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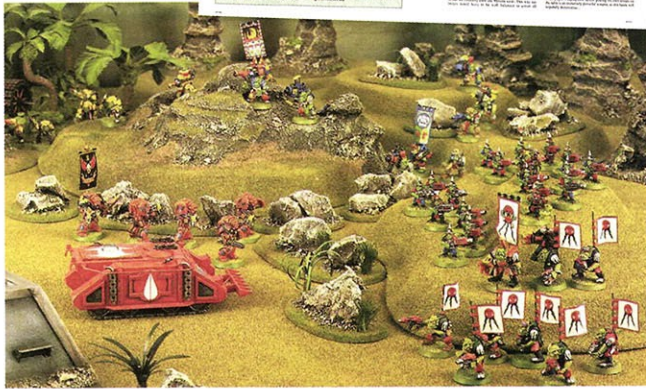


TEMPORAL DISTORT

This special edition of Temporal Distort includes a full reprint of the Battle for Golgotha Battle Report fought between Jervis Johnson and Andy Chambers over two decades ago - the game that inspired the Battle Report in this month's issue of White Dwarf.

ANGELS OF DEATH

It's October 1993 and Jervis and Andy are at it again! This time, the Orks are pitted against a Blood Angles army led by the young and inexperienced Captain Erasmus Tycho. This is the first time Tycho appears in a Battle Report and he dies in the first turn, zapped to death by an Ork Weirdboy. This story goes on to define Tycho's story for decades to come and even the design of his miniature. Oh yeah, Andy won the Battle Report...



KNEEL BEFORE ME!

In White Dwarf 200 (August 1996), Jervis and Andy came to blows once more. Jervis took command of an Ork army, while Andy showcased the new Chaos Space Marines. This was also the first Battle Report appearance of Abaddon the Despoiler, who teleported into battle and somehow arrived on the wrong side of a river from his target – the Ork Warlord Thugg Bullnek. Abaddon failed to kill the Warboss, but Andy did manage to win the game. Again.



ESCAPE FROM GRANICA

Just over seven years later in issue 245, Jervis and Andy refought that classic Battle Report between the Orks and Space Wolves. Well, sort of... Andy's hair was shorter, Jervis' sunglasses had disappeared, and both armies had entirely new ranges of miniatures. And they played a completely different scenario, but that's beside the point, it was still a refight! In this battle, a column of Space Wolves had been caught in an Ork pincer assault. Andy's Space Wolves had to try and get off the board edges, which would mean fighting their way through Jervis' Orks. As you can imagine, both players (and their armies) revelled in the close combat carnage. We really don't need to tell you who won the game (hint: it wasn't Jervis).



The Space Wolves started the game hidden in transport vehicles, including a Land Raider. The Orks found this hugely frustrating as (at the time) Land Raiders were notoriously hard to destroy. Even hitting it was tough for the Orks...



SPACE MARINE[®]

THE BATTLE FOR GOLGOTHA

By Andy Chambers and Jervis Johnson

On the arid world of Golgotha, Ork Warlord Ghazghkull Thraka is once again preparing his forces for an assault on the Imperium... Those of you who've been along to the recent Chaos Roadshows may have seen Andy and Jervis battling it out with the Studio Ork and Squat armies. In this Space Marine battle report we recount the first encounter between these two mighty forces.

The old man was tired. He had not slept properly for a long time. He was sick of the long pursuit and weary of the unending war. The Ork Warlord seemed to know neither doubt nor fear and was all the more frightening because of it. Defeat did not shake his confidence. Uncertainty did not enter his mind. He had taken the destruction of the Ork armies on Armageddon in his stride, and immediately and ruthlessly started rebuilding his power base here on the arid world of Golgotha. Already he'd welded a disparate coalition of tribes into a force powerful enough to conquer the western continent. This was the last chance to stop him. "By the Emperor, where did the Warlord find the strength?" There were times when the old man almost admired Ghazghkull Thraka.

"Almost," he thought, savouring his hatred – "almost." The old man had many reasons to hate the Ork. He'd seen too many good people die because of Thraka's mad ambition. He had seen cities plundered, populations annihilated, and a world laid waste by war, all because Thraka suffered the delusion that his daemon gods had chosen him to rule the galaxy.

The old man leaned forward and braced himself on the Baneblade's huge turret. Overhead, the two fading moons looked down on the dawn-silvered land. He raised the magnoculars to his eyes and touched the focusing runes. The Ork horde leapt into view. Instantly he was transported back to similar dawns on Armageddon, when he had looked out the great view port of Hades Hive and seen a sea of bestial green faces. He recognised the silhouette of a great gargant. It towered over a smaller kustom gargant. Around their bases were hundreds of other crudely constructed vehicles and war-machines. As the old man watched, thousands of green warriors broke camp and made ready for battle.

The horde out there was but a fraction of the size of the army Ghazghkull had once commanded and would command again, if he was not stopped. It was a puddle compared to an ocean but the sight of it brought back the unwanted memories that haunted the old man.

He remembered the giant gargants, their guns blazing from behind miles of earthworks, as they pounded his home-city to rubble. He remembered the terrible wave attack by the uncountable frenzied horde that had finally broken the will of the defenders. He remembered the men he'd led, and the people who had believed in him. Dead now, their faces seen only in the nightmares that drove him from his sleep.

He remembered the cries of the wounded and the pleas of the starving and the gibbering of those who had gone mad with fear. He recalled the shudder of the Hive as shells from the distant gargants ploughed into its armoured walls. He remembered faces gaunt with hunger and eyes dull with weariness as tired men looked to him for leadership. They trusted me, thought the old man, and I failed them. They asked me for leadership and I gave them lies. I promised them salvation and you gave them death. For that you will pay, Ghazghkull Thraka, this I promise you.

The bellow of monstrous engines filled the air as the Squat Warriors tested the motors of their Landtrain. As if in answer to the challenge, the engines of the Ork warbuggies roared to life. He heard the smooth whir of turrets rotating on the Landtrain's side. The running lights of Iron Eagles flashed overhead as they moved to strafe the forward Ork positions. Soon the sun would rise and the battle would begin in earnest. Squat trikes bounced over the hill, skidding round deathcactus trees as they took up position. A bearded warrior turned in his seat and saluted as he passed. The old man saluted back.

For all the Squats' bravado and the dour boasts of their chieftains, the old man knew this was their last throw of the dice. They had mustered all their remaining might for this battle. Arrayed here were all of their ancient, ingeniously constructed death-machines. Tracked mobile fortresses, Goliath Megacannons, Attack Gyrocopters, massed artillery, stalwart infantry. They had brought all the warriors they could. It would be enough, thought the old man. It had to be enough...

"I have followed you too far to fail now Ghazghkull Thraka," thought the old man. "I bear the gift of death. You cannot outrun me. There's no place in this universe where you can hide. I have waited a long time for vengeance. I'm tired but not so tired I cannot kill you. Maybe then I won't see the faces of the dead. Maybe then I'll be able to sleep."

The old man put down the field glasses and dropped down into the Baneblade's turret. Captain Yateman sat asleep in his command chair, his legs stretched out, his feet resting on the gunnery console. Gently the old man woke him.

"Make ready, Captain. It's time to move." Yateman rubbed the sleep from his eyes and gazed up trustingly at the old man.

"Yes, sir. Commissar Yarrick!"



THE GAME BACKGROUND

The recent release of the Ork and Squat Warlords supplement for Space Marine resulted in a lot of exciting battles being fought at the Design Studio. So many of you have written in to say just how much you've enjoyed the battle reports we've been running in the last few issues of White Dwarf that we thought it would be an excellent time to write up a report about a battle between our magnificently painted Orks and Squat armies.

We decided to choose armies to a value of 4000 points for this battle, giving us slightly larger forces than we normally use (which are 3000 points - quite a good size for a competition style game) but still giving us a game we could comfortably finish in an afternoon. This meant that in order to secure victory either Jervis or myself would have to gain 45 or more victory points through breaking the enemy units and holding objectives. Of course, 4000 points is a fairly conservative size for a game. For anybody who wants a real challenge I'd thoroughly recommend allying with some friends and trying a game with 10,000+ point forces for a truly apocalyptic experience!

Jervis chose to play the Squats, an excellent choice now they've got a selection of new and awesomely effective models like the Overlord Airship and the Goliath Megacannon at their disposal. This meant I played the Orks which suited me fine because I really like the hugely varied selection of troops and tanks available to them, and I find the unpredictable Mekboy weapons endlessly entertaining.

We decided that it would be fun to include the Ork Warlord Ghazghkull and Imperial Commissar Yarrick in our forces, the two characters who were instrumental in the Battle for

Armageddon. We recently published Space Marine rules for Commissar Yarrick and Warlord Ghazghkull in White Dwarf and we've developed their history into a narrative campaign through battles fought at Chaos Roadshows up and down the country. In our continuing story Ghazghkull is attempting to crush the Squat mining colony on Golgotha to gain prestige amongst the local Ork Warbosses and weld together another Waa-Ork. Commissar Yarrick has pursued Ghazghkull to Golgotha where he is helping the Squats and trying to kill Ghazghkull once and for all. Yarrick wants vengeance for the bloodshed and destruction caused on the hive world Armageddon by Ghazghkull's crusade and to prevent the Ork Warlord's ambition bringing more death and destruction down on the Imperium.

We set up the game on one of the 8' x 4' tables at the Studio, using the terrain set-up rules from Space Marine. Once we'd rolled for table edge we replaced two towns on Jervis' table edge for the Squat fortress and tower from our scenery collection. This neatly tied the terrain we were fighting over to the protagonists, the Squats would be defending their stronghold from the ravaging Orks! We placed two objective markers on the fortress and another one on the tower to show their importance in the battle. This is a good example of how you can bend the normal rules on placing terrain and objectives to give a story to your Space Marine games.

We've written up the battle itself as a story and limited our own comments to our respective sections on planning, deployment and conclusions. We used a polaroid camera to take pictures of the game as it was fought and kept notes of moves and events for later reference. Because of the practical problems of getting good photos while a game is in progress I used the polaroids and notes to help me re-shoot the pictures for this article later on with proper lighting and cameras.

WAAAGH GHAZGHKULL!

(Andy Chambers)

Over the course of writing Ork and Squat Warlords the Orks have become one of my favourite forces in Space Marine. They have such a massive selection of troops and vehicles to choose from that the forces you can field are almost infinitely variable, and because the bulk of their army cards are cheap you can put together a fearsome swarm of greenskins even with relatively few points to spend. The Orks are almost exclusively geared up to fighting at short range and close combat so one of the most important parts of selecting an army is to try and ensure that you select the right combinations of clan cards and support cards. You need to aim at producing massive combined break points for your clans so you can steamroller your opponent before he can break enough of your clans to win the game. I've found it's vital for the Orks to use their numerical superiority to maximum effect by piling into the foe at one point in the line and overwhelming them in close combat.

Of course the Ork command rule forces the clans to stick together in dense clumps so too much concentration on manoeuvring to grab objectives tends to lead the Orks into getting picked off piecemeal at long range where they can't hit back. This problem is particularly apparent against the Squats who have plenty of artillery (the bane of the Orks) as well as sturdy infantry and well 'ard bikers to throw back anything which survives the barrages and withering firepower of their giant war machines, so overwhelming them needs a concerted effort with the best boyz available for the job.

I started out by picking the clans which would form the core of my force for the game. I reckoned I could afford about three clans and I definitely wanted one of these to be a Kult of Speed. These would give me some fast nutters to flank the slow moving Squats, distract their fire from my main assault and possibly overrun vulnerable artillery and isolated pockets of foot troops.

The second clan I picked was the Goffs, an Ork clan which is so stompy that in my opinion it forms an absolutely vital part of any Ork army. This is because the Goff boyz have a hefty close assault factor and twice as many Nobz stands as any other clan, making them exceptionally mean and deadly when it finally comes down to the nitty gritty of stickin' the boot in in close combat. The third clan I went for was the Death Skulls, partially because they're cheap but mainly because they're allowed to choose support cards which are ordinarily restricted to other clans (they can 'borrow' them - usually without asking the owners first!). This meant I could use anything specific to a different clan, like Snakebite Squiggoths for instance, if I wanted to.

So, with my main force sorted out it was time to turn my attention to picking some special cards before I finally filled out my ranks with support cards. Having three clan cards I could pick up to three special cards. I usually take a Warboss and retinue because the extra Nobz in battlewagons are incredibly useful for keeping an attack moving by herding errant Ork mobz back into battle and blasting massive holes in the enemy. Of course in this game I would be using Warlord Ghazghkull and his retinue to fulfil the same role instead. Ghazghkull's morale bonus and special ability to invoke the power of the Waaagh! would come in particularly handy when it came down to close assaulting the Squats, giving me an extra edge when I needed it most.

The second special card I chose was a Mekboy Gargant, partially influenced by the fact that the new model looks so

great and partially by the fact that its kustom force field makes it almost impervious to fire for at least a couple of turns, something which would be very handy in trying to close in with the Squats. The Mekboy Gargant was armed with with a deluxe kustom kannon and a krusha arm, a close combat weapon good for tearing down buildings and picking up vehicles to throw at the enemy.

The third special card I picked was a Great Gargant, obviously a survivor from Ghazghkull's Gargant Bigmobs on Armageddon. Great Gargants, like Goff clans, form one of the essential components of a potent Ork army: they're very hard to kill and carry a meaty selection of guns in addition to the dreaded gut-buster mega cannon. I knew that Jervis was bound to use a Land Train and probably a Squat Colossus as well. These two war machines are very hard to kill with normal fire but a single ball round from the Gargant's belly gun should be sufficient to destroy such heavily armoured targets.

Many people make the mistake of sitting their Gargants at the back of the forces on first fire orders when to be really effective they have to keep advancing forward with the main body of the Orks. This is because the Gargant's longest ranged guns have a range of 75cm and the all-important gatling cannon has a range of 50cm, hence lurking around at long range renders most of a Gargant's weapons useless. The other thing to remember about Gargants is that if they are fitted with a Gork or Mork head they will keep the Ork's morale intact even in the most extreme circumstances.

With all three special cards chosen I was just left with the support cards to worry about. I knew that the Kult of Speed was bound to take the most casualties early on as they tried to hurtle round Jervis' flank, and they also had the lowest break point. I decided to heavily reinforce the Kult of Speed and push up its break point as much as possible, preferably with relatively cheap stuff so I could afford some support for the Goffs and Deathskulls. Anything included in the Kult of Speed would also have to be quite fast just so they could keep up! To start with I cast my eye over Evil Sunz vehicles (which can be included in a Kult of Speed) and came up with a Gobsmasha squadron and a Bowelburna squadron, both of which are cheap, fast and numerous. I also decided on a Scorcher squadron and a Wartrak squadron on the same criteria and to round out the support for the Kult to a full five cards I also picked a battery of Hop-Splat guns. The Hop-Splats may seem like an odd choice but I reasoned that they could be towed into range by the Wartraks and left to their own devices as the Runtherdz commanding the guns make sure that they fire even if there aren't any Nobz in range to prompt them. The combination of these support cards pushed the Kult of Speed's break point up by a massive 13 points, more than doubling it at minimal cost. This left me with some points to spend on support cards elsewhere.

I wanted to get some Mekboy support cards with my last few points to ensure I got a few kustom repair cards for my force. Now, I said earlier the Ork's real limitation is the range of most of their weapons. There are two Mekboy weapons which are exceptions to this - Shokk Attack Guns and Pulsa Rokkits. Shokk Attack Guns have an unlimited range so if I could position them on a high point somewhere they could launch their Snotling attacks against vulnerable targets like artillery anywhere on the table. The Mekboy Pulsa Rokkits would be handy for trying to drop on big, stationary or slowing-moving targets like the Squat fortress or the inevitable batteries of mole mortars for instance. I assigned the Shokk Attack Guns to the Goffs and the Pulsa Rokkits to the Death Skulls. This

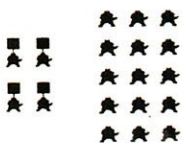


WARLORD GHAZGHKULL THRAKA'S ORK HORDE

DEATHSKULL CLAN

The Deathskull Clan consists of 1 command unit of 4 Nobz stands, plus 1 Boyz Mob of 15 Boyz stands.

COMMAND UNIT BOYZ MOB



POINTS VALUE 500

WILDBOYZ MOB

The Wildboyz Mob consists of four Wildboyz stands.



POINTS VALUE 50

MEKBOY PULSA ROKKIT BATTERY

A battery of Mekboy Pulsa Rokkit consists of three Pulsa Rokkit.



POINTS VALUE 250

WARTRAK SQUADRON

An Ork Wartrak Squadron consists of five Wartraks.



POINTS VALUE 100

EVIL SUNZ BOWELBURN SQUADRON

An Evil Sunz Bowelburn Squadron consists of three Bowelburns.



POINTS VALUE 50

SCORCHER SQUADRON

A Scorchers Squadron consists of three Scorchers.



POINTS VALUE 50

EVIL SUNZ GOBSMASH SQUADRON

An Evil Sunz Gobsmaasha Squadron consists of five Gobsmaashes.



POINTS VALUE 100

SPECIAL CARD GREAT GARGANT



POINTS VALUE 850

SPECIAL CARD GHAZGHKULL THRAKA

Ghazghkull Thraka is one of the greatest Ork Warlords of all time. He and his retinue are represented by a single unit consisting of Ghazghkull's stand and 5 Nobz stands with 2 Battlewagons. A Battlewagon can carry up to 3 stands.



POINTS VALUE 350

SPECIAL CARD MEKBOY GARGANT

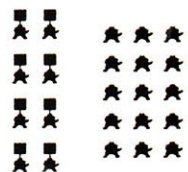


POINTS VALUE 450

GOFF CLAN

The Goff Clan consists of 1 command unit of 8 Nobz stands, plus 1 Boyz Mob of 15 Boyz stands.

COMMAND UNIT BOYZ MOB



POINTS VALUE 650

KULT OF SPEED

An Ork Kult of Speed consists of 1 command unit of five Nobz Warbikes, plus two War Buggy Mob of five War Buggies each.



POINTS VALUE 400

MADBOYZ MOB

A Madboyz Mob consists of four Madboyz stands.



FREE

MEKBOY SHOKK ATTACK GUN TEAM

A Mekboy Shokk Attack Gun Team consists of four Shokk Attack Guns.



POINTS VALUE 100



left me with 50 points to spend (Jervis had exceeded his points total by 50) so I picked a Wildboyz mob to bolster up the Goffs – the extra four stands of close combat troops would be most useful to them as I only expected the Death Skulls to move up in a fire support role. I also had a Madboyz mob available, which was free, so I took it and stuck it in with the Death Skulls. Madboyz mobs are effectively independent so I wouldn't have to worry about them staying in command range, something which might come in useful.

Having two Mekboy mobs (the Pulsa Rokkits and the Shokk Attack Guns) I was entitled to four kustom repair cards. I drew *Super Stikkbomz*, *Rokkit Packs*, *Cyboars* and *Soundz*. I gave the *Super Stikkbomz* to the Goff boyz as I expected them to get heavily embroiled in close combat. I could only give the rokkit packs to the Madboyz as I didn't have any Stormboyz in my force (only Madboyz and Stormboyz are nutty enough to use rokkit packs). I didn't have any Snakebites Boarboyz in my force so I couldn't use the *Cyboars* card – it was just a good idea the Mekboyz came up with and discarded. The *Soundz* card represents huge speakers mounted on vehicles which blare out Goffik rok and boost the Ork's morale so I gave this card to the Gobsmashas to help keep the Kult of Speed going. I picked the Gobsmashas because there were five tanks in the Squadron and they had a better armour save than most of the other squadrons in the Kult of Speed, so I reasoned that they would probably survive the longest. So, with my Ork force sorted out it was time to come up with an infallible plan.

DA PLAN

I was absolutely certain that Jervis would concentrate his forces in and around the fortress and the tower, probably aiming to turn the open areas around them into a killing zone. He probably wouldn't worry about trying to grab the objectives dispersed further away from the fortress because he wouldn't have enough manpower. I, on the other hand would most assuredly need to pick up all the objectives I could before trying to winkle the Squats out of the tower and the fortress. The trick would be to grab the available objectives without splitting up my forces too much and letting Jervis' artillery to pound me to death or his bikers isolate and destroy one of my clans.

I decided to deploy the Goffs in the woods on my left so they would have plenty of cover to advance through as they moved up to capture objectives 3 and 4. If they ran into little opposition they could then launch an assault on the fortress. I placed the Death Skulls in the centre to advance up the hill and capture objective 6 before moving forward to give supporting fire against objective 5 in the tower. The Kult of Speed would be deployed to the right of the Death Skulls so they could sweep past objective 7 and use the hills as cover to approach the tower before overrunning it and charging on towards the fortress. If there were no Squats deployed near objective 8 I decided that I would send a single squadron of vehicles to go and grab it. I knew that the squadron would end up out of command range of any Nobz but, being Speed Freaks they would carry on charging around and eventually link up with the rest of the Kult of Speed again.

Next I had to decide on where to deploy the two Gargants and the other bits of support for the clans. I placed the Great Gargant between the Goffs and the Death Skulls so it could give both of them plenty of support and be in a central position – the Great Gargant is pretty slow so I didn't want to have to redeploy it unless I had to. The Gutbuster belly gun on the

Great Gargant is a very potent weapon but it takes a turn to reload so it would definitely be best to fire it as soon as possible and start reloading instead of holding my fire and risk losing the chance to use it at all if the belly gun got damaged while I hesitated. Hence the Great Gargant started the game with a ball round loaded into its belly gun, which I would fire at the most worthy target as soon as I got an opportunity. I placed the Mekboy Gargant on the far left, next to the Goffs. From here it would move forward as fast as it could and try to engage any Squats on the open plain around the fortress. It would probably draw a lot of fire in such an exposed position but hopefully the kustom force field would protect it from most of the damage and distract Jervis long enough for my other forces to move up unmolested.

I put the Shokk Attack Guns next to the great Gargant so that they could climb the hill in front of them to get a good vantage point, move into the woods for some cover and then settle down to hit anything in range with their weapons. The Pulsa Rokkits would stay in cover behind objective 6 with the Madboyz nearby to protect them. Ghazghkull and his retinue would start off near the Great Gargant and then move to where they were needed most. Obviously, Ghazghkull would wait until a lot of the Boyz were in close combat before he declared a Waaargh! and even then he would wait until after everything on first fire had shot so that they wouldn't get too excited and inaccurate under the wave of Orky high spirits.

THE SQUATS OF GOLGOTHA PRIME (Jervis Johnson)

My only previous experience of playing the Squats was when I used a small contingent of them as allies to a large Imperial army. I was therefore looking forward to giving them a proper 'field-test'. We had decided to play a 4000 point game, and to include Ghazghkull and Yarrick in the two armies. Yarrick would cost me 150 points, and as I would need to include at least one Imperial Company card to be allowed to have him in the army I decided to choose that first. We have a house rule that character stands from Special cards (like Inquisitors, Space Marine Commanders, and, of course, Commissar Yarrick) are allowed to 'commandeer' HQ vehicles from other units to replace their normal mode of transport. Because of this I decided to take a company of Baneblades as my Imperial Company card, so that Yarrick could commandeer a Baneblade to ride around in. Not only would this make it harder for the Orks to harm him, but it would also provide a suitably impressive vehicle for the mighty Commissar Yarrick to take in to battle.

With the Imperial allies chosen and out of the way, I could start picking my Squat army. After subtracting the 650 points for Yarrick and the Baneblades I was left with 3350 points to spend on the Squats. As I had not really used the Squats before, I simply wanted to try out as great a variety of units as possible to see what they were all like. The first thing I decided was that I should have at least one of each of the new models that we have made for the Squats: the Land Train with all four types of carriage, a Colossus, a Goliath Mega-Cannon, an Overlord Armoured Airship, and an Iron Eagle Gyrocopter Squadron. This little lot cost me 1650 points, almost half of what I had left, and I hadn't chosen any company cards yet! Still, I was getting lots of guns for my points, and I couldn't bring myself to leave any of these impressive new models out of the army.

Having rather perversely chosen all of my allies, support and special cards first, I now went on to pick the backbone of the



THE SQUAT STRONGHOLD OF GOLGOTHA PRIME



An Iron Eagle Composite Squadron consists of three Iron Eagle attack squadrons.

 **POINTS VALUE 200** **POINTS VALUE 150**

A small black box contained 2 more squallions of a combline or wood and 1 small black stable plug 1 of the squallions of a combline or wood. A combline or wood.



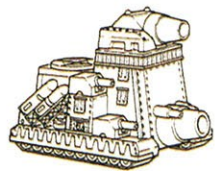
POINTS VALUE 600

A Squad Heavy Battery consists of 1 battery of 8 Thould Guns and 2 batteries of 8 Mole Mortars



POINTS VALUE 400

The *Squat Colossus* is a huge war engine built from the same armoured shell as the *Leviathan Colossi*. They are used to break enemy defences with their devastating firepower or to act as mobile fortresses. Each *Colossus* also carries a special recon gyrocopter to spot targets at long range.



POINTS VALUE 500

Commissar Yartick is one of the bravest hero's in the Imperium. He is represented by a single unit consisting of a Commissar stand and a Rhino.



POINTS VALUE 150

An Imperial Guard Banblade Company consists of 3 Banblades. No. 1 Banblade is also the company HQ tank.



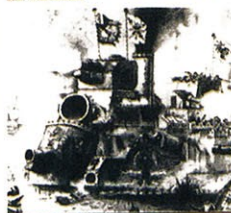
POINTS VALUE 500

 **POINTS VALUE 250**

Three Land Train Baggage

 **POINTS VALUE 200**

A Squat Land Train consist of 1 Land Train engine and 1 Land Train Battlecar

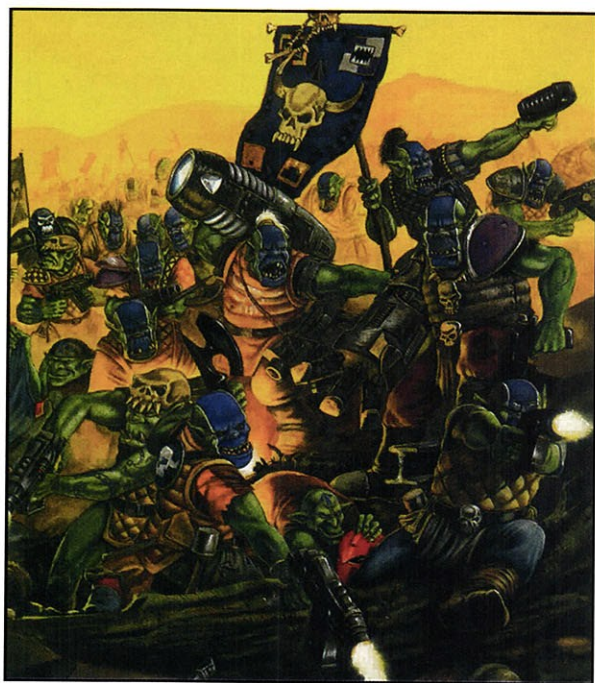


POINTS VALUE 350

A Squat Warrior Brotherhood consists of 1 Warrior unit of 1 Warlord stand and 9 combat squads, 1 Thunderer unit of 1 Hearthguard stand and 5 heavy squads, and 1 Berserker unit of 1 Hearthguard stand and 5 attack squads.



POINTS VALUE 750



force, my company cards. The first card I took was a Warrior Brotherhood, as I was going to need at least a few infantry to hold any objectives. This left me with about 1000 points for my remaining troops. I was strongly tempted to take another Brotherhood for 750 points backed up by a support card or two, but in the end I plumped for a Guild Biker Force and Grand Battery. The Grand Battery is a logical choice for any Squat Army, but especially so against an Ork army where the barrages have a chance of inflicting massive carnage amongst the hordes of Ork Boyz. The reason for choosing the Guild Bikers was less tactically sound – I like using massed fast attack troops like Imperial Rough Riders, Eldar Wind Riders or the Orks Kult of Speed, and so I couldn't resist the chance to use the Squat equivalent in their Guild Bikers. Unfortunately, I invariably get carried away and get my fast attack force wiped out very quickly – but at least they die gloriously! Anyway, these two cards took my total to 4050 points, which was just over 4000 point limit, but Andy very generously agreed to up the forces by 50 points and we were ready to set-up.

MAKING THE PLAN

It's always difficult to come up with a sensible plan the first time that you use an army. Still, I had a rough idea of each of my unit's strengths and weaknesses, and bearing this in mind I set about figuring out what I needed to do.

My first step was, as always, to decide on an overall strategy. Once I had got this figured out I could allocate units to the missions that best suited them within my overall plan. I was determined not to make the mistake of spreading my troops too thin on the ground in a misguided attempt to attack each and every objective on the table, and decided I would keep my troops closely grouped so that they could provide each other with supporting fire. As there were three objectives in my set up zone this meant that my army would be have to be concentrated around them on my right flank. Taking a look at the lie of the land on the right, I decided that I would attempt to grab the two objectives that lay to my front on the hill and

in the woods (numbers 3 and 4 on the map). I would anchor this attack with a strong force near the small fortress (objective 5), and try to blast the Orks to pieces as they moved up on me across the plain in the centre of the table. The down side of this plan was that it would give the Orks the chance to grab objectives 6, 7 and 8 without any opposition, but I hoped that while they were doing this the concentrated firepower of my Squat army would break enough Ork clans to earn me the victory points to win the game.

Having determined on a plan, I now had to allocate troops to carry it out. I decided that I would split my army into four main groups. The first would be used to garrison the objectives in my set up zone. The second would be an assault force used to grab the objectives 3 and 4. The third would be my 'fire base', positioned on my left flank to pound the Orks, and the fourth would provide artillery support for the other three!

Choosing the garrison was easy – it obviously had to be the Warrior Brotherhood. I put the Thunderers in the large fortress to protect objectives 1 and 2, from which vantage point they would hopefully be able to provide fire support for my assault force, and used the Warrior unit to garrison the tower containing objective 5. The remaining unit of Berserkers was split off to join my assault force

In addition to the Berserkers, the assault force included my other close combat specialists, namely the Guild Bikers! I also decided to include the Land Train in the assault, because it had numerous short range weapons and also had a carriage crammed with more Berserkers! These troops were positioned in between the fortress and the tower, as far forward as I could get them, and as close to the objectives they had to capture as possible. When you have to try to capture anything, there is no point making your troops travel any further than they have to!

My 'fire base' was made up of my shootiest units, namely the Baneblades, Colossus and Overlord Airship, supported by the Squat Warriors in the tower. The Baneblades and Colossus were positioned close to the tower where they could get as good a field of fire at the centre of the table as possible, while the Overlord was placed behind the tower, high in the air where it had a commanding view of the battlefield.

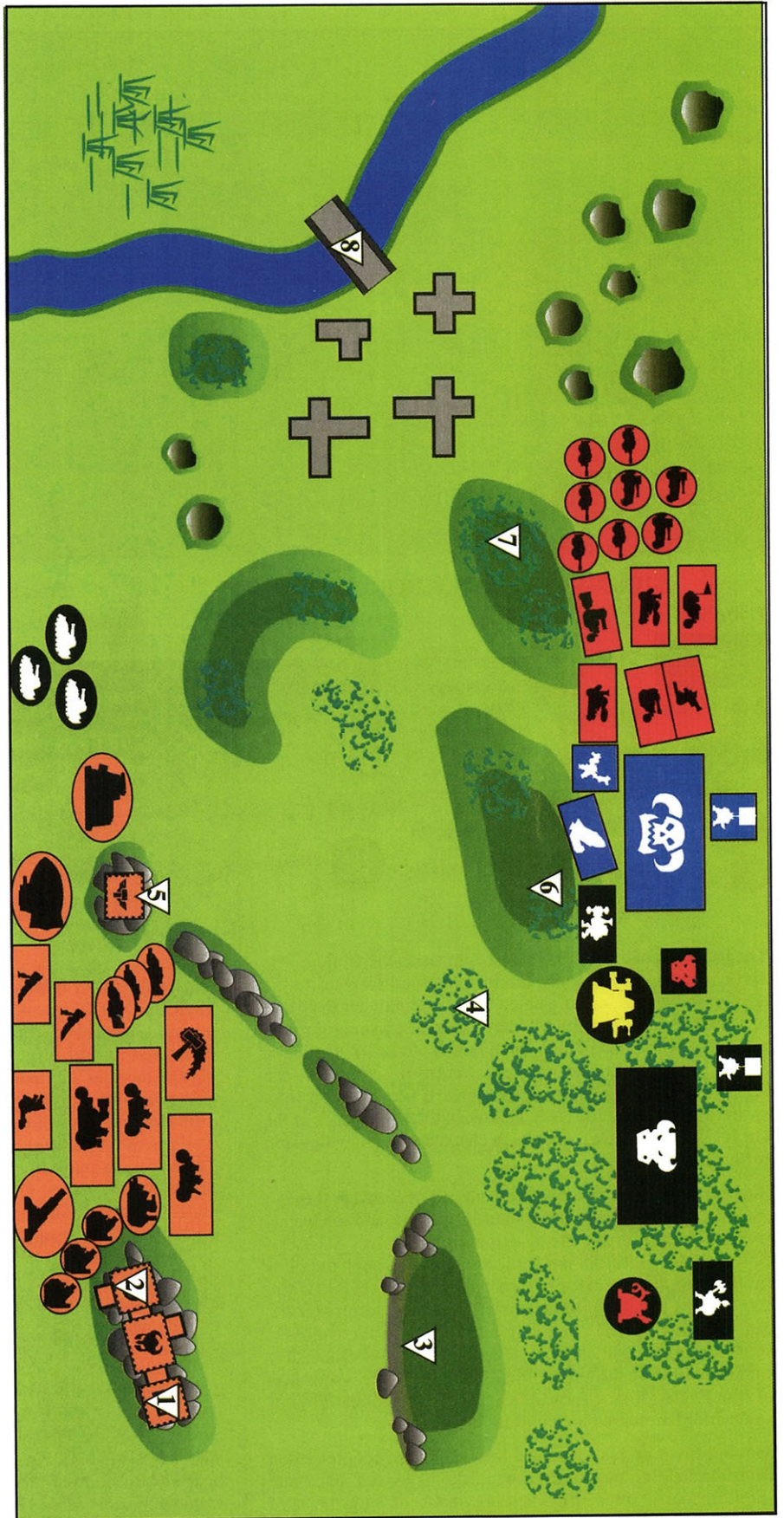
The fourth group was the easiest to pick, as it simply consisted of all of my artillery units. I positioned it to the left of the large fortress, so that it could provide direct fire support at anything that got past my fast attack group, while still being out of the way of most of the Ork long range supporting fire.

This just left the Iron Eagle Squadron, and I have to admit that I wasn't absolutely sure how to use them. They were fast enough to join the assault group and shooty enough to join the fire base. In the end I simply plonked them in between the two groups and decided to wait till battle was joined before I decided which way to send them.

The final step in preparing for any battle is to take a look at your opponent's set-up and see how this affects your plans. The number of Orks massed against my left flank meant that I decided that the Iron Eagles would join my fire base on the left flank rather than taking part in the assault on objectives 3 and 4. I decided that I would try to blow away the Ork's Cult of Speed on the first turn using the massed guns of my fire base and artillery, because otherwise they would over-run my left flank. I would then try to take out his Gargant on the second and third turns with my fire base while my artillery pounded his infantry as they tried to move up. My assault group would move up and capture the objectives as planned.

THE SQUATS OF GOLGOTHA

	Goff Clan
	Kult of Speed
	Deathskull Clan
	Overlord
	Armoured Airship
	Goliath Mega-Cannon
	Iron Eagle Gyrocopter
	Squat Land Train
	Squat Land Train Battlecar
	Squat Colossus
	Imperial Guard Battleplate
	Squat Berserkers
	Squat Warriors
	Squat Thunders
	Mole Mortars
	Thind Guns
	Squat Guild
	Squat Guild
	Squat Guild
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	Squat Guild
	Squat Guild
	Squat Guild
	Nob Warbikes
	War Buggies
	Evil Sunz Gobsmshta
	Evil Sunz Bowelburna
	Madboyz Mob
	Deathskulls Nobz
	Mekboyz Shokk Attack Gun Team
	Ghaskhekkull Thiraka
	Mekboy Gargant
	Wartrak Squadron
	Hop-Splat Battery
	Scorchor Squadron
	Great Gargant
	Mekboy Pulsa Rokkitt Battery
	Commissar Yarrick
	Squat Bikes
	Squat Bikes
	Squat Bikes
	Squat Bikes
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TURN ONE



GHAZGHKULL'S ORK HORDE

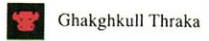
Goff Clan



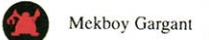
Goff Nobz



Wildboyz Mob

Mekboy Shokk
Attack Gun Team

Ghazghkull Thraka



Mekboy Gargant

Kult of Speed

Nob Warbikes

War Buggies

Evil Sunz

Gobsmasha

Evil Sunz

Bowelburna

Wartrak Squadron

Hop-Splat Battery

Scorcher Squadron

Deathskull Clan



Deathskulls Nobz



Madboyz Mob

Mekboy Palsa
Rokkit Battery

Great Gargant

THE SQUATS OF GOLGOTHA

Squat
BerserkersSquat
WarriorsSquat
Thunderers

Mole Mortars



Thudd Guns

Squat Guild
TrikesSquat Guild
BikesCommissar
YarrickOverlord
Armoured Airship

Goliath Mega-Cannon

Iron Eagle
Gyrocopter

Squat Land Train

Squat Land Train
BattlecarSquat
ColossusImperial Guard
Baneblade

The battle opened with the roar of engines as the Guild bikers and trikes deployed before the fortress sped forward to the edge of the woods, seizing objectives 3 and 4 under the noses of the Goff boyz and the Mekboy Gargant crashing through the dense woodland. The Land Train *Gotreks Anvil* snaked forward after the bikers like a great crimson serpent. To the right the Death Skulls surged forward like a green tide, swarming around objective 6, heartened by the presence of the Great Gargant at their flank which clanked forward with giant, earth-shaking strides.

Raising huge plumes of dust the Kult of Speed swept through the valley to their right, using the folds of the land to conceal their approach from the waiting Squat guns. A trio of Bowelburnas split from the horde and drove through the ruins toward the distant bridge. The huge, heavy forms of the Baneblades rolled forward on rattling tracks to protect the Squat flank from the onrushing horde even as the Colossus swivelled majestically to bring the great maw of its Doomsday cannon to bear on the hidden foe. Before the tower a squadron of Iron Eagles droned forward as the long cylindrical form of an Overlord armoured airship drifted high above.

Moving low and fast, a single Iron Eagle gyrocopter lifted from the landing pad slung low on the Colossus' back and sped forward, over the seething mass of buggies and

Wartraks, pirouetting neatly above objective 7 to view the Orks in the valley below. The input data-link between the Iron Eagle and the Colossus pulsed briefly with coordinates and targeting priorities. Then, with a mighty roar, the Colossus unleashed its full fury against the densely packed column. Plasma missiles and monstrous shells rained down, smashing Orks and machines like children's toys, turning the valley into a flaming cauldron of death and destruction. The distant Goliath spoke, adding its devastating cargo to the storm. Clods of earth burst from the ground and shrapnel whickered across the valley as tunnel torpedoes burst upwards like malevolent jack-in-the-boxes. The manic Orks came on regardless, speeding through the maelstrom of fire and wreckage, unshakeable in their fury and determination. The Speed Kult Nobz blasted wildly at the hovering Gyrocopter. Most of their shots went wide but one volley wrecked the Gyrocopter's delicate turbofans and sent it tumbling to the ground.

The Great Gargant ground to a halt and turned to face the Colossus. A salvo of battlecannon fire from the Colossus exploded against the Gargant's power fields without effect. The massive gutbuster swivelled, screeching on rusty bearings, to point at the foe. A thunderous rumbling issued from the bowels of the Gargant before a huge tongue of flame



The Kult of Speed races forward as the Squats prepare to launch their devastating barrage.

flashed from the gun and the dark blur of a huge cannonball flew through the air to crash down in front of the Colossus. Skidding forward, the ball smashed through the Colossus' shields one after another before hitting its hull and cracking it open with awesome force. The carnage was hidden in a bright mushroom cloud of incandescent flame as the Colossus' plasma reactor went critical. The green horde yelled and cackled in triumph over the pyre as licking tongues of plasma fire burned nearby Squat warriors and triggered the ammo of one Baneblade, wrecking it with internal explosions barely contained by its thick armour. A return salvo of battlecannon fire from the surviving Baneblades rocked the Gargant but failed to find a chink in its power fields.

The crest of the hill beside the Gargant was ripped apart by cannon fire from the Iron Eagle squadron, cutting down Snotlings and Mekboyz lugging their huge Shokk Attack Guns onto the summit.

In response the Gargant opened fire with its battlecannon. The air around the Gyrocopters rippled with shockwaves as the shells burst amid them and punched one Gyrocopter out of the sky. On the left a salvo from the Land Train crashed against the Mekboy Gargant, but its shields held and pushed aside the shells with a mass of crackling blue sparks. More heavy shells burst amongst the woods, blasting apart mobs of Goffs unlucky enough to be in their path. From behind the hills a Palsa Rokkit soared skyward on a tail of flames and sparks, arcing high above before plummeting down to impact in front of the Thudd guns and Mole Mortars lined up beside the fortress. Ripples of greenish light began to radiate from the battered form of the Rokkit accompanied by an ominous, rising hum.



TURN 1 VICTORY POINT TOTALS

ORKS: 20 VP

SQUATS: 25 VP

TURN TWO

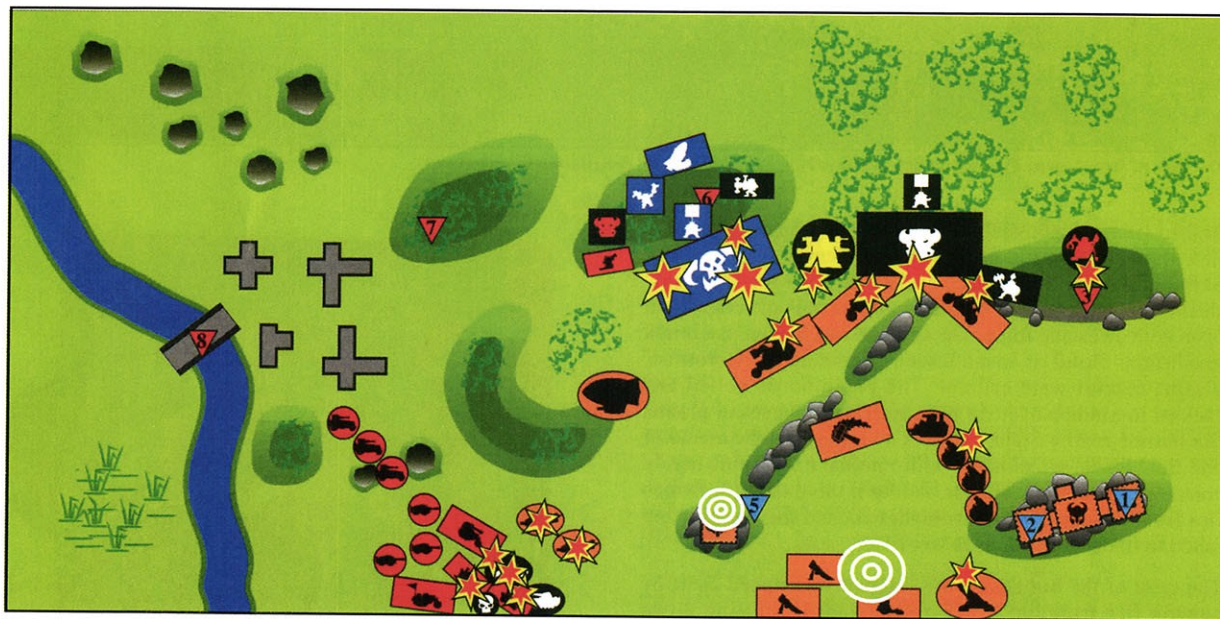
The battered survivors of the Kult of Speed raced onward over the hill to burst upon the Baneblade's unprotected flank in a storm of hurtling machines and howling Orks. The Iron Eagles wheeled about and scudded back to help the Imperial tanks, only to fall into the trap as the waiting Speed Kult Nobz blasted them out of the sky with a devastating crossfire. The Guild bikers gunned their engines and roared out of hiding to crash into the oncoming Goff clan and the Wildboyz whooped with glee as they leapt into the fray. The Guild trikes bravely dashed out to face the towering Great Gargant as it rumbled forward but were devastated by a burst of fire from the Death Skulls Nobz around objective 6. The survivors let rip at the Gargant with their multi-meltas and skidded away.

The Overlord armoured airship slid over the valley full of burning Ork vehicles, dogged by ineffectual fire rising up from Ghazghkull and his retinue. By way of return, its guns smashed the retinue's battlewagons into junk and cut down Death Skull boyz as they swarmed down the hill towards the tower. Amongst the Squat artillery batteries confusion reined momentarily as the pulsa field in front of them suddenly expanded, tossing aside Mole Mortars and Thudd Guns with powerful ripples of energy. Far away the Ork's Shokk attack Guns whirled into life and hordes of crazed Snotlings appeared from nowhere, swarming in to attack the Squat gun-

crew under the shadow of the Goliath mega-cannon. The Squat artillery tenaciously clung onto their positions and sent barrage after barrage against the advancing Death Skulls.

The Mekboy Gargant halted and raised its rapid-fire kustom kannon, rattling off a salvo of shots against the distant Land Train and battering down half its void shields. A detachment of Squat Thunderers stationed in the fortress replied, hammering the Mekboy Gargant with missile launchers and lascannon. The kustom force field caught most of the rounds and shunted them aside, some rounds penetrating only to ricochet off the Gargant's patchwork armour. The Squat Land Train thundered on towards the pass and unleashed its own barrage against the battered Death Skulls advancing down the slope of the hill. The slope was a scene of bloody carnage with Death Skulls scuttling from shell hole to shell hole seeking shelter from the storm of shells. Dozens of boyz burned in the dazzling flare of a rad-bomb, and others were blown apart in a chain of huge explosions as the giant siege mortar and Doomsday shells struck home.

Behind the hill the Madboyz finally worked out which levers to press on their rokket packs and leapt into the air with howls of idiot laughter, cork-screwing wildly before they came to earth again with resounding thump halfway up the hill.



GHAZGHKULL'S ORK HORDE

Goff Clan



- Goff Nobz
- Wildboyz Mob
- Mekboy Shokk Attack Gun Team
- Ghazghkull Thraka
- Mekboy Gargant

Kult of Speed

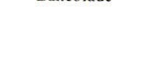
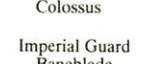
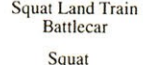
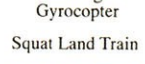
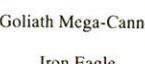
- Nob Warbikes
- War Buggies
- Evil Sunz Gobsmasha
- Evil Sunz Bowelburna
- Wartrak Squadron
- Hop-Splat Battery
- Scorcher Squadron

Deathskull Clan



- Deathskulls Nobz
- Madboyz Mob
- Mekboy Pulsa Rokkit Battery
- Great Gargant

THE SQUATS OF GOLGOTHA





The Guild bikers struggle to the death with the Wildboyz and Goffs.

Another giant pulsa rokkit shot skywards, this time crashing down squarely on the low roof of the tower. The tower shook as it exploded, unleashing a single pulse of force which tossed Squat warriors over the battlements to their death on the rocks below. The remaining Squat warriors angrily blasted at the shattered remnants of the Death Skulls on the distant slopes, but clouds of smoke and explosions hid their targets too well to cause any damage.



Ghazghkull gazed down from his lofty position and saw his followers embroiled in combat on left and right. He saw the Death Skulls wavering before him and decided the time was ripe to call on the Ork gods Gork and Mork and unleash the power of the Waaagh! Ghazghkull let out a mighty howl which echoed and re-echoed down the valleys, being returned and redoubled by the answering yells and screams of the horde as they ripped into their foes with reckless abandon.

Already hard pressed, the Baneblades were rapidly overrun by a torrent of red-painted vehicles, surrounded by churning clouds of dust. A Wartrak skidded to a halt beside one slab-sided Baneblade, a frothing Ork leapt aboard and pushed a bundle of Stikkbomz under the turret rim, cracking open the

mammoth tank with a gout of smoke and flames. The black-clad form of Yarrick leapt from the cupola of his Baneblade to meet the oncoming horde. With a sweep of his power claw he decapitated the driver of a speeding buggy, it skidded, rolled and burned. The surviving Baneblade cut down the offending Wartrak in a hail of bolter fire and crushed another war buggy beneath its broad tracks before slamming two more battlecannon shots into the distant form of the Great Gargant. The Kult of Speed whirled away for a moment on the verge of retreating but the power of the Waaagh! was on them and they drove back into the fray with renewed vigour.

In the woods mobs of Goff boyz readied their super stikkbomz. Some ambushed the Guild bikers as they sped down the narrow paths and others were caught unawares and wiped out in a blur of flashing chrome and chattering bolters. Many were blown apart by the dangerously unstable stikkbomz as they prepared to throw them, but everywhere the spirit of the Waaagh! drove the Orks onward in a killing frenzy. Towering like a metal mountain Great Gargant reared above the melee, crunching through the trees and shattering them like matchsticks. Its gatling cannon swung in an arc, riddling the area with shells and hosing it clear of bikers. The Squats were driven back from objectives 3 and 4 and victory seemed within Ghazghkull's grasp.

TURN 2 VICTORY POINT TOTALS

ORKS: 37 VP

SQUATS: 24 VP

TURN THREE



GHAZGHKULL'S ORK HORDE

Goff Clan



Goff Nobz



Wildboyz Mob



Mekboy Shokk Attack Gun Team



Ghazghkull Thraka



Mekboy Gargant

Kult of Speed



Nob Warbikes



War Buggies



Evil Sunz Gobsma



Evil Sunz Bowelburna



Wartrak Squadron



Hop-Splat Battery



Scorch Squad

Deathskull Clan



Deathskulls Nobz



Madboyz Mob



Mekboy Pulsa Rokkit Battery



Great Gargant

THE SQUATS OF GOLGOTHA



Squat Berserkers



Squat Warriors



Squat Thunderers



Mole Mortars



Thudd Guns



Squat Guild Trikes



Squat Guild Bikes



Commissar Yarrick



Overlord Armoured Airship



Goliath Mega-Cannon



Iron Eagle Gyrocopter



Squat Land Train



Squat Land Train Battlecar



Squat Colossus



Imperial Guard Baneblade

Sallying forth once more, the surviving Guild bikers charged in amongst the remaining Goffs lined up at the edge of the wood. The Mekboy Gargant, its shields crackling with pent-up energy, whirled about and clattered down the hill to smash into the fresh wave of bikers. Squat Berserkers stormed through the pass with the Land Train close on their heels but arrived too late to save the Guild. Surrounded and outnumbered the bikers fought and died, their bolters stitching red ruin through the Goff horde until both sides had virtually wiped each other out. Mobs of cheering Wildboyz that had spilled out onto the plain suddenly disappeared in a torrent of flames belched from the Land Train. The Mekboy Gargant staggered under another volley of fire from the Squat Thunderers, its force field generator whined and smoked as it struggled to deflect the excess energy but still held against the onslaught. The Goffs dove back into the woods and wavered for a moment on the verge of full flight. They took fresh heart and turned back as the earth shook beneath the approaching tread of the Great Gargant tramping toward the pass.

High-arching shells crashed down and the Gargant's power fields shook visibly as artillery pounded it from afar. A salvo from the Land Train smashed away the remaining fields and tore great rents in the Gargant's iron hide. Gouting great

clouds of steam from its breached boiler, the Great Gargant ground to a halt as it turned to face its tormentor. Grinding on its tortured bearings, the massive gutbuster gun angled round to level at the foe.

The gun shuddered with a deafening report and a ball round smashed into the Land Train Engine, bursting through its shields before ricocheting off its sloping, armoured prow. The shrieking metal sphere bounced up into the air before crashing down on one of the battlecars further down the train. The Great Gargant turned all its remaining guns on the Land Train, pounding it with salvo after salvo until it was reduced to fragments of twisted metal.

Fusion fire fell on mobs of Death Skulls as they tried to scuttle for cover, the two surviving Guild trikes had dodged around the Great Gargant while its guns were engaged and now hammered at the decimated Death Skulls. The Death Skulls would have vacated the hill then and there but under Ghazghkull's stern eye they dared not. Half of Ghazghkull's retinue were cut down in a lashing storm of shells as the Overlord airship swung towards the Death Skulls and Ghazghkull's retinue, guns blazing along the length of its hull, spitting death at the Orks below. The air filled with a crisscross tracery of fire as the Nobz opened up on the drifting

airship, shells drummed against its armoured hull until a lucky shot found its mark and tore a ragged hole along its length. Wallowing with deceptive grace the airship tumbled out of the sky trailing fire before crashing onto the hillside below in blazing ruin.

Near the tower there was a momentary lull as the wartraks and Nobz of the Kult of Speed veered away from Yarrick and the last Baneblade to race past to the artillery batteries. The Speed Freeks rampaged through a battery of Mole Mortars with reckless abandon, gunning down the Squat crews and crushing them under their tracks.

Suddenly another mob of Speed Freeks swept down on the beleaguered Commissar. One speeding buggy crumpled against the armoured flank of the Baneblade. A Gobsmasha charged at Yarrick with its wheels spinning on the soft turf. He hurled a krak grenade and its blocky hull seemed to collapse in on itself with the impact. Yarrick turned to fight his way back to the Baneblade only to see it explode with dull roar. As he tried to dodge another rushing Gobsmasha it smashed into him as it slewed past, knocking him back with the bone crushing impact. Yarrick struggled to stand, battling against the blackness that was engulfing him before falling back unconscious.

The Orks were triumphant, everywhere across the shell scarred battlefield they howled in triumph. Though virtually untouched the Squat Warrior Brotherhood had no hope of driving the foe back. But the fortress still stood and the Orks had suffered most of their casualties amongst their boyz, which ruled out an immediate assault. The Squat Warlord grimly ordered his warriors to retreat and defend the fortress. Ghazghkull's boyz settled in for a lengthy siege.....



TURN 3 VICTORY POINT TOTALS

ORKS: 52 VP

SQUATS: 42 VP



The victorious Goffs mop-up the last of the Guild bikers, while in the distance, the Kult of Speed crashes into the Squat Grand Battery..

CONCLUSION

So – glorious victory for the Orks and miserable defeat for the Squats. We decided that Ghazghkull would definitely take Commissar Yarrick prisoner and try to persuade him to join his retinue, Yarrick being one of Ghazghkull's *Grodz* (an Ork term meaning best friend or favourite enemy, to an Ork these are often the same thing!). Yarrick would, of course, rather die than join Ghazghkull and will attempt to escape at the first opportunity. Now we'll go on to play a Warhammer 40,000 game based on Yarrick attempting to escape from Ghazghkull's dungeons – the plot thickens!

'ERE WE GO 'ERE WE GO 'ERE WE GO! (Andy Chambers)



Hah! Gave those damnable stunts the drubbing they deserved. Of course it was a tight run thing, and it's worth noting that I lost the initiative roll on every turn, which combined with getting constantly clobbered by artillery and first firing units made life very uncomfortable. However, I resisted the temptation to hunker down and try to fire back because the Squat artillery would have

just annihilated me. Remember that Orks faced with artillery do best to get as close to the enemy as possible, preferably into close combat. That way at least he has to risk dropping barrages on his own men by accident! Still, if I hadn't been lucky enough to have Ghazghkull around I probably would have taken such a severe beating in turn two that I would have lost the game. Not only did he give all the Goffs and Speed Kultists in close combat an extra dice to roll at a vital time but the Waaagh! also kept the Kult of Speed in the fight at a point when they probably would have gone onto fall back orders and failed to carry through their attack. So Ghazghkull was well worth the extra 100 points he cost. How about everything else?

Well, the Kult of Speed more or less won the game for me by attracting so much attention as they swept round Jervis' flank. I was lucky that they weren't broken on the first turn of the game by the huge amount of artillery that was dropped on them – they lost twelve vehicles in those initial barrages! Fortunately I'd known this would probably happen and



Yarrick is overrun and captured by the Kult of Speed

reinforced them enough to absorb the damage. The Great Gargant also served me very well by destroying the Colossus and the Land Train as well as absorbing a lot of firepower. The fact it had a Mork head also kept the Goff's morale intact even when they were broken. I kept the Gargant on advance orders throughout the game so it could move up and bring all of its guns into range, putting more pressure on Jervis to try and take it out.

I didn't use the Mekboy Gargant quite so well. I had intended to keep it racing forward on charge orders so it could get into close combat as soon as possible, but on the second turn I wimped out and put it on first fire orders because I was worried about it being assaulted by the Guild bikers. In retrospect it would have been better to draw some of the bikers off the Goffs anyway. As it was, it did draw plenty of fire from the Thunderers but achieved little else. The Goffs did reasonably well, even though they suffered a lot of casualties, mainly from their own super stikkbomz!

The Death Skulls got a very raw deal because I deployed them stupidly. I should have placed them further to the left so they could use the cover offered by the woods. Caught on the exposed hillside they suffered horrendous casualties, a lot of them because the Land Train and Mole Mortars could see them and used direct fire barrages to punish them for my mistake. I also put them on advance orders on the second turn so they could shoot, always a dumb thing to do with Ork boyz. You should either first fire or charge like hell. Messing about on advance orders just leads to firing back after you've suffered loads of casualties from the enemy who are invariably on first fire orders themselves.

Ghazghkull would probably have been better off staying on the left as well, to throw some more weight into my assault – he and his Nobz didn't get to shoot anything much apart from the Overlord. Initially I had moved them over to try and deal with the Baneblades but much to my surprise the Baneblades were overrun by the Kult of Speed in short order. As a result, Ghazghkull and his Nobz were left with nothing to do unless they wanted to risk the same dash across open ground that the Death Skulls were attempting and dying in droves.

The Pulsa Rokkits and the Shokk Attack Guns did a reasonable job. The Pulsa Rokkit that landed in front of the artillery caused some disruption and the one which landed on the tower would've have been excellent if I hadn't rolled a 1 for its effect. I mucked up on the third turn by letting the Nobz get too far away to give orders to the Mekboys, though another Rokkit would probably have made little difference at that stage. The Shokk Attack Guns got too badly shot up to do much but they kept the Goliath busy for a bit with Snotling attacks. Hop Splats just died horribly. And the Madboyz? Well they did absolutely nothing but they were free!

As for Jervis, I think that his deployment was just a little bit too predictable for once. He should have definitely put something out to contest objectives 7 and 8, probably the Iron Eagles or the Trikes – both of these units were destroyed pretty quickly when they were stuck in the front line. Placing some sort of opposition on my flank would have given me something else to worry about and might have stalled me longer. The Colossus and the Land Train should have taken great pains to stay clear of the Gargant's belly gun. They're both very vulnerable to it but are not too big to use cover in order to stay out of sight. Jervis also made the mistake of wavering for a while about whether to try and knock out the Great Gargant or not. This led him to waste a lot of his shots – he damaged the Gargant eventually but it was too little, too late.

SQUAT DEBRIEFING (JERVIS JOHNSON)



Oh well, another brilliant plan down the tubes... So what went wrong? On the whole I'm not that upset with the way that the battle went – apart from losing of course! My main failing and its one that I often make, was not maintaining my concentration all the way through the battle. This led to me making a number of stupid mistakes, like forgetting to fire the Thunderers on the first turn

and forgetting to move the Berserkers on the second. You never know, the Thunderers might have got lucky and taken out the Mekboy Gargant, while the Berserkers would have been in position to attack on the third turn and maybe even grab an objective counter off the Orks. Either of these events would at least have given me a draw, if not an outright win. One of Andy's main strengths as a player is that he rarely, if ever, makes mistakes of this kind because his level of concentration is so good.

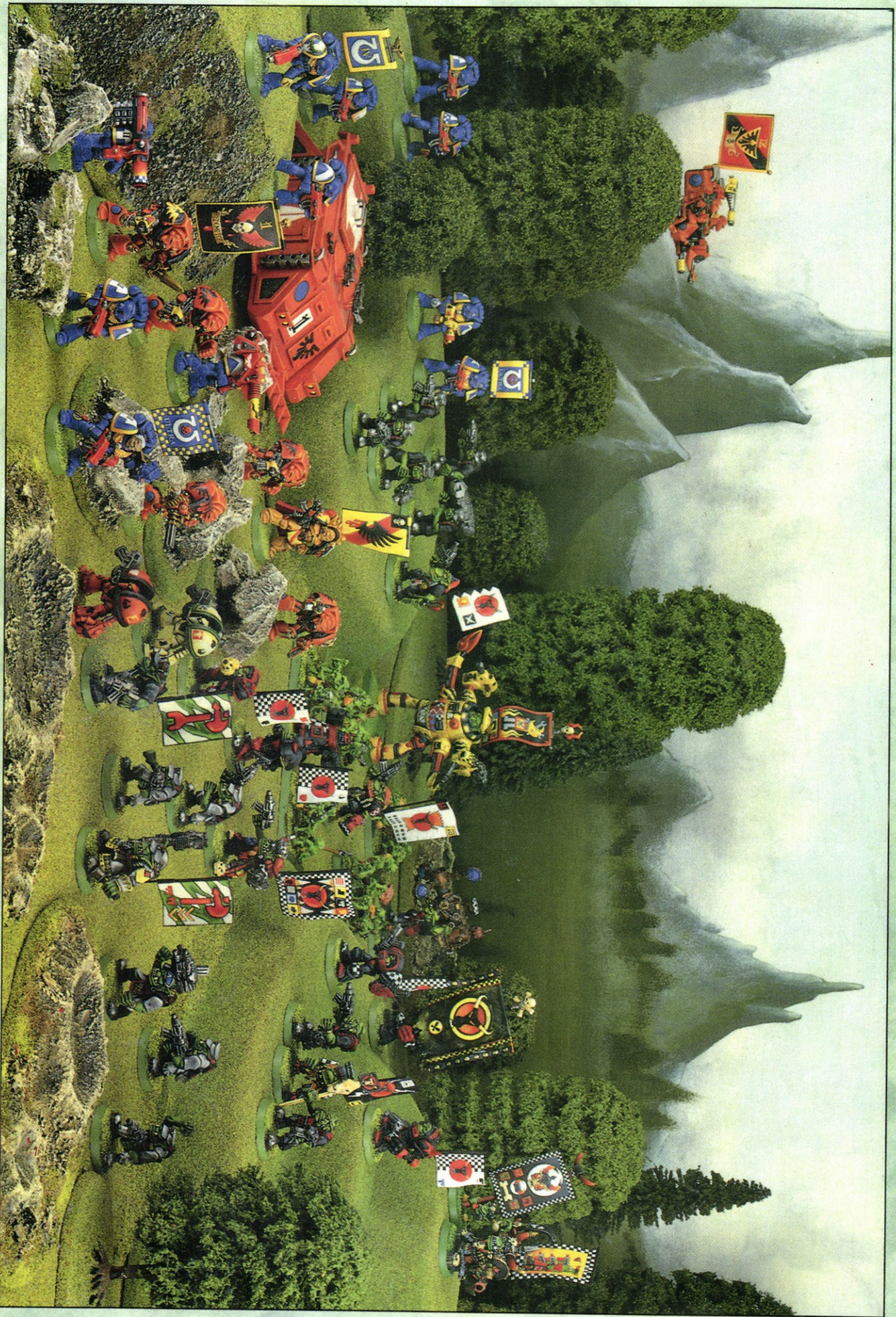
This being said, there are a couple of changes to the way I'd have set-up and executed my plan if I was starting all over again. My use of the Iron Eagles was very poor, and I realise now that I should have used them to harry the flanks of the Ork advance, sending them round wide to my left so that they could also be used to threaten to capture the objectives on the left hand side of the table. Launching them into the middle as I did just resulted in their being shot down quickly. The same could be said of the way I used the Overlord Airship, although because it's slower it is less useful in this role. The other thing I would change is my positioning of the Land Train. Where it was, it had few targets to shoot at, and it would have been far

more useful in the fire base on my left flank. I could have debussed the Berserkers at the start of the game and sent them off to join in the assault any way, and the short range firepower of the Land Train – the main reason for including it in the Assault Force – was never used anyway!

Turning to Andy's side of the table, it's difficult to find much to fault. The Pulsa Rokkits could have been used more effectively (I'd have kept on shooting them at my artillery), and the Death Skulls would probably have been better off moving through the thick woods with the Goffs rather than advancing in the open as they did. As it was the Death Skulls got clobbered without having very much effect on the game at all. Still, when all's said and done, Andy's plan worked and mine didn't, so I can't go on too much about the mistakes he made! Instead I'll just have to figure out a way to get Yarrick out of that Orky dungeon....



The Overlord Armoured Airship looses a hail of fire into Ghazghkull's retinue positioned on the crest of the hill.



ULTRAMARINES AND BLOOD ANGEL SPACE MARINES IN COMBAT WITH AN ORK WARBAND OF GOFFS AND BLOODAXES