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PRESENTS



WARHAMMER **40,000**

BATTLES



WARHAMMER
40,000
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BLOOD AXE KOMMANDOS ASSAULT AN IMPERIAL BUNKER HELD BY A SQUAD OF CATACHAN JUNGLE FIGHTERS



A BAD MOON ORK MOB IN COMBAT WITH ELДАР STRIKING SCORPIONS ASPECT WARRIORS

WHITE DWARF™ PRESENTS



BATTLES

A compilation of Warhammer 40,000 articles from White Dwarf magazine

Cover art by Dave Gallagher. Black & white art by John Blanche and Mark Gibbons



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British Library Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library.

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GAMES WORKSHOP
UNIT 7/7-9 KENT ROAD
(Cnr Church)
MASCOT NSW 2020

PRODUCT CODE: 0160

ISBN: 1 872372 82 1



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This Warhammer 40,000 compilation contains articles previously published in White Dwarf magazine up to and including White Dwarf 178. The mission and vehicle cards included in these articles have also been printed on cardboard stock at the back of this book ready for use in your games of Warhammer 40,000.

We have been encouraged to produce this book by the many Warhammer 40,000 players who have found it difficult to obtain the back issues of White Dwarf containing these articles. If this proves a popular alternative we will publish further supplements along similar lines as new articles and rules become available.

WARHAMMER

40,000

ASSAULT SQUADS

By Andy Chambers

On the bloody battlefields of the 41st Millennium, specialised units surge forward ahead of the main armies to secure strongpoints and winkle out the enemy from prepared positions. These are the assault troops, dedicated warriors whose task is to close with the enemy and overcome them in hand-to hand combat

A close assault can be one of the most spectacular and devastating attacks in Warhammer 40,000. Properly equipped assault troops quickly chop their way through hordes of ordinary warriors, and are particularly effective against those encumbered by heavy weapons. Even mighty battle tanks such as the Land Raider and Predator are vulnerable to close assault, and in many situations the best way to dig a determined and well equipped foe out of their positions is by close assault. This is particularly the case in missions such as Dawn Raid or Take and Hold where all the firepower in the world is not going to get you across the battlefield to where you need to be. Also, troops which suffer broken morale in Warhammer 40,000 have a nasty habit of ducking down behind cover until

they rally. Assault troops will quickly drive off or kill such skulkers before they get a chance to rally, earning more victory points for you and clearing they way to annihilate the rest of the enemy force.

Space Marine assault troops are among the toughest in any force because they have a unique combination of excellent characteristics; high weapon and ballistic skills, exceptional toughness, good initiative and excellent leadership make them more than a match for most opponents. Add to this the Space Marines' power armour and special skills and it soon becomes apparent that Space Marines make deadly opponents.

Of course this doesn't mean that other races don't have their own close assault specialists. The Eldar have Harlequins, Striking Scorpion aspect warriors and the much feared Howling Banshee aspect warriors. The Imperial Guard have Rough Riders and Ogryns. Chaos have their fearsome daemonic troops. All Squats are excellent hand to hand combat troops by nature. Tyranids and Genestealers are the very epitome of a close assault army and Orks can field hordes of Goff Boyz, Nobz and Boarboyz to sweep away the most dogged defence.

WHAT MAKES GOOD ASSAULT TROOPS?

The three things I always look for in assault troops are speed, hitting power and survivability. You need speed to get across the battlefield and into hand to hand combat at the first opportunity, this cuts down the amount of shots the enemy gets at you and increases the amount of use you get out of your troops. Remember that assault troops are wasted every moment that they are not in hand to hand combat. You need hitting power to quickly wipe out your target with minimal losses, ensuring that you can move on to attack someone else before the end of the game. Survivability is important because troops which aren't survivable can be "dealt with" by opposing weapons fire before they can even get into charge range. I consider Space Marines the best all round assault troops available because they satisfy all three of these criteria.



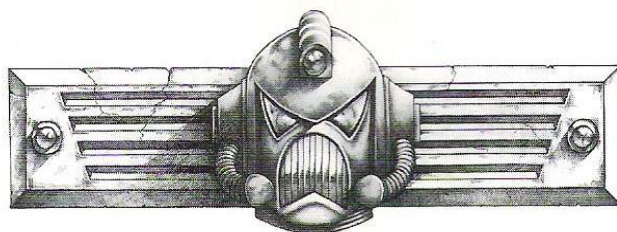
Most troops have speed and hitting power — Genestealers and Howling Banshees are the best examples of this. They are both extremely fast moving and almost impossible to defeat in hand to hand combat if they get to charge in first (which they usually will because they are ferociously quick). However, they are liable to get shot out if caught out in the open.

Tyranids and Ogryns are fast and survivable but can end up being outnumbered and overwhelmed by lesser troops in close combat. In addition, their survivability is compromised by the fact they are large models and tend to attract more fire and can make less use of cover.

Space Marine assault troops are very survivable and deadly enough to wipe out most opponents, but they are rather slow with a move of 4" per turn or 8" if they run. This is simply remedied by equipping them with jump packs which increase their movement to 18" and allow them to leap over intervening models and obstacles to get to grips with the foe all the faster.

The overall effectiveness of assault troops is also partly determined by their weaponry. A sword and pistol

combination is the best all round armament. The pistol is useful for blasting away when not in hand to hand combat and adds an extra attack dice to the model when it is in combat. A sword is useful because it allows the model to parry, a fact that can often mean the difference between success and failure in a close run fight.



You should think carefully about weapon combinations when you equip your troops because certain combinations such as two hand flamers or two power fists are expensive and provide little benefit. Better by far to have a model equipped with a chainsword and power fist so that he can parry with the sword and then smash his opponent with the power fist. As a good



MAP 1

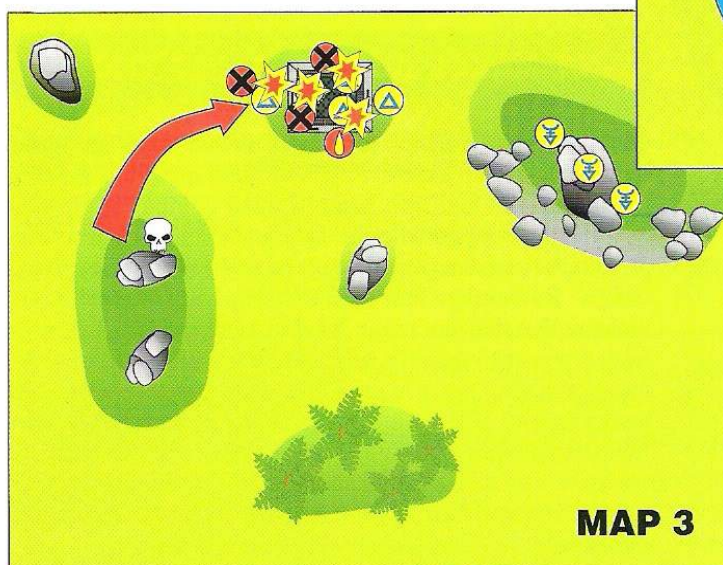
ASSAULTING A POSITION

Map 1. A Space Marine assault squad equipped with jump packs is attacking an Eldar position held by a squad of Guardians and Dark Reaper aspect warriors. The Space Marines have been deployed sensibly out of sight at the start of the game



MAP 2

Map 2. The Space Marines first leap behind the hill on the flank. By doing this they avoid being cut to pieces in the open ground by the Eldar. Two Space Marines misjump into the rocks on top of the hill, but only one is killed by the Eldar's fire because the assault troops are in cover.



MAP 3

Map 3. The Space Marines leap in to attack the Guardians and make short work of them. This leaves the Space Marines well placed in cover and ready to attack the Dark Reapers next turn.

rule of thumb, if you're equipping a model with two expensive (eg. 5 points or over) hand to hand/pistol weapons the chances are he is over-equipped and one of his weapons will duplicate the effects of the other.



For example, a model equipped with a plasma pistol and power sword will have little use for the plasma pistol in hand to hand combat because the power sword is almost as potent, doesn't need time to recharge and has better armour save modifier. This isn't to say that plasma pistols aren't worth having — they are very effective against vehicles in close assault and can lay down a withering hail of fire. A better combination would be a model armed with a power sword and bolt pistol, or a model armed with a chainsword and plasma pistol, because they are cheaper in points and just as effective.

ASSAULT TROOPS' TACTICS

The problem for assault troops is that they are badly equipped for fighting at a distance, ordinarily carrying only pistols and grenades. The simple answer to this is **don't** fight at a distance — scamper across that battlefield and steam into the enemy as quickly as possible. It seems very daunting to send your troops out across no-mans land at first, but once you've seen the carnage they can commit on the other side it becomes clear it's worth the risk. Really there is no excuse for assault troops not being in combat by turn three of the game at the absolute latest, preferably they should be in by turn two. Naturally your opponent may have something to say about this if he's awake, but there are some methods of ensuring your troops get there.

The first technique is to pick a sensible route for your assault troops to follow. It's usually best to deploy them on one or both flanks. This allows them to move even further out onto the flanks on the first move before darting back in to attack on their second move. This avoids most of the hail of defensive crossfire an assault squad is liable to attract moving up through the centre of the battlefield. The squads on the flanks of the enemy line are weaker because they cannot be supported by their fellows as easily and once the first one is dealt with it's simple enough to start rolling up the whole enemy force.

An end-run around the flank is all the better if it leaves the assault squad in or behind cover at the end of their first

move. Obviously this helps to cut down on the lethality of any enemy fire they attract. If you are fortunate enough to have a wood, building or hill to lurk behind along your route you can hope to avoid any fire at all during this most vulnerable part of your approach. Of course it's possible to set up some terrain to make such a covered approach possible at the start of the battle, though this may give the game away and allow your foe to set up an unpleasant welcoming committee. One particularly nasty tactic is to supply your assault troops with blind grenades so that they can create their own cover as they go along!

Another way to cover your approach to the enemy line is to send a decoy group against the enemy to keep them tied up for a while. Cheap, expendable troops or vehicles are most appropriate for this, though very survivable troops such as Terminators can serve just as well. The decoy force makes a thrust towards the enemy close to where the assault troops are aiming to break through. Because the decoy force is closer the enemy will have to choose them as targets rather than the more distant assault troops. With luck, the decoys may even inflict some casualties on the foe before they are beaten off. When you are using a decoy force it is even more essential to push forward with the assault troops before the decoy is wiped out.

It is when commanding forces such as Orks, who rely on weight in numbers to overwhelm the foe, that a decoy force really becomes vital. As they are rather slower for the most part, these larger Ork assault groups have to go for a more direct approach. The fact that they often have to set up first also makes it important to deploy more in the centre to ensure that the enemy doesn't escape by deploying entirely on one flank. Using Gretchin skirmishers or Wildboyz to absorb casualties on the way through the centre can help this attempt to charge down the enemy's throat immensely.

The third method of speeding your assault troops to victory is to give them direct fire support with devastators, support weapons and the like. Shooting up the enemy near to the



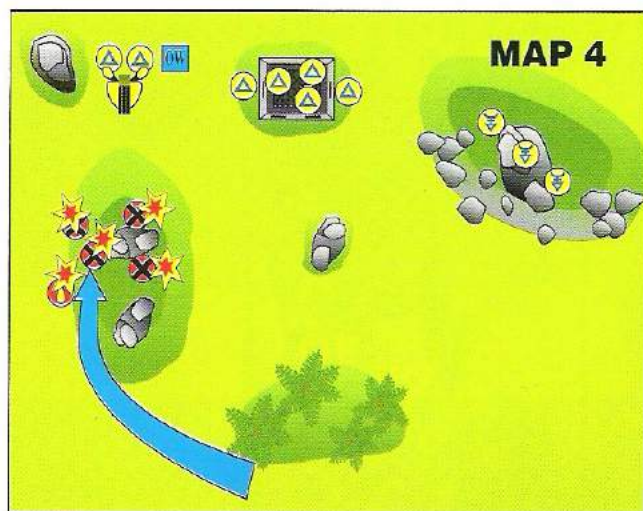
assault troops will soften up or even break the enemy before the assault force reaches them. This cuts down on the amount of return fire they can muster and makes the assault troop's job more one of mopping up. Of course if you overdo it you may well find that there is little left for your blood crazed assault troops to fight when they arrive.

It is often useful to place some of the supporting squads or models in overwatch. Then they can try to suppress the enemy squads if they go into overwatch to try to and catch your assault troops as they scuttle from cover to cover. Overwatch also keeps your options open to shoot up enemy forces which move across to the threatened flank.

COUNTER MEASURES

Having waxed lyrical about the effectiveness of assault troops I should also mention the counter measures that can be used against them. The first and most obvious is to drill them so full of holes that they never reach you. This is satisfying when it works but frustrating when it doesn't.

As mentioned above there are several techniques for getting around defensive fire, so you need to be on the look out for avenues of attack developing during terrain set up. Block any potential routes with difficult or impassable terrain at the first opportunity, and if you can't, try to ensure that you deploy something cheap and shooty in a position to cover them. I've found that support weapons such as the Imperial Thudd gun and the Eldar Scatter laser are ideal for this. Failing that, sustained fire weapons like heavy bolters are guaranteed to make a mess of most assault forces. (see Map 4)



Map 4. Following on from the previous example; by positioning a Scatter laser to cover his flank, the Eldar player is able to catch the assault squad in a crossfire between this weapon and the Dark Reapers.

These weapons should be kept on overwatch until those nasty assault troops poke their noses out of cover — at which point you can shoot them off! Often you can pin down the assault troops quite easily, forcing them to stay in cover for fear of being shot up. This means you are probably tying up over a hundred points of assault troops with fifty or sixty points worth of support weapon.

However, as noted above there are plenty of counter-counter-measures for this counter-measure. Who gains the upper hand is entirely dependent on the terrain, the missions and the forces involved.

The second option is to use persistent blast markers such as plasma, vortex or gas to lay a physical barrier in the assault troop's path. This is expensive and a little unpredictable because the markers tend to drift or disappear after a while. In addition, some troops can circumvent it by leaping over the top with jump packs. On the other hand, I have seen a single character armed with plasma grenades shut down a flank attack before now so it can work, though it is more of a delaying tactic than anything else.

The third option is to fight fire with fire and have some assault troops of your own! These can then lurk about in the centre (preferably well out of sight) as a reserve. Your reserve can then move out to counter an assault when it arrives, the enemy will probably get to one of your squads first but then get wiped out by the arrival of your avenging assault troops. Alternatively you could push your own assault force onto the flank and meet the foe halfway, stalling his attack and hopefully inflicting enough casualties to stop it altogether.

ASSAULT SQUADS

Space Marine Assault Squad

320 pts

Squad consists of 1 Sergeant and 9 Space Marines armed with two bolt pistols or bolt pistol and chainsword, frag grenades, krak grenades, and power armour (3+ save). Any number of models may be equipped with additional assault weapons chosen from the Space Marine Wargear list, and up to two models may be equipped with a special weapon (see the Wargear list for points values). The entire squad may be equipped with blind grenades (+20 points), melta bombs (+50 points) and/or jump packs (+50 points).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

ASSAULT WEAPONS

(Any number per model)

Chainsword	2 pts
Power Axe	7 pts
Power Fist	10 pts
Power Maul	6 pts
Power Sword	6 pts
Bolt Pistol	2 pts
Hand Flamer	7 pts
Plasma Pistol	5 pts

SPECIAL WEAPONS

(One per model)

Boltgun	3 pts
Flamer	9 pts
Grenade Launcher with Frag and Krak grenades	18 pts
Meltagun	8 pts
Plasma Gun	8 pts

ULTRAMARINES SPACE MARINE

ASSAULT SQUAD

Ultramarines assault troops are ever at the forefront of the most hard-fought battles in the galaxy. Equipped with powerful jump packs to quickly seize objectives, and armed with a chainswords, plasma pistols and other deadly hand-to-hand weapons, Space Marine assault troops are some of the toughest close combat warriors in the Imperium.

The Ultramarines are amongst the oldest and most renowned Space Marine Chapters. They are famous not only for their many victories in battle but also for their strict adherence to the Imperial orthodoxy laid out in the Codex Astartes. This great manual, set down by the Emperor himself, covers all aspects of the Chapter's life from details of uniform and markings to grand strategy.



ULTRAMARINES SPACE MARINES WITH JUMP PACKS

The Codex Astartes lays down a strict system of identification by giving each company a distinctive colour. The Company shown has yellow markings which appear most notably on the warrior's shoulder pad trim. The squad sergeant is distinguished by his red helmet and the red skull applied to his Chapter badge.



JUMP PACK MARKINGS



SQUAD BADGE



ARMY BADGE



THE SQUAD SERGEANT



SERGEANT'S CHAPTER BADGE



SERGEANT'S HONOUR BADGE



CHAPTER BADGE



HONOUR BADGE



A DEVASTATING CHARGE BY IMPERIAL GUARD ROUGH RIDERS



AN ADEPTUS ARBITES PATROL ENCOUNTER A SMALL BAND OF ORK FREEBOOTERS



PHOENIX LORD BAHARROTH LEADS HIS SWOOPING HAWKS AGAINST SPACE MARINE JUMP PACK TROOPS

WARHAMMER

40,000

ADEPTUS ARBITES

By Andy Chambers

"They live there in that great plascrete tower surrounded by walls and razor wire, only emerging to seize some unfortunate who has transgressed against the Imperial Laws or to patrol the city to prove that it belongs to them. There are crystal lenses and sound wave detectors on that tower that can watch citizens and listen to their conversations 100 leagues away, Imperial spy satellites watch what they can't see directly and even the Governor fears them. They aren't from here and have nothing to do with us, no more than Orks or Eldar, if they have families or children we don't know about them and we don't care. They wouldn't so much as buy a glowbulb from us and we would not sell it to them. Its ironic that they have the rather benevolent title of Arbitrators"

Vorkas Zolowski prior to his arrest for pernicious sedition against the Emperor of mankind.

The Adeptus Arbites are the keepers of the Imperium's laws and watchdogs of the far-flung empire of humanity. The Imperium is an organisation where rebellion and defiance of the Imperial will are Crimes Against Humanity. The Arbitrators are the grim and uncompromising reminder of the

Imperium's presence which no planetary governor can ignore. They cannot be bought off or threatened or corrupted or negotiated with. Indeed the Adeptus Arbites goes to a great lengths to ensure that those recruited into their ranks do not serve on their own homeworlds nor anywhere within a dozen light years of home. They do not communicate with the citizenry unless absolutely necessary and only leave their great fortress-precincts on official business.

Should a planet revolt against the Imperium the Arbitrators will be the first to go into battle against the traitors. More often than not a rebellious governor will order the destruction of the Adeptus Arbites precinct on his planet as his first treachery and a great battle will break out between rebel planetary defence forces and the besieged Arbites. The one-sided struggle of a few hundred against an entire world should not last long and the result would seem inevitable but the Judges are well trained in their task and always ready.

During the rebellion of Ichar IV the Arbitrators held their precinct for twenty seven days before finally escaping via a secret tunnel and capturing four of the hive's power generators. These they held for a further six days before destroying them as the last of the judge's positions was overrun. When the Ultramarines Chapter of Space Marines



An Adeptus Arbites squad led by an Arbitrator Champion.

arrived to crush the rebellion they found twenty percent of the planets ground defences inoperative and successfully staged a drop directly into the core hive, shortening the whole campaign by two months.

In truth the Arbitrators need only to hold out until their astropath has transmitted a message summoning help. Mobile fleets of Arbitrators stand in constant readiness to answer the call of their precincts and bring retribution upon the transgressors of the Emperors laws. Beyond them the entire might of the Imperium can be called upon with Space Marine Chapters and the Imperial Guard prepared to quell the fiercest rebellion.

Equally the Arbitrators stand ready to fight against the foes of humanity in the case of Genestealer infestation, Chaos incursion or alien attack. The well armed and rigorously trained Arbitrators make excellent troops and Squads of Judges can add vital backbone to the planetary defence forces. It is ironic that planetary governors who may have plotted against the Imperium for years are always the first to squeal for help when the Orks arrive.

ARBITES TROOPS ON THE BATTLEFIELD

The forces of the Adeptus Arbites are deliberately better equipped than those of either Planetary Defence forces or the Imperial Guard to discourage attack. Every Arbitrator is equipped with a complete suit of carapace armour, giving them a saving roll of 4, 5 or 6 on a D6. All Arbitrators also carry a bolt pistol as their standard side arm.

Beyond this basic equipment the specific armament of Arbitrator squads varies according to their mission. The most common armament for patrol groups, execution teams and snatch squads is either standard boltguns or the specially designed Arbites Combat Shotgun. Arbites shock troops are frequently deployed as heavy assault troops and carry the much feared Power maul and Suppression shield.

One member of the five man Arbitrator squad is usually armed with a special weapon drawn from the extensive precinct

THE ARBITES COMBAT SHOTGUN

The Arbites combat shotgun is a simple shotgun with a number of adaptations which allow it to fire a special ammunition type available only to the Adeptus Arbites. In addition to the standard solid and scatter rounds fired by ordinary shotguns the Adeptus Arbites labs have developed the "Executioner" adamantium-tipped armour piercing round to seek out and destroy the toughest targets. This sophisticated shell has a tiny robot brain which locks onto the target's energy pattern and seeks it out with unerring accuracy. This variety of ammunition types makes the Arbites Combat Shotgun a uniquely flexible weapon.

SPECIAL RULES

Solid shells have a strength of 4. Scatter shells have a strength of only 3 but also have a 1" radius blast marker. Executioner rounds have a strength of 4 and -2 save modifier. In addition they receive a +D3 modification to their armour penetration value against vehicles and buildings, increasing their armour penetration value to 4+D6+D3.

Because it locks onto a target's energy signature the Executioner shell may even be fired at hidden targets providing they have already been detected. The Executioner round is unusual in that it receives a +1 to hit modifier at long range and a -1 to hit modifier at short range. This because the shell's tiny brain cannot lock onto its target until it has travelled several meters.

ARBITES COMBAT SHOTGUN AMMO TABLE

Shot type	Strength	Save Modifier	Blast Area
Solid Shell	4	0	None
Scatter Shot	3	0	1"
Executioner	4	-2	None

The considerable mass of solid or scatter shells mean that if a target is hit by one but not slain, then it is automatically knocked back 2" away from the firer and will fall over on a D6 roll of 4+. A knocked over model must spend its next movement phase standing up. Note that this rule only affects ordinary troopers - not vehicles, robots, Terminators or Dreadnoughts. Executioner rounds are lighter so they do not knock back targets like ordinary solid and scatter shells.

THE ARBITES COMBAT SHOTGUN

Ammo	Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Mod	Armour Pene	Special
Solid	0-4"	4-18"	-	-1	4	1	0	4+D6	See above
Scatter	0-4"	4-18"	-	-1	3	1	0	3+D6	1" blast
Executioner	0-4"	4-18"	-1	+1	4	1	-2	4+D6+D3	See above

armouries. The most common choice is a grenade launcher as this offers the greatest tactical flexibility. Arbitres squads also have access to a range of special grenade types such as photon flash, scare and choke, which are invaluable for crowd suppression and the capture of criminals. These have also proved very potent against poorly equipped opponents such as Orks and Gretchin, Chaos cultists and Genestealer broodbrothers.

Because of their heavy armour and (if armed with Arbitres Combat Shotguns) their potent short ranged firepower Arbitres squads are most useful at short ranges in dense terrain, either attacking enemy held positions or defending key points. They excel in street fighting where their small squad size enables them to make best use of available cover. Arbitres squads are very hard to shift at the best of times and they can fight off the fiercest assaults with sufficient heavy weapons support.

CHARACTERS

ARBITRATOR CHAMPION

Special

An Arbitrator champion is a fearsomely dedicated and skilled opponent. In his commanding presence Arbitrators will make herculean efforts to fulfil their mission. Any Arbitrator squad may upgrade its squad leader to an Arbitrator champion for +10 points.

Profile	M	WS	BS	S	T	W	I	A	L
Arbitrator Champion	4	4	4	3	3	1	4	1	8

WEAPONS: Bolt pistol

ARMOUR: Carapace armour (4+ save).

WARGEAR: The Arbitrator champion may have up to one wargear card and any combination of equipment permitted by the Adeptus Arbitres wargear list.



SQUADS

ARBITRATOR SQUAD

70 points

Arbitrators are the grim custodians of Imperial justice. They are relentless in the prosecution of their duties and unswervingly loyal to the Imperium and the Emperor of Mankind. Traitors and criminals live in mortal fear of their penetrating vigilance and swift retribution.

Profile **M** **WS** **BS** **S** **T** **W** **I** **A** **L**

Arbitrators 4 3 3 3 3 1 3 1 7

SQUAD SIZE: An Arbitrator squad consists of five Arbitrators.

WEAPONS: Bolt pistol

ARMOUR: Carapace armour (4+ save).

WARGEAR: Any models may be equipped with additional assault or basic weapons chosen from the Adeptus Arbitres wargear list.

One Arbitrator may be given a weapon chosen from the special weapons section of the Adeptus Arbitres wargear list.

The entire squad may be given any combination of the following grenades:

Choke Grenades	10 pts/ squad
Frag Grenades	10 pts/ squad
Melta Bombs	25 pts/ squad
Photon Flash	10 pts/ squad
Scare Grenades	10 pts/ squad

SUPPORT: An Arbitrator squad may be mounted on bike at an additional cost of 100 points or in a Rhino at an additional cost of 50 points.

ADEPTUS ARBITES WARGEAR LIST

ASSAULT WEAPONS

A model may carry any number of assault weapons.

Power Sword	6 pts
Power Maul and Suppression Shield	10 pts

BASIC WEAPONS

A model may only carry a single basic weapon

Bolt Gun	3
Arbitres Combat shotgun	3

SPECIAL WEAPONS

A model may only carry a single special weapon

Flamer	7
Grenade Launcher with Frag and Krak grenades	10
Extra to include Choke grenades for the above	+4 pts
Extra to include Photon flares for the above	+4 pts
Extra to include Scare grenades for the above	+4 pts
Meltagun	6
Needle Rifle	8
Plasma Gun	6

WARHAMMER

40,000

THE RAZORBACK

By Ian Pickstock

The Razorback is a Rhino variant designed to speed into battle escorting other Rhinos and squads of Space Marines. As it smashes through the enemy lines, a turret mounted lascannon blasts apart enemy Dreadnoughts and tanks, while twin plasma guns fire gouts of flaming death. After neutralising hostile armour, the Razorback can then deploy a combat squad of Space Marines to mop up any survivors and secure the area.

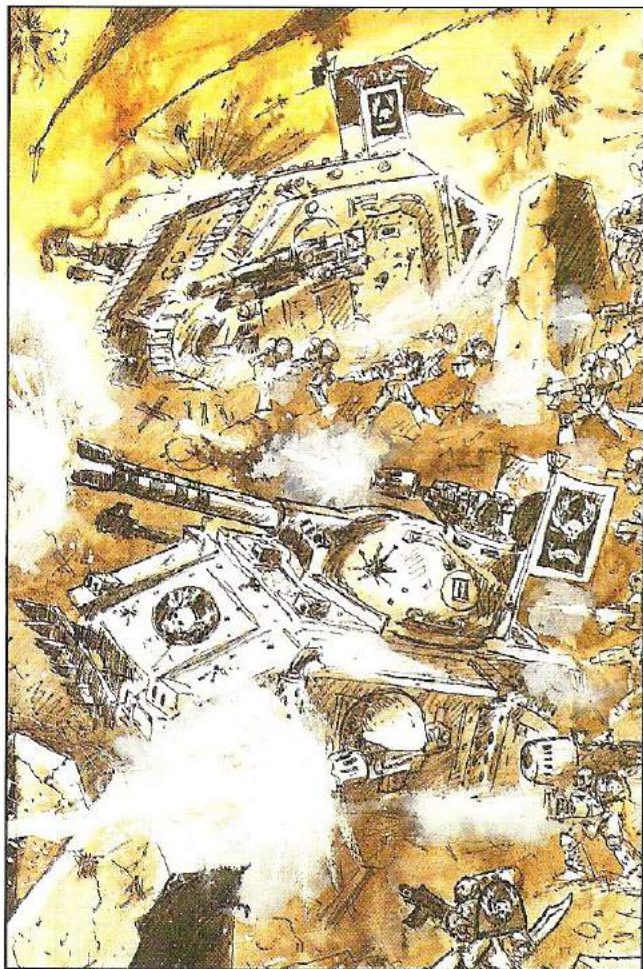
The Space Marine Rhino is one of the most common vehicles in the armouries of the Imperium. Wherever Imperial forces clash with their enemies their commanders call upon Rhinos to carry their troops to the battlefield rapidly and in relative safety. Unfortunately, these vehicles are vulnerable to enemy heavy weapons as the Rhino is only armed with boltguns and often has difficulty rooting out these support units.

The weapon forges of the Adeptus Mechanicus have several Standard Template Constructs (STCs) for variants of the

standard Rhino APC chassis. Many STCs have been lost over the millennia and the Adeptus Mechanicus constantly hunts down knowledge of long lost STC databanks. Of the few Rhino variants that remain, each one fills a specific purpose on the battlefield, such as providing artillery support, or mounting a close range demolition cannon.

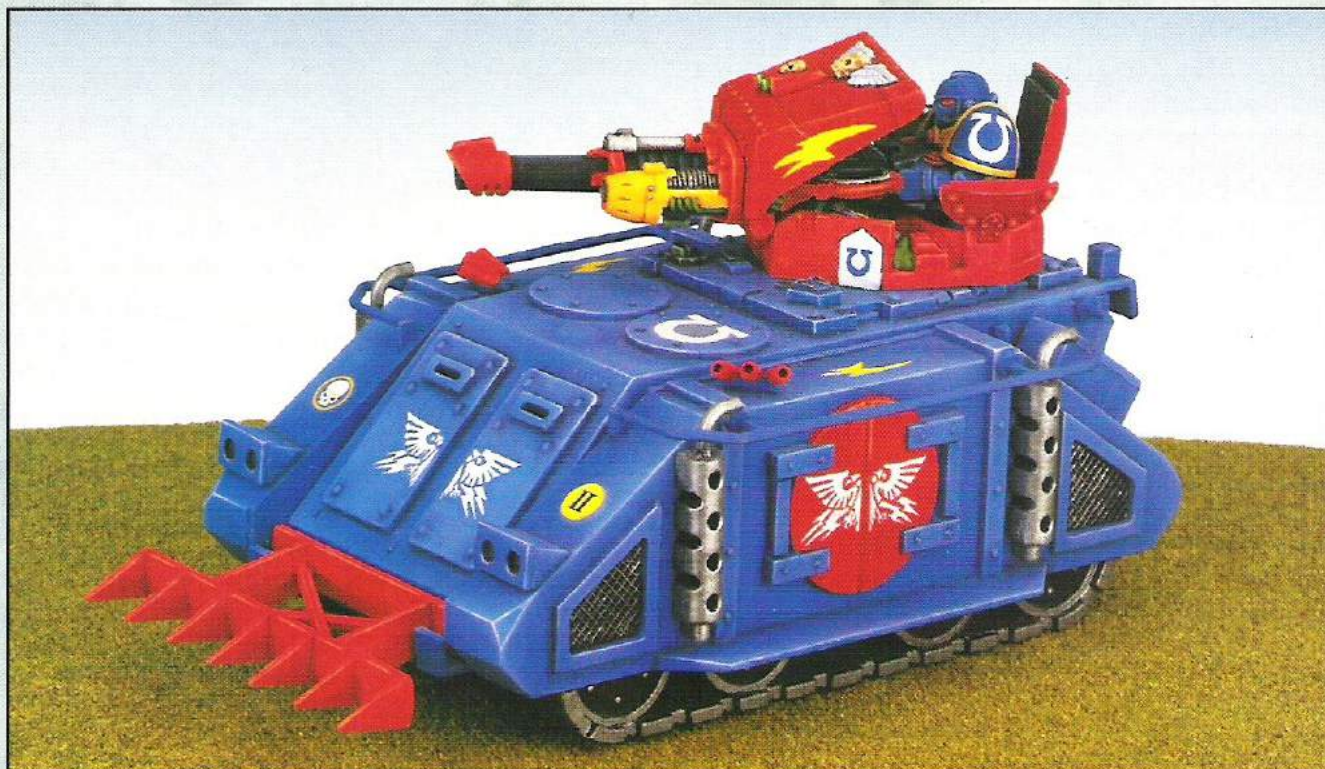
One of the most successful variants is the Razorback. As far as the Adeptus Mechanicus is concerned the Razorback is a relatively new addition to the armies of the Imperium. The STC for the Razorback was recovered about five millennia ago by the Chief Artisan Tilvius. Tilvius led a quest in the 36th millennia after the Inquisition uncovered rumours of an actual working STC databank. Tilvius' quest scoured the far reaches of the galaxy, he checked planet after planet, questioning everyone from planetary governors to the lowliest menials, Tilvius left no stone unturned. Tilvius never found the STC databank, he returned to Mars after three centuries of searching, an old man who wanted to see the red sands of his homeworld once more before he died. But his quest did recover several of the much sought after STC print outs. For the most part they were simple machines and factory tools, but the undoubted jewel in Tilvius' collection, the crowning achievement of Tilvius' quest was the recovering of the STC for the Razorback. After initial trials by the Adeptus Mechanicus proved it successful, the Razorback was immediately put into production by Forge Worlds all over the Imperium and is now standard issue for all Space Marine Chapters.

The Razorback is used in a fire support role, escorting Rhinos, or units of Space Marines. The Razorback has a turret mounting for a tank-busting lascannon and twin linked plasma guns. Once the Razorback is in position the Rhinos can deploy their Space Marines into cover. Then the Rhinos withdraw whilst the Razorback remains to provide vital heavy weapon support and cover the Rhinos retreat. The turret-mounted lascannon can deal with any enemy vehicles or Dreadnoughts, while the plasma guns prevent enemy infantry and light vehicles from straying too close. With the ability to carry five Space Marines, the Razorback can be used as a mobile command centre or simply to carry a combat squad to the front line.



SPACE MARINE RAZORBACK

Each Space Marine Chapter maintains a huge arsenal of special wargear which include variations on the basic Rhino and other armoured vehicles. These revered Chapter weapons bear honour badges earned in the countless heroic engagements in which they have fought. The crews of these vehicles are drawn from the ranks of training and reserve units, and they bear special insignia in place of their usual tactical badges.



ARMoured VEHICLE INSIGNIA



RAZORBACK DESIGNATION



ARMY/CAMPAIGN BADGE



COMPANY BADGE

This denotes that the vehicle is currently attached to the 2nd Company.



CHAPTER BADGE



GUNNER'S SHOULDER INSIGNIA

The white disc denotes that the gunner is a vehicle crewman and the black IV is the vehicle's identification number. Note that the gunner's shoulder pad trim is yellow – the colour of the Ultramarines' 2nd Company.

SPECIAL RULES

Shooting at the Turret

The Razorback turret is protected by a thick armoured shield at the front. It is important when using the Razorback that you leave the turret pointing at the last target it fired at, or at least the space where it used to be! For the purposes of hits on the turret, the turret's frontal zone is a 90° arc centred on the turret's weapons.

If a firer shoots and hits the turret from the front, then he must roll to penetrate the turret's frontal armour, even if the firer is standing to the rear or the side of the actual Razorback's hull. If the firer hits the turret from the side or rear then there is a chance that the shot will hit the exposed Space Marine gunner. Roll a D6, on a roll of 1,2 or 3 then the turret has been hit, roll to penetrate the turret's side/rear armour as normal (AV15). On a roll of 4,5 or 6 then the Space Marine gunner has been hit. Roll to see if the gunner is killed using the normal shooting rules.

Blast Marker Weapons

The thick armoured shield also protects the gunner from weapons with a blast marker, the large plate absorbing and deflecting most of the blast away from the gunner. If any part of the turret gunner is covered by a blast marker then due to the thick shield he will only ever be affected by the blast on a D6

roll of a 4 or more. Hence, even if a blast marker is centred on the Space Marine gunner he will only be hit on a 4 or more. Note that this is a special case and is slightly different from the normal rules on p79 of the Warhammer 40,000 rulebook.



Firing the Lascannon and Plasma Guns

The lascannon and two plasma guns count as a single linked weapon. As with all linked weapons you may choose to fire any or all the weapons. You may choose to fire just the lascannon, a single plasma gun and the lascannon or the whole lot – the lascannon and both the plasma guns. No matter how many of the weapons you choose to fire, you must state which weapons you are firing before you roll to hit, and only one roll to hit is made. The lascannon will hit the model designated as the initial target, roll for damage as usual. If you are firing any

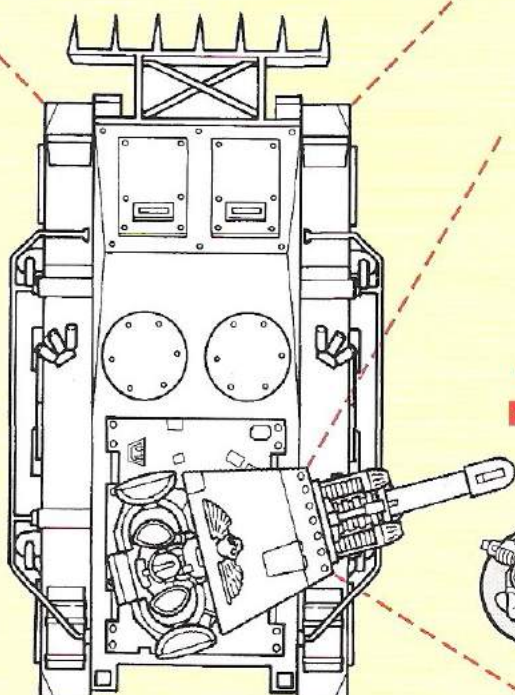
plasma guns then roll one sustained fire dice for each one. Any hits you score with the plasma guns can be allocated to visible models within 4" of the initial target and within the 24" range of the plasma gun. You don't have to allocate one of the plasma gun hits to the initial target hit by the lascannon, although you can if you want to. If you want to, you can just fire one or both of the plasma guns without the lascannon, however, there are very few situations where this will be an advantage.

Plasma Gun Recharging

Plasma guns need a vast amount of energy and require time to recharge once fired. If you fire one plasma gun, place a single *plasma weapon recharging* marker next to the Razorback to remind you that one of the plasma guns cannot be fired in your next turn. This does not prevent the other plasma gun from firing in your next turn while the first recharges. If both plasma guns are fired, place two *plasma weapon recharging* markers next to the Razorback to remind you that neither plasma gun may be fired in your next turn.

TARGETING THE RAZORBACK

HULL FRONTAL ZONE



TURRET FRONTAL ZONE

ORK

The Ork trooper opens fire on the Razorback. If he hits the hull or tracks, then he will have to penetrate the Razorback's side armour. If the shot hits the turret then it will have to penetrate the front armour.

Plasma Gun Jams

If either plasma guns jams, then both plasma guns are effected and must spend their next turn clearing the jam. However, if the plasma guns jam then this will not prevent the lascannon from firing. Plasma guns can still recharge when jammed. So a jammed plasma gun can be cleared and recharged ready to fire in your turn after next.

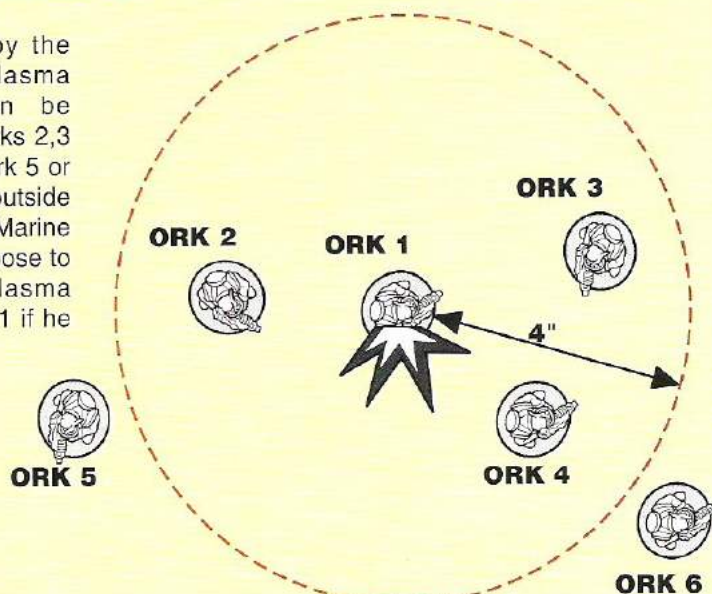
Close Combat

If any models attack the Razorback in close combat, then the Space Marine gunner can either stay and fight or duck inside the Razorback and slam the hatch shut.

If the gunner ducks inside then the attacker cannot choose to attack him because he is not there. However, if the attacker hits and penetrates the turret, the gunner can still be killed if the attacker rolls a 3 on the turret damage table. Also, if the Razorback is on overwatch then it may shoot at the attackers as they charge in and then the gunner may duck inside and close the hatch.

ALLOCATING PLASMA GUN HITS

Ork 1 is hit by the lascannon. Plasma gun hits can be allocated to Orks 2,3 or 4, but not Ork 5 or 6 as they are outside 4". The Space Marine player may choose to allocate a plasma gun hit to Ork 1 if he wishes.



If the gunner chooses to stand and fight, he follows all the rules for crew in exposed vehicles as printed in the Warhammer 40,000 Rulebook. He is wearing power armour and is armed with a bolt pistol.



An Ultramarines' Razorback provides supporting fire for an assault.

To assemble your data card, first photocopy or cut the card from this page and fold it in half along the dotted line. Spread a thin layer of glue across the back of the card and press the two halves firmly together. If you want to make your data card a little more hard wearing, it's a good idea to insert a thin layer of cardboard (cereal packet is ideal) between the two halves before you glue them together.

SPACE MARINE RAZORBACK

VEHICLE DATA

CREW:

1 SPACE MARINE DRIVER
1 SPACE MARINE GUNNER

RAM VALUE:

STRENGTH 7
D12 DAMAGE
-5 SAVE

MOVEMENT:

SLOW SPEED: 8"
COMBAT SPEED: 18"
FAST SPEED: 25"
TYPE: TRACKED

WEAPONS

One lascannon and two plasma guns linked in a turret mount. The linked lascannon and plasma guns have a **targeter** and a 360° field of fire. The Razorback may be fitted with **auto-launchers** carrying frag or blind grenades at an additional cost of +5 points.

TRANSPORT:

5 Space Marines in Power Armour. The Razorback may also be used to tow a single support weapon.

WEAPON DATA

WEAPONS	RANGE SHORT LONG	TO HIT SHORT LONG	STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
Lascannon	0-20 20-60	- -	9	2D6	-6	3D6+9	-
Plasma gun	0-6 6-24	+1 -	7	1	-2	D6+7	Sustained fire 2D
Auto-launcher	6 -	- -	-	Grenade Type	-	-	-
Frag Grenade	- -	- -	3	1	-1	D6+3	2" Blast Marker
Blind Grenade	- -	- -	-	-	-	-	2" Blast Marker

POINTS COST: 150 Points



DAMAGE TABLES

D6	Location	Front	Side/Rear
1	Track*	15	15
2-4	Hull	20	18
5-6	Turret**	22	15

*Hit the one nearest to the attacker
**If hit from the side/rear roll a D6: 1-3 = Turret hit, roll to penetrate as normal.
4-6 = Gunner hit, see Gunner damage table

Track Damage Table

- The track is damaged but keeps running. The Razorback may only move at slow speed for the rest of the game.
- The track is blown off. The Razorback moves out of control next turn and then comes to a permanent halt for the rest of the battle.
- A track is blown off and the resulting damage smashes the vehicle's drive shaft, causing it to flip over. The wreck comes to rest D6" away in a random direction. Any model it lands on takes a D6 S7 hits with a -2 saving throw modifier. Roll a D6 for each model on board. They are killed in the crash on a roll of 4,5 or 6. Surviving models may dismount using the normal rules.

Hull Damage Table

- A large explosion tears through the crew compartment. Roll a D6 for each crew member. On a roll of 4,5 or 6 they are hit and killed.
- The Razorback's engine explodes, killing the crew. The tank is spun round to face in a random direction by the force of the explosion and then comes to a permanent halt.
- A spark ignites the Razorback's fuel tank and it bursts into flames, killing all of the crew. The flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if hit by a heavy flamer.
- The Razorback's ammunition explodes. The Razorback is destroyed and any models within 3" suffer D6 Strength 10 hits with a -3 saving throw modifier.

Turret Damage Table

- The turret weapons are damaged and may only be fired if you first roll a 4 or more on a D6. Roll once for all three linked weapons.
- The turret is jammed. It may no longer rotate and remains fixed in the direction it was pointing before it was hit. The turret weapons may only fire in a straight line at targets directly in front of them.
- The turret gunner is killed. Unless his position is taken over by another crew member the turret weapons may no longer be fired.
- The ammunition stored in the turret explodes and the Razorback is destroyed. All the crew are killed and the turret is blown off, flying 2D6" in a random direction before it crashes to the ground. Anything under the spot where the turret lands takes D6 Strength 9 hits with a -6 saving throw modifier.

Gunner Damage Table

Roll to see if the gunner is killed using the normal shooting rules. He has a Toughness of 4, one wound and wears power armour that confers a 3+ saving throw. If the gunner is killed then the linked weapons may no longer be fired unless his position is taken over by the driver.

WARHAMMER

40,000

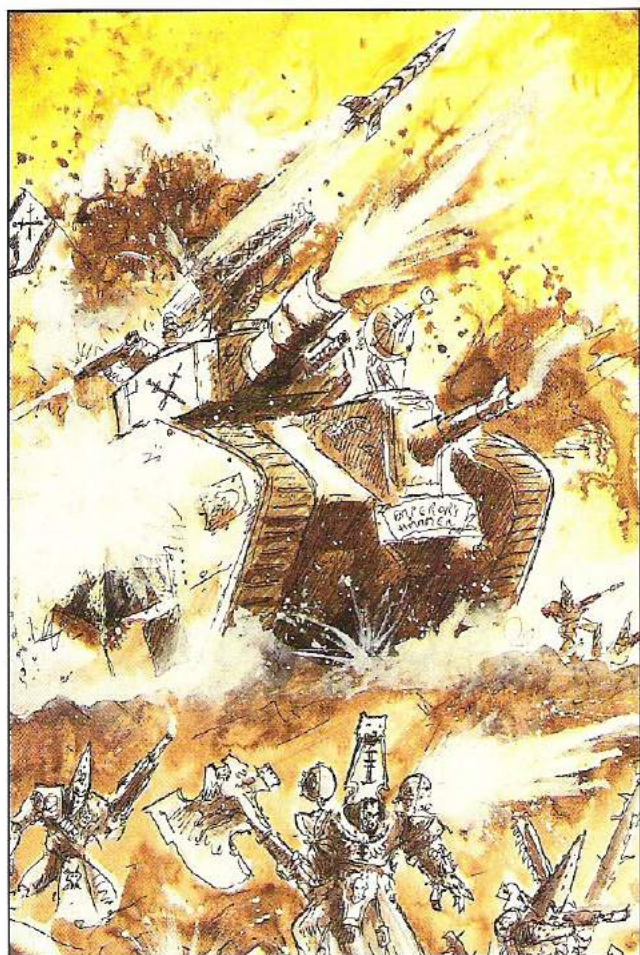
THE LEMAN RUSS

by Rick Priestley

The Leman Russ Battle Tank is the bane of the Imperium's enemies. In a lightning strike it smashes through the enemy line, its massive armoured sides shrugging off attacks as its many weapons cut bloody swathes through the ranks of the foe.

The Leman Russ is the principle fighting tank of the Imperial Guard's armoured formations. It excels both in the close support role and as a powerful spearhead for the attack. Its dual main armament of battle cannon and lascannon gives it the ability to destroy large bodies of troops as well as enabling it to knock out enemy vehicles and defence points. The Leman Russ battle tank is one of many potent weapons in the mighty arsenal of the Imperial Guard.

This month sees the release of the new Leman Russ battle tank kit. This heralds the start of a new range of top quality kits from Games Workshop which will include an Eldar jetbike, a Basilisk assault cannon and a Chimera troop carrier for the Imperial Guard.



All these kits are being designed to the highest standards with separate track sections and highly detailed parts. The original designs have been modelled by our resident kit guru, model maker, terrain architect and Golden Demon winner – Adrian Wild. Adrian is currently working on a few secret projects which I'm not telling you about (not even if you promise to buy me a pint).

DOZENS OF BATTLES

Needless to say, we've been gaming with the Leman Russ ever since the first trial mouldings arrived at the Games Workshop Studio. We've been painting and modelling Leman Russ tanks and fighting them against our Ork and Eldar armies in a variety of scenarios. Like da Boyz say, "it's a hard job but someone has to do it".

The Leman Russ tanks have fought as part of Imperial Guard armies and as allies for Space Marines, where they were especially effective. We had one heart-stopping moment when an over ambitious Blood Axe Kommando with a power axe came within a gnat's whisker of crunching his way through the side of a Leman Russ. On the whole, the Leman Russ tanks performed well, and we learned a few tactical lessons along the way. We also learned a bit about the Imperial Guard, an army we are just starting to work on. We have designed some new Imperial Guard models too. No, I'm not going to tell you about them (you can't bribe me with beer either).

BATTLE STRATEGY

The Imperial Guard is a massive and brutal instrument of war. When it attacks, thousands of men and countless armoured vehicles move relentlessly towards their target. When it occupies a warzone, it forms a huge defensive battleline which can extend for hundreds of miles. The scale of operations and resources is immense. If the swift, piercing attack of the Space Marines can be likened to a surgical incision, then the Imperial Guard is a hammer blow – blunt, crushing and unstoppable.

The Imperial Guard fights in a way which reflects the massive scale of warfare in a major warzone. The army deploys across a long battleline which is usually held by foot troops. The role of these troops is to prevent enemy infiltration. Behind the

lines are the reserve formations, fresh troops which can be flung forward to bolster a failing line or to mount an attack. Reserves are made up of mobile forces such as infantry in armoured troop carriers, and tanks. When the army is ready to attack, these forces are massed ready for the big push. When they are finally unleashed the tanks and troop carriers strike at once, smashing the enemy with their sheer speed and concentration of numbers.



BLITZKRIEG

From behind their battlelines the Imperial Guard is supported by heavy artillery. Immediately before an attack these big guns are moved up to forward positions where they unleash a massive barrage of shell and fire. As the ground erupts into a maelstrom of explosions the enemy are destroyed, beaten back from key positions, or left stunned and confused. Before the smoke clears from this deadly barrage, the Imperial reserves strike. In a vast tidal wave, they charge forward through the gaps blasted in the enemy formations.

The Imperial Guard has big guns like the highly mobile Basilisk which are designed specially for barrage work. In addition, tanks may be equipped with heavy battle cannons which can also be used to add firepower to the barrage before an attack. A barrage is also useful in defence as an effective way of breaking up enemy attacks, destroying troops and vehicles before they reach the Imperial Guard's battleline.

NEW RULES

All the rules discussed here are at an early stage of development and they might well change before we finally publish them. Rather than make you wait for the Imperial Guard Codex, we thought it would be a good idea to reveal them right now so that players can use them in conjunction with the Leman Russ tank. Obviously, we'd like to test out the rules and develop them more extensively, so be prepared to pitch in and change things or invent new bits. If you do then why not write in and tell us – we always appreciate helpful comments or interesting ideas about new rules.

RESERVES

When the Imperial Guard army deploys its forces any vehicles, and troops carried in vehicles, may be held in reserve. Reserves are not deployed on the battlefield at the start of the game but are held back until the battle has begun. You do not have to tell your enemy what you have placed in reserve.

At the start of any of your turns you may bring any reserves on to the battlefield. Declare which vehicles you are going to bring on, and place them on your own table edge. These may be moved as normal during the turn when they appear. Vehicles may enter at any speed to represent the lightning fast strike of these massed formations. This is a big advantage because it means you can bring on a tank or troop carrier at fast

speed. Remember that vehicles which deploy normally are restricted to slow speed at most. In effect, you can move a speeding armoured column straight to the attack from a reserve position, arriving at your target sooner than if you had deployed normally!

BARRAGES

After both sides have deployed, but before either side has taken its first turn, the Imperial Guard can bring down a mighty barrage of fire upon its enemy. This is worked out by allowing any battle cannons already deployed on the tabletop to fire once at any targets in the normal manner. In addition, any battle cannons held in reserve may shoot at maximum range against any target that is visible to at least one of your deployed models. This rule enables the Imperial Guard to open up a hole in the enemy's lines which can be exploited very effectively with an armoured thrust from reserves. The barrage also gives the Imperial Guard player a chance to knock out key weapons or characters before the battle gets underway.



ARMY LIST

LEMAN RUSS BATTLE TANK 205 points

The Imperial Guard army may include Leman Russ Battle Tanks. A Leman Russ Battle Tank is crewed by 5 Imperial Guardsmen wearing flak armour (6+ save) and carrying a laspistol. See Leman Russ Battle Tank Datafax for details.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Imperial Guard	4	3	3	3	3	1	3	1	7
Tank Commander	4	4	4	3	3	1	4	1	8

CREW OPTIONS: The entire crew may exchange their flak armour for carapace armour (4+ save) at an additional cost of 15 points.

The battle cannon gunner may be upgraded to a Tank Commander at an additional cost of +10 points. The Tank Commander is a champion character and is therefore allowed one Wargear card.

FRAG DEFENDER: The Frag Defender round is a special kind of auto-launcher ammo. If the Leman Russ is fitted with auto-launchers then they may be upgraded to fire this round at an additional cost of +5 points. Instead of firing three shots in the normal pattern, the Frag Defender is launched straight up to explode in a gigantic airburst above the vehicle, scattering shrapnel and fragments of spinning metal over a wide area. Unlike normal auto-launcher ammo, the Frag Defender rounds may be fired at any point in the game, including the hand-to-hand phase before other models attack. When it is fired, any models touching the vehicle sustain a S4 hit with a -1 save modifier. Models wearing flak armour receive the +1 armour save bonus for being hit by a blast weapon and will therefore save on the D6 roll of a 6. Note that auto-launchers loaded with Frag defender ammo may still only fire twice per battle.

To assemble your data card, first photocopy or cut the card from this page and fold it in half along the dotted line. Spread a thin layer of glue across the back of the card and press the two halves firmly together. If you want to make your data card a little more hard wearing, it's a good idea to insert a thin layer of cardboard (cereal packet is ideal) between the two halves before you glue them together.

LEMAN RUSS BATTLE TANK



VEHICLE DATA

RAM VALUE:

STRENGTH 8
D12 DAMAGE
-5 SAVE

MOVEMENT:

SLOW SPEED: 5"
COMBAT SPEED: 10"
FAST SPEED: 20"
TYPE: TRACKED

CREW:

1 IMPERIAL GUARD DRIVER AND 4 IMPERIAL GUARD GUNNERS

WEAPONS

Two heavy bolters, one in each side mount, one lascannon mounted in the hull, and one battle cannon mounted in the turret. Each heavy bolter has a targeter and an 180° field of fire to their side of the vehicle. The lascannon is fitted with a targeter and has a 90° field of fire to the front. The battle cannon is fitted with a targeter and has a 360° field of fire. The Leman Russ may be fitted with a set of auto-launchers carrying frag or blind grenades at an additional cost of +5 points.

WEAPON DATA

WEAPONS	RANGE SHORT LONG	TO HIT SHORT LONG	STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
Heavy Bolter	0-20 20-40	- -	5	D4	-2	D6+D4+8	Sustained fire 2D
Battlecannon	0-20 20-72	- -	8	2D6	-3	3D6+8	2" Blast Marker
Lascannon	0-20 20-60	- -	9	2D6	-6	3D6+9	-
Auto-launcher	6	- -	As Grenade	Type	-	-	-
Frag Grenade	-	- -	3	1	-1	D6+3	2" Blast Marker
Blind Grenade	-	- -	-	-	-	-	2" Blast Marker

POINTS COST: 205 Points

* Hit the one nearest to the attacker	D6	Location	Front	Side/Rear
1	Track*	16	16	16
2-3	Hull	22	22	18
4	Heavy Bolter*	17	17	17
5-6	Turret	25	25	22

D6 Track Damage Table

- The track is damaged but keeps running. The Leman Russ may only move at slow speed for the rest of the game.
- The track is blown off. The Leman Russ moves out of control next turn and then comes to a permanent halt for the rest of the battle.
- A track is blown off and the resulting damage smashes the vehicles drive shaft causing it to flip over. The wreck comes to rest D6" away in a random direction, any model it lands on takes D6 S7 hits with a -2 saving throw modifier. Roll a D6 for each model on board, they are killed on a D6 roll of 4,5 or 6. Surviving models may dismount using the normal rules.

D6 Hull Damage Table

- The hull mounted lascannon is destroyed and may not be fired for the rest of the battle.
- A large explosion tears through the crew compartment. Roll a D6 for each crew member. On a roll of 4, 5 or 6 they are hit and killed.
- The Leman Russ's engine explodes, killing the crew. The tank is spun round to face in a random direction by the force of the explosion and then comes to a permanent halt.
- A spark ignites the fuel tank and it bursts into flames, killing all of the crew. The flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage as if hit by a heavy flamer.
- The Leman Russ's ammunition explodes. The Leman Russ is destroyed and any models within 3" suffer D6 strength 10 hits with a -3 saving throw modifier.

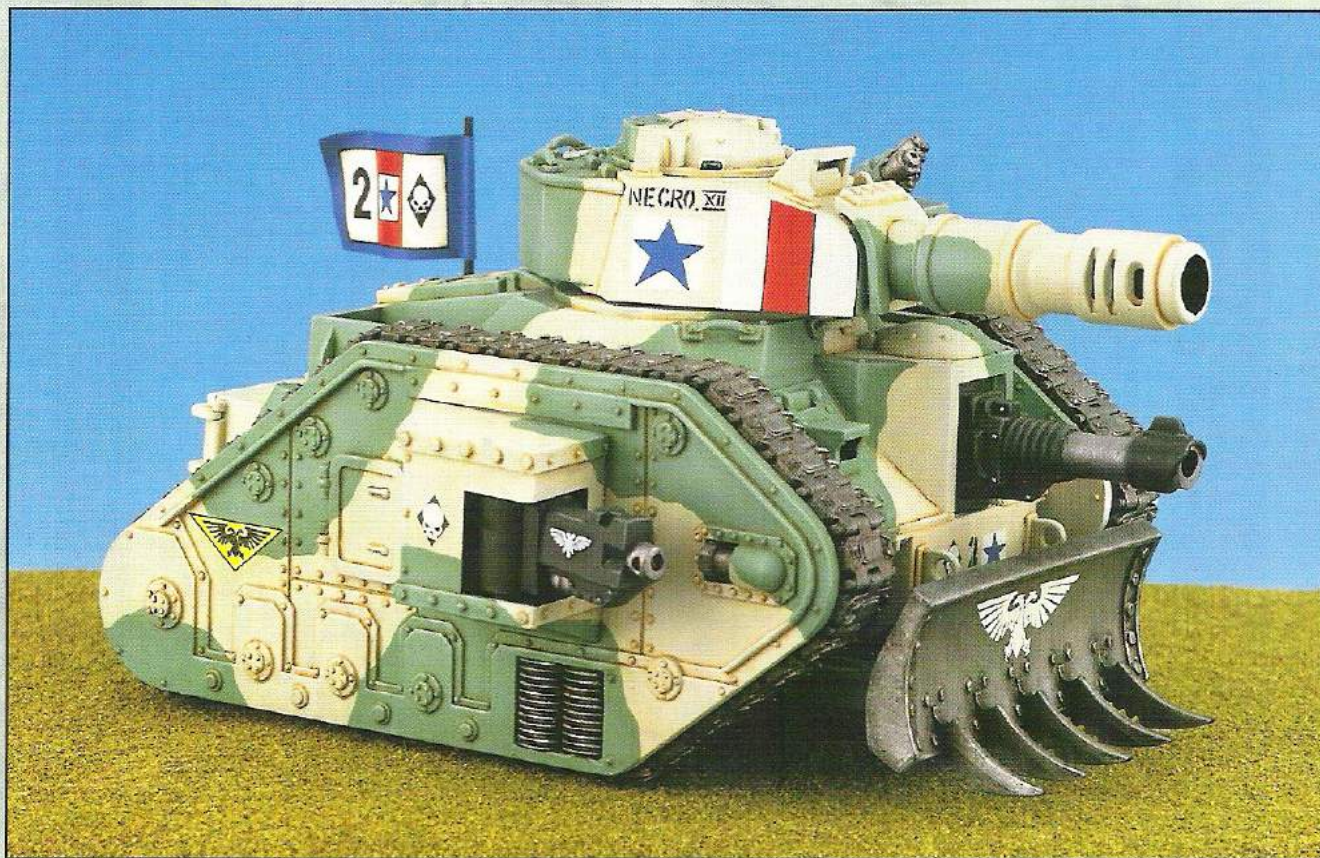
D6 Heavy Bolter Damage Table

- The heavy bolter is damaged and may only be fired if you first roll a 4 or more on a D6.
- The heavy bolter is destroyed and may not be fired for the rest of the game.
- The heavy bolter is destroyed as above, but the explosion causes a flash-back to the hull bypassing any armour and causing a secondary explosion there. Roll on the hull damage table to find out what effect this second explosion has.

D6 Turret Damage Table

- The battlecannon is damaged and may only be fired if you first roll a 4 or more on a D6.
- The turret is jammed and may no longer rotate. The battlecannon may only fire in a straight line at targets that are directly in front of it.
- The turret gunner is killed. Unless his position is taken over by another crew member the battlecannon may no longer be fired.
- The ammunition explodes and the Leman Russ is destroyed. All crew are killed and the turret is blown off, flying 2D6" in a random direction before it crashes to the ground. Anything under the spot where the turret lands takes D6 strength 9 hits with a -6 saving throw modifier.

LEMAN RUSS – IMPERIAL BATTLE TANK



A LEMAN RUSS OF THE TWELFTH NECROMUNDA REGIMENT OF THE IMPERIAL GUARD



ARMY BADGE

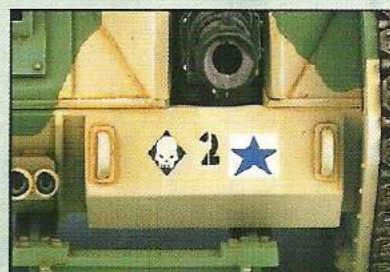
Every piece of equipment and, in theory, every trooper's uniform, should display an Army badge. This insignia assists in the administration and movement of the vast amount of military hardware and personnel deployed throughout the galaxy and helps prevent "friendly fire" accidents.



REGIMENT NAME

NECRO. XII

There are literally thousands of different Imperial Guard Regiments raised from thousands of different worlds. Regiment names are typically displayed in this shorthand style: NECRO. XII is the twelfth Necromunda Regiment.



COMPANY AND SQUADRON MARKINGS



Each Imperial Guard Tank Company is distinguished by two main features: a series of broad stripes painted onto the hull or turret of each vehicle in bright contrasting colours and a symbol.

In this instance, the Company symbol is a five-pointed star. Each Squadron in the Company displays a different coloured version of this symbol – here the 2nd Squadron's colour is blue.



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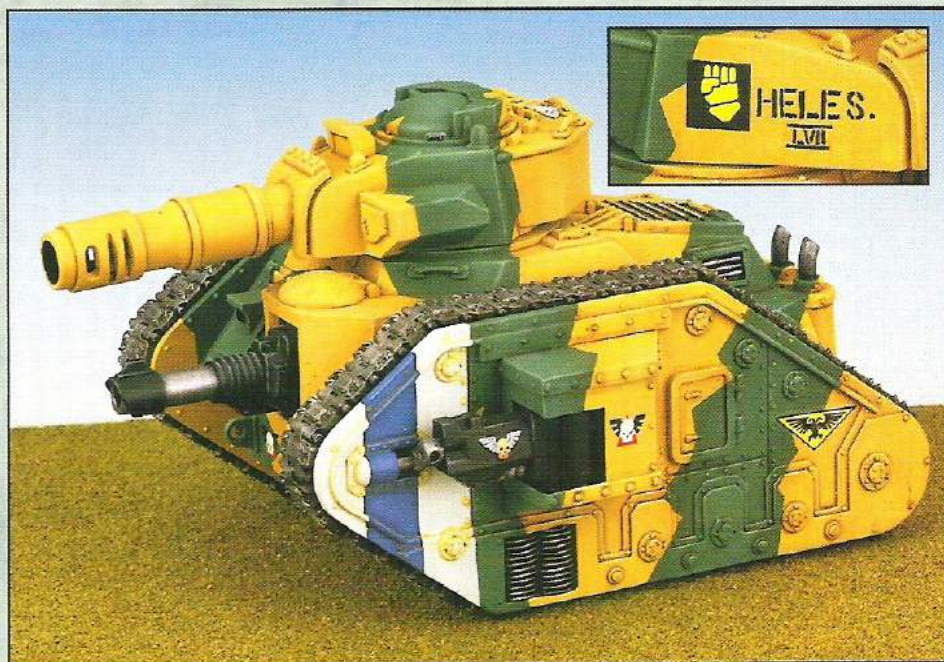
TANK NUMBERS

Imperial Guard Tank Squadrons typically comprise three vehicles and this number simply identifies which is which.

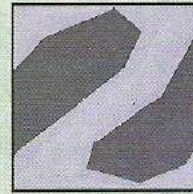
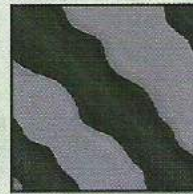
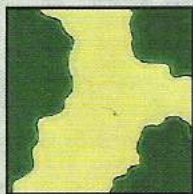
CAMOUFLAGE

All Imperial Guard units paint camouflage schemes on their tanks and vehicles. The Commanders and crews adapt standard patterns to suit the local terrain or the shape of their vehicle. Crews sometimes combine two or more camouflage schemes together, or add smaller patches of colour, stripes or other features.

There are many vehicle camouflage patterns of which six of the most effective are shown below. The camouflage schemes are patterns only and the colours may vary from army to army.



A LEMAN RUSS OF THE HELES. LVII REGIMENT OF THE IMPERIAL GUARD



A LEMAN RUSS OF THE TURAN. XX1 REGIMENT SUPPORTS AN ULTRAMARINES ATTACK

To assemble, first cut out the four vehicle cards, taking care to keep the front and back of each one together. Fold each one in half along the dotted line. Spread a thin layer of glue across the back of the card and press the two halves firmly together. If you want to make your vehicle cards a little more hard wearing, it's a good idea to insert a thin layer of cardboard (cereal packet is ideal) between the two halves before you glue them together.

VEHICLE



VEHICLE 10 Points

ELECTRO-HULL

This card may be taken by any vehicles except those with exposed crew. By running a live electric current through the hull, this vehicle has a very simple defence against hand-to-hand attacks. Any model which attacks this vehicle in hand-to-hand combat must first see if their armour protects them from the shock, by successfully making a basic armour saving roll (field saves have no effect against Electro-hulls). If the model fails, then he will be thrown back 1" and may not attack this turn. If the model successfully makes its basic saving throw then it may attack the vehicle as normal.

VEHICLE



VEHICLE 15 Points

ABLATIVE ARMOUR

The crewman of this vehicle have bolted extra protective plates to it, forming a secondary layer of armour. A vehicle with ablative armour ignores the first hit which successfully penetrates the vehicle's armour. Further hits which penetrate count as normal. Hits from graviton guns and Shock Attack guns ignore ablative armour. Note that exposed crewmen are not protected by ablative armour and will be effected normally.

VEHICLE



VEHICLE 50 Points

VORTEX DETONATOR

The Vortex Detonator projects a field over a large area which can detect the tiny warp drives within Vortex grenades and cause them to detonate prematurely. If any model within 12" of the vehicle attempts to use a vortex grenade they will be detected by the Vortex Detonator, and the grenade will automatically explode in the model's hand. Place the blast marker over the model as if it had hit itself with the vortex grenade.

VEHICLE



VEHICLE 50 Points

CERAMITE ARMOUR

The armour of this vehicle has been made out of Ceramite. Ceramite is a special compound that retains all the protection of normal armour, but also has incredible heat resisting qualities. Any shots from multi-meltas, meltia guns or melta-bombs which hit the vehicle must halve the result rolled for armour penetration. Note that exposed crewmen are not protected by ceramite armour and will be effected normally.

WARHAMMER

40,000

THE MAILED FIST

by Ian Pickstock

With the unstoppable force of a mailed fist the battle tanks punched through the line. In a moment the defences were overrun, the cries of the fallen drowned out by the deafening roar of battle cannon and the deadly chatter of heavy bolters.

INTRODUCTION

Each race in the Warhammer 40,000 universe has a unique selection of vehicles with which to equip its armies. The Orks favour light vehicles to take the battle to their foe – bikes and buggies which roar across the battlefield in mobs, blasting everything that moves. Eldar armies also field bikes but their graceful machines are totally unlike the ramshackle contraptions ridden by the Orks. Deadly too are the Eldar War Walkers and Dreadnoughts which cut down their enemies with

heavy weapons' fire. It is the armies of the Imperium though, who have the greatest choice, able to employ a wide variety of vehicles, from their high speed bike squads to their heavily armed and armoured battle tanks.

My favourite vehicles are the massive battle tanks of the Imperial Guard and the following suggestions apply mostly to these. Having said that, the tactics are often equally valid for bike squads and other light vehicle squadrons. Personally, I always take at least one vehicle in my Warhammer 40,000 armies as I know that they can make the difference between a resounding loss and a crushing victory.



A Leman Russ battle tank confronts a mob of Ork bikes.

THE BATTLEFIELD

When you are playing Warhammer 40,000 with lots of vehicles you have to be a bit more careful than usual about how you place the scenery. Vehicles can only move over certain types of terrain and the layout of the battlefield can be a very important factor in winning or losing. Too open a battlefield will make the vehicles even more dominating a force than usual, but you should always leave them some clear paths so they can actually move about. With this in mind you should try to strike a balance – you shouldn't allow them completely free reign but you do get a better game if the vehicles can move around a bit.

IMPERIAL BATTLE TANKS

Of all the vehicles available, probably the most awesome are the battle tanks of the Imperial Guard and Space Marines. The Leman Russ, Land Raider, Predator and Razorback are seen throughout the galaxy on every battle front, grinding the enemies of the Imperium beneath their steel treads.

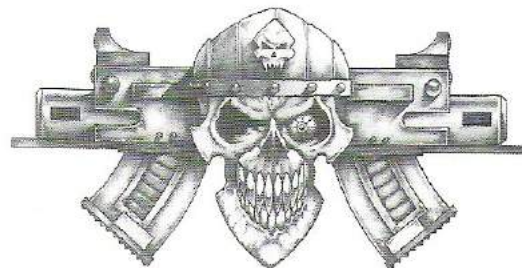
The Space Marines mainly deploy their Predators and Razorbacks as heavy support for troops riding in Rhinos. They cover the advance as the troop carriers approach the enemy lines, disembarking their Space Marines for the final assault.

The Land Raider is heavier than the other Space Marine tanks but can still carry a squad of troops. It is often used to carry Terminators of the Chapter's First Company into battle.



protecting them from enemy tanks as they destroy the enemy foot troops.

The main battle tank of the vast forces of the Imperial Guard is the Leman Russ. This vehicle is one of the toughest armoured fighting vehicles in the galaxy carrying a variety of heavy weapons enabling it to take on both enemy battle tanks and massed troops. Its hull mounted lascannon is a deadly weapon which can destroy enemy Dreadnoughts and heavily armoured targets with pinpoint accuracy. Its sponson mounted heavy bolters unleash a hail of lethal shells which cuts down infantry and light vehicles in swathes. And if any target should escape these weapons then the turret mounted battle cannon is ready to strike...



The Imperial Guard's main strength is in numbers, and this dictum applies not just to their infantry but to the whole army. When picking an Imperial Guard army, I always take two or three of each weapon. The reason behind this is simple. If you have only one Leman Russ then it will be the target for a lethal storm of enemy heavy weapons fire which it may well not survive. If, on the other hand, you have two of these vehicles, your opponent will have to split his fire between them in which case he probably won't destroy either. Alternatively, your opponent can concentrate his fire on one Leman Russ, in which case that particular tank will probably be severely crippled or destroyed. However, the other one will be completely unscathed and it can spend its turn wreaking vengeance on whatever destroyed the first. If you take three of these huge battle tanks, your opponent will probably be so flummoxed and intimidated that he probably won't know what to do!

DEPLOYING YOUR TANKS

Having chosen your battle tanks you now have to decide what you're going to do with them. At this stage you should be thinking about an overall battle plan, and what part your vehicles are going to play in it. Are your vehicle's going to try and outflank your opponent? Will you use them as heavy weapons support for your foot troops? Or are they part of a lightning fast strike force?

Whatever you are doing with your vehicles, you should think very carefully about how you deploy them. If you are fairly sure you are going to get first turn, then you can afford to be quite bold, placing your vehicles out in the open and in a position to advance across the battlefield. If you are not so sure who is going to go first it is best to get down low over the table and get a model's eye view and spy out safe places to deploy your vehicles.

One important point to be wary of is enemy troops with the ability to *Infiltrate*. Especially dangerous are the Ork's Blood Axe Kommandos – power axe wielding maniacs who are

ideally suited to attacking vehicles in hand-to-hand combat where they're most vulnerable. The best way to counter this is to make sure you have a line of sight behind any potential cover so that there is nowhere close for them to deploy.

One thing you must keep clearly in mind during a game is your battle tanks' role. Usually this will be to provide heavy weapon support for your foot troops, and this is a fairly easy job to fulfil, but it needn't be. There are many other possible tasks for your vehicles to undertake including grabbing objectives in *Take and Hold* or rushing forwards on a *Dawn Raid*.

STRENGTHS

Vehicles of all kinds have several advantages over normal troops. Firstly, they are faster. This means that they can advance quickly to take the enemy by surprise, or act as a reserve, redeploying with ease to counter enemy assaults. As well as this they are allowed to fire heavy weapons even when they have moved. This enables you to hunt down enemy tanks with your multi-meltas and lascannon, rather than relying on them to stay where you can see them – something they obviously want to avoid. You get more opportunities to fire with each of your heavy weapons because you don't miss shots when you move or because the enemy has ducked out of sight of your heavy weapons.

Secondly, vehicles are usually better protected than normal troops with thickly armoured plasteel sides. This extra survivability means that you can be bolder with your vehicles than your troops.

Thirdly, vehicles are very good value for their points costs. Compare, for example, the costs of a Long Fangs pack with a Leman Russ. They perform a similar job of providing heavy weapons support for advancing troops but have important differences. The Imperial battle tank costs 205 points and is armed with a battle cannon, lascannon and two heavy bolters. Even the weakest parts of its armour are completely immune to bolter fire. A Long Fangs pack equipped with a lascannon, missile launcher and two heavy bolters costs 277 points. They aren't allowed to carry a battle cannon and their armour only saves them from a bolt gun hit on a 4+.



With all these strong points you might be tempted to assume that your tanks are invincible but this is not the case. The difficulty being the problem of striking a balance between keeping your battle tanks safe and using them to threaten your opponent.

Your opponent isn't going to want you to keep your battle tank as it poses a serious threat to his force. Therefore he will identify any weaknesses in your battle tank and attempt to act upon them. The best way to counteract this is to know your own weaknesses because this allows you to nullify or cover the enemy's attempt to exploit them. A really cunning player might actually count upon the enemy exploiting their weaknesses in order to lure their opponent into a trap...



WEAKNESSES

Of course there is a downside to all this. To use our previous example, although the Leman Russ is faster, better armoured, carries more weapons and costs less points than the Long Fangs pack it has one major drawback. It is a single, big target.

As with all the other choices you make when you choose your army there is a trade-off to be made. If you don't mind having all of your eggs in one basket then the tanks are perfect, if you are less sure of your ability to keep them intact then you may want to opt for the troopers.

This is a problem which many experienced gamers will have faced before – the rate at which expensive pieces of hardware attract fire. Being a prime target, the unlucky vehicle is sometimes destroyed in the first turn as it takes a barrage of fire from every heavy weapon your opponent can bring to bear. Of course, you may deliberately buy something to draw your opponents fire, because while he is shooting at your decoy he can't be shooting your other troops.

Vehicles are also vulnerable if they allow foot troops to get too close. Not only do infantry get to hit your battle tank automatically, they can use weapons like krak grenades and melta bombs to blow you vehicle to smithereens. As well as always hitting, models attacking vehicles receive a special armour penetration bonus to represent the fact that they can choose to target weak points, throwing grenades down exhaust pipes or placing melta bombs on the tracks. Generally, this means that if your opponent gets properly equipped infantry into close combat you can say good-bye to your battle tank.



WHAT CAN I DO?

You can counteract the threat to your vehicles in a number of ways. If your battle tank has a troop carrying capability, you can carry a small infantry squad, which can be deployed when you feel under threat from enemy troops. Vehicles that can't carry troops can always be accompanied by a squad of troops on foot.

This combination of troops and vehicles gives you some new tactical possibilities. You can use the battle tank to lure your opponent's assault squads into attacking it. When the enemy squad approaches your tank, you move your own squad forward in support. This forces your opponent to make a choice: he has to either carry on with the attack, in which case you will fight his squad (leaving your battle tank unmolested), or he can retreat, in which case you can fire on him as he runs.



Another way to combat this threat is to equip your battle tank with one or more Vehicle cards. A selection of these are included in Dark Millennium and four more are printed with this article. You could, for example, equip your vehicle with additional *Storm Bolters* or a *Heavy Flamer* to increase your anti-personnel fire power. The *Heavy Flamer* can be especially useful as it has a large template and you don't need to roll to hit. You can take this tactic a stage further by placing your vehicle on overwatch. This allows you to fire more selectively, instead of having to choose which potential attackers to fire at, you can fire at the actual attackers as they charge in.

Possibly the best way to counteract threats to your vehicles is a pre-emptive strike. Eliminate the threats to your battle tank

before they eliminate you. This requires careful manoeuvring of your battle tank to position it where it can fire on any threats, but where only a limited number of enemy weapons can be brought to bear. This can be done in a number of ways.

The simplest and surest protection is to use the terrain to block lines of sight. If they can't see you then they usually can't fire at you. The main threats which ignore line of sight are psykers who can be protected against by adding a *Null Shield Vehicle* card to your tank. At a mere 35 points this has to be one of the best purchases you can make for your larger vehicles.

Secondly, you could use a squadron of light vehicles, like Rhinos or a bike squad, as a screen for your battle tank. Under the targeting rules, your opponent must fire at the nearest vehicle and careful positioning of this mobile screen should enable you to control what that nearest vehicle is.

Thirdly, and this is probably the most important tip of all, you can equip your battle tank with auto-launchers. These extremely useful weapons allow you to launch a pattern of frag or blind grenades. It is the blind grenades which are of most use here and can allow your battle tank to fire its arsenal of weaponry and then disappear safely behind a screen of smoke and electromagnetic interference. I have saved my tanks on numerous occasions by well-timed use of this tactic.



AND FINALLY

As you may have guessed, I've been using vehicles a lot in my recent games of Warhammer 40,000. I've tried out everything from single Ork bike mobs to squadrons of three of the Imperial Guard's Leman Russ battle tanks.

Before I worked out what I was doing I had a few disasters but I persevered and after a number of games I started to build up a solid idea of how to make vehicles work for me.

Tanks take some practice to use well, but are definitely worth the effort. They are easy to kill if they are poorly used but almost unstoppable if well lead. Whatever happens, don't allow early setbacks to put you off battle tanks – it is easier to be good at killing them than to be good at commanding them. However, you have to be very lucky to destroy a properly deployed tank and they can cause a truly amazing amount of damage to your enemy. Now I feel confident about my ability to command vehicles, I never field an army without them.

Finally, have a go! Although the tactics I have mentioned work well for me they take some practice to get used to and may not entirely suit your style of play. It's best to try using vehicles yourself to see what tactics you come up with that fit in with the rest of your army. Whether it's bikes or battle tanks I think that you'll find that vehicles are one of the most exciting aspects of Warhammer 40,000.

WARHAMMER

40,000

BATTLE BUNKER

Fortifications in Warhammer 40,000

By Jervis Johnson

Massively built armoured strongpoints dominate whole sectors of the bloody battlefields of the 41st millennium. Concealed behind a Battle Bunker's armoured walls, a handful of troops can easily hold off all but the most determined of enemy assaults.

INTRODUCTION

The battlefields of the 41st Millennium are dangerous places where death lurks in many forms and can strike at any moment. In order to protect themselves troops will often build fortifications, especially if they have to defend the same position for a long period of time. Many types of battlefield fortification have been constructed over the centuries, both to provide protection for the defending troops or to hamper and disorganise the attacking forces. Of these the Battle Bunker is one of the most popular and commonly used of all defensive fortifications. The following rules allow you to use such bunkers in Warhammer 40,000, and will provide you with a new and exciting set of tactical problems to face.

PREPARING FOR BATTLE

Once you have constructed your Battle Bunker you can use it in a game. Unlike other buildings, Battle Bunkers are purchased as part of your army. Each Battle Bunker costs 50 points, which count against the number of points you can spend on Support Troops for your army. Any force may use Battle Bunkers – even if they don't build them, they can capture them as they advance and make use of them in defence later. A datafax for the Battle Bunker is included in this issue which you can either cut out or photocopy for use in your games of Warhammer 40,000.

Bunkers are immobile fortifications that take some time to construct, and if you use one or more in a battle then your



opponent would certainly know where they were before he deployed his troops. To represent this fact, bunkers must be set up before *either* army is deployed. If you are playing a pre-planned scenario like the one included at the end of this article then this is not a problem, as the locations of the Battle Bunkers are included on the deployment map. If you are playing a game to a set point value then you will need to use the following sequence of play when you are setting up the game:

1. Select forces to a pre-determined points value. If you want to use any bunkers they must be chosen at this point and included in your points cost.
2. Set up the terrain for the game. Each player rolls a D6 and the one with the highest score can pick which deployment zone he will use.
3. Deploy Battle Bunkers. If both players have bunkers then the player with the lower strategy rating must deploy his first. Bunkers may be deployed on any level ground within your deployment zone. It is permissible to remove *small* pieces of terrain such as rocks or low bushes in order to make room for the bunker on the table, as construction troops could have cleared away such items as they built the bunker. Major items of terrain such as hills, rivers, woods or buildings may not be removed. Bunkers may not be set up in difficult terrain or on top of obstacles or other buildings.
4. Take Mission cards.
5. Deploy forces. The player with the lower strategy rating must deploy his forces first.
6. Start the first turn of the game...

You will probably already have noticed that bunkers are deployed *before* Mission cards are selected, this is so you can

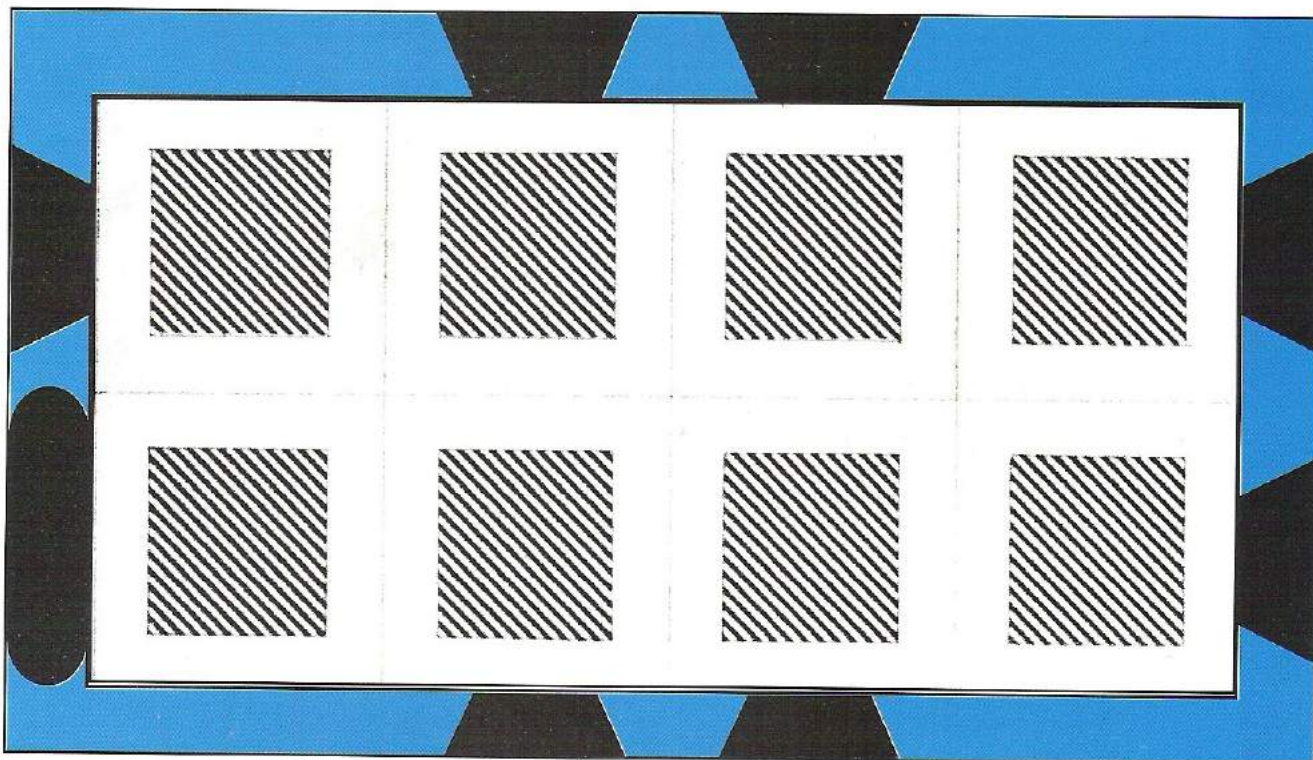
use the Bunker Assault and Hold The Line Mission cards if either side has deployed any bunkers. These new cards are used to represent the fact that if there are bunkers in the battlezone there is a fairly good chance that one side's main objective will be either to destroy or capture them, while the other side are likely to have orders to hold them at all costs!



The Bunker Assault and Hold the Line Mission cards are included with this article and you can either cut them out or photocopy them for use in your own Warhammer 40,000 battles. If your opponent has used any bunkers then you may include the Bunker Assault card with the other Mission cards from Warhammer 40,000 when you decide which mission you must perform. If you have included a bunker in your own army then you may use the Hold The Line mission card. If both you and your opponent are using bunkers then you may include both of the new cards.

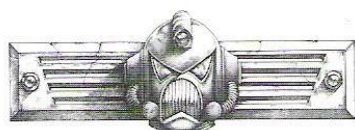
BUNKER FLOORPLAN

Photocopy or cut-out your bunker template to keep track of the position of your models inside your Battle Bunker.



MOVING INTO OR OUT OF A BUNKER

Normally troops may only enter a Battle Bunker through the steel door in the side wall of the bunker. Only models that are physically small enough to fit through the door may enter the bunker, which means that large models such as Dreadnoughts, Tyranids and Ogryns may not enter the building. A maximum of eight models will fit inside the bunker, and any number of models may enter or leave the bunker in the same turn. We've included a floor plan of the inside of the bunker for you to use to keep track of the position of any models inside the bunker. Moving a square on the floor plan costs the model 1" of its movement, so a model with a movement of 4 could move 2" to the doorway of the bunker, and then move up to 2 squares on the floor plan.



Models that are inside the bunker are allowed to move through the trapdoor to the roof at the cost of their entire movement. Up to five models can be placed on the roof. Models that move to the roof may fire weapons and engage in hand-to-hand combat in the same turn, although models that enter hand-to-hand combat lose their charge bonus. The same rules are used for models moving from the roof back into the bunker. Models equipped with jump packs may attempt to leap onto the roof using the normal rules for moving with jump packs.

Models that are inside the bunker can deny access to any enemy models by the simple expedient of locking the doors. Therefore models that are outside the bunker may not enter if it is occupied by one or more enemy models. This restriction does not apply if the entrance the model wants to use has been destroyed earlier in the battle.

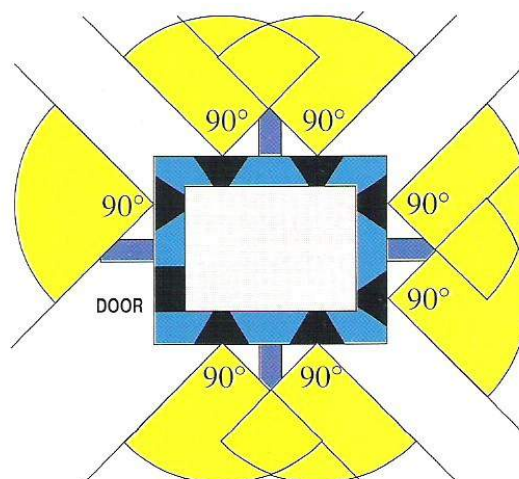
SUPPORT WEAPONS

Support weapons such as Rapiers, Tarantulas, Thudd Guns, Eldar Grav Support Platforms and Ork Hop Splat Guns or Squig Katapults may be set up on the roof of a bunker at the start of the game. This represents the weapon being dismantled on the ground and re-assembled on the roof of the bunker. Support weapons may not be moved to the roof of a bunker during the game, and those set up on the roof must remain there for the duration of the battle. Mole Mortars may **not** be set up on the roof of a bunker in this way! Support weapons may not be set up inside the bunker.

ATTACKING FROM THE BUNKER

Models that are inside the bunker are allowed to fire through the vision slits in the walls. A maximum of one model may fire through each vision slit. If you are using the floor plans of the bunker then a model must fire through the vision slit that is on the side of the square that they occupy. Any model firing through a vision slit has a limited line of sight, and so has its arc of fire restricted to a 90° arc straight through the vision slit (see the diagram). Models on the roof may shoot using the normal rules in the Warhammer 40,000 Rulebook.

BUNKER FIRE ARCS



Models inside the Battle Bunker have their fire arcs limited by the size of the vision slits as shown above. This leaves blind spots at the corners which clever attackers will use to get close to the bunker. The Battle Bunker's commander must decide whether to station men on the roof with normal arcs of fire, but outside the bunker's armoured walls, in order to cover these lines of approach.

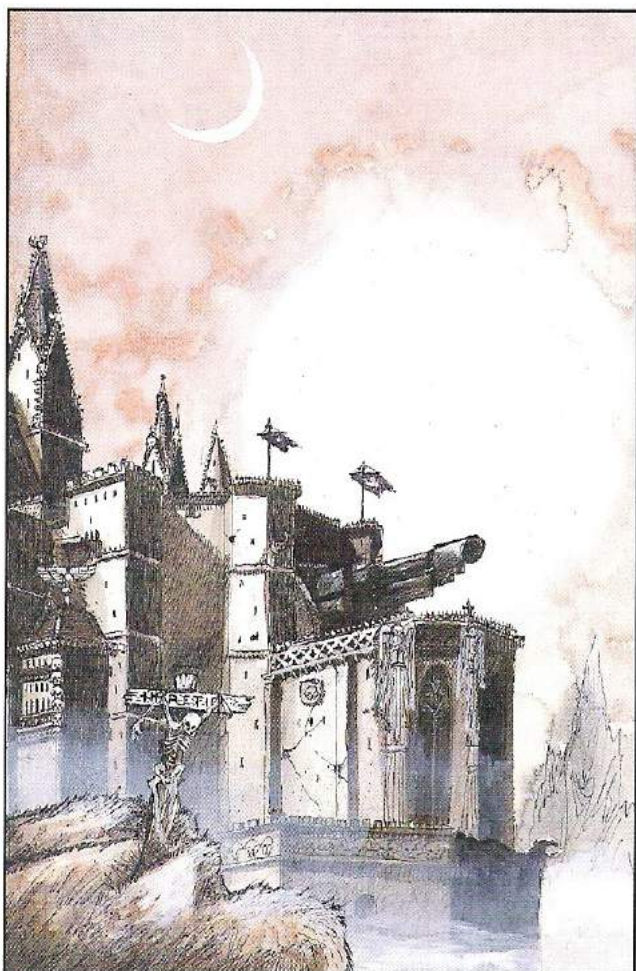
ATTACKING THE BUNKER

Models that shoot at the bunker may *either* attack the bunker itself *or* models that are on the roof. Note that models inside the bunker may not be attacked directly, even if they fired out of a vision slit in their previous turn. Models on the roof are attacked using the normal shooting rules. They receive the benefit of the -2 to hit modifier for being in hard cover.

Attacks made on the bunker benefit from the fact that it is a large stationary target and therefore very easy to hit with ranged attacks. To represent this, attacks that are made at long range count the bunker as a large target and receive a +1 modifier to their to hit rolls, while attacks made at short range hit the bunker automatically.

When the bunker is hit by a ranged attack, roll to see which area was hit and what damage was caused as you would if you were attacking a vehicle, using the Battle Bunker damage tables printed on the back of the Battle Bunker datafax. Unlike a vehicle, however, the bunker is only effected by attacks that score a direct hit. Weapons with a blast marker that are fired at models on the roof, or which scatter when attacking the bunker or another target nearby, will only effect models on the roof and will not cause any damage to the bunker itself. This represents the fact that the bunker is a very solidly built construction which will only be damaged by a direct hit – peripheral damage from area effect weapons may blow a few chunks off the bunker but won't cause any serious damage.

For the same reason, weapons with a blast marker that hit the bunker will only damage *one* location, chosen at random by rolling on the Battle Bunker damage table printed on the back



of the Battle Bunker datafax, although the blast marker will effect any models that are on the roof using the normal rules.

A Battle Bunker may also be attacked in the Hand-to-Hand Combat part of the turn in exactly the same way as you would attack a vehicle.

ATTACKING BUNKER DOORS AND VISION SLITS

Models that are within 6" of the side door, and have a clear line of sight to it, may shoot at the door. The attack hits the door automatically, no to hit roll is required, and the attacker does not have to roll on the hit location table. Armour penetration and damage are worked out using the normal rules. Models that are on the roof may choose to attack the trapdoor in the same way. The trapdoor has an armour value of 15 and uses the door damage table on the Battle Bunker's datafax.

If the door is destroyed, subsequent attacks that hit the door location will go through the doorway and hit one of the models inside the bunker. The attack hits a randomly chosen model causing damage using the normal Warhammer 40,000 rules.

Models within 6" of a destroyed doorway or trapdoor, or that are within 1" of a vision slit may choose to fire or throw grenades through the entrance or vision slit at a model inside the bunker. Roll to hit and wound the target model using the normal rules. (Don't forget to use the special rules for scatter and blast markers printed on page 89 of the Warhammer rules if you shoot or throw a weapon with a blast marker into the bunker in this way).

SPECIAL WEAPON RULES

Harlequins Kiss: A model armed with a harlequins kiss that is within 1" of a vision slit or open bunker door may use the weapon to attack any models inside the bunker. Roll on the harlequin kiss *Vehicle Crew Penetration Table* in the Wargear book to see what happens to any models inside the bunker.

Hand Flamers, Flamers & Heavy Flamers: The flames from these weapons will wash over the bunker and flow through any vision slits to affect the models inside. If a flamer is used to attack the bunker then it will *automatically* hit a vision slit. Roll a D6 for each model in the bunker, they are hit by the flamer on a roll of 3 or more. Note that flamers *do not* receive the strength bonus and save modifiers normally applied to weapons with a blast marker in a building.

Graviton Gun: If a graviton gun is used to attack a bunker it will *automatically* hit the bunker and ignores armour penetration. Roll on the bunker damage table adding +1 to the dice score.

Distort Cannon: Roll a D6 if any part of the bunker falls under the Distort Area template. On a roll of 4, 5 or 6 the bunker and all of the models in or on it are affected by the distort cannon. Make *one* distort test to see what happens to the bunker and its occupants.

Mole Mortars: If a mole mortar is used to attack a bunker, then roll on the following table instead of the Mole Mortar Accuracy table printed in the Wargear book:

MOLE MORTAR DAMAGE TABLE

D6	EFFECT
1	Off Target. Randomly determine scatter as normal and then reroll on the Mole Mortar Accuracy Table in the Wargear book.
2-5	No Effect. The missile is stopped by the bunker's plasteel floor and has no effect.
6	Cave In! The torpedo explodes under the bunker and blasts out a deep crater which the bunker collapses into. The bunker and all models in or on it are destroyed. Remove the bunker model and replace it with a crater.

Only direct hits by a mole mortar that cause a cave in will damage a bunker. If a mole mortar torpedo scatters or explodes near the bunker and creates a crater, then the crater will *not* damage the bunker.



Choke, Hallucinogen, Scare, Toxin: The gas from these weapons will seep through any vision slits into the bunker. If a vision slit on a bunker falls under the blast marker template for the grenade then roll a D6 for each model inside. On a roll of 3, 4, 5 or 6 then the model is effected by the grenade as described in the Wargear book.

Photon Flash Flare: Photon flash flares that go off outside a bunker will not affect any models inside the bunker. If the flare goes off inside the bunker then it automatically effects any models in the bunker, and +1 is added to the dice roll on the Flash Effect table printed in the Wargear book.

To assemble your datafax first copy or cut out the card from this page and fold it in half along the dotted line. Spread a thin layer of glue across the back of the card and press the two halves firmly together. If you want to make your card a little more hard wearing, it's a good idea to insert a thin layer of cardboard (cereal packet is ideal) between the two halves before you glue them together.

BATTLE BUNKER

BUILDING DATA

Building Access:

Any number of models may enter or leave the bunker through the side door, or move from the bunker to the roof, or from the roof to the bunker, each turn. A single support weapon may be set up on the bunker's roof at the start of the battle, but may not leave once the battle is in progress.

Building Capacity:

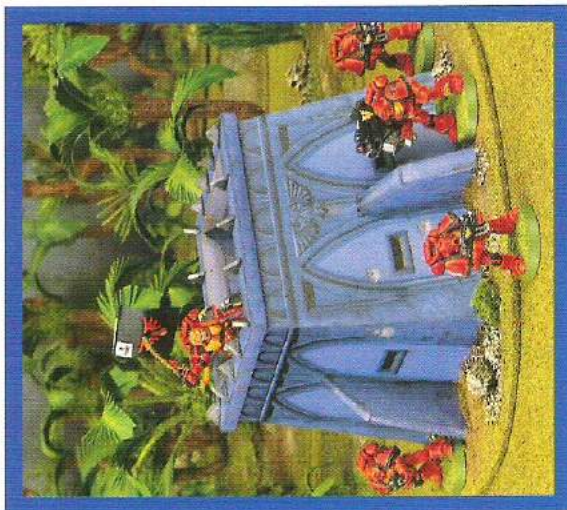
Up to eight models may be placed inside the bunker, and an additional five models, or a single support weapon and crew may be placed on the roof.

Fire Arcs:

Models placed on the roof may fire using the normal rules. Models inside may fire through the vision slits on the side of the bunker. No more than one model may fire out of each vision slit.

WEAPON DATA

Because of the tremendous variation of models that can use the Battle Bunker, no weapons data is included here.



POINTS COST: 50 points

D6	LOCATION	ARMOUR	
		FRONT	SIDE/REAR
1	Vision Slit	See Below	
2	Door*	20	20
3-6	Bunker	25	25

* Only if the door is visible to the attacker. If it isn't then count this as a Bunker hit instead.

D6 Bunker Damage Table

1-4 The bunker rocks violently. Any models inside the bunker or on the roof are knocked off their feet and may not move or shoot in their next turn. They may fight normally if engaged in hand-to-hand combat. Add +1 to all future damage rolls against this bunker from now on.

5-6 The bunker collapses into a pile of rubble. Any models inside the bunker or on the roof must make their armour saving roll on a D6 or be slain by falling debris. Survivors may not move or shoot in their next turn. If they are engaged in hand-to-hand combat they are separated immediately.

D6 Door Damage Table

1 The door is badly buckled and jammed shut. No model may enter or leave the building until the door is blown off its hinges.

2-5 The door is blown off, leaving a large door shaped hole. Any future hits on this location will pass onto the bunker with the same effect as a Vision Slit hit (see below).

6 The door is totally obliterated and part of the bunker has gone with it! Make a roll on the Bunker Damage Table to see what effect this additional damage has.

Vision Slit Damage

The attack goes through the vision slit hitting one of the models inside the bunker. The attack hits a randomly chosen model in the bunker causing damage using the normal Warhammer 40,000 rules.



Fold
along
dotted
line

To assemble your Mission cards first copy or cut them from this page and fold each in half along the dotted line. Spread a thin layer of glue across the back of each card and press their two halves firmly together. If you want to make them a little more hard wearing, it's a good idea to insert a thin layer of cardboard (cereal packet is ideal) between the two halves before you glue them together.

HOLD THE LINE

Your troops are occupying a vitally important section of the front line, which has been heavily fortified to stop it falling into enemy hands. You must hold your positions against any and all enemy attacks until you are relieved.

Primary Objective

In addition to victory points gained for destroying enemy forces you receive the following bonus victory points for holding off enemy forces.

If there are no enemy squads with greater than half of their starting strength, or undamaged enemy vehicles in your half of the table at the end of the game: +5 victory points

Secondary Objective

In addition to the points for completing your primary objective you receive the following points for keeping control of your bunkers.

For each bunker that has at least one of your models in it and no enemy models: +1 victory point

Note: In order to satisfy the second victory condition the models must be inside the bunker; models that are on the roof do not count.

MISSION CARD



BUNKER ASSAULT

Patrols have identified several bunkers just inside enemy lines. The importance of these strategic installations cannot be over-stated. You have been ordered to lead your forces in a raid to capture the enemy bunkers in your sector. Any bunkers that cannot be captured must be destroyed.

Primary Objective

In addition to victory points gained for destroying enemy forces you receive the following bonus victory points for capturing enemy bunkers.

For each bunker that has at least one of your models in it and no enemy models: +5 victory points

Secondary Objective

In addition to the points for completing your primary objective you receive the following points for destroying enemy bunkers.

For each bunker that is destroyed: +3 victory points

Special Rule

If either or both players have taken the Bunker Assault mission, then the game lasts for **six turns** rather than the normal four turns.

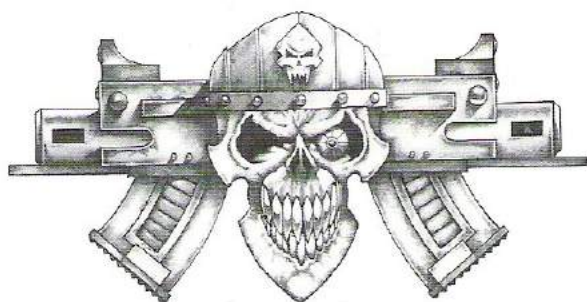
MISSION CARD



MISSION 4

THE STRONGPOINT

The battle for the bridges over the Skeletus river on Armageddon lasted for several months, with both sides pouring reinforcements into the area. Once it became obvious that they were in for a prolonged defensive campaign the Blood Angels began to dig in and build defensive fortifications. The Orks continued to batter away at the Space



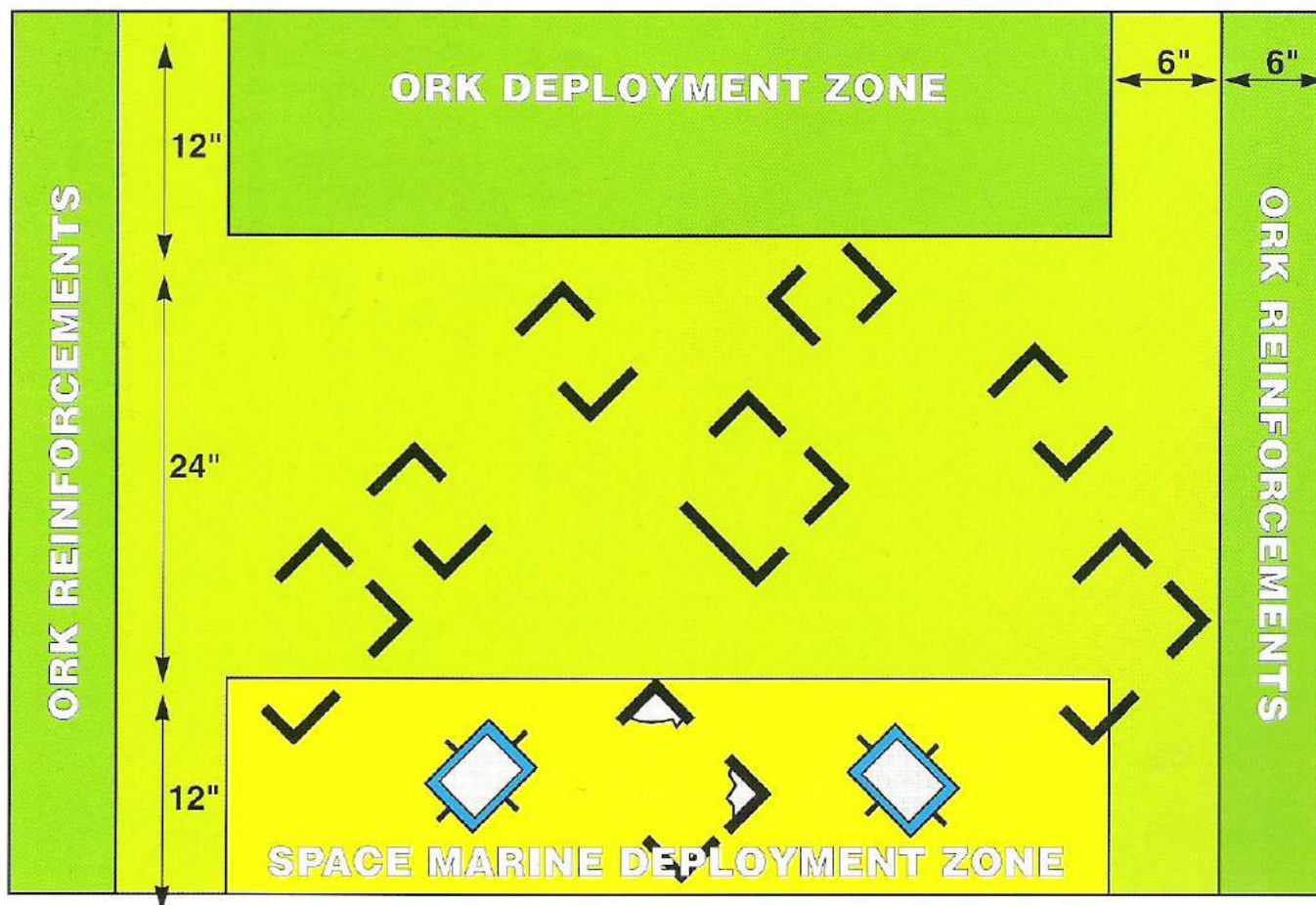
Marines' defensive positions, hurling their forces at the stalwart defenders. On numerous occasions they managed to capture Space Marine positions, only to be beaten back by the furious counter-attacks of the Blood Angels' reserves. Casualties on both sides were enormous, but the Orks as the

attackers suffered particularly heavily. Finally, after weeks of fruitless attacks and with his reserves of troops running out, Ghazghkull decided to stake everything on one last big offensive...

IMPORTANT NOTE: In order to play this scenario you will need *two* Battle Bunkers. As long as you and your opponent each have a bunker model this should not be a problem. Alternatively you can photocopy the bunker included with this issue of White Dwarf to make extra Battle Bunkers for your own use.

WAR OF ATTRITION Blood Angels Briefing

You have defended your position against numerous Ork attacks over the last few days. Although each attack has been beaten off your command has been reduced to almost 50% of its starting strength. Now reports are flooding in of a major Ork offensive all along the line. No reserves are available to help you, so you must defeat the Ork attack with only the forces under your command. Above all you must make sure that the Orks do not capture either of your Battle Bunkers. The Eyes of the Emperor are upon you. You must not fail!



FORCES

You have three combat squads of Space Marines under your command. All Space Marines are equipped with Mk7 power armour, bolt pistol and frag and krak grenades. In addition, the Space Marines are armed with the following weapons.



Squad Danton

Sergeant Danton – Chainsword

3 Space Marines – Boltgun

1 Space Marine – Flamer

Squad Leonardius

Brother Leonardius – Boltgun

3 Space Marines – Boltgun

1 Space Marine – Missile Launcher (targeter, frag and krak missiles)

Squad Faustus

Sergeant Faustus – Chainsword

3 Space Marines – Boltgun

1 Space Marine – Missile Launcher (targeter, frag and krak missiles)

Battle Bunkers

The Space Marine forces include two Battle Bunkers which must be placed in the locations shown on the Deployment map.

VICTORY POINTS

You must destroy the Ork forces wherever possible and minimise your own losses. In addition you must prevent the Orks occupying your half of the table and capturing any of your Battle Bunkers. The player with the most victory points at the end of the game is the winner.

	5+ Casualties	Wiped Out
Gretchin Mob	0 victory points	1 victory point
Ork Mob	1 victory point	1 victory point
	Damaged	Destroyed or Disabled
Dreadnought	1 victory point	1 victory point

You receive a bonus of **+5 victory points** if there are no Ork or Gretchin mobs with 6 or more models or an undamaged Dreadnought in your half of the table at the end of the game. In addition you receive **+1 victory point** for each Battle Bunker that is occupied by one or more Space Marine models and no Ork models at the end of the game. In order to satisfy the second victory condition the models must be *inside* the bunker; models that are on the roof do not count.

DEPLOYMENT AND GAME LENGTH

Set up first anywhere with 12" of your own table edge but no closer than 12" to either corner. Roll a D6 and add +5 to the score before comparing it to the Ork player's roll; the player with the highest total moves first.

IMPORTANT: The game lasts **six** turns.



OVER THE TOP Goff Orks Briefing

"Dis is da big 'un ladz! Da boss says we've gotta capture da humie bunkers and kill all da humie skumbags in 'em. We've got a Dreadnought, some dead 'ard Goffs and a bunch of sneaky Gretchin to do it wiv, and da Boss sez dat he's sent a bunch of Goffs an' a Dreadnought to sneak round da side of da humies an' jump 'em while da gits is shooting at us. Hur Hur! Dat'll teach 'em, ay lads! Right den, Ere We Go, Ere We Go, Ere We Go..."

FORCES

All Orks and Gretchin wear flak armour. In addition, the Orks and Gretchin are equipped with the following weapons.

Da Destroya

Ork Dreadnought armed with two power claws, a heavy bolter and a lascannon.

Skardreg's Mob

Ten Orks armed with bolt pistols, axes, and frag & krak stikkbomz.

Waazod's Mob

Ten Orks armed with bolt pistols, axes, and frag & krak stikkbomz.

Botchit's Mob

Ten Gretchin armed with autoguns.

Fixup's Mob

Ten Gretchin armed with autoguns.

Runtrat's Mob

Ten Gretchin armed with autoguns.

Scrimp's Mob

Ten Gretchin armed with autoguns.

ORK REINFORCEMENTS

The Orks sent a small force on a night march in order to fall on the Space Marines' flank while the main Ork force engaged the Space Marines from the front. Unfortunately, the Orks got delayed and did not arrive until the battle was well under way.

In this scenario Ork models which have been killed are used to represent the troops sent on the flank march, and can be brought back into play as Ork reinforcements. When (or if...) the Ork player loses 10 Goff Ork models, he can bring them back into play as a reinforcement Goff Ork mob. If the Ork Dreadnought is destroyed the Ork can bring it back into play as a Dreadnought reinforcement. No other models may be brought back into play as reinforcements apart from those noted above.

The reinforcements may be set up at the start of the Ork turn within 6" of the *side* table edges – this represents the fact that they have been sent on a flank march. They may move and attack as normal on the turn that they arrive.

Da Snapper

Ork Dreadnought armed with two power claws, a heavy bolter and a lascannon.

Badfang's Mob

Ten Orks armed with bolt pistols, axes, and frag & krak stikkbomz.

VICTORY POINTS

"Splat as many of da gurlly humies as ya can, but don't get yerselves too smashed up an' don't get da Dreadnought trashed. An' capture do bunker thingies wot the humies are hiding in, or blow 'em up if you can't capture 'em."

The Ork player receives the following victory points for destroying Space Marine Squads.

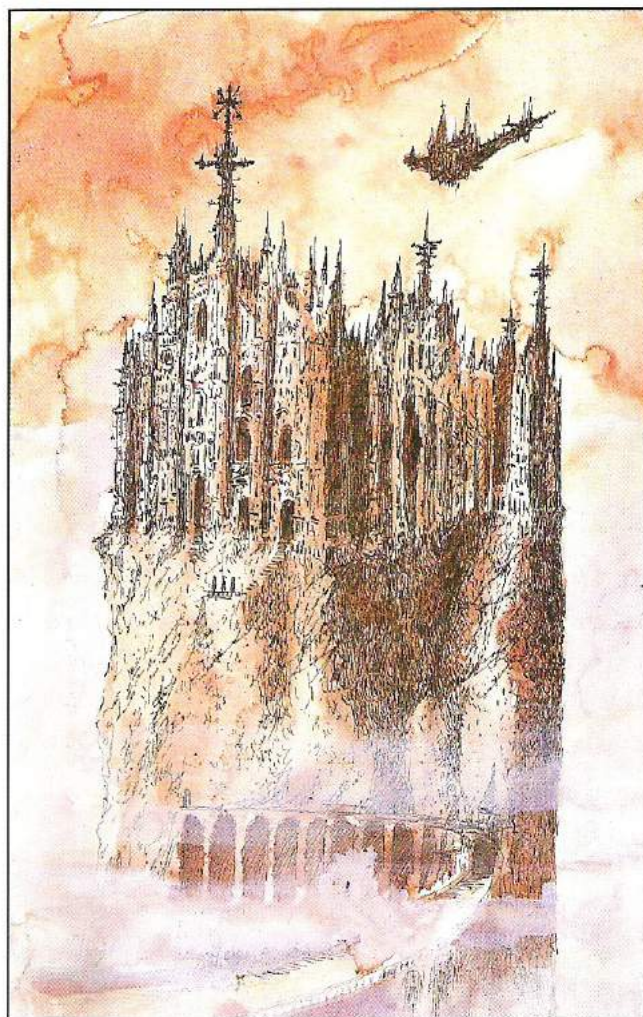
	3+ Casualties	Wiped Out
Space Marine Squad	1 victory point	1 victory points

The Ork player also receives **+5 victory points** for each bunker that is occupied by 1 or more Orks and no Space Marines at the end of the game, or **+3 victory points** for each bunker that is destroyed. In order to satisfy the first victory condition the models must be *inside* the bunker; models that are on the roof do not count.

DEPLOYMENT AND GAME LENGTH

Set up second anywhere with 12" of your own table edge but no closer than 12" to either corner. Roll a D6 and add +3 to the score before comparing it to the Space Marine player's roll; the player with the highest total moves first.

IMPORTANT: The game lasts **six** turns.



SPACE MARINE TACTICS

When deploying your Space Marines it is best to place a combat squad in each bunker and the third combat squad in the ruins between them. This formation allows you to cover most of the best approach routes to the bunkers. Whether you deploy inside or on top of the bunker can make a difference to the



outcome. Models on top have a greater field of fire and you can bring more weapons to bear in one direction, but they suffer from a lesser degree of protection. Once the Orks get in close enough to receive bonuses to hit for firing at short range it is best to nip through the trapdoor and seek the comfort of those thick walls.

With two missile launchers you have a choice to make. You can either frag the Orks and Gretchin with both as they run up, thereby causing Break tests with any luck. You can also fire krak missiles at the Dreadnought in the hope of bringing it down, but remember that the Orks get another as soon as the first is destroyed. I think it is best to fire one each of the krak and frag missiles and rely mainly on your Rapid Firing bolters to kill the Ork hordes.



Despite the fact that the Ork player gets another Dreadnought as soon as the first is destroyed, you should not be dissuaded from firing at it. The Dreadnought is worth victory points whether it is replaced or not. It has the best Ballistic Skill of the Ork army and is equipped with a heavy bolter which is perfect for shooting up your Space Marines. The Dreadnought's lascannon is useful for destroying the bunker's doors and should not be allowed too many opportunities to fire at these vulnerable points. It also has two deadly power claws that will rip those doors off in no time given the chance, so don't let that big brute get too close.

You should also attempt to concentrate your fire. Try to remove as many casualties as you can from a single mob, forcing Break tests which can seriously hamper the Ork advance. A moderate number of casualties in one mob is usually preferable to a larger number spread over all the attacking mobs. Let each squad pick a mob to deal with in any given turn and pour as much fire into as you can. If it is destroyed or broken you can turn the attention of the squad to the next mob, and so on. Use frag grenades when the Orks get within range, their armour save will not help them much if you keep throwing grenades into the middle of those tightly packed Ork mobs.



If the Ork player directs all of his troops (including reinforcements) against one bunker, you may consider moving the furthest squad into a supporting position. Beware of letting some sneaky Grotz past your defensive line though, as they will be able to walk into the empty bunker unopposed.

Lastly, let the Orks come to you. This may seem obvious, but some players do not like to wait in their deployment zone, they want to take the fight to the enemy. In this scenario your best defence are the bunkers and the Space Marines ability to Rapid Fire. Don't waste them.

Follow these guidelines and the Hives of Armageddon will survive for a while longer...

ORK TACTICS

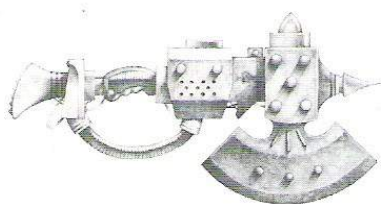
This scenario is designed to follow on from the three printed in the Battle for Armageddon Scenario booklet in the Warhammer 40,000 boxed set. If you have been playing the Orks in these then you should have a fair idea of how the different troops operate. You will probably find this scenario the most challenging one so far but you will need to use all your Ork cunning and tactics to ensure victory. There are three main points which you must bear in mind throughout the game if you are to stand any chance of winning. Firstly, you must secure one of the bunkers for the Orks, as this is your major source of victory points. Secondly, do not try to secure both bunkers as you will spread your force too thinly. Lastly, do not under any circumstances attempt to destroy a bunker, your chances of penetrating the thick masonry walls are very, very remote.

Use your Orks and Dreadnought to attack one of the bunkers. Your best plan is to run them down behind the buildings,

where most of the Orks will at least be in cover, if not concealed by the ruins, should your Gretchin screen collapse. Try not to be tempted into using the Dreadnought as a static weapons platform to shoot at the Space Marines. You might be able to draw the fire of the Space Marine missile launchers, but the chances of them actually destroying the Dreadnought, and the reinforcement Dreadnought coming on, are rather slim. The other factor to remember is that the Dreadnought is the only thing capable of breaking down the bunker door. If you run the Dreadnought, it should reach the door in three turns so you can attack the door with the Dreadnought's awesome power claws (If you attack the bunker door don't forget to add a D20 to armour penetration roll for using a strength 8 weapon in Hand-to-Hand Combat). You can now use the heavy bolter to clear any Space Marines out of the bunker, ready for your Goff boyz to move in. If the premises are still occupied when the Orks get there charge the bunker and throw your frag grenades through the vision slits. In the enclosed space of the bunker your grenades receive a +1 strength modifier.

Another important factor in this game is the reinforcements. If everything goes well you won't need them, but you might have a bad start, perhaps the Space Marines get a lucky shot on the Dreadnought or your Orks fall victim to a hail of frag missiles. If this happens, your reinforcements will be able to threaten the Space Marine's flanks. Any reinforcements which arrive at an early stage in the battle can follow the plan above, breaking down the door and throwing frag grenades through the vision slits. Surviving Gretchin mobs can be moved in really close to the bunkers to prevent the Space Marines shooting up your reinforcements with their Rapid Fire capability. Ork reinforcements will start much closer to the bunkers, allowing you an extra one or two turns to complete your attack.

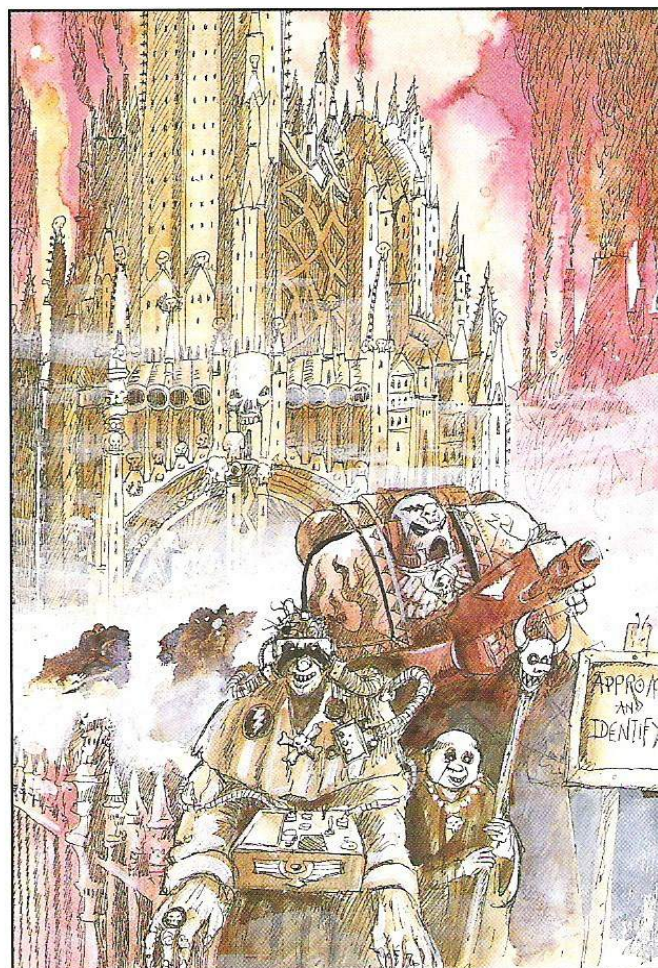
Once you have some troops in a bunker, it is vital that you protect them. The Space Marines aren't going to stand around watching. Use the Dreadnought to stand between your bunker and the ruins between the two bunkers. It is highly likely that



the Space Marine player will have his flamer squad set up here and they will probably try and make a last minute bid to flush you out, and believe me a flamer is very good at flushing out bunkers. Any Orks in the bunker should set overwatch, the Space Marines have frag and Krak grenades and he will probably try to charge your bunker and throw their grenades through the vision slits. The overwatch will give you a chance to shoot at them at close range and hopefully give you extra victory points.

If you follow all these points and keep your attack rolling forward regardless of casualties and minor set backs, your boyz should be inside one of those bunkers in time to break out the Squiglets and Fungus beer.

Should you choose to use the first of the game variants below, you will have to decide how to split your Gretchin into units. This is quite important as different sizes of mobs have different advantages. Mobs of ten models are more flexible, but the Space Marine player only needs to kill three Gretchin



before you have to make a Break test. A large mob forty strong needs to take ten casualties before it takes a Break test, but if you failed it all your Gretchin would run away. A couple of mobs of twenty, or one mob of twenty and two mobs of ten, usually gives your Gretchin a bit more staying power and flexibility to move across the battlefield. In the battle use the Gretchin to shield your Orks (remember the Space Marines will have to usually fire at the nearest enemy because of the Choosing a Target rule). Keep the Gretchin moving forward, with maximum spacing to reduce the number of casualties from frag missiles. If they do break then don't forget to rally them and get those Grotz back up front protecting da boyz.



GAME VARIANTS

Let the Ork player have twenty Orks and forty Gretchin and organise them into mobs as he likes. The minimum size for an Ork mob is five models and the minimum size of a Gretchin mob is ten models.

Don't use one of the Battle Bunkers and Squad Faustus, and don't allow the Orks any reinforcements.



ASSEMBLING YOUR BATTLE BUNKER

By Adrian Wild

At the back your copy of the Warhammer 40,000 Compilation you will find six sheets of card printed with the components of three full colour Warhammer 40,000 Battle Bunkers. This superb model comes complete with a datafax, new Mission cards and a special 'Battle for Armageddon' scenario written by Jervis Johnson. In this article Adrian gives his advice on the best way to assemble your Battle Bunkers.

TOOLS AND MATERIALS

Work Surface: Before you start to assemble your Battle Bunker make sure that you have a clear work surface and a few simple tools and materials close at hand. If you are going to work on a table, it's best to protect the surface with thick card or several thicknesses of newspaper.

Modelling Knife: To cut out the individual model sections, it's best to use a modelling knife with a sharp blade. Blunt blades are far more dangerous, because you have to press down much harder and there is a greater likelihood that you will slip and cut your fingers. Always make cuts away from yourself.

Steel Rule: A steel rule is essential for making straight cuts. The edge on a plastic or wooden ruler will rapidly get damaged by the blade on your knife.

Scissors: Scissors are useful for trimming off any excess bits of card or snipping the pieces to fit.

Adhesive Tape: Sellotape or masking tape is useful for supporting the various building sections and holding them firmly in place while the glue is drying.

Glue: The best type of glue is an impact/contact adhesive such as Bostik. With this type of glue you first spread it on both sides of the sections to be joined and then place them to one side for a moment. When the glue has gone tacky, you can press the two pieces together and they'll form an extremely strong bond.

You can use other types of glue suitable for paper and card such as PVA or general purpose adhesive, but because of their longer drying time, you'll have to support the pieces with tape or elastic bands.

GETTING STARTED

The basic model is quite easy to assemble. First of all remove both sheets of card out of your copy of White Dwarf. Before you cut out the individual sections it's a good idea to score all of the fold lines that are marked with black arrow heads.

To score the card use the back of the blade of your modelling knife. Use light strokes, guiding the knife tip with a steel ruler. If, once you've scored it, the card is still a little difficult to fold, then re-score the line using less pressure than before. Should you cut all of the way through by mistake, you can easily repair the damage by sticking a strip of sellotape on the inside of the fold.

The battle platform folds up into a tray and so you'll need to score the fold lines on the back not the front of the sheet. To do this, press a pin, or the tip of your modelling knife through the card to mark a rectangle on the back of the card. This will allow you to accurately score the lines of the reversed folds.

Once all the folds have been scored, carefully cut out the different parts of your model. You should then fold each of the pieces and make sure that you understand how they fit together. You are now ready to assemble your model.

ASSEMBLY

The first job is to glue the two **Main Walls** together. Spread a little glue along the tabs on the **Back/Left** and **Front/Right** wall sections and allow it to go tacky – the stage before the glue actually dries – then join the sections together. Press them together firmly to get a really good bond.

While you are waiting for the glue to go tacky on the wall sections, you can prepare the battle platform and parapet. Fold the sides of the **Battle Platform** inwards to form an open box,

and apply a thin layer of glue to the tabs before putting it aside to go tacky.

The next piece to assemble is the **Parapet**. The thin outer strips around the edge of this section form the edge of the overhang, and the thicker strips on the inner edge are used to attach the parapet to the battle platform. At this point, only apply glue to the outer tabs, leaving the inner strips until the battle platform has been fully constructed.

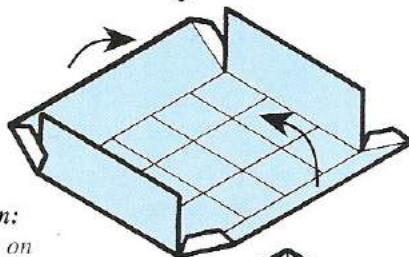
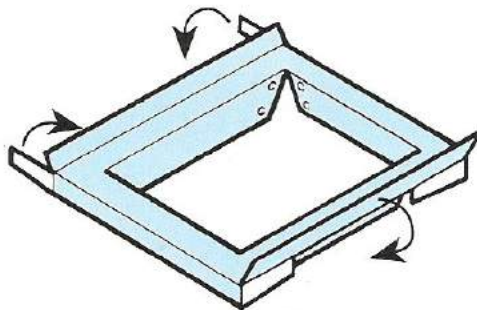
You should now have three different sections on the table in front of you – the main walls, the battle platform and the parapet.

When each section has completely dried, join the parapet and battle platform together by applying glue to the underside of the metal plates on the parapet and to the inside of the battle platform walls. Once again, allow the glue to dry before attaching the now assembled battle platform to the main walls.

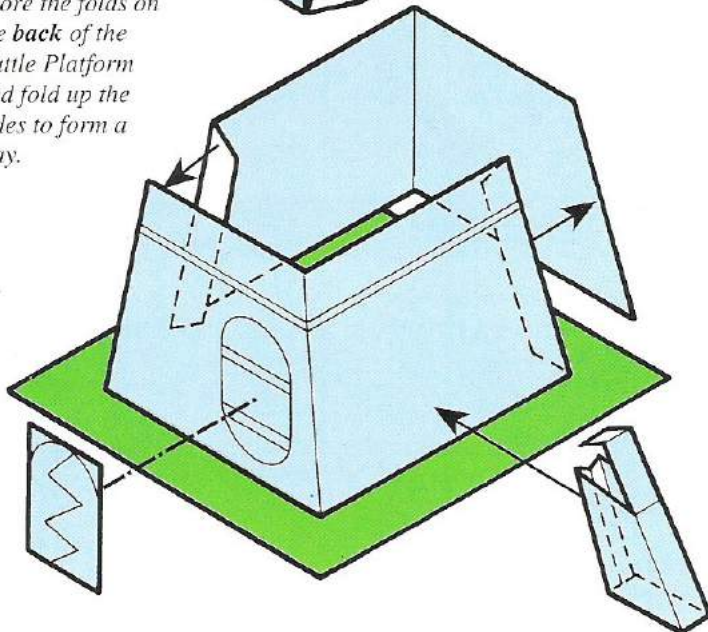
BATTLE BUNKER ASSEMBLY DIAGRAM

Parapet: Remove the white card from the centre of the parapet and snip the corners as shown below. Score and fold along the edges of the metal plates so that they form the inside walls of a box.

Score and fold between the arrows and level with the tabs to construct the outside wall of the box then place this on one side to dry.



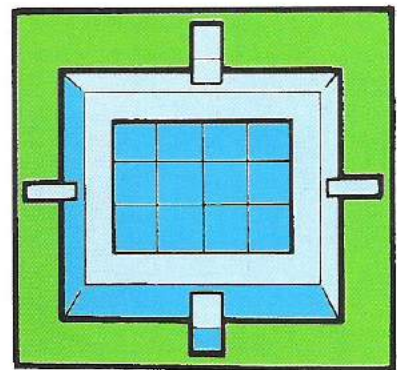
Battle Platform: Score the folds on the back of the Battle Platform and fold up the sides to form a tray.



Walls and base: Fold and glue the walls together using the tabs. If you want to add one of the alternative blast doors, attach it at this stage. Note that the door is listed on the bunker profile and must be placed in this position.

THE BUTTRESSES

The **Buttresses** are optional, but if you decide to use them they should be added after the rest of the model has been assembled and left to dry. Check that you attach the correct buttresses to the appropriate walls. The two narrower ones will fit on either of the side walls and the wider ones will only fit on the front or back wall.



Top view of the completed bunker showing the buttresses in position.

FINISHING OFF

Once your model is completely dry, it's a good idea to touch up the edges where the scored folds have exposed the white card. The original model was painted with Citadel Blue Grey paint and so you'll find that this colour is an extremely good match. Thin the paint with a little water and run it along the crease lines with a small brush. Any paint that gets onto the printed surface is easily wiped off whilst it is still wet.

To make the whole model more rigid we attached our model to a base. A simple card one will be fine, cut from mounting board or box card. Trim it slightly larger than the base area of the model, and then paint it with a suitable colour to match the rest of your terrain. If you are feeling more ambitious, you may want to add some details such as model rocks, vegetation or even contour it with polystyrene slopes.

On our model we decided to add further detail by attaching triangular 'spikes' to the top of the parapet. These were cut out of some spare bits of card and simply glued around the top of the model. Once the glue was dry, they were painted black and then drybrushed with Mithril Silver to make them look like metal blades.

The Battle Bunker is now finished and ready for use in your games.

WARHAMMER

40,000

DAWN RAID

By Jervis Johnson and Jake Thornton

Ork and Imperial forces clash in a struggle to the death as Ghazghkull Thraka leads his Ork horde in a raid against the heavily outnumbered Space Marines of the Ultramarines Chapter.

Endless tracts of steaming jungle disappeared into the heat haze, the solid green mass broken only by the winding scars of rivers and streams. The exotic cries of brightly coloured birds rang through the verdant sprawl as they flew from tree to tree. Countless creatures scuttled and scurried through the branches of the tangled canopy. Everything was surrounded by a constant droning mist of insects.

Above this, on a pinnacle of rock, stood the Ultramarines Commander. For hours he had stood, silently scanning the horizon. Finally he spoke: "They are coming," he said. His troopers instantly snapped to attention, reflexively checking their bolters and heavy weapons. They all knew that everything depended on stopping the Ork advance.



With a crash of splintering timber the Dreadnought tore another tree from its path and lumbered off through the jungle once more. The Goff Boyz cheered as it lumbered forward and followed down the trail of smashed undergrowth and despoiled plant-life, pausing only to fire a few bolter shells at the small, furry creatures which scuttled out of their path.

Boarboyz charged up and down the slowly moving line of Orks, barely containing their frustration at being stuck in

the dense jungle. The Orks' mounts grunted and squealed madly as their riders hacked at the overhanging branches. The bikers too added to the uproar, revving their engines irritably, frantic for an open space where they could put their foot down and roar off. Going slowly was completely unnatural for a Speed Freek.

Slowly the advance trudged on with the Orks following the trail blazed by their Dreadnought. They amused themselves shooting at passing creatures and it was fun destroying things, but the Boyz were becoming restless at the lack of proper opponents.

"We didnt join da Waaagh to shoot no trees," grumbled one.

"Or fight 'and-ter-'and wif da 'skeetos," said another.

Ghazghkull kept them in line, clipping ears and putting in the boot when any of the Boyz grumbled too loudly, but it was clear that they would need some luck soon.

Suddenly, the leading mob broke out of the dappled jungle into the bright sunlight of a clearing. As the Orks stood and blinked in the sudden bright light they saw a small, shallow stream winding through the tangle of green – the perfect road for them to advance down.

With shouts of glee the Speed Freeks gunned the engines of their buggies and bikes and roared off down the stream sending up sheets of spray on either side. This was the life: a fast buggy, bright new red paint job and an open road – even if it was a bit damp.

As the second of the twin suns rose, the Orks saw the Space Marines' position.

"CHARGE" yelled Ghazghkull, and the Boyz broke into a run, their battle-chants echoing through the forest and drowning out the birdsong.

"'Ere we go, 'ere we go, 'ere we go."



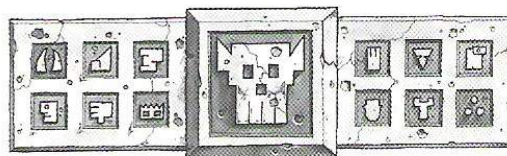
INTRODUCTION

For the past few weeks the power of the Waaagh has been growing in the Studio as battle after battle was fought to test the new Ork Codex. Games have been won and lost as the rules were refined ready for release. Now with the Codex complete, we decided to take the opportunity to fight with the revised Ork army against one of their oldest adversaries – the Space Marines. The battle that follows shows the awesome strength of the Orks who are one of the most powerful armies in the forty-first millennium.

As with all the games of Warhammer 40,000 we play at the Studio, we used the rules from the Dark Millennium supplement. Jervis used the new army list from the Ork Codex to calculate his army, whilst Jake used the Codex Army Lists from the basic game for the Ultramarines.

We set up this game on one of the Studio's eight foot by four foot gaming tables and kept notes as we played. Because it is

very difficult to take high quality photographs in the middle of the battle, we just took snapshots of each turn. After the battle was over, we used these photographs along with the maps we had made during the game to recreate the battle and set it up with proper lighting and camera equipment.



When we made the map we reduced the eight by four table to a six by four. This mainly involved leaving out the extreme flanks which neither force used during the battle and so the maps shown don't distort what actually happened. The only point to make about this is that we did set up in our deployment zones as it says in the rules, even though the space outside isn't all shown on the map.

ULTRAMARINES INTRODUCTION

(Jake Thornton)

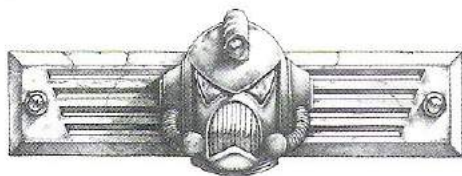


This battle was my first against an Ork army chosen from the new Ork Codex. I've shot up the Orks in a number of previous games and learnt to respect their numbers if not their skills which so often let them down. Jervis has changed all that with the addition of some new troop types and a number of weapons that bypass the Orks' normal inability to hit a barn door at ten

paces. Luckily I would be spared the full horror of the revitalised Orks as the 'Eavy Metal team hadn't finished painting up the new Blood Axe Kommandos, Deathskull Lootas and Pulsa Rokkits yet. Still, it looked like being a very different game.

I decided to take the Ultramarines as they had recently been reinforced with the Razorback. This would give me a chance to blood this new war machine against an old enemy. I decided not to take any other vehicles as I expected that my main problem in fighting the Orks would be the same as usual – killing the Boyz fast enough. Space Marines are excellent troops of the highest quality, unfortunately you never have enough of them and are in constant danger of being overrun. This problem is particularly bad when you are fighting the Orks who have very large armies including a lot of models with Toughness 4. On top of this the Orks usually advance behind a screen of Gretchin who have to be shot away before you can even begin to damage their more important troops.

With any reasonable sized army I like to take one 4th level psyker and another lower level "backup psyker". Unfortunately, the Ultramarines army at the Studio doesn't include any psykers yet, so I borrowed a Chief Librarian from the Blood Angels and took a second level Psyker Champion of the Adeptus Astra Telepathica. Having more than one psyker on your own side has two main advantages. Firstly, if one dies then you still have another left to carry on the fight. Secondly, if you manage to kill all of the opposing psykers then you can still roll 2D6 for the warp flux.



As I didn't know what mission I would be fighting I decided to take one each of the Tactical, Assault and Devastator squads. This would hopefully give me the flexibility to complete my objective regardless of which card I drew. I decided to keep the Tactical and Assault squads as ten-man squads but split the Devastators into two five-man battle squads. This would enable me to split the fire of my heavy weapons whilst leaving my Tactical and Assault squads with enough men to avoid being swamped by the Orks in hand-to-hand combat. With a force of thirty troopers, three characters and a vehicle, all my points were now spent.

When I actually saw Jervis' army I was rather surprised. There was no Warphead and there were lots of vehicles. I would therefore have something of an advantage in the psychic phase but would be hard pressed to deal with all the buggies and bikes before they were in amongst my men.

Having picked our armies, Jervis and I set up the terrain and picked our missions. Jervis got the typically Orky *Dawn Raid* and I drew *The Assassins*. We then rolled for the game length and came up with a short game of only three turns. Normally we play four turn games and this result had both advantages and disadvantages for me. On the plus side, only Jervis' vehicles, Boarboyz and Nobz mob riding in the Battlewagon could actually move far enough to get into my deployment zone and complete his mission. On the minus side, killing Ghazghkull looked almost impossible. It would take at least one turn to actually get anyone to him, his power of the Waaagh would make him undamagable for another, and so out of the three turns I might get a single chance to hit him! Of course, Jervis would also be doing his best to keep Ghazghkull well out of harm's way. In the end I decided that sending my Assault squad or Commander after Ghazghkull was too risky and that I would have a better chance of winning if I concentrated on killing Orks and stopping Jervis from achieving his objective.



We then diced for sides, I won the roll and decided to take the more open deployment zone. Although this left Jervis with the best cover, he would advance out of it almost immediately on his *Dawn Raid* so it wouldn't do him much good. This also left me with lots of clear lanes of fire to shoot up any Orks that did make it into my deployment zone in the last turn.

Jervis set up his Orks first with most of the fast mobs on his left. Facing these I placed my Devastator battle squads on either side of the river down which I expected the main attack to come. My Commander stood behind the more central of these and the Razorback sat squarely in front of the Ork's Battlewagon. The Devastators with my Commander set up hidden in the jungle so that they wouldn't be shot at if the Orks moved first. With them was my Psyker Champion whose devastating *Lightning Arc* could be expected to cause havoc amongst the advancing Ork wave. I intended these troops to stop the main Ork attack with their heavy weapons.

Towards the left of the central open area I placed my Tactical squad on a hill where they would have a good view of the central Ork advance. This squad would fire on the central mass of Ork Boyz and act as a sort of reserve unit. To their left was my Assault squad, ready to attack Jervis' field artillery and Deathskulls mob. Between these two squads I placed my Chief Librarian. He had the psychic power *Gate* and from this position he would be able to redeploy either squad to cover the greatest threat.

ULTRAMARINES ARMY

(2000 Points)



SPACE MARINE COMMANDER



Commander equipped with power sword, plasma pistol, blind grenades, melta bombs *Displacer Field*, power armour, *Combat drugs* and *Aegis suit*.

TECHMARINE

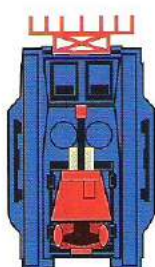


Techmarine equipped with bolt pistol and power armour.

ADEPTUS ASTRA TELEPATHICA



Psyker Champion with displacer field, autogun and *Force Rod*.



RAZORBACK

Vehicle with a *Null Shield* and additional auto-launchers loaded with frag grenades.

TACTICAL SQUAD



10 Space Marines equipped with bolters, power armour and krak grenades. The **Veteran Sergeant** carries a chainsword. One model is equipped with a heavy bolter and another carries a melta gun.

ASSAULT SQUAD



10 Space Marines with bolt pistols, power armour, jump packs and various assault weapons. The **Veteran Sergeant** has a power fist.

TWO DEVASTATOR SQUADS



Each containing 5 Space Marines equipped with heavy weapons. They are led by a **Veteran Sergeant**.

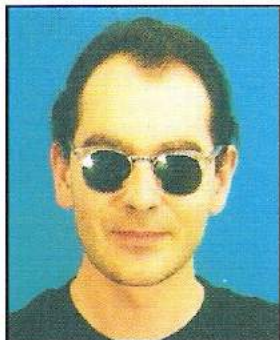
LIBRARIAN



Chief Librarian with bolt pistol, power armour, displacer field, frag and blind grenades, melta bombs, *Scanner*, *Force Sword* and *Psychic Hood*.

CHOOSING THE ORK ARMY

(Jervis Johnson)



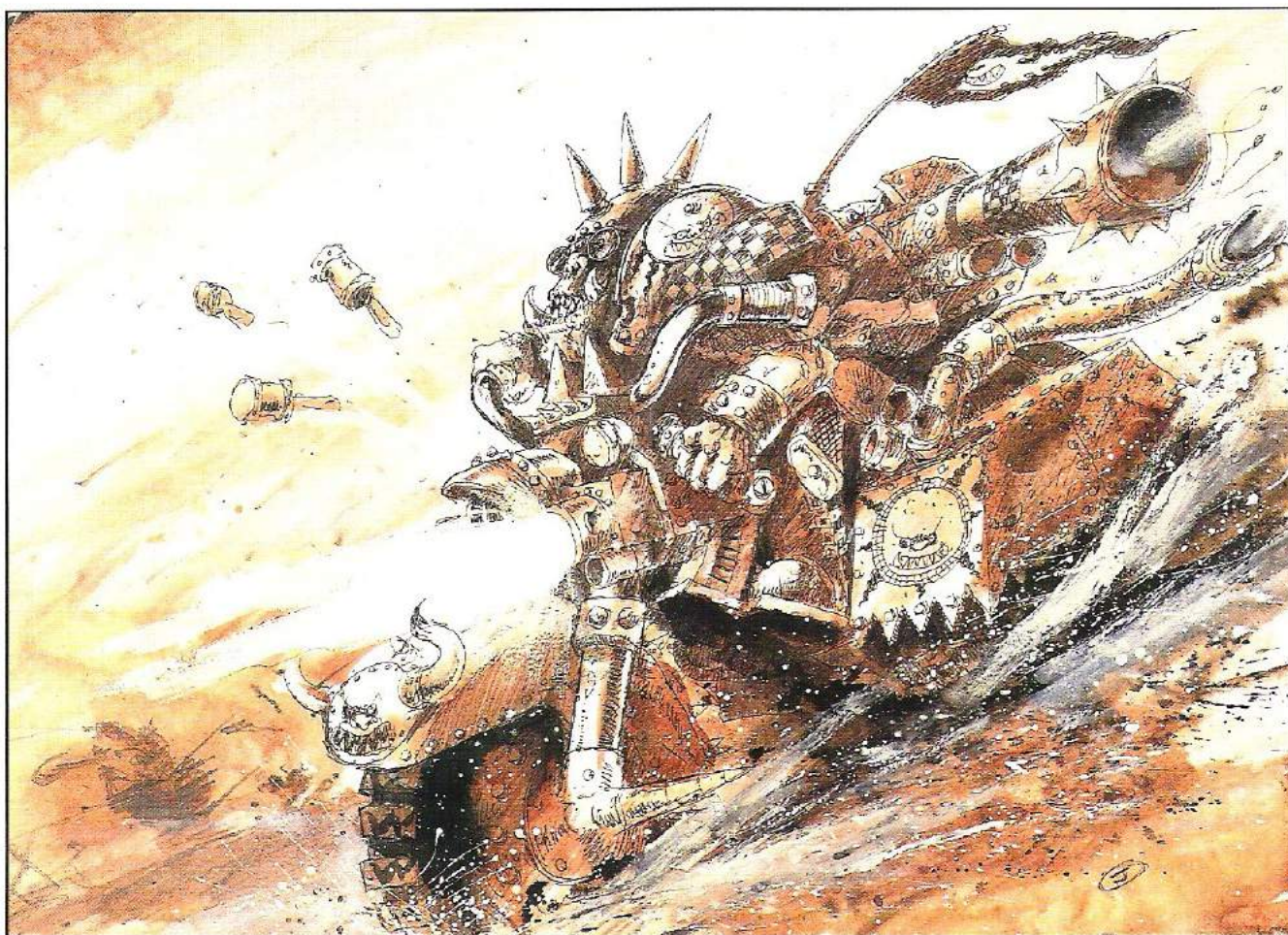
Ork warbands can be immensely effective armies, but they must be chosen with care. While a Space Marine player can do very well by simply using his flexible and highly effective basic troop types, the warriors in an Ork warband are very specialised and need to be used in combination in order to be effective.

There are three basic types of Ork troops. First of all there are da Boyz who comprise of all the big mobs of foot troops who engage the enemy close up, like Nobz mobs, most Boyz mobs, Madboyz, Stormboyz, Gretchin and Ogryns. Next there are da Buggies, which includes all the various different type of Ork wheeled and tracked vehicles like warbikes, buggies, scorchers. Finally there are da Big Gunz, which includes all the Orks' field artillery, Shokk Attack Guns and any other troops with long ranged weapons such as Deathskulls armed with heavy weapons. Dreadnoughts are a special case because they can either be used as part of the Boyz and go and get stuck in, or as part of da Big Gunz, providing long range support. Any Boarboyz in the army fit into the Buggies category because, although they aren't vehicles as such, they are used in the same way.

In order to be effective, an Ork warband normally needs to include all three of these troop types. At a pinch you can get by with two, but you'll find life very difficult with only one. The proportion of each troop type you pick depends very largely on personal preference and the type of tactics you like to use. When I choose an army, I take as many Buggies and Big Gunz as I can, and then I make up the numbers with a horde of cheaper Boyz. Andy Chambers, on the other hand, likes to use lots of well equipped Boyz and relegates the Buggies and Big Gunz to a secondary role.



With regard to exactly which models to pick, there are very few hard and fast rules. The only thing I would always take is a Battle Standard. The re-roll the Battle Standard provides on all Leadership tests made within a 12" radius is extremely useful in an Ork army, which has quite a few units with a Ld of 7, and sometimes even less! The actual army I have chosen is listed opposite and most of the choices I have made are fairly obvious. However you should note the large size of the Gretchin and Goff boyz mobs. Assault troops like these need to be in large mobs, otherwise it will be easy for your opponent to cause 25% casualties in a single turn and force a panic test which (if you fail it) will mean that they take little or no part in the battle. Large mobs can generally soak up a couple of turns of fire without taking any leadership tests, by which time they will hopefully be close enough to the enemy to charge into close combat or start shooting back!



ORK ARMY

(2000 Points)



DA BOYZ

WARBOSS

Ghazghkull Thrakka and Gretchin Battle Standard bearer Makari.



WEIRDBOY

Bad Moon Weirdboy with two Minderz.



RUNTHERD

Zodgrod Wortsnagga.



SUPER GRETCHIN

20 Super Gretchin equipped with autoguns.



GOFF MOB

14 Boyz and 1 Nob.



SNAKEBITE MOB

6 Boyz led by a Nob in 'Eavy armour.



PAINBOY

Painboy with a Vaccine Squig.



DREADNOUGHT

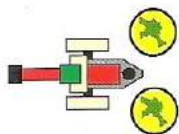
with a lascannon, missile launcher and 2 power claws.



DA BIG GUNZ

SPLATTA GUN

with 2 Gretchin crew.

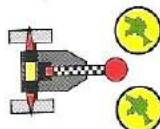


BUZZER SQUIGS



SQUIG KATAPULT

with 2 Gretchin crew.



DEATHSKULLS MOB

8 Boyz with heavy weapons led by a Nob.



MEKANIAK

Mekaniak with Shokk Attack Gun.



RUNTHERD

Runtherd with 7 Snotling bases.



DA BUGGIES

WARBIKE

Warbike with twin autocannons.



WAR BUGGY

Warbuggy with melta gun.



WARTRAK

Warbike with lascannon.



BIGBOSS

Snakebite Bigboss on cyboar with Kustom Blasta.



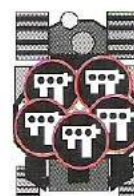
BOARBOYZ

6 Snakebite Boarboyz led by a Nob in 'Eavy armour.



BATTLEWAGON

5 Goff Nobz riding a battlewagon.



DA PLAN

The mission I drew was *Dawn Raid* which meant that I had to get a mob at over half strength or an undamaged vehicle into the Space Marines' deployment area. What's more, I'd only got 3 turns in which to achieve this objective (we decided to roll a dice to see how long the battle was rather than take the standard game length of 4 turns, and the dice roll was a '1' which resulted in a three turn battle).

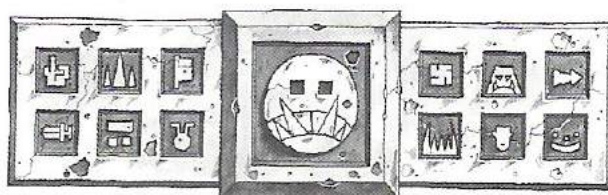
This made an already difficult task very hard indeed, because with only three turns of movement my foot troopers couldn't possibly reach the Space Marine's deployment area, which was 24" from my deployment area, even if they ran for all three turns! Fortunately I did have the Snakebite Boarboyz, as well as a squadron of light vehicles and the Battlewagon with the Goff Nobz mob in it, all of which had the speed to get across the table in the time that I have available. This pretty much dictated my plan – my fast troops would rush across the table while the rest of the army did their best to support them by drawing enemy fire and blasting away at any Space Marines they could see.

Before I set-up, however, I had to draw my Strategy cards as there was a chance that they would affect the set-up. I drew *Virus Outbreak* and *Craven Cowardice*, both of which were of limited use against a Space Marine army. In fact there was only one model in Jake's army that could be affected by the Virus (the Adeptus Psyker who isn't wearing power armour), but that was better than none at all! *Craven Cowardice* could be useful if any Space Marine squads failed a break test, as it



would force them to flee rather than become shaken, but unfortunately Space Marines failing a leadership test is hardly something I can rely on happening. All in all then the Strategy cards I had drawn had very little affect on my game plan or deployment.

My deployment is shown on the accompanying map. As you can see, I massed the Boarboyz, Battlewagon plus Nobz, and vehicle squadron on my left flank. This was so they could roar up the shallow river which had the advantage of being covered on either flank by the trees on the river banks. Hopefully this would cut down the amount of Space Marine fire my vehicles took as they tried to get across the table, while at the same time giving them a fairly clear and straight route to the Space Marines' deployment zone.



Next to my fast troops I placed the Goff Boyz, the Gretchin and the Dreadnought. I deployed the Gretchin in a long skirmish line so that the Space Marines would have to fire at them, rather than the more valuable Ork troops behind them (as you know, the Warhammer 40,000 rules force a model to shoot at the closest available target, which is very handy for the Orks because it allows them to screen valuable troops with cheaper more expendable ones). These troops would run towards the Space Marines for the first couple of turns in an attempt to close with the Space Marines and either engage them in hand to hand combat or shoot from close range. I've learnt through bitter experience not to slow an Ork advance just to get off a few shots at long range, as they will only miss and the Orks will not end up close enough to the enemy to do any serious damage before the game is over. The Dreadnought is included with the Boyz to provide them with a bit of supporting fire and because it is awesome if it gets the chance to enter close combat!

Just behind this horde was my 'command group' consisting of Ghazghkull, Makari, Zogrod Wortsnaga and a Painboy. Normally I would consider putting one or more of these models in the Battlewagon with the Nobz, but because the Space Marines mission is to assassinate Ghazghkull I want to try to keep him a reasonable distance away from the enemy, and provide a good enough bodyguard for him if he does come under attack.

On my right flank I stationed my most 'shooty' troops: the Shokk Attack Gun, Splatta Kannon, Squig Katapult, Weirdboy and Deathskulls. The fields of fire were pretty good on this flank, and I hoped that these troops would be able to bring down a withering hail of fire on any Space Marines stationed opposite them. It's important to mass Ork firepower in this way as many of the weapons aren't very reliable, and so you need to get as many things shooting at a target as possible in order to do any serious damage. Note that the Squig Katapult was placed out of sight behind a building, as it doesn't require a line of sight in order to attack. I also placed the Snakebite Boyz who are on foot on this flank, to provide a bit of supporting fire and close combat 'muscle' in case the Space Marines decide to try to overrun this position.

DEPLOYMENT





ORK TURN 1

ORK TURN ONE

Possible the single most important addition in the Ork Codex is the new rule that allows the Orks to double their strategy rating when rolling to see who gets the first turn (they use their unmodified strategy rating to see who sets up first). This bumps the Orks strategy rating from 3 to 6, which ensures that more often than not the Orks will move first in a battle. For this all-important dice roll Jake rolled a 3 plus his strategy rating of 5, for a total of 8, while I rolled a 4 plus my doubled strategy rating of 6 which gave me a total of 10 and the first turn. Note that without this modification I'd have got a total of $3+4=7$, so I would have moved second.

Before I moved any of my units, I played my *Virus Outbreak* strategy card against the Adeptus Psyker, who rather satisfyingly keeled over stone-cold dead! This was extremely good news, and meant that I was 1 victory point up without a shot being fired or a model moved!

Obviously inspired by this turn of events the Ork army surged forward. On the left flank the Battlewagon splashed straight up the stream (we had previously decided that it would be a very shallow stream which would have no adverse effect on movement), supported by the vehicle squadron on one side and the Boarboyz on the other. In the centre the Gretchin, Goff Boyz, and Ghazghkull plus his bodyguard ran forward as quickly as they could, while the Dreadnought went forward at a more leisurely pace so that it could fire in the ensuing shooting phase. On the right the Snakebite and Deathskull Boyz went into overwatch so that they could fire at any Space Marines that moved into the open during the Space Marine turn (all of the Space Marines on the right flank were hidden from sight at the start of the battle), while the Weirdboy ran forward to take cover behind the large building directly in front of him.

Because most of the Space Marines were hidden there were only a couple of targets that I could fire at, namely the Razorback and the Devastator Battle Squad on top of the hill by the river. I decided to shoot the Wartrak and the lascannon

on the Dreadnought at the Razorback, while the Shokk Attack gun, the Warbike and the Dreadnought's missile launcher fired at the Devastators. This hail of fire killed the Techmarine, reduced the Devastators to a single model armed with a missile launcher and blew off one of the Razorback's tracks, sending it out of control. Unfortunately the surviving Devastator passed the leadership test for his squad suffering more than 25% casualties, otherwise I could have played my *Craven Cowardice* card and forced him to flee.

Meanwhile the Splatta Kannon and Squig Katapult opened up on the hidden

Space Marines (neither of these weapons needs a line of sight in order to fire). The Splatta Kannon failed to cause any damage, but the Katapult landed a Squig pot right on the head of an unlucky Assault Marine who was promptly devoured by the swarm of angry buzzer squigs!

In the Psychic Phase my Weirdboy managed to pass his Waaagh test and even gained an extra warp card which gave him just enough power to unleash a *Death Wave* at the Librarian. Unfortunately, it didn't quite reach the target and so failed to inflict any damage. Pausing only to store a force card in his force sword, the Librarian used the *Assail* power to drag the Weirdboy out of cover into the open where he was almost certain to get blown to bits in the Space Marines' shooting phase...

ULTRAMARINES TURN 1

With the Razorback's track shot away it careered out of control and crashed into the edge of a patch of jungle. It was totally immobilised, but luckily its guns were still working. My Devastators had been badly mauled but stood their ground ready to fire on the approaching Orks. In the centre, I moved the Tactical squad to the brow of the hill from where they could see the Deathskulls and field artillery as well as the Gretchin to their right. On my left, the Assault squad's jump packs didn't have the range to go over the buildings and they were forced to advance on foot instead.

Before I was able to fire a shot, Jervis opened fire with his overwatching Snakebites and Deathskulls at my advancing troops. Luckily for me, all of this mass of heavily armed Orks proved to be either out of range or simply inaccurate.

I began my firing with the sole survivor of the Devastators on my extreme right. With the damaged Razorback blocking his line of sight to either the Battlewagon or the bikes, he chose the Dreadnought as his target. True to form, the Space Marine was on target and the krak missile smashed into the Ork machine tearing its lascannon from its mount and leaving a smoking tangle of wires.



An Ultramarines Razorback and Devastator squads clash with advancing Orks.

My second Devastator squad emerged from hiding and opened fire at the Battlewagon. The shot was accurate but instead of tearing the vehicle apart it merely killed one of the Nobz riding it. The heavy bolter fired at the Boarboyz who were beginning their outflanking move hitting them six times and scoring five wounds, but their Nob and one Ork were saved by their armour. One of the troopers guarding the heavy weapons dispatched a Gretchin with his boltgun fire.

One of the Tactical squad killed another Gretchin, but the main target of their fire was the Ork Weirdboy who had been dragged kicking and screaming out of cover by the Librarian's *Assail*. Standing alone in the open, the bewildered Ork was cut to ribbons by the massed fire of the Ultramarines.

Despite being badly damaged, the Razorback's turret was still functional and opened fire at the nearest Ork vehicle. The shot struck the battlewagon but again the lascannon hit one of the passengers leaving the vehicle itself undamaged. The Nobz onboard easily passed their leadership test for the casualty. To complete the shot I rolled for the plasma gun and got two hits. I allocated one to the battlewagon in the hope of

hitting the Nobz again and taking them over 50% casualties. Needless to say I hit the hull this time and bounced off its massively thick armour plating. The last hit I allocated to one of the Boarboyz who was blasted him from his saddle by the super-heated charge.

In the psychic phase I rolled one dice as the only psyker left was my Librarian. Jervis rolled for the *Death Wave* which passed safely through the gap I had made in my ranks. The only power I tried to use was my Librarian's attempt to use *Quickening* on himself which Jervis nullified with a 6!



ULTRAMARINES TURN 1



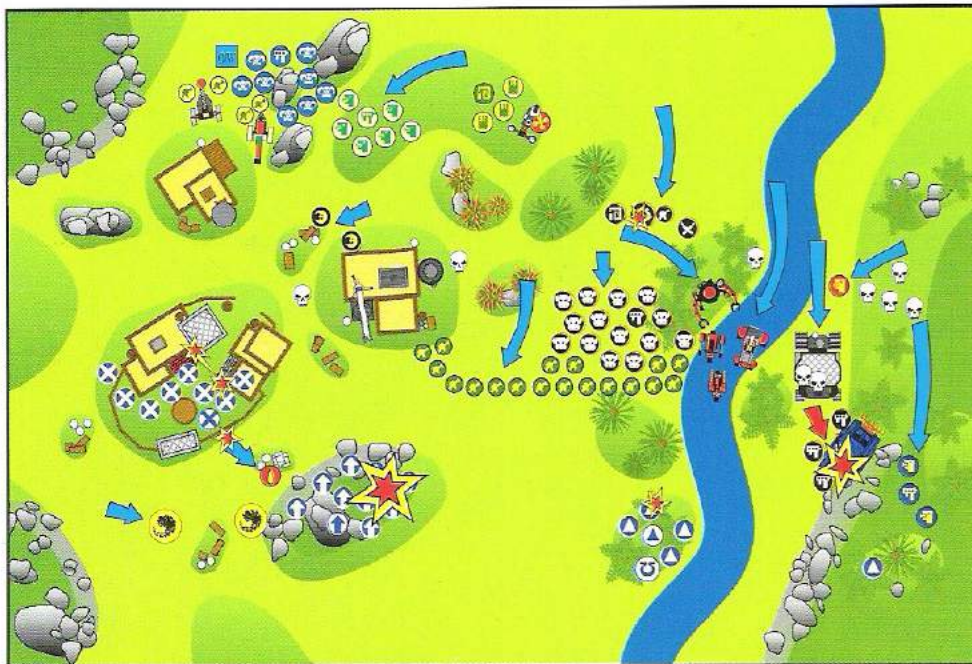
Ork field artillery and Deathskulls' heavy weapons halt the Ultramarines' attack.

ORK TURN TWO

On the whole I had got off rather lightly during the Space Marine turn, the only exception being the extremely accurate heavy bolter fire on my Boarboyz (Jake rolled a pair of 3's on

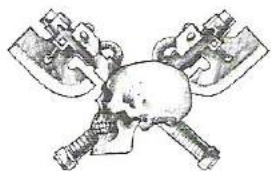
his sustained fire dice, the git!). Still it is a testimony to the toughness of the Boarboyz that any of them survived this hail of fire at all. With most of my forces still intact, my most pressing concern was to finish off the Razorback, as I was more than aware of the potential destruction its armament of lascannon and twin plasma guns could inflict. To this end I decided to charge the Razorback with the Nobz in the battlewagon. As two of the Nobz were armed with power fists (armour penetration D6+D20+8) I was fairly certain they would be able to deal with even the Razorback's heavily armoured hide.

In my movement phase the battlewagon moved up beside the Razorback, the Nobz dismounted and charged in to hand-to-hand combat. The remaining Boarboyz rode round the other side of the Razorback, and my vehicle squadron roared up alongside the battlewagon. In the centre, the Gretchin and Goffs continued their advance with



ORK TURN 2

both Ghazghkull and the Dreadnought in support. On my right, the Deathskulls went into overwatch, nervously scanning the skies for the expected attack by the Space Marine Assault squad. The Snakebite Boyz ran towards the Deathskulls so that they would be close at hand if they needed help. Finally the dead Weirdboy's minderz moved into firing positions beside the building.



On the whole my shooting this turn was very disappointing. Neither the Squig Katapult or the Splatta Kannon managed to hit anything, while the combined fire of the entire vehicle squadron and the Dreadnought only managed to kill a single Devastator (though it was the one armed with the heavy bolter that had killed the Boarboyz!). Ghazghkull attempted a long range shot at the Space Marine Tactical squad but his *kustom blasta* malfunctioned and blew up – fortunately Ghazghkull was not harmed by the explosion. The shooting phase was only redeemed by the Shokk Attack gun, which also fired at the Space Marine Tactical squad. The weapon unleashed a deluge of frenzied Snotlings on the surprised Space Marines, killing four of them including the Space Marine armed with the squad's heavy bolter. Sadly the squad passed their panic test for suffering more than 25% casualties in a turn, so my *Craven Cowardice* strategy card remained unused.

In the hand-to-hand phase the Nobz mob tore into the Razorback. The gunner decided to duck back inside the vehicle rather than try to deal with three angry Nobz all by himself, but this was to no avail as the first Nob to attack the vehicle smashed a hole in the turret with his power fist, detonating the vehicle's ammo and blowing the turret off! With few warp cards being dealt, nothing very much happened in the psychic phase, other than the Space Marine Librarian storing another card in his force sword.



ULTRAMARINES TURN 2

ULTRAMARINES TURN 2

With the Razorback destroyed and my heavy weapons troopers dying in droves, I was forced to take some gambles. Firstly, my Commander would attack the advancing Ork army by himself. He used his *Combat Drugs* to boost his movement and attacks then charged at double rate towards the Wartrak. The rest of my right flank stood still and gave him covering fire.

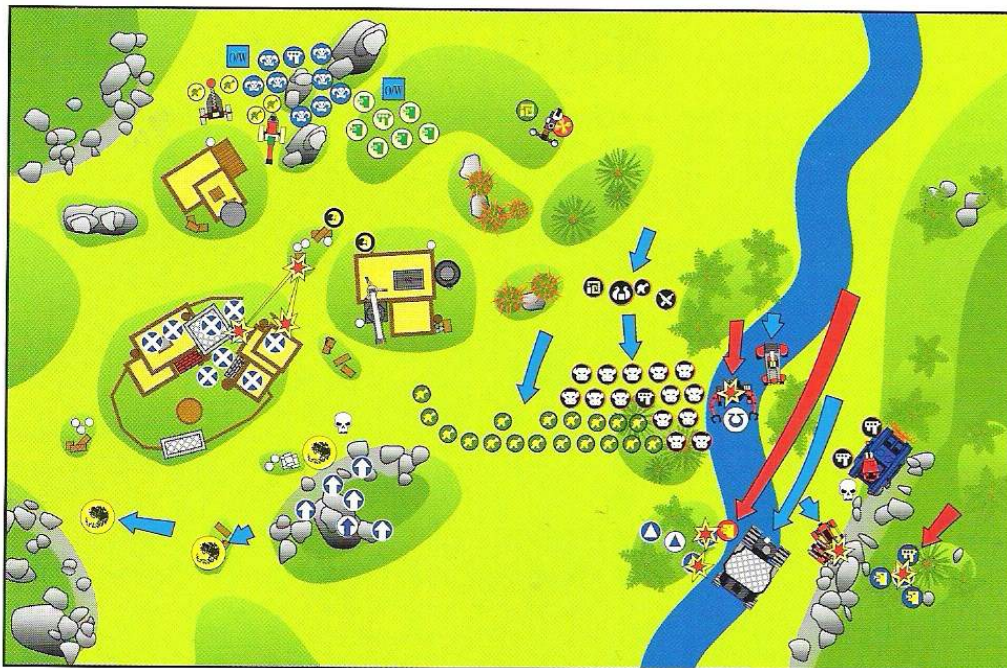
On my left, I saw a second gamble, one which gave me a chance of attacking Ghazghkull and fulfilling my mission. If I could just get my Librarian far enough forward then he could position a psychic *Gate* for the Assault squad to attack through. It was risky to charge across the open but if I didn't do it now then I wouldn't have time. There would be only one chance so in true heroic fashion, the Blood Angels' Librarian went for it...

The Deathskulls on overwatch opened fire with everything they had and the Librarian was hit by the heavy plasma gun, heavy bolter and one of their heavy stubbers. We then had a bit of a discussion. What happens when you get multiple hits on a model equipped with a displacer field – do you displace away after every shot or only after the first? We asked Andy Chambers who clarified the rule for us – When a displacer field is hit several times, whether it is in the shooting phase or in hand-to-hand combat, you roll for all of the damage and saves as normal. You only displace away once, after all the hits have been resolved, and only if the displacer actually saved one or more hits. In the end, only a single heavy bolter shell wounded the Librarian but Jervis rolled a 4 for the damage and killed him outright! The Tactical squad behind him were so stunned by this that they completely missed their targets.

On my right, I divided the fire from my few remaining Space Marines amongst the many Ork targets. Bolter fire cut down one more of the Nobz mob, reducing them to less than 50% and leaving them unable to fulfil Jervis' mission. With unfailing accuracy I continued to hit the Ork vehicle crew killing the drivers of both the buggy and the warbike.

The last vehicle in the squadron was the wartrak which was unlucky enough to be attacked by the Ultramarines Commander. Strengthened by the *Combat Drugs* he killed both the crew without any difficulty. All three of the Ork vehicle squadron were now out of control.

As my Librarian was dead there were now no psykers left and so no psychic phase. The final action of the turn was to check that the *Combat Drugs* remained in effect which they did. This was important as it meant that the Ultramarines Commander could reach the Ork battlewagon wherever it went.



ORK TURN 3

ORK TURN THREE

The main problem I faced on my final turn was that the only way I could achieve my objective was by moving my battletank into the Space Marines deployment area and then ensuring that it didn't suffer any damage in the final Space Marine turn. There were three models that could damage the battletank that I would need to neutralise: the Devastator armed with the lascannon, the Devastator with the missile launcher, and the Space Marine Commander. I decided to use my Snakebite Bigboss on the cyboar to charge the lascannon armed Space Marine, while the Boarboyz charged the missile launcher, and my Dreadnought charged the Space Marine Commander. While I expected to easily deal with the Devastators, I didn't really think I'd be able to beat the Ultramarine Commander.

Instead, I hoped that the Dreadnought would survive and keep him locked in hand-to-hand combat so that he wouldn't be able to move in his own turn.

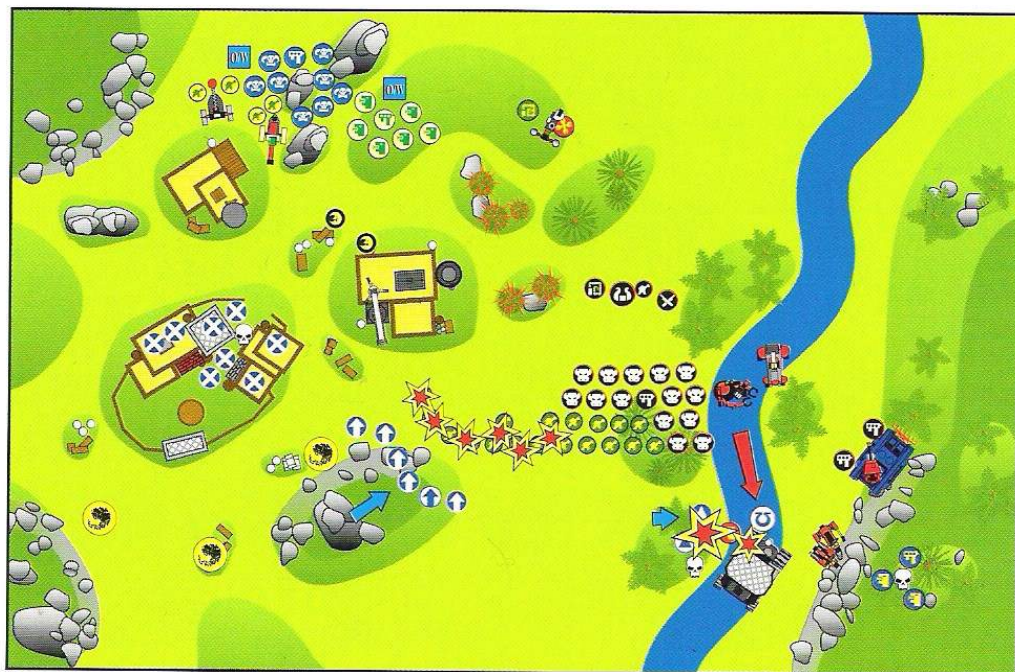
Before I did anything, however, I had Ghazghkull use his Waaagh power. This made him immune to damage for the remainder of the battle, so the Space Marines couldn't possibly achieve their own victory conditions by killing him. Next my vehicle squadron had to be moved because all the vehicles in it were out of control! Although both the wartrak and the warbike crashed and burned, the war buggy survived, which denied the Space Marines

the victory point they would have earned if all three vehicles had been destroyed.

With these preliminaries out of the way I was finally able to make my normal moves. The Snakebite Boarboyz and Dreadnought charged as described above, and the battletank roared into the Space Marines deployment zone. The Goffs and Gretchin only made a normal move this turn, to give them a chance to fire in the shooting phase. Meanwhile, the Snakebite Boyz and Deathskulls on my right once more went into overwatch, just in case the Space Marine assault squad attempted a desperate aerial assault on the last turn.

Once again the Orks' shooting was a little bit disappointing. The Nobz, Goffs and Gretchin managed to pick off one of the Devastators in the wood by the river, while the Splatta Kannon managed to take out one of the Space Marines from the Assault squad. Both the Shokk Attack Gun and the Squig Katapult missed their targets and the clouds of buzzer squigs already on the board drifted in the wrong direction.

Close combat was much more satisfying and both the Boarboyz and the Snakebite Bigboss on his cyboar were able to easily deal with their opponents, cutting down the two Devastators armed with the missile launcher and lascannon. The Space Marine Commander was another matter, however, and he quickly dispatched the Dreadnought by blasting one of its legs off with a melta bomb. The question was, would he be able to damage the battletank in the final turn?



ULTRAMARINES TURN 3

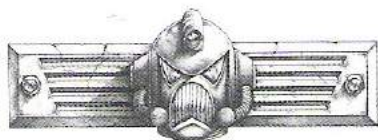


The Ork Dreadnought and Ultramarines Commander locked in hand-to-hand combat.

ULTRAMARINES TURN 3

Victory was in my grasp. Well, maybe. I had to kill a lot of Orks and my Commander had to destroy the battlewagon, but it was just possible with a bit of luck.

My movement was firstly to charge the battlewagon with my Commander. This was my last chance to destroy it and stop Jervis from achieving his primary objective. The rest of my troops only moved to give themselves better firing positions.



Jervis' overwatching troops once again began my shooting phase with the Deathskulls and Snakebites laying down a storm of fire on my Tactical squad. To Jervis' complete frustration he failed to get even the one kill that would take the squad to 50% and I returned fire with my Assault squad. To my dismay, the Space Marines proved to be just as unlucky as the Orks with plasma guns jamming and bolter shells bouncing off Gretchin crew! Giving the left flank up as a bad lot I turned to the centre.

In front of my Tactical squad was a sea of Gretchin who were too good a target to miss. If I could cause enough damage to make them fail a leadership test then they would be worth a victory point. The entire Tactical squad let fly with a hail of

frag grenades and half the Gretchin mob disappeared amongst the explosions. As the smoke cleared, ten dead bodies lay on the ground but despite these horrific casualties the Gretchin were near Ghazghkull and so passed their leadership test easily.

On the right I saw a chance for an easy victory point and my last two Devastators both fired at the Snakebite Bigboss. Armed with bolt pistols I was expecting a fairly easily kill, but both shots missed completely from 1" range!

Finally we came to the most crucial action of this last turn – the Commander's hand-to-hand assault on the Ork battlewagon. With his attacks still doubled by the *Combat Drugs*, the Commander placed six melta bombs around the wheel of the battlewagon – its weakest point. As he stepped back, massive explosions tore apart the Ork vehicle, throwing its twisted wreckage high into the air. But my joy was short lived as the remains of the battlewagon crashed down on the heads of the Snakebites' Bigboss and my last two Devastators, crushing all three of them beneath its smoking debris!

I had stopped Jervis but at what a cost!

FINAL VICTORY POINTS

ORKS 12 POINTS

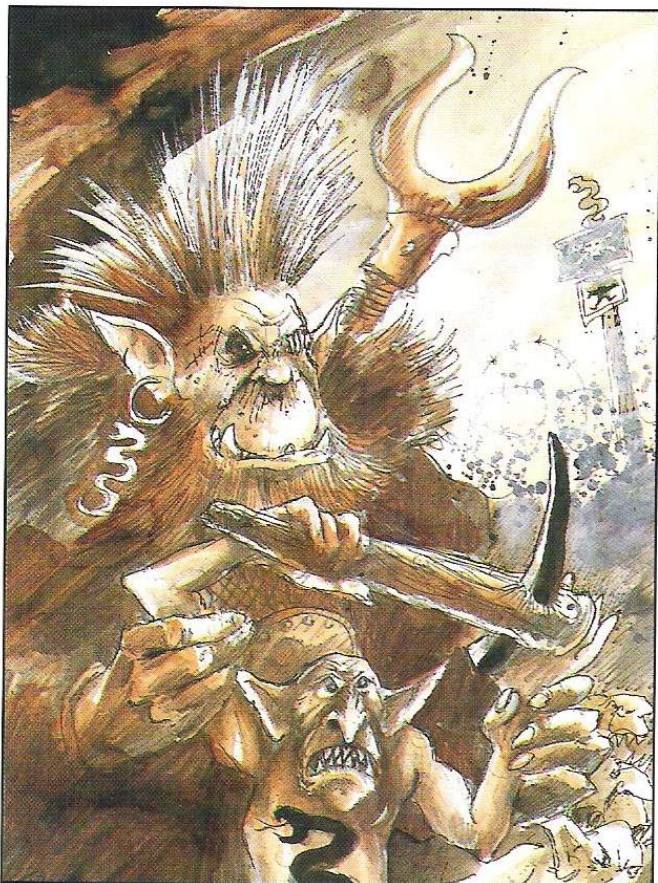
ULTRAMARINES 8 POINTS

HOW I WON SUCH A GLORIOUS VICTORY!

As ever, I find I have much less to say after winning a battle than I do after losing one. This is partially because my plan worked, which leaves me little to do other than point out how brilliant it was in the first place! Seriously though, the old adage "if it ain't broke don't fix it" certainly applies here – the plan worked so I wouldn't change it! However, where I did learn some very useful lessons was in basic unit tactics.

First of all, I have to say I was more than pleased with the performance of the Deathskulls. In most of my previous games with them they have blasted away all battle without very much success – not that this is all that surprising, as more often than not they are trying to hit troops in hard cover and need a 6 to hit! This time, intimidated by the Space Marine Assault squad, I put them into overwatch on all three of my turns and it proved a resounding success. Not only did it allow them to pick off the Space Marine Librarian as he tried to get to the rocks, but it also convinced Jake not to launch an aerial attack with the Space Marine Assault squad on his final turn. What this underlined to me was that you can do almost as much (if not more) with the threat of massed firepower as you can achieve by actually using it!

The other troops that impressed me in this battle were the Snakebite Boarboyz and their Bigboss on his cyboar. It's been quite a while since I used any Boarboyz, and I'd forgotten quite how effective they can be. Their combination of high speed and fearsome close combat ability makes them excellent assault troops. This goes double for the Bigboss on his cyboar! In fact, on the turn he charged he would have been a match for



the Ultramarines' Commander, despite the fact that the Space Marine was pumped up with *Combat Drugs*. With hindsight I would have been better advised to have used him against the Commander rather than 'over-killing' the Devastator Marine he did attack.



However, the main mistake I made was splitting the fire of my field artillery. Rather than concentrating all my weapons on one target, I spread their shots around to hit several different squads. Although firing the Shokk Attack Gun at the Devastators on the hill on the first turn was justified to a certain extent, splitting the fire of the Squig Katapult and Splatta Kannon between the Tactical squad and the Assault squad was certainly an error. In the end, although I managed to inflict some casualties on both units, neither was reduced to half strength or less. If I had concentrated all my fire on the Tactical squad I would probably have caused enough extra casualties to reduce it to half strength and gain another victory point. Who knows, I might have even wiped the squad out, or have had a chance to break it with the *Craven Cowardice* card which I was otherwise unable to use during the battle.

The other lesson that I learnt about my field artillery was to fire Squig Katapults at targets that are not likely to get up and move away. During the game I did the complete opposite by shooting at the Assault squad for two turns, with the result that the buzzer squigs were left behind and had no effect on the battle. If I had used the Squig Katapult against the Tactical squad that seemed intent on remaining in place on the hill, then I would have had a better chance of the angry buzzer squigs finding a target, or at least forcing the Space Marines to move when they obviously didn't want to!

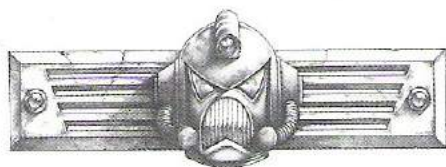
All in all, however, I was more than pleased with the way things worked out, and must admit that I had a good feeling about the game right from the start when the *Virus Outbreak* killed off the Adeptus Psyker and my doubled strategy rating gave me the first turn. The psychological effects that events like this can have on the players taking part can have a profound effect on a battle, and in this case they certainly filled me with confidence while rocking Jake back on his heels right from the start of the game. Now if I could only have a battle where my Orks were able to shoot straight throughout the game (rather than just on the first turn as in this case) then I could really pull off a big win!

SHAME AND DEFEAT

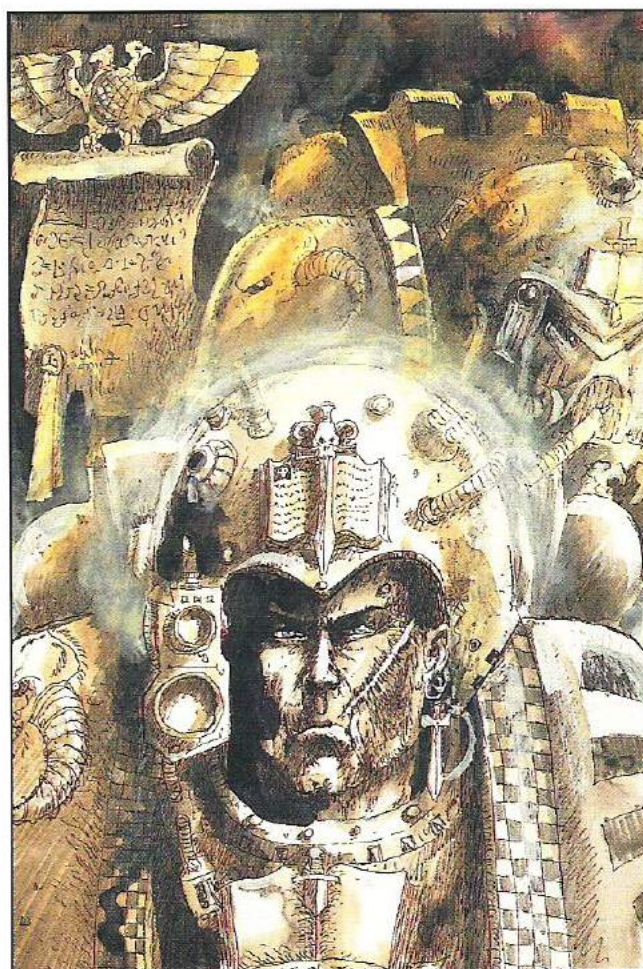
Oh the shame of it – defeated by the Orks! All I can say is that the Orks are back with a vengeance. My last outing against them in White Dwarf 171, was a completely different affair with me being the side doing the thrashing. The new Ork Codex makes fighting the Ork army a completely different prospect.

The hero of the Ultramarines was their Commander who almost single-handedly halted the Ork advance. As Jervis says – “real heroes get stuck in” and he certainly did that, taking on bikes, battlewagon and the Ork Dreadnought in hand-to-hand combat and emerging without a scratch. Once again the large amount of equipment I gave him proved a worthwhile investment as the Commander’s *Combat Drugs* and melta bombs saved me from complete embarrassment. Characters like this cost lots of points and some players feel that it is too risky to add to this cost by giving them lots of wargear. I disagree and usually ‘tool-up’ my best characters with all sorts of equipment. Characters have access to a lot of wargear that normal troopers do not, so why not use it? This is especially true of extra defences such as displacer fields or *Aegis Suits* which protect your expensive investment. On the subject of psychic protection, I always think that having several psykers is a good thing but Jervis managed quite adequately with only one and a second level one at that. I’m not convinced yet but I’ll have to experiment with taking fewer psykers if only because it means I can take more guns!

I am always impressed by the resilience of the Space Marines. When they have their backs to the wall they are able to pull off some incredible feats. Usually, they are badly outnumbered and they have to pick and choose their shots very carefully, using the smallest number of men you can to get each job done – a surgical operation rather than the Ork’s sledgehammer. When things begin to go wrong, whether through your own fault or simple bad luck, then you have the exacting task of struggling to scrape through against the odds. This is when the Space Marines come into their own. With their ability to keep on going despite losses and their high kill ratio (they kill a lot of the enemy for each model they lose) they are the ideal troops to have when you are in a corner.



One slightly unusual aspect of my use of the Ultramarines was my use of ten man squads. Like most players I normally split Space Marines into five-man combat squads, but against the Orks I prefer keep them in larger units. This is because bigger squads survive longer than little ones and have to take fewer leadership tests. Also, because the large Ork mobs have to fire at the same target your squads are likely to take a lot of damage in a short space of time. Big squads survive longer and deny the enemy victory points for reducing them to 50% strength. If I had fielded my Assault and Tactical squads as five-man combat squads Jervis would have probably got some VPs for the number that he killed. As it was, neither was reduced to 50% and he got nothing for his efforts.



Where I really lost the battle was my sloppy use of the Assault squad. With some armies you have enough troops for it not to matter all that much if you bungle the deployment of a squad or two. Not with the Space Marines. I had recently been using the Eldar and their Swooping Hawks who are similar to Space Marine Assault troops in that they can jump over terrain features, but importantly different in how the rules work. As it was I deployed my Assault Marines as if they were Swooping Hawks and suffered for my mistake for the whole battle.

Despite the fact that I lost I was pleased that I stopped Jervis from getting his primary objective and was unsurprised that I didn't achieve mine. I never thought that there was a great chance of my assassinating Ghazghkull in three turns, and when the Librarian died I was forced to abandon this mission completely, and concentrate instead on keeping Jervis out of my deployment zone.

Looking across the table for a moment, I think that Jervis played very well, demonstrating what you can achieve with the Orks if you understand their strengths. One of his best moves, judged by the amount of trouble it caused me, was to have the Deathskulls and Snakebites on overwatch for much of the battle. This meant that it was suicidal to use the jump packs as it would just place the Assault squad in a better place for the Ork's heavy weapons to shoot at them. I hadn't really thought this through properly and spent the battle without any real plan for the Assault squad. This underlines, again, the benefit of knowing your foe and finding their weak points. The best way of doing this is to play with the army yourself so that you understand it from your own experience – my next project is a Blood Axe and Snakebite army...

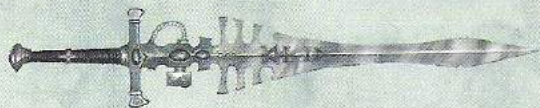


HOLD THE LINE

By Jake Thornton and Adrian Wood

Ragnar Blackmane leads the Space Wolves in a bloody assault on an Eldar position. This close-fought game uses the Battle Bunker rules and missions from White Dwarf 169.

The time for war had come again. Once more the calm of the Dome of Crystal Seers must be abandoned for the clamour of battle. If he had been younger he might have bemoaned this passing of tranquillity, or felt some self-pity for his burden – but no longer. Now Eldrad Ulthran, Farseer of Ulthwé, saw only his duty – to guide the Eldar to the safest of the many possible threads of destiny.



The visions had started as a mere glimmer of unease but now they were painful in their intensity. Soon, very soon now, a rift would open to the warp. A tear would appear in the very fabric of space, and through it would pour foul Chaos legions of the most unspeakable abominations to kill and maim and despoil. They would fall upon the Imperial colony of Dabenlar IV and destroy every living thing.

Whatever the twisted reasoning of the Chaos gods, this insignificant little colony was the key to a great disaster. Stop Chaos here and they would be halted for decades, fail and they would conquer a hundred planets.

He had seen it on Haran many years ago, when the gods of Chaos encroached upon the worlds of real space. From the warp they had come to ravage the colonies of the Exodite Lords. Eldrad had foreseen their attack and the hastily summoned Eldar fought desperately to push the twisted Chaos hordes back through the rift and into the warp. Victory belonged to the Eldar but at a terrible cost and since that time, the shattered planet had been known as Haranshemash – the world of blood and tears.

He had gone in person to the Imperial Governor but it had all been in vain. Eldrad had spoken of the great

danger but the fool had just laughed in his face. "Chaos is just a myth, old man" he had said. Plainly he did not understand.

Yet while the Imperial Governor blindly led his people over the edge of the blackest abyss, Eldrad clung to the hope that the disaster could be averted. The Imperial forces were strong and could defeat the might of Chaos if they were alerted in time. If they were not prepared for war they would be overrun before they had a chance to muster.

How could he make them listen? How could he force them to defend themselves? If they did nothing they would be butchered even before they lifted their weapons. The answer was a desperate one and one which Eldrad had striven to avoid, but there was no choice – he would attack the planet himself. It didn't matter if the Imperial forces were there to defend from Eldar aggression or from the dark creatures of the warp. All that mattered was that the forces of Chaos were met with the strongest armies wherever they attacked. This was the only way.

The Eldar attack had been swift and precise, overrunning the defences on a small peninsula. Across the neck of this land was an ancient line of bunkers and forts whose sturdy armoured sides were a reminder of past wars. Attack after attack failed to dislodge the Eldar from their well protected position and in panic the Governor had pleaded for the aid of the Space Marines.

Battle Companies of the Space Wolves and Ultramarines Chapters answered the call. These Space Marines would make the next attack. No Eldar could stand before the might of the Emperor's finest warriors.

As the early morning light broke over the distant mountains, Eldrad gazed over the field before him. They were coming, he thought, the Space Marines were coming... and soon too was Chaos.



INTRODUCTION

Following the release of the Space Wolves and Eldar Codex books for Warhammer 40,000, Adrian and Jake had been itching to fight another battle. Both of them had been playing with the Dark Millennium rules for several months but not against each other, and they wanted to see what unpleasant surprises they could unleash.

They decided to fight a battle using the rules for battle bunkers and the two new mission cards printed in White Dwarf 169. In a reversal of their normal tactics, Adrian took the more defensive role of the *Hold the Line* mission with the Eldar, whilst Jake took command of the Space Wolves on a *Bunker*

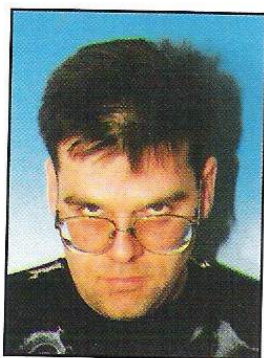
Assault. As *Bunker Assault* is so difficult to achieve in four turns, the battle was fought over six turns as described on the mission card. Both armies were selected from the Studio miniatures collection using the latest Codex books.



As usual, we took notes and snapshots during the game which enabled us to recreate the most interesting parts of the battle later under proper photography lights and with better equipment.

THE ELDAR PLAN

By Adrian Wood



Once again I was facing my arch enemy in a new guise. Jake and I have fought against each other many times, and several of our battles have been reported in *White Dwarf*. I hadn't beaten him yet (in print) but I felt that this would be the time.

One of Jake's strengths is that he always has a very clear plan in mind when he plays. In order to beat him I had to anticipate what

this plan would be, and come up with my own counter-strategy. To begin with, I carefully considered my objectives. My task was to defend the bunkers and crush the Space Wolves' advance. It was obvious that this would force me to engage in both a defensive and an offensive battle, and so with this in mind I started to select my force.

Firstly, I bought the three battle bunkers. These would form the defensive line that I had to hold. Then, with their 150 points accounted for, I turned to the army itself. Starting with the characters section, I chose the Farseer of Ulthwé, Eldrad Ulthran, to act as Army commander. For sheer psychic power and intimidation factor he was a must. I equipped Eldrad with the *Staff of Ulthamar* and a *Displacer Field* for protection. I also took a Warlock Master to give me access to even more psychic power. He was armed with one of the special Eldar wargear cards – a *Singing Spear*.



I knew that Jake would want pound my bunkers from a distance with whatever heavy weapons he could muster. I might easily find myself facing lascannons carried by Space Wolves Long Fangs, or by a tank of some kind. In order to deal with any support weapons, and also to keep the Space Wolves at bay, I decided to take both a War Walker and a Dreadnought. With two of these devastating machines I hoped to be able to match the Space Marines in heavy firepower, and to draw some of the attention away from my more vulnerable foot troops.



To give support to my advancing squads and threaten any vehicles, I decided to use a lascannon mounted on an anti-grav platform. This was positioned in a bunker to create a secure gun-emplacement. With my characters and support chosen, I turned to the squads.

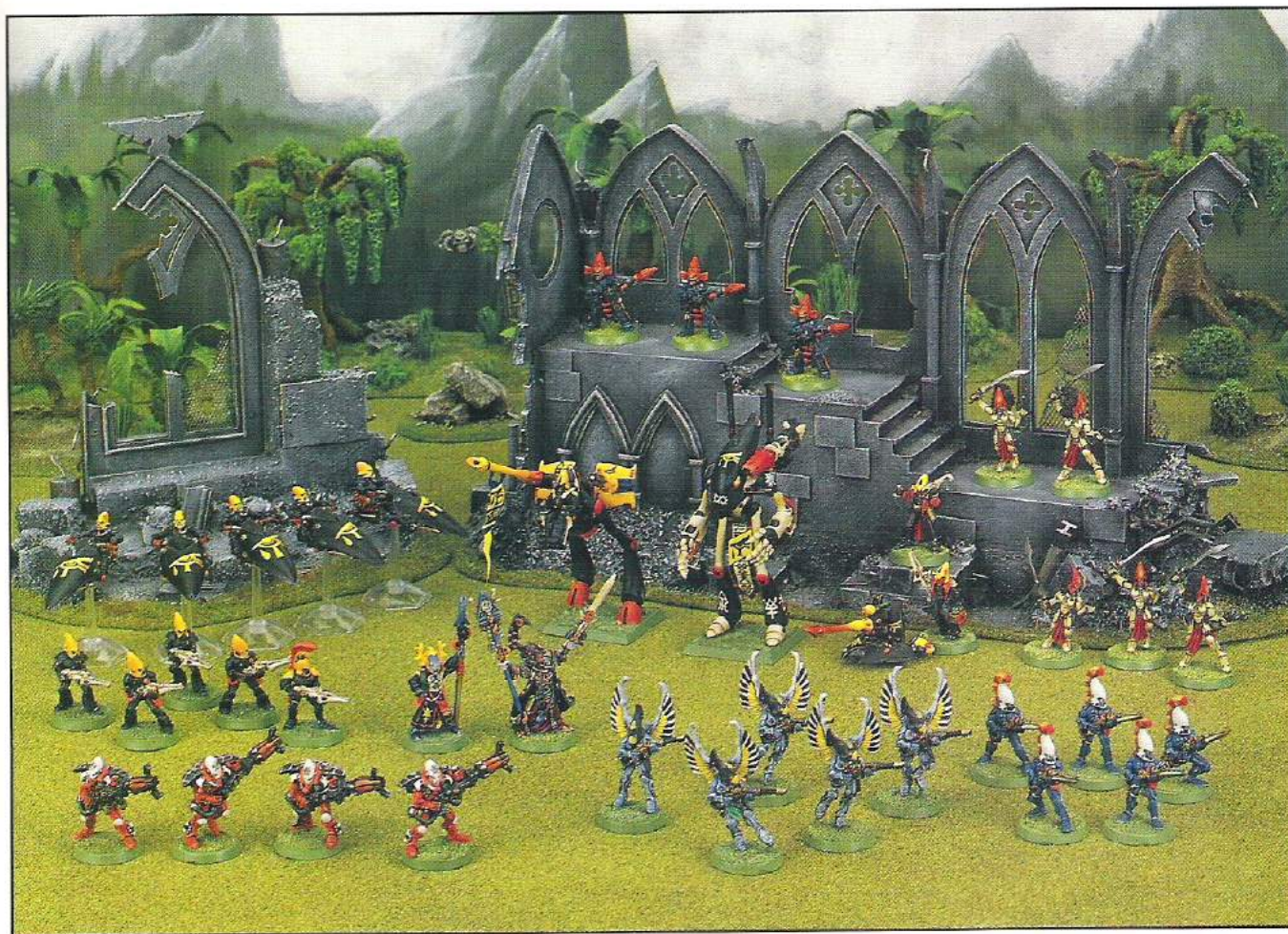
To start with, I chose Warp Spiders, Swooping Hawks and a Guardian squad on jetbikes to weed out any advancing Space Marines before they could get dug in on my half of the battlefield. These highly mobile squads would form my "aggressive defence".

Should the Space Marines overcome the advance guard, they would have to fight their way past a squad of the lethal Howling Banshees. These deadly Eldar warriors would have the kind of mobility and power to counter any charge the Space Wolves might make at the bunkers.

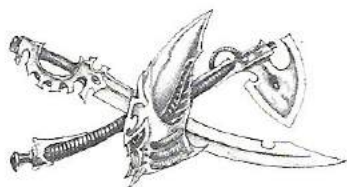
My final choices of troops were to defend the bunkers themselves and provide a reserve to plug any gaps which appeared in the "aggressive defence". Firstly, I chose a Guardian squad to occupy one of the bunkers. This was followed by a squad of Dire Avengers who would guard one of my flanks. The last squad I took was the obligatory Dark Reapers. These Aspect Warriors are some of my favourite troops as they can destroy almost anything from the other side of the board! I decided to place them on the roof of my right hand bunker. From here they should be able to cover most of the battlefield, and would be well protected should they be seriously threatened and have to drop through the roof-hatch to safety.

Before we started the battle we dealt out the strategy cards. I got *Flank March*, *Malfunction*, and *Look Out Sir – Aargh!*. Normally, I would have only got two, one for each thousand points in the army. However, my commander was Eldrad Ulthran whose precognitive powers are so good that he is allowed an extra strategy card. I decided to send the Howling Banshees on the *Flank March* so that they could give Jake a nasty surprise later. The other two cards I kept in reserve.

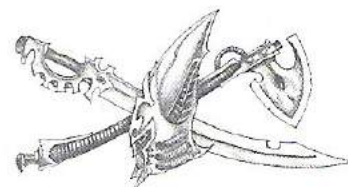
Looking at the army I had chosen, I was very happy with the spread of different squads and vehicles. This diversity would give me a great deal of flexibility to respond to Jake's attack wherever it came.



2000 POINT ELDAR ARMY



Eldrad Ulthran, Farseer of Ulthwé. He is protected by a *Displacer Field* and carries the *Staff of Ulihamar*.



3 Dark Reapers.



Warlock Master protected by a *Conversion Field* and armed with a *Singing Spear*.



5 Howling Banshees.



4 Warp Spiders.



5 Swooping Hawks.



5 Dire Avengers.



5 Guardians wearing mesh armour and armed with shuriken catapults.



Dreadnought with heavy plasma gun, power fists, shuriken catapult and flamer.



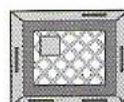
Lascannon on Anti Grav Platform. The 2 **Guardian** crew wear mesh armour and carry laspistols.



War Walker with scatter laser and lascannon.



5 Guardians riding jetbikes armed with twin shuriken catapults. The riders wear mesh armour and are armed with lasguns.



3 Battle bunkers.

BUNKER ASSAULT

By Jake Thornton



Bunker Assault is not one of the easier missions to accomplish. You do, however, get an extra two turns to charge across the board, so it *is* achievable with enough brute force and determination. Personally, I rather like the opportunity to play a longer game as it gives you a chance to observe the to and fro of fortune as attacks and counter attacks build up. You

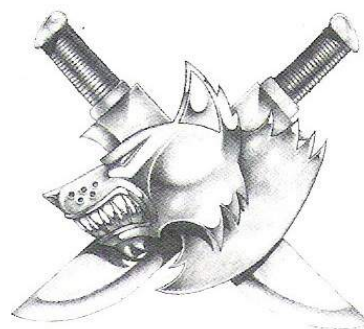
can afford to be a bit more careful on your approach to your objective and this encourages better play. The possibilities for bloodshed are also increased as you have two extra turns in which to kill the enemy! The only difficulty in fighting extended battles at home is being able to leave the battlefield set up if you can't finish the game in one go.

SPACE WOLVES PLAN

With the *Ambush* strategy card I was able to sneak one of the Blood Claws battle packs an extra 12" forward and have them set up both hidden and on overwatch. This forward position



would both hinder the Eldar movement and help to cover my own advance as the second Blood Claws battle pack moved up. I intended to keep the overwatch for as long as possible as the threat of it is often more of a problem for your opponent than the effect of the fire it unleashes. Adrian would either have to limit his moves or try to take out the overwatching Blood Claws. Whatever he decided to do it would mean altering his plans which is half-way to upsetting them. Once the second battle pack had advanced to join the first, they would form a single wave of deadly close combat troops who would smash aside the Eldar defences in a final assault.



My Long Fangs, Land Raider and the Space Wolves Dreadnought Bjorn the Fell-Handed would all provide heavy covering fire from my deployment zone. I chose these forces specially for this task and knew that they were the best that was available. With this primary duty in mind I would have to resist the temptation to attack with everything all at once. I would only advance with these troops to provide close-in support if the assault was to fail and had to be withdrawn, or if the objectives were taken and the Blood Claws needed help beating off the inevitable Eldar counter attacks.

My left flank was far less important as it didn't face any of the battle bunkers. Even so, I still had to deploy something there just to tie down whatever Adrian had. I decided that this end of my line would be covered by the Adeptus Astra Telepathica Psyker Champion on his own. Although he was only one man, he had the awesome psychic power *Lightning Arc* which could potentially destroy any enemy squad in one fell swoop. He also had the power *Machine Curse* to attack the Eldar War Walker or Dreadnought if either of these was placed in range. With these powers he would easily be able to tie down a much larger force and give the Space Wolves on the rest of the battlefield an easier task.

As with any other Space Marines, it's a good idea for the Space Wolves to only attack on a limited front as you get so few troops for your points. With the Psyker Champion keeping the Eldar busy at one end of the battlefield, I would be able to concentrate almost my entire force of the Emperor's finest warriors at the other.

I could see it already... As the heavy guns and missiles of the Long Fangs, Land Raider and Bjorn the Fell-handed pounded the defences, the attack would begin. Battle packs of Blood Claws armed with assault weapons and melta bombs would surge forwards to overwhelm the battered and dazed Eldar defences. Bunkers would be captured in vicious hand-to-hand fighting or destroyed in earth-shaking explosions by the hand-placed demolition charges. Victory would be swift and total!

At least, that was the plan...



2000 POINT SPACE WOLVES ARMY



Wolf Lord **Ragnar Blackmane** wearing power armour and a *displacer field*. He is armed with a *Master-crafted Bolt Pistol* and the chainsword *Frostfang*.



Rune Priest **Njal Stormcaller** wearing power armour, a *displacer field* and the *Hood of Gnyrrl*. He is armed with a *Runestaff* and is accompanied by *Nightwing the Psyber Raven*.



Space Wolves **Iron Priest** wearing power armour and armed with a bolt pistol and a power axe.



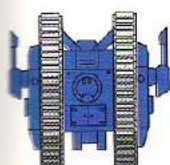
Imperial Assassin equipped with *Polymorphine*, *Combi-weapon*, Melta bombs, *Combat Drugs*, power sword and laspistol.



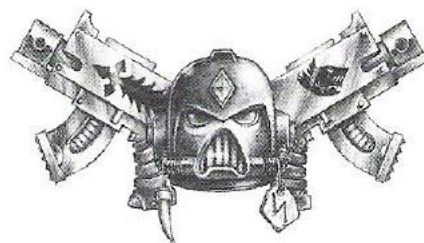
Psyker Champion wearing flak armour and armed with a laspistol and a *Force Rod*.



Bjorn the Fell Handed, Space Wolves Dreadnought.



Ultramarines **Land Raider** with additional auto-launchers loaded with blind grenades.



Long Fangs Sergeant wearing power armour and armed with a bolt gun and power axe.



4 Long Fangs wearing power armour and armed with a lascannon, heavy bolter and two missile launchers.



Blood Claws Sergeant wearing power armour and armed with a chainsword, power fist and melta bombs.

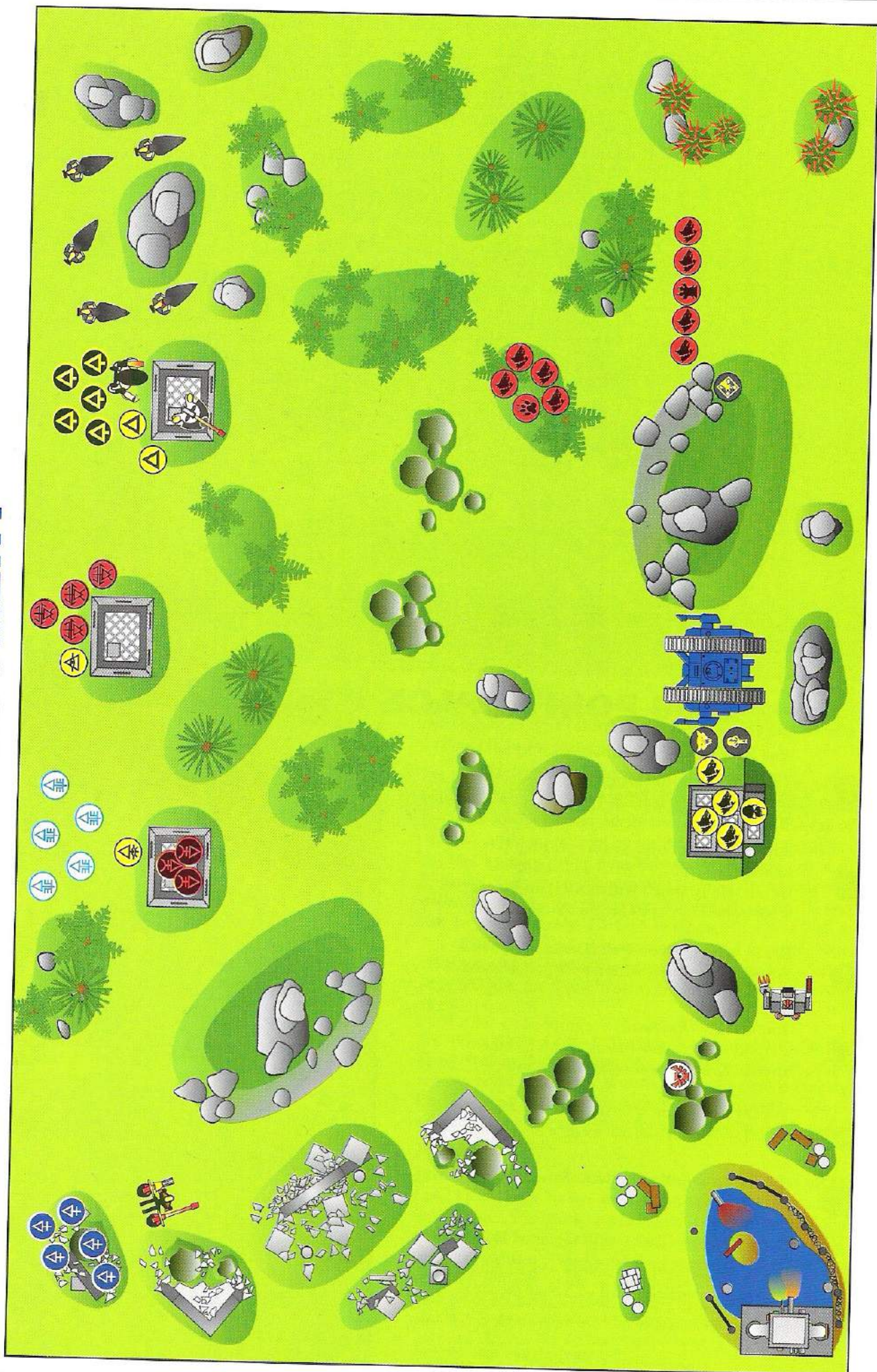


Blood Claws Veteran wearing power armour and armed with a hand flamer, power fist and melta bombs.



8 Blood Claws wearing power armour and armed with various assault weapons and melta bombs.

DEPLOYMENT



SPACE WOLVES TURN 1

Jake: Having won the dice roll for first turn, I began the Space Wolves' attack by moving both Bjorn and the Land Raider forward into their firing positions. From these advanced positions they would command the centre of the battlefield with their heavy weapons, cutting down any Eldar who were foolish enough to stray into the open.

On my right, as the first Blood Claws pack waited in ambush the second ran forwards to join them, followed by Ragnar and Njal. I didn't want either of these two powerful characters to be killed early in the battle so they were slightly behind the Blood Claws. When the time came to commit them they would charge in with the rest, but to start with it seemed wise to be careful with them.

On the other side of the battlefield, the Psyker Champion dodged from crater to crater. This closed the range so that he could wreak havoc with his psychic powers of *Machine Curse* and *Lightning Arc* in the following turns. If I could bring down the War Walker then it would divert a lot of Adrian's attention away from the Blood Claws.

I began the shooting phase with what was intended to be a preparatory barrage of heavy weapons' fire from the vehicles and Long Fangs. Things began to go wrong immediately.

Bjorn's assault cannon proved to be just half an inch out of range of the Dark Reapers atop their bunker, and his shot was completely wasted. The Land Raider also opened fire at the Dark Reapers' bunker with its twin lascannon and with an evil grin Adrian played the *Malfunction* strategy card. I watched in complete horror as he rolled two sixes in a row, blowing up the weapon and causing a secondary explosion in the engine that killed the crew and span the crippled machine around. A smouldering wreck worth 225 points and not a shot fired!

I looked to my Long Fangs for some solace but they fared little better. Their heavy bolter rolled double jams on the sustained fire dice! The lascannon missed Adrian's War Walker!! And one of the missile launchers failed to hit the Dark Reapers!!!



Only the second missile launcher hit anything at all. As it struck the War Walker's rider I thought for a moment that I was being repaid for all my bad luck, but I was wrong. Adrian laughed as the krak missile bounced harmlessly off the special power field protecting the Eldar and my shooting phase came to an end having achieved nothing.

Gnashing my teeth, I rolled an 8 for the number of warp cards and started by using *Machine Curse* against the War Walker which was now in range of my Psyker Champion. Adrian nullified it, and tried in turn to place *Battle Fate* on his Dark Reapers. This was nullified in turn and the psychic phase ended with both sides storing force cards for future use.

By the end of this nightmare first turn I was tearing my hair out. The preparatory bombardment hadn't killed anything at all and had cost me the Land Raider. This was a very poor rate of exchange and I now had to face the fire of the unscathed Dark Reapers.



SPACE WOLVES TURN 1



ELDAR TURN 1

ELDAR TURN 1

Adrian: I couldn't believe the events of the Space Wolves' first turn! Once I'd stopped laughing I picked myself up off the floor and started my move.

On my right flank, I advanced the War Walker so that it could target the Long Fangs with its scatter laser and lascannon. Unlike this deadly vehicle, the Dire Avengers had no long ranged weapons and were next to useless thanks to Jake's careful positioning of his troops. To get them into the battle I

With the Howling Banshees still on their *Flank March* I wasn't able to advance them onto the battlefield, but I still had plenty of other Eldar to move. I sent the Swooping Hawks flying high over the battlefield and the jetbikes skimming through the woods, hunting for the Blood Claws. Unfortunately, the Blood Claws were too deeply hidden to be targeted by the riders.

Behind the advancing jetbikes, the Guardian squad emerged from behind the bunker and ran forwards. The Dreadnought too came out of hiding and repositioned itself so that it could pinpoint a single Blood Claw amongst the dense foliage.



As the Eldar prepare their defences...

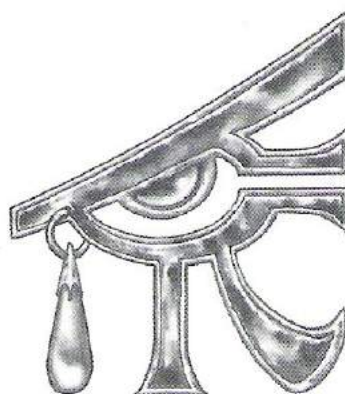
began to move them towards my left flank as fast as I could. I dropped a single Dark Reaper through the hatch into the right hand bunker – I wasn't going to get away with having three Dark Reapers in plain view again. I must remember in future to hide troops in cover at the beginning of a battle!

I opened the firing with the two Dark Reapers still on the roof of the bunker. Both of their krak missiles hit Bjorn the Fell-Handed on the same arm, but only one managed to penetrate his immensely thick armour. With the possibility of losing the second of his vehicles so soon, Jake looked on nervously as I rolled the dice for damage, hoping for a 6. Sadly, I only rolled a 2 and Jake breathed a sigh of relief. With Bjorn's special pool of dice modifiers, the damage was reduced to a 1 which was as low as it is allowed to be modified. Bjorn's assault cannon was now partially paralysed and although it could still fire, it couldn't be used in hand-to-hand combat and reduced his number of attacks by 1.

Next, I fired the War Walker's weapons at the Long Fangs. The lascannon killed one of the Space Marines but the scatter laser failed to wound either the Sergeant or the Long Fang with the missile launcher – even though it peppered their position with six shots!

The Dreadnought had moved from behind the left-hand bunker so that it could see a single Blood Claw between the patches of jungle. Now it opened fire with its deadly heavy plasma gun but the shot went wide and the incandescent ball of plasma flew past its target and exploded, setting fire to some trees with the blast.

I rolled six warp cards and began the psychic phase with my commander – Eldrad Ulthran. I tried to use *Guide* to fire the Dreadnought's heavy weapon at the Blood Claws again, but



Jake nullified it. Njal then placed a storm of *Hellfire* over the jetbikes which killed one of the riders and sent the vehicle spinning out of control.

TURN 1 VICTORY POINTS

ELDAR 4 POINTS

SPACE WOLVES 0 POINTS



...the Space Wolves attack!



SPACE WOLVES TURN 2

SPACE WOLVES TURN 2

Jake: In an attempt to reclaim something from the damaged Land Raider, I sent the Iron Priest to try and repair it. Rolling a 1 he found the machine completely dead and was only able to chant a litany for its departing spirit. Despite this, I decided to leave him there to fire the intact lascannons on the right hand side which had luckily been left in quite a good position. This regained some heavy weapons for me, and also denied Adrian the full VPs for the Land Raider as it was no longer crewless.

On my right flank, Njal moved up behind the Blood Claws who were still waiting in ambush for the Eldar. The second battle pack continued to advance under the watchful eye of their commander, Ragnar Blackmane, who remained in cover behind them.



ELDAR TURN 2

Across the battlefield, Bjorn walked straight forward ensuring that his target wouldn't be out of range this turn. Luck wasn't with me though, and his assault cannon still missed the Dark Reapers who seemed to be leading charmed lives! The Long Fangs had lost one dead and another was busy clearing a jammed weapon so their firepower was rather depleted. However, the remaining two Long Fangs with missile launchers fired again. Both missiles found their marks, one bouncing off the armour on the War Walker, the other killing one of the Dark Reapers – at last!

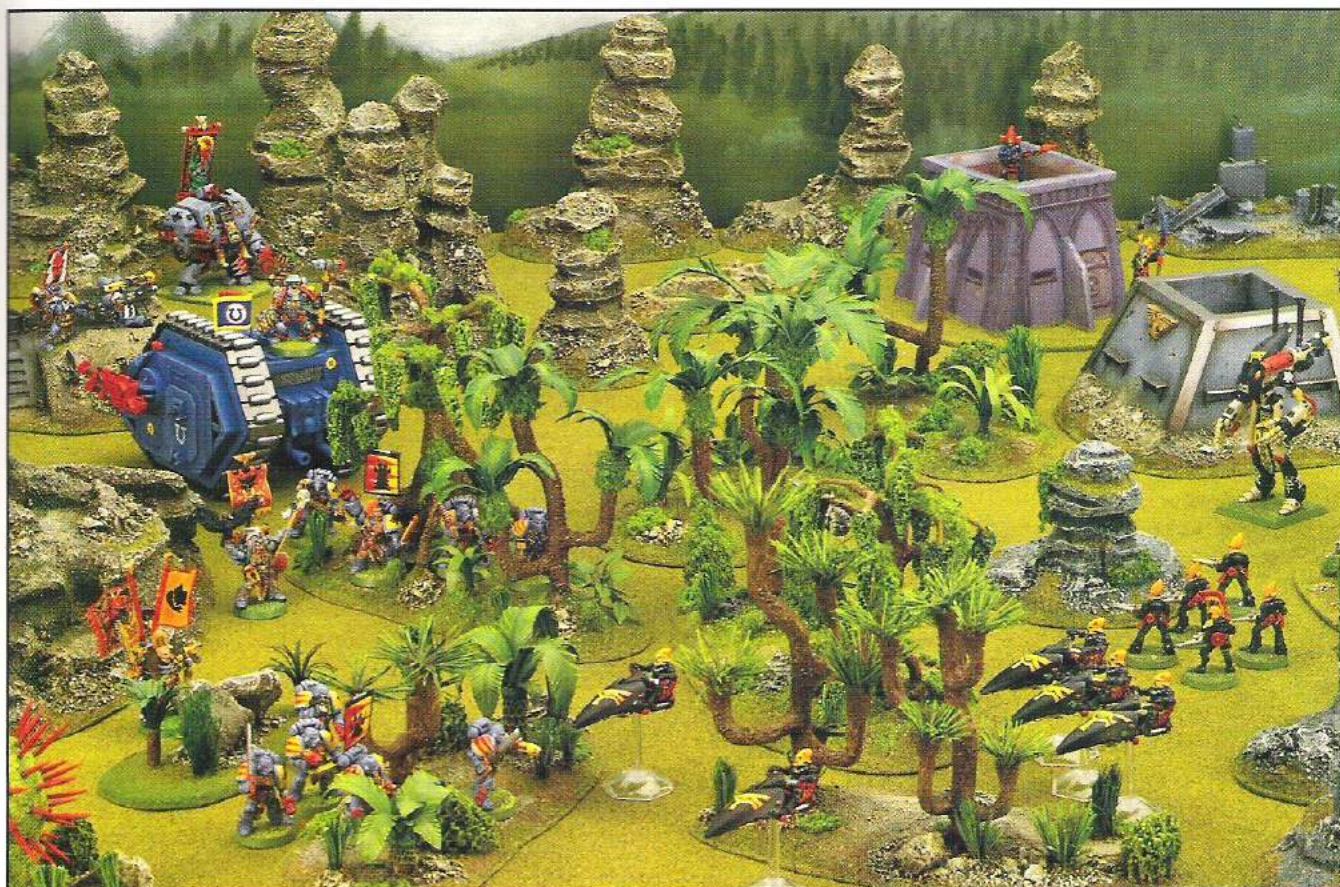
On my far right, the advancing Blood Claws pack opened fire on the rapidly closing jetbikes, damaging one of them with a lucky plasma pistol hit. With part of it shot away, Adrian would now have to roll each turn to maintain control of the vehicle.

In the psychic phase my Psyker Champion tried again to *Machine Curse* the War Walker. Adrian played *Daemonic Attack*, automatically nullifying the power and dragging my unfortunate Psyker Champion into the warp and his doom. The Eldar Warlock then played *Fortune* on the Dark Reapers to add +2 to their saving throw. At the other end of the battlefield Njal placed a storm of *Hellfire* on the Guardian crew of the weapons platform but failed to hurt either of them.

ELDAR TURN 2

Adrian: With one Dark Reaper dead, things were starting to get a bit more dangerous. I didn't think that the Blood Claws were close enough for me to charge with my Howling Banshees so I decided to delay the arrival of my *Flank March* for a turn. Starting with the compulsory moves, the first out of control jetbike veered off and nearly collided with a tree, while the second failed to respond to its rider's commands and powered forward.

Jake kept glancing at the Warp Spiders in a suspicious way and in a flash of sudden paranoia I realised that the Assassin could easily be one of them! For Eldrad's safety I quickly warp-jumped these Aspect Warriors out of charge range.



Eldar jetbikes lead the counter-attack as the Space Wolves close in.

On my left, the Dreadnought, jetbikes and Guardians advanced to repel the Blood Claws. As they moved into range Jake opened fire with his Blood Claws who had been waiting in ambush on Overwatch. Luckily the only casualty was the rider of the jetbike which was already out of control. The lead jetbike returned fire and managed to hit every single one of the Blood Claws in the jungle but their toughness and power armour meant that I didn't slay a single trooper!

I repositioned the Dark Reaper inside the bunker to fire through a vision slit whilst his companion on the roof fired at Bjorn. His aim was good and the krak missile smashed into the Space Wolves' Dreadnought, hitting him on the left arm but failing to get through his thick armour. Next it was the turn of the Long Fangs who came under heavy fire from my War Walker. Much to my frustration, the lascannon missed and all of the scatter laser's hits failed to wound. I then turned to my Dreadnought and fired its heavy plasma gun at the Land Raider. Unfortunately, I forgot to fire on maximum power, the only setting at which a heavy plasma gun has any real chance of penetrating a tank's armour, and so the Iron Priest was safe.

I rolled a paltry three warp cards and the Warlock Master immediately cast *Battle Fate* on the Dark Reapers. Njal tried to play *Hellfire* once again, but before he could even declare a target I had nullified it.

TURN 2 VICTORY POINTS

ELDAR 3 POINTS

SPACE WOLVES 0 POINTS

SPACE WOLVES TURN 3

Jake: Before I did anything else I revealed that one of the dreaded Warp Spiders was, in fact, an Imperial Assassin using *Polymorphine*. To add insult to injury, the morale of the remaining three Warp Spiders failed and they ran from the battlefield! Ignoring the fleeing Aspect Warriors, the Assassin used his *Combat Drugs* which doubled his movement, and then charged the Farseer Eldrad Ulthran. Adrian's ploy of moving the Warp Spiders to a safe distance hadn't worked as the *Combat Drugs* meant that Eldrad was still in charge range.

In the centre of the battlefield, Bjorn advanced to close the range for his flamer and lightning claws. On my right, the Blood Claws who had sprung their ambush now began to advance, followed by Njal. The second Blood Claws pack prepared to fire again at the jetbikes who barred their way.

Bjorn the Fell-Handed began the firing with his assault cannon, finally hitting the remaining Dark Reaper on top of the bunker – seven times! The Aspect Warrior was cut to pieces, but the last survivor of the squad was safely hidden inside the bunker and passed his break test.

Whilst the Long Fang with the heavy bolter cleared his second jam, the rest of his squad fired again. Another krak missile bounced harmlessly off the War Walker and a frag missile failed to find the vision slits on the Dark Reaper's bunker, exploding ineffectively against its side.

From the crippled Land Raider the Iron Priest fired twin lascannons at Adrian's Dreadnought. Both shots hit the legs but unluckily neither penetrated the armour and the machine was undamaged.

Finally, the Eldar jetbikes came under fire from my Blood Claws. Plasma pistols and rapid firing bolt pistols peppered the vehicles with shots, hitting them five times. To my complete frustration, all of the hits struck the bikes instead of their riders and none of them was even scratched, let alone destroyed!

For the first time in the game we had a hand-to-hand combat phase with the fight between Eldrad and the Imperial Assassin. Metabolically accelerated by his *Combat Drugs*, the Assassin rolled eight dice for his attack and managed to roll four 1's! Despite these fumbles he still beat the Eldar, hitting the Farseer twice, but all to no avail as Eldrad's displacer field carried him to safety. Muttering under my breath I rolled for the warp flux and got a 5.

As Eldrad had escaped my assassination attempt, I had another go at him. Njal tried to use *Hellfire* on the Eldar Farseer but Adrian played *Reflection* and it rebounded back at my Rune Priest. Unluckily for Adrian, it failed to reach my lines, bursting into fiery life over a patch of jungle. Next, Eldrad unleashed the *Eldritch Storm* on the Blood Claws closest to him and they were blown out of the cover of the jungle into the open ground under the shuriken catapults of his Guardian squad. As there was nothing I could do to help the Blood Claws I turned my attention elsewhere, nullifying the *Fortune* that had been placed on the Dark Reapers in the previous turn. Finally, I rolled to see if the Assassin's *Combat Drugs* remained in effect, which they did.

ELDAR TURN 3

Adrian: Jake had played his hand at last. The psychological advantage of a polymorphed Assassin was over, and Eldrad had survived the attempt on his life. As far as the Warp Spiders were concerned, I must say that if a friend of mine turned out to be an Imperial Assassin I would run for it too!

Now the time had come for me to play *my* hand. Firstly I declared that the Howling Banshees would charge the Blood Claws nearest the table edge, and used the *Flank March* strategy card to bring them onto the battlefield. I also declared

a charge by the Dreadnought against the Assassin. It should be noted that although the Dreadnought couldn't actually see the Assassin when the charge was declared, the Assassin's position was known to the Eldar and so the Dreadnought was allowed to charge. Only if the Assassin had been hiding would a charge have been impossible.

Meanwhile, I had to roll for the compulsory movement of the crippled jetbikes. One moved completely off the table, and the second flew crazily across the board.

The Howling Banshees passed their Leadership test to arrive on time from their *Flank March*, and pounced on the Blood Claws. The Dreadnought clashed with the Assassin whilst I moved Eldrad against the bunker wall and out of harm's way. I had to keep the Assassin occupied for as long as possible until his *Combat Drugs* wore off.

To coincide with the charge of the Howling Banshees I landed the Swooping Hawks behind the cover of a huge, red barbed cactus in the corner of the battlefield. They would be able to reach the Long Fangs in a turn or two of flying as long as they weren't shot up by Ragnar first.

I sent the remaining jetbikes and the Guardians after the Blood Claws who had been thrust into the open by the *Eldritch Storm* during the last psychic phase. Behind them the lascannon on the anti-grav platform finally had a target – by moving slightly, the crew could just see the bulky form of Bjorn the Fell-Handed.

On my right flank the Dire Avengers continued their race to get across the board whilst there were still Space Wolves to kill. Meanwhile, the War Walker moved a fraction to get a clearer line of sight to the Long Fangs.

I began what I hoped would be a bloodbath by firing my lascannon on the anti-grav platform at the ancient Dreadnought. Bjorn was struck again, the searing heat tearing through his armour and ripping off his assault cannon arm!

Next, I tried to reduce the threat posed by the Long Fangs by gunning them down with the War Walker. I forced a break test on them after the lascannon killed one of the Space Wolves armed with a missile launcher. They passed the test which didn't particularly surprise me as Long Fangs are notoriously hard to break. Unfortunately, I couldn't pin-point the rest of the squad so they were safe for another turn.

The Guardians and the jetbike squad shot up the Blood Claws, killing three of the squad who had been blasted out of their cover. Nearby, the Howling Banshees cut down four of their paralysed opponents in the second Blood Claws squad. The survivors of both Space Wolves squads passed their break tests but were



SPACE WOLVES TURN 3

now in no position to threaten my line. The Assassin out-fought the Dreadnought in hand-to-hand combat and Jake decided to use melta bombs to cripple the machine. Two of these thermal charges had no effect and the Assassin was still pinned in combat. Had I known about the melta bombs I might have thought twice about committing the huge machine, but it seemed to be holding its own for the moment.

Ten warp cards presented us both with a great opportunity to smash up each other's army. Eldrad began by playing *Doom* on the Assassin. Then, to my surprise, Jake used *Ultimate Force* for Njal to open a *Gate*. This power works by creating an opening in the warp in one place and an exit in another. Through this gateway a individual character or squad can instantly travel across the battlefield. Jake placed one end of the *Gate* a small distance away from Njal and the other end inside my middle bunker and there was nothing I could do to stop him! Eldrad gathered himself to use *Executioner* to fight Njal Stormcaller but Jake threw down *Destroy Power* and stripped me of it. He then tried to place *Iron Arm* on Njal but the Warlock nullified it after Eldrad had failed.



ELDAR TURN 3

A *Gate* was open into one of my bunkers and it was now Jake's turn to move.

TURN 3 VICTORY POINTS

ELDAR 5 POINTS

SPACE WOLVES 3 POINTS



The Howling Banshees enter from the edge of the table to pounce on the Blood Claws.



SPACE WOLVES TURN 4

SPACE WOLVES TURN 4

Jake: The Space Wolves had been severely mauled by the Howling Banshees, jetbikes and Guardians and I was forced to come up with a desperate plan. I had opened a *Gate* into the central bunker and resolved to capture it and make my last stand there. Space Marines are brilliant at defence and would be hard for the Eldar to wrinkle out of a bunker. Capturing it would also get me five victory points.

With this in mind, Ragnar Blackmane, Njal Stormcaller and the survivors of one of the Blood Claws battle packs all charged through the *Gate* to capture the bunker in the heart of the Eldar position. The Long Fangs too advanced towards the *Gate* which was overlooked by the protective shadow of the Land Raider.

In the middle of the battlefield, Bjorn was badly damaged but could still fight and ran forwards to assist in the defence of the newly captured position. All this neatly reversed the situation with the Space Wolves now becoming the besieged.

The only firing I had was the twin lascannon mounted on the damaged Land Raider. This was aimed at the bunker on my right in an effort to collapse it and reduce the hiding places left for the Eldar. I knew it was a long shot and wasn't surprised when it failed to penetrate the massive plasticrete sides. I had started the battle with five lascannons and with this number, the chances of

destroying a bunker or two with concentrated fire were quite good. However, I now only had one twin mount left and this was only really useful for picking off the odd carelessly placed trooper.

In the hand-to-hand combat phase, the last member of the beleaguered Blood Claws pack tore one apart one of the Howling Banshees with his power fist. Too far away from the *Gate* to escape his fearsome opponents, he screamed his death cry and threw himself at a second Aspect Warrior. He might not survive, but at least he would take some with him!

My Assassin continued to battle against the Eldar Dreadnought which was still standing despite being

repeatedly melta bombed. Again he won the combat, and placed two more of the explosive charges against the Dreadnought's legs. The Eldar machine staggered back from the blasts but remained operational and the Assassin quickly followed it up.

The warp flux generated six cards and I began the phase by using *Hellfire* once more, this time on the crew of the anti-grav platform. Both died in the firestorm leaving the weapon useless. Adrian took the *Eldritch Storm* back into his hand.

I rolled again for the Assassin's *Combat Drugs* which stopped working and wounded him into the bargain – I had been lucky not to lose them sooner. Locked in bloody combat with the Dreadnought, faith in the Emperor alone would have to carry him through now.



ELDAR TURN 4



The last of the Long Fangs fail to reach the 'Gate' and are slaughtered by the Swooping Hawks.

ELDAR TURN 4

Adrian: Jake's force was wrecked and all I had to do to win the battle was contain the Space Wolves in the bunker, keep the Assassin occupied and kill some more Space Marines!

There were still enough Long Fangs left to prevent me from achieving my primary objective and they were also worth a lot of victory points so I made them a priority target. They were already running towards the open *Gate*, and the Howling Banshees would take at least two turns to get to there. After considering my plan for the rest of the battle I decided to charge the Howling Banshees at the last of the Blood Claws. To my right, the out of control jetbike continued to career across the table.

Unwilling to restrain the Swooping Hawks any longer I launched an all-out attack. I dive-bombed two of the Long Fangs with these flying Aspect Warriors, working out the effects of the grenades as I dropped them, as we normally do with these troops. Moving Swooping Hawks is fraught with hidden difficulties. They must fly in straight lines and cannot land within one inch of another model, a terrain feature or each other. With all these considerations they could only drop two krak grenades on the Long Fangs as they soared over. These killed one of the Space Marines and I still had three Swooping Hawks to attack the last two Long Fangs with their lasguns and grenades. Of course the Space Wolves passed their break test!

On my right, I moved the War Walker around the hill and took aim at Bjorn while the Dire Avengers at last advanced up to my right hand bunker. Inside this fortress, the last Dark Reaper took up a firing position facing the centre bunker which now contained the surviving Space Wolves. Eldrad moved into a blind spot hidden from any firing from within the bunker. The jetbikes began to circle back towards my deployment zone.

In the shooting phase, I watched in glee as the Swooping Hawks targeted the remaining Long Fangs with krak grenades and lasgun fire, killing them all. Over on the right, the War Walker fired its lascannon at Bjorn. This time, his left arm was destroyed, reducing his attack characteristic by another point. With both arms blown off, Bjorn the Fell-Handed now had no ranged weaponry left except his auto-launchers, and these were loaded with blind grenades!

In the hand-to-hand combat phase, the Howling Banshees cut down the last of the Blood Claws with ease, whilst the Dreadnought and the Assassin continued to brawl. The Assassin won the round of combat and hit the Dreadnought with his fifth and sixth melta bombs. Once again the explosions caused no damage and Jake stared in utter disbelief at his dice!

I rolled five warp cards and began the psychic phase with the Warlock who tried to play *Battle Fate* on my War Walker. Jake nullified the effect and unleashed *Hellfire* on two jetbikes which I nullified in turn. Then an idea struck me. Using three force cards that Eldrad had been storing in his *Staff of Ulthamar* I unleashed the *Eldritch Storm* once more. To Jake's surprise I used it on the bunker containing the last two Blood Claws, Ragnar and Njal. With the force of the storm contained by the bunker walls, the Space Wolves were effectively contained and could neither move or shoot for as long as it remained in play. Jake withdrew the *Gate*.

TURN 4 VICTORY POINTS

ELDAR 10 POINTS

SPACE WOLVES 9 POINTS



The Imperial Assassin destroys the Dreadnought at the height of the fierce struggle for the bunkers.

SPACE WOLVES TURN 5

Jake: By this stage I was running out of men to move, especially as most of the survivors were stuck in an *Eldritch Storm* and could neither move or fire! The heavily damaged Bjorn charged at the Dire Avengers but fell short of his prey by half an inch!



SPACE WOLVES TURN 5

With no more worthwhile targets in sight, the Iron Priest in the Land Raider continued to fire at the bunkers but without effect. Fighting back, Adrian's Dreadnought won the hand-to-hand combat and struck the Assassin who deftly dodged the blow.

Only three cards were dealt from the warp and both of mine were nullifies. Firstly I tried to nullify the *Eldritch Storm* that immobilised my men – and failed. Adrian hadn't enough cards to use a power so I had another turn and this time successfully nullified the *Doom* which had been placed on my Assassin in turn 3.

ELDAR TURN 5

Adrian: After a very short Space Marine turn I began to consolidate my position. As the last out of control jetbike flew off the board, I declared a charge by my Warlock Master against Bjorn the Fell-Handed. All of my unengaged squads converged on the bunkers including the Guardian squad who ran into the cover of the fortification containing the abandoned lascannon. The Swooping Hawks flew to the other side

of the hill away from the crippled Land Raider, and the Dire Avengers backed away from Bjorn. No one was in a position to shoot.

The Warlock beat Bjorn in hand-to-hand combat and inflicted a single Strength 7 hit with his *Singing Spear*. Unfortunately, I didn't have any force cards stored in it to increase the strength of the blow and, although I could have penetrated Bjorn's armour my dice roll was too low and it bounced off. The Imperial Assassin again beat my Dreadnought, this time smashing him with four more melta bombs. As the final explosion boomed out, the machine's legs buckled and it collapsed in a broken tangle of wreckage. The

Assassin was now free to move again and I expected him to try and attack Eldrad once more. Much to my relief, Jake used the Assassin's follow-up move to place him further away from Eldrad. Then it dawned on me where he was heading – the bunker containing my Guardian squad.

I rolled a total of eight warp cards for the turn, but first we dealt with the psychic power already in play. The Space Marines in the centre bunker were smashed about by the *Eldritch Storm* but all survived uninjured. As I surveyed my Warlock's powers, I suddenly noticed *Destructor*. Although I'd commanded Eldar armies in many battles, for some reason I'd never used this power before.— with the Warlock in combat with Bjorn I now saw the perfect opportunity to unleash it. The *Destructor* struck the Dreadnought with a S6 hit which wasn't very strong, but it was another chance to try to topple Bjorn. The dice weren't high enough to penetrate his armour but the power remained in play until nullified so I would probably get another chance next turn.

Then Jake tried another gamble. He opened a *Gate* in Njal's bunker and placed the opening in the bunker with the Dark Reaper! Should one of the Space Wolves be blown through the *Gate* by the *Eldritch Storm* next turn, the Dark Reaper would find himself fighting a round of hand-to-hand combat. Njal cast *Hellfire* which he didn't need line of sight to use and placed it on the Dire Avengers. I used *Reflection* to rebound the template back at the psyker, and it ended up covering both the Warlock and Bjorn. The Dreadnought was unaffected but the Warlock sustained a S5 hit which nearly wounded him.

Then I noticed that my jetbikes had their backs to the Land Raider and the Iron Priest had his finger on the trigger of the lascannons!

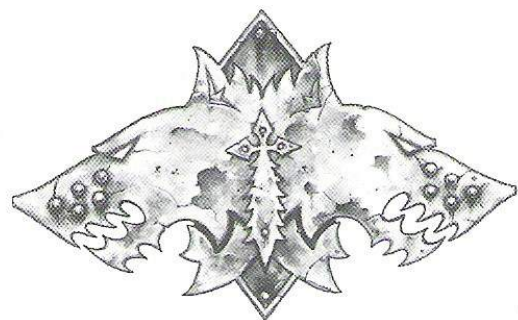


ELDAR TURN 5

SPACE WOLVES TURN 6

Jake: As I still hadn't been able to nullify the *Eldritch Storm* I only had two models left who could move and fire. Each would have to maximise the victory points they could get in this last turn. I began with the Assassin who charged the bunker containing Adrian's Guardians. I couldn't capture this fortification but at least I had a chance of destroying it!

With the bunker he had been firing at now allotted to the Assassin to destroy, the Iron Priest switched targets to the jetbikes, hitting a rider and killing him easily with the twin lascannons. This took the jetbike squad over fifty percent casualties and earned me another victory point.



Although it had taken ten melta bombs to kill the Dreadnought, they were still the best weapon I had against fortifications and so the Assassin used them to attack the bunker. The first didn't scratch the plasticrete surface but the second shook the whole structure. With the bunker weakened, I attacked with a third melta bomb but this exploded harmlessly like the first. I had one attack left and I really needed it to work. The Assassin placed the last of the melta bombs and stood back as it detonated. A mighty explosion ripped the bunker apart and the remains of the armoured walls crashed in on its hapless occupants. The bunker was completely destroyed and the Guardians inside all took hits from the falling rubble which wiped out the entire squad. Four more desperately needed victory points to the Space Wolves!

TURN 5 VICTORY POINTS

ELDAR 10 POINTS

SPACE WOLVES 11 POINTS



SPACE WOLVES TURN 6

nor the *Destructor* wounded their targets. However, the *Eldritch Storm* was still playing havoc with the beleaguered Space Wolves in the central bunker.

I had placed the *Gate* in the previous turn in the centre of the bunker so that there was a fair chance of at least one of the Space Marines inside being blown through and into contact – and therefore hand-to-hand combat – with the last Dark Reaper. Sadly, this cunning plan failed to bear fruit as the *Eldritch Storm* simply pressed the Space Marines further into the corners of the fortress. Ragnar even had to use his *Aegis suit* to save himself from taking a wound!

Meanwhile, Bjorn's struggle with the Warlock continued. Even though both of his arms had been blown off, Bjorn won the combat and wounded his enemy twice, only to see one of the blows deflected by the conversion field and the other career off the Warlock's elaborate rune armour!

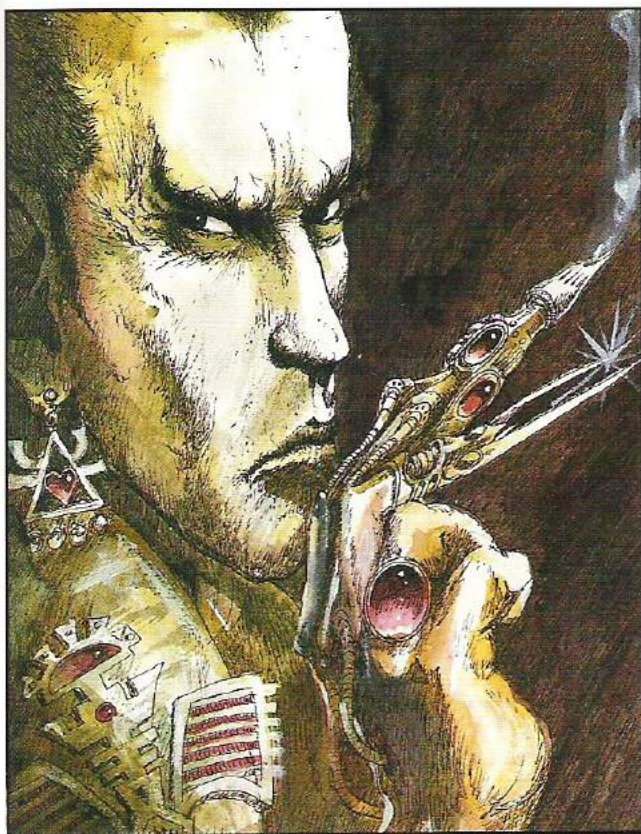
This turn I rolled a 7 for the number of warp cards dealt. Of the psychic powers that were already in play, neither the *Hellfire*

I played *Destroy Power* on the *Eldritch Storm* and beat Adrian's dice roll to remove it from play and from his hand for the rest of the battle. This was a great relief even if it was a little late in the day.

Adrian retaliated by trying to put *Battle Fate* on his War Walker but I nullified it before it could take effect. I then hit Eldrad with the *Salamander* which failed to wound him.



The heavily-damaged Bjorn the Fell-Handed fights off both Eldrad Ulthran and the Warlock!



ELDAR TURN 6

Adrian: During my last turn I had tried to grab some victory points to ensure a win, but had not been successful. Not only that, but I had handed Jake a victory point on a plate in the form of the jetbike squad which he had taken over fifty percent casualties. This was the last turn in the game and would decide whether I won or lost, so I carefully scanned the battlefield to see what I could kill...

Before I attacked with any of my troops, I moved the jetbike whose rider had been killed by the Land Raider's lascannon last turn. Spinning out of control it smashed into the ground in front of the line of bunkers.

As far as grabbing victory points was concerned, the Swooping Hawks had a slim chance of damaging the Land Raider enough to kill the Iron Priest inside, so I charged them towards it.

Eldrad charged into Bjorn the Fell-Handed to support the Warlock Master and hopefully topple this deadly machine which I had been battering for the whole battle. With both arms gone, it should be easy prey for the combined attacks of these two powerful psykers.

The squad of Howling Banshees and the survivors of the jetbikes trained their guns on the Assassin, now visible over the smoking crater that marked the bunker's remains. I was taking no chances with this deadly foe and lined up all the troops I could to fire a storm of lethal shuriken at this hated warrior.

As I prepared for the slaughter on my left, the Dire Avengers on my right flank retreated. Although they hadn't fired a shot in the battle they were also completely unscathed and I wanted to keep them that way. For this reason they kept their distance from the combat area to avoid any more psychic attacks that Jake might be able to use.

The impressive 'firing squad' I had lined up to kill the Assassin opened fire and the air sang with the hiss of hundreds of shuriken. To my complete amazement, the Assassin emerged from this storm of death totally unharmed and Jake breathed a sigh of relief. The Swooping Hawks also failed to damage their target as their krak grenades barely scratched the Land Raider's armour. In the centre, Bjorn the Fell-Handed hit both the Warlock and Eldrad in hand-to-hand combat but the psykers' displacer and conversion fields saved them from being wounded by the blows.

I rolled six warp cards and then diced for the various psychic effects in play. None of the powers inflicted any damage, leaving Bjorn, the Warlock and Eldrad safe. Eldrad then used *Guide* on the last Dark Reaper to fire one final frag missile at the bunker containing the Space Wolves, hoping to find the vision slit and cause havoc inside. Predictably, the missile hit the bunker itself and had no effect on the armoured sides.

With this last attack, the game was over.

TURN 6 VICTORY POINTS

ELDAR 16 POINTS

SPACE WOLVES 16 POINTS



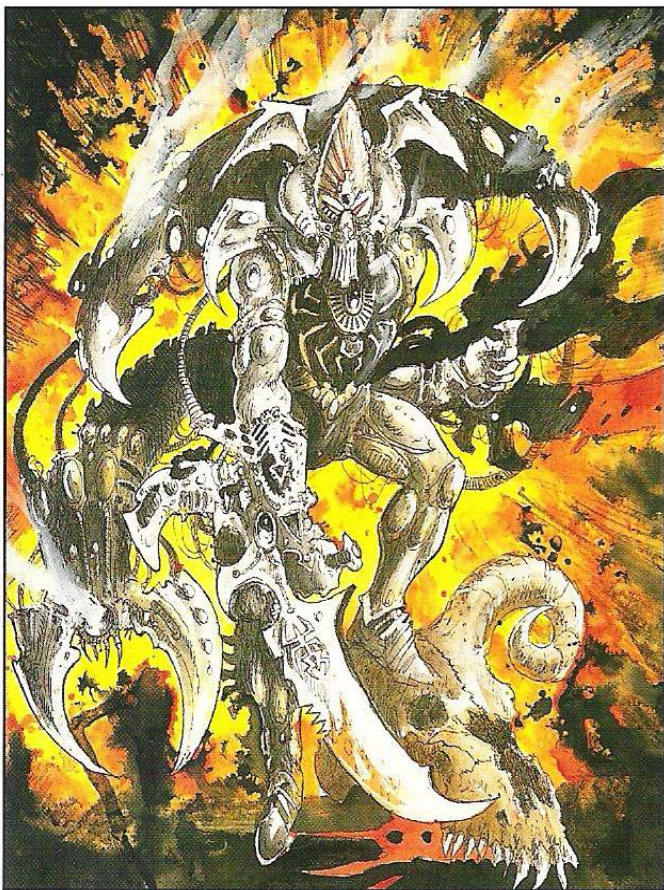
ELDAR TURN 6

ELDAR CONCLUSION

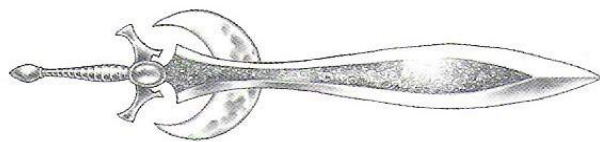
Oh no! I can't believe it! After several hours of some of the most bitter fighting I have ever seen, it was a draw!

I have no complaints about this battle, apart from not winning of course. However, I can see now how close to victory I was. There were four mistakes that cost me the battle. Firstly, I must always hide troops at the start of a battle! Next, when I used the Dreadnought to fire on the Land Raider I should have declared the maximum power setting. This would have increased my chances of damaging the tank and maybe killing the Iron Priest, who denied me some easy victory points. Thirdly, I should have committed my Swooping Hawks to close combat with the Land Raider a turn sooner instead of taking cover. Finally, and probably most foolishly, I gave away a single victory point by allowing the Iron Priest a clear line of sight to the Guardian jetbikes. This really meant the difference between draw and victory. I now keep a running total of victory points during my games so I can keep track of how I am doing.

Eldar are certainly a good force for using psychic powers and I always enjoy the 'card fencing' that takes place during the psychic phases of a battle. During the first half of the game I seemed to spend most of my time nullifying Jake's attacks. However, when Jake opened the *Gate* to get Ragnar, the Blood Claws and Njal into the central bunker, he used *Ultimate Force* so I wasn't allowed to nullify it! On the other hand, the *Daemonic Attack* on the psyker champion was a joy. It's the only time I have ever managed to kill a psyker with that particular card and I was quite relieved I didn't have it used on me later in the game (as an Ork player I usually have little to fear from *Daemonic Attack* as Weirdboyz are only in danger from this card if the enemy rolls a 6 on a D6 first).



During the second half of the battle, *Eldritch Storm* proved itself to be more than just a way of knocking troops out of cover. The Space Wolves were effectively contained in the bunker for the rest of the battle and Njal in particular was unable to use many of his powers as he had no line of sight. Playing *Destructor* on Bjorn was a pleasant surprise even though it failed to do any damage. During a drawn-out close combat this power could be very effective.



It's interesting that this game turned out to be a draw. I've noticed that when you play a game of Warhammer 40,000 a whole series of events, either bad dice rolls or freak effects, will usually cause one side's downfall. This is particularly true if you play together quite often and know each other's style of play.

When Jake's Land Raider blew up in turn 1 it looked as if the game was up before we had started. However, because of the extended game length, Jake was able to claw his way out of a hole to get a draw – and I take my hat off to him!

Overall I enjoyed this longer game and certainly learned that "the best form of defence is attack!".

SPACE WOLVES DEBRIEFING

So close, so close... but still another draw against Adrian! What a battle. We knew when we were playing this that it was really close, but we only added up the victory points after the battle was over – the points at the end of each turn were worked out as we wrote up this report. This added to the tension and made it more exciting (and frustrating) as we both desperately struggled for any edge and every victory point.

I began the game with possibly the worst turn I've ever had in a game of Warhammer 40,000. Little more could have gone wrong. This considered, I feel that I actually did rather well to pull myself up by my boot-straps and scabble back to a draw by the end of the battle.

The game was rather unusual because we each achieved both our primary and secondary objectives. Normally, if one side manages to get their objectives then they will have beaten their opponent in the process and will usually win the game.

Adrian proved himself a more than worthy opponent and he had his share of bad luck too. The dreaded Warp Spiders were particularly unlucky to run away before they could do anything. Adrian was being cautious with them, holding them in reserve until I had closed the range, rather than letting me target them from turn 1. This was a good plan for the Eldar, and left me with the tricky problem of dealing with them at close range once I had run the gauntlet of the rest of the Eldar army. Watching them flee from the battlefield as the Assassin cast off his disguise was hugely enjoyable.

Each of us had both excellent and abysmal luck in equal shares but in the end it all balanced itself out. All of our cunning plans and devious tricks cancelled themselves out too and we were left with a draw – so much for total victory!



ULTRAMARINES CLEANSE AN ORK SETTLEMENT

WARHAMMER

40,000

ANGELS OF DEATH

By Andy Chambers & Jervis Johnson

Next month sees the release of the brand new Warhammer 40,000. What better way to demonstrate the new system in action, than to publish a report of an epic game played recently at the Studio between two old adversaries – Jervis Johnson and Andy Chambers. As might be expected, the game turned out to be a bitter and close fought contest between these two superb generals with the result hanging in the balance until the final dice roll of the very last turn.

Brother-Captain Erasmus Tycho stared out across the riot of lush, purple-green vegetation. A ruddy light spilled across the scene from the swollen red sun hauling itself over the horizon. These were the equatorial jungles that separated Armageddon Secundus from Armageddon Prime. The captain half-listened to the cacophonous dawn chorus as his red-armoured Blood Angels reported in over the comm-net.

This was where it had all begun, he thought grimly. This was where the Ork hordes of Ghazghkull Uruk Thraka smashed through the meagre border defences and descended upon the unprepared hive-cities of Armageddon Secundus in a raging torrent of fire and death. Ahead and to the right he could still see the scarred outlines of bunkers and blockhouses. The chemical defoliants which had been used to clear their fields of fire were still effective in some places. Here and there the defences stood alone in swathes cut through the verdant undergrowth.

How could the planetary governor have been so blind as to think that these rock-crete boxes and jungles would keep the Orks at bay? The monstrous, fire-belching Ork Gargants would have hardly broken their stride. Now after months of fighting and tens of thousands of deaths, the forces of humanity had fought their way back to where they had been at the start of the campaign. Now Ghazghkull Thraka was gone and most of his horde too, trapped and destroyed outside Tartarus hive by the Blood Angels and their brother- Chapters the Ultramarines and the Salamanders.

But here in the jungle isolated bands of Orks fought on. Where battle-weary Imperial Guardsmen might flag and fail, the Blood Angels were deployed to remorselessly hunt the Orks down, to destroy their camps and supplies,



to finish the task once and for all. He could almost sense the presence of the tens of thousands of hungry ghosts thirsting for vengeance; he felt a premonition that today they would have their revenge, but

that he might be consumed in the process. If it were so he would have no regrets, the Blood Angels were no stranger to sacrifice.

Suddenly, he heard a single chime, like the tolling of a great temple bell, resound in his comm-net earbead. He touched the rune of communication and listened to the deep bass voice of the dreadnought Furioso.

"Brother-Captain, my sensor auguries indicate a large force of Orks deploying ahead of us."

"It appears our orbital divinations were correct and the foe seek to defend their supply dump."

"Or they are simply eager for a fight, Brother-Captain. Never underestimate the Orks' thirst for battle."

"Just so, Brother Furioso, your wisdom is ever my guide. The Emperor be praised."

"The Emperor be praised."

Now in the distance Tycho's enhanced hearing could filter out the crack of bolter rounds as the Orks took potshots at the local wildlife. There was also the rumble of a large Ork vehicle, a battlewagon perhaps. Something heavy was crashing through the jungle too, possibly a dreadnought. He tested the action on his filigreed bolter, rubbing the ruby blood drop set in its casing for luck before he tapped the rune of communication again.

"Brother-Captain Tycho to all squads, engage front and prepare for battle. The Orks shall know the fury of righteousness this day."



INTRODUCTION

The revised and updated edition of Warhammer 40,000 has been under preparation here at the Studio for some considerable time. Now that it's all set to storm into the shops we thought it'd be good to have a battle report in White Dwarf using the new rules just to demonstrate what an even more exciting game it's become!

We played this game on one of our 8'x4' tables here at the Studio, and kept notes of moves and casualties as we went for later reference when writing up the conflict. Due to the difficulties of taking decent photos of a game in progress we took polaroids of the action and reshot the pictures for this article some time later with proper lighting and cameras. This technique allows us to have an uninterrupted game and still get the best photos.

Warhammer 40,000 now includes an integrated victory system which owes not a little to Space Marine and Warhammer Battle. Both players score victory points for destroying enemy vehicles, wiping out opposing squads and so on. In addition, both players draw a 'Mission Card' at the beginning of the game. The Mission cards give you ways of scoring bonus victory points by, for example, seizing an objective or killing the enemy commander. The battle is played for a pre-set number of turns (usually four) and at the end of the game the player with the most victory points is the winner.

Jervis and I agreed to choose our forces and set up the terrain before we randomly drew our Mission cards. This way our forces would have to be well balanced to cover all

eventualities rather than having the luxury of an optimal combination of forces for the terrain and the mission.

Once we'd picked our forces Jervis set up the terrain and we played the game over the course of an afternoon. Most people have their own favourite ways of setting up terrain. One of the most common is for one player to set up the terrain and for the other person to choose which table edge he wants to deploy on, which is what we did here.

When we revised Warhammer 40,000, we attempted to cover areas of the rules that hadn't been previously included. Terrain set-up, for example, was one of the areas that was conspicuously lacking in the original rules, and the new rules do include a system that allows both players to participate.

Likewise, there were no hard and fast rules for deployment in the original Warhammer 40,000, but this area is now probably one of the most important parts of the game. As explained later, in the new Warhammer 40,000 forces are allotted a 'strategy rating'. This dictates who deploys first and saves the bother of having to draw up maps or erect a screen across the table.

Troops are allowed to deploy up to 24" apart from each other but not within 12" of the table edges – this means you don't end up in opposite corners but should start close enough to get stuck in right away. The fact that one player gets to see the other player's deployment before placing his own troops on the table is an immensely powerful weapon, as this battle will hopefully demonstrate...

THE BLOOD ANGELS BATTLEPLAN

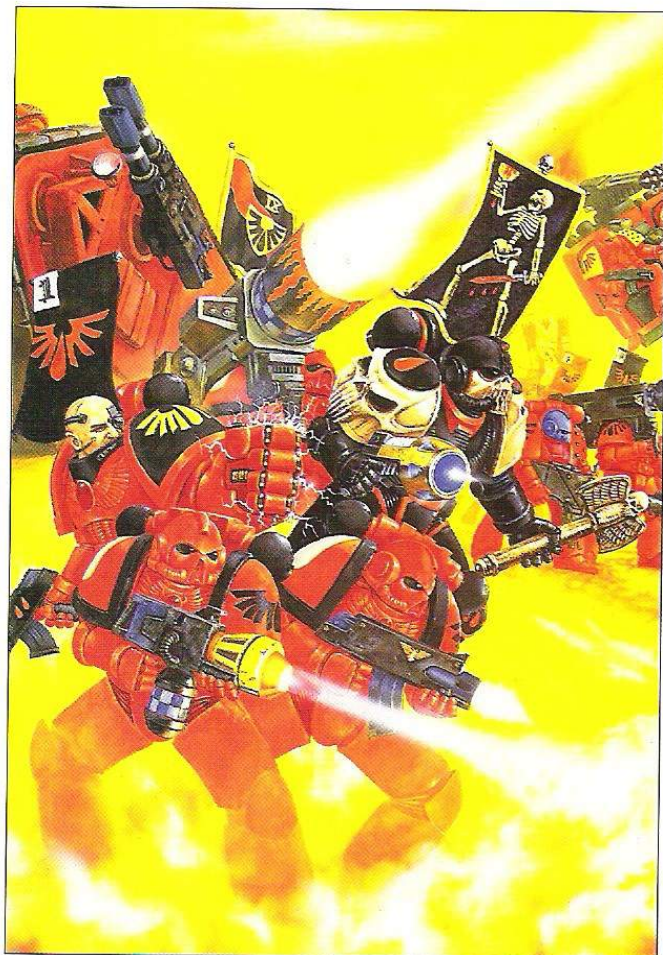
(Andy Chambers)



Ah ha! Once again an opportunity has arisen for me to unleash the most excellent Blood Angels against my old adversary Ork Warlord Johnson! In testing out all the races using the new Warhammer 40,000 rules we've found that one of the stickiest prospects is Space Marines versus Orks.

The overwhelming numbers of the Orkish horde seem unstoppable with two Orks springing forward to take the place of every one you gun down. Added to this, their heavy weapons and vehicles are cheap too. Because Space Marines are much harder now, their points values have gone up to the point where you can expect to be outnumbered by at least two or three to one!

Of course the indomitable Space Marines are more than a match for paltry Orkish scum, with their Space Marine power armour (with a 3+ saving throw), excellent accuracy and close combat skills, plus their rapid fire ability (Space Marines can now fire twice if they don't move) and superb morale. Rather than breaking and fleeing when they fail a Leadership test like other troops, Space Marines merely become 'shaken' and unable to advance on the enemy. Perhaps the most telling advantage the Space Marines possess is their high strategy



rating which allows them to set up second and, if they're reasonably lucky, move first too. This would be my best defence against the numerical superiority of the Orks because I would be able to set up most of my forces to engage only part of the Ork horde.

We'd decided to play our game with 1500 points a side, so I could only really afford three or four squads of Space Marines plus some support. The first thing I sorted out was my Space Marine commander, Brother-Captain Erasmus Tycho, weighing in at a hefty 90 points. At this early stage I was content to equip him with a humble boltgun and move on with the hope of returning to buy him some Wargear cards later. I skipped picking any more characters until I had selected my squads.

I didn't know which Mission card I would draw for the game so I tried to choose a selection of squads that would cover most eventualities. First choice was one of the ubiquitous and quite excellent Space Marine Tactical squads, this would give me a flexible unit that would be able to push forward against the Orks or hold their ground with equal ability. Space Marine squads are unusual in that they are, by tradition, selected as 10-man units and then broken down into two 5-man Combat squads for deployment.

I broke the Tactical squad down into Squad Paulus with a flamer and Squad Mephisto with a missile launcher. This is my usual preference for squad splitting: the flamer squad operates up front with the missile launcher squad close behind to give heavier support as necessary. As an additional refinement I bought Sergeant Paulus a chainsword and placed him with the flamer squad to give it a little more bite in hand-to-hand combat. The Tactical squad with missile launcher, flamer and chainsword came to 354 points. Added to the cost of Brother-Captain Tycho, this brought my total so far to 447 points.

The second squad I selected was a Blood Angels Space Marine Devastator squad. A Devastator squad trades off the flexibility of the Tactical squad for the brute firepower of four heavy weapons. This particular squad included a missile launcher, lascannon, heavy bolter and a heavy plasma gun. Ordinarily I would split a Devastator squad down into one Combat squad including all of the heavy weapons plus the sergeant, and another Combat squad comprising the remaining Space Marines armed with boltguns.

For this battle, however, I wanted to spread the heavy weapons around a little bit more for extra flexibility. To this end I formed Squad Adorno including the heavy bolter and heavy plasma gun, while Squad Ariosto included the lascannon and missile launcher. This placed both of the medium and long ranged weapons together in different squads and gave each squad a weapon for gunning down troops and a weapon for destroying vehicles. I also bought Sergeant Adorno a power fist to supplement his squad's close assault abilities. The Devastator squad with its four heavy weapons and power glove cost 455 points, bringing my running points total to 902 points.

I was torn between another Tactical squad or something a bit more offensive for my third and final squad. Though I was tempted by a Close Assault squad I could foresee it being swallowed up whole by the Orkish horde so in the end I decided on something which could fight at a distance against a far superior number of enemy troops – a Terminator squad. Terminator squads don't come cheap, five Terminators cost

THE BLOOD ANGELS



BROTHER-CAPTAIN ERASMUS TYCHO, BLOOD ANGEL COMMANDER

Power armour, bolt pistol, boltgun, frag grenades.

BLOOD ANGEL TERMINATOR SQUAD

Squad Redeptor

All Terminators equipped with tactical dreadnought armour, targeters, and weapons as noted below.

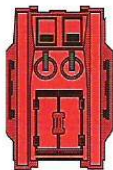


Sergeant Huon:
Storm bolter, power sword.



3 Marines: Storm bolter, power fist.

1 Marine: Assault cannon, power fist.



**1 Rhino
APC**

BLOOD ANGEL TACTICAL SQUAD

All Space Marines equipped with Mk7 power armour, bolt pistol, frag grenades, and weapons as noted below.



Sergeant Paulus:
Boltgun.



3 Marines: Boltgun.
1 Marine: Flamer.

Battle Squad Mephisto



Brother Mephisto:
Boltgun.



3 Marines: Boltgun.
1 Marine: Missile launcher (Targeter, frag and super-krak ammo).

BLOOD ANGEL DEVASTATOR SQUAD

All Space Marines equipped with Mk7 power armour, bolt pistol, frag grenades, and weapons as noted below.

Battle Squad Adorno



Sergeant Adorno:
Power fist, boltgun.



2 Marines: Boltgun.
1 Marine: Heavy plasma gun (with targeter).
1 Marine: Heavy bolter (with targeter).

Battle Squad Ariosto



Brother Ariosto:
Boltgun.



2 Marines: Boltgun.
1 Marine: Lascannon (with targeter).
1 Marine: Missile launcher (Targeter, frag and super-krak ammo).



'FURIOSO' DREADNOUGHT

Multi-melta, power fist and storm bolter.

TOTAL POINTS VALUE: 1522

more than ten ordinary Space Marines – their storm bolters and tactical dreadnought armour make them more than a match for anyone in a shoot-out. The biggest problem with using Terminators is getting them into action quickly – every missed opportunity to fire means all those points you've spent on them are effectively wasted. To ensure a quick, clean deployment of the Terminators I bought them a Rhino APC to drop them right where I wanted them to go. This would free them up on later turns to get into cover instead of having to worry about advancing. This trick of using a Rhino to deploy Terminators is something I've learned from Jervis to my cost. The Terminators, Redeptor squad, cost 420 points including the Rhino and an assault cannon as the squad heavy weapon. Added to the running total this brought me to 1322 points, leaving me less than 200 points.



With my squads sorted out, what I really needed to round out my force was some decent support, something that could dish out a lot of damage and survive plenty of fire itself. We've just had one of the monstrous new Space Marine dreadnoughts painted up and I knew it would fulfil both these criteria admirably. The cost for this was another 200 points including the upgrade of one arm to a multi-melta and the addition of a bank of auto-launchers armed with frag grenades. Unfortunately this would take me over my 1500 point limit but Jervis agreed to up the value of his force to compensate.

Thus my force was chosen, though with only one character (and no additional wargear for him!) I was fundamentally lacking in this area. However, in view of the fact that I had a mere twenty five Space Marines to face the Orks with I was unwilling to sacrifice any troops or the dreadnought to gain more characters. Still, I could take solace in the thought that my ordinary Space Marines were as good as Ork Nobz anyway. Jervis had already set up the terrain for the battle so all that remained was to draw our Mission cards randomly and prepare our deployment.

DEPLOYMENT AND MISSION CARDS

I drew the 'Dawn Raid' Mission card, which meant I would have to forge across the battle zone and get either an undamaged vehicle or a squad with less than 50% casualties into Jervis' deployment zone by the end of the game. This would be a tall order indeed! I reckoned that with the dreadnought around to support my advance I could punch through the Orks; the trick would be to avoid any advancing squads being encircled and cut off. Jervis drew 'The Assassins', which meant he would be out to kill or injure Brother-Captain Tycho (and he didn't even have a refractor field to protect him!). This was fortunate for me because the Orks would have been much better off trying to swarm past me on a Dawn Raid of their own or sitting back and gunning me down on an Engage and Destroy mission. At least I could try to keep Brother-Captain Tycho out of harm's way.

The battlefield presented me with some immediate problems. After looking over it for a while I chose the edge with the bunkers and slightly more open layout in its deployment zone. This side of the table seemed to offer good positions for my

Devastators and offered a better route through to the opposite edge of the table by using the jungles on my left. The bunkers on the right looked tempting as a good strongpoint to hold but I knew from previous experience that the broad swathe of clear terrain in front of them would offer an ideal place for the Orks to deploy in strength and bring their numbers to bear. Anything placed in the bunkers would die. As Jervis started to deploy his forces I tried to formulate a plan of action.

The bunkers were a deathtrap and anything on the right hand side would have to bear the full brunt of the Orks' numbers. The jungles, on the other hand, were so tightly grouped that numbers would probably be of little benefit in them except if hand-to-hand combat occurred. My dreadnought would obviously be better off in the jungles, sheltered from most of the Orks' heavy weapons by the lush green canopy. The dreadnought would be accompanied by Squad Paulus and Squad Mephisto and this joint assault group would try to blast their way through the jungle to the far side of the ruins and into Jervis' deployment zone.

Squads Ariosto and Adorno would take up positions on the hills or the refinery complex near Paulus and Mephisto to give covering fire. My Terminators would be thrown forward mercilessly onto the open plain on the right to hold up the Orkish scum for as long as possible to prevent them transferring reinforcements to their threatened flank. I would place Brother-Captain Tycho once I had seen Jervis' deployment.

Because of the missions Jervis was forced to deploy his forces right across the table. The Death Skulls and the Bad Moons with their extra heavy weapons held the centre with Gretchin and Evil Sunz out to the right flank. A Nobz mob in a battlewagon was also in the centre, presumably as a mobile reserve. Two large mobs of Goff Orks were positioned in the jungle with an Ork dreadnought in support; Jervis obviously understood the threat from that quarter as well as I did.

The force covering the jungle didn't seem insurmountable though (merely 2 to 1 odds!) so I placed Brother-Captain Tycho in with Squads Paulus and Mephisto and stuck with my original plan. Squad Adorno deployed on the hill to Squad Paulus' right to try and pin down the Goffs and Bad Moons with heavy bolter and plasma fire. Squad Ariosto was positioned on the hill behind my dreadnought to nail the Orks' battlewagon if it moved forward to threaten Squads Paulus and Adorno. Ariosto's missile launcher could also throw some frag into the forces on my right in support of the Terminators. Though there was no cover on the hill itself I reckoned that the Orks would have problems getting near enough to seriously threaten their position.

After much deliberation I placed the Terminators in their Rhino behind the smaller bunker on the right. The Rhino would drop off the Terminators and they would make for the rocks right beneath the guns of the Death Skulls. I felt confident that Squad Redeptor would be able to inflict crippling casualties on the Death Skulls and drive them back before the Terminators withdrew towards the left to deal with the Bad Moons.

To cover myself in case, by bad luck, I didn't get the first turn, I placed Squads Paulus and Mephisto in hiding in the jungle. I tried to place the other squads and the Rhino in positions where they couldn't get hit by the Orks' heavy weapons straight away.



CHOOSING THE ORK ARMY

(Jervis Johnson)



We've been playing quite a few games of Warhammer 40,000 at the Studio recently, testing the scenarios included in the new edition of the game to make sure that they are evenly balanced and exciting (they are!). So, when Andy asked me if I'd like to play a slightly larger game to showcase the new edition of Warhammer 40,000, I jumped at the chance. For this battle

report we decided to use two 'medium-sized' armies of 1500 points each, and to only use material that you get in the new Warhammer 40,000 game box. This caused me a few problems initially because there were a few models I would normally field in my Ork army that I would not be able to use, so I would have to modify my army for this battle. For example, the rules for Ghazghkull Thraka will be published in the Orks Codex supplement, so I couldn't use him to lead my Orky horde as I normally would.

None the less, there was a wide selection of models I could use, so it was just a question of exactly which models I would take. Fortunately, the new Ork army list is considerably easier to use than the old lists published in 'Ere We Go and Freebooterz, so redesigning my army for this game would be a fairly easy task. Instead of having a separate list for each clan, there is one list that can be used to create any type of Ork army. On the whole, an Ork army created under the old lists will be perfectly legal using the new lists, though some of the points values have changed (generally going down rather than up). After studying the new lists for a short while, I decided that I would take a primarily infantry-based army. To a certain extent this was forced upon me, as the only vehicles I could use were battlewagons and Ork dreadnoughts, and I only have one of each in my army. This didn't worry me overmuch, however, as I knew that Andy's Space Marine army would be fairly small and I felt fairly confident that if I took a large infantry force I could overwhelm him with sheer force of numbers!

One benefit of the new lists for an Ork player concerns the cost of heavy weapons. Obviously a lascannon will be more effective in the hands of Space Marine than a Gretchin, and this is reflected in the new lists by reducing the cost of weapons for armies that do not have a high ballistic skill or which lack targeters. As Ork armies have neither of these, while Space Marines have both, it means that Ork heavy weapons are considerably cheaper than the equivalent Space Marine weapons. In addition, the Orks are no longer hamstrung by Malfunction cards, and so can rely on their heavy weapons and vehicles to last out the entire battle rather than breaking down on the first turn. Because of these two factors I decided to equip my Boyz with as many heavy weapons as I could take.

My first step in picking the army was to choose its Warboss and other character models. As I couldn't take Ghazghkull, I took his right hand man Magrot instead. This Ork Warboss

greatly admires Ghazghkull, right down to dressing exactly like him – so I could still use my Ghazghkull model! I next went on to pick the Oddboyz for the army. Oddboyz are still important with the new Ork lists, as you can only take certain types of equipment if you have the appropriate Oddboy. For example, in order to take any dreadnoughts the army must include at least one Painboy, in order to take any battlewagons it must have a Mekaniak, and so on. I decided to take one of each type of Ork Oddboy (a Mekaniak, a Painboy, a Runtherd, and a Weirdboy plus his Minderz), so that I could use any item of equipment I wanted.

Choosing the Boyz mobz for the army proved to be very straightforward, as I simply took every mob that I had! This gave me a five-strong Nobz mob bristling with close combat weapons, five mobs of Orks, and a mob of 20 Gretchin. The Ork mobs carried a total of nine heavy weapons between them! What was more, I still had enough points left over to buy the battlewagon and the Ork dreadnought I mentioned earlier. My army now had over 80 models, which I hoped would prove to be enough to overwhelm the 30 or so Space Marines I expected to face.

DEPLOYMENT AND MISSION CARDS

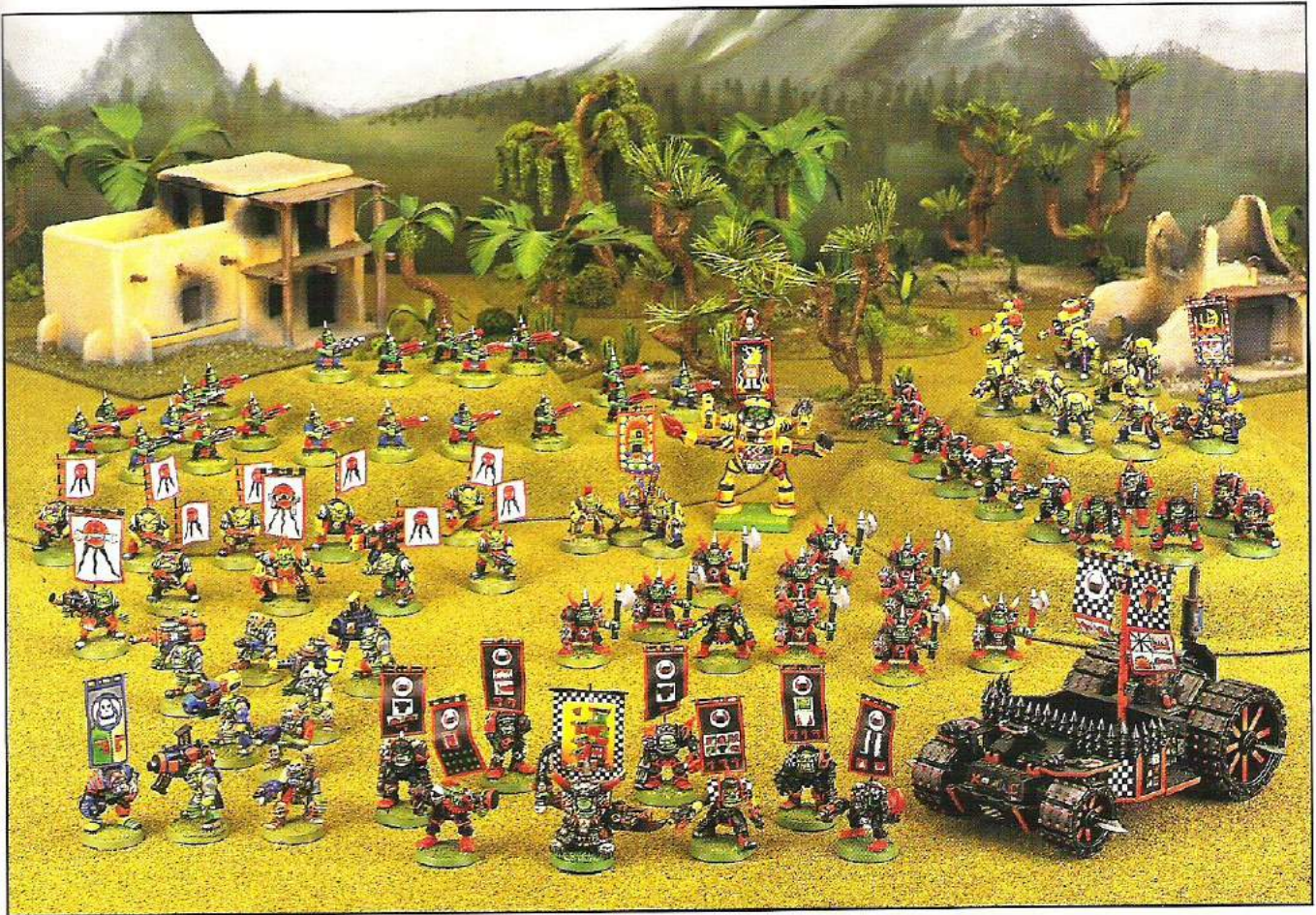
Because Andy had taken a couple of days off (in order to recover from the effort of getting Warhammer 40,000 finished on time), I set up all of the terrain for the game, which in turn meant that Andy would get to choose which edge of the table he set up on. Because of this it was in my own interests to set up the terrain in as balanced a manner as possible. The new Warhammer 40,000 rulebook includes extensive notes and tips on how to set up the terrain to make an exciting game, but what it boils down to is 'the more terrain, the better the game'. Bearing this in mind I used very nearly all of the Warhammer 40,000 terrain that we have at the Studio. The result is shown on the Deployment map. Note how I tried to make sure that there were adequate 'clumps' of cover on the table, so that troops could hop from one piece of cover to another to close with the enemy rather than make a suicidal charge over open ground.

When Andy returned we were ready to find out what our respective missions were and set up our armies. The new edition of Warhammer 40,000 includes a set of four Mission cards for each side, one of which is dealt at random to each player at the start of the game. The cards describe the objectives that each player must attempt to achieve over the course of the game, and the victory points he will earn if he does achieve them. Both players also receive victory points for destroying enemy models.

At the end of the game the points for any achieved objectives are added to points scored for wiping out enemy models, and the player with the most points is the winner. The Mission cards are not kept secret, so you know what your opponent's mission is, which forces you to try to achieve your own victory conditions while thwarting your opponent's.

For our game I drew 'The Assassins' as my mission, while Andy got 'Dawn Raid'. This meant that my primary objective was to kill Andy's Space Marine commander, while he had to try to get an undamaged vehicle, or a squad with less than 50% casualties, into my set-up zone. The combination of objectives meant that I was going to have to defend my set-up

THE ORK HORDE



WARBOSS MAGROT

Bolt pistol, axe, frag stikkbomz, Ork 'eavy armour, and the following Wargear cards: *Combi-weapon (meltagun & bolter)*, *Refractor field* and *Bionic eye*.



GOBRUNT (Runtherd)

Bolt pistol, axe and flak armour.



MAD DOC GROTSNIK (Painboy)

Bolt pistol, power fist and flak armour.



DURBAD (Mekboy)

Meltagun, bolt pistol, axe, flak armour and Wargear card *Haywire grenade*.



ODDGIT

Weirdboy (Lvl 2 psyker) Flak armour, copper staff.
2 Minderz: Bolters, frag stikkbomz and flak armour.

NOBZ MOB

Snagrot: Ork 'eavy armour, bolter, frag stikkbomz and power fist.
Muglurk: Ork 'eavy armour, bolter, frag stikkbomz and power fist.
Skumbag: Ork 'eavy armour, bolter, frag stikkbomz and power fist.
Dur-Thug: Flak armour, bolt pistol, chainsword and frag stikkbomz.
Uzgrot: Ork 'eavy armour, plasma gun, frag stikkbomz, bolt pistol & axe.

NAZGUT'S MOB (Goffs)

2 Nobz: Bolt pistol, chain-sword and flak armour.



10 Orks: Bolt pistol, axe, frag stikkbomz and flak armour.



1 ORK DREADNOUGHT

2 Power claws, lascannon and heavy bolter.

NARBOG'S MOB (Goffs)



1 Nob: Bolt pistol, chainsword and flak armour.



8 Orks: Bolt pistol, axe, frag stikkbomz and flak armour.
1 Ork: Heavy plasma gun, bolt pistol, axe, frag stikkbomz and flak armour.

MORGOG'S MOB (Bad Moons)



1 Nob: Bolter, power fist and Ork 'eavy armour.



6 Orks: Bolter and flak armour.
1 Ork: Lascannon, bolter and flak armour.
1 Ork: Autocannon, bolter and flak armour.

GROG'S MOB (Evil Sunz)



1 Nob: Bolt pistol, power fist and flak armour.



7 Orks: Bolter, frag stikkbomz and flak armour.
1 Ork: Multi-melta, bolter, frag stikkbomz and flak armour.

GROTNB'S MOB (Death Skulls)



1 Nob: Plasma gun, power fist and Ork 'eavy armour.



3 Orks: Bolter, frag stikkbomz and flak armour.
2 Orks: Heavy stubber, bolter, frag stikkbomz and flak armour.

2 Orks: Heavy bolter, bolter, frag stikkbomz and flak armour.

1 Ork: Heavy plasma gun, bolter and flak armour.



20 GRETCHIN: Autogun and flak armour.



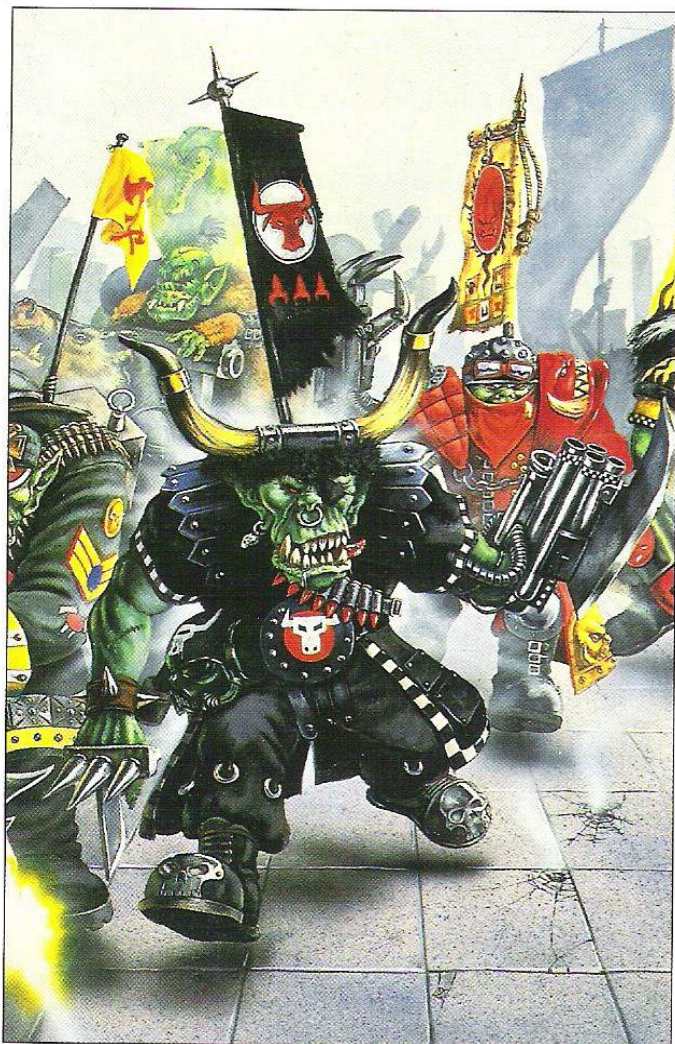
1 ORK BATTLEWAGON

TOTAL POINTS VALUE: 1518

zone, while trying to take-out Andy's commander as the Space Marines attacked. This was going to present me with a few problems, as the Orks tend to be better on the offensive rather than on the defensive. Compounding this problem was the fact that I was going to have to set up first.

In the new Warhammer 40,000 rules all armies are given a strategy rating, and the army that has the lower strategy rating has to set up first. Not surprisingly, the Space Marines have a higher strategy rating than the Orks (5 as opposed to 3), so I would have to set up before Andy. This meant that I was going to have to defend the entire length of the table, as I could be certain that Andy would ruthlessly exploit any weak points I left.

It was now up to Andy to choose which table edge he would set up on and, knowing that I would be on the defensive, he took the bottom edge of the table to deny me the benefit of the fortifications there. Studying the terrain from my half of the table, I quickly realised that Andy would want to attack through the jungle if he could, as dense terrain favours the Space Marines by denying a more numerous opponent the chance to fire with all of his troops. I therefore decided to put my main strength facing the jungle, while holding the other flank with a lighter force, and keeping a reserve of troops in the centre which I could switch to either flank depending on the direction of Andy's attack. I hoped that by putting my strongest units facing the jungle I might scare Andy into attacking across the more open terrain on the other flank.



My actual deployment is shown on the Deployment map. As you can see, the bulk of my troops were set up facing the jungle, including the Goff mobs, the dreadnought and most of my characters, who excel at close combat and would be at their best in a short range fire-fight in the jungle. The Death Skulls and Evil Sunz, screened by the Gretchin, went on the other flank. The Death Skulls in particular were very heavily armed (five out of nine models carrying heavy weapons!), and I hoped they would be able to lay down a withering hail of fire on this fairly open flank. Finally, the Bad Moons and my Nobz mob went in the centre, with the Nobz being placed in the battlewagon to act as my main reserves.

ODDS & ENDS

Although my deployment was now complete, I still had two tasks to carry out before the game started, so as Andy set up his army I sat down to pick my Wargear cards and choose the psychic powers for my Weirdboy.

Wargear cards are much like the Magic Item cards in Warhammer Fantasy Battle, though not nearly as powerful. The cards include all kinds of special equipment that would not normally be carried by rank and file troops, such as protective field devices and exotic weapons. Each card has a points value, and only a limited number may be taken by each character. Any embattled Ork, Squat or Imperial Guard commanders whose lives have been made a complete misery by opponents using unlimited numbers of Virus grenades will be happy to learn that these weapons can now only be purchased for an army as Wargear cards, which greatly limits both their numbers and effectiveness.

I hadn't actually allocated any points to Wargear cards when I picked my army, but as Andy's army came to 1522 points while mine only came to 1490, we decided that I could spend the 32 points difference on some Wargear cards. What I really wanted from the deck was something to kill Andy's commander, and the obvious choice was a Vortex grenade. Unfortunately, Vortex grenades cost 50 points, which was more than I had to spend.

In the end I decided to take a combi-weapon with a bolter and a meltagun for Magrot, which would give him the firepower to simply blow Andy's commander away if he could get a line of fire. I also took a Haywire grenade for Durbad my Mekaniak, which would prove useful if Andy included any powerful vehicles in his army. These two cards left me with just enough points to buy a refractor field for Magrot for a bit of extra protection, and a bionic eye for my Painboy – Mad Doc Grotznik because it seemed appropriate! ("been eksperimentin' on 'imself ain't 'e!").

This only left picking the psychic powers for my Weirdboy. The new edition of Warhammer 40,000 includes a short section of rules on psychic powers, which will be expanded in future supplements and will include special rules for all of the different types of psyker found in the Warhammer 40,000 universe. For this battle, however, I simply had to choose two powers for my Weirdboy from the list in the rulebook. One of these powers can only be used by Ork Weirdboyz – the appropriately named 'Power Vomit' – so I really had to take this. The other power I chose was 'Destroy Mind', which I hoped I could use to fry the brain of Andy's commander.

DEPLOYMENT MAP



BLOOD ANGELS TURN ONE

In the new Warhammer 40,000, you use a slightly different procedure to determine who has the first turn. Each player rolls a D6 and adds their army's strategy rating to the score: whoever gets the highest total has the first turn. Space Marines have a strategy rating of 5 against the Orks' strategy rating of 3. I rolled a 3 against Jervis' roll of 4 for a total of 8 against Jervis' 7 – just giving me the first turn.

I started off by sending the dreadnought Furioso forward to the edge of the ruins to get a clear shot at the Ork dreadnought. Armed with a lascannon and a heavy bolter, the Ork dreadnought posed the biggest threat to my forces on this flank, so it was imperative that I crippled it quickly. Squads Paulus and Mephisto both ran forward, somewhat impeded by the jungle, and took cover near Furioso, ready to give covering fire if the Orks tried to move within grenade range of my dreadnought.

After examining the potential targets for Squad Ariosto (and hardly finding any!) I placed them into overwatch to cover against the battlewagon and potentially impede the Goffs' progress. The bolter-armed members of Squad Adorno took up positions on the rocky slope before them while the heavy bolter and the heavy plasma gun ranged in on the Death Skulls and Goffs respectively.



Finally the Rhino sped forward and disgorged its heavily armoured contents beneath the noses of the surprised-looking Death Skulls. Unfortunately the Terminators could not quite make it into the cover of the rocks they were heading for and were left more than a little exposed.

Furioso's multi-melta spat a roaring blast of power at the Ork dreadnought. Caught in an expanding cloud of super-heated energy the Ork machine staggered and started to visibly melt.



BLOOD ANGELS TURN 1

Rivers of molten slag ran down its hull as it stumbled back and collapsed on top of the Painboy behind it, seeming to seek a last embrace from its creator before it was destroyed. A rousing cheer went up from the advancing Space Marines. Furioso's shot in fact penetrated and damaged every hit location on the Ork dreadnought, my only regret was that the thing didn't blow up and take some Goffs with it! A salvo of explosive bolts from Furioso's storm bolter was less accurate, merely carving a swathe through the jungle ahead.

Squad Adorno opened fire in unison with the fall of the Ork dreadnought. The heavy plasma gunner fired on low power into Narbog's mob, engulfing the Orks' own heavy plasma gunner and another Goff in boiling plasma. Robbed of both their heavy plasma gun and their dreadnought on the left flank the Orks would now be hard put to even damage Furioso.

After this stunning start the Blood Angels' firing went utterly to pieces. Squad Adorno's heavy bolter missed and the Terminators suffered a complete aberration by completely missing the Death Skulls, despite only needing 2 or more on a D6 to hit! They actually rolled four 1's and the one Brother Marine who rolled a hit managed to jam his storm bolter! This unbelievable disaster, combined with their failure to reach the cover of the rocks, left Redeemptor squad in deep, deep trouble. Obviously the Death Skulls' habit of painting themselves blue for luck had paid off...!

As an ominous epitaph to this turn the Ork's Weirdboy tried to use his *Destroy Mind* power on Brother-Captain Tycho. The Weirdboy failed to summon the energy required but I had a nasty premonition that he wasn't going to stop trying.

VICTORY POINTS

BLOOD ANGELS 2 POINTS
ORKS 0 POINTS



THE TERMINATORS OF REDEMPTOR SQUAD DEPLOY AMONGST THE ROCKS.

ORKS TURN ONE

One of the few advantages of moving second is that it allows you to decide on your plan of action after your opponent has made his first move and committed his troops. As I suspected he would, Andy launched his attack through the jungle. Fortunately for me, although the Space Marine dreadnought vaped my dreadnought (and took out my Painboy to boot!), the rest of Andy's attacks were largely ineffectual and the bulk of my forces were unharmed. This meant that I still had plenty of troops to try to counter Andy's plan. I quickly decided to attempt to blow away his Terminators with massed firepower, but to hold back on the other flank against Andy's main attack. With a bit of luck I could deal with the Terminators in a couple of turns, which would release my Death Skulls and Bad Moons to support the Goffs.

To this end I moved the Goffs and my Weirdboyz so that the bulk of the Boyz were under cover. The Goffs simply didn't carry

the heavy weapons required to enter a long range firefight with the Space Marines, so I hoped to minimise my losses by keeping most of my troops out of harm's way until the Space Marines got closer. I made sure that the Weirdboy in particular was well hidden, as he had the added advantage of not needing a line of sight to use his psychic powers. Unfortunately my Boyz mobs were so large that I couldn't get



ORKS TURN 1.

them all behind cover and maintain squad coherency, so a few had to be left out in the open. However, the Boyz in the open could fire at the Space Marines, and managed to pick off Squad Mephisto's missile launcher with a lucky long range shot.

The battlegroup moved up to support the Goffs, the Nobz leaping out in order to attack Squad Adorno on the hill. As they did so Squad Ariosto, which was on overwatch to guard against just such a move, opened fire with its lascannon. Fortunately for me, the shot hit a passenger rather than the vehicle itself and then, to add insult to injury, Andy failed to kill the passenger that he had hit! The rest of Squad Ariosto's bolter fire proved equally ineffective. Having survived this wild fusillade of shots the Nobz dismounted, but no doubt still distracted by their lucky escape, failed to hit anything when they fired at Squad Adorno.

Meanwhile my other troops started to tighten the noose on Andy's Terminators: the Bad Moons closed in on one flank, the Gretchin and Evil Sunz swung round the other flank, while the Death Skulls engaged them from the front. Caught in the open the Terminators were attacked by an absolute hail of fire, being hit numerous times!

However, Terminator armour has been greatly improved under the new rules and now offers a 3+ saving roll on two dice, rather than on a single dice as before. As all of the attacks that hit only had saving throw modifiers of -1 or -2, Andy only had to roll a 4 or 5 on 2D6 in order to make his saving roll! Not surprisingly, most of my attacks pinged off

the Terminators' armour. However, the sheer number of hits meant that two attacks did get through, killing two of the Terminators before they had managed to kill any of my Orks.

As the Death Skulls broke into a rousing chorus of "two-nil, two-nil, two-nil, two-nil", the Weirdboy turned his *Destroy Mind* power on the Space Marine commander. This time he succeeded in using the power (he needed to roll a 4+ on 1D6 in order to do so). This meant Andy had to make a Ld test for the commander; if he failed the roll the commander would be killed. Andy wasn't too worried about this as his commander had a Ld of 10, and then promptly managed to roll an 11 on the two dice!

With an agonised groan (echoed by Andy himself), the Space Marine commander fell to the ground, as dead as a doornail. This meant that any Space Marines within 12" had to take a Ld test to see if they were shaken by the loss of their commander. Fortunately for Andy he made all of the rolls. None the less I had achieved my objective! If I could just stop Andy achieving his objective and keep my own casualties down, then the game would be in the bag.

VICTORY POINTS

BLOOD ANGELS 2 POINTS

ORKS 6 POINTS

BLOOD ANGELS TURN TWO

Things were looking very bad at the start of Turn 2. Brother-Captain Tycho was down along with two Terminators from Squad Redemptor (including the one armed with an assault cannon) and Squad Mephisto's missile launcher Marine. Oh why didn't I bring an Apothecary? To add insult to injury Squad Ariosto had lost its missile launcher to a catastrophic malfunction! I tried to console myself with the thought that a good turn of firing could rectify matters, trying not to think about the consequences if it didn't.

I was most concerned about the Goffs and Nobz flanking Squad Paulus, not to mention the battlegroup which could do immense harm by overrunning Squads Ariosto and Adorno.

To stand a chance of staying in the game I had to get a squad or the dreadnought into Jarvis' deployment zone and earn the extra victory points I needed. This meant that the dreadnought and Squads Paulus and Mephisto had to keep pushing forward, ignoring the threat to their flank and trying to smash Nazgut's mob directly in

their path. I hoped that Squad Adorno could shoot up the Nobz by using rapid fire with their bolters. Unfortunately Nargob's Goff mob was out of sight behind the jungle so there was little I could do about them, instead I took the opportunity to move the heavy plasma gun to a different position with a better field of fire. I left Adorno's heavy bolter covering the right in case the Nobz flanked me that way and to support the beleaguered Terminators.



BLOOD ANGELS TURN 2.

The Terminators were going to have to concentrate on staying alive from here on in so Sergeant Huon led his remaining two Terminators into the cover of the rocks, working his way to the left. The Rhino was more problematic. I could send it rampaging into the Gretchin on the far right and it might kill a few, but it would undoubtedly be destroyed by the Evil Sunz' multi-melta almost immediately. Instead I decided to send it to the left, hoping that I could ram the battlegroup and cripple it. In the event I couldn't actually reach the battlegroup without moving at fast speed, which meant I couldn't turn far enough to make it either. In the end I had to compromise by moving the Rhino half way and hoping that Jervis wouldn't be able to resist ramming me instead.

After some further deliberation I decided to place Squad Ariosto into overwatch again to catch the Nobz and the battlegroup as they moved. If the lascannon could cripple the Orks' battlegroup I might still be in with a sniff of pushing the Rhino further forward and giving Jervis something extra to worry about.

My firing started off badly again. Squad Adorno poured bolter fire into the Nobz mob and scored several hits. Only a single bolter shell hit squarely enough to wound, but ricocheted off the Nob's 'eavy armour. Likewise, the Rhino's twin bolters were accurate but failed to bring down any of these super-Orks. Squad Paulus scored several hits on the exposed Goff mob but failed to wound anyone. The Terminators also had little joy, killing a single miserable Gretchin with their storm bolter fire.

This debacle just goes to prove what a big difference there is between shooting up opponents with a Toughness of 3 as

opposed to 4. The Orks could shrug off hits which would have dropped Eldar in their tracks so my bolter fire was getting me nowhere fast; in fact only Squad Mephisto killed a single Goff with bolter fire during the whole of Turn 2. By this time the battlefield was resounding with the sound of my grinding teeth and sulphurous curses at the state of my dice-rolling!

Dreadnought Furioso and Squad Adorno's heavy bolter rescued the situation somewhat. The heavy bolter riddled three Bad Moons (including one armed with an autocannon) and Furioso unleashed its devastating multi-melta upon Nazgut's mob, vapourising three of them instantly and sending the rest fleeing for their very lives in spite of the presence of their Warboss nearby.

However these events were mere bright sparks in an otherwise gloomy turn for me, I had made back some of the victory points lost when the Weirdboy took down Brother-Captain Tycho, but I was still badly lagging. By the end of the turn, I was feeling completely doomed and utterly dogged by bad luck. I fled in search of a cup of coffee to calm my ravaged nerves and hopefully give me a fresh perspective on the situation.

VICTORY POINTS

BLOOD ANGELS 4 POINTS
ORKS 6 POINTS



THE FURIOSO DREADNOUGHT ADVANCES ON NAZGUT'S GOFF MOB.

ORKS TURN TWO

Although Andy's second turn of fire inflicted fewer casualties than I could possibly have hoped for, the fact that he broke Nazgut's mob's morale was extremely annoying. I had been hoping to attack Squad Paulus with the massed fire of both Goff mobs, as you really need to fire as many Ork bolters as possible if you want to cause significant casualties, especially against tough targets like Space Marines. With half of the Goffs scampering for cover, the chance of my causing much damage was severely reduced. What made this all the more galling was the fact that Magrot was within 12" of the mob, so they only had to roll a 9 or less in order not to break.

This wasn't the end of my problems either. Andy's Rhino was threatening to overrun my Goff Nobz, and the Space Marine dreadnought (which caused the casualties that routed the Goffs) was going to have to be dealt with somehow, otherwise it would simply roll up my flank. Unfortunately, the Mekaniak armed with the Haywire grenade – a highly effective weapon against dreadnoughts – was in the battlewagon heading in entirely the wrong direction!



After a couple of minutes pondering, I finally decided to jump the Mekaniak out of the battlewagon so that he could run back and deal with the dreadnought, while the battlewagon zoomed off in the other direction to ram the Rhino. This was a little bit risky as the battlewagon was going so fast that the Mekaniak might hurt himself as he leapt out. Fortunately he managed it without a hitch, and scampered back to join Magrot. The battlewagon roared off, smashing into the Rhino and wrecking it. The Rhino would move out of control for a turn and then grind to a halt, effectively destroyed. The battlewagon suffered only minor damage to one of its wheels, reducing it to



ORKS TURN 2.

a maximum move of 8" per turn for the rest of the battle but leaving it otherwise intact.

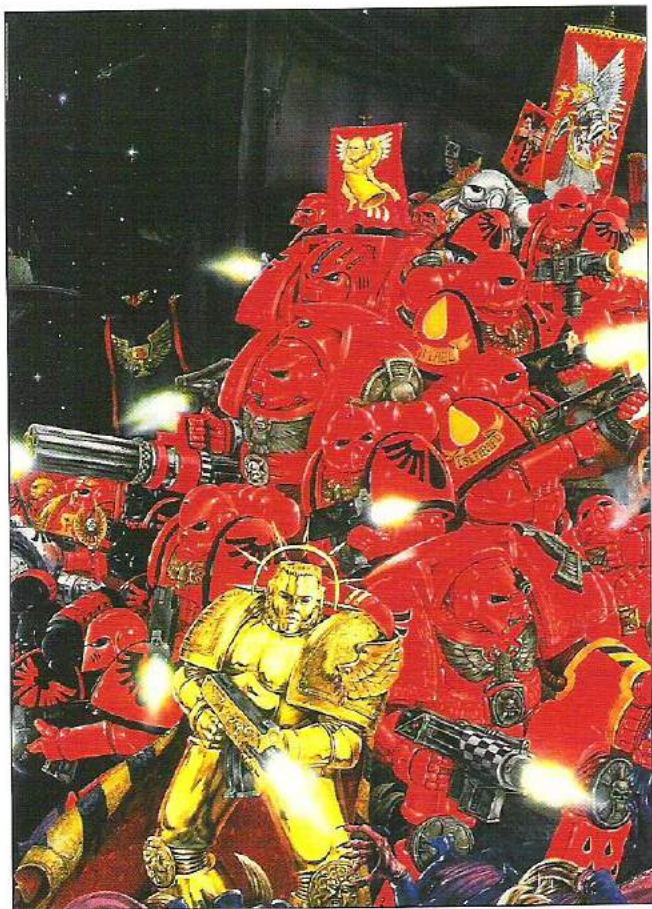
Meanwhile Nargob's mob advanced through the jungle, firing at Squad Paulus as it did so. As I had feared, however, the combination of poor Orky Ballistic Skill, combined with the Space Marines' superior Toughness resulted in the Goffs failing to inflict a single casualty. The Nobz mob continued to attack Squad Adorno, peppering it with bolter shots and frag grenades. Even though I managed to inflict a number of wounds, Andy made all of his saving rolls and not a single Space Marine was killed. On the other flank the rest of my Orks closed in on the embattled Terminators, and once again unleashed a hail of fire. This time, however, the Terminators were in the cover of the rocks, which meant that most of the Orks' attacks missed. The few shots that did hit bounced off the Terminators' formidable armour.

The final trick up my sleeve was for my Weirdboy to attack the pilot of the Space Marine dreadnought with his *Destroy Mind* power. As the pilot had a Ld value of 10 I had as good a chance of killing him as the Space Marine commander. Unfortunately my run of bad luck continued and the Weirdboy failed to get the power to work. All that was left to do was to try to rally Nazgut's mob, and fortunately I did manage to pull that off. This finished off what had been a terrible turn for the Orks. The only damage I had inflicted on the Space Marines was to take out their Rhino (though at least this earned me a victory point). Unless I was very careful the Space Marines were going to get back into the game.

VICTORY POINTS

BLOOD ANGELS 2 POINTS
ORKS 7 POINTS

BLOOD ANGELS TURN THREE



I was heartened somewhat by caffeine and the Orks' apparent inability to harm me in the previous turn. I put this down to the simple fact that not only did my Blood Angels have a sturdy Toughness of 4 but also an excellent armour saving throw (3 or more on a D6). Also, once the Space Marines were in cover the Orks had tremendous problems even scoring a hit in the first place. The best example of this was the Terminators of Squad Redeptor who had suffered about fifteen hits and lost two of their number while in the open on Turn 1. Once in the cover of the rocks they only suffered a few hits on Turn 2, all of which either failed to wound or were stopped by their tactical dreadnought armour.

My move started with the wrecked Rhino careering out of control into the nearby hillside, which did at least provide Squad Adorno with some cover from the Bad Moons. After this I considered what to do with Squad Redeptor. I was tempted to leave them stationary and rapid fire into the approaching

tide of Gretchin or the Bad Moons. However, this would have achieved little in helping out my attack on the left flank and would probably have doomed the squad to losing one or two members to the Evil Sunz' multi-melta during the Orks' turn.

In the end I decided to charge the Terminators at the Ork battlewagon. This may seem a bizarre move but it would actually achieve several things. Firstly it would take Squad Redeptor further out of the clutches of the approaching Gretchin and Evil Sunz (who were obviously not going to get a look in on the battle except by killing the Terminators). Secondly it actually moved the squad a double move towards the main area of the fighting, and thirdly it gave them a chance to earn me an extra victory point by immobilizing the battlewagon as it had only been slightly damaged by ramming the Rhino.

Time was running out for my assault force. Squads Paulus and Mephisto were unable to reach the Orks' deployment zone in time and the Rhino was disabled. This left only the dreadnought and I was acutely aware of the fact that Jervis knew this too. I decided to try and blast my way forward and get the dreadnought into a position where it could charge or run in next turn with covering fire from my other squads.

Squad Mephisto ran forward to be in position for the next turn and to try and lure out Nazgut's mob who were lurking behind the rock spires. Furioso stamped around the corner of the ruins to spot the cowering Weirdboy and his Minderz hiding behind them. Squad Paulus advanced to close range to try and purge the Goffs from the jungle on their right. Squads Adorno and Ariosto maintained their positions to give covering fire.

I directed Squad Ariosto's fire against the Nobz to try and drive them away from Adorno's position, freeing them to support Squad Paulus. However, despite having nine shots I only succeeded in hitting and killing one Nob. A feeling of dark despair swept over me – were those Nobz blessed by Gork and Mork or what? A further six bolter shots from Squad Ariosto pattered off them like summer rain and my screams of frustration echoed out yet again! Denuded of any assistance from Squad Ariosto, Squad Paulus would be in for a good



BLOOD ANGELS TURN 3.

kicking from the Goffs any minute now. Things picked up momentarily when Squad Ariosto's heavy plasma gunner avenged Brother-Captain Tycho's death by blasting Oddgit and one of his Minderz into tiny incandescent particles after the dreadnought had reported their position. However I was soon chewing the table edge with more frustration as their heavy bolter managed to roll two jams and junk itself for the rest of the game!



Furioso was in the tricky situation of having just a single Minder still before him and beyond that the supremely tempting target of the Ork Warboss and a large cluster of Goffs. Unfortunately the Minder hadn't fled when his compatriots were vaped as I'd hoped (too stupid to be scared, I guess). According to the rules I couldn't target the Goffs and the Warboss instead of the Minder. I tried blowing away this impediment with Furioso's storm bolter; it jammed. I tried using Furioso's auto-launchers on him; only one frag grenade hit and that failed to wound. Cursing vehemently I finally blasted the annoying little ***** with the dreadnought's

multi-melta and had the satisfaction of seeing him dissolve into a pile of goo. This left Squad Paulus having to deal with twice their number of Goffs ensconced in a jungle completely on their own (doomed, doomed, I hear you cry).

Squad Paulus' firing got off to a rousing start with their flamer burning up two Goffs and setting a third alight. The staccato bark of the squad's bolters rose above the crackling roar as one Goff after another burst under the rain of explosive shells. It was as if all the bad luck that had dogged me through the game was swept away as the laws of probability snapped back into place like an overstretched rubber band. All four bolter-armed members of Squad Paulus slew a Goff each, breaking the Mob's morale and sending Magrot and the bloodied remnants of the Nargob's mob diving for cover in the jungle.

Sadly Squad Redeptor's close assault on the battlewagon yielded no reward, as I failed to immobilize it despite one of the Brother Marines successfully damaging one of its wheels with his power fist. Jervis rallying Nazgut's mob hiding behind the rocks had driven my victory points total right down but breaking the other Goff mob and killing the Weirdboy had dragged me back up again. The vague possibility of victory hove back into view.

VICTORY POINTS

BLOOD ANGELS 5 POINTS

ORKS 7 POINTS



THE BATTLEWAGON CRASHES INTO THE RHINO SENDING IT SPINNING OUT OF CONTROL.

ORK TURN THREE



ORK TURN 3.

Ouch! Well there was no doubt about it, Andy's last turn put the Space Marines back in the game with a vengeance. By more or less destroying my second Goff mob, Andy had left me with very little to slow up his advance. The Goffs I rallied last turn were simply going to have to stay where they were, so that if Andy ran into my set-up zone I would at least have some troops to engage him with in my last turn. For similar reasons my Warboss and Mekaniak had to remain under cover, so that if Andy advanced his dreadnought on the final turn I would have something to attack it with.

In fact the only unit I could attack with on this flank was my Nobz mob. As their fire on previous turns had been largely

ineffective I decided to charge them into hand-to-hand combat this turn. Two of the Nobz charged Andy's Terminator Sergeant, as I only needed to inflict one more casualty to reduce the Terminators to half strength, and this would earn me a victory point. The other two Nobz headed off in the opposite direction to attack Squad Paulus and hopefully slow up Andy's advance towards my set-up zone. Squads that are engaged in close combat do not have to worry about the Squad Coherency rules, which is why the Nobz could attack in two directions at once. However, whichever group was smaller in my next turn would count as having broken morale until I got

the two halves of the mob back together again. As I doubted that the Nobz would survive through Andy's turn, I didn't foresee this being a problem. The Orks' battlewagon hurriedly backed away from the attacking Terminators, leaving room for the Nobz to attack the Terminator Sergeant.

On my other flank the Gretchin and Evil Sunz chased after the Terminators, who had moved out of range again when they attacked the battlewagon. The Bad Moons carried on with their advance, while the Death Skulls stayed put and switched their attention to Squads Ariosto and Adorno, which they could just see on the other side of the table. Unfortunately the Orks' fire proved every bit as ineffective as it had last turn, and not a single Space Marine was killed by Ork shooting. The Nobz were more effective in hand-to-hand combat, killing the flamer Marine from Squad Paulus and the Terminator Sergeant, although the Sergeant did manage to kill one of the Nobz before he went down himself.

As we went into the final two turns things were very finely balanced. Andy could still achieve his objective by running his dreadnought into my set-up zone, or might even be able to inflict enough casualties to give him a win even without achieving his objective. However, I was still fairly confident. I was three points ahead of Andy's victory point total, so he would need to get a lot of kills to score enough victory points with casualties alone, while my Warboss and Mekaniak were in a position to damage or destroy the Space Marine dreadnought if it moved into my set-up zone. None the less, everything would rest on the outcome of Andy's final turn...



VICTORY POINTS

BLOOD ANGELS 5 POINTS
ORKS 8 POINTS

BLOOD ANGELS TURN FOUR

With a sinking feeling in the pit of my stomach I realised I couldn't get my dreadnought into Jervis' deployment zone and score a big fat five victory points. The reason was that I couldn't move far enough forward with a normal move. I couldn't make a run move because of the proximity of the hidden Goffs behind the rocks nor could I make a charge against them because they were out of sight. By keeping those cursed Goffs hidden Jervis had stymied me! All I could do now was dig my heels in and try to inflict as many casualties as possible. The Bad Moons were already weakened by Squad Adorno's heavy bolter fire so I decided to try and break them; my other targets would be the Ork Warboss and the Nobz mob. If I could take out all these targets and not suffer too many casualties myself I could hopefully just sneak ahead in the victory points.



BLOOD ANGELS TURN 4.

Squads Paulus and Mephisto froze into overwatch to cover the Nobz attacking from the right and to remain alert in case the Goffs emerged from behind the rocks. An Ork Mekboy was also lurking around behind the jungle and I got a nasty



THE ORK NOBZ ENGAGE THE TERMINATOR SERGEANT AS THE EVIL SUNZ ADVANCE.

impression he was trying to sidle up to the dreadnought – doubtless he had something to use against it up his sleeve. I decided to keep a special eye on him.

My dreadnought stomped towards the smoking crater where the Weirdboy had been and levelled its multi-melta at the recently rallied Ork Warboss – the greenskin was desperately trying to hide amongst the trees but the tell-tale glow of his refractor field gave him away. The two survivors of Squad Redeptor held their position among the spiker plants and readied their storm bolters. Squads Adorno and Ariosto advanced from their hillside positions, one Marine from Squad Adorno clambering up onto the exposed hill crest to get a shot at the Mekboy.

Furioso spat its hissing, roaring bolt of super-heat for the last time, shrivelling the Warboss instantly and sending bright flames leaping through the edge of the jungle to kill another cowering Goff nearby. A bright lance of destruction from Ariosto's lascannon blew apart a Bad Moon as Squad Adorno opened fire. Incandescent plasma fire vapourised another Bad Moon and the Brother Marine on the crest of the hill plugged the Mekboy with a single bolter shot. Squad Redeptor cut

down yet another Bad Moon and the Bad Moons' Nob barely survived the hail of fire thanks to his 'eavy armour but his continued survival prevented the surviving Bad Moons breaking and running. The Nob which had killed Sergeant Huon was thoroughly riddled with explosive bolts and died very messily. This left only the two Nobz facing Squads Paulus and Mephisto. Sadly these didn't break but they were still in the unenviable position of being covered by eight overwatching Space Marines...

At the end of the turn Squad Redeptor rallied from their shaken morale status which would make it much harder for Jervis to dispose of them. This turn only brought me back up to level pegging on the victory points, 8 all. But if I could just kill or break those two surviving Nobz and not lose any victory points myself I could still win!

VICTORY POINTS

BLOOD ANGELS 8 POINTS
ORKS 8 POINTS

ORK TURN 4

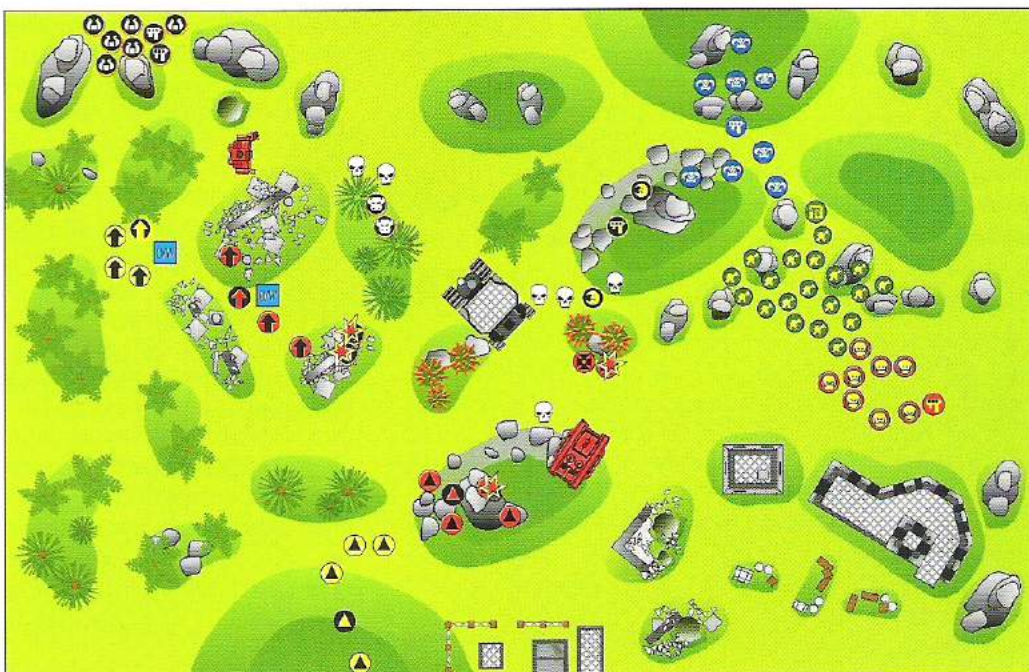
Well, the Space Marines finally showed what they could do, earning Andy three victory points with some very accurate shooting in his turn and evening up our scores. Even so, as I started my last turn, I knew that all I needed was one victory point to get a win. If I still had either my Warboss with his combi-weapon or (even better!) the Mekaniak with his Haywire grenade, then I would have had a good chance of inflicting some damage on the Space Marine's dreadnought and earning a victory point that way, but as both characters were now dead this was not to be.

This left me with the rather slim chance of finishing off the two remaining Terminators with the massed fire of the Evil Sunz and Bad Moons, combined with the equally slim chance of my two remaining Nobz being able to kill the three Space Marines from Squad Paulus, reducing the squad to less than half strength. Achieving either of these tasks would earn me a victory point and win me the game.

Then disaster struck! Before I had even moved a single model, Andy declared that Squad Paulus would fire on my two remaining Nobz. Andy had placed the squad on overwatch to provide covering fire for his dreadnought, in case he didn't manage to kill my Warboss and Mekaniak in his turn. As both were dead

there was no reason for Andy not to fire straight away, and that is exactly what he did, killing the two remaining Nobz with a hail of bolter fire. Not only did this eliminate any chance of reducing Squad Paulus to half strength, but it also earned Andy another victory point, which put him in the lead!

My only chance now of stopping the Space Marines winning the game was to wipe out the two remaining Terminators. I couldn't get a line of sight to enough Space Marines to reduce any of the other squads to half strength, and I didn't have a line of sight to the dreadnought with any weapons that could harm it. Unfortunately, only my Bad Moons and Evil Sunz could still see the Terminators, but they blasted away at them with every weapon they had. The Bad Moons fired first and



ORK TURN 4.

managed to take out one of the Terminators with a lucky hit from their lascannon, which left just one last Terminator for the Sunz to finish off. The Evil Sunz let rip, but their multi-melta shot missed completely, and their bolter fire pinged off the Terminator's awesomely thick armour. There was nobody left to shoot at the Terminators – Andy had managed to pull off a win in the very last turn of the game, and almost on the very last roll of the dice!

The game drew to a close with the Death Skulls blasting away at the only target they could see, the Space Marine from Squad Adorno who had moved into the open so that he could kill my Mekaniak, and who now paid for his daring by being riddled with heavy bolter fire. Still, this was small consolation. Victory had been in my grasp for most of the battle, only to be torn away on the very final turn of the game.

VICTORY POINTS

BLOOD ANGELS 9 POINTS
ORKS 8 POINTS

BLOOD ANGELS DEBRIEFING (Andy Chambers)

Made it! It was a very tight game and I really did think I was doomed by the end of Turn 2. Everything that could go wrong had gone wrong and I was ready to throw in the proverbial towel, which just goes to show it ain't over 'till it's over! However, my strategy of pushing through the jungle rather than across the plain paid off handsomely. This was because the Orks were unable to capitalise on my failures and had to come at me piecemeal because of the dense terrain. I did fail to achieve my primary objective and only pulled a minimal victory out of the bag by killing an awful lot of Orks.

Jervis reckoned it was a mistake to send in the Terminators against the Ork horde on the plain, maintaining that they would have given me the extra edge I needed to break through on the left. I think he's right: Squads Paulus and Mephisto spent too much time shooting Orks and not enough time running forward. Choosing an Assault squad with or without jump packs would have made my mission an awful lot easier but I didn't know that I would be playing a Dawn Raid mission when I chose my force. On the other hand, if I had taken an Assault squad and then got Engage and Destroy instead I would have been struggling.

Though some Terminators advancing through the ruins on the left would have made my assault a lot easier I feel that the role that Squad Redeptor performed was quite vital. If I had deployed nothing beneath the maw of Jervis' guns in the centre the Bad Moons and the Death Skulls would have folded in on my right flank and destroyed Squads Adorno and Ariosto quite quickly, leaving my other squads doing a Custer's last stand in the ruins. Only Terminators could have survived in that position and remained a thorn in Jervis' side throughout the game. If I had, for example, deployed Squad Ariosto in one of the bunkers (as I did consider for a while) I guarantee they would have been turned into dogmeat by the end of Turn 2.

The biggest problem in trying to move forward was the presence of the Goffs hidden behind the rocks. Jervis had the good sense to realise that they could do a far better job of keeping me at bay by staying out of sight and not getting shot. As it was I couldn't risk sending Squad Mephisto too close because the Goffs would have easily wiped them out in close combat and the dreadnought was also stymied by their presence.

Of course my "man of the match" award has to go to the dreadnought – without him propping up my left so comprehensively things would have been very dire indeed. The dreadnought was ideally suited to fighting in the close confines of the left hand side of the table, equipped as it was with the devastating but short-ranged multi-melta – my only regret was that it didn't get into hand-to-hand combat and use its power fist. However, I do suspect its presence put Jervis off any thoughts of throwing his Warboss and the Goffs into hand-to-hand combat with Squad Paulus.

Probably the most disappointing showing on my side was from the Devastator squad. They suffered the worst of my bad luck but I definitely fixated too much on Squad Ariosto maintaining their position. Once their missile launcher had malfunctioned and I had failed to damage the battlegroup with the lascannon I should have moved them down to get involved with the fight around the ruins.

Squad Adorno did a fine job, though they spent far too long trying to dispose of the Nobz because they could only bring bolters to bear on them. The moral of this story is not to be afraid to miss a shot with your heavy weapons so that they can move to a better position. Though it seems unthinkable at the time, your opponent will simply out-manoeuvre you if you stay in the same place for too long. I think placing two heavy weapons in each squad was worthwhile because there weren't enough positions to deploy all four heavy weapons together effectively.

Poor Brother-Captain Erasmus Tycho suffered the worst luck of all, failing a 2D6 roll when all he needed to score was a 10 or less. The Apothecaries assure me that with extensive psycho-surgery he will fight again but in this game his loss was devastating. Not only did Jervis get a big fat six victory points (75% of the Orks' victory points) for taking him out but the Break test his loss caused on all the squads within 12" could have been disastrous. Perhaps I should have just hidden him well out of the way once I knew what Jervis' mission was, but I couldn't bring myself to do it, it just wouldn't have been heroic...!

Looking at Jervis' plan and deployment I can find little fault except in positioning the Evil Sunz on the extreme right – their multi-melta would have been a lot more useful in the jungles on the left. During the game he didn't respond quickly enough to the attack on the left, getting hung up on trying to destroy the Terminators for too long while the Goffs and Nobz were gradually pummelled to death.

It must be said that Jervis was exceedingly lucky to kill my commander with the Weirdboy – if he hadn't, the battle would have been an utter trouncing for him. On the other hand, I was lucky to pull it back and kill enough Orks to win in spite of failing to fulfil my primary objective. A stunning testimony to the durability of a Space Marine force at close quarters in dense terrain.

THE BENEFITS OF HINDSIGHT (Jervis Johnson)

And yet again Andy pulls off a spectacular last minute win – will I ever beat this man (in print at least)? Still, I'm not too upset about losing the game. After all it was very close, and I did a lot better than the last time I led my Orks against Andy's Space Marines (see WD 158 for a report of that battle).

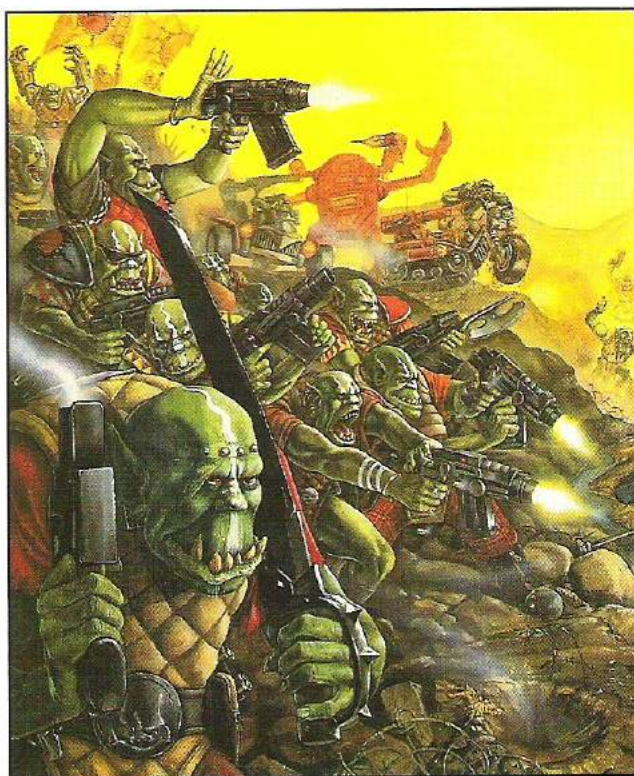
So what went wrong? On the whole my set-up wasn't too bad, though possibly I should have placed even more troops opposite the jungle than I actually did. Certainly the Evil Sunz would have been of more use in the jungle than they were on the other flank. On the other hand, if I hadn't placed the Evil Sunz where I did then Andy could have easily moved round and enveloped the open flank in his Rhino, which is part of the reason why I placed the Evil Sunz and their multi-melta where I did. Possibly the best compromise would have been to place the Evil Sunz in the centre as part of my 'mobile reserve', so that they could have been switched to either flank as needed. Ah well, such are the benefits of hindsight.

My other error when setting up was to leave the Ork dreadnought in a position where Andy could get a shot at it in his first turn. I must admit that I had assumed that the jungle would block any line of sight Andy might get to the dreadnought, but I was wrong, and paid dearly for my mistake. Still, at least the battle taught me that the new rules for setting up mean that you must be extra careful when you have to set up first, as a cunning opponent will punish any mistakes that you make.

During the game my biggest error was committing too many of my troops to trying to wipe out the Terminators. In particular, I really should have moved the Bad Moons over to defend against the main Space Marine attack through the jungle, rather than using them against the Terminators. This mistake was compounded by my zooming the Nobz mob forward in the battlegroup on the first turn. It was only bad luck on Andy's part that stopped the Nobz being wiped out on the first or second turn, and in any case they would have been much more useful nearer my base line acting as a reserve force. As most of them were armed with power fists they could have even damaged Andy's dreadnought in close combat, which might have won me the game.

And last but not least, advancing the Goff mob through the jungle to engage Squad Paulus on Turn 2 probably wasn't that good an idea either. My Boyz didn't manage to kill a single Space Marine, and were all but wiped out by the return fire, earning Andy two victory points and leaving me with almost no troops to defend against his main attack. If I had thought about it a bit harder at the time I probably wouldn't have made the move, because the other Goff mob had already been driven off, and I should have realised that ten Orks are going to get badly mauled by an equal number of Space Marines. But I had decided on my plan of action during my first turn, and rather than revising it in the face of the situation I faced at the start of Turn 2, I carried on blindly with my plan without thinking it through.

Still, it wasn't all bad news. I was more than pleased with the performance of my Weirdboy, and keeping him well hidden for as long as possible so that he could attack without suffering any return fire proved very successful. I'll remember that tactic



in any future games. I learnt my lesson on Turn 2, and kept my other Goff mob well under cover where they acted as a threat to Andy's troops and stopped him getting any troops into my deployment zone. It just goes to show that you don't have to bring any guns to bear to have an effect on a battle.

Turning my attention to the Space Marines' tactics, there are only a couple of points I would make. Although Andy disagrees, I feel that using the Terminators to try to hold up my troops on the left flank was a bad move and nearly resulted in their being wiped out. The job could have been done just as well by one of the Space Marine Devastator squads, and I'm sure that the Terminators would have proved a lot more effective in the jungle terrain on my right flank than out in the open facing the massed fire of almost half the Ork army. Andy's other mistake was letting my Weirdboy get in range of his commander, and right from the very first turn as well! My Weirdboy had almost a 10% chance of killing the commander each and every time he attacked, and while odds like that aren't all that good, they quickly add up over the course of a few turns. As it was I lucked out and killed the commander very early on, and the victory points I earned almost gave me the game. Almost...almost...

But turning aside from game winning tactics and feeble excuses, I do feel that this game served to highlight the benefits of some of the changes Andy and Rick have made in the Warhammer 40,000 game system. The actual game mechanics have been streamlined to make Warhammer 40,000 battles faster and more enjoyable. The new Wargear cards are also worth a mention, and the new army lists are both easier to use and much more evenly balanced than they were before. But probably the most important changes of all are the new Mission cards and victory conditions, which serve to give a sense of purpose to each game, and greatly add to the excitement level of any battle. All in all then, the new rules make for a faster, more even, and more exciting game. And you can't ask for much more than that!

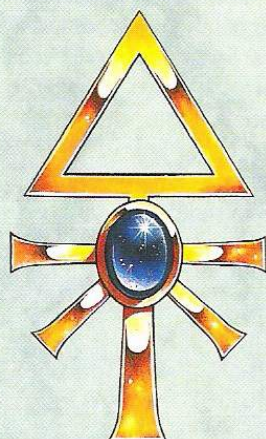


WITCH HUNT

By Jake Thornton and Adrian Wood

This month's battle is a mighty clash between an Eldar Warhost from the Biel-Tan craftworld and an Ork horde led by Warboss Grishnak. The game uses the new psychic system from Dark Millennium and amply demonstrates the destructive power of psykers on the battlefields of the forty-first millennium.

The Eldar Farseer stood motionless amid the battered remains of the old refinery. The vast bulk of the storage tanks loomed on either side of him, stained and pitted by the ravages of the jungle that had crept back, eager to reclaim what the settlers had abandoned. Twisted girders and crumbling plasticrete showed where the dormitories had stood and amongst these sorry remains the Eldar army had deployed. Waiting for the Orks.



The morning passed quietly with little but the buzz of mosquitoes and the calls of strange, brightly coloured birds to break the silence of the ruins. As they had settled in to await their enemy, the Eldar warriors had succumbed to the desolate atmosphere of the place and now sat quietly, each lost in his own thoughts.

Suddenly, a loud explosion rent the air followed by raucous laughter. More explosions followed and more laughter. The Orks had arrived. Immediately the Eldar warriors began preparing themselves, making final checks on their weapons and wargear, readying

themselves for the fight to come. As the Eldar prepared the sounds of the Ork's approach grew louder. They crashed through the undergrowth blasting away at anything that moved, bolter shells ripping apart trees and wildlife with equal efficiency.

This general advance stumbled to a halt among the cover of a group of rock spires that hid most of the Orks from view. Occasionally their back banners were visible as they moved about, forming their battle line and waiting for the order to attack.

With fluid grace the Farseer motioned to the Scouts who had been awaiting his orders. They gathered about him as he gave his directions to the heavily camouflaged Eldar warriors.

"Move in as close as you can." He said. "Prevent their army from dispersing. Slaughter them without mercy."

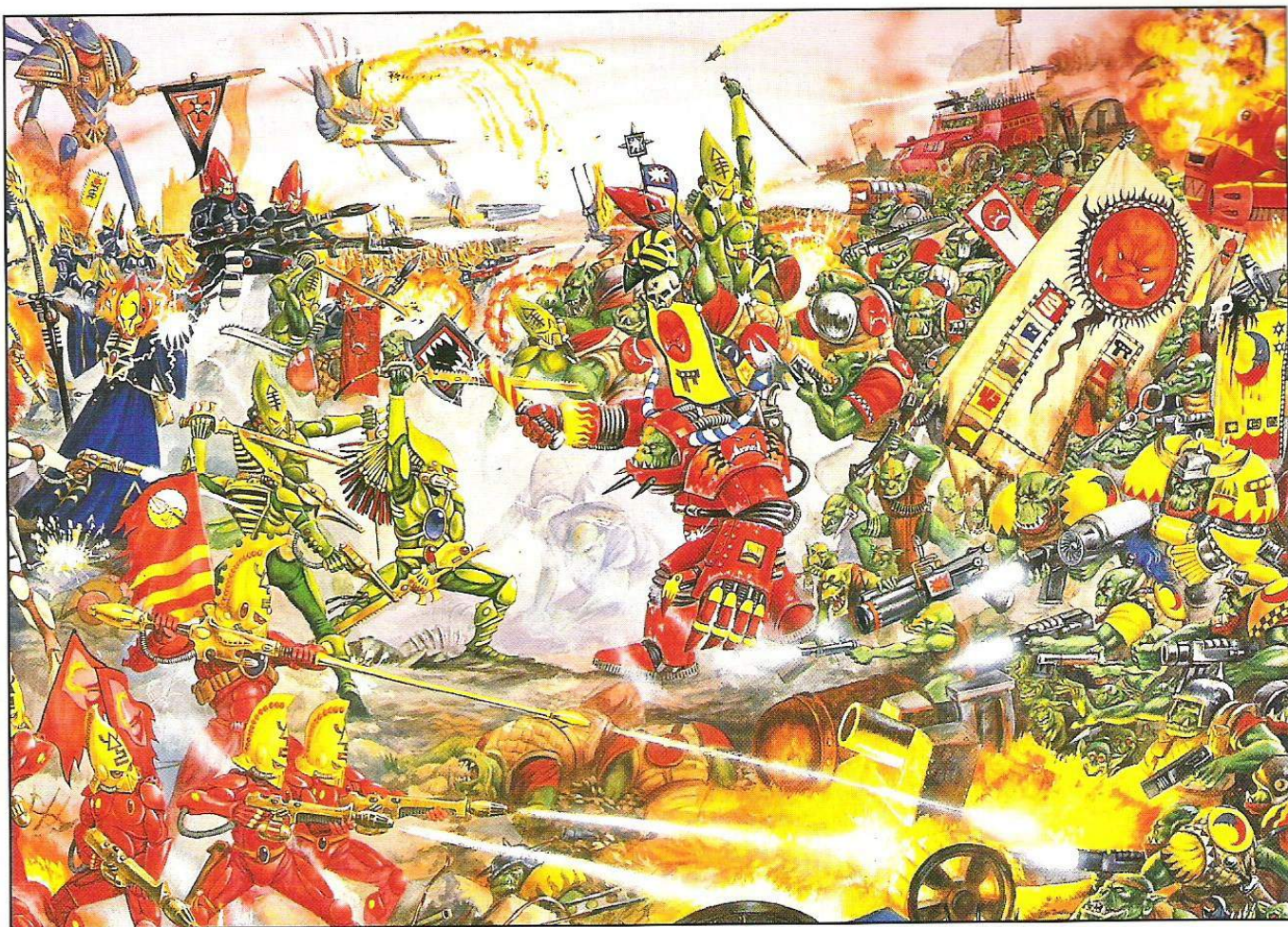
The Scouts nodded and silently moved off in the direction of the Ork lines, their cameleoline cloaks blurring their forms as they disappeared into the ruins.

Silence descended once again as both armies busied themselves with final preparations. The Orks had paused briefly in their destruction as they formed up in their different mobs.

The Orks began to advance, chanting as they came a green wave working itself into a killing frenzy. The Farseer stood calmly waiting for further reports, not wanting to commit more warriors until he knew the Orks' deployment.

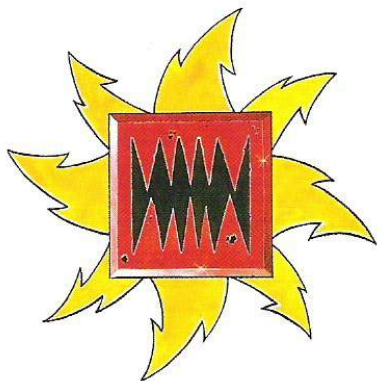
The pilot of the War Walker was the first to call in over the comm-net. Then the Scouts. Then everyone could see them.

The Farseer's voice crackled over the Eldar comm-net. "Fire on my command".



INTRODUCTION

With Dark Millennium about to be released, we've recently been playing a lot of games of Warhammer 40,000 at the Studio. The Dark Millennium supplement adds a vast range of equipment and wargear to your games. In the following battle we used the expanded psychic system, the new victory points tables, the strategy cards and several of the dozens of new wargear cards. Together these add an extra level of excitement and conflict to your Warhammer 40,000 games.



At the time of writing, the new Eldar Codex was just being finished and so we were able to use the revised and enlarged Eldar army list. We also had an Eldar army in the Studio that had been painted by Fred Reed who works in our Bristol store. This army will be featured in its own article in a future issue, but first we wanted to try it in battle. For opponents, we looked

no further than our own Ork army and the stage was set for an exciting battle.

We set up this game on one of the Studio's eight foot by four foot gaming tables and kept notes as we played. Because it is very difficult to take high quality photographs in the middle of the battle, we just took snapshots of each turn. After the battle was over, we used these photographs along with the maps we had made during the game to recreate the battle and set it up with proper lighting and camera equipment.

We both chose our armies and drew mission and strategy cards for the battle. Dark Millennium includes two new missions – *Guerrilla War* and *Witch Hunt* – and we added these to the mission cards from Warhammer 40,000. As it was, Jake drew *Witch Hunt* and Adrian drew *Take and hold*. Determining your mission after you have chosen your army makes a big difference to your force selection as you need to take troops that are good all round and will be useful whatever mission you are ordered to carry out. This is very important as you can make a battle much harder for yourself by picking the wrong troop types.

Having set up the scenery before either of us had drawn our missions, we then added an extra piece to represent the Ork's objective. This crate of vital supplies was in the middle of the refinery complex that we had assembled from Adrian Wild's brilliant new industrial scenery.

Finally, we randomly chose the psychic powers for each of our psykers. The Farseer and Warlock drew from the Eldar Runic powers deck, and the Warhead from the Waaagh! powers. With both forces ready battle commenced.

THE ELDAR WARHOST

by Jake Thornton



The Eldar are an unusual race. Not only do they not have the numbers to make mass attacks like the Orks, they also lack the armoured toughness of the Space Marines. Despite this, they can be devastating at long range with their shuriken catapults and scatter lasers, or lethal close-in with attacks by Howling Banshees and Striking Scorpion Aspect Warriors.

The big danger in selecting an Eldar army is trying to be good at everything. Eldar troops are specialists, and to function well as a whole, you need to decide what style of play you feel most comfortable with and what is most effective against your enemy.

To beat the Orks I would have to destroy hordes of lightly armoured troops. Whatever the mission I drew, I knew that I would be badly outnumbered. I also knew that I wouldn't be able to survive drawn-out close combat with dozens of Goffs, even though the Eldar army has some of the best hand-to-hand troops in Warhammer 40,000. Charging into hordes of Orks with Howling Banshees is all very well for the first turn but tends to fall apart when the survivors open up with their massed bolt pistol fire at point blank range. You kill an Ork for every Aspect Warrior in your first turn, then they wipe you out. The Eldar are a dying race and cannot afford this sort of exchange. In hand-to-hand combat, the bonuses for multiple attackers make sheer weight of numbers a viable tactic against even the highest quality warriors. I would therefore need to be able to kill as many of the greenskins as possible before they came within charge range.

For this reason I decided to take an Eldar army that dealt death from afar. All my Guardians would be equipped with shuriken catapults, I would take both War Walkers and the anti-grav platform for the scatter lasers. From behind my lines the Dark Reapers would rain frag missiles on the approaching masses and in front, my Scouts would stall and confuse the Ork advance with their needle gun fire and frag grenades. I decided to deploy in depth and try to defend the whole board.

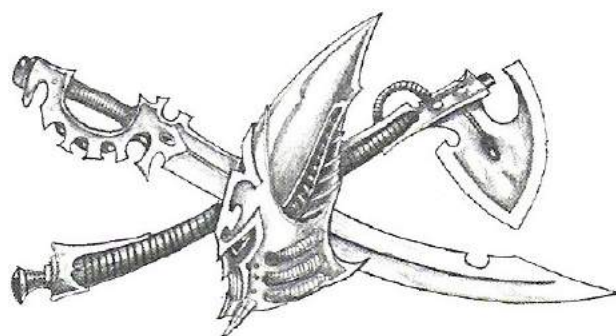
I started by picking three small Guardian squads of five models each. The Codex Eldar army list allows Guardian squads to be anything from five to ten models strong but I stuck to small squads to allow me to cover several areas of attack at once. Because of the points cost of my warriors, I knew that I would only be able to field a small force compared to the Orks. These few Eldar would make a rather thin line across the eight foot wide tables that we use at the Studio. If the Ork's mission was Dawn Raid then I would have a lot of trouble stopping them.

The two Aspect Warrior squads that I chose were both picked for very specific tasks. The Dark Reapers were perfect support troops. With their Dark Reaper range finders and missile launchers they would be able to lay down a barrage with near unerring accuracy anywhere they could see. All I had to do

was to find them a good vantage point. I planned to use them to hold down one flank by themselves.

Swooping Hawks are definitely my favourite Aspect Warriors. They are so mobile that they are able to stall enemy attacks and breakthroughs anywhere on the battlefield, giving the rest of the army time to react and redeploy to face new threats. They are also ideal for launching surprise raids wherever the enemy is weakest.

The Eldar scatter lasers on the anti-grav platform and the War Walkers were my best weapons for clearing areas of the table of Orks. These were to cover the more important sectors of the board whilst the Guardian squads covered the rest. War Walkers are also fast, and this meant that they would be able to shoot up one of the Ork flanks and still have time to redeploy in order to have an effect elsewhere before the battle ended.



Finally I took two psykers – a Farseer and a Warlock. The Farseer is a very important character in the Eldar army as he is not only a fourth level psyker, but also their army commander when the Avatar is not present. This combination of psyker and commander is quite unusual and only occurs in Eldar, Tyranid and Genestealer armies. In a battle this means that your commander is even more deadly than usual, but this expensive investment of points has to be protected. The enemy will surely pick him out as a prime target whenever they can and you therefore need to be particularly careful about the risks you run with him.

I was hoping that my Farseer would get the awesome power *Executioner* which would enable him to kill Orks without endangering himself. I was lucky, and not only drew that, but also *Fortune*, *Doom* and *Destructor*. *Fortune* gives Eldar within 12" of the Farseer a +2 bonus to their saving throws. *Doom* selects one enemy model and makes all unsaved hits automatically wound at twice their normal rate. *Destructor* is an awesome power which unleashes a storm of devastation that travels across the board. My Warlock drew the power *Eldritch Storm* which creates a whirling maelstrom that throws aside anyone caught under the template.

Dark Millennium includes a new set of cards called Strategy Cards. Before the battle, both sides get a random strategy card for each thousand points in their army. This meant that both Adrian and I got two strategy cards, the ones I picked being *Craven Cowardice* and *Insane Bravery*. Both of these cards are played on broken squads, one causing an enemy squad to scatter completely – removing it from the battle, and the other instantly rallying one of your own. Some of the strategy cards are played before the battle begins, but the two I had drawn would obviously have to wait until we had seen some combat.

ELDAR WARHOST

1499 Points



ELDAR FARSEER



Farseer equipped with Rune armour and armed with a laspistol. He carries three wargear cards – *Cameleoline*, *Digital Lasers* and *Executioner* and is also armed with plasma grenades.

WARLOCK



Warlock (level one) equipped with Rune armour and armed with a laspistol. He carries two wargear cards – *Cameleoline* and a *Force Sword*. He is also armed with frag and plasma grenades. **Note:** My opponent agreed to my duplication of *Cameleoline*.

SWOOPING HAWK EXARCH



Swooping Hawk Exarch armed with a laspistol and equipped with Exarch armour. He carries one wargear card – *Lasblaster*. He also has the warrior powers *Battle Fortune* and *Crack Shot*.

SWOOPING HAWK ASPECT WARRIORS



5 Swooping Hawks armed with lasguns, laspistols, Swooping Hawk grenade packs with frag and krak grenades and equipped with Hawk armour.

DARK REAPER ASPECT WARRIORS



3 Dark Reapers armed with missile launchers with frag and krak grenades. They have Reaper range finders, laspistols and Reaper armour.

SCOUT SQUAD



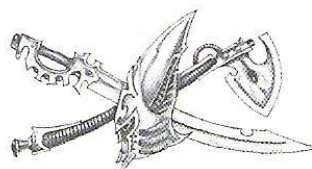
5 Scouts armed with needle sniper rifles and laspistols and equipped with mesh armour and cameleoline cloaks. The entire squad is also armed with frag grenades.



3 GUARDIAN SQUADS



5 Guardians per squad, each armed with a shuriken catapult and frag grenades. One model in each squad also carries a flamer and the leader is armed with a laspistol and power sword.



SCATTER LASER

1 Scatter Laser on anti-grav platform.



WAR WALKERS

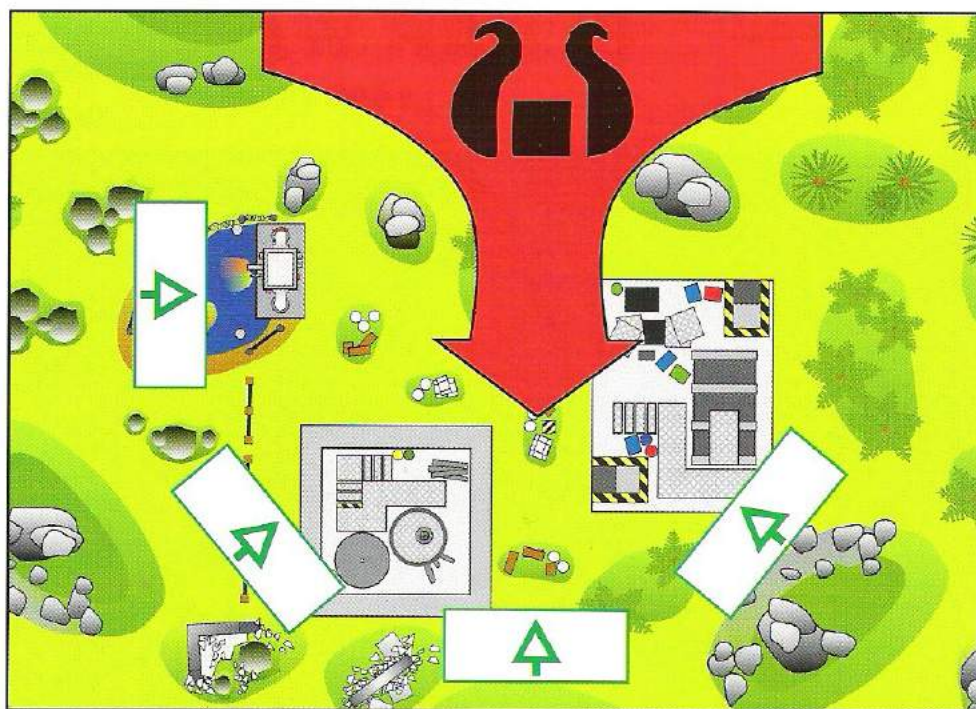
2 War Walkers with lascannons and scatter lasers.

ELDAR PLAN

Before we picked our Mission cards and the Orks deployed, all I had decided upon was the general strategy of a firepower based army. This obviously meant that I would spend most of the game sitting back and firing as the Orks advanced. Even the most glorious close combat troops can die horribly when swamped by huge numbers of Orks, and I've even seen Gretchin slaughter Harlequins in hand-to-hand combat. I wasn't going to waste my forces in the kind of battle that favoured my enemy.

I was very happy to see that Adrian had deployed on a narrow front. This enabled me to halve the length of my battleline and allowed all of my weapons to bear on a much smaller area. I jumped at the chance to keep him hemmed in and deployed both my Dark Reapers and Scouts with this in mind.

I had been dreading having to defend the whole width of the table against a *Dawn Raid*, *Engage and Destroy* or *Guerrilla War*. Luckily Adrian drew the mission *Take and Hold* and I



got *Witch Hunt*. I couldn't have come up with a better combination if I had chosen them myself. The Orks were after a fixed objective so I knew where they would be going. All I needed to do was to concentrate on killing one model, the Warphead, whilst keeping the Ork's objective clear of greenskins.

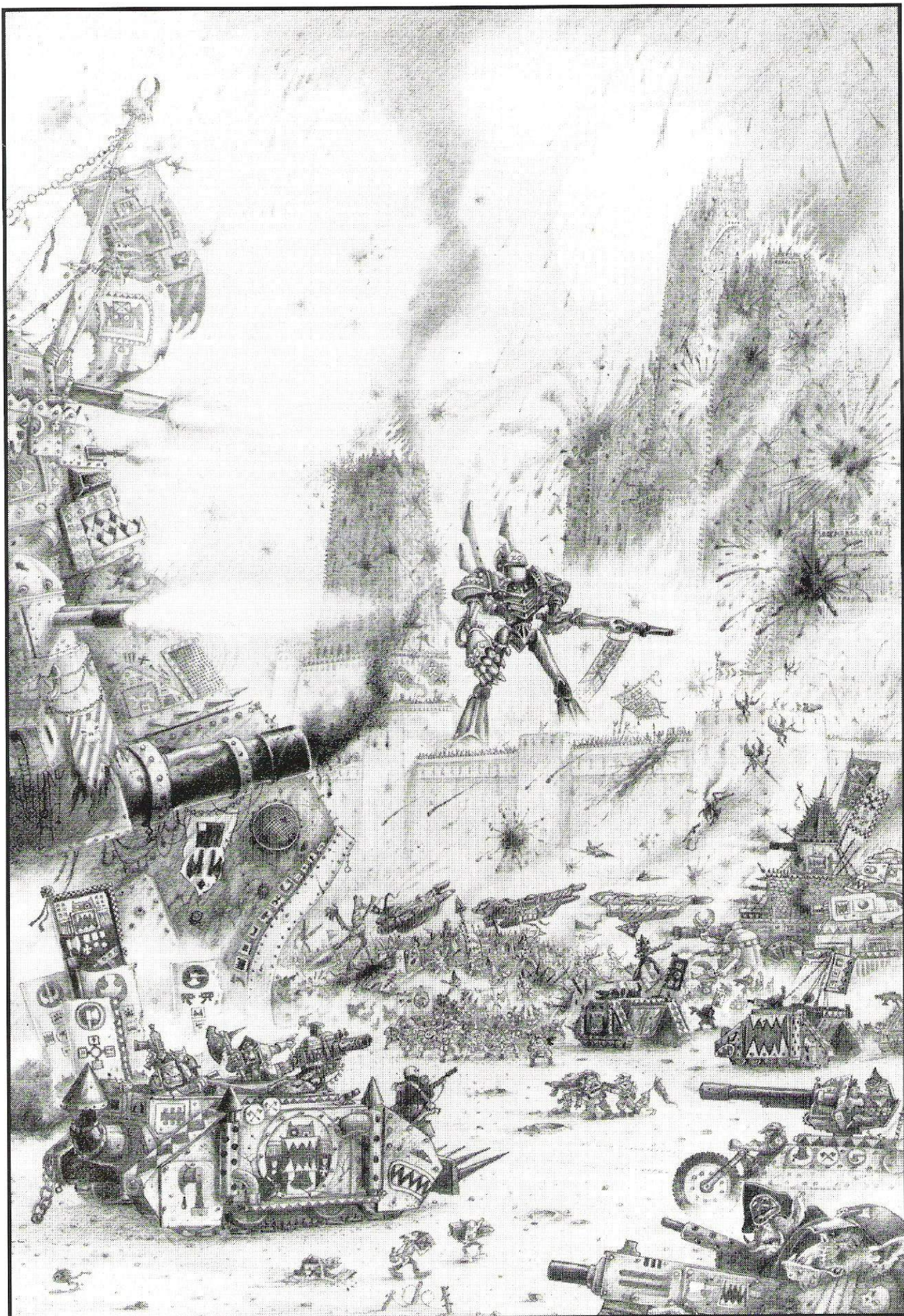
In *Warhammer 40,000* I've found that if you can achieve your objective and stop your opponent from achieving theirs, then you will almost always win. This isn't always true, as *Angels of Death* in *White Dwarf* 166 shows, but the side which hasn't achieved its objective needs to inflict a massive amount of damage to catch up.

Having seen the Ork deployment and our Mission cards I decided to set a trap for the Orks. With the help of the terrain, the fuel silos and refinery, I would funnel the Ork advance onto a killing zone around their objective where they could be shot like fish in a barrel (see map above). I had to keep them from spreading out around the sides of the refinery where they would begin to surround me by sheer weight of firepower. The more I could keep the Orks bunched up, the more they would get in each other's way and the better a target they would be for my scatter lasers and missiles.

My Scouts were deployed as far forward as they could go and very close to the Ork's position. Their sniper fire on the exposed Ork flank would be a thorn in Adrian's side from turn one. Once the Orks began to advance they would be hit from both sides as the approach to the objective was under the sights of the Dark Reapers on my left and a War Walker on my right. The objective itself was a killing zone overlooked by no less than three scatter lasers, two squads of Guardians with shuriken catapults and my Farseer. I didn't expect that anything the Orks had would survive that.

The Ork's own aggression would force them forwards and the Dark Reapers, War Walkers and terrain would keep them bunched up. Those who survived running the gauntlet of frag missiles would arrive nicely bunched up in the killing zone, ready to be gunned down by my scatter lasers. Above the carnage the Swooping Hawks would act as a mobile reserve and close the lid on the trap.





ORK ARMY

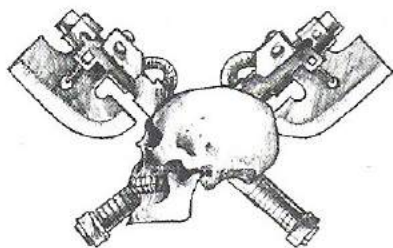


I was certainly looking forward to this encounter between the Orks and the Eldar. The Orks are my favourite Warhammer 40,000 army and the Eldar a close second. Both armies are highly unusual when compared to the Space Marines and require practice and careful planning to use effectively.

I started by considering my enemy. I have commanded, as well as having been on the receiving end of the Eldar on numerous occasions. Eldar are faster than Orks, more accurate with their weapons and have far better leadership with even basic troops having a leadership of eight. They are however, not very tough and die quickly when hit by massed bolter fire.

As I have played against Jake on a number of occasions, I tend to know the kinds of armies and tactics he favours. Jake prefers to keep Orks at arm's length and shoot them up with long range weapons, regardless of the mission objective. I guessed that the Dreadnought and War Walker with its scatter laser would be in favour. The Dark Reapers and Psykers would also be handy to attack from afar. I didn't expect any frightening close combat troops as this can be the equivalent of a fencer fighting a bear. For all their skill, a squad of Howling Banshees would easily be crushed by the Orks once the initial carnage was over. Should Jake be true to form, the heavy weapons and Psykers in his army would cost him most of his points. Overall I didn't expect to face a large army.

Orks tend to outnumber the Eldar, usually by 3 to 1. However, without a strong head a huge and powerful body is useless. The Ork Warboss is the brains (such as they are) of an Ork army and without his leadership the army easily crumbles. I decided to equip him with a Displacer field which, in my opinion, is almost compulsory for an Ork leader. I used the model of the great Ork Ghazghkull Thraka to represent him and as the model carried a combi-weapon I decided to buy him a bolta-bolta. I didn't expect him to see front-line action, but should anyone threaten him behind the lines he would be able to take care of himself.



A Battle Standard is a must for the Orks and without any extra equipment only costs fifty points. The reassuring presence of the army's banner is vital in maintaining morale amongst the boyz and has held together many an army that otherwise would have run away. It is not only very useful in battle, but costs so few points that he doesn't give away any victory points if he is killed.

The new Warphead Weirdboy being developed for the Ork Codex is a vital part of the army. Psychic power used in battle is an important part of the 41st Millennium. The Warphead is the most powerful of the Ork's Psykers and is more than a match for any enemy.

We were really excited about using the new Psychic combat system in Dark Millennium that Andy Chambers lent to us. Having read the rules, I picked four Ork Psychic powers at random: *Da Krunch*, *Waaagh!*, *'Edbutz* and *Brain Bursta*. As you can no doubt tell, Ork Psychic powers are simple and effective. *Da Krunch* causes a huge ectoplasmic foot to descend and flatten the enemy. If an enemy model fails to jump out the way by rolling under his initiative the results are a strength 10 hit, a -6 save modifier and probably death.

Waaagh! effects Ork mobs within 36", increasing their weapon skill and allowing them to re-roll failed leadership tests. *Waaagh!* will also stop an enemy Psyker from using his psychic powers and can cause a wound unless the effected Psyker rolls equal to or under his mastery level. *'Edbutz* is a type of psychic duel that allows the Warphead to attack a Psyker in much the same way as *Waaagh!*



Brain Bursta fires a stream of Psychic force that can kill an enemy model in line of sight. *Brain Bursta* is probably one of the psychic powers I like least because the Warphead has to stick his head out of hiding to use it! This is because the only weakness of a Warphead is his lack of armour and so he must be kept as safe as possible from enemy fire.

Each part of an Ork army fulfils a specific role. Gretchin are literally a screen of bodies for the rest of the army to advance behind. A twenty strong mob of Gretchin, particularly when in range of the Warboss and rolling on his leadership, will absorb horrendous casualties and not run. This tactic prevents your better mobs from taking casualties before they get into close range, where Orks fight their best.

The Goffs are always good stock hand-to-hand troops and because the Orks can field large mobs of boyz, I took the biggest mobs I could. Two twenty strong mobs, each with a smattering of Skarboyz and two extra Nobz would be very hard to destroy. They are hard to manoeuvre as well, but they won't break easily.

For support I favour Death Skulls armed with heavy bolters and stubbers which are both sustained fire weapons. An Ork's average Ballistic Skill is compensated for either by their large numbers or by weapons that hit many times if they do hit. Sustained fire works by scoring a hit and then rolling the sustained fire dice to determine how many extra hits or jams the weapon gets. Should an Ork hit with a sustained fire weapon he at least has the chance of hitting plenty of times. I armed their Nob with a plasma pistol. The studio army also features a mob of Bad Moons with a lascannon and autocannon and a mob of Evil Sunz with a multi-melta. These mobs would provide the backbone of the army to support the Goff muscle. In total, my selection came to 1500 points.

WAAAGH GRISHNAK

1500 Points



WARBOSS GRISHNAK



Warboss Grishnak is armed with a bolt pistol, sword, and frag stikkbombz. He wears flak armour, and has two wargear cards – *Combi-weapon* (bolta-bolta) and a *Displacer* field.

BATTLE STANDARD



Gretchin carrying a battle standard.

WARHEAD AND MINDERZ



Weirdboy Warhead and **4 Minderz**. The **Warhead** has flak armour and carries one wargear card – *Weirdboy Staff*. The **Minderz** are armed with bolt pistols and axes, frag stikkbombz and flak armour.

GOFF MOB



18 Goffs armed with bolt pistols, axes, frag stikkbombz and wearing flak armour. **2 Skarboyz** equipped as above but with power swords.



2 Goff Nobz wearing flak armour and armed with bolt pistols and chainswords.

GRETCHIN MOB



20 Gretchin equipped with flak armour and armed with autoguns, or autopistols and knives.

GOFF MOB



10 Goffs armed with bolt pistols, axes, frag stikkbombz and wearing flak armour. **10 Skarboyz** equipped as above but with chainswords.



2 Goff Nobz wearing flak armour and armed with bolt pistols and power swords.

DEATH SKULL MOB



8 Death Skulls equipped with flak armour and armed with bolters and frag stikkbombz. Two Orks carry heavy stubbers, two more carry heavy bolters and one is armed with a heavy plasma gun.



1 Death Skulls Nob armed with a plasma pistol and wearing power armour.

BAD MOONS MOB



8 Bad Moons equipped with flak armour and armed with bolters and frag stikkbombz. One Ork carries a lascannon and one Ork carries an autocannon.



1 Bad Moons Nob wearing flak armour and armed with a bolt pistol and an axe.

EVIL SUNZ MOB



8 Evil Sunz equipped with flak armour and armed with bolters and frag stikkbombz. One Ork carries a multi-melta.



1 Evil Sunz Nob wearing flak armour and armed with a bolt pistol and a chainsword.

DA PLAN

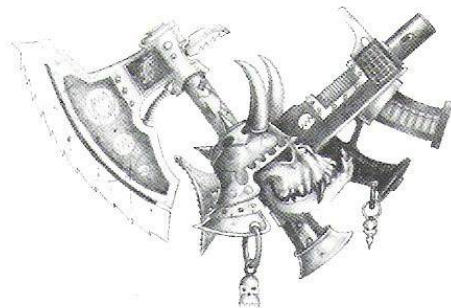
The Eldar had to hunt down and kill my Warphead. I had to *Take and Hold* a point situated between the two main buildings of the refinery complex. As we often do at the Studio, we placed an extra piece of scenery to represent the objective. In this case we used a distinctive crate with a yellow and black striped top which you can see on the map. We then drew strategy cards and I got *Malfunction* and *Brilliant Strategy*. With these in mind I formulated my plan.

In Warhammer 40,000 it is very important to try to achieve your mission objective. The five extra victory points that you get will nearly always give you the lead. I therefore focussed heavily on charging the objective when formulating da plan. There was plenty of cover leading up to the objective and a reasonably narrow fire corridor. Jake would be bound to concentrate at least two War Walkers on this area if nothing else. For this reason I would pack in as many Gretchin as possible to tie up their firepower until the Orks were close enough to charge. I would probably lose quite a few Gretchin as I advanced but that's what they're for, and if the Bad Moons could hit the War Walkers with their heavy weapons I would reach my objective. The Warphead would also prove useful in destroying the War Walkers.

Orks are very dependant on the Warboss for leadership so I deployed them with that in mind. This dictates an almost symmetrical set up for the Orks which is effective if a little predictable. The Warboss took up position in cover, facing my objective, where his influence would be strongest. I then set up the rest of the army around him.



My deployment certainly raised eyebrows amongst some of the staff here at the Studio. My mobs were packed closely together to focus on advancing towards the objective. I decided to risk my *Brilliant Strategy* card in order to grab the first turn and disperse the mobs as soon as my movement phase began. Both Goff mobs, the Gretchin mob and the Evil Sunz made up this forward assault.



However unmanoeuvrable this deployment may appear, in practice, the relentless advance of seventy boyz always gains ground regardless of the losses incurred. These mobs would swamp the objective within a few turns. I guessed that the Dark Reapers would deploy on the hill to my right, and hopefully the Evil Sunz could use their multi-melta's large blast radius to give them a taste of their own medicine.

I deployed the Deaths Skulls on a spire of granite to cover the advance of the whole army with their heavy bolters and stubbers, but didn't want them to stand in the open too much. I kept the Bad Moons covering the area around the objective with their lascannon and autocannon, ready to deal with anything large that might try to halt the advance, such as one of the War Walkers. Also the *Malfunction* card would allow me to damage one of Jake's support weapons or War Walkers without firing a shot.

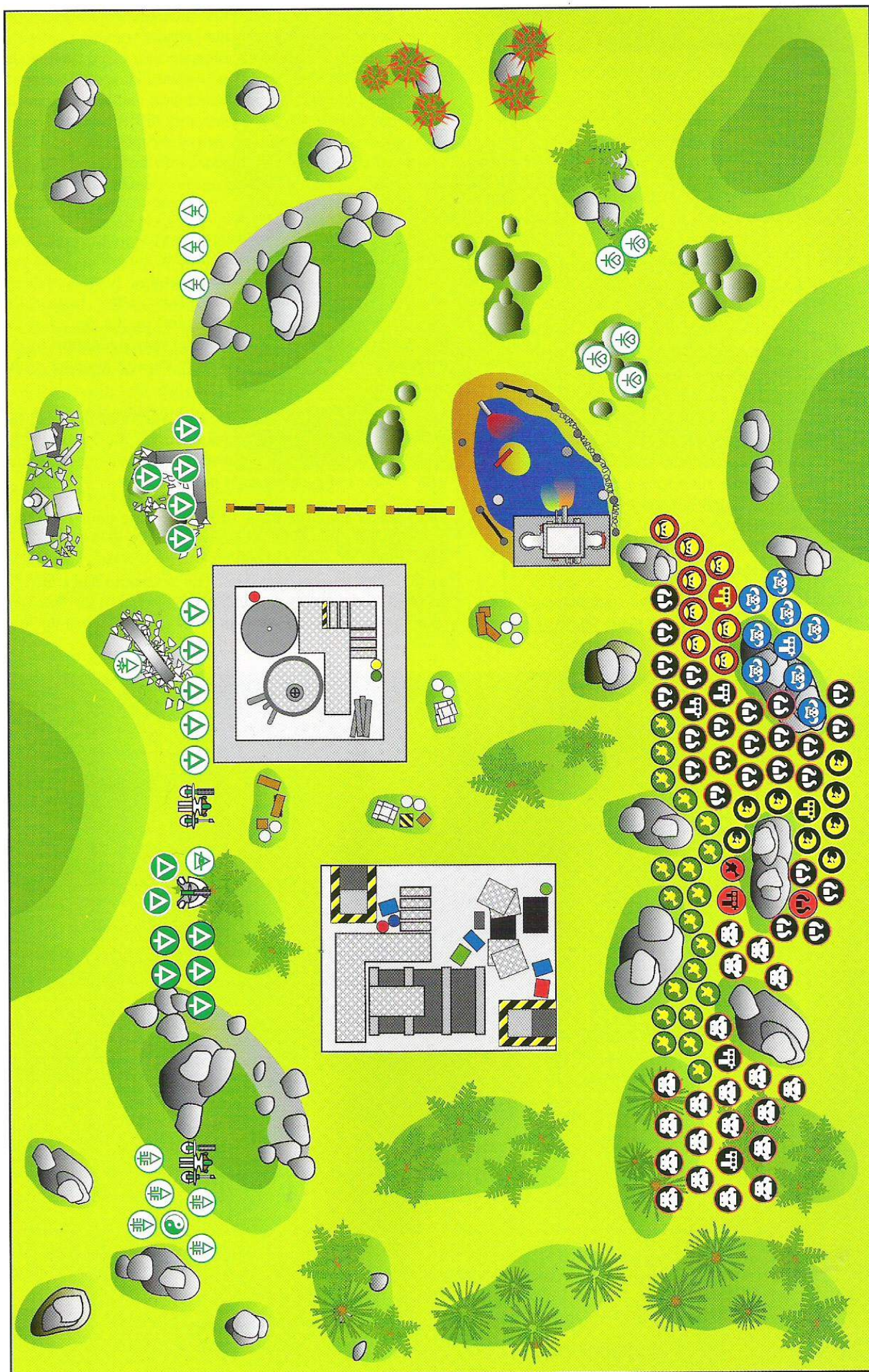
Once I had considered my attack strategy I had to decide where I was going to place my Warphead. As the Eldar mission was to kill him, the Warphead had suddenly become a hazard as well as a benefit to my army. I had to be aware of the threat to his life, but couldn't allow this to stifle his effectiveness during the attack. As long as I kept him amongst the boyz Jake wouldn't be able to specifically target him.

The Farseer was the greatest threat to the Warphead, being able to attack the Warphead with psychic powers from the other side of the battlefield. The Farseer in turn would become a target for the Warphead, who would slowly whittle down his wounds and keep him occupied, often whilst benefiting his own comrades. The psychic power *Waaagh!* is a case in point. When unleashed, any Orks within 36" of the Warphead add one to their weapon skill and re-roll any failed leadership tests. Also, any enemy psykers in range are knocked flat unless they roll equal to or under their psychic level on a D6. Should they fail, they suffer one wound and are unable to use psychic powers until next turn.

The only other threat to my Warphead were the Swooping Hawks who I knew were Jake's favourite Aspect Warriors. As long as the Warphead remained in cover the Swooping Hawks would have to land and shoot first before using their lethal grenades, by which time the Orks would be on top of them.

I was fairly sure Jake would anticipate my deployment but an Ork army's numerical superiority is always its greatest advantage and would hopefully swing the battle in my favour.

DEPLOYMENT MAP



ORK TURN 1

Warboss Grishnak squinted through his Mekboy kustom bigview glasses at the refinery spread out below him. Between the two main buildings lay the pile of crates that were his objective. Suddenly he caught sight of a movement behind the pipes and girders. Two Eldar War Walkers were taking up position, one facing his left flank and one in the centre guarding the approach to the crates. Warboss Grishnak looked about for the Warphead. "Where's da junk then? Is dat it?" the Warboss gestured vaguely in the direction of the crates. Behind him, the Warphead was visibly straining towards the front line, screaming incoherently whilst his four burly minders sat on him. "I'll take that as a 'yes'," smirked Grishnak.

The Warboss began bellowing orders. The Goffs to his left ducked behind a wall, safely hidden from the War Walker on the hill and its awesome firepower. The Bad Moons carrying heavy weapons moved into position against an outcrop of rock to cover the approach to the crates. In the centre, the Gretchin were herded towards the crates by the Goffs, who in turn began to run forward crouching low, their long arms trailing on the ground. The Goff mob fanned out, taking cover behind a number of boxes and oil drums. The Evil Sunz ran up behind the sewage outlet on the right, ready to cover the Goffs in the centre.

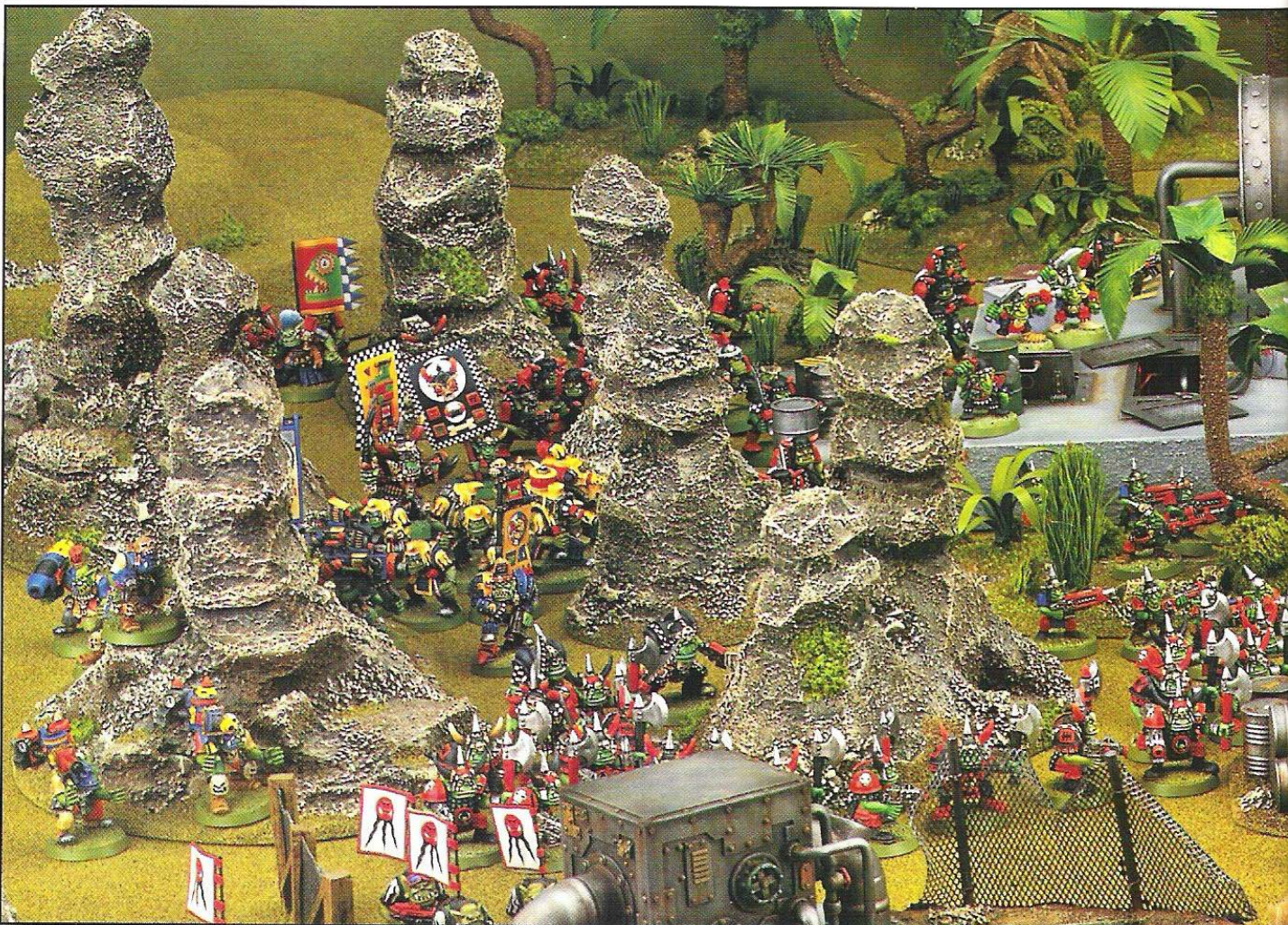
One of the Nobs leading the Goffs on the right activated the mass of wires, buttons and circuitry that made up his scanner.

On its dim screen he pinpointed some scattered blips in the craters near the Death Skulls and yelled a warning. Squinting in the direction of the shellholes, several boyz spotted the vague shapes of Eldar Scouts who were hiding in the craters. The outlines of the Scouts were indistinct and blurred by their cameoline camouflage and were very difficult to see but the boyz blazed away with their heavy weapons anyway. The heavy sound of bolter shells thudded into the lips of the craters, ricocheting wildly but to their disappointment there were no screams.

A glint of sunlight on metal caught the eye of one of the Death Skulls with an 'eavy bolta. A squad of Guardians were just visible partly concealed in a crater that used to be a building, so the Ork sprayed the plasteel with bolta-fire. Four of the Guardians were knocked from their feet by the impact of the heavy shells and sprawled dead on the ground. Stunned by the accuracy of the Ork's fire, the last of the sole survivor of the squad stood rooted to the spot.

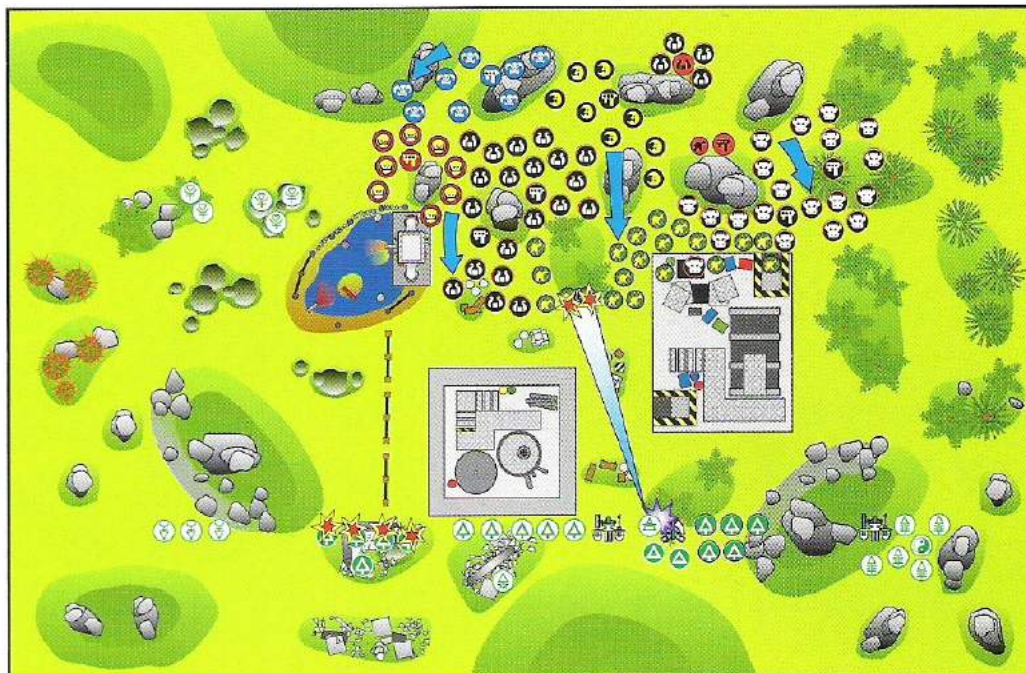
Safely hidden behind the lines, the Warphead detected the malevolent psychic aura of his enemy – the Farseer. The Warphead focused his mind towards his foe, smashing him with 'Eadbutz of pure Waaagh! power.

The Farseer took the blow of raw psychic power without faltering and summoned protective energies about himself to form a field of good *Fortune*. He staggered back as another wave of Ork power struck him. The Warphead had called on his Gods Mork and Gork to unleash the power of the *Waaagh!* upon the horde. As the wave of Orky power flooded the area



the chanting greenskins began to feel unbeatable, but the Farseer suffered no ill effects from the huge psychic power surge.

Projecting himself forward through the warp, glowing strands of energy streamed from the Farseer's outstretched fingertips. Slowly they wove themselves into a monstrous glowing form which materialised in the midst of the Ork advance. Two Gretchin at the head of the assault fell victim to the unstoppable attack of the *Executioner*, the Farseer's Eldar blade tasting his enemies' blood once more.



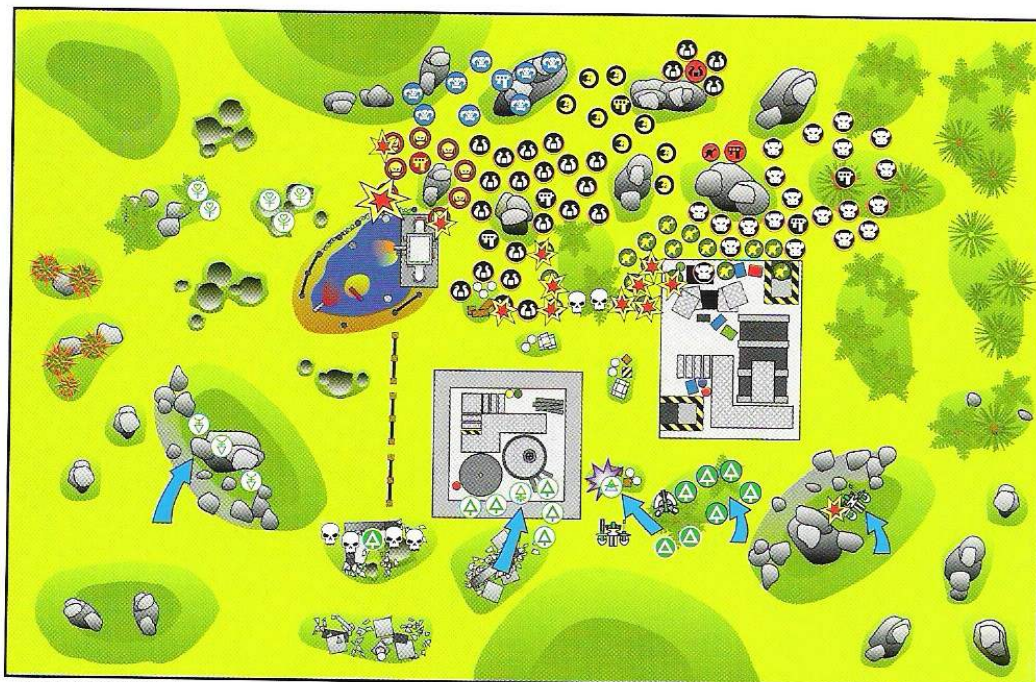
ORK TURN 1

The Farseer had waited patiently until the Warhead had exhausted his power to *Doom* the Weirdboy. Having found the thread of destiny that spelt destruction for the Warhead, the Farseer left him vulnerable to any assault from the rest of the army.

ORK TURN 1 VICTORY POINTS

ORKS 0 POINTS
ELDAR 0 POINTS





ELDAR TURN 1

ELDAR TURN 1

As the Ork horde began manoeuvring toward their objective, the Farseer began directing his forces in reply, closing the trap they had carefully laid. Firstly, the Dark Reapers climbed onto the rocky hill on the left flank to gain a good position to fire on the Orks. The Farseer himself advanced deliberately on the crates that were the Orks' goal and stood overlooking them, summoning force from the warp to energise his psychic powers. On his left the last remaining member of the badly mauled Guardian squad leant out from the cover of the ruins to snap off a shot at the advancing Goffs in an attempt to avenge his fallen comrades.

The Warlock and Guardians directly behind the silo ducked into cover behind its twin towers. The War Walker covering the crates remained in position, the crewman checking his weapon sights. On the Farseer's right the anti-grav platform carrying the scatter laser moved through the jungle, followed by the remaining Guardian squad. The heavy weapon's crewmen remained out of sight behind the cover of the trees.

On the right flank, the War Walker moved to the crest of the hill. The pilot was intent on killing as many of the Orks advancing across the battlefield as possible, as well as guarding against a flank attack. From behind him the Swooping Hawks took to the skies ready to attack next turn.

Once the forces had repositioned themselves, the return fire of the Eldar army began in earnest. The first Scout raised himself up out of his shellhole and threw a frag grenade towards the closest of the Evil Sunz moving forward in the open. It landed at the Ork's feet and exploded showering him with a thousand lethal pieces of metal. As the debris settled, the Ork lay dead but the rest of the Evil Sunz didn't waver, even when the crystallised poison from the Scouts' needle guns claimed another of their mob.

In the centre of the battlefield the area around the Ork objective became a killing zone. The combined fire of the scatter laser on the War Walker and the anti-grav platform lanced across the battlefield, cutting down seven Gretchin. The War Walker's crewman singled out a Goff for special

treatment but his lascannon missed, smashing a gaping hole in an empty oil drum. Between the towering silos a single Guardian found a line of sight on a Goff and riddled him with a burst of shuriken. As the front line of the Ork advance fell, clutching at smouldering holes that pierced their writhing bodies, the Farseer calmly drew his ornate laspistol and shot down one more Gretchin. He waited for them to turn and run but the fearless creatures stubbornly advanced over the bodies of the first line.

The War Walker on the hill to the right of the Eldar line had carefully positioned himself where he could see the Evil Sun with the multi-melta. He adjusted the sights on the Scatter Laser to destroy the devastating weapon, and pressed the trigger. To the amusement of the Goffs, the War Walker's scatter laser *Malfunctioned* and blew up! As the smoke cleared the Eldar pilot narrowed his eyes and fired the Lascannon. A stream of brilliant energy briefly joined the War Walker and its target before slamming the Evil Sun carrying the multi-melta into the side of the sewer outlet. The Ork crashed to the ground, a massive, gaping hole in his chest.

The Farseer tapped into the power of the warp and tried to summon the force to send the *Destructor* carving a line of devastation through the enemy battleline. Feeling the force building, the Warphead exerted his will and with a tremendous effort he countered the attack.

The Farseer staggered as the Warphead *'Edbutted* him once more but managed to steady himself. As The Warphead tried to ward off the *Doom* that had been placed on him, the Eldar Warlock stored what force he could in his sword in preparation for the battle to come.

ELDAR TURN 1 VICTORY POINTS

ORKS 1 POINT
ELDAR 0 POINTS

ORK TURN 2

The Orks felt the power of *Waaagh!* flowing through them and threw caution to the wind. The Gretchin scampered forward to take the place of their fallen comrades and the Goffs advanced into firing positions against the Farseer who stood overlooking their objective.

Infuriated by the Scouts' attack on the Evil Sunz, the Death Skulls narrowed their beady eyes and took careful aim. The Evil Sunz, on the other hand, chose to ignore the Scouts. Their Nob yelled at his boyz to take cover behind the sewer outlet and cover the advancing Goffs. The Bad Moons with the autocannon and lascannon took careful aim at the War Walker,

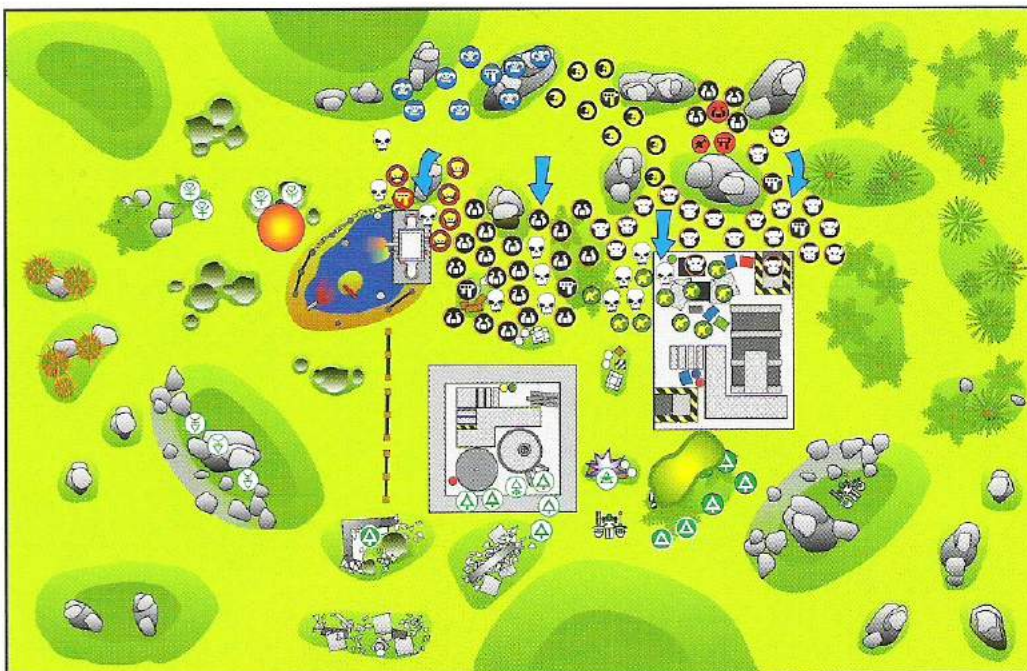
whilst the remaining boyz opened fire on the Scouts.

In the centre of the Ork lines, Warboss Grishnak was feeling invincible. However, remembering the Swooping Hawks he had seen take to the skies a few moments before, he yelled, "Oi! Hide dat Warphead in da rocks. Those flyin' Eldar scum are up to sumfin' tricky". The Warphead began to shuffle towards the front line as fast as his minders would let him.

The Death Skulls began once again to pump shells into the craters that concealed the Eldar Scouts. Steadying himself against a rock, the

Ork carrying the heavy plasma gun fired into the midst of the craters and watched with glee as an unfortunate Scout vanished in a burst of incandescent energy. The Death Skull who had cleared the Guardians from their hiding place opened fire on the sole survivor but his aim was off. The War Walker and Farseer were also spared from damage despite the huge amount of bolter shells that exploded around their positions, ripping apart the crates that hid the Eldar commander.

The *Doomed* Warphead snarled and unleashed another 'Edbutz' at the Farseer. Saving his protective forces to nullify more lethal powers, the Farseer stood his ground and shrugged off the Ork's attack. In reply the Warlock released the power stored in his force sword and summoned an *Eldritch Storm*. As he focussed the power on the Ork's objective he felt the force draining away and the *Eldritch Storm* faded to nothing.

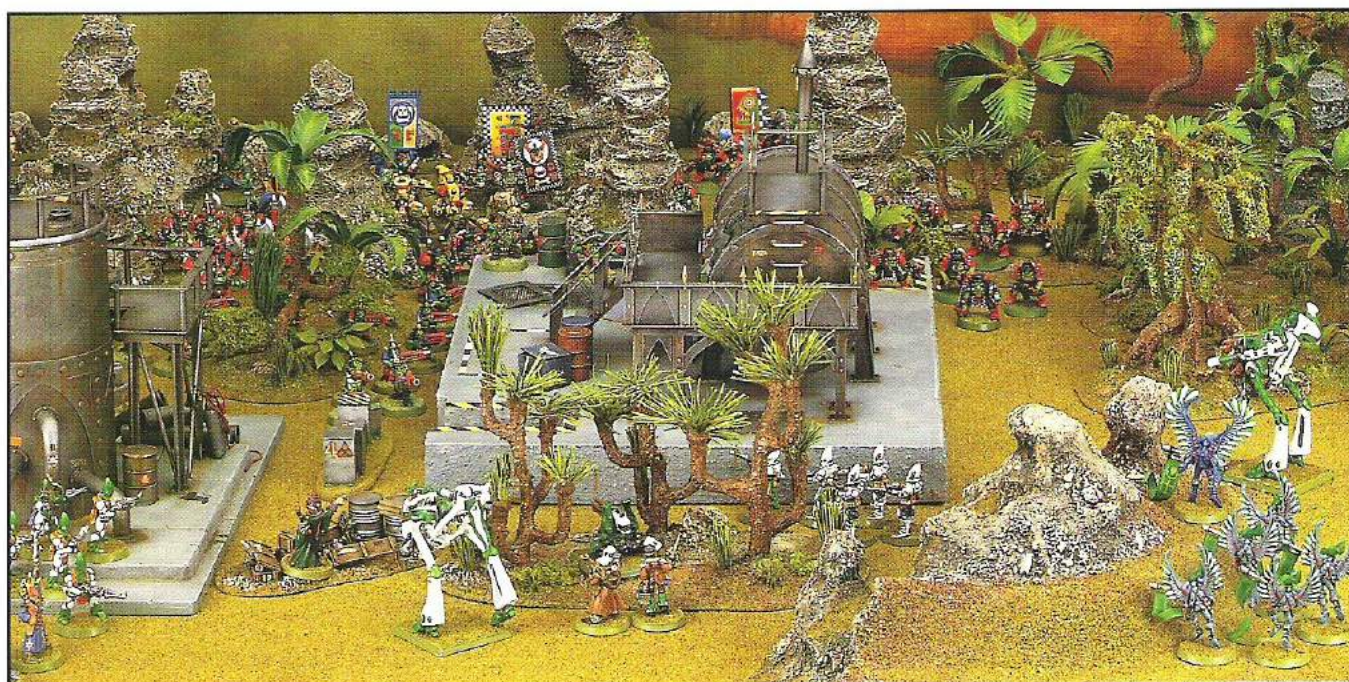


ORK TURN 2

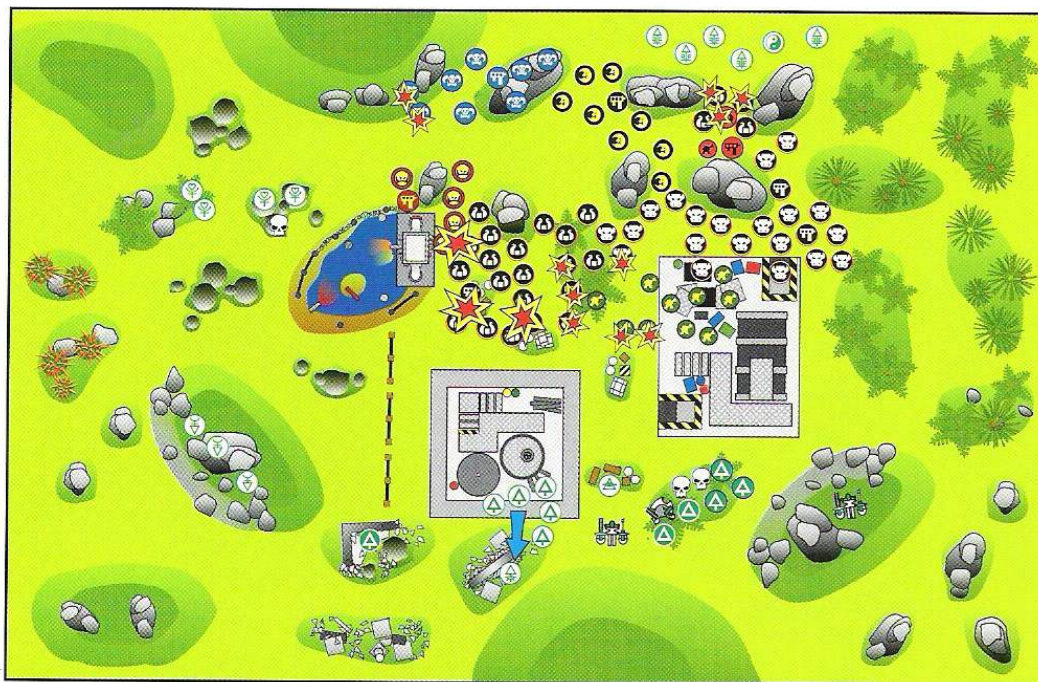
The Warphead's minders watched proudly as sparks began to fly around their charge. He had summoned the power of Gork himself in the form of *Da Krunch!* Across the battlefield the Farseer watched powerless as a huge green ectoplasmic foot descended from the skies. Before he could warn the Guardians, the foot had stamped down on the patch of jungle that concealed them, killing two of the warriors who failed to jump clear in time. As the foot faded away, the smashed remains of the anti-grav platform mounted scatter laser could also be seen. Under the steady gaze of the Farseer the remaining Guardians stood their ground.

ORK TURN 2 VICTORY POINTS

ORKS 2 POINTS
ELDAR 0 POINTS



The Eldar open fire as the Ork advance closes in.



ELDAR TURN 2

ELDAR TURN 2

Circling high above the battlefield the Swooping Hawks saw their chance. Diving down behind the Ork lines the valiant Aspect Warriors aimed straight for the *Doomed* Warhead.

As they touched down, the Swooping Hawk Exarch levelled his bulky lasblaster at the Warhead and gave the order to open fire. The squad loosed a hail of devastating beams of energy, killing one of the minders. The Exarch fired too, his triple

barrelled lasblaster carving a swathe of death that cut down another minder and injured the Warhead himself. Despite only hitting the Ork psyker once, the *Doom* doubled the number of wounds leaving him close to death but still alive.

Meanwhile on the Eldar left, the Scouts turned their attention away from Evil Sunz and focused on the Death Skulls in an attempt to silence the Ork's heavy weapons. The Dark Reapers too began to pick their targets.

Behind the silos, the Guardian squad remained resolute. The survivors of the attack by *Da Krunch* advanced bravely in spite of the power of the Warhead. The Warlock on the left wisely drew back.

The Farseer and the War Walker behind him stood firm against the green tide whilst the damaged War Walker examined the Ork lines in an attempt to pinpoint either the Warboss or the Warhead.

Picking their targets calmly the Scouts killed both of the Death Skulls with heavy bolters. The Dark Reapers fired a storm of missiles amongst the Goffs who were caught in the open. The



Eldar Swooping Hawks make a surprise attack on the Warhead.

ground was torn apart by massive explosions that threw the Orks about like broken toys and as the smoke cleared three Goffs and a Nob lay dead, together with two Evil Sunz. Following their lead, the lone Guardian in the ruins tried to pick off some of the survivors but failed to wound anyone.

In the centre, the survivors of the Guardian squads shot at the approaching wall of Orks, killing a Goff with their shuriken catapults. Then the War Walker covering the crates opened up. Three Goffs and two Gretchin fell to the ground clutching gaping wounds but the green tide continued to press forward. Through the milling Ork bodies on the right, the War Walker on the hill couldn't target the Warphead and picked out one of the Ork boyz to slay. With the Goff squarely in his sights of his lascannon the pilot fired, hitting the Ork and knocking him off his feet. As the Eldar pilot watched in astonishment, the Goff stood up, a little singed but miraculously alive!

Wary of the brute strength of the Warphead's psychic powers, the Eldar Farseer drew all the available force from the warp and earthed it through himself in a dazzling display of light. Robbed of the warp's energies, the Warphead once again failed in his attempt to unleash the *Waaagh!*

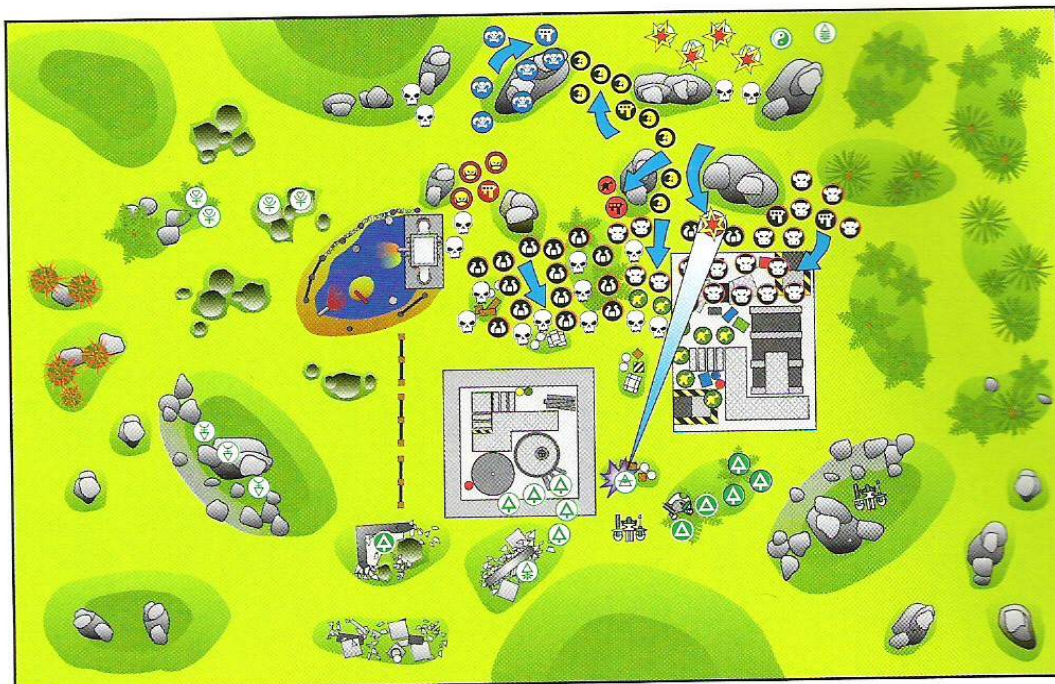
ELDAR TURN 2 VICTORY POINTS

ORKS 2 POINTS
ELDAR 2 POINTS

ORK TURN 3

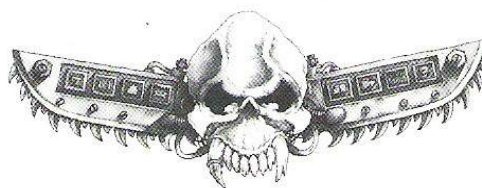
Shaking with anger at the attack on the Warphead, Grishnak ordered the Bad Moons and Death Skulls to "ferget da Scouts and wipe out da flyin' scum". Grishnak and his faithful Gretchin standard bearer stood behind the two Bad Moons with the autocannon and lascannon to 'encourage' their aim. The Orks' front line continued its relentless advance towards their objective over the fallen bodies of their comrades. As they moved forwards they fired wildly at the Farseer who waited fearlessly for their charge.

As the remaining Minders carried the wounded Warphead away from trouble and closer to the front line, the Swooping Hawks were hit with bolter fire from all sides. The massed Bad Moons slew a single Swooping Hawk, his wings crumpling as the explosive rounds thudded into him. The Death Skulls' Nob fired a stream superheated metal from his plasma pistol and another Swooping Hawk died. The Eldar Aspect Warriors faced the gunfire coolly as the rest of the Death Skulls opened fire with their heavy bolters and cut down two more.



ORK TURN 3

Bleeding heavily from his wounds, the Warphead began to course with energy once again, summoning again the power of *Da Krunch* to destroy the War Walker. Across the battlefield the Farseer felt the familiar energies building and nullified the attack.



As he retaliated against the Warphead, a rift opened in the warp and a huge daemonic hand snatched at the Farseer. Concentrating his will, the Farseer hastily sealed the rift only to find himself under attack from the Warphead yet again.

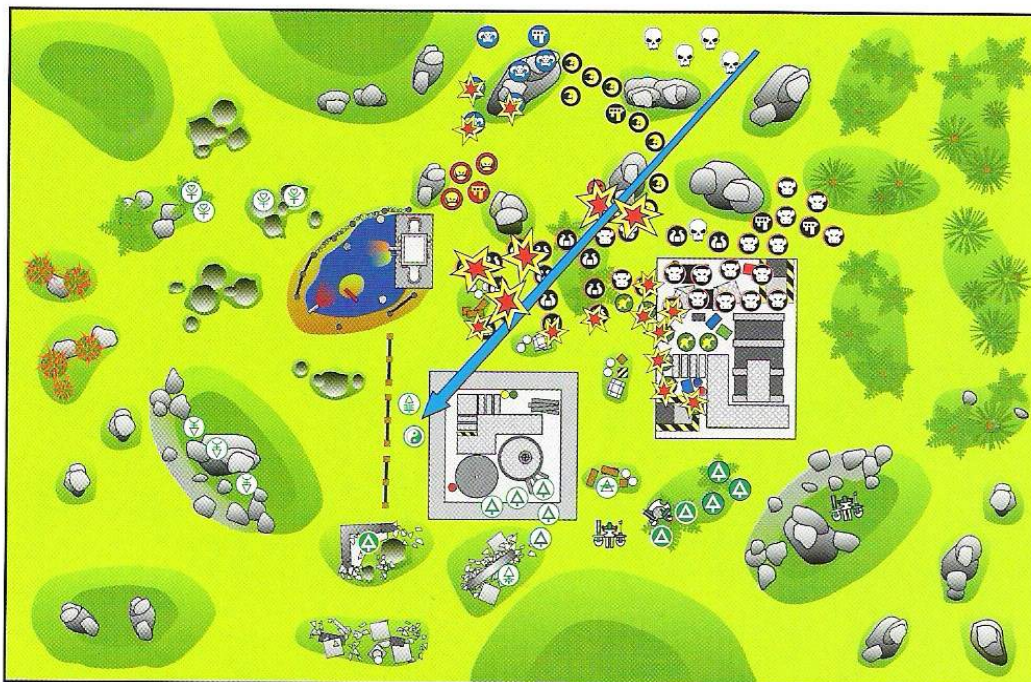
Quickly evading the effects of the 'Edbutz the Farseer projected himself through the warp to put an end to the psychic duelling. The Warphead's Minderz watched in horror as the ghostly form of the Eldar psyker appeared in front of them. Before they could react, the apparition raised its hand, beams of light stabbing out at their injured leader from the digital lasers.

Without waiting to see if the Ork psyker had survived, the Farseer's projection raised his mighty Executioner high and brought it down on his surprised foe. The Warphead was slain, gore splashing the surviving minderz as his bloody remains slid to the ground.

With its job done, the ghostly projection dissolved once more into glowing strands of mist leaving the Orks stunned. The Eldar had achieved their primary mission gaining a large lead in victory points and leaving the Orks with no psyker!

ORK TURN 3 VICTORY POINTS

ORKS 3 POINTS
ELDAR 8 POINTS



ELDAR TURN 3

ELDAR TURN 3

Casting his eyes upon his fallen comrades the Swooping Hawk Exarch and the remaining member of his squad soared back across the battlefield towards the Eldar lines. As they passed over the Warboss they both dropped frag grenades on him from their special packs. Though the grenades were both accurate, when the smoke from the explosions had cleared only one Goff and one Bad Moon had been killed. Warboss Grishnak and his Gretchin servant carrying his battle standard were both unhurt. As the last two Swooping Hawks landed they fired at the advancing Goffs killing another Ork. Over

their heads flew the missiles from the Dark Reapers which landed amongst the Goffs killing another.

Safe in their shellholes, the Scouts' needlers spat more poisonous death at the Death Skulls facing them. Three more boyz fell but despite their losses the mob remained steady.

On the front line the bloodbath continued. Around the Orks' objective in the centre of the battlefield the bodies were piled high and still the Eldar created a maelstrom of death. Five more Gretchin fell to the combined fire of the

Farseer and the Guardians. The War Walker laid down a withering hail of fire cutting to pieces four more of the Goffs.

The Farseer felt satisfied. The main threat to the Eldar, the Warhead, was dead. The Orks would have to face all of the Eldars' concentrated firepower and the Farseer knew the battle had turned. The Farseer tapped into the warp's energy, created a field of good *Fortune* around himself, and inwardly smiled.

ELDAR TURN 3 VICTORY POINTS

ORKS 3 POINT
ELDAR 10 POINTS

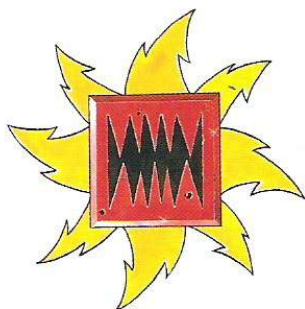


Ork heavy weapons boyz fight against the heavily camouflaged Eldar Scouts.

ORK TURN 4

Warboss Grishnak hesitated. Then, mounting a rocky outcrop, he bellowed the only answer to the bloody killing of his prized Warphead: "CHARGE!"

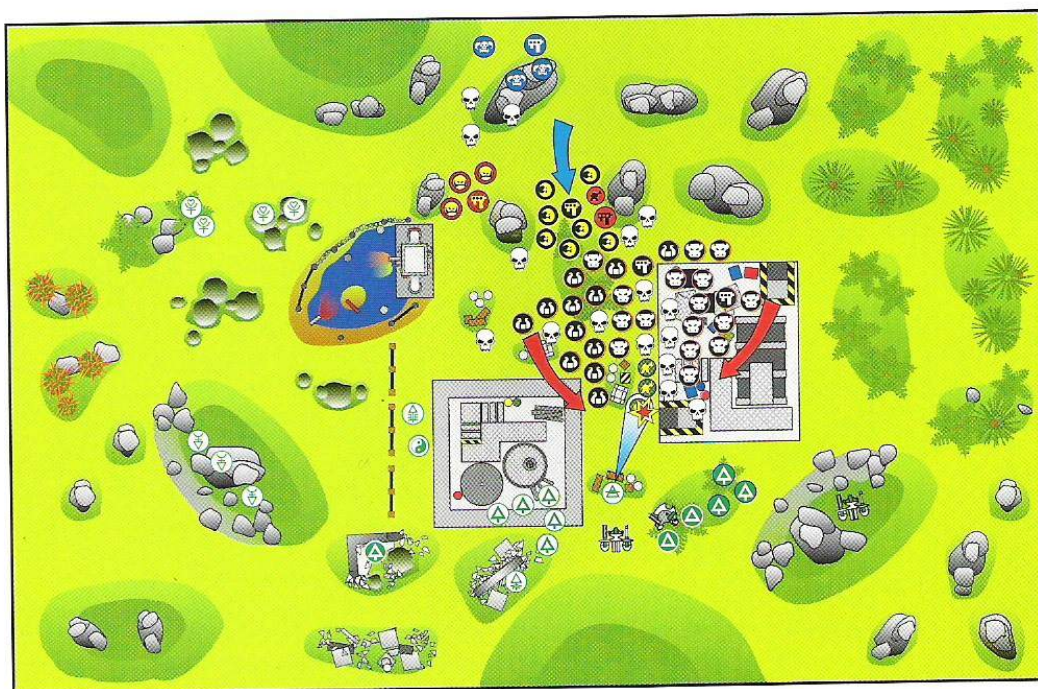
The Ork army readied itself then charged towards the enemy, surrounding the precious objective. The heavily depleted Evil Sunz pulled back from the front line as the remaining Death Skulls repositioned themselves for a final burst of gunfire. The Swooping Hawks were engulfed in dust as the Orks' heavy bolters tore up the ground at their feet. From his raised position Grishnak picked out the Farseer and fired his bolta-bolta wildly. The Orks' luck had gone completely and every shot they fired missed.



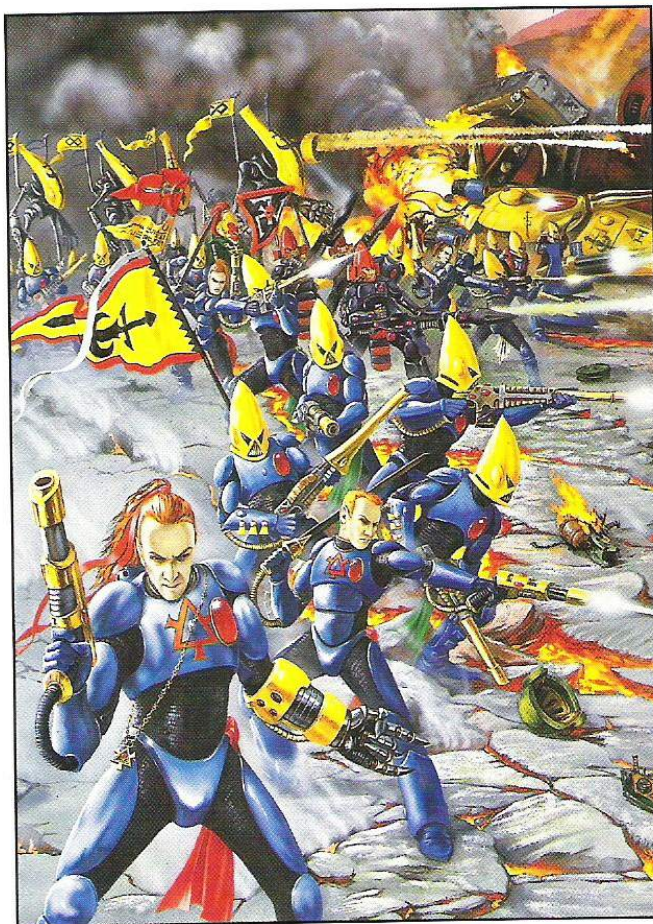
Suddenly the lead Gretchin saw a flash of light and next second fell to the ground in two halves. The Farseer had struck once more, *Executing* the hapless Gretchin. The tattered remains of the Gretchin mob snarled, but the Farseer was powerless to continue his assault for the moment. The Goffs braced themselves to meet the furious assault the last turn would surely bring.

ORK TURN 4 VICTORY POINTS

ORKS 3 POINTS
ELDAR 10 POINTS



ORK TURN 4

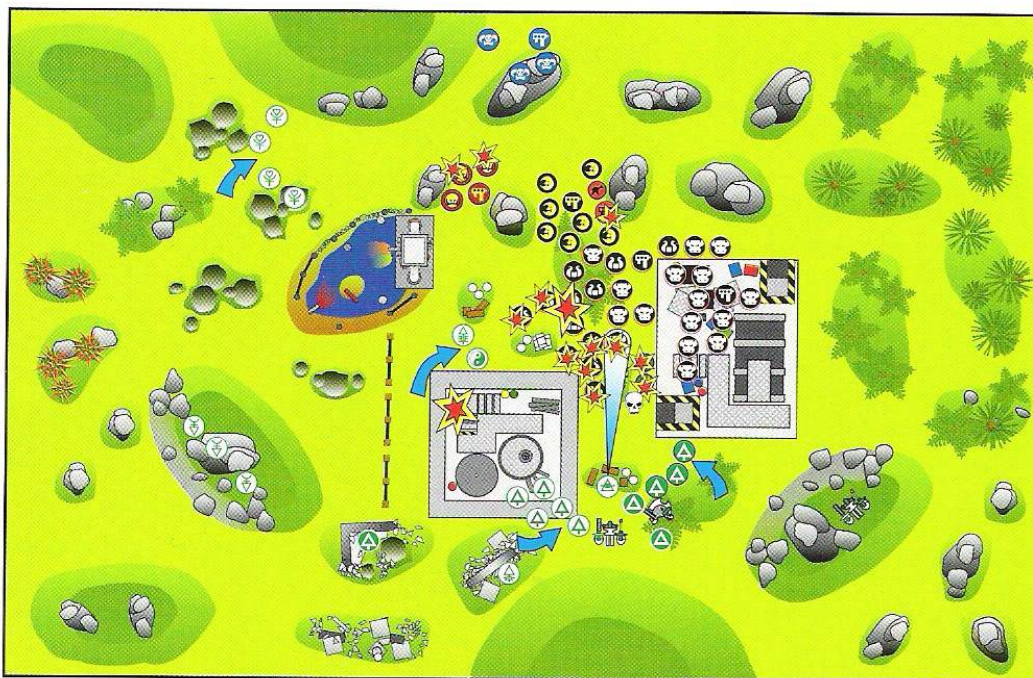


ELDAR TURN 4

The Farseer quickly assessed the situation. The Ork charge had to be beaten back. He gave a few simple instructions on the commlink and the Eldar took up positions for the final firefight.

Behind the Ork lines the Scouts once again turned their attention to the Evil Sunz and killed two more but failed to break the resolve of the remaining boyz. The Dark Reapers again only manage to kill one of the Goffs as their missiles either failed to explode or deviated wildly off course.

The Guardians and War Walker in turn fired mercilessly on the Orks who were already overturning and ransacking the crates in a last ditch effort to get to the supplies. The combined hail of shuriken discs and intense energy beams cut down the last two Gretchin and four more Goffs. On the left of the massed horde stood the Swooping Hawk Exarch

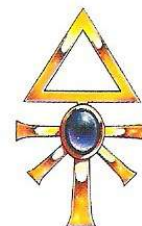


ELDAR TURN 4

and his remaining trooper. They too joined in the carnage with their lasgun and blaster, spraying the Goffs with laser energy and killing two more Orks.

The damaged War Walker on the crest of the hill spied the Warboss who was screaming oaths and firing his gun wildly in the air. A single blast of power shot across the battlefield and struck the Warboss full force. The Ork completely disappeared only to reappear a few feet away, saved from death by his displacer field.

The Farseer strode over to the last intact crate. He forced the lid open with the ornate butt of his laspistol and gazed on its contents.



ORK TURN 4 VICTORY POINTS

ORKS 3 POINTS
ELDAR 11 POINTS



The surviving Swooping Hawks fire into the flank of the Ork advance.



The Ork horde swarms over its objective in its final turn

ELDAR CONCLUSION

When the battle smoke had cleared the Orks had gone leaving only the bodies of their fallen comrades. Amongst the corpses lay the dead Warhead, slain by my Farseer.

True to form the Orks had adopted their simple tactic of going for the objective at all costs. It very nearly worked. On my last turn I managed to kill all the Orks within three inches of their objective but only just. One or two unlucky dice rolls and I would have been stuck.

My plan to funnel the Orks into a killing zone by firing on them from both sides worked perfectly, the only problem was that two of my scatter lasers were destroyed and I had been relying on these to cause lots of damage. As it was, the War Walker that survived unscathed had killed sixteen Orks and Gretchin by the end of the battle. If Adrian hadn't destroyed the others then none of the Orks would have escaped alive.

My Farseer spent most of the battle right at the front in a rather brave attempt to extend the effective range of his devastating power *Executioner*. This gamble paid off handsomely when he killed the Warhead with it in turn three. As it was the Warhead was only half an inch inside the maximum range of the power but that was close enough.

It is always harder to learn from victories than losses because it's so easy to pat yourself on the back at your brilliant strategy and gloat over your enemy's mistakes. In general though I

think that my plan worked fairly well and Adrian became so wrapped up in taking the objective at all costs that he didn't have time to exploit the inherent weaknesses of my set up.

On the Orks' side I think that Adrian's main fault was in following my plan for his army, and converging on his objective. If he had advanced on the same width as he had deployed, then I would have been forced to take some of the Eldar defending the centre and place them on the flanks or risk being completely overrun. Any squads he sent around the sides of the buildings to attack my flanks wouldn't have been able to capture the Orks' objective themselves, but they would have been greatly helping the whole army by drawing fire away from those who could.

All in all this was an exciting game greatly enhanced by the excellent new psychic rules from Dark Millennium.

ORK CONCLUSION

Whoever came up with the brilliant Strategy should be taken out and shot!

I feel that the game could have gone either way up until the middle of turn three. I can definitely see a pattern of opportunities that were presented to me which were double-edged swords. First let's take the Strategy cards I picked. *Brilliant Strategy* gave me the opportunity to move first. This was too good a chance for an Ork player to resist because Orks nearly always move second. However, given that my mission

was *Take and Hold* I would have been better moving after the Eldar as this gives the Orks a last turn advantage to jump on an objective or take more enemy down without fear of reprisal (apart from overwatch of course). This clearly shows that it can be more strategic not to play a strategy card rather than just blindly use the card for the sake of it.

Certainly *Malfunction* was extremely handy to pick as it actually gained me a victory point for damaging a War Walker without firing a shot. In hindsight I may have been hasty in using it on the first War Walker that opened fire rather than waiting to use it on the War Walker in the centre which commanded the area around my objective and was more of a long term threat.



I had deployed the Orks very close together and they would have been a perfect target for frag missiles if there had been any that could see them. I guessed that the Dark Reapers wouldn't be able to get into a firing position for a turn and unless Jake had an area effect strategy card such as *Barrage* or *Virus Outbreak* I was safe. By the time Jake's missile launchers could see my mobs they were safely dispersed.

As the game progressed I focused too much on swamping the objective with Orks rather than threatening Jake's forces as a whole by moving the Orks forward as they were deployed. If I had done this, my huge Ork line converging on the thin Eldar line would have caused Jake to spread his fire across the battle front instead of concentrating it on one point. Also, when Jake finally opened fire on the Goffs on my right I halted their advance and moved towards my objective. I should have ignored the missiles as I usually do in favour of threatening a squad of Guardians that I could easily have hacked to pieces in hand-to-hand combat.

All the heavy weapons had less line of sight than I had anticipated. The Death Skulls were probably the worst placed of my heavy weapons and should have been deployed on the hill to the right of my main line in much the same way as the Dark Reapers were positioned. A screen of Gretchin would have protected them from harm.

Up until turn three the game was going very much to my original plan. The Gretchin were a walking shield and quite rightly so. The Goffs were converging on the objective from both sides. Although the Swooping Hawks had wounded the Warphead they suffered for it and he was still on his feet. In many respects I should have swapped the positions of the Warphead and the Warboss at this point. This would have denied the Swooping Hawks a line of sight to shoot him again without placing him too near the front line. I usually like to keep the Warboss out of harm's way but there was plenty of cover for him to hide behind and plenty of boyz who would sell themselves dearly for their exalted leader.

The Warphead exhibited low Orkish cunning by picking off Jake's scatter laser which was causing so much trouble to my

advance. The War Walker at the objective was his next target. As well as this, he kept throwing *'Edbutz* at the Farseer or knocking him down with *Waaagh!* and this kept him on his toes. In fact the Farseer was becoming my target for the battle. It was in the middle of summoning the power of the *Waaagh!* that he was cut down by the Farseer's *Executioner*.

I realise now that the greatest flaw in my plan was simply the reliance on the Warphead to achieve victory. He is one the most powerful characters in Warhammer 40,000, certainly as far as psykers are concerned. Whilst he was alive I felt in control. Once I realised how much my heavy weapons were tied up by lack of clear lines of sight the Warphead became my support weapon for the battle. My plan to use him to destroy all the most potent of the Eldar weapons i.e. the scatter lasers, and therefore allow the Orks numbers to swamp the objective was certainly valid. However, as killing the Warphead was Jake's mission, moving close enough to be in a position to *Krunch* the enemy was very risky as I found out to my cost. With his death I was confused as to how to continue. Also, I was too caught up in the heat of battle to think straight and pick my targets carefully. This is a particularly easy mistake to make with the Orks as there are so many models to think about.

Jake's basic battle plan was fine and as predictable as mine was. He certainly achieved his objective. His deployment on the flanks was perfect but my only criticism was that his set up in the centre was a little unsure. It would have made sense to place the scatter laser on the anti-grav platform to the left of the Farseer rather than the right. The pipes and hard cover here would have proved more effective protection than the trees as well as being out of range of *Da Krunch*. Also, the squad of Guardians who were killed by the heavy bolter whilst in hard cover may have been better kept in reserve behind the silos with the other Guardians. I personally would have taken a second squad of Dark Reapers in preference to all the Guardians, but considering the missions we could have picked Jake may have thought them too costly.



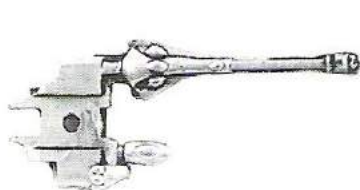
Having learned from this battle I am now making good use of Warbikes and Scorchers to overcome the Orks' lack of manoeuvrability and really take the battle to the enemy. Also, the new shokk attack gun rules which are being tested at the moment for the Ork Codex have proved very effective. It is not the only good support weapon being tested either. I am also making use of an extra Weirdboy as back up should the Warphead be killed. My general rule for an Ork army is that everything counts in large amounts!

The Orks are a brilliant army to stretch your tactical knowledge and gaming skills. Although their tactics are never subtle, an Ork force is neither a simple nor straightforward army to use. I have heard it said that no one won a gun fight by being a crack shot. It was always the man who kept his head, picked the right targets in the right order and was coolest under fire who emerged triumphant. In Warhammer 40,000 this is certainly a skill to be developed.

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1 x METAL SHRIEKER CANNON
1 x METAL JETBIKE RIDER TORSO
1 x PLASTIC FLYING BASE
1 x PLASTIC ELDAR WEAPON SPRUE



SHRIEKER CANNON
00438/2



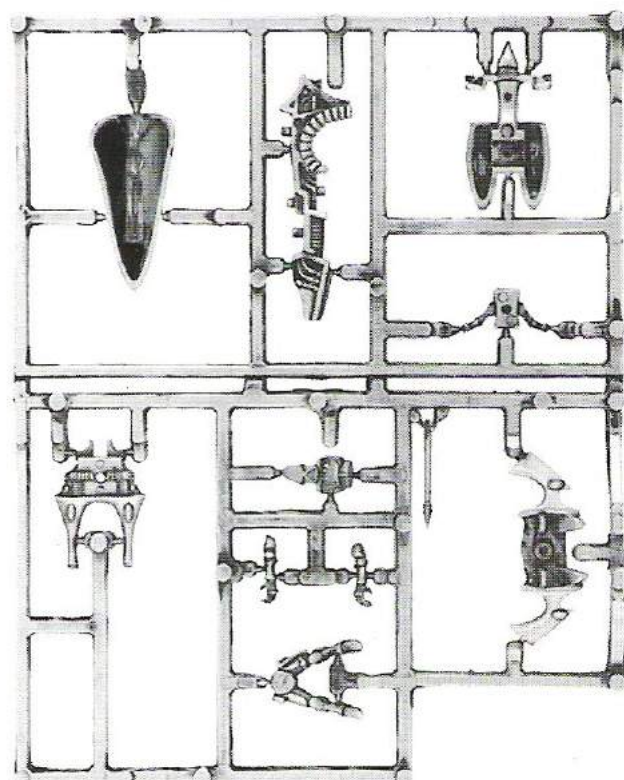
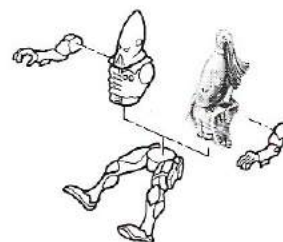
JETBIKE RIDER
TORSO
00438/1

ELDAR JETBIKE

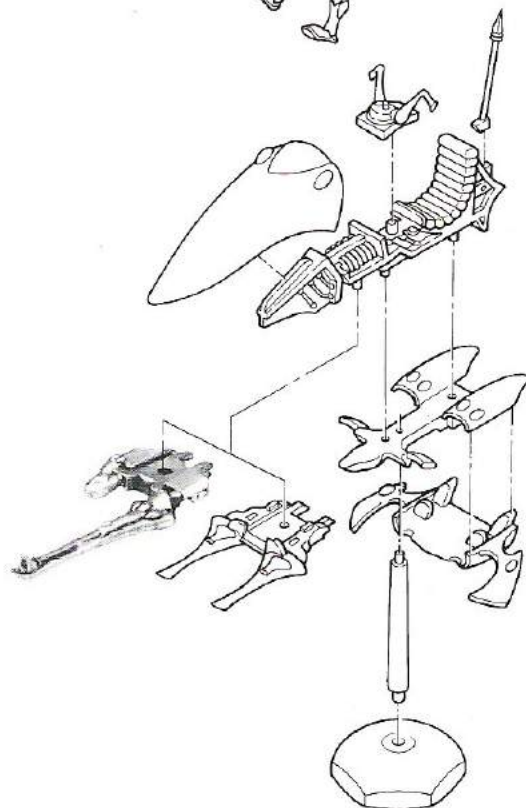
A COMPLETE ELDAR JETBIKE
CONSISTS OF:
1 x PLASTIC ELDAR JETBIKE SPRUE
1 x PLASTIC FLYING BASE
1 x PLASTIC ELDAR WEAPON SPRUE



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SPACE MARINES[®]

SPACE MARINE CHAPLAINS



CHAPLAIN 1
70101/3



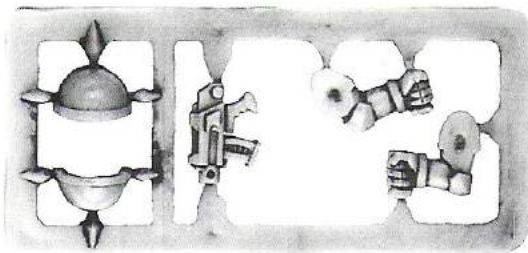
CHAPLAIN 2
70101/2



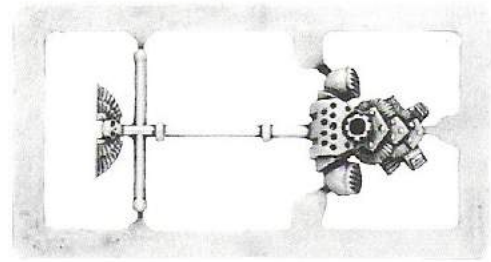
CHAPLAIN 3
70101/1



CHAPLAIN 4
70101/4



CHARACTER EQUIPMENT SPRUE
102533



CHARACTER BACKPACK SPRUE
102532

EACH OF THESE MINIATURES IS SUPPLIED WITH A PLASTIC CHARACTER EQUIPMENT SPRUE AND A PLASTIC CHARACTER BACKPACK SPRUE ALLOWING A VARIETY OF POSES



EXAMPLES OF COMPLETED SPACE MARINE CHAPLAINS

Designed by Jes Goodwin

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SPACE MARINES

BLOOD ANGEL DEATH COMPANY



BLOOD ANGEL DEATH
COMPANY TROOPER 1
0424/3



BLOOD ANGEL DEATH
COMPANY TROOPER 2
0424/4

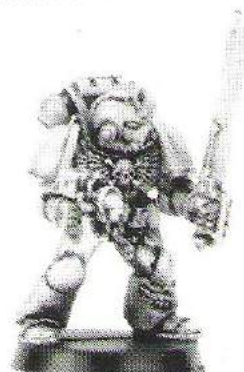


BLOOD ANGEL DEATH
COMPANY TROOPER 3
0424/2



BLOOD ANGEL
CHAPLAIN
0424/1

THESE MINIATURES ARE SUPPLIED WITH PLASTIC SPACE MARINE ARMS, CLOSE COMBAT AND BACKPACK SPRUES

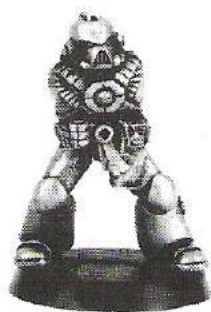


EXAMPLES OF COMPLETED DEATH COMPANY

JUMP PACK ASSAULT TROOPS



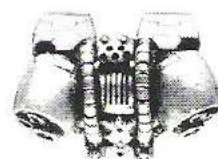
JUMP PACK TROOPER 1
0426/2



JUMP PACK TROOPER 2
0426/1

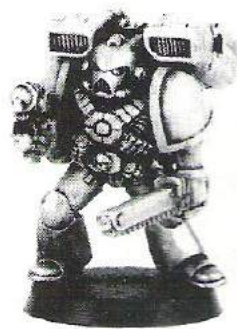


JUMP PACK SERGEANT
0426/3



JUMP PACK
0426/4

THESE MODELS ARE SUPPLIED WITH MARINE ARMS AND CLOSE COMBAT SPRUES



EXAMPLES OF COMPLETED JUMP PACK ASSAULT TROOPS

Designed by Jes Goodwin

SPACE MARINE RAZORBACK

RAZORBACK



EXAMPLE OF AN ASSEMBLED SPACE MARINE RAZORBACK PAINTED IN THE COLOURS OF THE ULTRAMARINES



GUNNER
0433/1



LEFT HATCH
0433/7



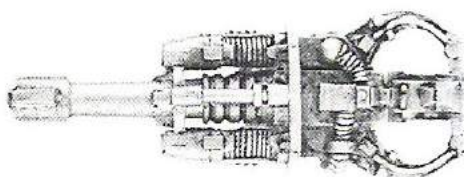
MIDDLE HATCH
0433/6



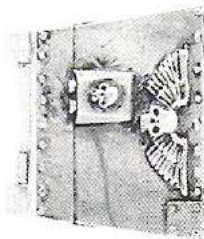
RIGHT HATCH
0433/8

THE COMPLETE SPACE MARINE RAZORBACK CONSISTS OF:

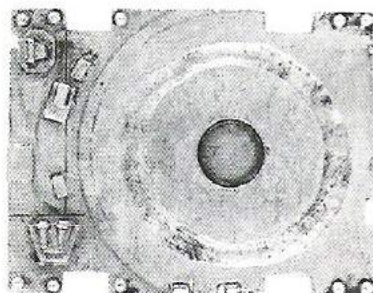
- 2 x RHINO CHASSIS SPRUE
- 2 x RHINO TRACK SPRUE
- 1 x GUNNER
- 1 x LEFT HATCH
- 1 x MIDDLE HATCH
- 1 x RIGHT HATCH
- 1 x RAZORBACK GUN
- 1 x GUN SHIELD
- 1 x TURRET
- 1 x TOP PLATE



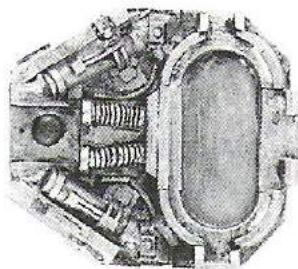
RAZORBACK GUN
0433/5



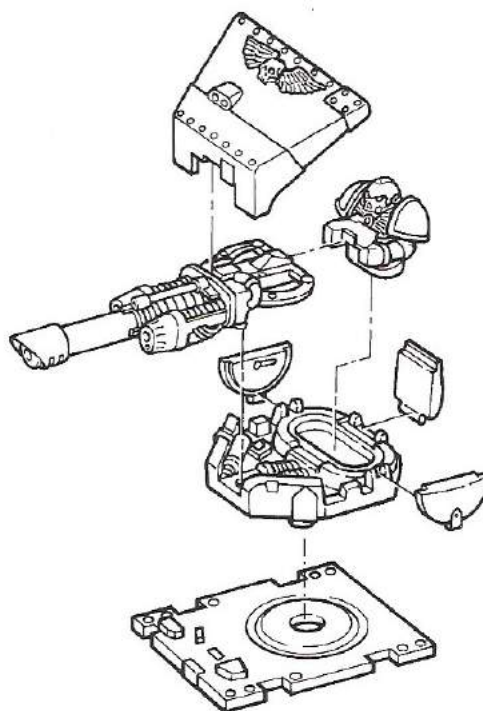
GUN SHIELD
0433/4



TOP PLATE
0433/2



TURRET
0433/3



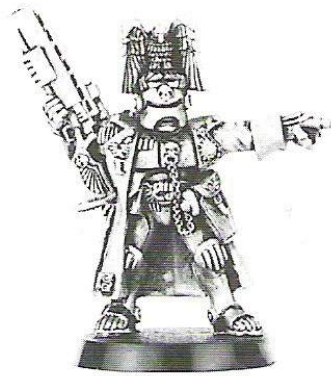
THIS MODEL INCLUDES A DETAILED CONSTRUCTION SHEET AND FIVE CITADEL TRANSFER SHEETS WHICH INCLUDE ALL THE MARKINGS NEEDED FOR THE DARK ANGELS, ULTRAMARINES, SPACE WOLVES AND BLOOD ANGELS CHAPTERS.

IMPERIAL

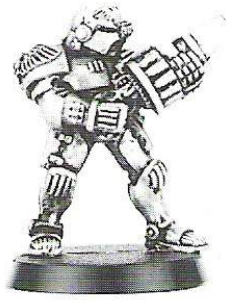
ADEPTUS ARBITES



ADEPTUS ARBITES
WITH BOLTER
72400/2



ADEPTUS ARBITES
CHAMPION WITH SHOTGUN
72401/3



ADEPTUS ARBITES WITH
GRENADE LAUNCHER
72401/4



ADEPTUS ARBITES
WITH SHOTGUN
72400/1

Designed by Jes Goodwin

IMPERIAL GUARD

CATACHAN JUNGLE FIGHTERS



JUNGLE FIGHTER
WITH LASGUN 1
0437/2



JUNGLE FIGHTER
WITH LASGUN 2
0437/3



JUNGLE FIGHTER
SERGEANT 1
0437/4



JUNGLE FIGHTER
WITH MELTA-GUN
0437/6



JUNGLE FIGHTER
WITH LASGUN 3
0437/5



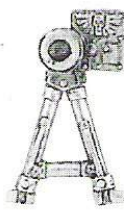
JUNGLE FIGHTER
WITH LASGUN 4
0437/1



JUNGLE FIGHTER
MISSILE LOADER
0437/7



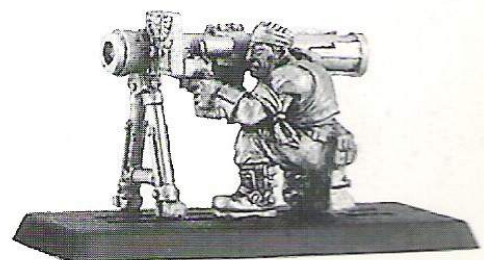
JUNGLE FIGHTER
WITH MISSILE LAUNCHER
0437/8



MISSILE
LAUNCHER
STAND
0437/10



MISSILE LAUNCHER
0437/9



EXAMPLE OF COMPLETED JUNGLE FIGHTER WITH
MISSILE LAUNCHER

Designed by Michael Perry

ORKS

STORMBOYZ

THESE MODELS ARE SUPPLIED WITH A PLASTIC ORK ARMS SPRUE AND WEAPONS SPRUE AS STANDARD



STORMBOY 1
0436/3



STORMBOY 2
0436/4



STORMBOY 3
70809/1



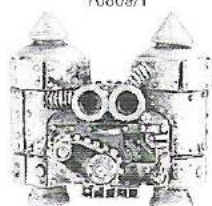
STORMBOY 4
70809/3



STORMBOY 5
70809/2



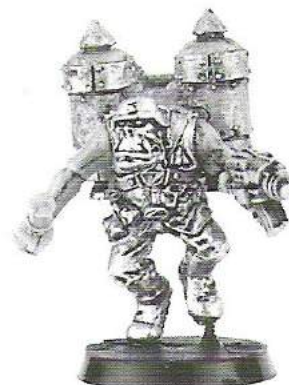
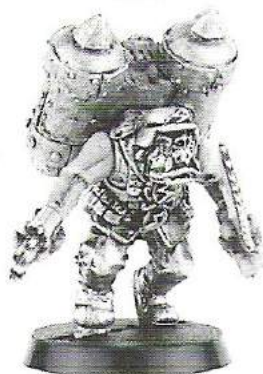
STORMBOY DRILLBOSS
0436/2



STORMBOY
JUMP PACK
0436/1

A COMPLETE STORMBOY
CONSISTS OF:
1 x STORMBOY
1 x STORMBOY JUMP PACK

EXAMPLES OF COMPLETED ORK STORMBOYZ



BLOODAXE KOMMANDOS



BLOODAXE KOMMANDO 1
70807/2



BLOODAXE KOMMANDO 2
70807/1



BLOODAXE KOMMANDO 4
70807/4



BLOODAXE KOMMANDO 5
70807/5



BLOODAXE KOMMANDO 6
70807/6



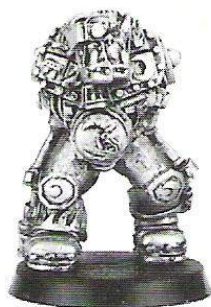
BLOODAXE KOMMANDO 3
70807/3

ORKS

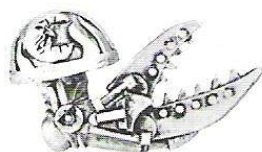
ORK MEGA ARMOUR



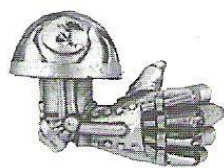
MEGA ARMOUR BODY 1
70814/3



MEGA ARMOUR BODY 2
70814/2



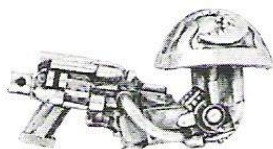
POWER CLAW
70814/4



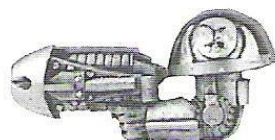
POWER FIST
70814/7



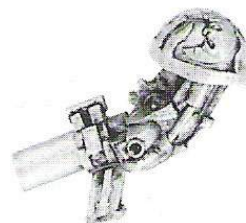
BACKPACK AND
BANNER POLE
70814/1



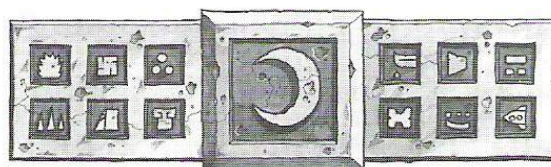
BOLT GUN 1
70814/6



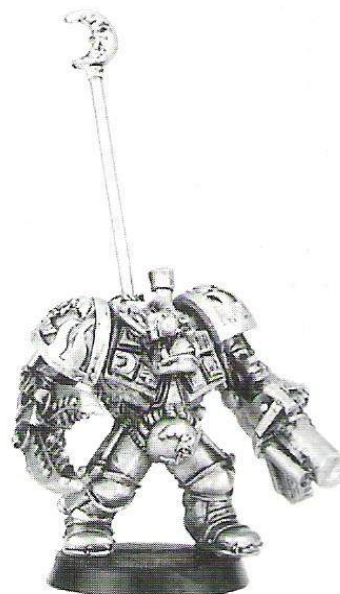
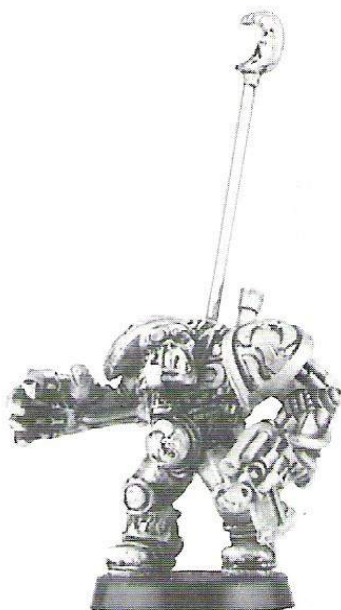
PLASMA GUN
70814/8



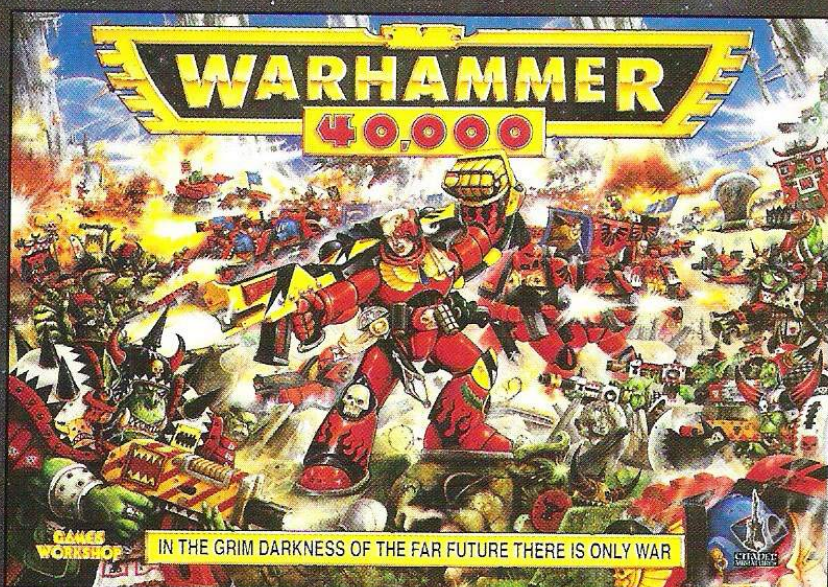
BOLT GUN 2
70814/5



A COMPLETE ORK IN
MEGA ARMOUR CONSISTS OF:
1 x MEGA ARMOUR BODY
1 x RIGHT ARM
1 x LEFT ARM
1 x BACKPACK AND BANNER POLE



EXAMPLES OF COMPLETED ORKS IN MEGA ARMOUR

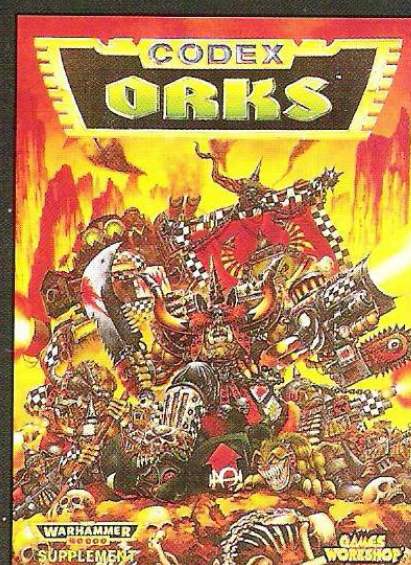
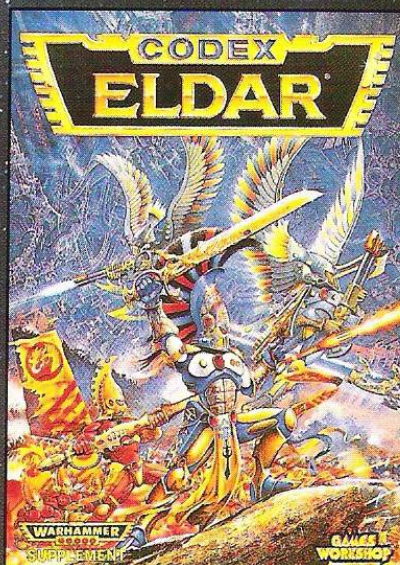
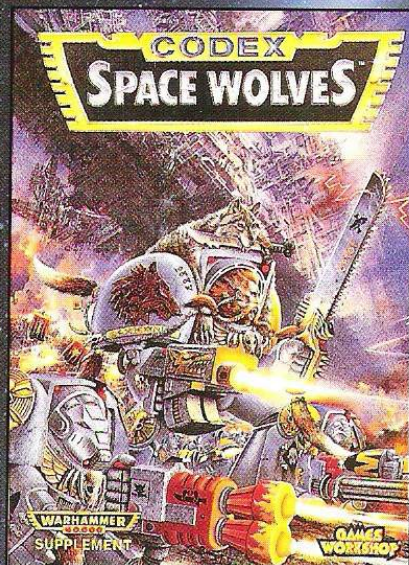
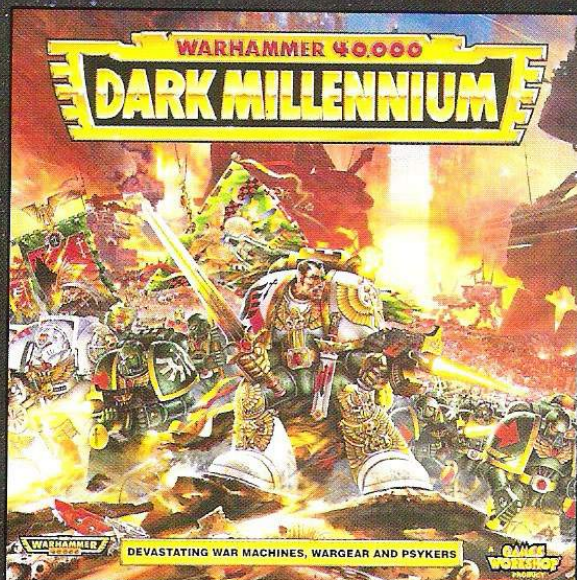


IN THE GRIM DARKNESS OF THE FAR FUTURE THERE IS ONLY WAR.....

In the nightmare future of the forty first millennium, mankind teeters on the brink of extinction. The galaxy-wide Imperium is ridden with dangers. Vast armies Orks rampage through the heartlands, while hordes of Tyranids assault the borders. But the greatest danger lies within the Warp. Here, malevolent forces gather – their only purpose to crush mankind. Only the Emperor and his armies can protect humanity from these dire threats.

DEVASTATING WAR MACHINES, WARGEAR AND PSYKERS

Dark Millennium brings the full range of deadly fighting machines, devastating psykers and exotic wargear to the Warhammer 40,000 game. This boxed supplement contains over twenty full colour vehicle datafaxes with a new deck of custom cards to let you convert your mechanised forces. Special rules and unique psychic disciplines are supplied for the enemies of mankind and the mighty defenders of the Imperium. Dark Millennium also contains dozens more Wargear cards, two sets of two new mission cards and a deck of eighteen strategy cards which allow you to use booby traps, support barrages, ambushes and much more to confound and pummel your opponent!



The ever-expanding series of Warhammer 40,000 Codex books has been designed to complement Warhammer 40,000. Each book deals exclusively with one of the major races of the 41st millennium, and contains extensive background and colour 'Eavy Metal' pages. At the heart of each book is a complete army list, including a selection of special characters, enabling you to select your forces and assemble your army ready to take on any opponent.

BATTLE BUNKER

BUILDING DATA

Building Access:

Any number of models may enter or leave the bunker through the side door, or move from the bunker to the roof, or from the roof to the bunker, each turn. A single support weapon may be set up on the bunker's roof at the start of the battle, but may not leave once the battle is in progress.

Building Capacity:

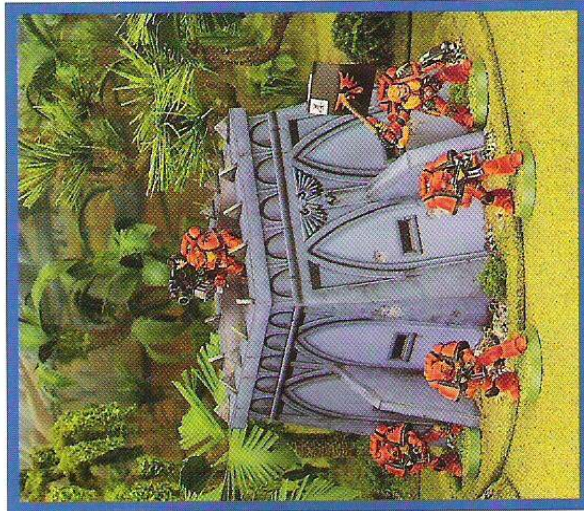
Up to eight models may be placed inside the bunker, and an additional five models, or a single support weapon and crew may be placed on the roof.

Fire Arcs:

Models placed on the roof may fire using the normal rules. Models inside may fire through the vision slits on the side of the bunker. No more than one model may fire out of each vision slit.

WEAPON DATA

Because of the tremendous variation of models that can use the Battle Bunker, no weapons data is included here.



SPACE MARINE RAZORBACK

VEHICLE DATA

CREW:

1 SPACE MARINE DRIVER
1 SPACE MARINE GUNNER

RAM VALUE:

STRENGTH 7
D12 DAMAGE
-5 SAVE

MOVEMENT:

SLOW SPEED: 8"
COMBAT SPEED: 18"
FAST SPEED: 25"
TYPE: TRACKED



WEAPONS

One lascannon and two plasma guns linked in a turret mount. The linked lascannon and plasma guns have a targeter and a 360° field of fire. The Razorback may be fitted with auto-launchers carrying frag or blind grenades at an additional cost of +5 points.

TRANSPORT:

5 Space Marines in power armour. The Razorback may also be used to tow a single support weapon.

WEAPON DATA

WEAPONS	RANGE		TO HIT			SAVE		ARMOUR		SPECIAL
	SHORT	LONG	SHORT	LONG	STR.	DAM.	MOD.	PENE.		
Lascannon	0-20	20-60	-	-	9	2D6	-6	3D6+9	-	-
Plasma gun	0-6	6-24	+1	-	7	1	-2	D6+7	Sustained fire 2D	-
Auto-launcher	6	-	-	-	Grenade Type	-	-	-	-	-
Frag Grenade	-	-	-	-	3	1	-1	D6+3	2" Blast Marker	-
Blind Grenade	-	-	-	-	-	-	-	-	2" Blast Marker	-

POINTS COST: 50 points

POINTS COST: 150 Points

DAMAGE TABLES

D6	Location	Armour	
		Front	Side/Rear
1	Track*	15	15
2-4	Hull	20	18
5-6	Turret**	22	15

*Hit the one nearest to the attacker
 **If hit from the side/rear roll a D6: 1-3 = Turret hit, roll to penetrate as normal.
 4-6 = Gunner hit, see Gunner damage table.

Track Damage Table

- The track is damaged but keeps running. The Razorback may only move at slow speed for the rest of the game.
- The track is blown off. The Razorback moves out of control next turn and then comes to a permanent halt for the rest of the battle.
- A track is blown off and the resulting damage smashes the vehicles drive shaft, causing it to flip over. The wreck comes to rest D6" away in a random direction. Any model it lands on takes D6 S7 hits with a -2 saving throw modifier. Roll a D6 for each model on board. They are killed in the crash on a roll of 4, 5 or 6. Surviving models may dismount using the normal rules.

Hull Damage Table

- A large explosion tears through the crew compartment. Roll a D6 for each crew member. On a roll of 4, 5 or 6 they are hit and killed.
- The Razorbacks engine explodes, killing the crew. The tank is spun round to face in a random direction by the force of the explosion and then comes to a permanent halt.
- A spark ignites the Razorback's fuel tank and it bursts into flames, killing all of the crew. The flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if hit by a heavy flamer.
- The Razorbacks ammunition explodes. The Razorback is destroyed and any models within 3" suffer D6 Strength 10 hits with a -3 saving throw modifier.

Turret Damage Table

- The turret weapons are damaged and may only be fired if you first roll a 4 or more on a D6. Roll once for all three linked weapons.
- The turret is jammed. It may no longer rotate and remains fixed in the direction it was pointing before it was hit. The turret weapons may only fire in a straight line at targets directly in front of them.
- The turret gunner is killed. Unless his position is taken over by another crew member the turret weapons may no longer be fired.
- The ammunition stored in the turret explodes and the Razorback is destroyed. All the crew are killed and the turret is blown off, flying 2D6" in a random direction before it crashes to the ground. Anything under the spot where the turret lands takes D6 Strength 9 hits with a -6 saving throw modifier.

Gunner Damage Table

Roll to see if the gunner is killed using the normal shooting rules. He has a Toughness of 4, 1 wound and wears power armour that confers a 3+ saving throw. If the gunner is killed then the linked weapons may no longer be fired unless his position is taken over by the driver.

D6	LOCATION	ARMOUR	
		FRONT	SIDE/REAR
1	Vision Slit	See Below	20
2	Door*	20	20
3-6	Bunker	25	25

Only if the door is visible to the attacker. If it isn't then count this as a Bunker hit instead

Bunker Damage Table

- The bunker rocks violently. Any models inside the bunker or on the roof are knocked off their feet and may not move or shoot in their next turn. They may fight normally if engaged in hand-to-hand combat. Add +1 to all future damage rolls against this bunker from now on.
- The bunker collapses into a pile of rubble. Any models inside the bunker or on the roof must make their armour saving roll on a D6 or be slain by falling debris. Survivors may not move or shoot in their next turn. If they are engaged in hand-to-hand combat they are separated immediately.

Door Damage Table

- The door is badly buckled and jammed shut. No model may enter or leave the building until the door is blown off its hinges.
- The door is blown off, leaving a large door-shaped hole. Any future hits on this location will pass onto the bunker with the same effect as a Vision Slit hit (see below).
- The door is totally obliterated and part of the bunker has gone with it! Make a roll on the Bunker Damage Table to see what effect this additional damage has.

Vision Slit Damage

The attack goes through the vision slit hitting one of the models inside the bunker. The attack hits a randomly chosen model in the bunker causing damage using the normal Warhammer 40,000 rules.





**MISSION
CARD**



**MISSION
CARD**



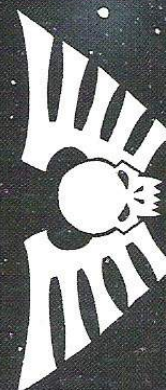
VEHICLE



VEHICLE



VEHICLE



VEHICLE

HOLD THE LINE

Your troops are occupying a vitally important section of the front line, which has been heavily fortified to stop it falling into enemy hands. You must hold your positions against any and all enemy attacks until you are relieved.

Primary Objective

In addition to victory points gained for destroying enemy forces you receive the following bonus victory points for holding off enemy forces.
If there are no enemy squads with greater than half of their starting strength, or undamaged enemy vehicles in your half of the table at the end of the game: +5 victory points

Secondary Objective

In addition to the points for completing your primary objective you receive the following points for keeping control of your bunkers.
For each bunker that has at least one of your models in it and no enemy models: +1 victory point

Notes: In order to satisfy the second victory condition the models must be inside the bunker, models that are on the roof do not count.

VEHICLE 50 Points

CERAMITE ARMOUR

The armour of this vehicle has been made out of ceramite. Ceramite is a special compound that retains all the protection of normal armour, but also has incredible heat resisting qualities. Any shots from multi-meltas, melta guns or melta-bombs which hit the vehicle must halve the result rolled for armour penetration. Note that exposed crewmen are not protected by ceramite armour and will be affected normally.

VEHICLE 50 Points

VORTEX DETONATOR

The Vortex Detonator projects a field over a large area which can detect the tiny warp drives within Vortex grenades and cause them to detonate prematurely. If any model within 12" of the vehicle attempts to use a Vortex grenade they will be detected by the Vortex Detonator, and the grenade will automatically explode in the model's hand. Place the blast marker over the model as if it had hit itself with the Vortex grenade.

BUNKER ASSAULT

Patrols have identified several bunkers just inside enemy lines. The importance of these strategic installations cannot be overstated. You have been ordered to lead your forces in a raid to capture the enemy bunkers in your sector. Any bunkers that cannot be captured must be destroyed.

Primary Objective

In addition to victory points gained for destroying enemy forces you receive the following bonus victory points for capturing enemy bunkers.
For each bunker that has at least one of your models in it and no enemy models: +5 victory points

Secondary Objective

In addition to the points for completing your primary objective you receive the following points for destroying enemy bunkers.
For each bunker that is destroyed: +3 victory points

Special Rule

If either or both players have taken the Bunker Assault mission, then the game lasts for six turns rather than the normal four turns.

VEHICLE 15 Points

ABLATIVE ARMOUR

The crewman of this vehicle have bolted extra protective plates to it, forming a secondary layer of armour. A vehicle with ablative armour ignores the first hit which successfully penetrates the vehicle's armour. Further hits that penetrate count as normal. Hits from graviton guns and Shock Attack guns ignore ablative armour. Note that exposed crewmen are not protected by ablative armour and will be affected normally.

VEHICLE 10 Points

ELECTRO-HULL

This card may be taken by any vehicles except those with exposed crew. By running a live electric current through the hull, this vehicle has a very simple defence against hand-to-hand attacks. Any model which attacks this vehicle in hand-to-hand combat must first see if their armour protects them from the shock, by successfully making a basic armour saving roll (field saves have no effect against Electro-hulls). If the model fails, then he will be thrown back 1" and may not attack this turn. If the model successfully makes its basic saving throw then it may attack the vehicle as normal.



A BITTER STRUGGLE BETWEEN THE ORKS AND A FORCE OF ULTRAMARINES

WARHAMMER

40,000

BATTLES



Warhammer 40,000 Battles is a compilation of some of the most sought after Warhammer 40,000 articles from White Dwarf magazine. This book contains four battle reports featuring the forces of Ultramarines, Blood Angels, Space Wolves, Eldar and Space Orks. It features new rules and Datafaxes for the Leman Russ battle tank and the Space Marine Razorback plus special tactics for using vehicles in your games. Also included are components for three card model Battle Bunkers, a Battle Bunker Datafax, two new mission cards and a bonus scenario for the Battle For Armageddon campaign.

THIS IS NOT A COMPLETE PRODUCT. YOU WILL NEED A COPY OF WARHAMMER 40,000 AND DARK MILLENNIUM TO USE THE CONTENTS OF THIS BOOK.

ISBN 1 872372 82 1



5 011921 001606 >

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**PRODUCT
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0160

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