The thought of having a large unit pinned in combat with a Dreadnought they are helpless against worried me, so it had to go.

On the other side of my deployment zone I moved my Burna Boyz away from the Ultramarines' first wave. The logic here was that their short-ranged weapons would not be much use if they headed toward the Space Marines as they simply could not get close enough, quickly enough. By moving them toward the other table edge I gave a suggestion of wanting to leap on any Marines



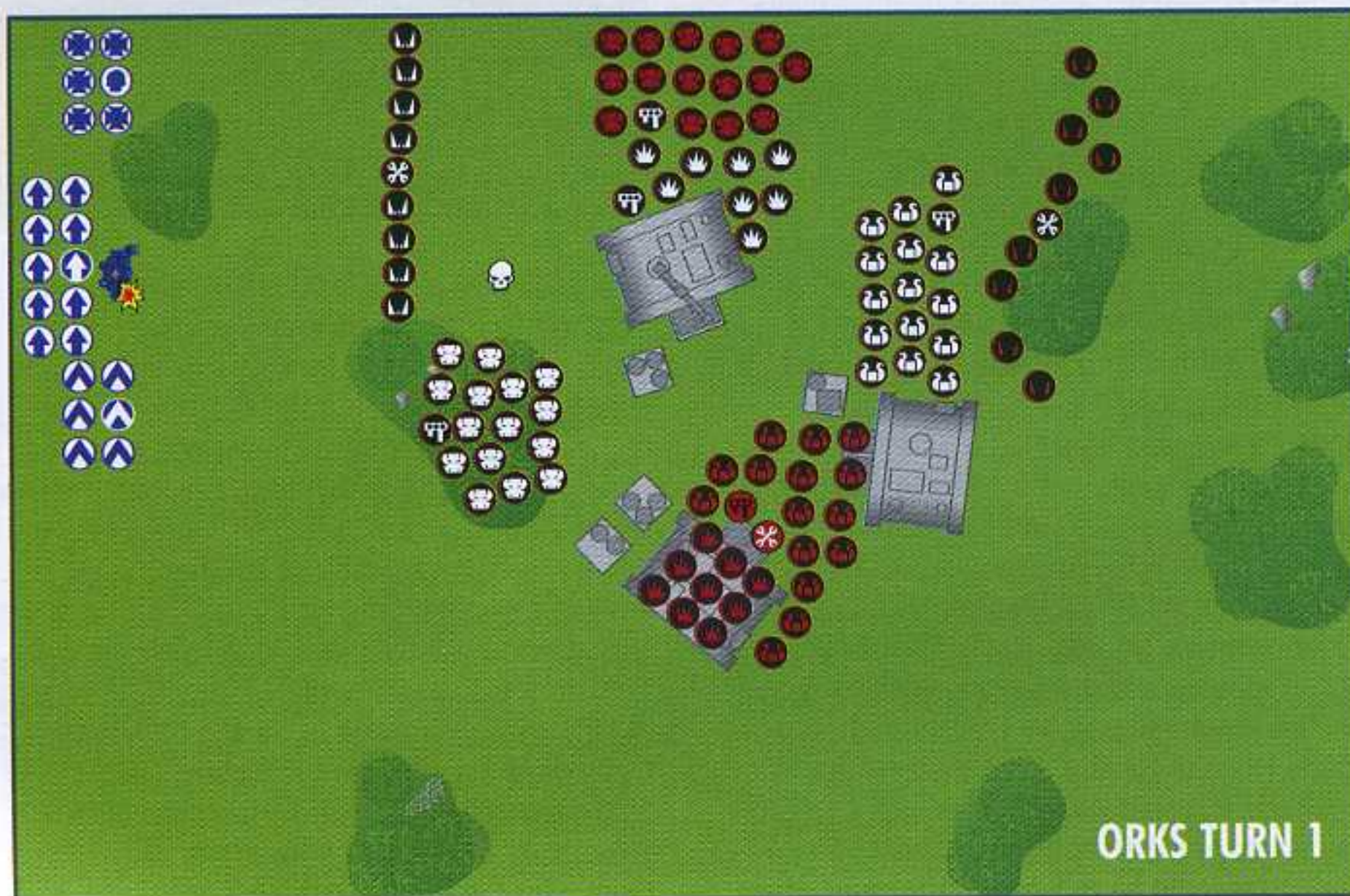
arriving there. This would, I reasoned, encourage Graham to bring his second wave on at the opposite end of the table. This was about the only way I could see for this unit to have an effect on the game other than forming a reserve for mobbing up on.

My Shoota Boyz edged toward the Ultramarines. I wanted to get into shoota range so that I could add a lot more supporting fire to the unit's 4 big shootas. Under the revised Warhammer 40,000 rules rapid fire weapons are much more formidable and I have found my Shoota Boyz to be so useful that I have considered getting another unit to replace a Burna Boyz unit. One of the most satisfying things about working on the revised rules is when a change in the rules gives you a good reason to make use of a unit that was previously unpopular and Shoota Boyz are a great example of this. The lethality of rapid fire weaponry was certainly making me quite nervous about the firing line of bolter-wielding Space Marines, that's for sure!

It was now time to open fire, in this mission the first turn was dark so it wasn't hard to imagine all the Orks firing randomly

into the dawn gloom with more enthusiasm than accuracy. As it turned out, despite moving nearer, the Shoota Boyz couldn't see any targets. The Slugga Boyz could see the Dreadnought, however, and let rip with their rokkit. One shot hit and penetrated its armour. I rolled the damage dice, excitedly hoping for a 4 or more and was a bit disappointed to see a '2' come up. Then I realised that '2' was Weapon Destroyed and happily nominated the assault cannon. This was actually a less than obvious decision. If the second wave of Ultramarines was assault-based then the Dreadnought would be able to lumber forward alongside them and add its formidable close combat weapon to any assaults. If, instead Graham was planning to shoot it out, then the Dreadnought would inevitably become a bulwark against my assault. Either way the close combat weapon might be more of a worry but ultimately the sheer lead belching terror of the assault cannon was enough to sway the decision.

Considering that I had little shooting to do, I was very satisfied with the result.



ORKS TURN 1



Space Marine reinforcements pour onto the battlefield

SPACE MARINES TURN 2

Graham: Well, aside from losing the assault cannon on the Dreadnought, that wasn't too painful a turn. I don't expect it to last, but I'm going to make sure I take advantage of it now that my heavy weapons can fire. The second part of my force could now arrive, and I had the choice of which table edge to place them on. Pete had moved some of his Orks towards the far side of the table, but I didn't see any point in splitting my force, reasoning that it would just weaken the concentration of my firepower and leave each force weakened in the face of overwhelming odds. Placing the two forces together would allow them to support each other and utilise their weapons to best effect. It would also mean that some of Pete's Orks had further to go if they wanted to take part in the battle and thus allow me to deal with them a piece at a time.

I decided to use the Land Speeder's Fast move to get into cover on the right flank where it could threaten any advance down the road and lend support to the Space Marines on the ridge. The Whirlwind moved into position behind the woods while Tactical squad Anderos and Assault squad Asteran took position in the centre of the Ultramarines lines. I moved Techmarine Harkus up to the Dreadnought to use his Blessing of the Omnissiah special rule next turn. I moved Chief Librarian Tigurius and his Command squad forward into a position where he could use his fearsome psychic powers that – thanks to the Hood of Hellfire – had their ranges doubled. The plan was to cause enough casualties to the Orks through shooting that their size would be reduced to the point where



their Mob Size check wouldn't save them from Tigurius' Fear of the Darkness power (which causes an immediate Morale check with a -2 modifier to the target unit's Leadership). The rest of the army hunkered down and prepared to fire, confident that this turn's shooting would be far more impressive.

If the Orks were able to reach my lines in any great numbers then it was all over, so it was all about keeping them at arm's length. Therefore the nearest unit of Burna Boyz was the prime target. A unit of Slugga Boyz was making its way through the woods, but I figured that their Difficult Terrain rolls would slow them down enough for me to take care of them after the Burna Boyz were dealt with. I

opted to use Fear of the Darkness first, reasoning that if the Orks ran off, then I could target the units behind, but unfortunately, Pete was able to pass his Mob Size check and the Orks remained resolutely coming forward. Since they were coming at us in the old fashioned way, I would see them off in the old fashioned way, and proceeded to unload a huge volley of fire from my entire army and into the Burna Boyz, reducing the unit down to a single model. Despite such horrendous losses, Pete was able to pass his Morale check and the lone Ork kept going. Stupidity or courage? With an Ork you never know. Since the Orks were still quite a way away, there were no assaults this turn.

ORKS TURN 2

Pete: In his turn Graham brought his second wave into play behind the first. I don't know how much my ploy with the burnas at the other end of the table influenced this, but at least now I could act without worrying about having to re-deploy later. The Burna Boyz at the Ultramarines' end of the table drew fire as I expected. In actual fact they drew everybody's fire. Not only that but Tigurius unleashed his powers on them as well. The amazing thing was that they survived! Well, one of them survived. The force field ended up saving five of them leaving one burna-wielding Ork to get some payback.

The lone Burna Boy looked around at the bolt-riddled bodies of his mates, then at the purity-seal bedecked majesty of Tigurius' command squad, grinned and turned his burna up to maximum barbecue setting before jogging off toward the Ultramarines Librarian. A pointless, suicidal gesture was definitely in order and he was just the Ork to do it.

I continued to move the Shoota Boyz up. If the Ultramarines stayed in position I figured I might as well get within 12" and give them some serious shoota death. On their left flank the Tankbustas moved up in support. I was hoping to mass a lot of fire at the Devastator squad, their heavy bolters and missile launchers were just the things to blunt my charge so they had to be dealt with.

Warboss Razzekai, his Big Mek and both units of Skarboyz began their advance. They had quite a way to go but their rokkitz would soon be in range to cull a few Marines and with a bit of luck my front line would keep the Marines busy while the Skarboyz caught up.

My other Burna Boyz unit headed back towards the action. As I surmised last move, they were unlikely to be of much use, indeed if I needed them then it would probably already be too late. Even so it always pays to be thorough so they hefted their burna packs and

hurried off towards the sound of the guns.

My second unit of Tankbustas was loitering in a bunker. I knew I would have to move them sooner or later as there was a wood blocking my view of the bulk of the Space Marine army. For this turn, however, I could see the Assault squad bounding forward, so they had someone to shoot at and there was a Whirlwind about to fire next turn that they did not want to get hit by (Tankbustas are great troops, but have little protection and are in small units, so some caution is a good thing) so they stayed put.

I had a bit more firepower available this turn (well, lots more actually) and was keen to turn it against the Devastators. Unfortunately the leading Tankbustas failed their Leadership test and blazed away at the Command squad instead. I needn't have worried, they did nothing! The lone Burna Boy benefited from not having to roll to hit, managing to wound

two of the Command squad and killing one of them. Hah who needs rokkitz?

The Slugga Boyz and the Shoota Boyz zeroed in on the Devastators and unleashed a hail of varied and unlikely projectiles in their direction. Well, when I say zeroed in I suppose it's true, but only in the sense that they aimed at the correct hemisphere. The rokkitz missed completely and the big shootas got one Space Marine. Predictably, he had a bolter...

The Tankbustas in the bunker were better shots; they nailed two of the Assault squad and raised a raucous 'Waaagh!' in celebration. Look, when you have BS2 hitting with two shots out of three is cause for a party so a bit of a 'Waaagh!' is quite restrained. The shooting had, sadly, been rather poor. This is something I am accustomed to when using Orks but I also knew a turn or two of ineptitude is often followed by a turn of unerring accuracy so, *nil desperandum* (yet).



The Orks charge towards the Ultramarines position



SPACE MARINES TURN 3

Graham: The Ork shooting wasn't doing a tremendous amount of damage, but it was still hurting. While Ork Boyz can perish in droves and still have enough left over to finish the job, each Space Marine is a hero whose loss is keenly felt. Two Space Marines from Assault squad Asteran were dead, which considerably blunted their effectiveness – though three Assault Marines, one of whom is a Veteran Sergeant armed with a thunder hammer, is not to be underestimated! I'd lost the plasma gunner from the Command squad, but as I planned to get them stuck into combat this turn, I knew that in the coming fight, the other squad members would be of more use... which might sound harsh, but no one ever said that plasma gunners could expect a long

career. The Dreadnought's assault cannon remained inoperable, despite the ministrations of Techmarine Harkus – even with the re-roll granted by his servo-harness. Tactical squad Cascarus moved over to the centre of the table, since the woods and the Dreadnought were conspiring to block some of the Space Marines from firing.

Realising that if I didn't get my Assault Marines stuck into combat they were going to get blasted to bits, I moved them towards the left flank where Tigurius and his Command squad were advancing towards the approaching Shoota Boyz, bypassing the lone Burna Boy. Given Pete's propensity for passing his Morale checks and that I didn't fancy having to rely purely on shooting, I'd decided to take the fight to the Orks in a potentially highly dangerous charge.

Before that, I unleashed a salvo of missiles from the Whirlwind at the Tankbusta Boyz who had the temerity to occupy one of the fortified command bunkers, but only managed to kill one of them (must remember to build bogus command encampments less sturdily!). With the Assault Marines and Tigurius closing on the Shoota Boyz, I switched my shooting to the Slugga Boyz coming through the woods. I unleashed a hail of bolter and missile death, but the Orks were extremely adept at hugging the trees and Pete made an obscene amount of Cover Saves. So saying, seven of the Greenskins fell to the volley, but again, Pete passed their Morale check and they kept on coming! Dreadnought Lucernus and the Devastators switched their fire to the Tankbustas coming up behind the Shoota Boyz and were able to kill four of them. Not enough to destroy them, but enough make them run away. Huzzah! However my joy was short-lived when they proceeded to mob up with the nearest Ork unit. Arse.

Tigurius led his Command squad into the Shoota Boyz, with the Assault Marines piling in after them. I didn't really expect them to survive in the long run, but if I could hold the Orks up for a couple of turns or even lure more into the fight, then I'd gain some valuable shooting time. And with my firing line pretty much established now, I needed every shot to count. The assault hit home and four Orks were cut down in the opening moments of the combat. The Orks caused a single wound, but the Apothecary's narthecium allowed me to ignore it. At the end of the Assault phase, Veteran Sergeant Asteran pulverised another two Orks with his thunder hammer and the Ultramarines had won the combat. Pete passed his Morale check and the remainder of the Ork mob piled in. Looked like I was going to have to do this the hard way...



Tigurius charges into the Ork horde



Seeing the opportunity of a good scrap the Ork Skarboyz charge into the fray

ORKS TURN 3

Pete: Graham managed to surprise me in his turn. Seeing Tigurius leading the charge at my Shoota Boyz was not what I expected. It certainly wasn't what the last Burna Boy expected. You can imagine the look of disappointment when the enemy ran straight past him, ignoring him completely. I fear it may have shattered his ego and crushed his warrior pride as he failed his 'Last Man Standing' test and stomped off sullenly at the start of the turn.

The Ultramarines shooting had punished my Sluggas and Tankbustas. The Tankbustas had mobbed up with the Shoota Boyz just in time to be charged. Inevitably, they hung in there and now it seemed that the Ultramarines leader was within my grasp. Both units of Skarboyz launched themselves toward the ongoing assault. I ask you, where else would Orks go? The Tankbustas in the bunker filed out and were joined by Warboss Razzekai and the Big Mek. I had estimated that the Skarboyz mob that Razzekai was leading would have to move at full speed to get into the brawl and I didn't want them slowed by Razzekai's mega armour. Also, as the Tankbustas were about to shoot at the Land Speeder, it would be a good time to test out the Boss' kustomised shoota.

Since both Skarboyz mobs were about to charge they held their fire. They couldn't shoot at the humies they were about to charge as they were engaged in close combat, and if they shot at anything else they wouldn't be able to charge Tigurius. Grumble.

The Tankbustas and Razzekai blazed away at the Land Speeder, but the rokkits missed and Razzekai hit twice with two shots. As the Big Mek standing next to him probably did the kustomising on Razzekai's shoota, a serious

bit of prideful chest-swelling was going on. Despite the shoota being Strength 5, the shots bounced harmlessly off the Speeder, deflating the Big Mek before he could get too pleased with himself. In an ideal world Razzekai would have power claw'd him for such shoddy work, but didn't want to break the force field. The only other shooting was from the seriously blasted Slugga Boyz in the wood. They fired at the Devastators and killed one with a rokket.

I have learned that if I don't get to shoot with many Orks it's generally a good thing because it means a lot of them are in close combat. The Skarboyz charged in to the Assault squad and the fighting hotted up. Graham was not very lucky and only killed three Shoota Boyz. He did, however, make 5

saves with the Command squad against the Shoota Boyz' return attacks. For the Assault Marines, however, the war was over as they disappeared beneath an avalanche of Ork choppas. The Orks had won the fight, but Tigurius and his Command squad stood firm.

This was OK from my perspective. I had three big units of Orks Engaged with a handful of Space Marines. This would prevent the rest of the Space Marines shooting at them in their turn. I would then casually wipe them out in the Space Marines turn, make a consolidate move towards the gun lines and then charge on my following turn. Life was good. If all went to plan, Tigurius would be dead and the Skarboyz would be in the middle of the Ultramarines' lines giving them a beating.



ORKS TURN 3



Swamped by Orks, Tigurius fights to the end

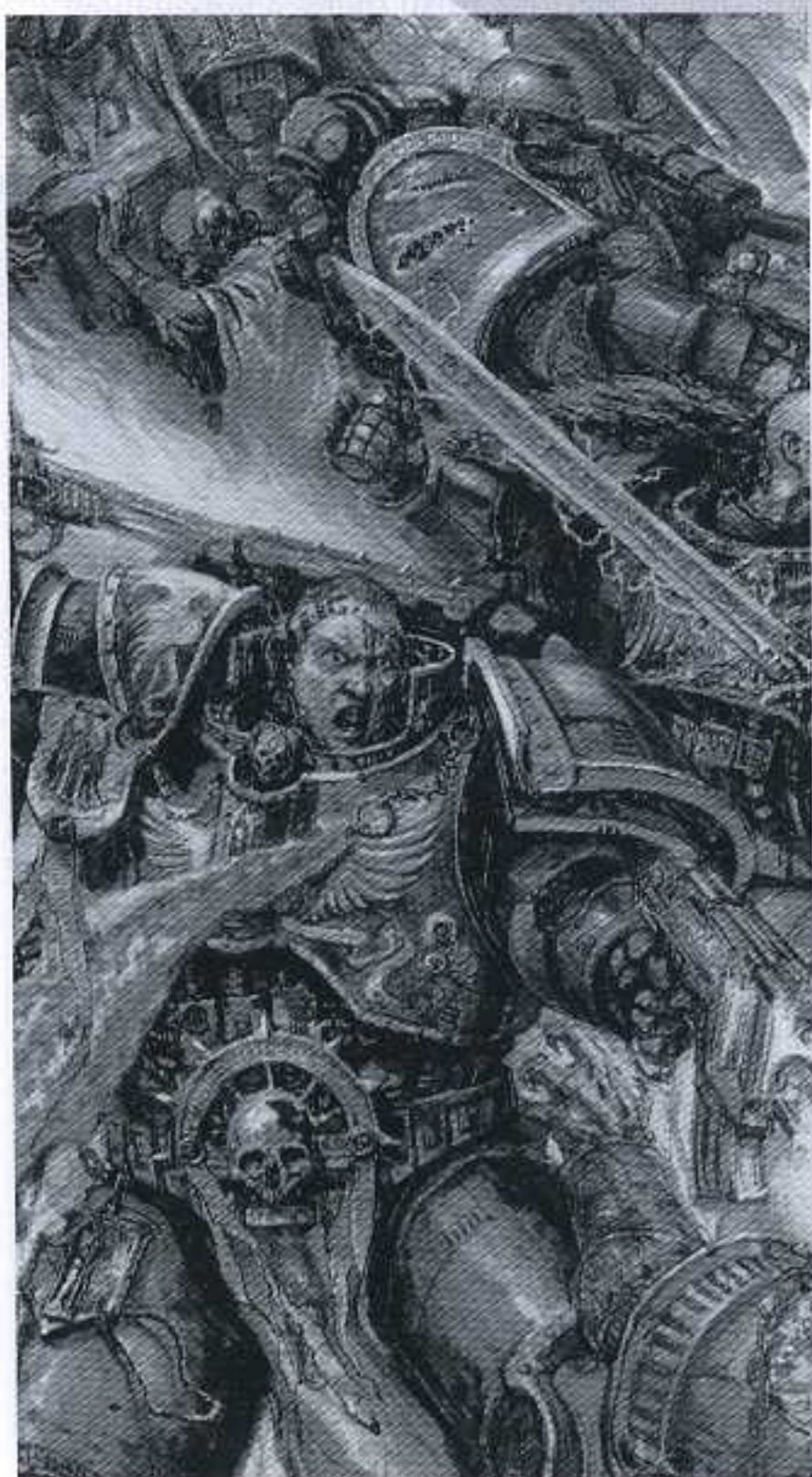
SPACE MARINES TURN 4

Graham: With the Land Speeder taking fire from the Tankbustas, I knew that it had been lucky to survive last turn. To keep it safe, I moved it further back behind the stand of trees, so that it could still cover the killing ground between the woods and my firing line, but remain out of sight of enemy units that could potentially shoot it down. The remainder of my army hunkered down, now that they had a good firing position, and let rip. The nearest (and most obvious) target were the Slugga Boyz making their way through the forest and

everyone from the Dreadnought (who's assault cannon arm remained steadfastly broken!), the Gun Servitors and Tactical squads opened up on them. I unleashed a hail of hot bolter death and by the end of the Shooting phase, not a single Slugga Boy was left alive. The whole unit had been obliterated, though it had taken pretty much the entire firepower of my army to do it. The threat had been removed now, and I was feeling much more confident that I could stop anything else that came near. Again the Whirlwind targeted the Tankbusta Boyz – who had left the safety of their fortified position (which though nice and strong, offered them nothing to shoot at!) to come towards me. Though no longer protected by thick walls, the Tankbustas proved as invulnerable as before, with only a single model falling to the Whirlwind's missiles. I wasn't too worried about them, because even moving as quickly

as they could, it was unlikely they would ever reach my battle line.

The Assault phase was where I knew I had to hold on. Now that Tigurius and the remnants of his Command squad were surrounded by a sea of green bodies, I knew there was no hope of them winning the fight, but if they could survive my turn and be dragged down in Pete's then I would be able to thin their numbers some more before they got too close. Things looked bad when Tigurius and his fellow warriors only managed to kill a single Ork and Pete picked up a colossal amount of dice to attack back with. Tigurius suffered three wounds, but thanks to the Apothecary, was able to survive. Only the Apothecary himself was as lucky, as the Orks hacked down the rest of the squad. It was a brutal, bloody combat, but the Space Marines had survived. For now.



SPACE MARINES TURN 4

ORKS TURN 4

Pete: In his turn Graham managed to blow the Slugga Boyz away. I had expected this and if anything, they had survived a bit longer than they might have by virtue of good Cover Saves. That was all fine and dandy. By contrast the close combat was an outrage. Actually outrage is not a strong enough term. The Ultramarines actually committed a crime against order in the universe so heinous I can still scarcely bear to relate it. Out of 16 choppa hits inflicted on Tigurius and his squad they saved eleven and the Apothecary fixed another. As a consequence Tigurius and the Apothecary were still alive. At the time I didn't think it could get much worse, all that allowed me to keep calm was the sure knowledge that a unit outnumbered by 4 to 1 and below 50% strength was certain to flee. Actually, the term I should use is 'virtually certain' because the buggers passed their Morale test and kept all three of my lovely, bloodthirsty Ork mobs tied up in close combat for another round. This was indescribably bad news as now I would probably finish them off in my turn and be standing around in the open for the subsequent Space Marines turn.

Apart from the units in close combat I had a Tankbusta unit including Warboss Razzekai and his Big Mek, plus a Burna Boyz unit that was too far away to do anything. There was therefore very little I could do to turn the situation around. The Tankbustas would certainly be shot down if they showed their



faces so they hid behind the wood. Similarly the Burnas took cover behind one of the Space Marine bunkers. The move didn't take long really, it gave me plenty of time to stare at Tigurius and ask 'why won't he just die?'

I can't recall going into a round of close combat hoping that I missed with everything quite as much as this one. It was all in vain though, Tigurius and his Apothecary managed to kill four Orks between them but received 9 wounds in return. In their excitement the Boyz

didn't notice the way that the Apothecary fell over Tigurius' body plunging the hypo-needle of his narthecium into the battered Librarian. When will they learn? If you haven't eaten them they aren't dead yet.

So, with the combat out of the way my Boyz were back in the game, they had wiped out their opponents so could consolidate D6 inches rather than the standard 3. The dice were unkind, and the best I could do was spread out to annoy the Whirlwind.



Too far from the combat, Warlord Razzekai can only watch as his Boyz finally bring down Tigurius

SPACE MARINE TURN 5

Graham: Alas and alack! Tigurius has fallen beneath the crude choppas of the foul Greenskins! Oh well, if you're gonna go, then best it's fighting impossible odds to give your battle brothers time to fight, eh? At last, Techmarine Harkus was finally able to get the Dreadnought's assault cannon back online and, with a unit of hardened Skarboyz marching down the flank towards my battle line, the mighty war machine set off through the forest to intercept them. The Land Speeder wasn't doing much good over on the right flank and couldn't really come out to engage the Tankbustas without coming off second best in a flurry of rokkit. So I decided to use its Fast move to get it behind the woods in the centre of the board, ready to support the Space Marines on the ridge.

When it came to the Shooting phase, I saw that there was no point in splitting my fire; I had to nuke the nearest enemy unit to me. That dubious honour fell to the Skarboyz who had wiped out Tigurius and his Command squad. The Whirlwind blew seven apart while the fearsome shooting of the Space Marines accounted for the rest of them in a hail of bolter and missile fire.

Looking at the thinned Ork lines, it was clear they weren't going to reach my lines. Now all that remained was to try and kill as many of them as I could before the end of the game. Since the winner is decided by Victory Points in this mission, I knew I had to cull as many Ork units as I could before the final whistle blew. The Orks weren't close enough to get into combat by the end of the game, and it was now a case of racking up the kills and hoping enough of my own warriors didn't get killed.

ORKS TURN 5

Pete: My previous fears were justified. The Ultramarines had levelled my leading Skarboyz unit with their disciplined, short, controlled bursts. The cruel tyranny of mathematics told me that in the time available to me I would be unable to get into close combat. Getting closer would therefore serve only to bring me into range of more guns.

There comes a point in an Ork warlord's life when he has to accept that glorious victory has eluded him and that all that remains is to try and scratch and claw a petty victory instead. This turn was when I started to scratch and claw. The Shoota Boyz (including the three rokkit from the Tankbustas that mobbed up with them) rushed along the table

edge to get a bead on the Whirlwind. This was the most expensive thing that I could kill with one shot and now I was thinking Victory Points pure and simple. The surviving Skarboyz moved forward more cautiously to bring their rokkit into range. Razzekai and the Tankbusta Boyz he was leading moved into the wood to have another go at knocking the Land Speeder out of the sky.

The Shoota Boyz hit the Whirlwind with two rokkit, penetrated its armour and destroyed it. Razzekai's Tankbustas could only get a glancing hit on the racing Land Speeder, shaking its crew and preventing it from firing. The Skarboyz killed two Devastators. The Devastators passed their Morale test.

I still had a chance, I just had to hope the Space Marines had a quiet last turn.



The Whirlwind falls prey to a volley of tankbusta rokkit



Brother Lucernus falls the same way as the Whirlwind

SPACE MARINE TURN 6

Graham: In losing the Whirlwind and two of the Devastators I'd lost some of my most powerful shooters, but by now, the Orks were close enough that it didn't matter too much. Everything could shoot and so everything did (with the exception of the Land Speeder that again used its Fast move to get into some cover. Unable to shoot its heavy bolter, there wasn't any point in leaving it anywhere out in the open where it could be shot at to provide Pete with some easy Victory Points).

Both Skarboyz units were the closest targets – though Pete had inconsiderately left them both just outside of Rapid Fire range – and the newly-repaired Dreadnought, together with the Techmarine and one of his Gun Servitors, opened fire on the Orks hugging the left flank, killing four of them. Not enough to make them run off, but enough to bring them below half strength. The remainder of the army opened fire on the Skarboyz charging towards my centre and succeeded in killing three of them. My shooting wasn't proving to be as punishing as I'd hoped, but it was doing enough to earn me those precious Victory Points. Looking at the state of both armies, it was clear Pete had lost a bucketload of Orks, but the Space Marines definitely hadn't had it all their own way, plenty of them were down and I just hoped I'd done enough to get ahead.

ORKS TURN 6

Pete: Graham's shooting could have been nastier, over the last couple of turns the repaired Dreadnought had led the slaughter. Nothing stays dead anymore. There were two



bits of harm I could conceivably do on the last turn. I could try to bag some Victory Points by finishing off the Devastators and knocking out the Dreadnought. I moved a bit closer for form's sake and let fly.

It went pretty well. The Shoota Boyz destroyed the Dreadnought with a rokket launcha and between them the Skarboyz and the Tankbusta Boyz finished off the Devastators with three (count 'em) pinpoint rokket shots.

This was the most I could hope for, all that remained was the tense silence of the Victory Point add-up.

I scored 908 points for enemy units killed and Graham scored 903. I had apparently thrashed them by 5 points, but no, this mission uses the Annihilation rule. This means that as well as getting Victory Points for enemy killed you get points for scoring units you have left alive. Simply put, a scoring unit is a unit that is still at least half strength. My units had all been shot up to some extent, whereas Graham's casualties had come from a few units. This meant I had a pitiful 263 points of scoring units to Graham's 592. Adding these points in and comparing them gave a margin of 324 points and a solid victory to Graham's Ultramarines.



NO MAN DIED IN HIS SERVICE THAT DIED IN VAIN

Graham: Well, the thin blue line held. Just. The Ork attack is defeated and though the Warlord Razzekai was not among the fallen, the blow to his

strength is surely enough to entice his rivals to attack him. Thus Charadon destabilises and the growing power of Warlord Razzekai is broken. It will be some time before the Orks will rally behind his banner, and the bloody leadership battle that will no doubt follow will take many years to resolve.

So the Space Marines win a Solid Victory, huzzah! I have to admit, once I saw Pete's mass of Orks on the tabletop, I was sceptical about my ability to stop them, but in the end, the steady, disciplined fire of the Space Marines was up to the task of stopping them. If I had to play this again, there's not a lot I'd have done differently, since relying on shooting seemed the best way to meet the Ork threat. I didn't choose Rhinos for any of my units because I didn't want them in combat – not my firing troops anyway. The Command squad did admirably well, lasting a turn and a bit longer than I actually expected them to. Without them leaping forwards (perhaps guided by a prescient vision of Tigurius) and holding up the Ork advance for a time, there's a good chance my firing line could have been overwhelmed very quickly. As it turned out, they held the Orks up for just long enough to give my Space Marines time to blast the



Greenskins back to Charadon in disarray.

I could have split my force up, but didn't really see the point, since all it would do would be to weaken my firing line and allow the Orks to overwhelm me a piece at a time. Pete

played a relentless game, coming on through a hail of fire that would have sent many a foe reeling, passing Morale check after Morale check. In the end, the difference between what we'd killed was a mere five points, the result was only swung by my having more (and higher value) scoring units left at the end of the game.

So, all in all, a solid game, with the Ultramarines proving once and for all that you don't wanna mess with the boys in blue on their home turf! Courage and honour!

The battle was over, and even though the Orks were moving away from the fighting, they hadn't lost. As was well known, Orks never lose a battle. If they win, they win, if they die, they die so it doesn't count. And if they're running away, then they'll come back to fight again. Such were the thoughts running through Razzekai's skull as he stomped through the thick undergrowth of the human world away from the fighting. It had been a disappointing scrap, the Boyz had killed a bunch of the big 'umies in the blue armour, but Razzekai himself hadn't gotten the chance to snap any of them in two. Already he could sense a rumblings amongst his Boyz. Some of his biggest lads hadn't had a chance to kill anything and they didn't like that.

Razzekai knew he'd need to get them into a big scrap soon or else they'd start thinking they were better than him. And that kind of dangerous thinking led to Orks getting their heads bashed in. Or possibly his. Once he and his Boyz got off this planet they'd find another big scrap, with bigger and badder enemies to fight. That ought to keep them happy. Even as he formed the thought, a bloody crater

exploded in his belly and he rocked forward, blood running down his armoured legs.

'Ow!' he roared. 'Who did that?'

Behind him he saw lots of his Boyz looking nonchalant, but in front of them all was the Big Mck. Zogmex, a huge, smoking slugga clutched in one of his meaty fists.

'Did what?' asked Zogmex, slipping the smoke-belching gun behind his back.

'Did you just shoot me?'

'Me boss?' said Zogmex, spreading his muscular arms wide in a protestation of innocence and bringing the slugga back into view. 'Nah! Not me, boss.'

'You sure?'

'Yeah,' said Zogmex, shooting him once more with the slugga.

Razzekai lurched backwards, the Big Mck's bolt ricocheting from a thick spar of his mega-armour.

'Well, wot you go and do that for?' asked Razzekai.

'Dunno,' shrugged Zogmex. 'Looked like I coulda taken you. Been the new boss.'

'You?' sneered Razzekai.

'Yeah, me!' confirmed Zogmex.

'Right you!' shouted Razzekai, charging towards the Big Mck. 'You're claimed!'

ORKSES AIN'T NEVER BEAT!

Pete: Often the reasons for a game going one way or the other are very complex. In this case it was painfully simple. Tigurius' counter-attack won the game.



More accurately his refusal to die for one turn longer than he had any statistical right to last took away my best chance of charging down the Space Marine army and tied up nine rokkit launchas and four big shootas that would really have been better off doing something else (like shooting). I still outnumbered them at the end though and I killed more points of them than they killed of me so I should be able to claim a moral victory. What's that? No such thing as a moral victory? I can't hear you lalalalalala! Maybe just one trukks wouldn't be a bad idea...



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The Art of Warhammer SHOOTING

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In the penultimate article in the series, Jeff Leong presents his tactics and tips for that phase of Warhammer which has most Chaos generals reaching for their Ward saves –

Shooting. So, whether you're a keen-eyed High Elf with a penchant for longbows and Bolt Throwers, or a cannon-toting Imperial general, take heed and let the black rain fly.

Jeff: The Shooting phase, much like Close Combat, is an important aspect of Warhammer. Shooting is rarely decisive on its own, but the proper application of even a small amount of shooting can disrupt your opponent's battle plan and put victory within your grasp. To get the most from each shot, you must remember to use your Shooting phase wisely. We'll look at the best ways to employ your missile troops: *Panic*, *Reduce* and *Destroy*. That is: cause Panic tests, reduce enemy ranks or unit strength, and destroy small units.



THE BLACK RAIN OF ARROWS

Nobody likes to be shot at, and it's a bit unnerving to watch your unit be whittled down as you march toward the enemy. In Warhammer, this is represented by the fact that a unit must take a Panic test if it loses 25% or more of its models to shooting in a single turn. Failing a key Panic test can break an opponent's line, disrupting his advance or forestalling a critical charge. In many cases, that failed test may mean that a unit never reaches combat. This tactic won't work every time, as some units are Immune to Psychology (such as Undead troops or Daemons), but it is still a very telling weapon against the right foe.

THE ENEMY DWINDLES BEFORE US

Properly applied, shooting can reduce unit size and remove ranks from enemy units as they move to engage your forces. This can quickly swing combat resolution significantly in your favour. As an example, a Wood Elf Glade Guard unit awaits the dreaded Vampire Counts Skeletons as they advance across the field (Diagram 1.1a). The 20 Glade Guard are outnumbered by the 25 fear-causing Skeletons, which could spell doom for the Wood Elves as units automatically break if beaten in combat by a fear-causing unit which outnumbers them. However, the Wood Elf archers continue to pour fire into the advancing Undead. By the time the Skeletons reach combat, the Wood Elves have killed off eight of the Skeletons, tipping the scales of combat in the Elves' favour (Diagram 1.1b). Whereas the Skeletons would have had a starting combat resolution of 5 (three ranks, banner, and Outnumber) to the Wood Elves' combat resolution of 4 (three ranks and a banner), the Wood Elves now begin with the upper hand and have the combat resolution edge over their evil opponents 5 to 3 (The Wood Elves now have the Outnumber bonus and the Skeletons have also lost a rank). A few well-placed shots can make a key difference to an approaching combat.

AND THEN THEY ARE GONE

Although missile troops are rarely able to destroy large units through shooting alone they are more than capable of finishing off smaller or scattered foes. Fast Cavalry have much to fear from even small amounts of shooting. They are usually lightly



By whittling down the numbers of fear-causing models, archers can help prevent your troops automatically breaking by being outnumbered.

protected, meaning few shots are turned aside by their armour, and they are often few in number, making each casualty count that much more. If caught in range of multiple shooters, Fast Cavalry can be quickly neutralized or destroyed.

Shooting may also be able to kill off the last few members of an already damaged unit, ensuring full Victory Points for your side. Similarly, shooting can finish the rout of enemy units by ensuring that they can't rally. Although fleeing units may not seem an immediate threat, reducing them to less than 25% of their starting strength will ensure they never rally. Units at less than 25% of starting strength are unable to rally and will continue to flee the field.

I SENSE ANOTHER PLAN FORMING

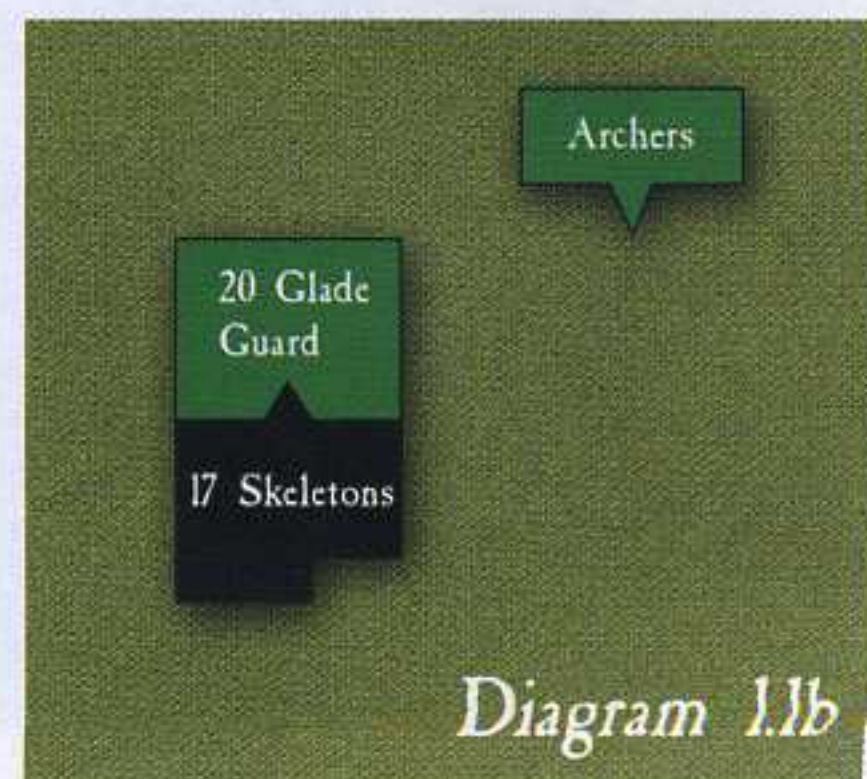
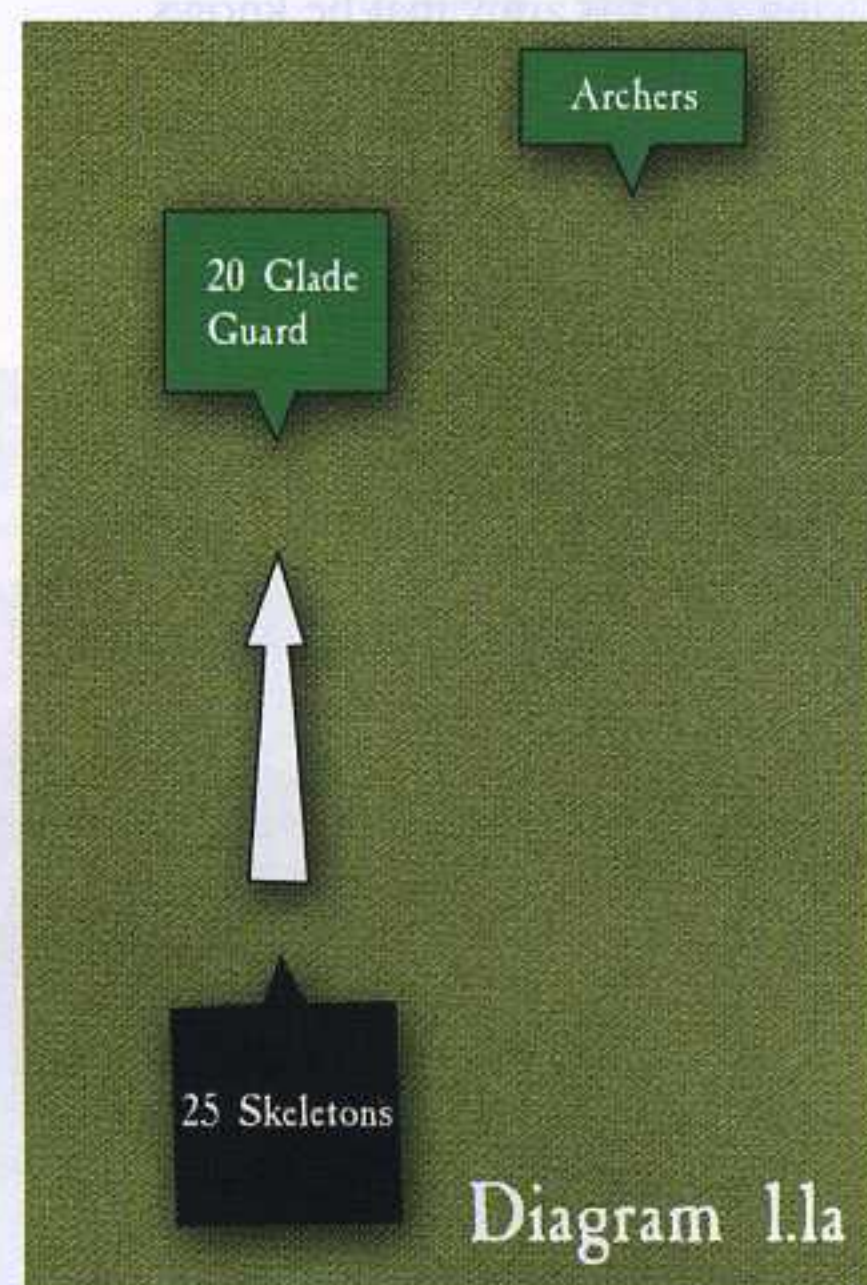
Panic, reduce, and destroy. This is simple in concept, but, as always, not so easy in execution. You have to plan out your Shooting phase to maximize the effectiveness of your troops. Unsurprisingly, it often starts with deployment.

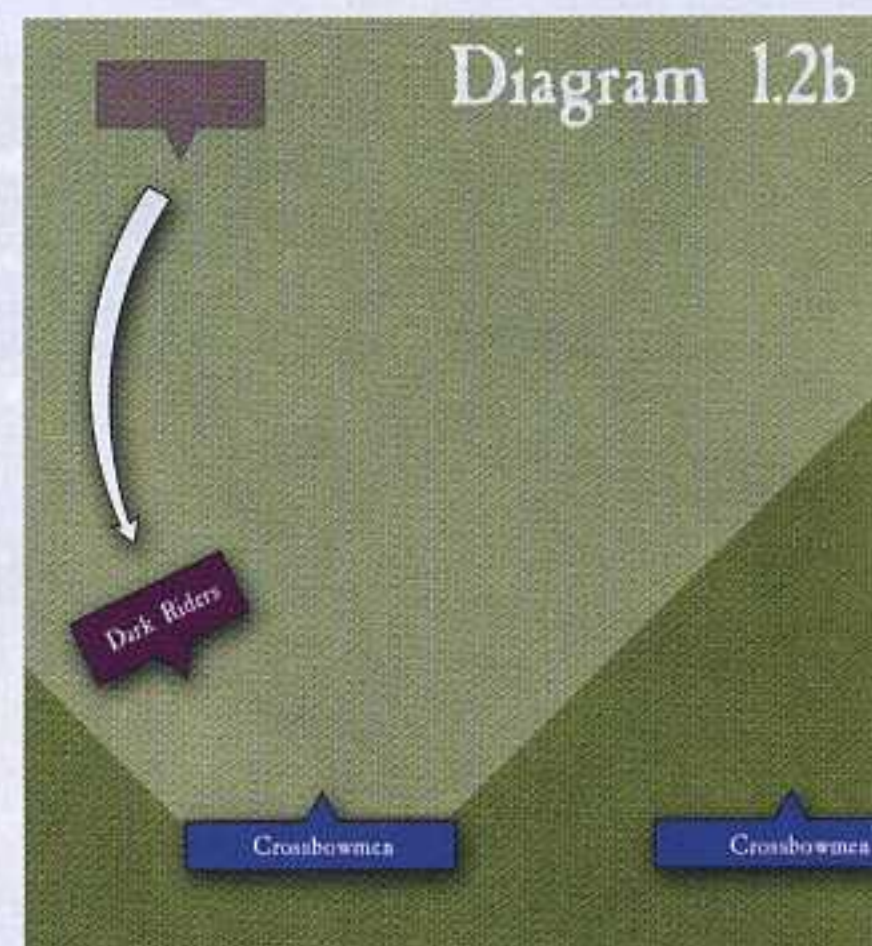
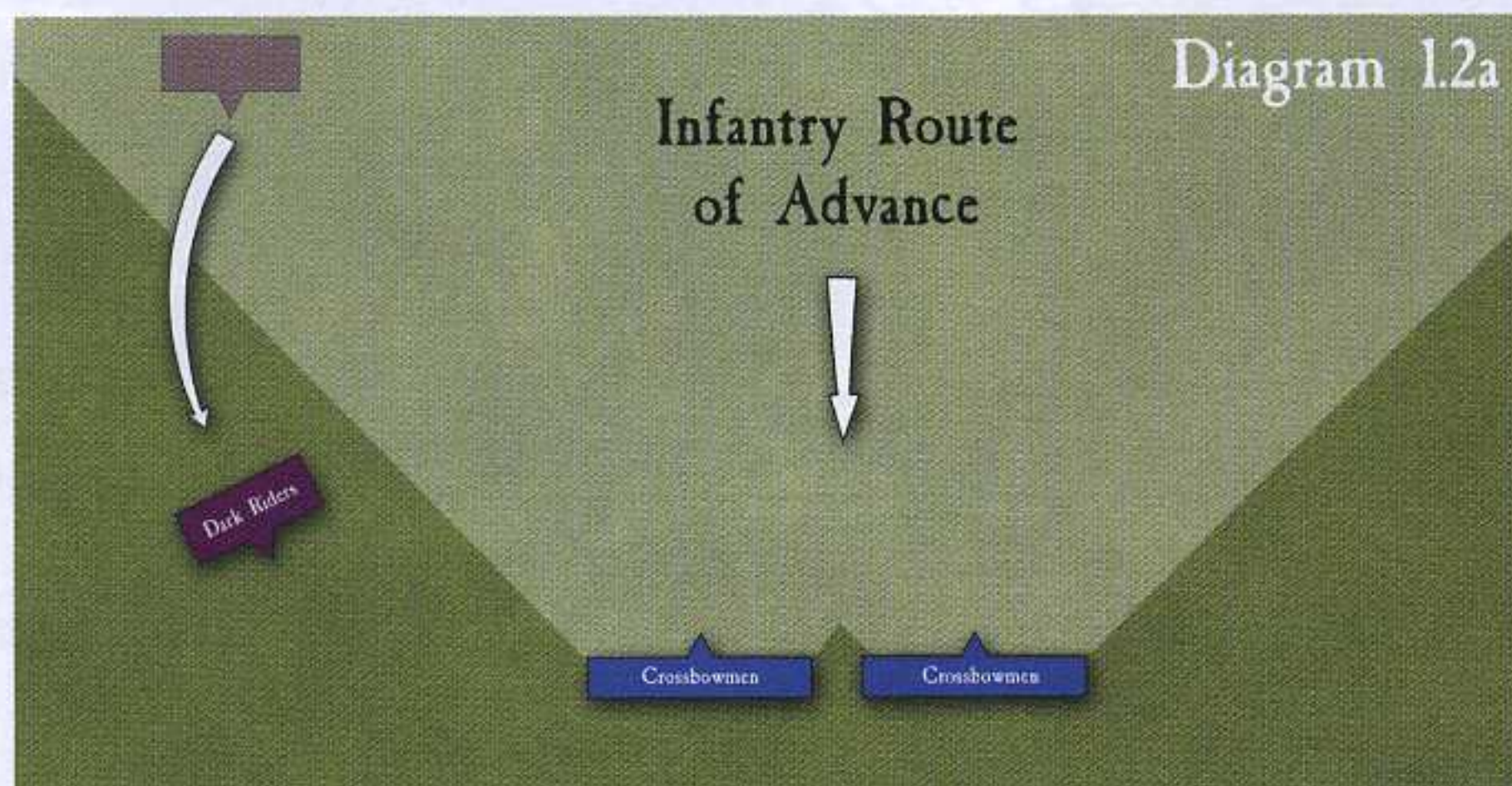
WELCOME TO THE FIELDS OF FIRE

One of the keys to the proper deployment of shooters is to ensure that you can maximize the number of shooters that can be brought to bear on key enemy units as they advance across the field. This requires an analysis of

your opponent's army and its likely deployment. When facing a slower army, it is often advisable to overlap fields of fire from multiple missile units to ensure maximum damage. On the other hand, when you face a more nimble opponent, you may want to cover a wider area, sacrificing density of fire for a broader coverage. Remember, ranked units only have a 90-degree field of vision to the front, so this requires careful planning.

In the example over the page, the Dwarf player prepares to defend his realm against the Dark Elf invader. He knows that his opponent's force is significantly faster than his. He also knows that his stout Dwarfs can easily repel a direct assault from the Druchii invaders, but he is rightly concerned that the Dark Elves may try to sweep around the flanks of his battle line with their Dark Riders. As he prepares his deployment plan, he looks at putting his two Crossbow units in the centre of the field (Diagram 1.2a). While this ensures that the Dark Elf infantry will have to wade through a hail of Dwarf bolts, it does little to stop the Dark Riders from sweeping around the Dwarf flanks and threatening the vulnerable flank and rear of the main units. The field of fire of his Crossbow units does not allow him to engage any units that attempt to skirt the trees to either side. This provides the Dark Elves with an easy avenue of advance by which they can threaten the Dwarf line.





Fortunately, the Dwarf realizes this and adjusts his plan to cover these likely routes by moving his missile units to the flanks of his army (Diagram 1.2b). This brings the Dark Elf avenues of advance into his fields of fire and gives the Dwarf shooters a turn to panic or perhaps even destroy the small Druchii Fast Cavalry units before they can get around the Dwarf flanks.

In his next game, the Dwarf player is facing a Chaos army that he knows consists of several large blocks of fearsome Chaos Warriors backed by a unit of Knights and some Chariots. He expects them to come directly across the board to engage his forces. Just as he

did against the Dark Elves, the Dwarf has placed his two Crossbowmen units at either end of his battle line (Diagram 1.3a). Although this was effective against the Fast Cavalry of the Dark Elves, it could be a critical mistake in this battle. While the Crossbow units might be able to discourage smaller units from coming around the edges of the Dwarf formation, neither one of them can do much damage to the larger Chaos formations. However, a simple realignment of the deployment of these units (Figure 1.3b) can ensure that both units are able to fire on the advancing Chaos battle line, greatly enhancing their chances of causing *panic* or reducing the enemy units' size.

FIRE FOR EFFECT

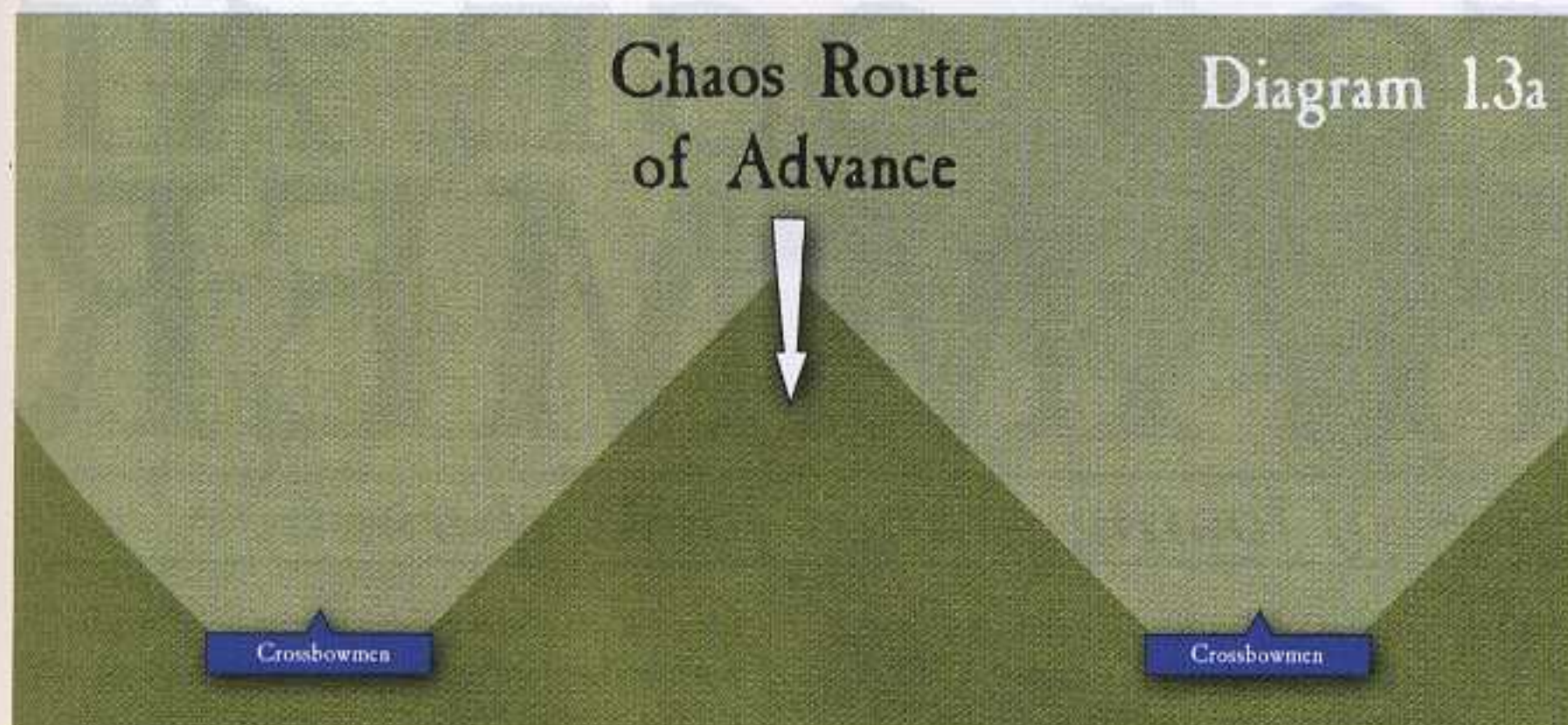
Although deployment is critical to setting up your Shooting phase, you still need to get the most out of your shooters once you use them. A common mistake in the Shooting phase is not properly selecting your targets. It is very tempting to just let fly at whatever is across the battlefield from each of your missile units, but this is rarely as effective as a coordinated attack. If you plan your phase and thoughtfully execute that plan, you can make even a small number of casualties count.

Prioritize your targets, set a goal for each (be that *panic*, reduction or destruction), and then concentrate fire



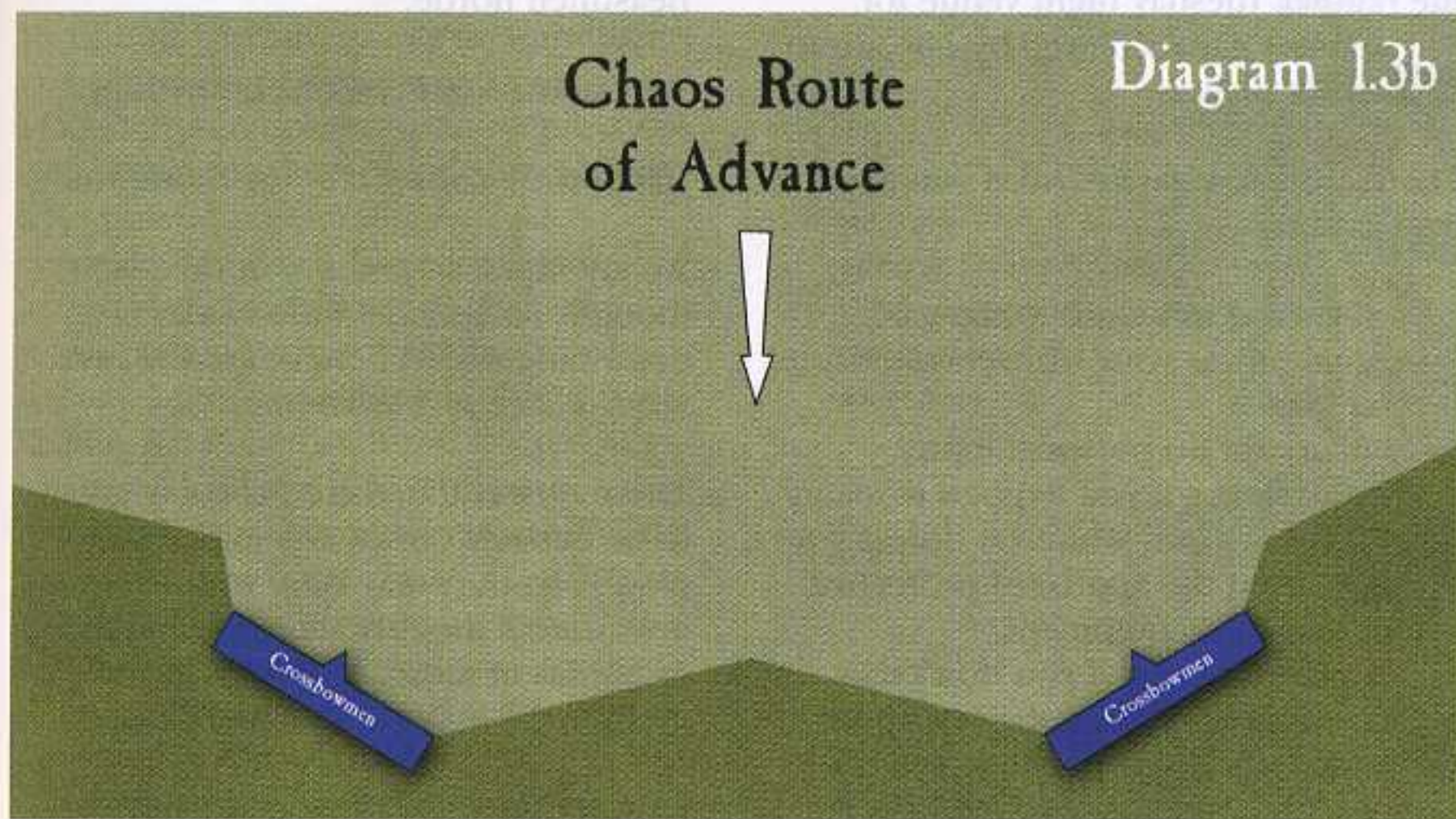
Chaos Route of Advance

Diagram 1.3a



Chaos Route of Advance

Diagram 1.3b



on them until you have achieved your goal. Prioritization is simple; select enemy units to target, and in what order. It might help to make a quick list of the top targets for the shooting round. Next, write down your desired goal for each unit – Panic test, reduce, or destroy. It's important to set realistic goals for your Shooting phase. It is nigh on impossible to destroy a fully ranked unit of 25 infantry in a single Shooting phase, even with 30 archers, but you could easily cause a panic test or reduce the unit strength or ranks. If you can't decide on a realistic goal for a target, cross it off your list. Now that you have a prioritized list, you need to concentrate fire on the higher priority units until you have achieved the desired result. Once you have done so, move on to the next target.

Let's have a look at how this works. In this example, an Empire army with three archer units battles against a Chaos army with Marauders. I am relatively certain that I could *panic* Marauders on foot if I shoot all three of my archer units at them. As it turns out, on my list my first priority is to do just that. There are 20 of them in the unit, so I know that I must kill five of them (25% of 20 is five models) to cause a Panic test. My first unit of 10 archers fires and kills three.

Still short of my goal to cause a Panic test, I target the same unit with my second unit of 10 archers, causing another two casualties. I have now killed enough to *panic* the unit (which was my goal), so I will use my last unit of 20 archers to achieve my second priority – to *panic* a unit of Marauder Horsemen. Another two casualties also causes a Panic test in this five-man unit, accomplishing my second goal. By prioritizing my targets and concentrating fire, I was able to panic both the Marauders and Marauder Cavalry unit.

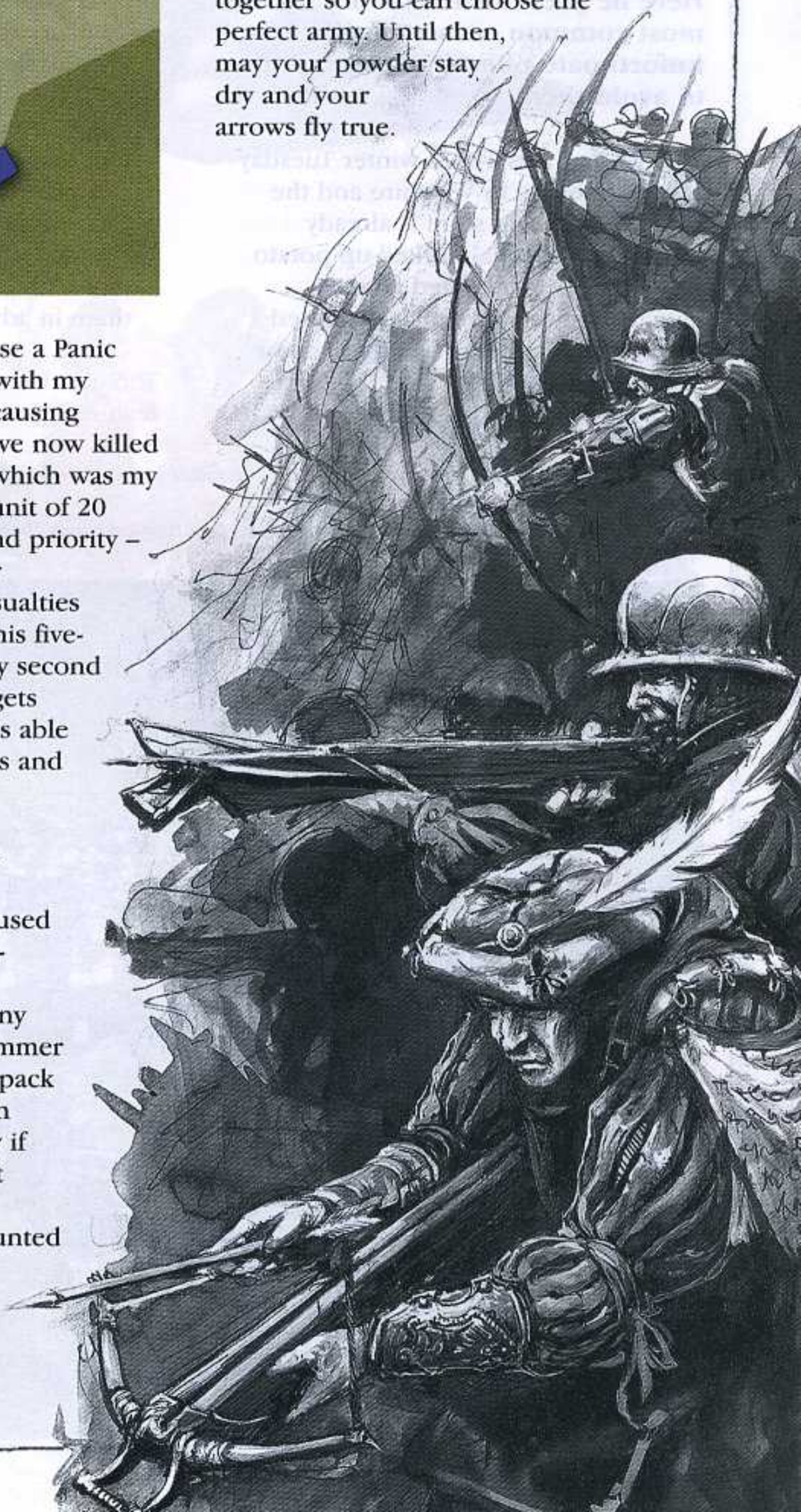
MY KINGDOM FOR A CANNON

Although the examples we used here are focused on missile-armed troops, these tactics apply just as well to the many war machines of the Warhammer world. Many war machines pack an awesome punch, and can tell in your battles, but only if you use them properly. Bolt Throwers and Cannons are especially good against mounted knights and other tough opponents, since hits from these machines do multiple wounds and ignore Armour saves.

Similarly, the Empire Helblaster Volley Gun or the Dwarf Organ Gun are capable of devastating volleys of fire as the enemy closes in range. War machines are just a highly-specialized missile unit, often both more costly and more fragile than a unit of missile troops. However, when properly protected and used as part of a coordinated shooting plan, these war engines can tip the balance of the battle in your favour.

READY, AIM, FIRE!

A well-planned and precisely executed Shooting phase can be the final piece of the puzzle of ultimate victory. Remember to use your missile troops to *panic*, reduce, or destroy enemy units, but plan it out and select targets well – it can be the difference between victory and defeat. Next month, we'll finish this series with a look at army selection and see how to bring all these lessons together so you can choose the perfect army. Until then, may your powder stay dry and your arrows fly true.



HOW TO LOSE AT WARHAMMER

Analysing the causes of losing games in Warhammer



Mike Walker

Mike Walker is back for another in-depth look at Warhammer delivered in his own inimitable style. This time Mike analyses that which has been the fate of every Warhammer player

at some time or other – losing. Here he presents his theory on the most common causes of this unfortunate phenomenon and how to avoid them.

Mike: It is a chill winter Tuesday evening in Wiltshire and the local chip shop is already inserting additional hacked-up potato pieces into super-heated fat in anticipation of the regular increased demand from gamers who have come straight from work.

On this rather inclement evening I invite you to join us for the pre-game festivities in the garage. This garage is the regular Tuesday night venue for Warhammer games played by our group of mature¹ players.

There are a few garage rules you need to be aware of:

- Don't stand too close to the gas heaters unless your trousers are flame retardant.
- I will accept no personal injury liability claims if you happen to stand on the black and white cat unless you are wearing the approved protective foot and shin equipment.
- It is probably best if you don't take Custard Cremes from the biscuit tin. (We are still not completely certain that Little Dave has stopped licking them in advance.)

Tonight there are some practice games featuring Stuart's Khemri Screaming

Skull Catapults attempting to panic Ron's Bretonnian peasants and I am playing Alan K's brand new Tzeentch Beastmen horde.

"Hi Stuart. No, I can't hear anything."

"Hi Ron. Yes, the car's fine thank you".

We are about to enter Alan time² so I thought I'd spend a little while describing what I believe are the best ways to lose at Warhammer.

These observations are probably going to be entirely obvious to experienced players so they may want to look away now unless they are interested in the examples of tactical, strategical and mechanical ineptitude that follow.

I always think that losing at a game of Warhammer is like watching a Charlie's Angels movie – no matter how bad it gets you somehow find yourself enjoying it anyway.

¹ This means that our tantrums tend to be polysyllabic and we are also quite grumpy about modern values, technology and what supposedly passes for music these days.

² Alan Time is a theoretical temporal phenomenon that was hypothesised in White Dwarf 289, and is the reason why my opponent won't make an appearance for another 25 minutes.



The Cult of Ulric, led by Warrior Priests, gathers to repel a Beastman horde.

This is proven by the pleasant couple of hours I spent at the weekend participating in the annihilation of my Cult of Ulric league army.

Before the game started I was smugly confident of victory, especially when Joe's Wood Elves were forced to deploy on an almost barren plain with only their portable wood to hide in³. I was convinced that my wolf-skinned warriors would be able to successfully hammer into submission opponents equipped only with cloth dyed in autumnal colours for protection.

My Cult of Ulric army was an impulse acquisition that I made when I yet again found myself caught up in helpless enthusiasm for the newest army list. The army proved remarkably easy to assemble. My Witch Hunter infantry looked sufficiently hairy enough to represent the Warriors of Ulric and the archers. I dug out some old White Wolf Knights (the ones with the impressive hammers) and my Dire Wolves reluctantly stood in as Hunting Hounds.

The Cult of Ulric army has several unique features. My favourites are the ability to upgrade many of the infantry units to include a Priest of Ulric character and the Crush the Weak special rule, which means that units accompanied by a Cult of Ulric character hate models with a basic Leadership of 6 or less.

After a couple of practice games this army has been crushing the weak in the league with success. Two wins and two draws preceded Joe's meticulous massacre of my warriors. So how was it that I lost this game so badly? How did I get so comprehensively beaten?

After several hours of steam-enhanced contemplation I have emerged from a really hot bath with some conclusions on the most common causes of game loss. Ignoring sustained periods of bad dice rolling, these are my top four: Threat Response; Hesitation and Indecision; Denied Temporal Displacement; and Deflection, Imperilment and Attention.

Against Joe I managed all four.

THREAT RESPONSE

The best way for a player to lose a game is to start it by ignoring or being unaware of the opposition's major threats. By threats I mean those enemy

A terror-causing Greater Daemon can send even the bravest troops fleeing for their lives...



...but poses much less of a threat for units immune to psychology such as Slayers.

units that are going to blast, chop and scare their troops into submission unless they are dealt with somehow.

I have watched more than a few games where the only tactic a player seems to have prepared when a nasty unit pulverises their troops is to look sad.

There are two stages to dealing with threats properly: identifying them and neutralising them. The first is not as straightforward as it might seem. A

terror-causing Greater Daemon is much less threatening if the majority of your troops are immune to psychology. Forty peasant bowmen are much more of a problem to Scott's small elite and fragile High Elf army than for Craig's massive Skaven horde⁴.

What is required is an assessment of the threats to your army. This is helped enormously by playing with open lists. We play all our games by handing over a complete army list at the beginning and

³ The Wood Elf army is allowed to deploy a small wood as part of their set up. I fondly imagine that lumbering behind their army is a grove of less aggressive Treemen highly trained in synchronised rooting.

⁴ Craig's Skaven army features huge units that are at least 30 strong. This is so that they can retain their Leadership bonus from ranks even if they take a few casualties. A sound decision when you are using a race whose language includes 32 different words for 'friendly fire'.

then carrying out an army parade before deployment starts. Both the armies are laid out, described and if required, their special rules are discussed.

With this approach we find games are not decided by the fact that one player was not aware that the Bretonnians even had a banner that took away all their ranks (the Banner of the Lady), let alone that Ron's Battle Standard Bearer has it. I think that open lists result in a game that is decided more by tactics, rather than a sort of guessing game with powerful magic items.

Of course, in our battles this does tend to make magic items that reveal enemy magic items, such as the Skull Staff for instance, about as much use as a chocolate Grave Guard. These items enjoy a much more useful existence amongst the many players that enjoy the thrill and excitement of not knowing exactly what they are facing.

Incidentally we play almost exclusively with 2,500 point lists. We find that this restricts characters to a moderate portion of the points, gives us armies that look impressive enough and mean that a single appalling Panic test is less

likely to decide a game. We can complete this size of a game in an evening and still have time to obsess about why you can see the Vampire's reflection in a puddle during the Angel title sequence.

Experience will help define what constitutes a major threat. If you continually get beaten by knights, magic, *fear*, chariots, artillery, monsters, or Elven Lords on eagles with a spear that acts like a Bolt Thrower, you may need to think about tweaking your army list to include something that can help neutralise these.

The best time to decide about a threat is during deployment. When an opponent's unit lurches into its starting position, respond by placing the unit that could neutralise it. This counter-deployment method helps formulate a simple battle plan and clarify the role of each of your units. At the end of deployment, usually just after the really nasty stuff has settled on the tabletop, review your battle plan to make sure that it is still tenable, simple and has

some chance of prolonging the battle until after the chips get cold.

Neutralising some really powerful units can mean simply diverting them away from your more expensive units.

Powerful frenzied opponents like brutal Khorne Knights can really easily get sent hurtling off in the wrong direction. My half-dozen Dire Wolves often get this sort of duty. They lope into the flank or rear of the Knights and get utterly slaughtered. The rules compel frenzied warriors to overrun in the direction of the unit that they have just obliterated. For the loss of a few mouldy canines I can send these guys hurtling across the table and eliminate them as a threat for a couple of turns.

One caution about threats is that the response needs to be appropriate. There are very few units that are so dangerous that you need to throw everything and the food preparation room's water receptacle at it.

Against Joe I failed to identify that the Giant Eagle borne Elf Lord clutching a Hunting Spear (this acts as a Bolt Thrower when lobbed at the enemy) was a major threat. As a result, while the Eagle circled leisurely the lightly tossed spear was used to kebab 15 of my 20 White Wolf Knights. This was a mistake created with overconfidence and nurtured by incompetence. My archers who should have taken care of this aerial menace instead tried to take on the Wood Elf archers. One Hail of Doom arrow (a magic arrow which splits into 3D6 Strength 4 arrows) decisively decided that little contest.

My number one reason for losing is an inability to work out a way to stop the other player annihilating your troops. The number two is a failure to give the other player problems to deal with.

HESITATION AND INDECISION

All too often I watch games where one player neatly lines up their army at the beginning of the game and then waits. With the biggest feature of their Movement phase being inactivity, they wait while their opponent slides their troops into optimum position. They are waiting to lose.

There are very few armies that can win by only being reactive. Even armies with troops equipped with weapons or skills to deal long-range death need to correctly position units that will optimise missile targets, block march moves and delay the other side's attacks.



Frenzied Khorne Chaos Knights can pose a very serious threat to your army...



...unless they can be neutralised by fast, expendable units like Dire Wolves, to pull them away from the main part of the battle.



Even a static army such as the Dwarfs cannot be hesitant and reactive to the enemy. They must position their missile troops carefully and reduce enemy march moves, especially against a fast-moving force like the High Elves.

Opponents that are allowed to move freely to dictate which units fight and limit which units can be targeted by missile troops will win. Defeat can be assured by an unfocused response and an ineffective battle plan.

To have a completely ineffective battle plan there are a number of steps you can take: Make sure you work out the plan either several months before the game or no earlier than the start of Turn two. Make sure it is complicated and requires several turns of unit shuffling to execute. Make sure that it relies on a preposterous amount of luck or very specific actions from your opponent to work effectively. Finally, stick rigorously to this plan regardless of how untenable it becomes.

Make sure that you never commit your extremely expensive warriors of barely restrained destruction and set them up where they will be least useful; shove them out on a flank where they can be avoided or distracted. Stick them behind terrain that will severely curtail their ability to move. Put slower and less talented units in front of them so that they cannot easily charge.

Artillery can also be successfully hindered by duff deployment. Make sure that they spend at least half the game moving about to get a clear shot before they get to launch any bolts, balls or Goblins strapped to wings with suspect airworthiness at the enemy.

If, from the instant the game starts, you are not moving your troops to restrict the enemy's freedom to move where they want, attack where they want and shoot what they want, then you can be confident that you are contributing significantly to your army's defeat.

I knew against Joe that I needed to start killing archers as soon as I could. So it is a bit of a mystery why the White Wolf cavalry ended up at least three moves from any bow armed target. I think this was a case of not sorting out a clear plan before I started putting my troops down. My cavalry ended up in the middle of the table. In this game they should have been on the right wing ready to pile straight towards the Elf archers who were absolutely desperate not to be involved in any sword waving. As things turned out Joe lost hardly any archers and a constant twang and thud punctuated the piecemeal penetration of my foot soldiers.

DENIED TEMPORAL DISPLACEMENT

"Oh bother, I forgot to roll to rally them", "Drat, I forgot to declare that charge", "Silly me I skipped the firing phase."

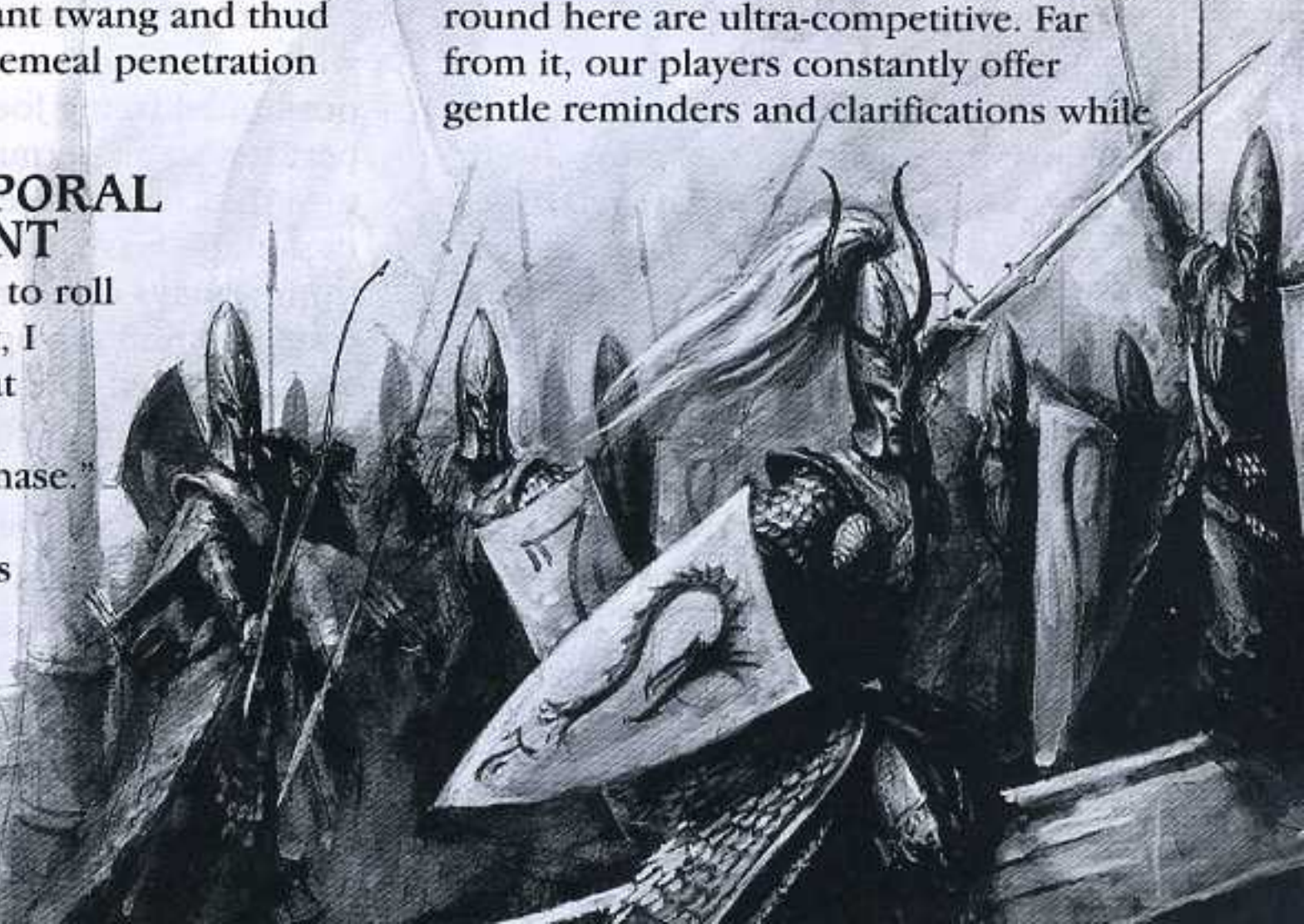
These words or ones very like them drift gently across tabletops wherever Warhammer is

played. The failure to carry out major tasks is my third significant contribution to game loss.

Of course, this does depend a bit on how soft your opponent is on breaking the immutable law of time. I have seen games where troops get rallied during an opponent's turn and melees get fought six times because Initiative, Ward saves, the Regeneration rule, a Challenge and the 'to hit' results were all wrongly applied the first five times.

I recommend that you generally try and avoid unregulated time travel, otherwise a descent into chaos and games that persist until the early hours of the morning await you. If a player forgets here we never go back.

Now this may seem to imply that games round here are ultra-competitive. Far from it, our players constantly offer gentle reminders and clarifications while





Combats involving characters and units with different special rules, such as Dark Elf Assassins and Trolls, can be hard to keep track of.

their opponent's turn is underway. This generally ensures that all compulsory movement is done at the right time, the opportunity to challenge is offered and all the available Magic phases are played. We want to crush our opponents because they are tactically inadequate not because they have difficulty following the sequence of play.

How do things get missed? For me it's the distractions; confectionary negotiation, discussion of cinematic features that we might enjoy and debating some subtle rule nuance.

Actually my biggest distraction occurred fairly recently. The 'Car Hydraulics' incident happened three weeks ago and the club members will probably get tired of referring to it anytime in the next year or two.

My brand new car came with a rather splendid hydraulic suspension that hummed automatically as I drove along to adjust the car height, ensuring a really smooth ride. A few days after the cars arrival I was playing a game against Stuart. My concentration was completely eroded by the distinctive whine of the hydraulics adjusting themselves just the other side of the garage door. This noise persisted in bursts and I became more and more agitated about the fact that the battery was being run down. Game play was interrupted several times for fruitless visits to the car, while I attempted to adjust, re-set and disable the hydraulic suspension. Every time I

returned to the garage within a few minutes there was another burst of hydraulic activity. I decided to assemble a mission team consisting of the more mechanically adept players to make a desperate attempt to disconnect the car battery. I knew that the risk that we might cause irreversible electronic damage was significant, but resolved to take action. It was at this point that my wife arrived with the observation that the noise I had been hearing was the neighbour across the road using some kind of power-saw in his garage. Relief was tempered by a slight unease, wondering exactly what my neighbour was sawing up at 10 o'clock at night.

My car is and always was fine. My embarrassment continues unabated.

Back to the destruction of my Ulric troops: I can recall that I was very pleased with the set-up of the Wolf-kin with great weapons. They were positioned facing Joe's Treeman ready to perform some permanent pruning. By turn three they were ready to charge, then there was a sandwich related query from which I never recovered. My concentration disrupted, I acknowledged Joe's question regarding the completion of charge declarations in the affirmative without declaring theirs. During turn four they met projectile death and were dispatched without attempting a single great weapon stroke. The Treeman went on to be generally unpleasant to the few Warriors of Ulric that had survived the arrow torrent.

DEFLECTION, IMPERILMENT AND ATTENTION

During games there are often difficult decisions to make. But every so often there are really easy ones. Easy that is, except for the player who is emotionally embroiled in the game, has the entire focus of their attention on one utterly decisive attack and worried that I will yet again forget that they do not take sugar in their tea.

The three most prevalent examples of 'obvious' mistakes encountered around here are:

Charging without due care and attention: Spurred on by the need to put pressure on their opponent (see Hesitation and Indecision above) this involves declaring charges without even the merest consideration that the enemy may flee, that they will not be broken by the charge and that they might just be out of charge range anyway. So many magnificent combat units are pushed pointlessly forward into positions where they get completely flanked, rushed and routed. Many thousands of metal lives are lost as a result of their general's predictive inadequacies.

Character imperilment: Advanced accounting methods need to be employed to track the number of times that Stuart's Hierophant equipped with the Cloak of the Dunes (which allows a character to fly) has been returned to a death he could have easily flown away from. It is only as Stuart is removing the

ancient and heavily bandaged figure that he receives the rush of self-blame as he remembers the magical escape system that he has equipped his head wizard with.

Characters, especially fragile magic users and unprotected Battle Standard Bearers often end up in positions where they can be bashed, shot or blasted. Positions that could be avoided by a player who is aware of the danger and organised enough to ensure that their characters are not put at unnecessary risk.

Two situations most often cause premature character removal. Unsuspecting characters standing alone that are taken out by a spell that does not follow the normal targeting rules, and reluctant characters that get thrust into melee by standing in the front of a unit which they should have abandoned last turn.

I am reasonably good at avoiding this error. The next one, however, was present in my feeble attempt to give the Wood Elves a game.

Deflection deficiency: It is fascinating to me how important the direction a unit faces is and how often players ignore this aspect of their movement.

Most players are pretty good when trying to line a unit up to make sure it can charge in the following turn. But units that are waiting to get charged often get overlooked. Every unit that is not in combat should be standing at the angle that offers the best advantage should any friendly or enemy unit get to overrun or follow-up.

Against Joe I got the angles all wrong for my Knights. On three occasions I positioned my doomed White Wolves where the Eagle and Hunting Spear carrying rider could move and target a flank. Instead of losing just a single casualty the spear was flung through several ranks removing my knights three, four and five at a time. The first time was a genuine mistake, the others were desperate moves that I made to try and get back into the game.

This battle was an example of how early mistakes were compounded by later ones made as I took bigger risks to try and recover the situation. Next time I shall aim to dispatch nine Archers, two

Be careful when charging with powerful units like White Wolf Knights that you do not expose their flanks.



Dryads and a whole Giant Eagle, considerably improving on Saturday's performance.

Ah, that's Alan arriving.

"Evening Alan, my hydraulics are just fine, thanks for asking."

That's about it. I'm off to see if I can learn anything new about losing. I hope that this article has entertained and given you a few ideas to consider. I will be back soon and I hope that you will be able to join me then for another sideways gance at Warhammer.

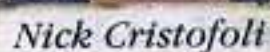
With the Cloak of Dunes a Hierophant can avoid becoming imperilled with the benefit of a flying move.





HERALDS OF PESTILENCE

However, he also likes the forces of Chaos, specifically Nurgle. So where do your bunnies fit into that equation, Nick?



"I really like Nurgle above all the other Chaos gods, he's the least evil." This was Nick's unusual response when we asked him why he played with the plague lord. Of course, after such a heretical statement we demanded that he explain himself, or we'd call in the local Witchhunters.

"Plague and disease are natural, and for this reason I don't really regard Nurgle as evil. I don't do evil armies. Always side with the forces of good," said Nick. But surely, with Nurgle being one of the Chaos gods he's evil, right? They do want to take over the world. "Old age and physical corruption, the things that Nurgle stands for are just a progression of time," he replied. "Everything dies, so it makes sense to follow the inevitable."



Hmmm. Okay. Moving on, Nick's army has quite an interesting composition with lots of large and impressive models. "I really based the army on things that I like," he explained. "I've always had a bit of a soft spot for all things Nurgle and I was inspired by the Nurgle unit of Marauders in the Hordes of Chaos book. I wanted to build up an army with lots of conversions. A Nurgle force gives me lots of scope to do that."



A Champion of Nurgle, carried by Nurglings on his palanquin.



CHAOS CHARIOTS

One of Nick's favourite units is his Plague Cart chariot. "After delving into the background of the original Realm of Chaos books (*these are ancient books that go way, way back into the annals of Games Workshop history*—Ed) I was inspired by the stories about Plague Carts and Plague Zombies that were then part of a Nurgle force. The chariot was made very much with that in mind and is an awesome shock unit in the game. On the other hand, my unit of Marauders is the most visually pleasing unit for me. There's something about a shambling horde of half-diseased Nurgle worshippers that appeals to me. Tactically though, I'm still figuring out how to use them properly. Usually they move slowly across the battlefield, only to die or run away when they reach the enemy," said Nick.

Alongside his chariots, it's his awesome Minotaurs that are one of Nick's real hard-hitters. "Minotaurs armed with great weapons are rock hard," he said.



Nick's Plague Cart chariot is inspired by stories from the old Realms of Chaos book.



Some of Nick's Chaos Warriors.



The second chariot is drawn by a Beast of Nurgle from the Games Workshop Classic range.

ROTTING RELIQUAE

"This model was really more like five models than one with the Sorcerer, three Marauders and the skeletal steed. It was also the longest model from conception to creation, with about five people all helping out and pitching ideas for the conversion," said Nick.

The Sorcerer is constructed of various components, which makes him unique and really stand out on the battlefield. "As well as the head of a Dark Emissary, there was the Bretonnian Grail Reliquae, plastic Marauders, Chaos Accessory sprue, Skeletons, a Nurgle Lord, Nurgle Champion and Chaos Sorcerer that made up the model," explained Nick. Such a conversion also manoeuvred Nick into an area of modelling that was new to him. "I went for a sculpting lesson with George Dellapina from Warhammer World," he said. "I'd always



A fearsome Doombull, painted in the colours of Nurgle.



For a few of the Chaos Minotaurs in his army Nick has used the Bodies of Chaos Ogres. In this case he has replaced both the heads with those of Minotaurs.

just used Green Stuff as filler but with George's help I altered the position of the Sorcerer's arm and used Green Stuff to re-sculpt it. This has really opened up a lot of opportunities for me in terms of conversions, but I don't like using it to excess and losing the essence of the original model underneath."

Nick has a cool painting style but he doesn't use varnish for finishing off. "I don't like the shininess. Basically the way I see it is once the base is done the model is finished. Although I always recommend varnish to others," he said.

As well as his Chaos horde Nick also has sizeable armies of Savage Orcs and Wood Elves. He plans to expand his Nurgle host in the future with a unit of Marauder horses converted from Gorka Morka muties – the Orky-based game from Games Workshop's past. His advice for anyone converting and painting their own armies is simple: "Be faithful to the models and don't go mad with the conversions. Oh, and don't be afraid to get other people's ideas."



Nick's Sorcerer, inspired by the Bretonnian Grail Reliquae, took his conversion skills to the next level. In some cases he actually sculpted new parts onto the model.



Nick has used parts from the Zombie sprue to convert his Chaos Marauders.

THE UNDER-EMPIRE

Strongholds of the Skaven by Anthony Reynolds

Beneath the Old World stretches the Under-Empire of the Skaven. From there, entire armies of the foul ratmen are able to traverse entire continents without ever seeing the surface world until they surge from their subterranean lairs and swarm over their enemies in an unstoppable tide. These tunnels link the mighty strongholds of the Skaven, immense places filled with millions of the foul creatures, all struggling to cling to their short and dangerous lives.

The Under-Empire of the Skaven consists of thousands of miles of subterranean tunnels that spread like an insidious plague beneath the surface of the world, stretching across continents, from the very north of Kislev to the steaming jungles of the Southlands, and beneath the crowded cities of Araby. To the east the Under-Empire reaches the ancient cities of Cathay and the isle of Nippon, while to the west it spreads its claws into the depths of Lustria and beneath Naggaroth. So great and vast is the coverage of the Skaven Under-Empire that it almost completely circumnavigates the entire world.

The tunnels that form the Under-Empire are not all necessarily carved out by the Skaven themselves. Many subterranean halls and way-routes that the Skaven make use of were once carved lovingly by Dwarf hands, and have been stolen from them.

These tunnels spread through the towering World's Edge Mountains that separate the Old World from the Dark

Lands of the east, as well as riddle the Black Mountains and the Vaults. Countless other cruder tunnels have been stolen from the Goblins that dwell in the dark hearts of these mountains. Still, each year hundreds of miles of new tunnels are excavated by the pitiful slaves of the Skaven, who often spend their entire lives toiling beneath the surface for their cruel masters.

The Under-Empire spreads its claws to almost every city of the Old World, and many of those on more exotic shores. Beneath the streets of Bretonnia and the Empire lurk the Skaven, generally unbeknownst to those above. At night they haunt the streets of the cities of Estalia and Tilea. They drag the poor and homeless, those that no one will miss, far beneath the surface of the world to become their slaves. The Skaven claw their way into the lowest halls of the Dwarfs, a constant threat that the mighty warriors must combat. They prey upon the Goblins that also infest the mountains, and the unseen wars that rage beneath the calm surface of the world are almost constant.

Skaven strongholds are festering lairs that are usually home to literally millions of the foul creatures. They are generally filthy and crowded places, where the majority of the Skaven population is on the brink of starvation. It is a common practice of the Skaven to turn on those weaker and smaller in order to stave off their hunger. These strongholds also house the more powerful Warlord clans and their armies. The number of the Skaven constantly expands, their power growing with every passing day, a fact to which the world is utterly oblivious of.

Skavenblight

Deep in the festering heart of the Blighted Marshes lies Skavenblight – the rotting capital of the foul Skaven. This shell of a once-great city lies half-sunken in the noisome morass, a relic of the men that lived there and a testimony to the corruption spread by the children of the Horned Rat.

Veils of cloying mist hide many of the ruins of this ancient city, but the lines of old walls and arches can still be seen protruding from the sucking mud. The land rises the further into the abandoned city one travels, and the buildings rear up higher on the firm ground.





The Skaven's underground network spreads like a cancer beneath the Old World

Broken houses mingle with shattered halls, cracked paving stones tilt crazily up from deserted market places.

Here and there the ground is pocked with dark tunnel mouths gouting flames or foul vapours and the earth trembles with irrhythmic cadences from far below. Pale lights gleam high up in some of the tallest buildings, as if paying homage to the mighty structure that dominates them.

At the very centre of the city a single, cloud-piercing tower reaches towards the heavens above a great temple. At the top of the tower a monstrous belfry lies at the very edge of sight, circled endlessly by dark shapes. The all-enshrouding mists coil closely about this unholy place, as if to hide it from the affrighted gaze of the world.

This is the Temple of the Horned Rat, site of the Skaven's first and greatest act of corruption. Its once gleaming white marble is cracked and pitted, blackened by the smoke of forge and sacrifice. Its vaulted aisles ring with chittered devotions, its ruined chapels echo with unholy communion. This is the birthplace of the Skaven, the heart of their dark Under-Empire.

Beneath Skavenblight there exists a labyrinth of tunnels so complex that even the Skaven have no accurate maps of them. The upper layers are broadly divided into districts, each one ruled over by one of the great clans. Here methane-burning cressets line the winding tunnels, lighting the way with lurid flowers of red and blue flame. In the district of Clan Skryre lightning confined in glass spheres crackles high above, casting a ghastly flickering light over everything.

Skaven and their slaves toil endlessly in great forges, laboratories and workshops manipulating warpstone, experimenting with new weapons, and forging the masses of material required by the teeming populace of the Under-City. In some districts steel-wheeled carts are hauled along metal rails by tireless, smoke-belching iron beasts and great tread-wheels wind up cages from the lower levels. The lower levels of Skavenblight are a dark nightmare, where the unskilled slaves and the lesser Warlord clans struggle to survive amidst the squalor and filth. Moisture runs down the walls, mixing with the effluent and waste washed down from the upper levels until it is often knee-deep. Cave-ins and floodings are daily occurrences here and slave gangs work constantly to clear the narrow passages and shore up the older tunnels, with the slaves all too often being caught in turn by further disasters. In dark, forgotten corners weird mutants and escaped slaves lurk, hunting through the labyrinthine darkness for careless slaves or unwary Skaven to snatch away and devour.

The City of Pillars

The City of Pillars is the Skaven name for Karak Eight Peaks. The endless miles of colonnaded halls and arched passages below the ground made more of an impression on them than the eight mountain peaks surrounding the site above. The Skaven first discovered Karak Eight Peaks over seven hundred years before the birth of Sigmar. Such a great city was well beyond the ability of the Skaven to conquer by force so the Council of Thirteen drew up an intricate and lengthy plan to force the Dwarfs

out altogether over the next ten generations. Clans Mors and Gritak were allocated the task of capturing the city and promised joint control over it if they succeeded. First, with the help of Clan Mors, warriors from Clan Gritak spent over a hundred years burrowing beneath the lower workings of the city and finding ways to its deep underground wells.

Then Warlock Engineers hired from Clan Skryre took shards of spent warpstone slag and placed them in the wells. The plan was to wait for the Dwarfs to abandon the city of their own accord because of the lethal taint of warpstone in their only water supply. However, the Council's plans were upset by growing pressure on the Dwarfs from Orc and Goblin tribes outside Karak Eight Peaks. Having built up their strength for many years the Greenskins threatened to overwhelm the weakening Dwarfs and take the city themselves.

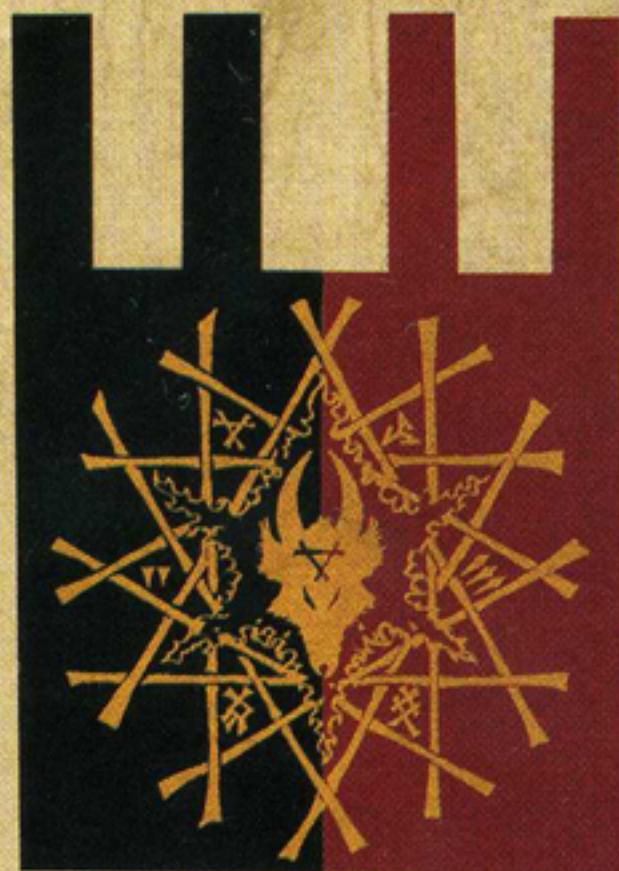
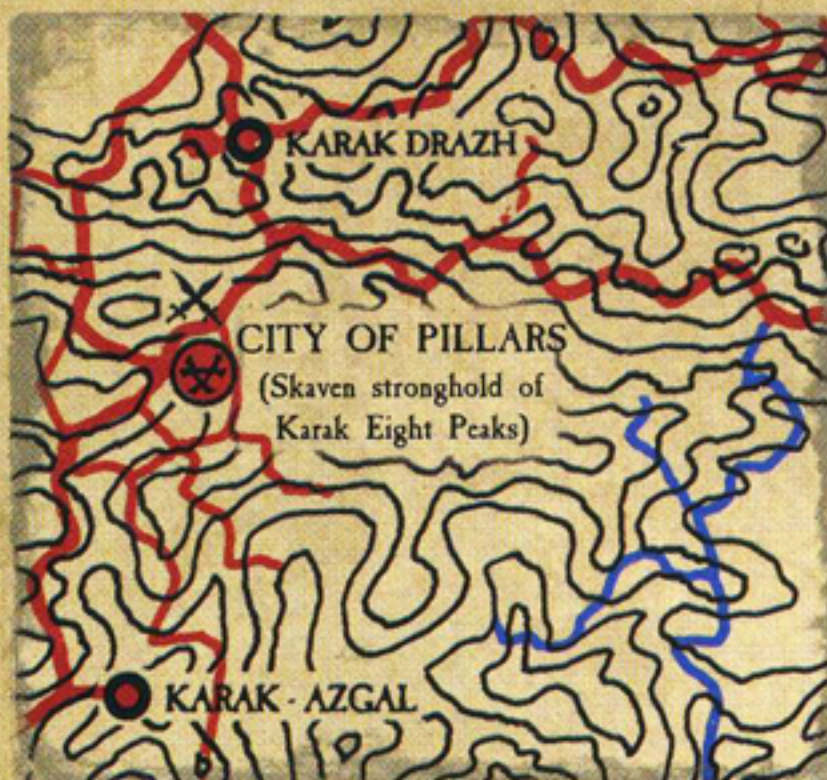
Rather than risk Orcs and Goblins infesting Karak Eight Peaks the Council ordered the clans poised around it to invade. They were to slay the remaining Dwarfs before collapsing the upper workings to seal out the Greenskins once and for all. At their command thousands of Clanrat warriors poured into the lower tunnels and at first quickly overran the surprised Dwarfs. Battling up from the depths proved much harder as the Dwarfs fought back ferociously, building walls and ramparts in the tunnels and using boiling oil, gunpowder and intricate traps to fight off the frenzied Skaven assaults.

For decades the Skaven held only the lowest levels and were constantly

Clan Mors

The clan holds many abandoned Dwarf mines throughout the Worlds Edge Mountains, ruled over by the Lord of Decay, Gnawdwell. The most numerous of the Warlord clans, and it is almost as powerful as the four Greater clans, a fact that does not go unnoticed. Indeed, many believe that Clan Mors has risen beyond its station, for it competes with those that have had no competition for countless centuries. It is not beyond the realms of possibility that the Greater clans will turn upon this upstart, for they have no desire to have a challenger rising beneath them. The right-hand rat of Warlord Gnawdwell is Queek Head-taker, and it is he that will most often lead the warriors of the clan. He is rightly feared for his exploits, and his vitriolic temper and immense ego has led Clan Mors from strength to strength.

The warriors of Clan Mors are distinctive amongst the clans for they display their clan colours of red and black proudly. Even the lowliest Clanrat will bear these clan colours in some form, even if it is little more than crude paint on shields, while the elite Stormvermin proudly bare lacquered black and red armour and helms.



frustrated in their attempts to tunnel or fight their way into the upper workings. Spies on the surface told the warlords that the Orcs and Goblins now held the city on the surface entirely and were driving the Dwarfs ever deeper below ground. Fortunately the Warlock Engineers of Clan Skryre broke the deadlock with their latest invention, the deadly poison wind.

Hundreds of Dwarf lives were lost to this new and terrible weapon in the tightly confined tunnels of the lower deeps as clouds of choking yellowish-green vapour destroyed every defence the Dwarfs could muster. The Skaven finally burst through into the upper workings via the East Stair after a week of continuous fighting. Realising that their hold was lost to them the few hundred surviving Dwarfs hurriedly sealed the tombs of their ancestors and fought their way out to carry the news to Karaz-a-Karak.

In the abandoned Dwarf city the warriors of Clan Mors and Gritak soon clashed with Orcs and Goblins from the surface. A series of vicious battles quickly delineated what parts of the city would remain the province of the Skaven and what would belong to the Greenskins. In the last big battle through the ceremonial halls of the west quarter Clan Mors, in accordance with the prior orders of the Council, collapsed the roof to keep out the Orcs. However, they

treacherously neglected to tell Clan Gritak of their intentions and nearly all the clan's warriors were killed in the cave-in. After enslaving the survivors Clan

Mors laid claim to the entire lower city. The Lords of Decay approved their claim and to this day the City of Pillars remains Clan Mors' greatest holding and largest breeding pit.

Crookback Mountain

Crookback Mountain is the largest Skaven stronghold in the Dark Lands. The mountain lies at the eastern end of Mad Dog Pass, a great spire of black rock thrusting up out of the dusty plain. The main functions of this particular hold are to supply Goblin slaves to the Under-Empire and to mine the rich seams of iron and copper beneath the mountain for the forges of Clan Rictus.

The mountain was first settled by Night Goblins fleeing the desolation of the great Necromancer Nagash over three thousand years ago. Several tribes lived in its caves and tunnels for hundreds of years, constantly fighting each other and tunnelling ever deeper into the roots of the mountain. Around three hundred years before the birth of Sigmar, Skaven tunnelling east from the Worlds Edge Mountains broke through into the lower workings. At first the Skaven were driven back by swarms of angry Goblins and Cave Squigs so they soon withdrew and blocked the tunnels after them.

The Council of Thirteen assigned the task of clearing the mountain to Clan Rictus, and promised them ownership if they succeeded. The clan almost bankrupted itself hiring Clan Skryre

Clan Rictus

Crookback Mountain is currently held by Lord of Decay Kratch Doomclaw, leader of one of the most powerful Warlord clans, Clan Rictus. The clan is renowned for the huge numbers of slaves it owns. Thousands of chained slaves are dragged to battle when Clan Rictus marches to war and driven forward at the enemy. Most of these slaves are Goblins, but there are representatives from almost all the races of the Old World in their mines at any one time. Clan Rictus are strengthened by large numbers of Stormvermin. Why this clan has such a propensity for these large, black-furred warriors is unknown, and is a source of much jealousy amongst the other clans. The distinctive mark of Clan Rictus is prominently displayed on the warriors of the clan, be it on shields and banners, weapons or armour. This is usually picked out in blood red (often making use of real slave-blood – so the colour does tend to vary somewhat). The slaves of Clan Rictus are typically painfully branded with the clan icon, often in the forehead, a symbol of their ownership.



Poison Wind Globadiers and Clan Moulder Packmasters to assist them in the tunnel fighting. The warriors of Clan Rictus tunnelled back under Crookback Mountain a year after the first incursion and found the Goblin tribes already locked in a bitter war with each other. Several months of bloody fighting wiped out or enslaved the remaining Goblins and left Clan Rictus in possession of Crookback Mountain.

The Skaven make frequent raids from Crookback Mountain to the nearby Goblin lairs at Mount Grey Hag and Mount Grimfang to capture more slaves. Hundreds of Goblin slaves are sent back to the Under-Empire every year (Orcs are seldom used as slaves – though they're strong, they're also truculent and pretty impervious to pain). Others are put to work in the mines or simply eaten. The warriors of Clan Rictus are highly adept at capturing Goblins, frequently sealing them into a cave or tunnel until they are half-suffocated before clubbing them unconscious. Their favourite tactic, however, is to wait until the Goblins have a great feast and drink too much fungus wine. Then, when the last Goblin has collapsed in a drunken stupor, the Skaven creep in and quietly drag away as many Goblins as they want.

Bitter-Sump

Marienburg, the most infamous trading port in the Old World, lies in the midst of a foetid, sinking swampland, the Cursed Marshes. It is within these marshes that the Skaven of Clan Scruten have their hidden stronghold, from where they launch their insidious raids beneath Marienburg and its surrounds.

Around the year 2000 the clan was led away from Skavenblight by the Grey Seer Kritislik. He led them to the north, using tunnels carved hundreds of years earlier and long since abandoned. The journey took several years, for many of the tunnels had collapsed and needed rebuilding. Deep beneath the marshes of Marienburg he led them, into the ancient and abandoned Skaven stronghold known simply as Rat Rock, to the north east of the human city. It is said that several Warrior clans once competed for dominance within this massive stronghold, and that it was once teeming with thousands of Skaven and their slaves.

However, the stronghold was doomed once a new threat became apparent. The rival Warlords united, combining their strengths to fight this menace, yet it was to no avail. Who this foe was has been lost in the shroud of time, though stories often are repeated that they were some form of daemonic, cyclopean swamp-dwellers. It is said that these ancient daemons were somehow a part of the marsh itself, and were able to

Clan Scruten

Clan Scruten is a particularly paranoid and devout Warlord clan. Although all Skaven are by their very nature suspicious of each other, Clan Scruten has taken this to an altogether higher level. Very insular, they tend not to rely on the other clans at all if they can help it, and so purchase and hire few of Clan Skryres' arcane technologies, rarely hire the services of Clan Eshin (they are too cautious of them) and mistrust the potions and poisons of Clan Pestilens. The only clan that they do tend to deal with is Clan Moulder, and they make use of many of Moulder's mutant Rat Ogres.

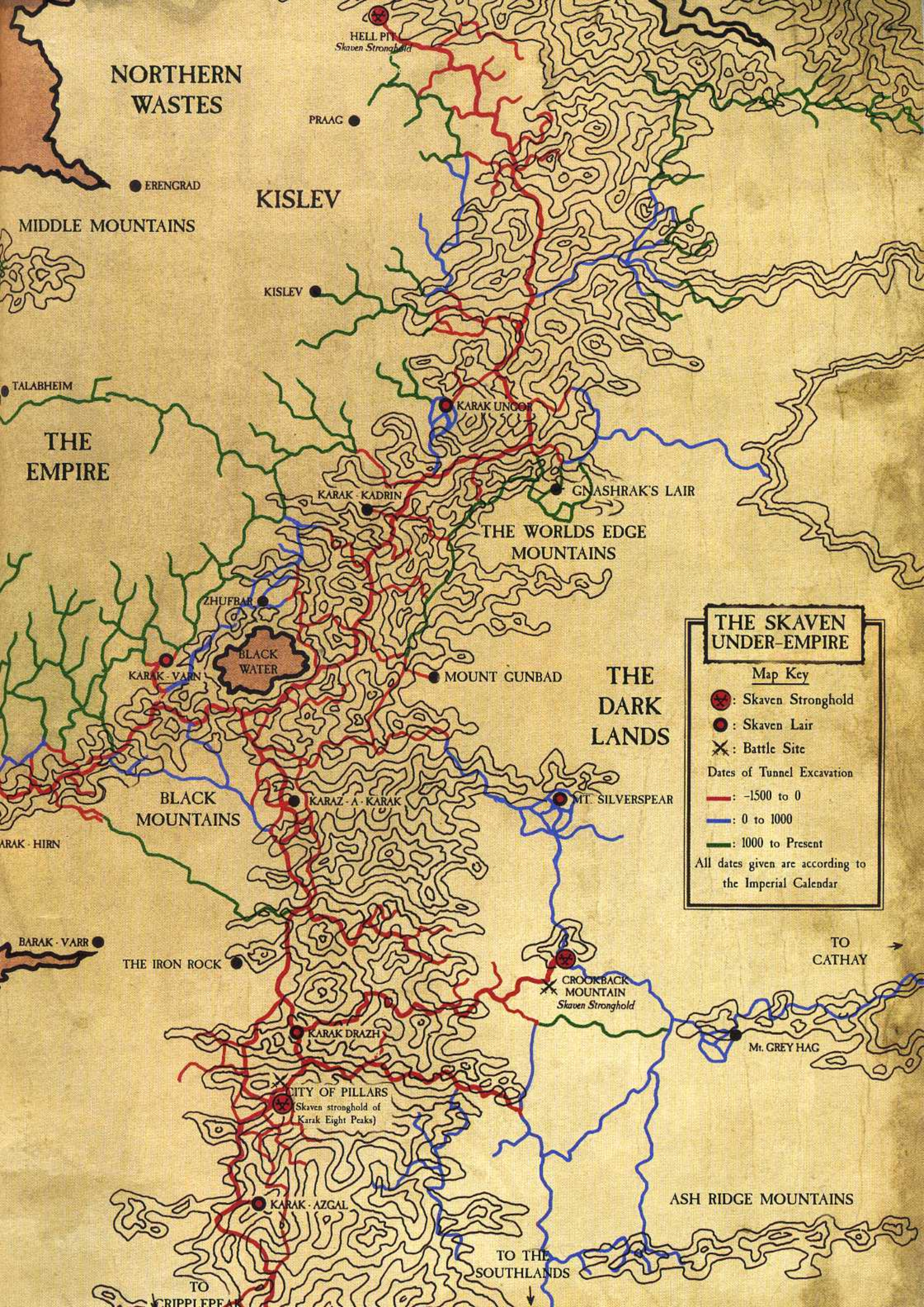
The armies of Clan Scruten are, as such, made up mainly by Clan Rats and bulked out with Rat Ogres and the vermin that dwell in the morasses and wetlands of the Wastelands around Marienburg. The colour that Clan Scruten favours is a dark green – all the better for them to blend into the swamps and mists.



control the mists and command the creatures that dwelt within them. War raged throughout the Cursed Swamp for many decades, decimating both the Skaven and their foe. Whoever this enemy was, it is believed that they and the Skaven wiped each other out, so that there were no survivors on either side. Marienburgers fear the swamplands, and venture into it only when necessary, and tell each other stories of dread daemons and devils that rise from the swamp-mists to devour the unwary. The Skaven of Clan Scruten take advantage of this fear, and certainly many of their activities are attributed to the daemons of the swamp – whether they ever existed or not.







NORTHERN
WASTES

HELL PIT
Skaven Stronghold

PRAAG

KISLEV

ERENGRAD

MIDDLE MOUNTAINS

KISLEV

TALABHEIM

THE
EMPIRE

KARAK UNOON

KARAK KADRIN

GNASHRAK'S LAIR

THE WORLDS EDGE
MOUNTAINS

ZHUFBAR

BLACK
WATER

KARAK VARR

MOUNT GUNBAD

THE
DARK
LANDS

BLACK
MOUNTAINS

KARAZ-A-KARAK

MT. SILVERSPEAR

KARAK HIRN

BARAK VARR

THE IRON ROCK

TO
CATHAY

CROOKBACK
MOUNTAIN
Skaven Stronghold

KARAK DRAZH

Mt. GREY HAG

CITY OF PILLARS
*(Skaven stronghold of
Karak Eight Peaks)*

KARAK AZGAL

ASH RIDGE MOUNTAINS

TO THE
SOUTHLANDS

TO
CRIPPLEPEAK

THE SKAVEN UNDER-EMPIRE

Map Key

- : Skaven Stronghold
- : Skaven Lair
- : Battle Site

Dates of Tunnel Excavation

: -1500 to 0

: 0 to 1000

: 1000 to Present

All dates given are according to
the Imperial Calendar

BUGMAN'S

Part one of a Warhammer campaign by Nick Kyme



LAMENT



Nick Kyme

Bugman's Lament is a Warhammer campaign that re-enacts the events building up to and including the destruction of the legendary Bugman's Brewery. The campaign is staged over four linked scenarios which we'll be publishing over the next few issues, and explores historical campaigns as one way of devising your own games.

Campaigns are a great way of playing your games of Warhammer, from a simple series of linked scenarios to a full-blown epic that is waged across continents; they add an extra dimension and sense of consequence to your battles. While a stand-alone Pitched Battle is great, imagine if the game didn't end after just one scenario. Perhaps the beaten army is forced to retreat and must fight a rearguard. A victory for the fleeing army here could allow them to set an ambush for the opposing force or if they are beaten again, force them into a desperate last stand. This is a very simple example of how, by combining scenarios and with a little thought, you can create a more interesting game and explore a narrative.

HISTORICAL NARRATIVES

Inspiration for your narratives can come from a variety of sources and inform a variety of different kinds of campaigns, but perhaps that which is the most interesting and possessing the greatest resonance is the 'historical campaign', and we're not just talking real history. The world of Warhammer has a rich and diverse background replete with tales of mighty heroes and arch villains in great battles that have shaped the futures of their time. The Battle of Hel Fen is a dark and notorious period in the history of the Empire, the culmination of a long war fought across centuries against the Carstein Vampire Counts of Sylvania. The campaign reached a dramatic conclusion with Man, Dwarf and Elf allied together to defeat the dreaded

Count Manfred Von Carstein. Such grand tales would make awesome campaigns, but there are smaller incidents in history that are no less potent as source material.

One such event is the sacking of Bugman's brewery by a horde of Goblin raiders, a dark blot upon the pages of Dwarf history. Though hardly a nation-breaking battle, its importance in the history of the war-torn Old World should not be underestimated, as many a dwarf Longbeard will attest as he gazes mournfully into a pint of inferior ale.

But what if Bugman had been warned of the attack on the brewery? What if he had reached it in time? And what were the battles that led up to the final confrontation? It might not be earth-shattering but it's the stage for an awesome campaign based upon some minor historical events and the potential to perhaps change their course (cue *Quantum Leap* music)...

This is the first article in a series that explores the period of history and the events surrounding the destruction of Bugman's Brewery. Each article will focus on a particular scenario and event that will, in the final part, lead up to and influence the battle for the brewery itself. During the course of these battles, it is entirely possible that the disaster that befalls Bugman's will be averted and the course of history changed. Please note though that these scenarios DO NOT alter the existing Warhammer history, rather they present a series of what ifs and possibilities. Hopefully it will provide you with some inspiration for your own games.

THE CAMPAIGN

In the unravelling of the saga of Bugman's Lament there will be a succession of new special characters that are the key protagonists in the campaign, and each scenario will also come with a specific army list that will allow new troop types or restrict others, in order to present a certain type of force. It closely resembles the format adopted in such campaign packs that veteran players might remember like *Grudge of Drong* or *Circle of Blood*, and in doing so you can recreate your very own personal microcosm of history.

THE SCENARIOS

Each of the scenarios are presented in much the same way as given in the Warhammer rulebook. Although in each of the battles the battlefield itself will be preset according to the scenario being played and we recommend players should represent it as faithfully as possible. The scenarios will also have a set of special rules that only apply to that scenario but are in effect for the full duration of that game unless otherwise noted. It is important to read each scenario carefully before playing as they often have specific victory conditions and a bearing on future battles.

SPECIAL CHARACTERS AND ARMIES

In each battle players are given one or more special characters, often the charismatic leaders of a particular force. Unless otherwise noted, players **MUST** choose these characters and cannot take any additional characters in their force, even if their force organisation normally allows them to. Each of the characters must be used as described and cannot be given any additional magic items or extra equipment.

Every scenario has a special army list for each side, one for the Dwarfs and one for the Goblins. Players may only choose

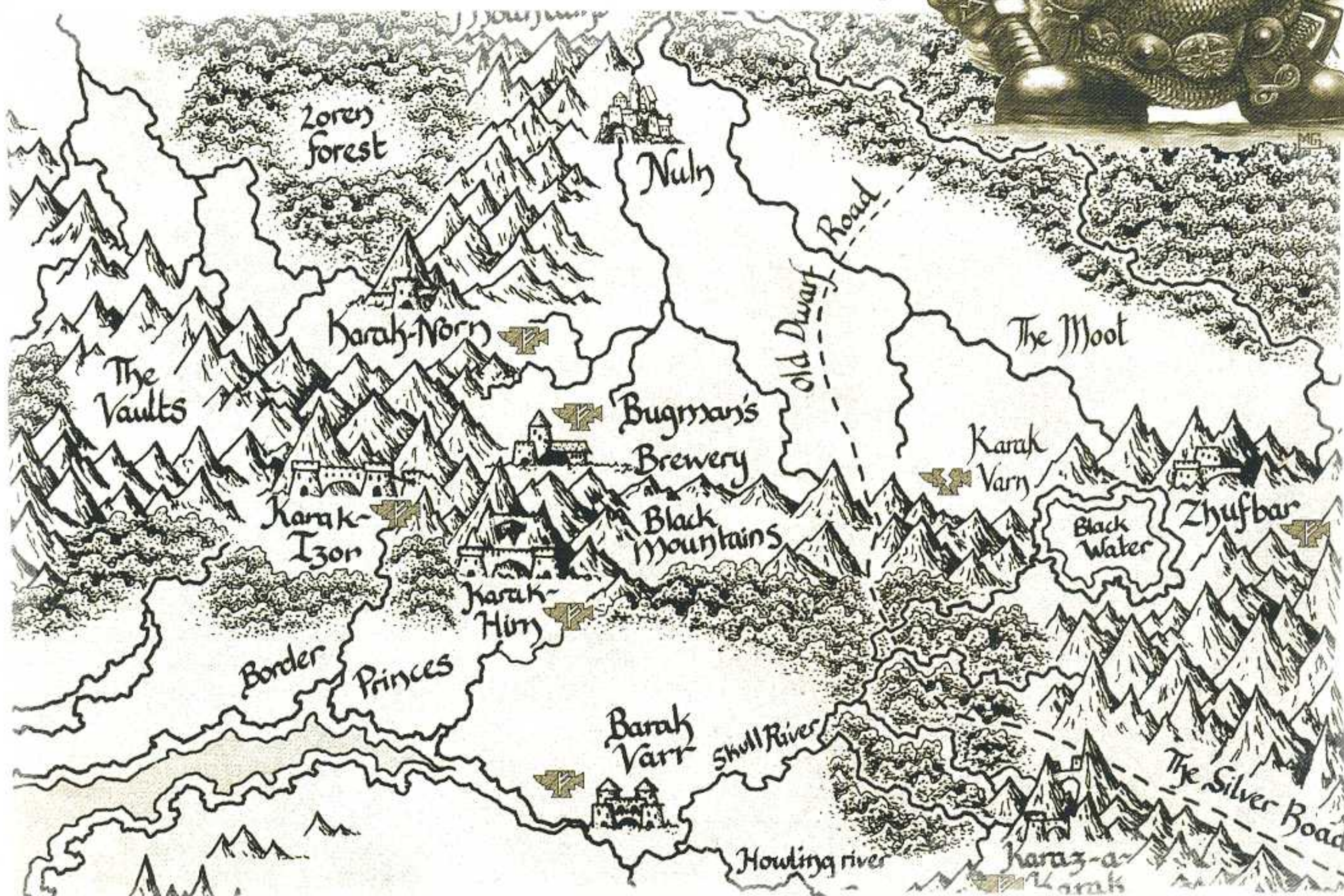
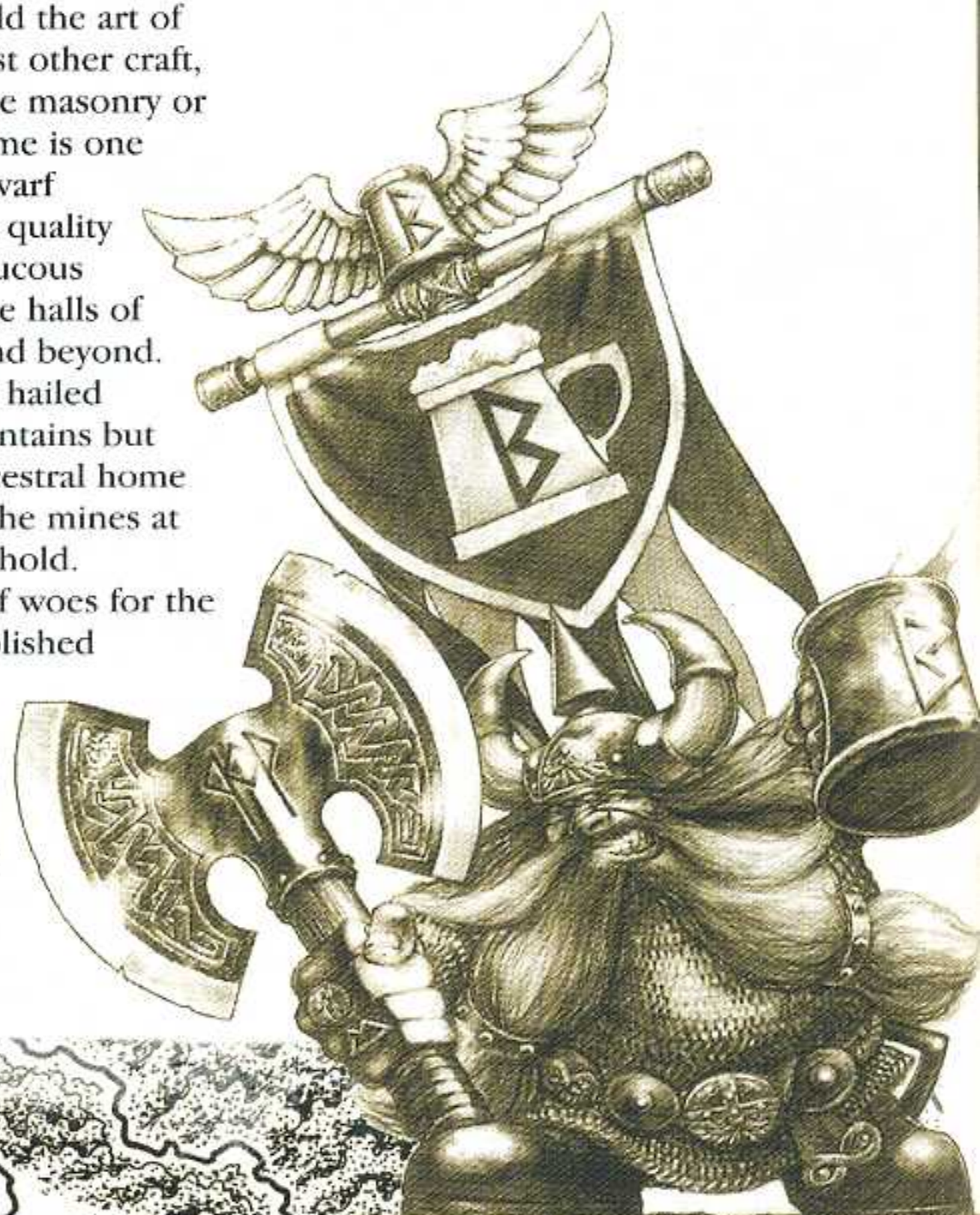
their units from this list and unless otherwise noted, all the restrictions given in the appropriate army book apply to that force too.

THE SAGA OF BUGMAN

Josef Bugman is well-known as perhaps the greatest Dwarf Master Brewer of his time. This accolade means he is held in high esteem and commands great respect amongst other Dwarfs. Above all other races, the Dwarfs hold the art of brewing high amongst most other craft, equalling that of even stone masonry or engineering. Bugman's name is one revered throughout the Dwarf realm as synonymous with quality and the toast of many a raucous drinking evening within the halls of the mountain kingdoms and beyond. Bugman's family originally hailed from the Dragonback mountains but were driven from their ancestral home by foul Orcs, who sacked the mines at Erkund and desolated the hold. Although this was a time of woes for the clan, many Dwarfs re-established themselves in the Grey Mountains, whilst others took up residence in the Empire, forging livings as smiths and craftsmen. The skill and artistry of the Dwarfs is highly prized in

the Empire and so their businesses flourished.

It was in the eastern forests of the Empire in the state of Wissenland that Bugman's father Zamnil chose to set his roots and establish the family brewing business. His stout brewhouse stood upon the banks of the crystal clear river Sol, a mighty tributary of the Reik, whose everflowing waters would



provide a trade route into the heart of the Empire.

Once settled in the Empire, Zamnil chose to change his name to something easier for his potential customers to deal with, something they could recognise and trust. So it was that he became Samuel Bugman, and when his son was born he called him Josef. It is certain that Josef Bugman has a true Khazalid name but it has never been recorded.

When his father died, Bugman chose to honour him by expanding the business and soon a large community had grown up around the brewery, complete with merchants, smithies, engineers and of course, other brewmasters all keen to learn under Bugman's expert tutelage. The name of Bugman soon became known far throughout the Empire, the quality of his beers second-to-none. All remember the infamous Troll Brew and the legendary XXXXXX.

As the business grew, so did demand and Bugman would take regular shipments by barge down the Sol and along the Old Dwarf Road to furnish the cities of the Empire with his brew. Such journeys were often fraught with danger and were heavily guarded, Bugman knowing only too well of the threat of Goblin and Beastman raiders.

The Brewery itself grew into a mighty bastion, protected with stout walls and clans from the Grey Mountains to defend it. A guild of Brewmasters was founded there under the auspice of Josef Bugman and the community he had helped to build thrived.

Heavily defended and in a secret location, Bugman never thought raiders would attack the Brewery itself and so he always set out for the Empire, upon one of the many beer barges, believing the settlement would be safe.

THE THREAT GROWS

But Bugman didn't know a large horde of Goblins had begun to amass in the eastern forests, known locally as Cragbracken. They had come from the Black Mountains and beyond, driven out by the determination and steel of mercenary captains in the pay of Averland and Wissenland. At first the disparate tribes had squabbled until a single, powerful Goblin united them.

Git Guzzler the Goblin King, and his tribe had watched the Beercarts along the seldom trodden roads with great interest, licking their lips. Git Guzzler, who had a girth to rival that of even the mighty Grom the Paunch, began to plot.

Bugman through the ages



There have been many incarnations of Bugmans over the ages, the first made way back in the early 1980's by the Perry twins. Two more variants, again by the Perrys, followed, the second being mounted on the infamous 'swivel' regiment bases. The third is still available.

Finally, Aly Morrison recently made this special Bugman (*bottom right*), which is on sale only in Bugman's Bar itself.



With his iron will and tribe's greater numbers he set about brutalising the other Goblins. To form an army, he needed an incentive... Beer. All he had to do was find the brewery, and with its great leader abroad, destroy it and dish out the ale to his followers.

With this in mind he despatched the bandit Grotsnag and his Wolf Riders. And so began his war, a war which the hapless Dwarfs knew nothing about...



SCENARIO ONE: AMBUSH ON THE OLD DWARF ROAD

The roads and highways of the Empire are the regular route of the beer carts headed out of the brewery. Here they traverse the long and dusty pathways to the smaller nearby Imperial settlements or those of other ex-patriot Dwarfs. These 'brew runs' are hazardous, particularly out in the wilds or so close to the mountains. Oft a Dwarf Brewmaster, a member of the guild, will

accompany such a journey to ensure the beers remain intact. Such wagon trains are always guarded by a band of stout Dwarf warriors, who despite their vigilance are occasionally known to sample some of the brew themselves.

It was on a day like any other that Bazrak Bolgan, Dwarf Brewmaster, journeyed forth with a trio of beer carts in his charge.

Not far into the journey though, with the mountains looming and the sun in their eyes, a grim feeling crept upon the wagon train. A cry echoed out from the mountains and a horde of Wolfriders sprang from concealed positions behind the Dwarfs. Bazrak bellowed a fierce warning to the guards and applied the lash to the mules pulling the first beer cart, but it was too late, the Goblins were upon them.

AMBUSH!

Bazrak and his warriors have been ambushed as they traverse the Old Dwarf Road. The Goblin Wolf Riders attack without warning and the Dwarfs can't waste time or risk the brew fighting them off. They must race off as fast as they can with the beercarts, the warriors forming a rearguard to dissuade pursuit.

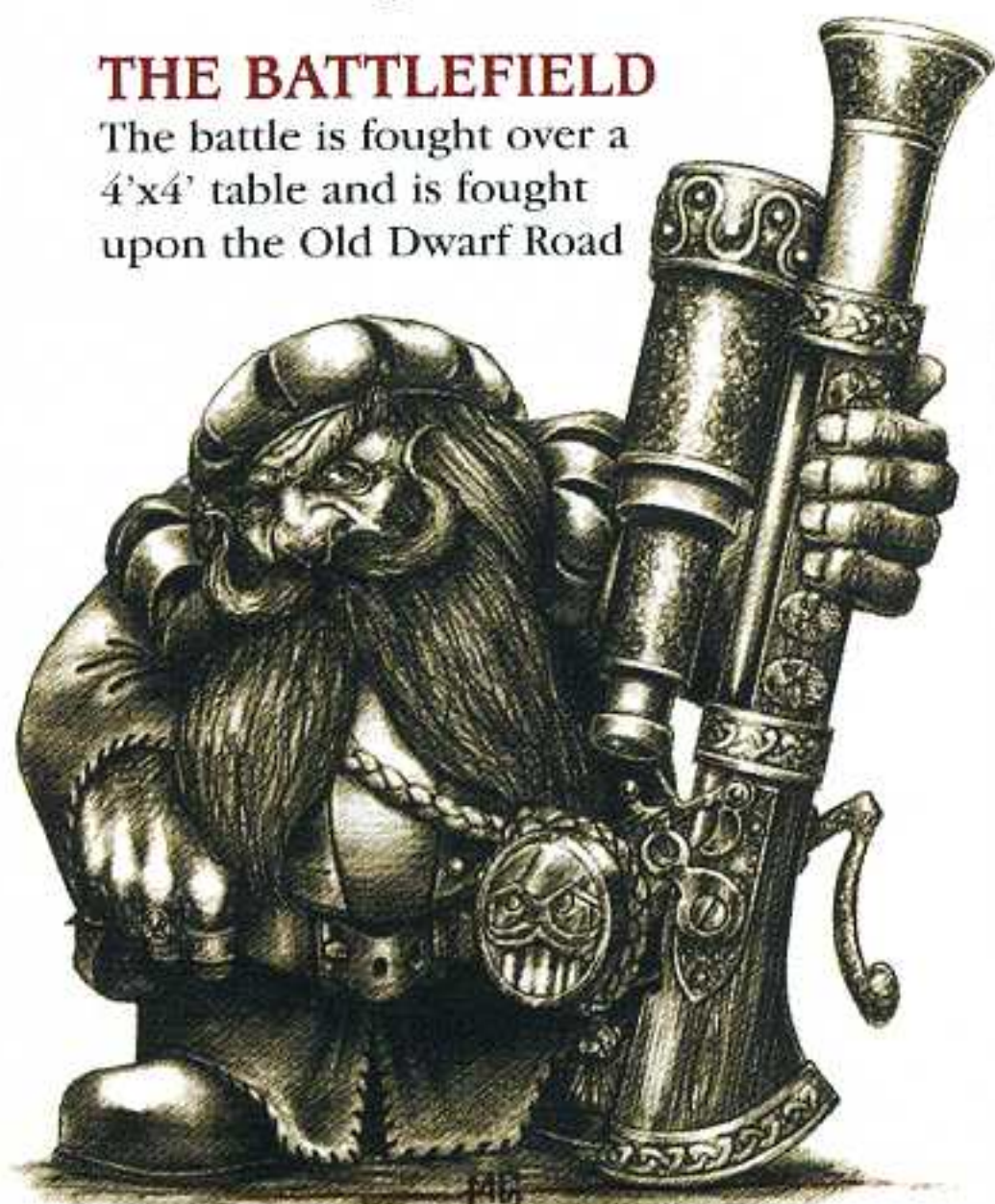
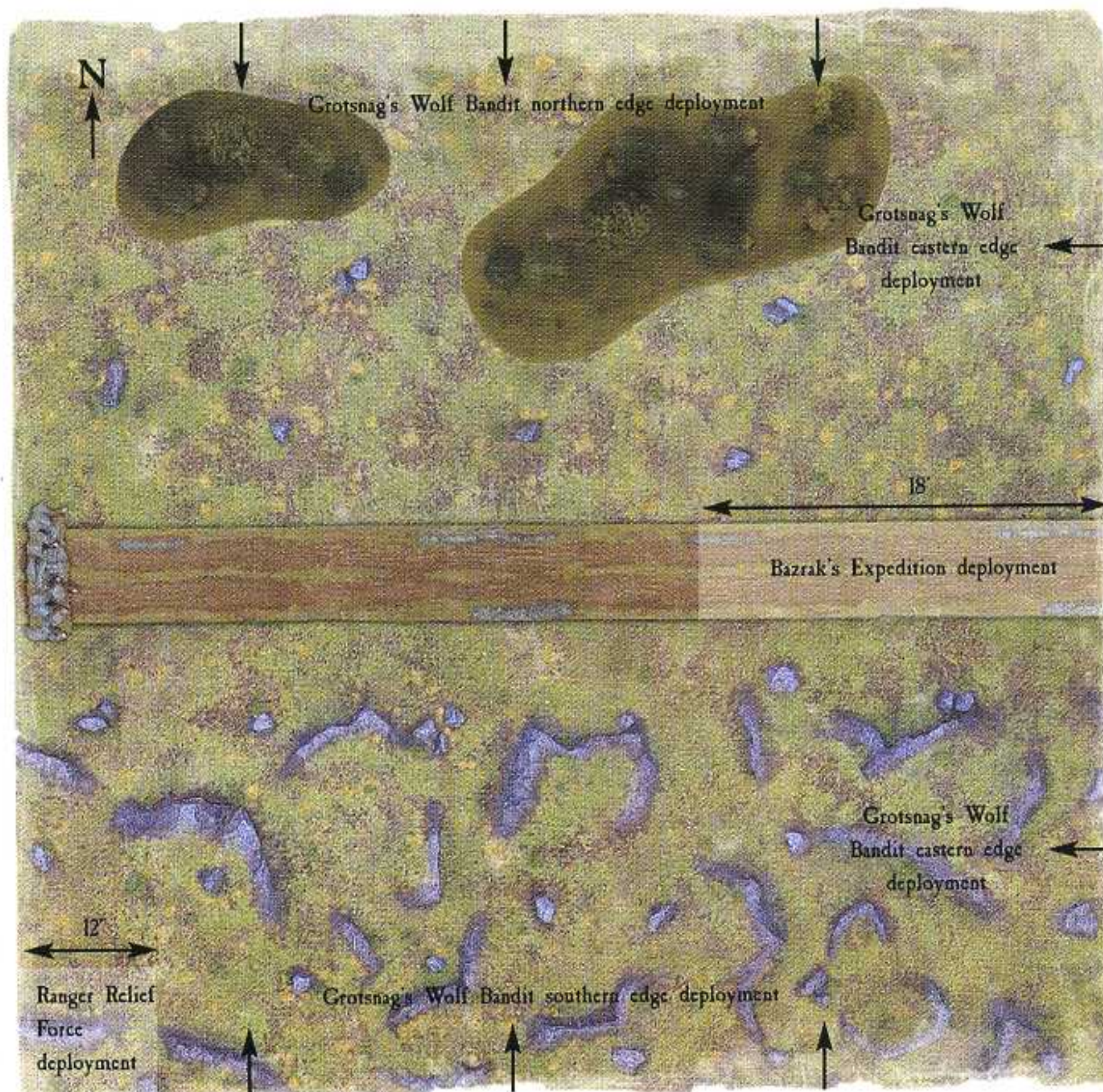
It is the Goblin bandit Grotsnag with his band of Wolf Riders that watches the roads into and out of the brewery. Not without cunning, Grotsnag waited until the Dwarfs were isolated and out in the open to launch his attack. Little does he realise though, that the embattled Dwarfs on the road were not the only ones being watched...

THE PATHFINDERS

High above the battle, in the mountains a band of Dwarf Rangers are patrolling, looking out for signs of Orcs, Goblins and Beastmen. They are alerted to the presence of the Goblins by rough tracks in the earth. Ranging across the many mountain passes they have espied the Goblins lying in wait for the Dwarf convoy and are making their way down the mountain paths to aid them.

THE BATTLEFIELD

The battle is fought over a 4'x4' table and is fought upon the Old Dwarf Road



THE ARMIES

BAZRAK'S EXPEDITION

Bazrak's Dwarf force is 275 points. It is led by Bazrak Bolgan, Dwarf Brewmaster who is the army general. The force must be chosen from the list printed below:

Warriors, Crossbowmen, Thunderers, 3 beer carts (see special rules), Slayers.

RANGER RELIEF FORCE

The Dwarf Rangers Relief force is 100 points in total. They are an independent force and do not have a general and must roll separately for

Rout tests. The force may be chosen from the list below.

Rangers, Mountain Rangers (see special rules).

GROTSNAG'S WOLF BANDITS

Grotsnag's bandit horde is 400 points. It is led by Grotsnag, Goblin Bandit, who is the army general, and must be chosen from the list below:

Goblin Wolf Riders. 0-3 Stone Trolls, 0-1 Doom Diver.

Bazrak Bolgan

Bazrak is one of the oldest Dwarf Brewmasters in the expatriot Dragonback Dwarf settlement. His beers impress even the great Bugman, although he could never rival this alemaster. An aging veteran who fought in the original Goblin Wars, Bazrak has retired from battle to lead a simpler life but still leads the beer carts from the brewery, his ever-watchful gaze wary of ambush, old instincts still sharp.

	M	WS	BS	S	T	W	I	A	Ld
Bazrak Bolgan	3	4	3	4	5	2	2	2	9

Cost: 120 points

Equipment: Bolgan carries a Dwarf handgun and Rune axe.

As a Brewmaster, Bazrak uses up one of your hero choices.

SPECIAL RULES

Fiery Temper: Bolgan is a grumpy old Dwarf, renowned for his ferocious temper. Few would bother to test him when his blood is up. He is furious at the Goblin's attack on the beer carts and under the influence of the brew he is immune to psychology (this includes All Alone tests – see below).

Tremendous Girth: Bolgan's massive beer gut is so huge it offers some protection against wounds that would fell a lesser Dwarf! Bolgan has a 5+ save which ignores Armour Save modifiers, but due to his size, Bolgan and any unit he is with, pursues and flees at -2 to the dice roll, instead of the usual -1.

MAGIC ITEMS

Bolgan's Finest: This rare brew of Bolgan's own concoction is said to fire up the spirit and fortify whoever drinks it. Only another Dwarf could sup this fine ale and stay standing such is its potency and strength.

Bolgan may take a draught of the brew at the start of any Dwarf turn. For the duration of that turn and until the start of the next Dwarf turn, his Strength is increased by +1 to 5. Each time the brew is used roll a D6. On a roll of 1 the brew has run out and cannot be used for the remainder of the battle.

Bolgan's Axe: Bolgan's trusty axe is inscribed with the Grudge Rune and the Rune of Striking (see page 20 of the Dwarf army book).

MODELLING BAZRAK BOLGAN

by Nick Kyme

I based Bazrak Bolgan upon the old Flame Cannon crewman with the huge gut and barrel under one arm (some of Bolgan's finest, no doubt). In a fairly simple conversion job, I added Bazrak's weapons and put an additional beer cask on his back to emphasise the fact that Bazrak is a Dwarf Brewmaster.



I took the handgun from the Mordheim Accessory sprue and glued it to the model's back.



For the cask I used the back banner of Burlock Dammison, a vintage Dwarf character, and simply removed the pole...



I used an axe head from the plastic Dwarf Command sprue for Bolgan's axe.



I used the icon from the tip of Dammison's banner as an extra detail, glueing it to the end of the cask.

which runs across the centre of the battlefield as shown in the map below. Grotsnag and his goblins have placed a barricade of rocks and stakes 6" in from the western edge (the Dwarfs' route of escape) which blocks the road. There are mountainous crags along the southern edge of the table. These count as very difficult terrain and impassable at the board's very edge so no unit can flee or pursue off this edge. The road counts as open terrain and should be around 6" in width, but any beer cart moving upon it may add +D3" to its move. When a beer cart moves off the road to get around the barricade, then its move is reduced by -D3".

DEPLOYING FOR BATTLE

The Dwarf force is making its way along the Old Dwarf Road in a column. The Dwarfs are set up within 18" of the eastern table edge and deployed along the width of the road. All three beer carts must be deployed in a column within 2" of each other.

Bazrak Bolgan may start the game riding in one of the beer carts in addition to the crew.

The Rangers Relief Force moves on from the west board edge, within 6" of the mountains. They are not deployed with the rest of the Dwarfs at the start of the game. Instead, starting with the second Dwarf turn roll a D6. On a roll of 4+ the Ranger Force appears and may set up as described above. They do not count as moving on the turn that they arrive as they are assumed to have been hiding in the mountains and waiting to strike. For each turn after the second add +1 to the roll to see if the Rangers arrive ie, on the third turn they arrive on a 3+, and so on.

The Goblins move on from any of the east, north or south table edges around the Dwarf column as if they had just pursued an enemy off the table in their first turn. If the Goblins have taken a Doom Diver, it is hidden in the mountains, within 12" of the long mountain edge (the south).

The Dwarf force is deployed first.

SPECIAL RULES

The following special rules apply during the battle.

Skirmish. The Ambush on the Old Dwarf Road is fought using the Skirmish rules as described in the back of the Warhammer rulebook on pages 242-246. There are a number of amendments which apply specifically to this scenario and are given below.

Rout. The Dwarfs are determined to get the brew to its destination and as such only take Rout tests when 50% of their warriors are *out of action* (do not count the beer cart crew for this) and are immune to All Alone tests. The Ranger Relief Force is treated as a separate army but also benefits from this rule. But if Bazrak's Expedition routs then it's all over and the Dwarfs have lost.

Cavalry. If a Goblin Wolf Rider takes a wound then his wolf is killed (do not roll for injuries). Replace the model with a Goblin on foot.

Shooting. As all the models are effectively Skirmishers there is no to hit modifier for shooting at single models or shooting at groups of Skirmishers. Other modifiers still apply.

Drunken Dwarfs. On their travels some of the Dwarf bodyguard may have dipped into their supplies to fortify themselves for the journey ahead. Roll a D6 at the start of the game for every Dwarf model in Bolgan's Expedition (excluding Bolgan and the beer cart crew) on a roll of 1 that Dwarf is drunk. All drunk Dwarfs are immune to *panic* but suffer a -1 to hit in close combat and shooting. Before charges are declared, roll a D6 each turn for each Dwarf and consult the Drunken Dwarf Table to determine their behaviour (add +1 if there are enemies within charge range).

DRUNKEN DWARF TABLE (Roll a D6)

- 1 *Stupor* – the Dwarf sits down in a drunken stupor. They may not move or shoot this turn and count as knocked down.
- 2 *Wander* – The Dwarf wanders off in a random direction, fighting imaginary phantoms. Roll a D6 and the scatter dice to determine how far and in what direction that the Dwarf moves. If this move takes him into an enemy then he counts as charging.
- 3-5 No ill effects.
- 6 *Enraged* – the Dwarf becomes enraged and throws himself towards the enemy with drunken abandon. He moves D6" immediately towards the closest enemy and if he gets in close combat adds +1 to his Strength for the first round of combat only.



THE BATTLE

FIRST TURN

The Goblins are launching a surprise attack and so they automatically get the first turn.

GAME LENGTH

Ambush on the Old Dwarf Road lasts for eight turns but will end immediately as soon as one side is utterly destroyed, all the beer carts escape or are destroyed, or when one side fails its Rout test. In this case the victors are those who are remaining at the end.

VICTORY OR DEFEAT

Sudden Death Victory Conditions: If two or more beer carts escape then the Dwarfs are automatically victorious (fleeing carts do not count). But if all the Beercarts are destroyed then the Goblins will be victorious.

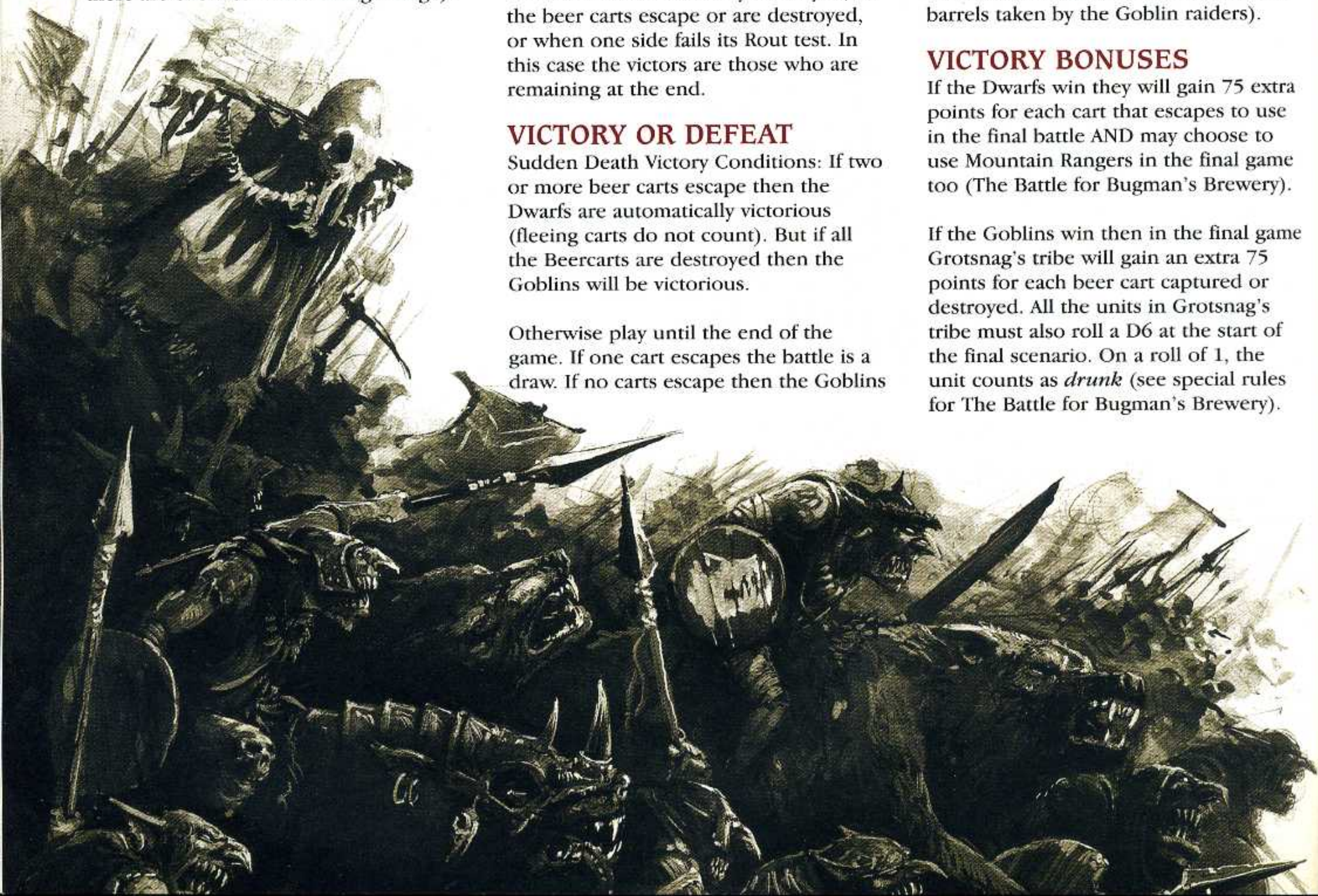
Otherwise play until the end of the game. If one cart escapes the battle is a draw. If no carts escape then the Goblins

are victorious, more Goblins have been drawn to the struggle and any Dwarfs left will be overwhelmed. If either side routs before all the carts have escaped or are destroyed then they will instantly lose by default (it is assumed the Goblins chase down the escaped carts or the Dwarfs are free to move off the board unmolested and can recover any barrels taken by the Goblin raiders).

VICTORY BONUSES

If the Dwarfs win they will gain 75 extra points for each cart that escapes to use in the final battle AND may choose to use Mountain Rangers in the final game too (The Battle for Bugman's Brewery).

If the Goblins win then in the final game Grotsnag's tribe will gain an extra 75 points for each beer cart captured or destroyed. All the units in Grotsnag's tribe must also roll a D6 at the start of the final scenario. On a roll of 1, the unit counts as *drunk* (see special rules for The Battle for Bugman's Brewery).



Grotsnag

	M	WS	BS	S	T	W	I	A	Ld
Grotsnag	4	4	4	4	3	2	4	3	7

Self proclaimed 'Scourge of da Black Mountins' and leader of the Red Tooth Bandits, Grotsnag fancies himself as something of a Goblin folk hero. He leads a small raiding force of Wolf Riders in the mountains and launches frequent ambushes throughout the southern Empire against Man and Dwarf alike. Despite his overblown opinion of himself, Grotsnag is cunning and possesses an uncanny knack of taunting his quarry into foolish and rash decisions, making them easy meat for him and his boyz.

Cost: 98 points

Equipment: Grotsnag carries a hand weapon, short bow and shield. He rides his wolf, Snarler.

Grotsnag counts as a Goblin Big Boss and uses up one of your hero choices.

SPECIAL RULES

Taunt: Grotsnag has perfected an annoying method of taunting his enemies. He rains a barrage of insults, stupid faces and rude noises upon them to force his enemies to attack, leaving them vulnerable and exposed as he canters away, blowing a parting raspberry. At the start of the Dwarf turn Grotsnag may try and taunt a Dwarf unit within 12" of him. That unit must pass a Leadership test or immediately

declare a charge against him, to which he may react to as normal.

Fast Cavalry: Grotsnag and his wolf Snarler are treated as Fast Cavalry.

Snarler: Snarler is Grotsnag's wolf who he raised from a mere pup on a diet of fat merchants. He is now larger and nastier than other wolves. He has the profile below.

	M	WS	BS	S	T	W	I	A	Ld
Snarler	9	3	0	4	3	1	3	2	7

MAGIC ITEMS

Grotsnag wears Nobbla's E'Imet and carries Wallopa's One Hit Wunda (see page 31 of the Orcs & Goblins army book).

MODELLING GROTSNAG

by Guy Haley



Grotsnag's head is from the plastic Goblin sprue. To make him look a little different and more grizzled, I sculpted an eyepatch onto his face with Green Stuff.



Snarler is the classic Ghazak Khan wolf. His huge size makes Grotsnag himself look much bigger, as befits a Goblin boss.



The shield I painted to look like a Goblin's handiwork (ie, shoddy). The shield arm is the one holding the severed head from the boxed set with the head cut off.



The topknot is made of Green Stuff. Follow George's advice on page 96 and let it set for 20 minutes before sculpting. I didn't. Monkey.

SPECIAL UNITS

DWARF BEER CARTS

The beer cart is a special unit for use in this scenario. It is effectively mobile booty and as such doesn't have a points value. In game terms a beer cart follows all of the normal rules for chariots but as they are not designed for battle they cause no impact hits. Both beer cart, draught mules and crew are regarded as a single model like a chariot for hand-to-hand combat and shooting purposes.

The Dwarf crewman with the handgun has a free reign around the beer cart

BEER CART

Points/model: free

	M	WS	BS	S	T	W	I	A	Ld
Beer cart	-	-	-	-	5	3	-	-	-
Mule	6	2	0	3	3	1	2	0	4
Crew	3	4	3	3	4	1	2	1	9

Number of crew: 2

Crew's weapons and armour: Hand weapon and light armour. One crewman is armed with a Dwarf handgun.

Special Rules

See opposite.

and therefore counts as being a single model for the purposes of shooting his Dwarf handgun (ie, 360° arc of fire).

Bazrak is the only Dwarf model that can 'mount' a beer cart and may start the game riding in one. Because the Beercart is not as well constructed as a chariot or in fact designed for war, Bazrak gains no bonus to his Armour Save whilst riding in a beer cart.

DWARF MOUNTAIN RANGERS

Mountain Rangers guard the lofty passes and treacherous pathways of the Dwarf mountain realms. They are well-equipped to deal with the hazardous conditions in the mountains, their short-range blunderbusses a deadly deterrent to the creatures that dwell there. The Mountain Rangers also carry the fabled Dwarf mountain horn, which when blown emits a terrible booming noise, sending unruly beasts to flight.

Mountain Rangers are a Rare choice and only one unit of them may be taken in a Dwarf army. They are also a special unit only available in this scenario and if the Dwarfs are victorious, in the final battle, The Battle for Bugman's Brewery.

Blunderbuss

The blunderbuss is a deadly short-range weapon, which is based on a similar principle to cannon grapeshot. The blunderbuss barrel is crammed with all manner of shot including, nails, bolts, old forks and other scrap, then discharged at close quarters to devastating effect.

Maximum Range: 12"; **Strength:** 3

Rules: Armour piercing.

Barrage: When shooting with a Dwarf blunderbuss roll an artillery dice and halve the result to determine how many shots are generated by the blast. Each shot hits automatically. Any roll of a misfire means the blunderbuss has jammed and can no longer fire for the rest of the battle, furthermore the firer takes a Strength 3 hit as if he had been hit by the blunderbuss himself.

As soon as a blunderbuss has been fired it takes an entire turn to reload in which the firer can do nothing.

Mountain Horn

The mountain horn may be sounded once per battle, after which the bearer counts as a normal musician. All cavalry units within 24" must take an immediate Panic test as they are dismayed by the eerie blast.

0-1 MOUNTAIN RANGERS

Points/model: 15

	M	WS	BS	S	T	W	I	A	Ld
Mountain Ranger	3	4	3	3	4	1	2	1	9
Pathfinder	3	4	3	3	4	1	2	2	9

Unit Size: 5-10

Weapons and armour: Hand weapon, light armour and Dwarf handgun.

Options:

- The unit may swap their handguns for blunderbusses for free.
- The unit may be equipped with shields (+1pt/model).
- Upgrade one Mountain Ranger to a Musician for +6 points.
- Promote one Mountain Ranger to a Pathfinder for +12 points.
- The Musician may carry a mountain horn for +10 points.

Special Rules

Scouts, Skirmishers, Blunderbuss, Mountain Horn (See opposite).

MODELLING MOUNTAIN RANGERS

by Nick Kyme

I modelled the majority of the Mountain Rangers using the Dwarf Warriors plastic sprue. I took the blunderbusses and handguns from the Empire Militia sprue and Mordheim Accessory sprue respectively. Finally, I added details like the pipes, barrels and ropes to characterise the unit. When painting the unit I stuck to colours like Bubonic Brown and Bestial Brown to help tie all these elements together and give the unit an earthy feel to it.



Pathfinder: The blunderbuss arm of the Pathfinder has been cut at the wrist and angled upwards, with the additional hand filed off so he could hold the blunderbuss one-handed. The addition of a rope, wolf cloak and left arm from the Mordheim Accessory and hairy head sprue help to make the model stand out.



Mountain Horn: The right arm is from a Dwarf Warrior with great weapon. The weapon was cut away and a handgun from the Mordheim Accessory sprue rested in its place. The mountain horn is King Kazador's thunderhorn, a classic Dwarf character, filed down at the arm so that it fits the model neatly.



Mountain Ranger: The Mountain Rangers with blunderbusses had to have the arms holding the weapon filed down to fit in with the Dwarf torso. It was then a simple case of glueing them on and choosing a suitable beard to accommodate the weapon resting across the body.

MODELLING BEER CARTS

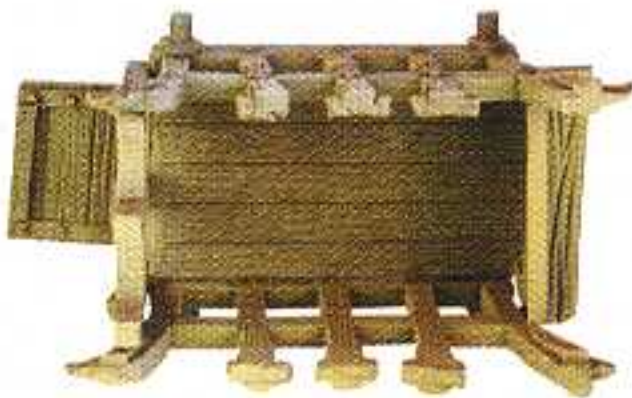
by Chris Bone

Chris: Think chunky, think solid, think Dwarf I said to myself, as I quaffed a refreshing pint in Bugman's Bar at work one evening. This was how I started to visualise Bugman's beer carts. Several hours later I found myself incapable of squeezing a superglue tube with due care and consideration. So on the next day I began to make the carts ('Drays', I believe is the technical term).

I made the body of the cart from the old Empire War Wagon. I cut the top off both side panels using a razor saw and smoothed them with a file.



I glued the sides and rear frame to the deck with superglue. Then I secured the sides with Blu-tack whilst the glue dried.



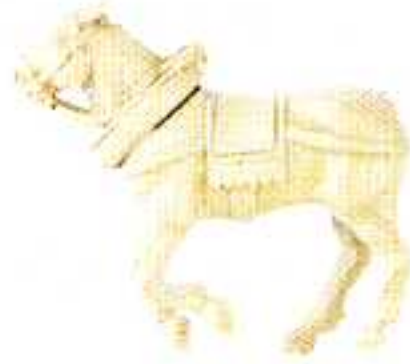
The driver's seat and Thunderer's footplate were made with balsa wood. I rummaged around in my bits box and found some parts of a plastic siege tower and a piece from the Mordheim Stagecoach which I cut in half and glued on the underside of the chassis.



The big chunky 'mag' wheels are from the Empire Steam Tank. They should see the wagon safely over the rocky mountain pathways.



I used the mule team from Bronzino's Galloper Guns as I liked the padded collar.



I used the yoke from the old Empire War Wagon and bent it with my own bare hands using my superpowers to ensure it was the right angle to accommodate both the mules and stick under the chassis. But ow!! It hurt. I advise you use pliers and a vice.



I then sprayed all parts black and drybrushed with Bestial Brown, then Bubonic Brown and finally Bleached Bone as it's easier to paint before it all gets stuck together.



I now glued the wagon to a plasti-card base. This was textured beforehand with PVA and sand, sprayed black then drybrushed with Graveyard Earth and Bleached Bone. I also glued on static grass and clumped flock for some colour.

I then glued the yoke and team together and attached them to the wagon chassis. The barrels were then glued in place (you can leave them loose for gaming if you wish).

I used a Dwarf Engineer for the driver and added a piece of bent brass wire to represent a whip in place of his hammer. The Thunderer was from the Dwarf Classic range. Once again it's easier if you paint the driver, gunner and barrels separately.

And so altogether now, "Whipcrackaway! The Bugman's stage is coming on over the hill, with its barrels of beer guaranteed to make Elves ill... Whipcrackaway Whipcrackaway!!!! Whipcrackaway!!!!"

Turn to our Order Direct section on page 98 for a full list of components to make your own beer carts.

The completed beer cart ready to set out into the Empire.



CREATING THE BATTLEFIELD

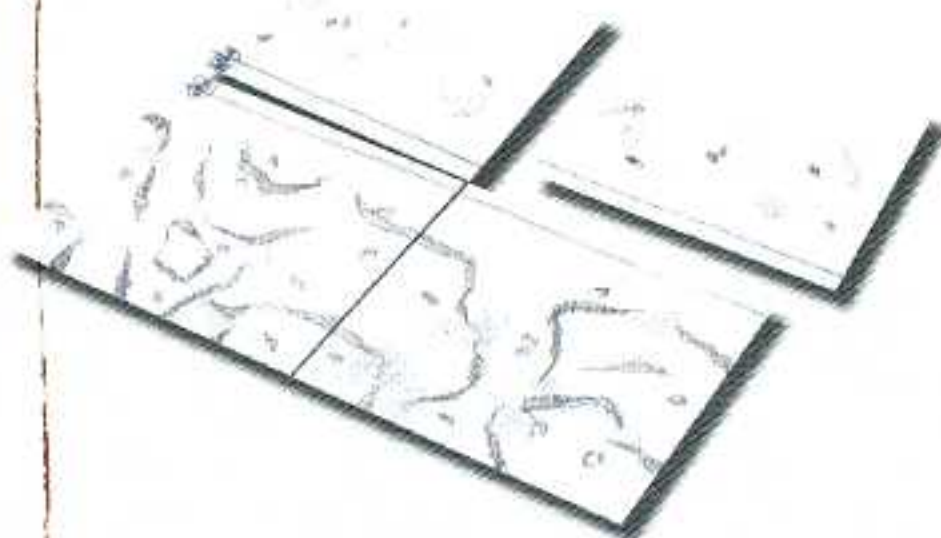


Paul Rudge

The Ambush of the Old Dwarf Road takes place in a rocky valley under the shadow of the Black Mountains. The terrain would be craggy, with a well-used cart road running through it. Paul Rudge set about building and creating an awesome modular board to represent the battlefield. Here he presents a step-by-step guide to creating the entire table, complete with rocky crags, a well-trodden roadway and a spiky barricade.



Step 1 – Planning



The board was made from four tiles, each 60cm/2' square. I made a small mock-up of the finished board by drawing the sections out onto card. This gave me an idea of how the board sections joined together and allowed me to factor in the rocky crag terrain on two of the boards so they fitted each other whichever way round they were placed.

Step 2 – The Base



I made the first section flat. Each section was made from two squares of 2cm/1" thick expanded polystyrene. I used PVA wood glue to glue one square directly on top of the other, making a double-thickness square. Once the glue had dried, I stuck strips of duct tape around all the sides of the board to strengthen it and improve its longevity.

Step 3 – Undulations



I made some small hillocks for the first two boards by tearing some random shapes from a polystyrene sheet. I arranged these pieces of polystyrene on the board surface until I was happy with their position, then glued them down with PVA.

CONVERTING YOUR OWN MODELS

For idea and tips on how to convert and model your own Bazrak Bolgan, Grotsnag and the Dwarf Mountain Rangers, feel free to our Hobby Service Centre on (02) 9829 6111.

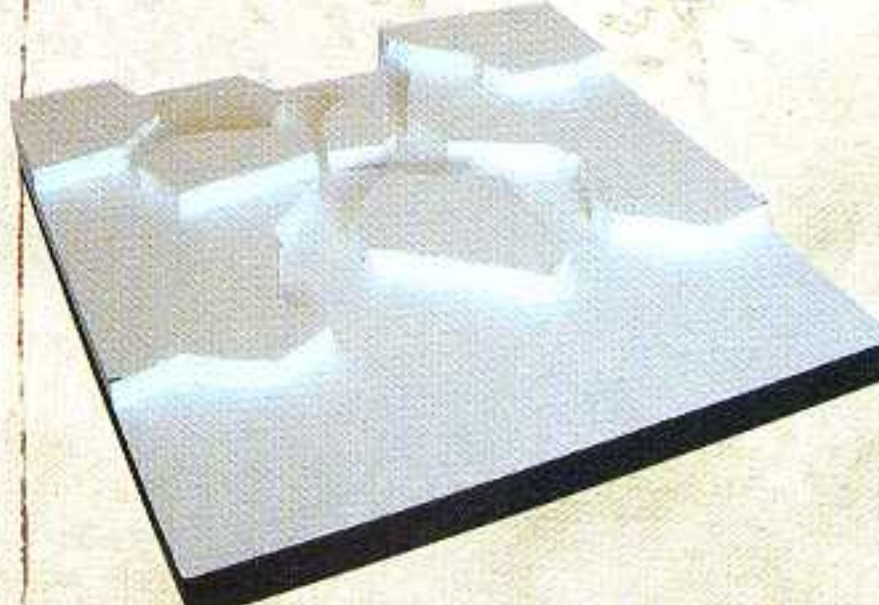


Step 4 – Smoothing



To make the raised polystyrene hillocks look natural, I used sandpaper to smooth them down until they were curved. It's important to be careful when sanding polystyrene, as it can get very messy.

Step 5 – Rocky Outcrops



I created the slabs of rock that make up the outcrops by using a hot wire cutter to make several rough, polystyrene shapes. I then cut away the underside of these slabs to form gentle slopes, which make the rocks jut out at realistic angles. I then stuck them to the board to create a variety of rocky formations.

Step 6 – Natural edges



I used some sandpaper to create the texture of the rocky outcrops. I smoothed the flat edges of the polystyrene to look like bare, flat rock and distressed the rough texture of the broken edges to make them look jagged. This gave the outcrops a much more naturalistic look.

Step 7 – Applying Texture



I applied a liberal coat of thinned-down PVA wood glue. Before the glue was dry, I sprinkled a generous layer of modelling sand all over it. I then left the board to dry for a while before tipping off the excess sand onto some newspaper.

Step 8 – Sealing



In an old container, I mixed up some textured masonry paint and PVA wood glue with water until I had a runny mix. I painted the top surface of the board, ensuring that the mixture thoroughly covered the sand and soaked in.

Dyeing Glue



I find it useful to dye my glue so that I can see it when working with polystyrene. A small amount of Goblin Green was added to the PVA glue for this board, which made ensuring I had textured the entire board much easier.

Step 9 – Drying time



At this stage I left the board to dry as I had now made the polystyrene rocky outcrops, smoothed them and added a seal texture. Once dry the board was ready for painting.

Step 10 – Painting



Firstly, I sprayed the board black and then drybrushed it with Bestial Brown. This was followed by a Desert Yellow highlight. The rocks were then drybrushed Codex Grey and highlighted with Fortress Grey.

Step 11 – Flocking



I covered the board in rough patches of PVA glue and sprinkled on three different colours of flock (a mix of yellows and dark greens). Once dry, I covered the board in green flock and finally added green sponge and yellow static grass.

The Old Dwarf Road



We used a Forge World road for the Old Dwarf Road. For the barricade I laid a piece of cling film over one road section. Green Stuff was applied on top, following the road indentations. I then used small pieces of sharpened dowel for the spikes and stacked small stones over the Green Stuff base, interspersing the spikes between.

THE FIRST BATTLE

Nick: As Guy's Goblin Wolf Riders sprang from the mountains they were quick to surround the Dwarf caravan of beer carts. Arrows flew as they peppered the carts and the Dwarfs guarding them, but thankfully to little avail.

Ahead, just behind the barricade, Guy positioned Grotsnag and a lumbering Troll, hoping to block off the road. Whilst in the northern woods another group of Wolf Riders lurked, ready to launch a second attack.

All the Dwarfs could do was lash the mules and drive the carts on as fast as possible. A few parting shots from Thunderers and Crossbowmen took out a few wolves to weaken the greenskins.

Seeing his numbers falling, Guy committed the Goblins in the woods to the battle. They battled a group of Thunderers and drunken Dwarfs to a stalemate. All the while he tried to destroy one of the carts with shots from the Doom Diver. But he must have been packing banana elastic, because it missed every shot, until finally misfiring and destroying itself.

The Mountain Rangers were quick to arrive and blasted the Goblins from the mountains with their blunderbusses, killing several of the little blighters.

As running skirmishes grew around the battlefield, the carts neared their objective. Bazrak, who had been leading

the first cart, leapt off with a fierce, drunken battlecry and took on the head honcho himself, Grotsnag. After a dizzying battle, Grotsnag's wolf lay on the battlefield along with his cheeky master, who had taunted several Crossbowmen out of position during the game, stopping them from shooting.

Bazrak was badly wounded now and Guy sent his Troll to pound him with his meaty fists. Although he fought bravely, Bazrak was given a right royal tonking and fell at the last. But he'd done enough. Despite the efforts of the Goblins in the final turns of the game, two of the carts trundled off the board edge and made a dramatic escape, securing a win for the Dwarfs!

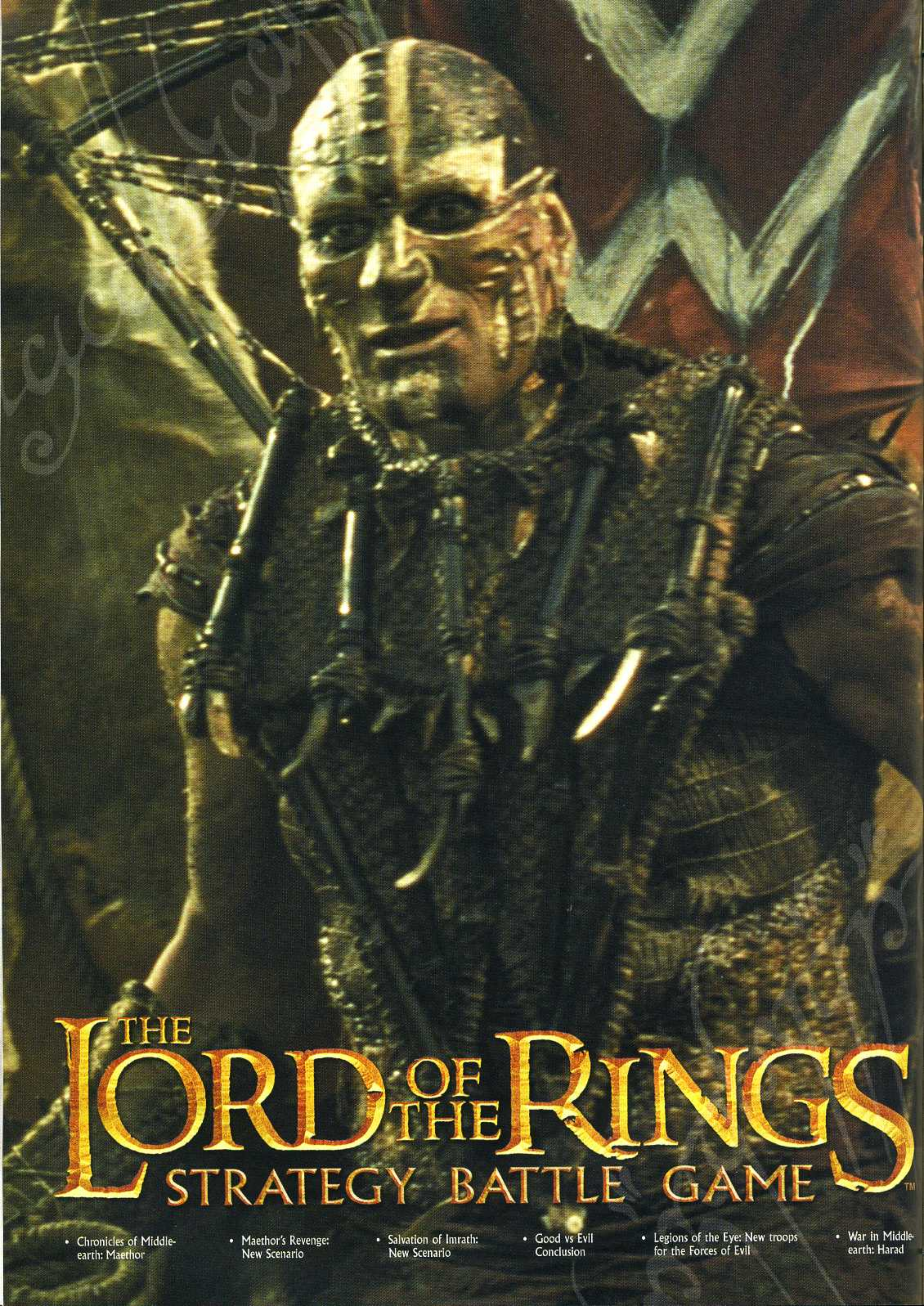


NEXT MONTH...

The brave garrison of a Dwarf watchtower and Bugman's trusted captain, Skeggi Threkkson, try to repel a horde of Goblins led by the dastardly Shaman, Grabnatz.

The Dwarfs must keep the tower's beacon lit to warn Bugman of the coming Goblin invasion as he travels down the Sol. Will the Dwarfs succeed in their defence or will the Goblins and their Shaman raze the tower to the ground?





THE LORD OF THE RINGS

STRATEGY BATTLE GAME™

• Chronicles of Middle-earth: Maethor

• Maethor's Revenge: New Scenario

• Salvation of Imrath: New Scenario

• Good vs Evil Conclusion

• Legions of the Eye: New troops for the Forces of Evil

• War in Middle-earth: Harad

THIS MONTH'S RELEASES FOR THE LORD OF THE RINGS

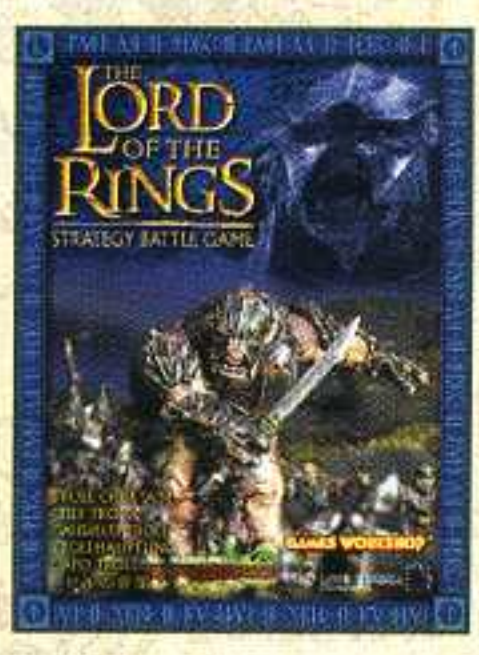
The Mouth of Sauron
Designed by Gary Morley, this blister pack contains 1 mounted Mouth of Sauron & 1 Mouth of Sauron on foot.

THE MOUTH OF SAURON
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Troll Chieftain
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Designed by Alan Perry, this blister pack contains 1 Mûmak Mahûd.

MÛMAK MAHÛD
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A Tale of Good & Evil

Part Twelve – The End

Well, the tale has finally come to an end, at least as far as this series is concerned. Not that I can imagine it will mean that either force will stop growing, just that they may go off in some unexpected directions...

A Few Additions

by Steve Cumiskey



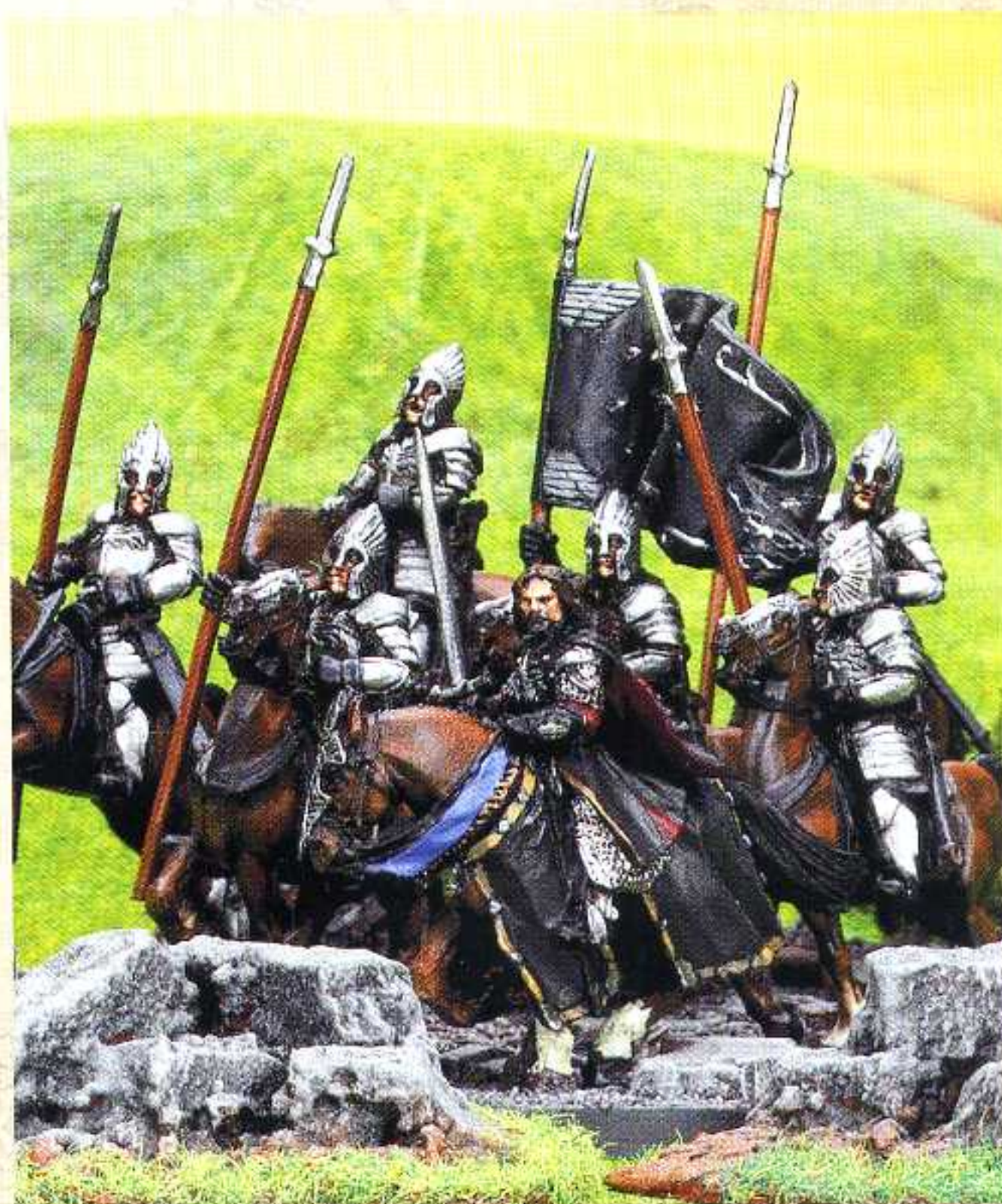
My Rohan forces are growing nicely. With a few more Riders, I'll be in a position to field them as an army in their own right, which is something I'll be tinkering with in the next few months. Of course, with only a few additions, my original force is about as big as I want it to get for the moment. I've been thinking about adding a few Avenger Bolt Throwers to my siege arsenal for some time. It also seems like a suitably dramatic moment to put Aragorn the King at the head of my combined army.

The Future is...Evil

So what's next? It's always handy to have an Evil force as well as a Good one. It gives you the freedom to play against anybody you want without having to grin painfully while trying to ignore the absurdity of two Gimlis beating each other to a pulp.

With that embarrassing image in mind, I think it's time for me to look into doing a modest Evil force. After thinking about it for a

while, I've settled on doing a force made up of the Uruk-hai trackers that Saruman sent after the Fellowship, and the Orcs that met up with them afterwards. The idea is to use the metal Uruk-hai as the trackers, led by Lurtz, and plastic Mordor Orcs, led by Grishnakh. I've decided to start with Lurtz just to establish a colour scheme that I like the look of, and then slowly build up the force over the next few months until they're ready to take to the field.



Aragorn the king leads the Knights of Gondor



Theoden leads the the charge of the Rohirrim



Good & Evil Characters

by Adrian Wood

indoors. Or what about the assault on Weathertop? One possibility would be to paint the models that take part in more muted colours to reflect the night-time attack.

I really want to paint Saruman and the entourage of Mordor Orcs who follow him around. One of

them has a huge grin on his face; I always smile when I see him in *The Two Towers*. It would be nice to recreate him, as well as Lurtz and his warband.

A Change of Pace

All this would require a real change of approach for me. So far my experience of painting The Lord of The Rings miniatures has been to collect warbands of up to twelve models relatively quickly to use them in games, using

overbrushing and ink washes to get the painting effects I want. With this new project I will need to slow down a lot and spend more time on individual pieces, using techniques such as carefully applied layering to give a more satisfying and controlled look to the finished models.

So far it's been an exciting time and I can see no limit to the amount of cool modelling projects I can try my hand at over the coming months.



The Witch-king and Gothmog accompanied by their personal bodyguard

As I look at the results of my endeavours over the last year, I can only think about all the new ideas I can potentially try in the future. I'd like to go all the way back to Bilbo's Hobbit hole and start to build up all the character models from The Fellowship of The Ring in the order in which they appear in the film. This means painting both Good and Evil, spending as much time painting them as possible. After all, they are highly detailed character models.

I would imagine that a nice twist would be to try to model and paint each one in some way that identifies it with its surroundings and its part in the storyline. For instance, I could model Bilbo's base so that it looked like the inside of his home, with a piece of carpet or the odd scroll or book absent-mindedly dropped on the floor. I could paint him in warm colours so it looks like he's



So there you have it – after a year of collecting, the guys have managed to amass substantial armies for The Lord of The Rings (not to mention quite a bit of terrain).



Chronicles of Middle-earth

Maethor, son of Baranir by Mat Ward

Although the journey of the Fellowship is the most awe-inspiring tale from Middle-earth, there are men whose feats were no less noble, if not as widely known.

As the dark days approach and Mordor's shadow falls upon the world, I feel duty-bound to put pen to paper. Should the White City fall and the free world come to ruin, who will remember those who defended against the Shadow, if no record is made? While the kings of old were renowned across the world, deeds both gallant and foul will go unnoticed in these dark days

where so many of each are performed every day. Heroes walk amongst us nonetheless, though their names be largely unknown and unremembered. Indeed, some folk call Maethor, son of Baranir, one of Gondor's most able captains. Such esteem is bought with no great ease, particularly in Gondor, where a thousand valorous deeds are performed between the rising and setting of the sun, so the question does arise as to what it is that Maethor has done to earn such recognition and why his name should be remembered. For posterity I will tell, as best I can, what I know of this man.

Maethor's origins, at least, are easily addressed, for he was born into one of the noble houses of Dol Amroth. This also is hardly remarkable in Gondor, for this land creates claims of lineage more swiftly than any other that I have known. In Maethor's case however, his lineage can be traced back to the days of Númenor and not to some proud, but ultimately insignificant, house. Baranir, his father, was cousin to Finduilas, a noble lady of the swan-city who was later wedded to Denethor, Steward of Minas Tirith. It was doubtless through this connection that Maethor was given an officer's rank in the Citadel Guard of that city at such an early and unproved age, for even to be a mere guardsman in that order is to hold great honour. I have little knowledge of the time he spent in the Steward's service, and so it seems

that it is several years before Maethor becomes truly marked by destiny.

It is in early 3005 that Maethor's tale truly begins to take shape. Baranir had taken charge of the defences that lie on the border between Harad and Gondor. It was his misfortune that, shortly after his arrival, the slumbering hatred that the Haradrim felt for their northern foes erupted into a series of vicious battles. Maethor's father finally fell in defence of the fortress of Velsinir, mere days before Prince Imrahil led a great army out of the north to secure the borders once more. Though the Haradrim were broken and scattered, Baranir's slayer, a mighty and battle-hardened chieftain named Châric, escaped the fury of the Prince of Dol Amroth and slipped away to the south. Imrahil sent word north to Baranir's surviving kin and gave instruction that the lord should be buried beneath the fortress walls, so that his spirit might guard the Harnen vale as he had so valiantly defended it in life. As I now understand it, upon receiving tidings of Baranir's death, Maethor went before his Steward and begged to be released from the service of the Citadel. He claimed that he wished to travel south and pay his respects before the grave of his father. Denethor felt sympathy for the young lieutenant but, being not altogether unperceptive in these matters, feared a deeper meaning to his request and refused him. Twice more in the following month did Maethor present his request before the Steward, and twice times more was his plea refused. However, on this final occasion, the Steward's eldest son, Boromir, counselled his father to grant Maethor's request and Denethor finally relented, and gave Maethor leave to depart.

"If my position were exchanged for his, would you wish my request to be thus denied?"

"Were I to grant his petition and so give him leave to travel to his death, both his honour and mine would be poorly served."

"Your honour is already poorly served by your choice to deny him what he seeks. Let him choose what is to be, and find whatever peace he may."

— Boromir to Denethor

Thusly released from his lord's service, Maethor went south and, after many days' travel, came to Velsinir. In the shadow of the ruined keep he bade farewell to his father's



memory and then, as Denethor had feared, crossed the border into Harad in search of Baranir's killer. Over a period of many months, Maethor sought Châric in the land between the Ephel Dúath and Nârfarat. No mean task was this, for the common folk of Harad had no reason to aid him, and every reason to betray him should he be discovered as a soldier of Gondor. In this seemingly impossible task, he was fortunate in the events that had overtaken him. The Lords of Umbar were gathering a great army far in the north of Harad, and mercenaries were drawing nigh from all neighbouring lands. But for the gathering of this great army, Maethor would surely have been discovered, but so many peoples from so many nations were abroad along the Arûn road that he was but a single man concealed within a tide of strangers. He travelled by night and slept in the wild hills, venturing into towns and villages only when he sought news of Châric's whereabouts.

Few details are known to me of Maethor's search, and I believe that he himself lost track of the passing days and weeks. As I understand it, eventually his winding trail led him further eastward until, at last, it crossed Harad's border with Khand. It was here, on the edge of the wainland as the passing year grew old, that Maethor finally confronted his quarry. It might seem strange that Châric was travelling so far from home with few companions, but I understand that he had himself been banished at the command of a newly ascendant chieftain by the name of Suladân. In an effort to regain prestige, Châric had led his followers on a series of disastrous raids in the borderlands, and now scarce a dozen wounded and exhausted men remained at his side. The sky had deepened into velvet night before Maethor sprung his ambush. In the moonlit gloom, his aim was true, for his arrows struck down several of his foes before they had time to react. Using the poor light as his shield, Maethor ghosted from tree to rock, picking each target with deadly skill. By the time another two of Châric's companions had fallen, the remainder turned and fled into the night. Châric alone remained, cursing at the night, hurling coarse insults and challenges at the man who refused to fight him face to face.

"Feckless coward! Slay me with arrows if you must. I shall go happily to my death knowing my killer has not the resolve for a fairer contest."

— *Môrvar Châric, chieftain of Harad*

It was then that Maethor set aside his bow, and met Châric in a contest of blades that tested both men to their limits. Châric was a huge man, as strong as an ox, and a veteran of many battles and campaigns, while Maethor was younger and driven by his desire for revenge. As the fight drew on, Maethor was breathing heavily, having taken the other's measure but unable to pierce his guard. Châric

Though Maethor does not exist as a 'named' Hero in the The Lord of The Rings game, he can be fielded in any number of scenarios involving the defence of Gondor. He is a perfect example of an 'unnamed' Hero, whose actions are not insignificant, but not on the same scale as those of say, Boromir or Aragorn. If you want to represent Maethor in your games you can do so in several ways.

CITADEL GUARD (MAN)

Points Value: 8

	F	S	D	A	W	C
Citadel Guard	4/4+	3	5	1	1	3

In the early years of his service to Gondor, Maethor joined the ranks of the Citadel Guard.



RANGER OF THE NORTH (MAN)

Points Value: 25

Might: 2

	F	S	D	A	W	C	Will:
Ranger of the North	4/3+	4	5	1	1	5	1

A Ranger of The North is perfectly cast as Maethor as he travels across Harad and rides with Boromir against the Great Army of Harad.



CAPTAIN OF MEN

Points Value: 40

Might: 2

	F	S	D	A	W	C	Will:
Captain of Men	4/4+	4	4	2	2	4	1

You can use a Captain of Minas Tirith to represent Maethor at the time of The War of The Ring, when he takes command of a border garrison. This is how he appears in the Battle of the Pelennor Fields book.



sensed his foe was nearing defeat and, mustering all his strength, savagely cut at Maethor's blade. With a dull chime, the young warrior's sword shattered, leaving Maethor with less than a foot of jagged steel with which to defend himself, but the impact threw Châric off-balance and his defences were left open. Grasping this opportunity, Maethor thrust forward and the broken remnants of his sword pierced Châric's heart.

So it was that Baranir was avenged and Maethor's spirit came to be at peace. With his goal achieved, Maethor set out for Gondor and, some months later, stood once more at Harnen vale. It was there that he met again with Boromir, who was riding southwards with a mere two dozen knights to disrupt the mustering of Harad's Great Army. The Steward's son was overjoyed that the younger man still lived, for Maethor had long been thought dead by the Steward's court. Boromir bade Maethor join him, and together they rode southwards.

Three nights later they crossed the Harnen and came to Kârvald, where the Great Army lay encamped. On that moonless night, they rode like avenging demons, their horses straining with effort as they galloped deep into the encampment. Like a hot wind they rode through the enemy sentries, who were not expecting an attack by so few, so deep in their

own territory. Addled by sleep and liquor, the Haradrim and their mercenary allies were slow to react. As the camp stirred around the attackers, the bravest of the Haradrim warriors assailed Boromir and his companions, but could not prevail in the face of the northmen's furious valour. For each knight pulled from his saddle, a score of Haradrim were cut down, and all the while food wagons and tents were set ablaze. Only when the supplies were burnt, the horses scattered, and the boldest Haradrim slain, did Boromir call the retreat. The Steward's son and Maethor cut through the press of men to safety. Though fully two-thirds of Boromir's companions had fallen in battle, and none who returned to Gondor did so unwounded, yet the Great Army was in chaos. I understand that in the days that followed, a great famine fell upon the camp for what little food that had escaped the flames could not sustain the army for long. Many of the Haradrim tribesmen abandoned the camp, while those that remained starved to death. Maethor and Boromir returned to Minas Tirith, where Denethor gave them great welcome. A few days later, Maethor left to assume command of the garrison guarding the border with Harad, where his duties have bound him ever since, but I believe that he and Boromir remained fast friends for many years.

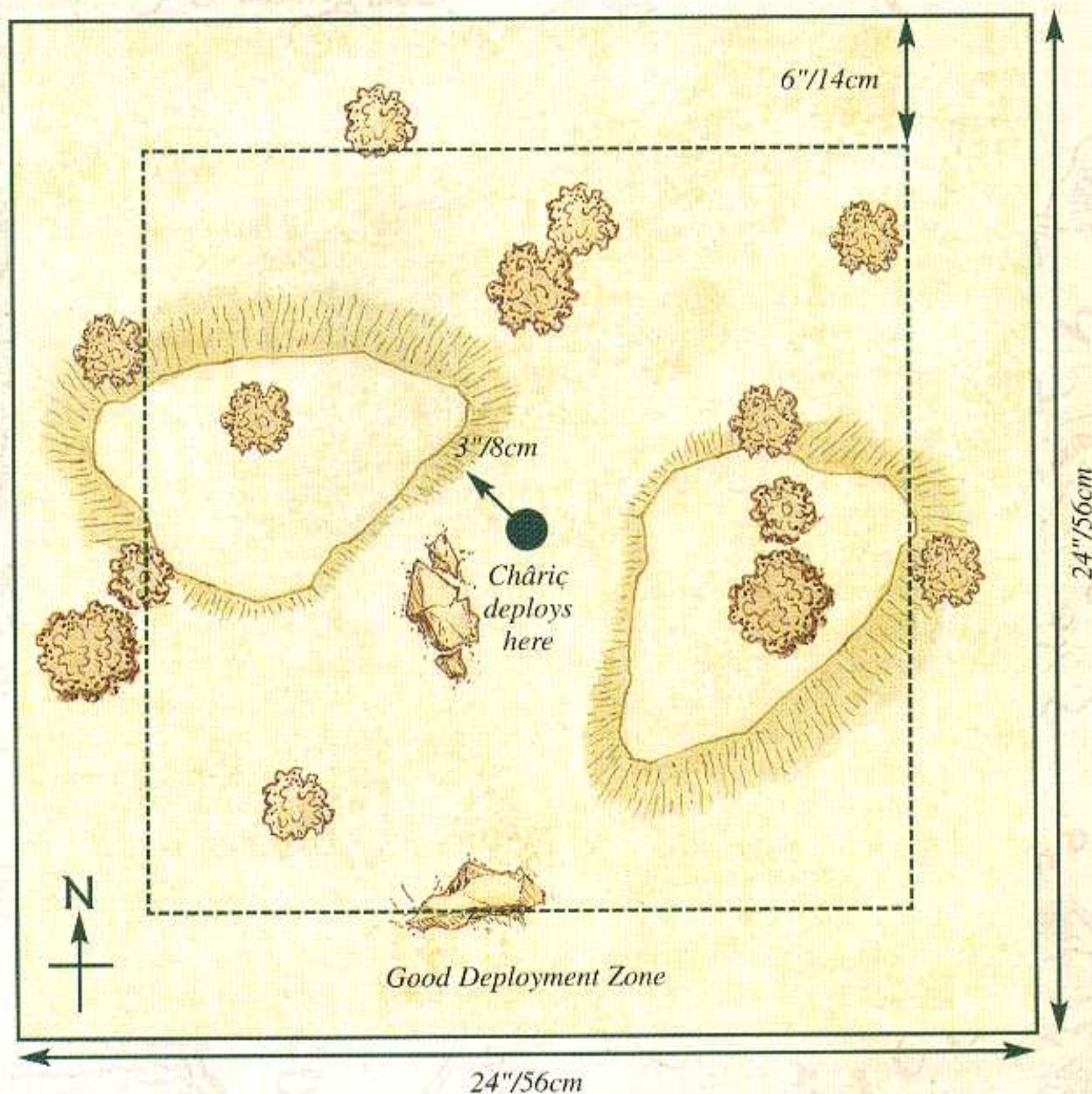
Maethor's Revenge

A scenario for The Lord of The Rings by Mat Ward

Continuing on from this month's Chronicles of Middle-earth Mat Ward provides the scenario allowing you to refight Maethor's epic pursuit of the Haradrim chieftain Châric.

Description

Maethor has tracked his quarry, a Haradrim chieftain named Châric, for several months. Hoping to avenge the death of his father, the young warrior of Gondor has not turned from his task, no matter the obstacles with which he has been faced. After a long and gruelling journey in a hostile and foreign kingdom, he finally picks up a trace of his foe. Châric's warband has faded to a fraction of its former strength after a series of fruitless raids, making Maethor's task merely difficult, rather than impossible. It is amongst the hills of western Khand where Châric's fate is set to play out, for amongst the rocks and trees that litter this land, stalks a silent shadow who has but a single goal. Before Châric and his followers can react, Maethor's arrows have claimed the lives of several Haradrim and, in the darkness, the advantage of superior numbers has become all the more tenuous...



Maethor attacks



A silent shadow stalks the land

Participants

Good

Maethor (Ranger of the North on foot)

Evil

Môrvar Châric (Chieftain of Harad)

8 Haradrim Warriors with spear

8 Haradrim Warriors with bow

Points Match

If you want to play this game with other forces, choose one Hero for the Good side and about three times as many points of Warriors and Heroes for the Evil side. The most expensive model on the Evil side takes the role of Môrvar Châric. No more than 33% of the Evil force may be Warriors with bows.

Layout

This game is played on a board 24"/56cm x 24"/56cm. This scenario is set just within the Khandish border, amongst the rolling hills of that region. Accordingly, place as many hills as possible within the playing area. The board should also include the occasional rock or tree.

Starting Positions

The Evil player deploys Châric in the centre and the Haradrim Warriors within 3"/8cm of him. The Good player may then deploy Maethor within 6"/14cm of any board edge.

Objectives

The Good side wins if there are no Evil models left on the board and Maethor is still alive. Any other result is an Evil victory.

Special Rules

Nightfall's Embrace. Though the moon shines down upon the combatants, the light is still poor enough to be a great inconvenience. Shooting attacks or magical powers may not be used unless the user is within 2D6"/4D6cm of their target (roll each time a model wishes to Shoot or use a magical power). In addition, models may not charge unless they are within 2D6"/4D6cm of their target. Note that as Maethor has silently stalked his foe and prepared himself for this ambush, the Good player may re-roll one result each turn.

Tired, Weary, and Ambushed. Châric and his men are exhausted to the point of collapse. When Maethor springs his attack and several men fall to his arrows, their courage, already stretched, collapses. The Evil force starts the game broken, ie, as if it had already lost 50% of its starting numbers.



The Salvation of Imrath

Part one in a new series of scenarios by Adam Troke

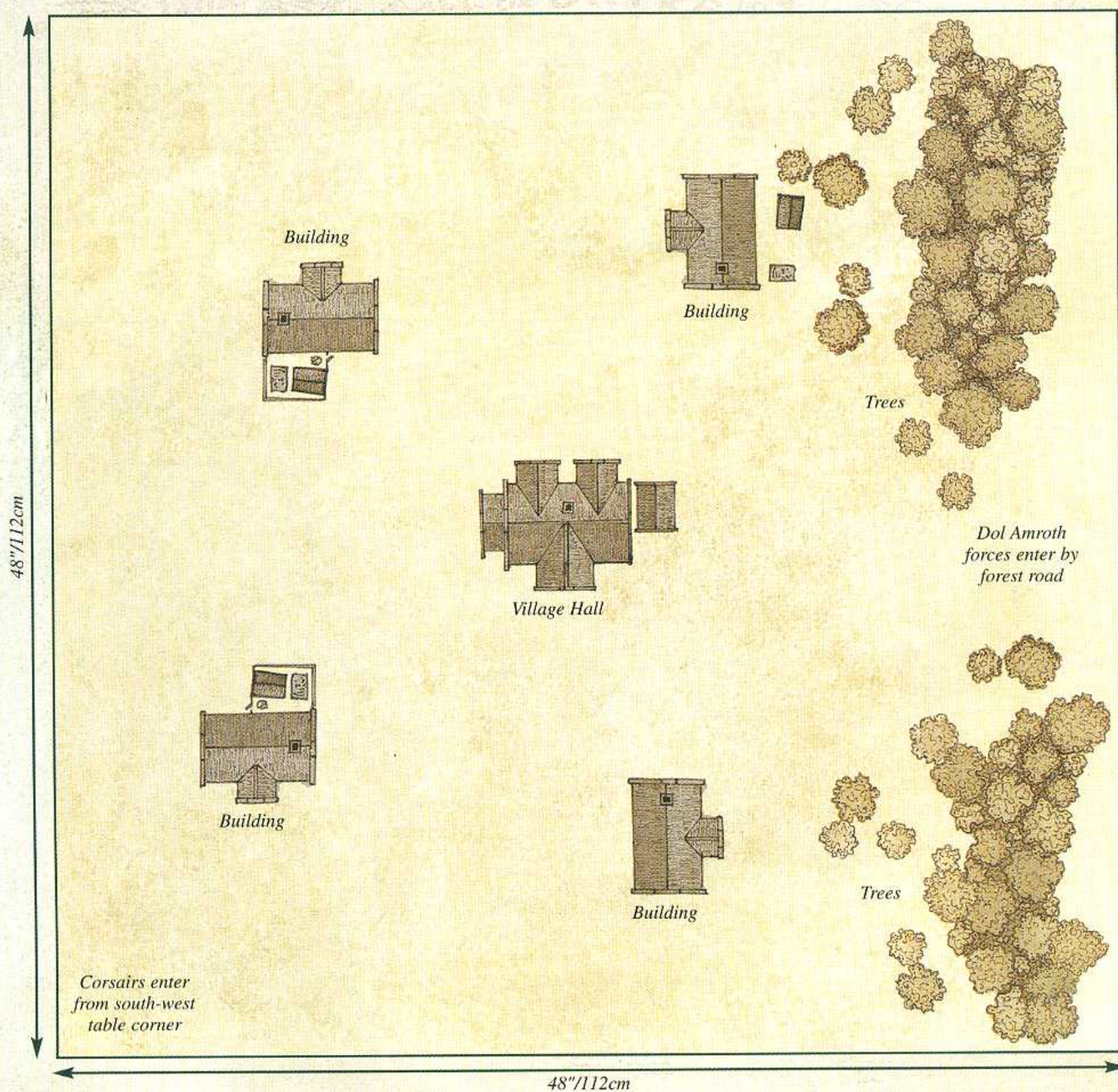
The fortified city of Dol Amroth is the second most powerful city in the realm of Gondor. A place of lesser endurance would struggle to survive when faced with an attack by the Corsairs of Umbar.

Dol Amroth is a fortified coastal city, proof against all but the most powerful of assaults. Due to this, it is seldom the victim of attacks itself, however the surrounding towns and villages of the fiefdom are not always so fortunate.

To protect them, and to provide aid in crises, a series of garrisons exist along the coastline, vigilantly watching the Bay of

Belfalas for signs of danger and the tell-tale smoke from one of the many beacon fires placed within the coastal communities to signal for aid.

Imrath is one such village, lying some fifty miles to the east of Dol Amroth itself and sitting in a dry riverbed. Prosperous and peaceful, it gains its generous wealth through trading with other nearby towns, and of course



entiful fishing. In Imrath the Corsair Raiders
 e an easy target and rich pickings, and so
 ith courage born of arrogance they launch
 eir raid in broad daylight, indifferent to the
 ks this could bring. While the men-folk,
 rave and strong enough to defend their
 omes, light the beacon fires and ready
 emselves to meet their foe, the villagers of
 nrath seek refuge in the woods as they see the
 ack sails of the Raiders draw close, hoping
 d will not be too long in coming.

Only a couple of miles away is one of Dol
 Amroth's garrisons, captained by Môrathol.
 Seeing the smoke from the beacon he calls his
 warriors to arms and races to the aid of the
 beleaguered village.

Participants

Good

Môrathol (Captain of Men on horse with heavy
 armour and shield)

Warriors of Minas Tirith with shield

Warriors of Minas Tirith with bow

Knights of Dol Amroth with lance and on
 horseback

Knights of Dol Amroth on foot

Evil

Andacar – Corsair Captain (Easterling
 Captain)

Corsair Guard (Easterlings with shield)

Corsairs with spear (Haradrim Warriors with
 spear)

Corsairs with bow (Haradrim Warriors
 with bow)

Layout

Set up a 48"/112cm x 48"/112cm board. This
 board represents the coastal village of Imrath,
 so it should have a number of houses and other
 scenery pieces, such as a beacon fire, carts, a
 well, wooden fences or other suitable terrain,



The Corsairs attack

to make it look convincing. One of the houses
 should be placed in the centre of the board to
 represent the village hall, where the defenders
 are making their stand. The five Plunder
 counters (players could use anything to
 represent these Plunder markers, from buttons
 or beads to coloured dice or specially crafted
 counters) should be placed touching the village
 hall. The eastern table edge should be heavily
 wooded, with a clear pathway through the trees
 to the village in the centre (see map).

Starting Positions

The Good player deploys the Warriors of
 Gondor within 6"/14cm of the village hall. The
 Knights of Dol Amroth do not start the game on
 the table, although they may become available
 later in the game. The Evil player deploys all of
 his models within 6"/14cm of the south-west
 board corner.

Points Match

If you want to play this scenario using
 alternate forces, the Evil player should
 select 150 points worth of models
 including at least one Hero. The Good
 player may select 200 points worth of
 models, including one Hero. 50 points
 worth of Warriors take the role of the
 Warriors of Gondor, the remainder and
 the Hero replace Môrathol and the
 Knights of Dol Amroth. Neither side
 should have more than 33% of its number
 armed with bows.

Objectives

The Corsairs are hoping to make a quick, decisive
 raid with plunder and violence in mind. For the
 Evil side to win they must successfully carry
 three Plunder markers off the table within 3"/8cm
 of the south-west board corner or kill all the
 Good models. If the Evil force is reduced to 25%
 of its starting number before they can do this, the
 Good force wins.

Special Rules:

Plunder. A Corsair may drag a single Plunder
 marker by moving into base contact. Once a
 Corsair is in base contact with the marker, it may
 complete its move normally, dragging the marker
 alongside. A Corsair dragging a Plunder marker
 will automatically release it if engaged in combat.

Amroth for Gondor. The Knights of Dol
 Amroth have seen the signal fire and are racing to
 relieve their allies from whatever befalls them. At
 the end of the Good Movement phase on the
 fourth turn, roll a D6 to see if the Knights of Dol
 Amroth are available. On the score of a 4+
 Môrathol and the Knights of Dol Amroth may be
 moved onto the board via the forest road. If the
 Knights fail to arrive roll again at the end of each
 successive Good Move phase in the same way.
 Newly arrived models may not charge in the turn
 that they arrive, but may otherwise act normally.



Dol Amroth for Gondor

War in Middle-earth: Harad

Fighting battles in Harad, by Mat Ward

The harsh, uncompromising attitude of the Haradrim mirrors the lands of their origin. The land of Harad is not a place where any should tread lightly. Its arid, barren wastelands have been the death of many.

The land known to most as Harad lies upon the southern border of Gondor. Only along the mighty rivers, and the shores of the Great Sea, can fertile ground be sought for leagues and leagues of rock-strewn savannah stretch as far as the eye can see in almost every other corner of the realm. In contrast to the fertile lands of Gondor's southern fiefs and the rugged but bountiful plains of neighbouring Khand, Harad can seem a desperately bleak place to outsiders.

Nonetheless, swathes of green fields can be found along the mighty rivers that pierce the Harad landscape, producing enough food to feed and sustain Harad's population.

In name, at least, Harad is currently ruled from an ancient city nestled within the bay of Umbar. This once Númenórean haven has seen a great deal of history pass within and without its walls, much of it bloody and sorrowful. The scars of time can be plainly seen on the buildings of the city's old quarter, where Númenórean craftsmanship has been patched with later, less skilled Haradrim masonry, giving the city a unique, if confused, appearance. With its safe harbourage and commanding coastal position, Umbar has long been the power in the surrounding waters. As a result of this, its name has become synonymous with raids and terror in the

surrounding lands, so much so that it is now known only as the City of the Corsairs in lands far and wide. Harad's former capital, the great temple-city of Kârna, was ruined long ago in what was anything but Gondor's finest hour, when the soldiers of Minas Tirith sacked it following a great victory. Anything of value, they took; anything that would burn, was fired. Kârna was left a blood-soaked ruin, heavy with the sins of the past and the voices of the dead. Wise men go there not.

A meeting of two mighty roads occurs in almost the exact geographical centre of Harad. One, the Harad road, travels north and south from that point, eventually reaching the shattered gates of Osgiliath in the north and vanishing deep within the lands of the Mahûd to the south.

The second, and far more frequently travelled route, the Amrûn road, begins its seemingly endless journey in Umbar's Corsair City, before skirting the north edge of the Nâfarat, the Great Desert of Harad, and thence into the rival kingdom of Khand. Sitting at the junction of these two roads, growing fat from the profits of the trade that flows past its gates, is the city of Abrahân. Compared to the poorer towns in Harad, Abrahân is a luxuriant place, though it remains well-fortified – a lesson learnt centuries before when a Khandish raid laid the town waste. Its marbled palaces and golden gates are bought with the wealth accrued by its unique trading position, for where else can wanderers from all points of the compass meet and trade?

South of Abrahân lies the only true desert of Harad, the Nâfarat, its shimmering, alabaster sands stretching east into Khand and south to the hills around Hîdar, the southernmost of Harad's great cities. In truth, much of the Nâfarat lies within the borders of Khand, but few Khandish kings have wished to spill their followers' blood in a war of reclamation fought over such a worthless place. The Nâfarat is a quiet place, for even the local Haradrim tribes largely shun this inhospitable wasteland.

Even so, at least one group of tribesmen choose to make their home within its borders, exploring the ancient ruins that are hidden amongst the desert sands, trading their findings for food and water. Such exploits are not without risk, for remnants of the evil that once claimed the ruined ziggurats still remain within their walls, hungry for the warmth of the living.





The Haradrim fight against a band of Gondorian Rangers as a wild Mûmak approaches

Playing Scenarios in Harad

The land of Harad is a daunting place for any army to consider campaigning. If you wish, you can play The Return of The King Points Match scenarios in Harad. If you do so, the following special rules can be used. Roll one D6 on the following table to determine which special rules (if any) are to be used. Note that multiple rolls of the same rules do not stack. Alternatively, players can agree which of these rules they are using before the game begins.

- 1 – Unstable Footing
- 2 – Sandstorm
- 3 – Wild Mûmak
- 4 – Baking Sun
- 5 – The Shadow of Kârna
- 6 – Roll twice on this table

Unstable Footing. The soil of the battlefield, like much of the ground in Harad, is composed of loose, sandy soil and so is less than stable underfoot. This is not so much of a problem for the relatively unencumbered, but can prove difficult for the heavily burdened.

In this scenario, all models wearing heavy armour move 1 1/2cm slower than their normal Move rate.

Sandstorm. In the desert there is a chance that a sandstorm will whip up, filling the air with fast-moving, razor-sharp sand. If the Priority roll is ever drawn on the roll of 5 or 6, a sandstorm sweeps the battlefield. Each time a model moves in a sandstorm the controlling player must roll a D6 if the result is higher than the model's Strength, the model may not move that turn. No missile weapons of any kind may be fired in a sandstorm, though spells may still be cast as normal. The sandstorm automatically dies away at the end of the turn.

Wild Mûmak. Between the opposing forces is a wild Mûmak, a crazed and dangerous beast that has lost its handlers to misfortune or war. This model is placed in the centre of the board before any other models are deployed. The Mûmak is under the control of the Evil player, and follows all the normal rules for Mûmak

movement, stampeding and combat. However, there is no Commander or Mahûd controlling the beast, so each turn it will need to pass a courage test or stampede in the normal way.

Blazing Sun. For this scenario, the sun is beating down mercilessly on the combatants, dazzling their eyes and exhausting them with its heat. If the Priority roll is ever drawn on the roll of 5 or 6, the player that loses must nominate one of his models which will suffer a wound on the roll of a 1 on a D6 (Fate may be used to save against this). Deduct 1 from the roll if the model is wearing heavy armour (including Dwarf heavy armour) or carrying a shield, or 2 from the roll if they are equipped with both.

The Shadow of Kârna. This battle takes place close enough to Kârna for the invasive evil of that place to cast a shadow over the combatants. So oppressive is the feeling of unease that all Courage tests taken during this scenario are made on three dice, with the highest dice score being discarded.

Legions of the Eye

New troop types for The Lord of The Rings

Mat Ward returns with details of the myriad forms the foul Orcs of Sauron can take; from the fearsome minions of Barad-dûr, to the irritable and treacherous beasts of Gorgoroth.

A few issues ago, we took a look at the various different troops offered by Gondor's fiefdoms during the War of the Ring. As shown by the fighting in Cirith Ungol, Sauron's Orcs are also not the uniform mass that they appear to be, with several factions constantly vying for power under Sauron's gaze. Though they don't vary as

much as the Men, the Orcs can offer just as much scope for gamers and collectors alike, so in this article we'll take a closer look at the denizens of Mordor, including some profiles and conversion ideas for troops and Heroes. Just remember to get your opponent's permission first!



Dol Guldur



For many long years, while he hid himself from the gaze of the wise, Dol Guldur was Sauron's home and chief fortress. From its dark and gloomy towers, the malice of the Dark Lord spread across the forest of Greenwood the Great and brought the noble forest under shadow. Of all of Sauron's great fortresses, Dol Guldur is the most accursed by dead and forgotten spirits. Ethereal forms stalk its corridors, and many unseen shadow-vassals leave their chill touch upon the flagstones and walls. Some, like the Barrow-wights and

spectres that serve the Dark Lord's will in other corners of the world, are lesser wraiths possessed of a ghostly form driven by sleepless hatred and spite. Others, however, are said to be the lonely voices and souls of those that the Dark Lord tortured to ruin within Dol Guldur's dungeons. If but a few of Sauron's guests have lingered past their earthly existence, these voices are surely legion, for countless Dwarves, Elves and Men have all met their end with that fortress beneath the Dark Lord's cruel gaze.

Interestingly, there are few captains amongst the Orcs of Dol Guldur but, conversely, many shamans. Why this should be the case is not immediately clear, but it is conceivable that a bold and patient Orc could learn much from the spirits that infest Dol Guldur, for many of those ruined creatures were once sorcerers in their own way. It is probably best not to speculate about what the Orc Shamans can offer these shades in return for their knowledge. Perhaps unsurprisingly, the Orcs of Dol Guldur are more courageous than most of their kin, for most worldly

troubles pale by comparison with the dread spectres of the Hill of Sorcery. Naturally, Sauron's mortal servants avoid the worst of the visitants whenever they can, but nonetheless the guards of Dol Guldur are amongst the bravest Orcs at Sauron's command. Even so, they rarely venture out into the forests surrounding Dol Guldur, for the Elves of Mirkwood are always keen to despatch another Orc from the world with their black-shafted arrows. Instead it is against the woodsmen of Rhovanion and the horsemen of Rohan against whom the Great Uruks practice their skilled pikework, although it was also not unknown for squabbles to break out amongst the garrison of Dol Guldur and Saruman's roaming patrols in the closing years of the Third Age. On several occasions, bemused Rohirrim patrols would watch from a distance as two groups of Orcs fought with savage determination. More often than not, the surviving Orc faction would be so weakened that the Rohirrim were all but guaranteed victory when they charged into the fray themselves.

Dol Guldur Shaman

Points value: 55

	F	S	D	A	W	C	
Dol Guldur Shaman 3/-	3	3	4	1	2	3	Might: 1 Will: 4 Fate: 1

Wargear

A Dol Guldur Shaman carries a spear and wears armour.

Magical Powers

Drain Courage. Range 12"/28cm. Dice score to use: 2+. The victim loses 1 point of Courage from his characteristic profile. This penalty applies for the rest of the battle. This ability can take effect several times on the same target – reducing a model's Courage value each time.

Sap Will. Range 12"/28cm. Dice score to use: 4+. The victim's Will value is reduced to 0. The effect lasts for the remainder of the battle – although it can be increased by the Strengthen Will or Will of Iron magical powers.

Terrifying Aura. Dice score to use: 2+. This power enables the model to assume a terrifying aura. Once this power has been successfully cast, the model counts as terrifying to all enemies as long as he has at least 1 point of Will remaining. If his Will drops to 0 the terrifying aura is extinguished. See the Courage section of the rules for more about terror.

Great Uruk of Dol Guldur (Orc)

Points value: 7

	F	S	D	A	W	C
Great Uruk 3/-	3	3	4	1	1	3

Wargear

The Great Uruks of Dol Guldur wear crude armour and carry pikes.



Barad-Dûr



Barad-dûr has become a warren of Orc dwellings, barrack-rooms, and refuges for creatures that are far fouler than anything ever seen in the light of day. It might be tempting to think that such a place would be amongst the safest of all Orc fortresses. Nothing could be further from the truth, for Sauron's chief

lieutenant within the tower, an individual known as the Mouth of Sauron, has a dark temper, matched only in scope by his willingness to sacrifice Orcs for greater knowledge of the tower's blacker denizens. On one occasion, two hundred Orcs were sent to ascertain the nature of a dark presence that lurked in one of Barad-dûr's towers. Not one returned, though the lieutenant of Barad-dûr noted that, although he was no nearer to the truth, clearly more than two hundred Orcs would be required next time. Without the Dark Lord's patronage, the Mouth of Sauron would have long been slain by the Orcs.

There is little in the way of organisation amongst the Orcs of Barad-dûr, for many have been drawn from all corners of Middle-earth

by its evil stench. Great Orcs, Uruk-hai, common Orcs, Goblins, Hobgoblins, and half-Orcs can all be found within the Dark Tower, all fighting for preferment and survival within the dank squalor of its lower levels. In order to enforce what little order there is within Barad-dûr, the Mouth of Sauron maintains the Dûrghaz-nar, an elite guard of Uruk-hai whose loyalty to Sauron is beyond question. Possessed of prodigious skill and ferocity, these Black Uruks are implacable in their duty and fearsome in battle, whether their opponents be Orcs or Trolls. Fortunately for the Free Peoples, these warriors are few in number, for if all of Sauron's armies were composed of such creatures, his shadow would have dominated the world long ago.

Dûrghaz-nar Warrior (Uruk-hai)

25pts

	F	S	D	W	A	C	Might: 1
Black Legion	4/-	4	5	1	1	3	Will: 1
							Fate: 1

Wargear

A member of the Dûrghaz-nar wears armour and carries a pike.

Special Rules

Elite of Barad-dûr. The members of the Dûrghaz-nar are unmatched in their dedication to Sauron. If The Mouth of Sauron (or Sauron himself) is alive and on the board, members of the Dûrghaz-nar do not need to make Courage tests.

The Mouth of Sauron (Man)

Points value: 60

	F	S	D	A	W	C	Might: 1
Mouth of Sauron	4/-	4	5	2	2	4	Will: 4
							Fate: 1

Wargear

The Mouth of Sauron wears armour and carries a sword (hand weapon). At an additional points cost the Mouth of Sauron can ride a horse at a cost of 10pts.

Horse. The Mouth of Sauron rides a huge black horse to carry the word of his dark master to all the peoples of Middle-earth. Only the Mouth of Sauron can ride this evil beast – it will not permit any other creature to mount it. Rules for horses and riders are given in the main rules section.

	F	S	D	A	W	C
Horse	0/-	3	4	0	1	3

Magical Powers

Transfix. Range 12"/28cm. Dice score to use: 3+. The victim can do nothing further that turn. In combat, his Fight value counts as 1 and he rolls one dice regardless of how many Attacks he normally has. If he wins a combat, he will not strike. The victim can still use Might, Will and Fate but cannot make heroic actions. The effect lasts for the remainder of that turn.

Drain Courage. Range 12"/28cm. Dice score to use: 2+. The victim loses 1 point of Courage from his characteristic profile. This penalty applies for the rest of the battle. This ability can take effect several times on the same target – reducing a model's Courage value each time.

Sap Will. Range 12"/28cm. Dice score to use: 4+. The victim's Will value is reduced to 0. The effect lasts for the remainder of the battle – although it can be increased by the Strengthen Will or Will of Iron magical powers.

Terrifying Aura. Dice score to use: 2+. This power enables the model to assume a terrifying aura. Once this power has been successfully cast, the model counts as terrifying to all enemies as long as he has at least 1 point of Will remaining. If his Will drops to 0 the terrifying aura is extinguished. See the Courage section of the rules for more about terror.



A little Green Stuff has been used to reshape the helm of this Uruk-hai.



The Slave Fields of Nurn



A land with Mordor's population requires a vast amount of food and nourishment to maintain, for even Orcs and Trolls cannot subsist off of dust, ash and malice. Just as the verdant fiefs of the south provide for Gondor, it is along the edges of Lake Nurnen that Mordor's hunger is satisfied. While northern Mordor is a wasteland of ash and smoke, guaranteed by Orodruin's baleful presence, the lands to the south are surprisingly fertile. They can, and do, support thousands, if properly worked. Innumerable numbers of slaves work in the fields in the south, endlessly toiling so that the Dark Lord's armies may have sustenance. Life is cheap in all of the dark land, but here in Nurn it is spent so carelessly as to provoke disbelief in all but those who are familiar with the ways of the great slave fields.

Amongst the broken and ailing mass of men, women and children in the south of Mordor, at least a dozen nationalities can be witnessed. Folk of Harad, Rhun, Gondor and Khand, all captured in one of the endless and interminable Orcish raids, all work for the betterment of Mordor under the whip and lash of their overseers.

While it is true that there is a bullies' viciousness deep within the character of every

Orc, those creatures who oversee the slave fields of Nurnen are more capricious and contemptible than most. Such is the hardship of the slaves' life, their existence is a brief one – few survive more than a few months among the fields. In the eyes of the overseers, the slaves are akin to mayflies, dead in so short a time that their discomfort must be enjoyed while it lasts. Essentially, the Orcs of Nurn are cowards, unsurprising, as the most dangerous opponent they have ever faced is a slave-worker maddened by pain and grief, but like most bullies show scant regard for anything smaller or weaker than them.

Amongst their favourite sports are setting a slave loose into the plains before setting their pet wargs upon the scent. Bets and wagers are often placed upon how far the luckless slave will get before being brutally mauled or which beast will bring him down – almost anything that will provoke amusement. Naturally, brawls are not uncommon after the close of such a race, brought on by arguments over who won, and why. When this happens, the slaves cower fearfully in their filthy quarters for the loser of the brawl, if he survives, inevitably takes his fury out upon them with his cruel leather lash.



Nurn Overseer (Orc)

Points value: 7

	F	S	D	A	W	C
Nurn Overseer	2/4+	2	4	1	1	1

Wargear

Nurn Overseers wear crude armour and carry whips (count as a throwing weapon with a range of 2"/4cm and a Strength of 1).



The Mouth of Sauron and two Dûrghaz-nar warriors quell an uprising in the bowels of Mordor

Minas Morgul



Unlike many of the Orc bands that lurk about Gondor's borders, the creatures of Imlad Morgul are organised and disciplined, though you would not tell it from their appearance, which is as tattered and varied as

their cousins in the Ered Nimrais and the Ephel Dúath. The chief reason for this is the domineering leadership of a single Orc, Gothmog, lieutenant of Imlad Morgul. Trained and moulded by the Witch-king to be a general capable of matching the greatest that Gondor has to offer, Gothmog's tyrannical and near fanatical dedication to his master's cause knows no bounds. His drive has led him to shape the hosts of Morgul into an army the likes of which has not been seen since the days of Morgoth; an army which he intends to lead to claim the lands of Men as his own. As a general, he has proved to be a skilled and prodigious strategist, having spearheaded many assaults on the lands still held by Gondor. Amongst the warriors of Morgul, the bickering that mars so many gatherings of Orcs cannot be seen, for Gothmog settles all such squabbles with even-handed and brutal simplicity. Most remarkably amongst the denizens of Morgul are the Morgul Guard, the fiercest and boldest veterans of the Tower of

Sorcery whose armour and wargear is, more often than not, plundered from the still twitching corpses of their mannish opponents. Such discipline comes at a cost, for the Morgul Guard do not suffer lightly the presence of those that they see as 'lesser' Orcs – especially the Orc trackers of the Gorgoroth plateau. As Mordor's closest citadel to the disputed town of Osgiliath, the Orcs of Minas Morgul are almost constantly in conflict with the soldiery of Minas Tirith. It is they who contest the lands of Ithilien with the Rangers of Gondor – deadly and canny opponents, responsible for great losses amongst the Morgul host. It is the armies of Morgul that are called upon to do the bulk of the fighting in the run up to the Battle of the Pelennor Fields and they that drive Gondor's garrison from Osgiliath. It is Gothmog himself who takes command of many of the preliminary assaults, and he who also takes command of the army when the Witch-king falls in battle.



This Morgul Guard was made from elements of the Warriors of Minas Tirith, and Mordor Orc Warrior boxsets.

Morgul Guard (Orc)

Points value: 5

	F	S	D	A	W	C
Morgul Guard	3/5+	3	4	1	1	3

Wargear

Morgul Guard wear crude armour. They may be given additional items at the following cost:

Hand weapon or two-handed weapon	free	Shield	1 pt
Bow	1 pt	Heavy armour	1 pt
Spear	1 pt		

The Black Gate of Mordor



Orcs are not noted for being exceptional warriors. However, in recent years, the armies of both Mordor and Minas Morgul have had companies of a stronger and bolder breed

of Orc march within their ranks. Wherever these creatures are found, it is always there that the soldiers of Gondor are hardest pressed, for their ferocity and bloodlust is far beyond anything encountered in their kind, save perhaps in the half-breed Uruk-hai. It is they that keep a watch upon the great ebon gate that bars all entry into the Land of Shadow, a task that they carry out with determination born of pride. No name is there for this breed of Orc – indeed, they call themselves only after the land that they guard: the Morannon.

Morannon Orcs are shorter than Uruk-hai, but as strongly built as their cousins. Unlike lesser Orcs, they are clad in tough and

serviceable armour, consisting of stout hauberks covered with overlapping iron plates. Unlike most Orcs, the guardians of the Morannon have mastered the rudimentary arts of smithying, though their efforts are adequate rather than exceptional or beautiful. Sauron clearly intends to make these Orcs into a fighting force as hardened and disciplined as Saruman's Uruk-hai, for Morannon Orcs can be found at the heart of any great battle. Many serve the Dark Lord's whims in the east, warring against tribes and kingdoms that have not yet submitted to his will, but most find their test in the savage and unrelenting battles for Osgiliath.

Morannon Orc

Points value: 7

	F	S	D	A	W	C
Morannon Orc	3/-	4	5	1	1	2

Wargear

Morannon Orcs carry crude hand weapons and wear heavy armour. They can be given the following equipment at additional cost:

Shield	1 pt	Spear	1 pt
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Gorgoroth



The north of Mordor is a barren and dusty wasteland, coated with the ruinous debris scattered by the volcanic Mount Doom that sits in the centre of the giant plateau of Gorgoroth. By all standards, the plateau of Gorgoroth is a vile place to live, for the very air is a poisonous fume, prolonged exposure to which can sap a man of his health and will. Accordingly, there are very few of Sauron's creatures that choose to live in this place. Indeed, only those Orcs assigned to garrison duty in the strongholds of the Morgai spend

any time in this land. Most only pass through on their way to the slavefields in the south, or the Morannon in the north, dwelling in small makeshift towns of rough tents for no more than a few days at a time. Unsurprisingly perhaps, the temper of the Orcs forced to live on the plateau is fouler than normal. If there is no identifiable enemy close by, only the iron control of an Orc captain can ensure that the Orcs of Gorgoroth continue about their business without attacking their fellows.

Orc of Gorgoroth

Points value: 6



	F	S	D	A	W	C
Orc of Gorgoroth	2/4+	3	4	1	1	2

Wargear

Gorgoroth Orcs wear crude armour and carry shields and spear. They may be given additional items at the following cost:

Hand weapon or two-handed weapon	free	Shield	1 pt
Bow	1 pt	Heavy armour	1 pt
Spear	1 pt		

Special Rules

Recalcitrant. If a Gorgoroth Orc cannot draw line of sight to an enemy model at the start of its Move phase, it becomes a Good model for the rest of the turn.



Gorgoroth is an inhospitable place, where the squalor eventually affects an Orc's mentality

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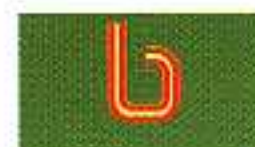
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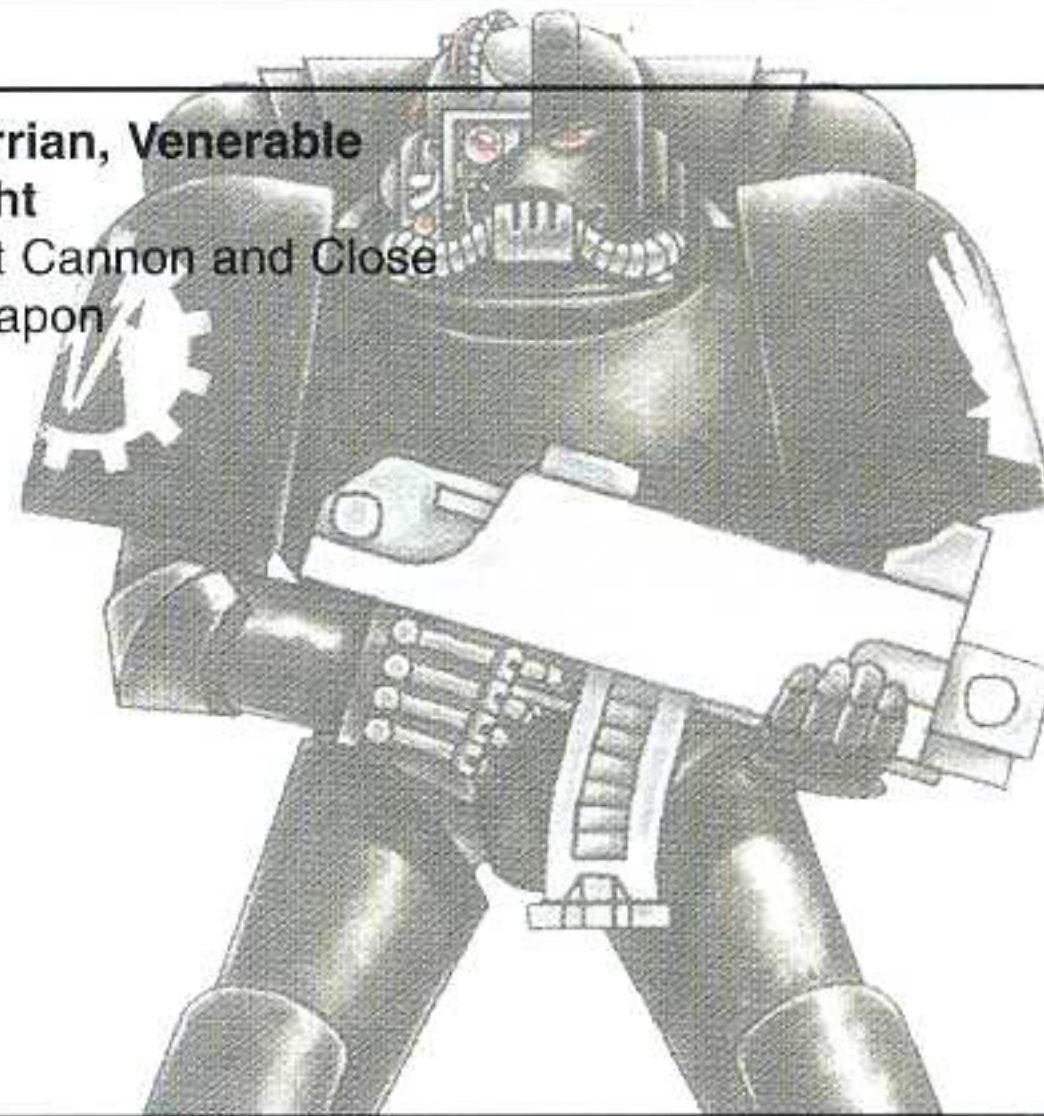


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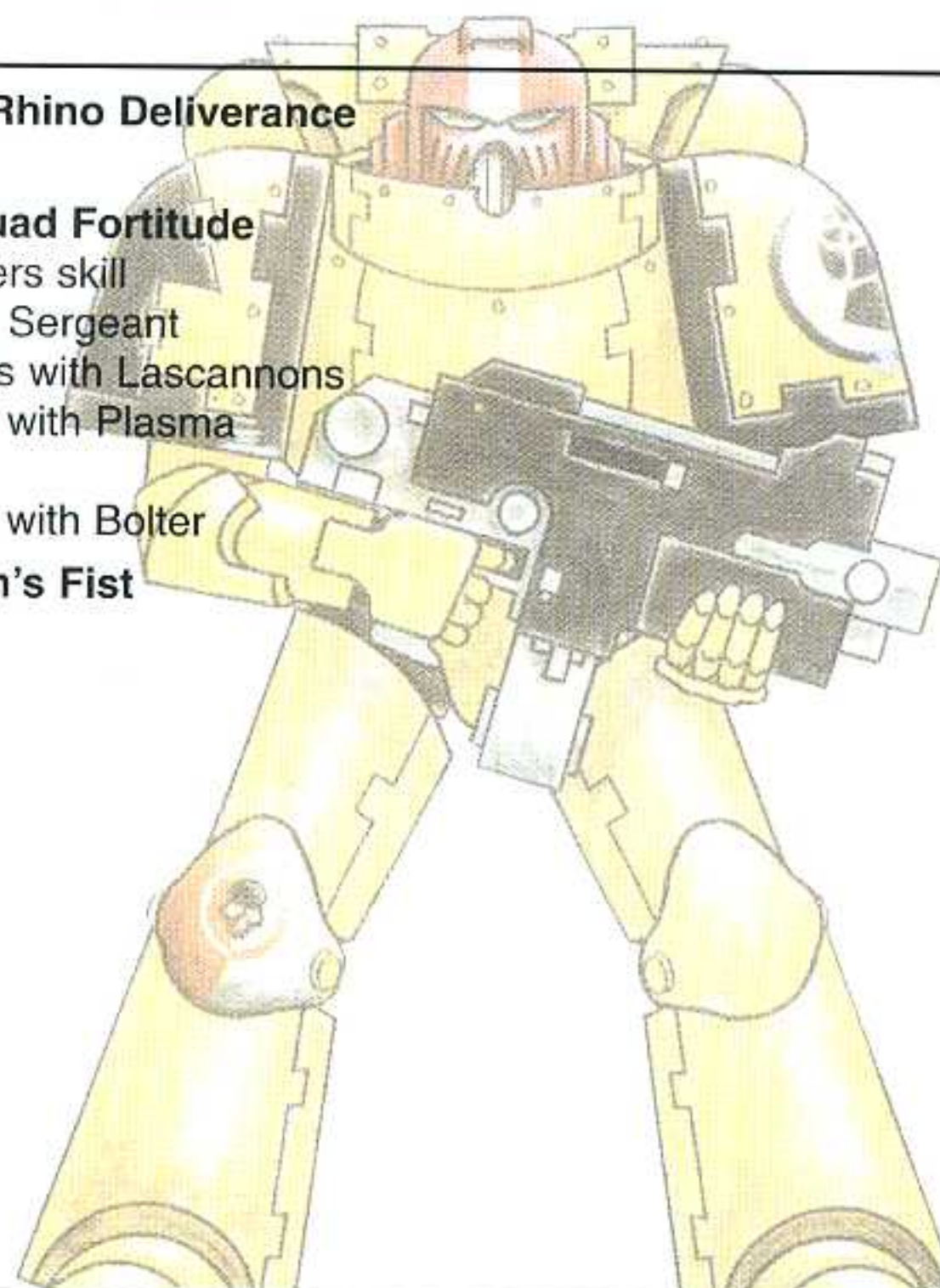


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ULTRAMARINES STRIKE FORCE (1501 POINTS)

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This 2nd company strike force is led by Captain Agemman, and uses a fast moving assault contingent backed up by a dreadnought and several squads with heavy weapons. A squad of scouts is also included to disrupt the enemy's advance and prevent counter-attacks.

- **Captain Agemman**
Power Sword, Iron Halo, Plasma Pistol, Melta Bombs
- **Reclusiarch Chaplin**
(using Chaplain Cassius figure)
Crozius Arcanum, Rosarius, Bolt Pistol
- **Command Squad Divine Fury**
Company Champion with Power Weapon and Combat Shield

Sergeant with Terminator Honours, Bolt Pistol and Power Fist
1 Space Marine with Meltagun
2 Space Marines with Bolt Pistols and close combat weapons
Furious Charge veteran skill

- **Dreadnought Emperor's Will**
Assault Cannon
- **Tactical Squad Alpha**
5 Space Marines with Bolters
1 Space Marine with Missile Launcher
1 Space Marine with Plasma Gun
- **Tactical Squad Beta**
5 Space Marines with Bolters
1 Space Marine with Lascannon
1 Space Marine with Plasma Gun

- **Tactical Squad Omega**
5 Space Marines with bolters
1 Space Marine with Meltagun
Sergeant with Terminator Honours and Power Fist
Rhino Armoured Transport with Extra Armour and smoke launchers
- **Scout Squad Gamma**
4 Scouts with Sniper Rifles
1 Scout with Missile Launcher
2 Scouts with Bolters
- **Devastator Squad Kappa**
2 Space Marines with Heavy Bolters
2 Space Marine with Plasma Cannon
2 Space Marines with Bolters
- **Landraider Crusader Vengeance**
Extra Armour, Smoke Launchers

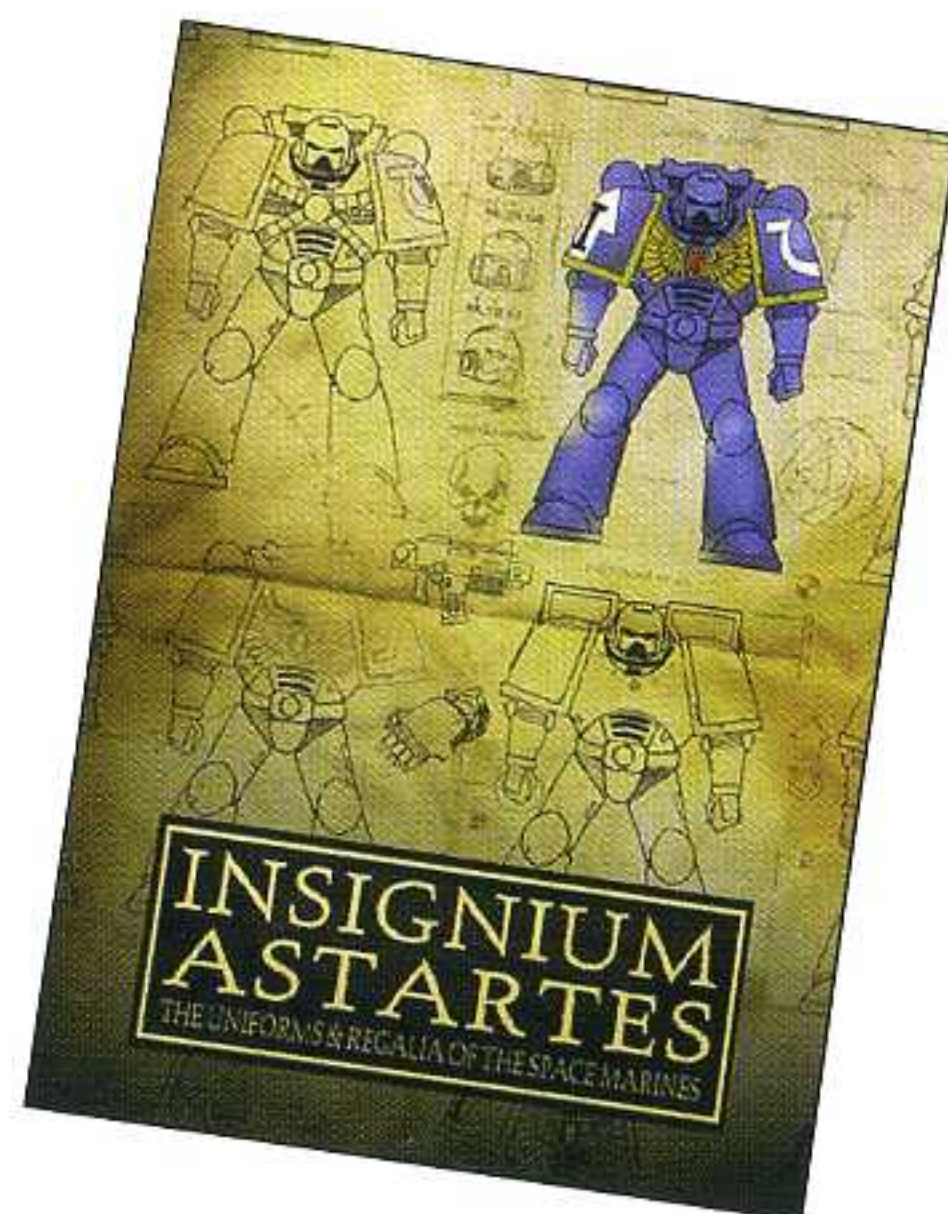


DESIGN YOUR OWN CHAPTER

FIRST FOUNDING PACK

AUS\$151

- Insigniam Astartes
- Liquid Poly Cement
- Green Stuff Modelling Putty
- Files
- Sand
- 7 paints (of your choice)
- Standard Brush
- Fine Detail Brush
- Large Dry Brush



SECOND FOUNDING PACK

AUS\$58

- Liquid Poly Cement
- Green Stuff
- 6 Paints (of your choice)
- Standard Brush

IMPERIAL FISTS PACK

AUS\$52

- Sunburst Yellow paint
- Black paint
- Chestnut Ink
- Boltgun Metal paint
- Yellow Ink
- 30 Fist shoulder pads

CRIMSON FISTS PACK

AUS\$52

- Regal Blue paint
- Ultramarines Blue paint
- Red Gore paint
- Boltgun Metal paint
- Blood Red paint
- 30 Fist shoulder pads

BLACK TEMPLAR PACK

AUS\$52

- Skull White paint
- Chaos Black paint
- Boltgun Metal paint
- Blood Red paint
- Codex Grey paint
- 30 Black Templar shoulder pads

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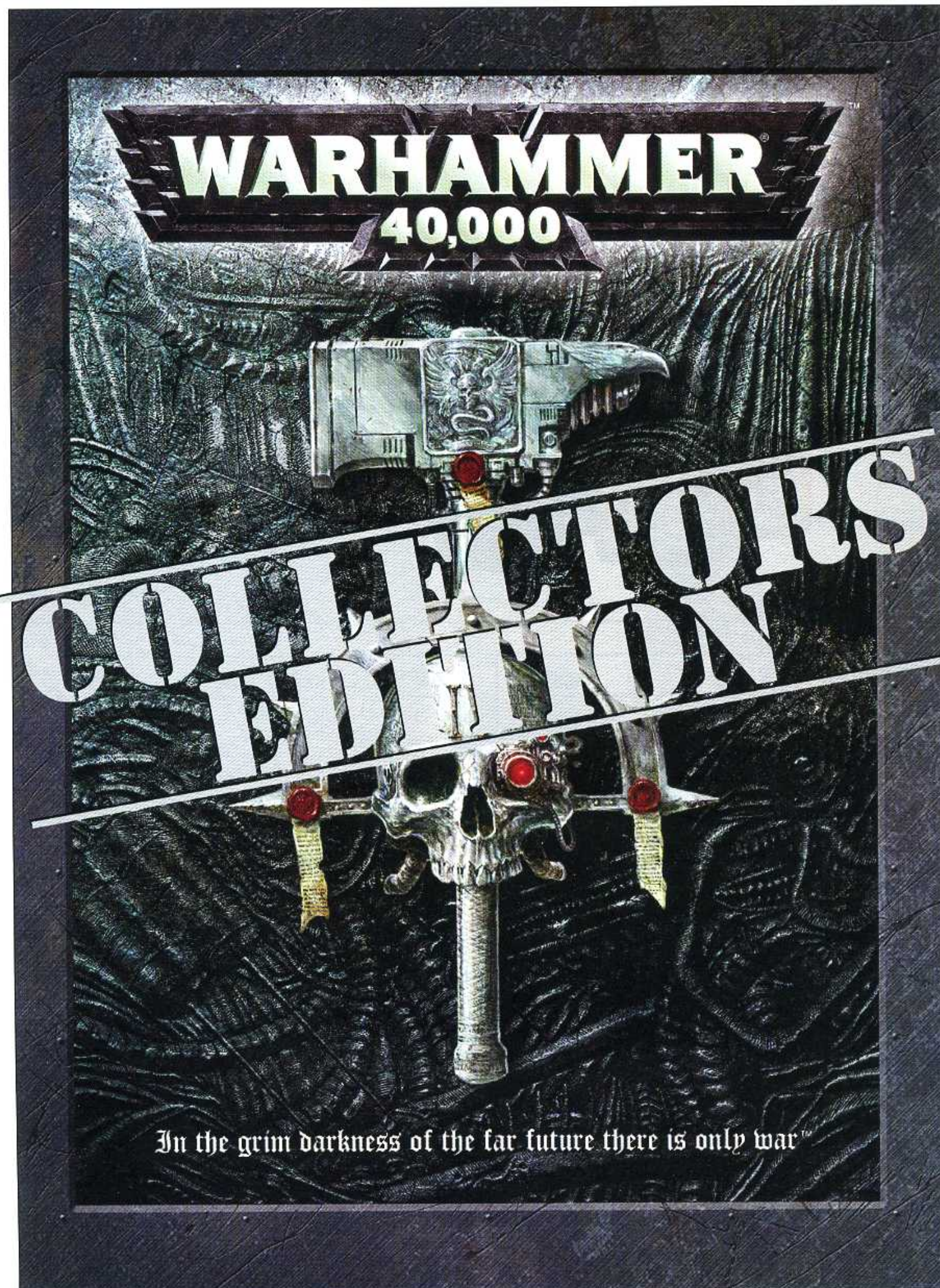
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