

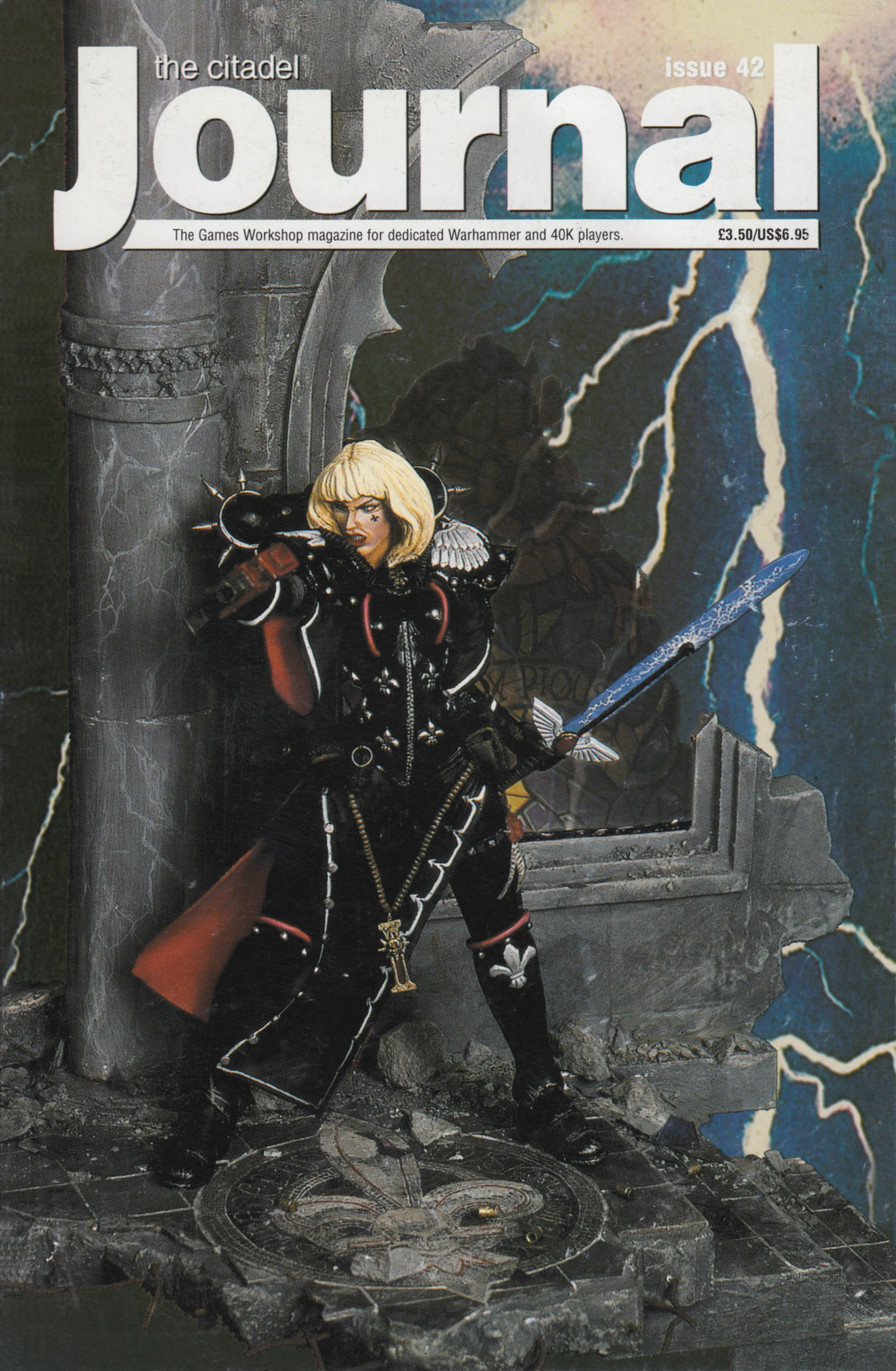
the citadel®

issue 42

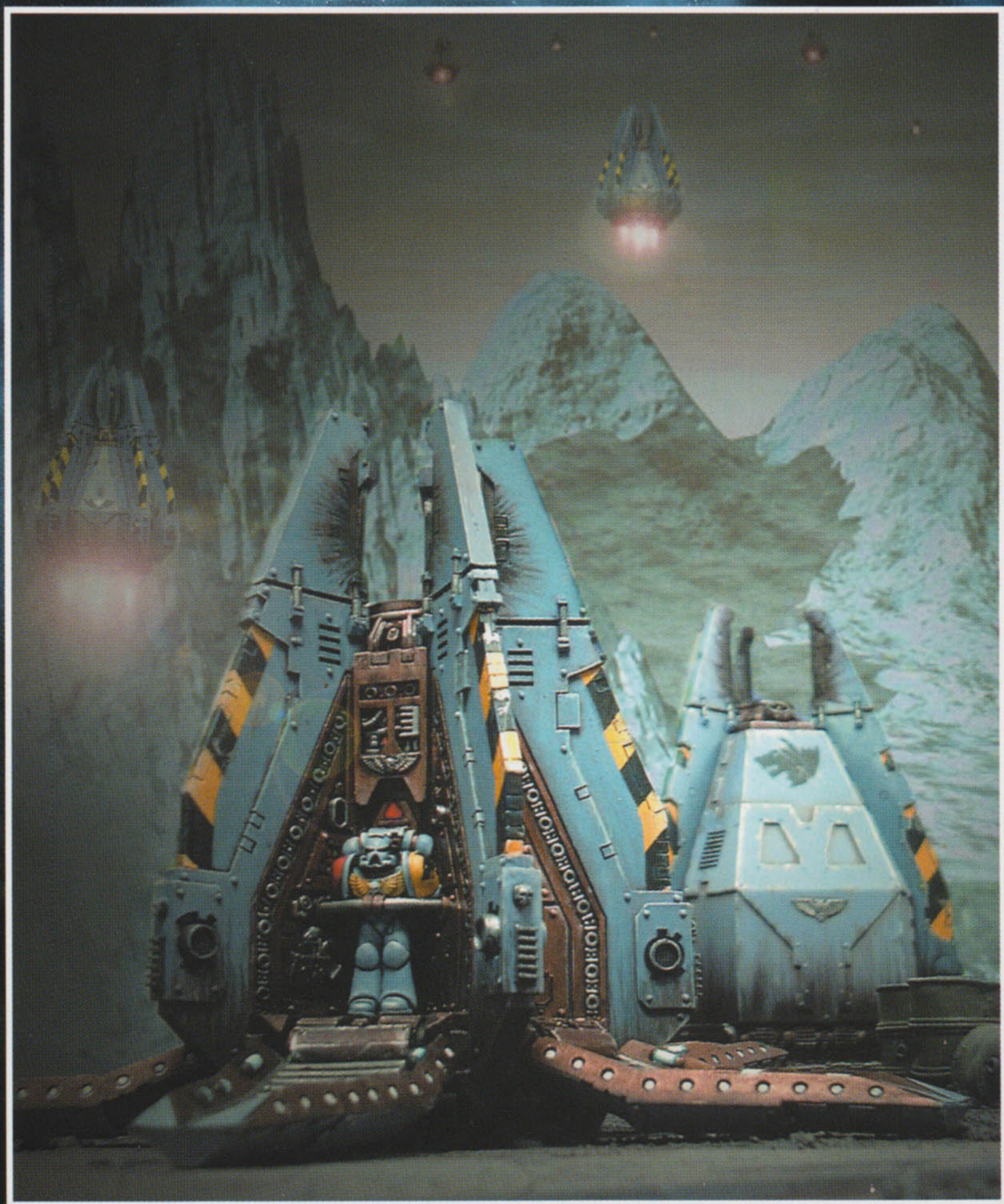
Journal

The Games Workshop magazine for dedicated Warhammer and 40K players.

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Space Marine Drop Pods from Imperial Armour





Weasel-boy at the helm!

Yes, I've finally got my chance to torment the readers with my own brand of silliness! I was watching 'Who Wants To Be A Millionaire' on TV the other night and it made me think, if we did a Warhammer or 40K version what would the questions be? At first I shrugged this off as a silly thought but I could not help but wonder; 'Here's your first question, for a hundred pounds (dollars). What is the Strength of a Goblin? A) 4, B) 2, C) 3 or D) 10' (they always have a really obviously wrong one). 'Its C, Chris'... 'Confident?'... 'Final Answer?... You've just won £100'. Cue that

Andy's ~~Steve's~~ Slot...

annoying theme. So how hard would the questions be when we get to the £16,000 range, I would pose this one; name the fabled lost stronghold of the Dwarfs, A) Karak Norn B) Karak Ekrund, C) Karak Vlag or D) Karak Izor? And finally my million pound question would be: What was the basic points cost of a Rogue Trader from 1st edition 40K? A)210, B)84, C)152 or D) 76. (answer's in next issue if you don't know).

So what's in this fine tome you hold in your hands? Well, Space McQuirk from the Warhammer Design Team has penned us a brilliant Chariot game for use with your Warhammer Chariot models. We show you how to play multi player games without the headache. We've got a great ultra-detailed Campaign system for 40K players, and Imperial Armour have released a selection of cool Drop Pods so Warwick's come up with expanded rules for using them in your games. You'll find this and more in this jam-packed issue.

Right, I've got to go – the chloroform's wearing off and Steve's waking up!

Andy

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Chariot Races

A mad new Warhammer game by Space McQuirk

'Sorry Boss!' Snigit stood before two large Orcs with his head bowed low.

'Dat's the third chariot you've wrecked this week.' Gazbag shouted, smacking the Gobbo round the ear. 'You'd better learn to take those corners a bit slower next time. Now get out of 'ere before I get really mad.' Snigit didn't need telling twice and legged it away.

'Boss,' the second Orc spoke up. 'Why do you let im keep driving your best chariots if all he ever does is keep wrecking dem?'

Gasbag replied 'He loves going too fast and don't care about iz safety,' a wry smile fell over Gasbag's face. 'The perfect qualities for a chariot driver.'

I'm sure few people who have seen the dramatic chariot race in Ben Hur or, more recently, the carnage that the chariots cause in the epic Gladiator, could deny that the image of tearing round a dangerous race course in a

scythed chariot appealed to them. Having recently put together one of the fantastic Orc Boar Chariots it was the perfect opportunity for me to create a set of rules to cover chariot racing in the Warhammer world. These rules use a modified version of the Warhammer rules as their basis. The differences to the Warhammer rules are explained below, but otherwise just assume the normal Warhammer rules apply.

For the purposes of this chariot race I have chosen only chariots from the Orc & Goblin, Chaos Warrior and Chaos Beastmen army lists. However, the basic principles of the race can work for any armies that have chariots, such as High Elves, Wood Elves and Dark Elves and Khemri Undead. Any number of players can join in and the more chariots the more exciting the race.

We've listed the characteristics for most of the Chariots on the opposite page.

The standard profiles of the chariots and crew should be used. Each chariot has two crewmen and is assumed to have scythed wheels. No self respecting charioteer would ever enter a race without his best spiky bits.



Orc Boar Chariot

	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	5	5	4	-	-	-
Crew (2)	-	3	-	3	-	-	3	1	7
Boar	7	3	-	4	-	-	3	1	-

Save: 4+

Goblin Wolf Chariot

	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	5	4	3	-	-	-
Crew (2)	-	2	3	3	-	-	2	1	6
Wolf	9	3	-	3	-	-	4	1	-

Save: 5+

Special Rules:

The Goblin Wolf chariot crew carry bows which they may fire during the shooting phase. The Goblin Wolf Chariot may be pulled by three wolves. The player may roll two dice for his additional movement. He only selects the single higher die score.

Marauder Chariot

	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	5	5	4	-	-	-
Crew (2)	-	4	-	3	-	-	4	1	7
Steed	8	3	-	4	-	-	3	1	-

Save: 5+

Special Rules:

The Marauder chariot is pulled by four Chaos Steeds. The player may roll three dice for his additional movement. He only selects the single highest die score.

Chaos Warrior Chariot

	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	5	5	4	-	-	-
Crew (2)	-	5	-	4	-	-	5	1	8
Steed	8	3	-	4	-	-	3	1	-

Save: 4+

Beastman Chariot

	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	5	5	4	-	-	-
Crew (2)	-	4	-	3	-	-	3	1	7
Tuskgor	7	3	-	4	-	-	2	1	-

Save: 4+

The Track

Using your gaming table, a coffee table or equivalent mark out a track that the chariots will be racing upon. The track should be wide enough to accommodate at least two of the chariots travelling abreast of each other and as long as you wish (we suggest 48" minimum). It could range in its shape from a standard oval course to a treacherous figure of eight design allowing the possibility of horrendous collision in the centre. The edges of the track can be made up from hedges, walls, buildings or any other suitable scenery. It should include a start line which also usually acts as the finish line. Other than that the shape or design is only limited by your imagination. As the track bends round the table it could shorten in width or have treacherous outcrops or obstacles for the players to avoid. Most importantly all players should agree on the design of the track before racing.

Turn Sequence

The turn sequence varies slightly from the standard Warhammer sequence. Each player must have completed a phase before moving on to the next phase e.g. everybody must have completed their movement phase before the player who started the movement phase can take part in the shooting phase.

ORDER OF PLAY

- 1. Initiative
- 2. Movement
- 3. Shooting
- 4. Close Combat

THE STARTING LINE UP

Each player taking part in the race rolls a D6. The highest may place his chariot on the inside lane. The other chariots place theirs in descending order towards the outer lane placing a minimum distance of 1" between chariots.

If the track is not wide enough to accommodate all of the chariots then the players with the lowest rolls must place their chariots behind the other chariots.

INITIATIVE

In each phase roll a D6 and add your driver's initiative to the score. This gives your chariot's initiative score for the turn. Initiative is counted down from the highest to the lowest.



When a chariot's Initiative value or lower than their Initiative value is called out then they may elect to move, shoot or fight as appropriate. If two or more chariots wish to act at the same time then the player with the higher Initiative moves first. In the case of a tie roll a D6 to determine the result. Once all drivers of that Initiative have gone then continue down to the next Initiative level. Once Initiative 1 has been declared then all drivers must act.

MOVEMENT

Fast and Furious

All movement decisions must be made within fifteen seconds of entering your chariot's movement phase (e.g. move forward 6", ram chariot one and turn to avoid the obstacle). This represents the speed with which the chariots are racing each other which leaves no time for in-depth thought. If a player fails to declare his intentions during the movement phase within this time limit, then the chariot will just career forwards its full movement distance. It does not matter if the player fails to achieve his intentions but he must attempt to resolve his declaration in the correct order.

The chariots must follow the route around the track from start line to finish line (i.e. you may not turn around and go the other way!). The chariots move their standard movement distance, i.e. the movement distance of the creatures pulling the chariot. You must move the full distance unless you pull the reins as described below.

Cracking the Whip

A driver may declare he is using his whip at the start of his move. If a player decides to do so they must roll 1D6 plus an additional D6 for every draft creature over two that the chariot has. He then selects the highest score and gains this result as additional movement. If a player has elected to use the whip then the chariot must move the full additional distance. A player may not move through another chariot. A driver must declare he is cracking the whip at the start of his movement phase.

Pulling the Reins

If a chariot is in danger of colliding with another chariot or obstacle then the driver may elect to pull in the reins. The driver must declare he is pulling in the reins at the start of his movement phase. This allows the driver to

slow down. The driver rolls 1D6, regardless of the number of steeds pulling the chariot, and subtracts the result from his chariot's movement. In addition the chariot may if the driver chooses, make an immediate drift move as described below without having to travel 3" forward.

Turning the Chariot

A chariot may make the following turns during its movement phase.

Distance Moved	Total Turns possible
0-9"	Up to 3x45° turns
10-12"	Up to 2x45° turns
13"+	Up to 1x45° turn

A chariot does not have to turn a full 45°, but cannot make any single turn greater than this angle. A chariot must travel at least 3" forward before each 45° turn.

Drifting

In addition to turning, a chariot is able to drift to the side. Regardless of speed a chariot may move 1" directly to its right or left for every 3" moved forward.

RESOLVING CHARIOT COLLISIONS

As the chariot careers around the race track it will no doubt collide with other objects. These can be categorised into two distinct groups.

Chariot collisions with obstacles

Any piece of terrain on a track other than a working chariot is classified as an obstacle. If at any time during the movement phase any part of the chariot hits an obstacle then the chariot must take D3 Strength 4 hits.

Chariot collisions with other chariots

There are three ways in which a chariot may collide with another chariot. A chariot may shunt into the rear of another chariot, it may smash into the other chariot's side with its front or, (best of all) it may make a carefully executed swipe into another chariot's side.

Shunting the Rear of Another Chariot: A shunt into the rear of a chariot is usually less effective than a powerful ram into the side and more than often occurs when the shunting chariot cannot move its full distance without avoiding such a collision. If the front section of a chariot's base comes into contact with the rear section of any other chariot's base then this counts as a shunt. The

defending player may make an attempt to avoid the collision as described below. If he succeeds then the attacking player may, if he has enough movement left, place his chariot in front of the other chariot. If he does not have enough movement to bring the whole of his chariot in front of the defending player's chariot then it must remain behind the other chariot and all remaining movement is lost. If a player fails to avoid being shunted then both chariots must suffer a Strength 5 hit and if wounded must roll for damage on the damage table below. Make armour saves as normal.

Smashing into the side of another chariot: If the front section of a chariot's base comes into contact with the side section of another chariot then this counts as a smash. The defending player may avoid the collision as described below. If he succeeds then the attacking player must continue with his full movement value (including any extra movement gained from *Cracking the Whip*). If he does not have enough movement to bring the whole of his chariot out of contact with the enemy chariot then he must stop his chariot within 1 inch of the defending player. If a player fails to avoid being smashed then both chariots must suffer a Strength 5 hit and

if wounded must roll for damage on the damage table below. Make armour saves as normal.

Side-swiping another chariot: As the chariots jostle for position they will collide with each other. Being generally fragile vehicles the collision of two chariots can be a destructive affair. If at any time during a player's movement he is able to bring the side of his chariot within 1" of the side of another chariot then he may declare he is attempting to ram that other chariot. The rammer must then move his chariot into base-to-base contact with the other chariot. The defending chariot may attempt to avoid the Side-swipe as described below.

Successful Swipes

If a Side-swipe is successful then the attacker rolls on the To Wound table with his chariot's Strength against his opponent's chariot's Toughness. Make armour saves as normal. If a wound is inflicted then the attacker has caused damage to the defender, and may roll on the damage table below.

If the attacker fails to inflict a wound then his chariot may suffer damage from the impact.





The defender may now roll to see if his chariot inflicted damage on the attacking chariot, using his chariot's Strength against the attacker's chariot's Toughness. If successful he may roll on the damage table.

Avoiding a collision

The last thing a driver wants to happen to his prize chariot is have a wickedly barbed scythe tear through it.

If a player wishes he may have one attempt at avoiding being hit by his opponent's chariot. To do so he must roll UNDER the Armour Save of his chariot (i.e he must fail his save). If the player is successful then there is no effect.

Roll for Damage

Any chariot that causes damage to an opponent's chariot rolls 2D6 on the table below. All wounds are caused to the chariot rather than its crew or steeds.

After resolving the effects of a ram any remaining movement may then be taken unless specified otherwise. The player may still side-swipe another chariot, but may not attack the chariot he has previously hit until the next turn.

SHOOTING

All chariots carry two crew a driver and an additional crew member to help fight opponents and defend the driver from attack.

Damage Table

2D6	Wounds Caused	Additional Effects
2	1	<i>The chariots axles lock together grinding metal against metal and as a result slow each other down.</i> The defender suffers a -5" movement penalty in his next round. The attacking chariot loses all remaining movement that turn.
3-4	1	<i>Wood cracks at the force of the impact.</i> Roll D6 on a 1-3 the chariot is fine, on the result of a 4-6 it loses an additional 1 Toughness.
5-7	2	<i>The scythed wheels rip through the body of opponents finely crafted prize chariot.</i> The Strength profile of the rammed chariot is reduced by 1.
8-9	2	<i>Wood splinters and cracks under the weight of the chariot as it is momentarily tipped onto one wheel.</i> The Toughness profile of the rammed chariot is reduced by 1. In addition each crew member must take a test to remain onboard the chariot. Roll a D6, on a roll of a 1 the crew falls off and dies. If all crew members fail then the chariot grinds to an immediate halt and counts as an obstacle for the remainder of the game.
10	1	<i>One of the steeds is killed during the impact. The driver furiously unleashes the dead beast which falls underneath the chariot.</i> The chariot loses one steed. If this brings the chariot to one mount only his movement is reduced by 3. If all the mounts are slain then the chariot grinds to an immediate halt and now counts as an obstacle for the remainder of the game.
11	1D6	<i>The scythed wheels rip through the opponents spokes sending splinters of wood into the air.</i> The attacker loses all remaining movement as he manoeuvres his chariot to cause the damage. The defending chariot suffers -1 Strength and -1 Toughness.
12	-	<i>The chariot is completely destroyed whilst the driver is caught in the reins and dragged around the track, mercilessly by his steeds.</i> The chariot is removed from the race.

If a chariot has an additional crew member with a missile weapon then he may take part in shooting phase.

A chariot's bowman has a 360° arc of fire. He may shoot at any opponent within his line of sight. All the usual rules for range, strength and to hit modifiers of missile weapons apply. The chariot's armour saving throw is used to calculate any armour saves.

CLOSE COMBAT

If a chariot still has an additional crew member onboard then he may take part in close combat. Only a chariot in base contact with another chariot at the start of the close combat phase may engage in close combat. The additional crew member must direct his attack against other additional crew member first. If there are no other crew members then he may strike the driver who cannot fight back as he is too busy steering the chariot.

All armour saves are made on the armour save of the chariot.

DAMAGE TO CHARIOTS AND THEIR CREW

If a chariot's profile is reduced to zero wounds then it is destroyed and remains on the table at the place it was destroyed. It will count as an obstacle for the remainder of the race.

Should a chariot's driver be slain, then the additional crew member will become the

driver. If there are no additional crew members on board, then the chariot will continue forward 2D6" before grinding to a halt. It then counts as an obstacle for the remainder of the race.

WINNING THE RACE

The winner is the player with either the last chariot still racing or the first chariot to cross the line after an agreed number of laps.

SUMMARY

All players must complete a phase before moving on to the next.

Initiative: Players roll for Initiative. D6+ Drivers Initiative

Movement: Players each take it in turn to move their chariot within a 15 second period. Chariots are moved their standard distance with an additional D6" (chosen from the highest roll of 2D6)

Players resolve the effects of any rams during their movement phase.

- 1. Roll to avoid collisions
- 2. Check to see if collision causes damage
- 3. Roll on damage chart

Shooting: additional crew member on the chariot may fire missile weapons.

Close Combat: additional crew member in base contact with another chariot may fight.

Optional Rules

We've taken on board Space's idea for expanding the game to include the chariots and war machines of some of the other races. Here's some rules that we've 'cobbled' together for you, although beware, we haven't playtested them – that's your job!

High Elf Chariot

	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	5	4	4	-	-	-
Crew (2)	-	5	4	3	-	-	5	1	8
Steed	9	3	-	3	-	-	4	1	-

Save: 4+

Special Rules:

The High Elf chariot crew carry bows which they may fire during the shooting phase.

Wood Elf Chariot

	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	5	4	4	-	-	-
Crew (2)	-	4	4	3	-	-	5	1	8
Steed	9	3	-	3	-	-	4	1	-

Save: 5+

Special Rules:

The Wood Elf chariot crew carry bows which they may fire during the shooting phase. The Wood Elf chariot is pulled by four Elven Steeds. The player may roll three dice for his additional movement. He only selects the single highest die score.



Dark Elf Chariot

	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	5	4	4	-	-	-
Crew (2)	-	4	4	3	-	-	5	1	8
Cold One	8	3	-	4	-	-	1	2	-

Save: 4+

Special Rules:

The Dark Elf chariot crew carry repeating crossbows which they may fire during the shooting phase.

Empire War Wagon

	M	WS	BS	S	T	W	I	A	Ld
Wagon	-	-	-	5	5	5	-	-	-
Crew (4)	-	3	3	3	-	-	3	1	7
Horse	8	3	-	3	-	-	3	1	-

Save: 4+

Special Rules:

One of the Empire war wagon crew carries a Hochland long rifle and one carries a repeater hand gun which they may fire during the shooting phase. Because the War Wagon is so heavy the controlling player must deduct -1 from any *Cracking the Whip* rolls.

Snotling Pump Wagon

	M	WS	BS	S	T	W	I	A	Ld
Wagon	2D6	-	-	4	4	3	-	-	-
Crew (lots)	-	2	-	2	-	3	3	3	4

Save: 5+

Special Rules:

Because of the very random and haphazard nature of the Snotling Pump Wagon it always moves 2D6 and may not use any of the special chariot rules – *Cracking the Whip* and *Pulling the Reins*. Also, because of the massive spiked roller attached to the front of the pump wagon any other chariot that comes into contact with the front of it will suffer D6 Strength 5 hits whilst the pump wagon suffers no damage. Ignore any results of 10 on the damage table – *lost steed*, reduce one of the Snotling's wounds instead.

Skaven Doomwheel

	M	WS	BS	S	T	W	I	A	Ld
Doom	3D6	-	-	5	5	4	-	-	-
Crew (1)	-	4	3	4	-	-	5	2	10

Save: 4+

Special Rules:

The Doomwheel always moves 3D6 in the movement phase and may not use any of the special chariot rules – *Cracking the Whip* and *Pulling the Reins*. In the shooting phase it may fire Warp Lightning which has a range of 12" and Strength 4 and will always hit the nearest target. Results of 10 on the damage table – *lost steed*, will kill some of the rats that power the Doomwheel and reduce 1D6 of the Doomwheel's speed. In the event of the single crewman's death the Doomwheel will not come to a halt and will continue to move randomly.



A truly awesome diorama by Golden Demon winner Matt Parkes

Models for your Chariot Races

Those spiffing chaps from the Troll den have dug out various devices of perambulation for use in your games of Chariot Racing. Here they've provided a mix of groovy models both old and new to whet your appetites. You may well notice that there aren't any 'official' models for the Wood Elf and Dark Elf chariots so feel free to get on the blower and ask the Trolls advice for conversions. What're you waiting for? Crack the whip and get your order in!



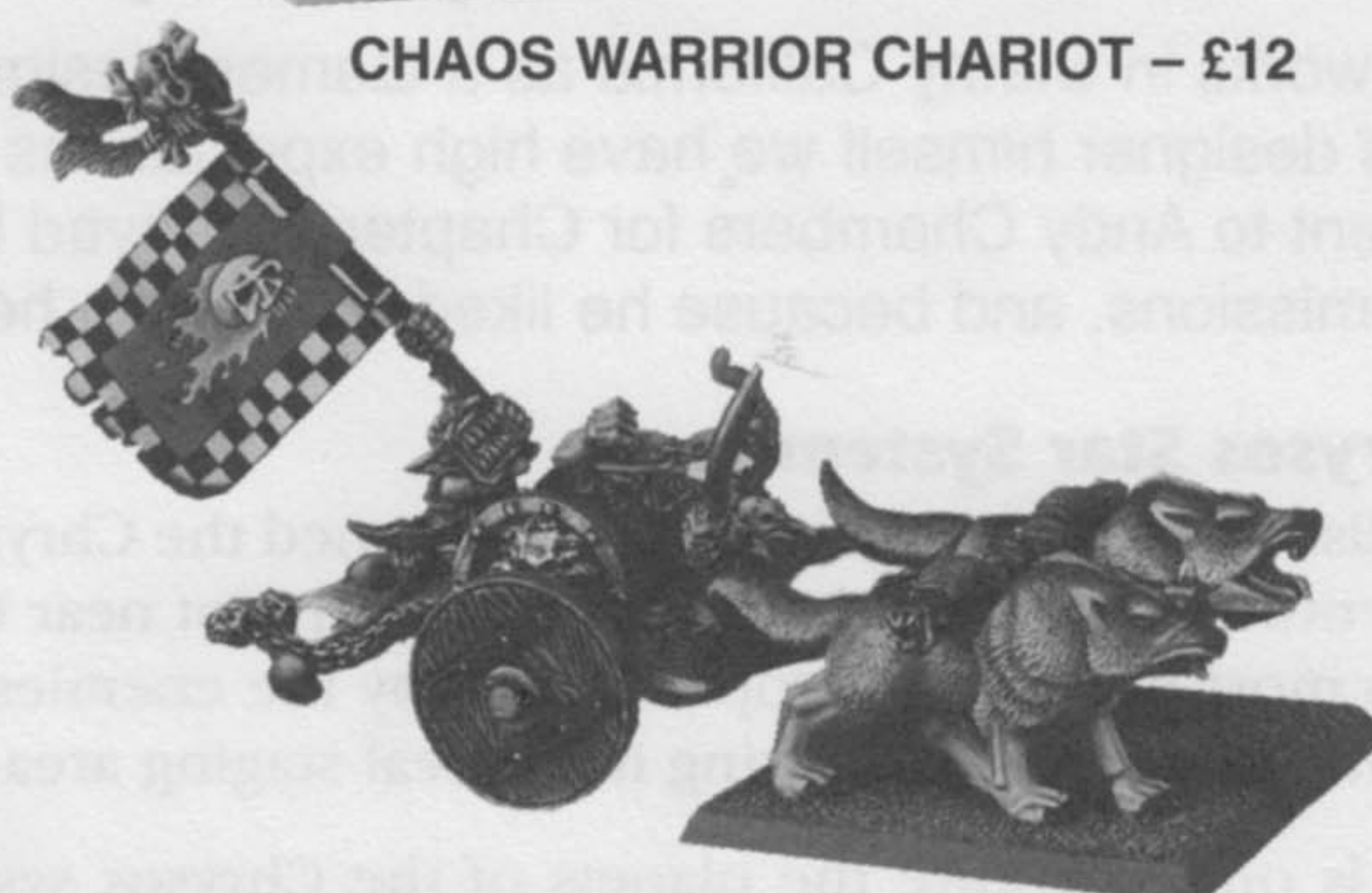
BEASTMAN CHARIOT – £12



CHAOS WARRIOR CHARIOT – £12



ORC BOAR CHARIOT – £12



GOBLIN WOLF CHARIOT – £10



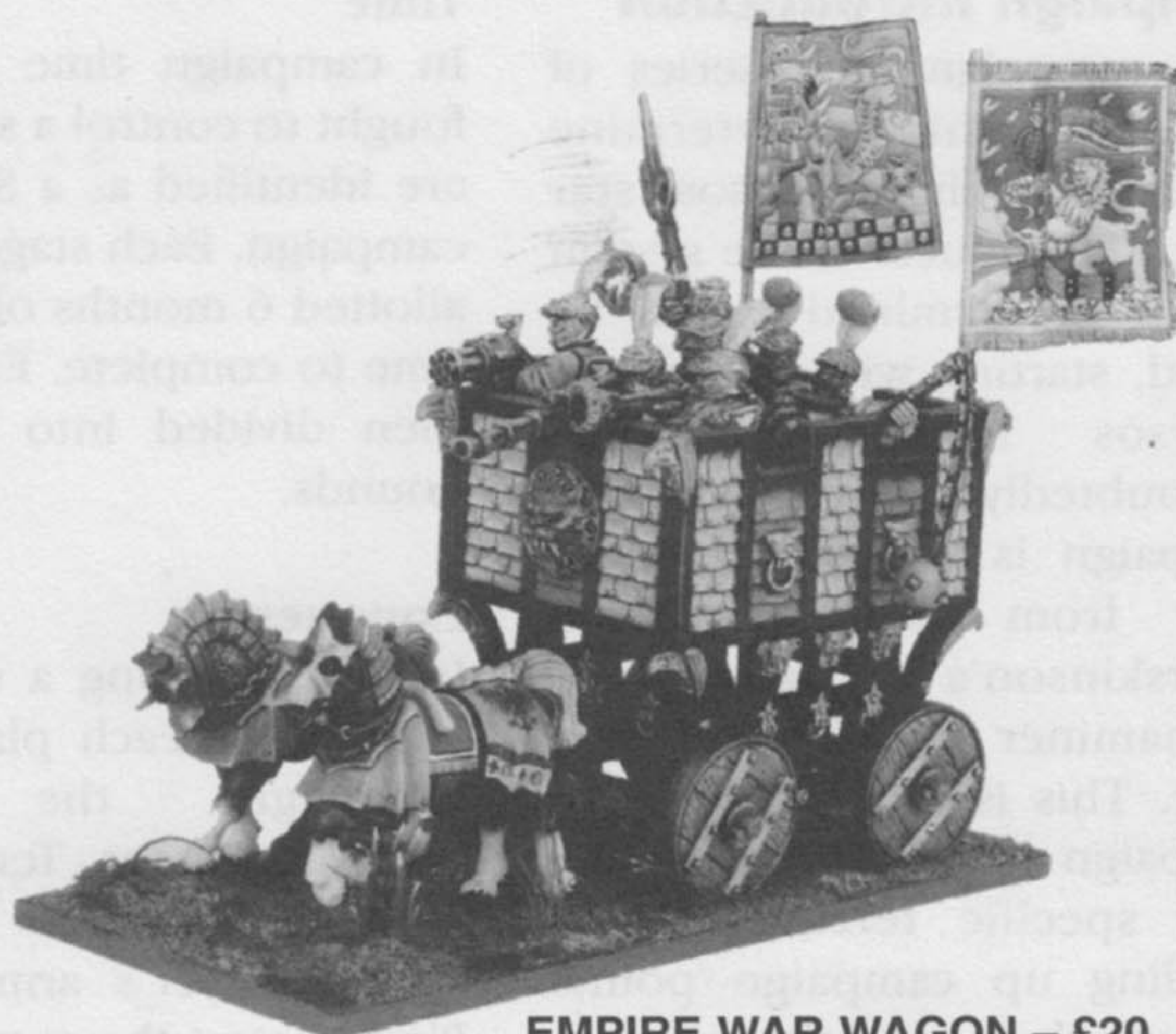
HIGH ELF CHARIOT – £12



SNOTLING PUMP WAGON – £10



SKAVEN DOOMWHEEL – £20



EMPIRE WAR WAGON – £20

These models are not shown to scale

USA ☎ 1-800-394-GAME

UK ☎ 0115 91-40-000





THE CHRYSOS CAMPAIGN

By Hardy LeBel

Hardy works in Sunny California as a Games Designer for Software House, Bungie. Being a games designer himself we have high expectations of Hardy's system. Originally this article was sent to Andy Chambers for Chapter Approved but as he was already literally swamped with submissions, and because he liked it so much he graciously gave it to us – nice one Andy!

The Chrysos Star System

A newly discovered warp corridor has re-opened the Chrysos star system to Imperial space. The system, lost for centuries, is situated at a key strategic point near the edge of the Eye of Terror. Careful scrutiny by Terra's most powerful Astropaths (and by the enemies of Man) has revealed a number of potential warp points in the system making it an ideal staging area for attacks against Imperial worlds!

The race is on to capture the planets of the Chrysos system through force of arms. The winner will ensure the security of the Imperium, or stand poised to deal the race of Man a deadly blow!

Ancient records show that there was once a thriving human colony on the jungle planet of Chrysos, but recent scans reveal that whatever advanced human civilisation existed there must have been supplanted by an unknown alien race that claimed the planet as their own. It is unclear what became of the aliens, for all that remains on the planet are ruins of their civilisation and primitive tribes of human savages.

The system is home to a number of other strange astronomical anomalies. The twin planets Ahrka and Tarha are two planetoids locked in orbit so close to each other that they share a common atmosphere. The small planet called Grakham's World is cast in perpetual night by the giant asteroid moon that looms between it and the system's sun. Maruz is a vast desert planet close to the sun, plagued by driving sand storms and huge predatory life forms. Iolodes is an ice world on its surface, but beneath its thick ice crust is a thriving ocean filled with life, warmed by volcanic fissures from the planet's core.

Campaign Introduction

This campaign is a series of battles fought to determine control of the Chrysos star system. Conquest of the system will be determined world by world, starting with the planet Chrysos itself. You will undoubtedly notice that this campaign is basically a cross-over from Rick Priestley's Thorskinson's island for Warhammer of White Dwarf fame. This is a territory based campaign with players fighting over specific territories and building up campaign points through their acquisition.

Time

In campaign time the battles fought to control a single world are identified as a Stage of the campaign. Each stage (world) is allotted 6 months of real world time to complete. Each stage is then divided into two-month Rounds.

Conquest

Instead of using a map of the surface for each planet in the campaign, the Chrysos campaign uses Territories to represent the areas of a planet that a player's army controls. Players start the campaign with

a small group of randomly determined territories, but can gain control of more by winning campaign battles against other players.

Status

A Campaign Administrator moderates the campaign. Their primary responsibility is to maintain the Campaign Log (see participating step.3), which is a record of the wins, losses, territories and units of each participating army. The administrator will also generate reports during each round and create the Secret Missions for

each world, as well as organising the final battle to determine round and stage winners. Finally the administrator can serve as an arbitrator of rules conflicts, but players are encouraged to resolve such disputes by themselves, even by dice roll if necessary.

How to Play

Getting Started

New players must first register their army selection with the campaign administrator and they will be added to the campaign contact list (army size and points will be discussed later). They must then generate their starting territories by rolling four times on the Basic Territory Chart (on page 14).

Campaign Points

During each round, players will have the opportunity to earn Campaign Points by fighting battles, making scenery or by other means (see the Campaign Points table below).

At the end of each two month round the campaign administrator will double-check each player's territories and Campaign Point totals against the Campaign Log. The winner of each round is the player with the current highest Campaign Point total. Round winners will receive special instructions, which may afford skillful players the opportunity to earn bonus



campaign points.

At the end of three rounds (six months), the two players with the highest cumulative Campaign Points will fight a final battle to determine control of the Planet, thus completing that stage of the campaign. Any army that controls 3 of the 5 planets in the Chrysos system wins control of the system and the whole campaign!

Campaign Points are awarded as follows:

Participating

STEP 1:

Create a Campaign Army

Players should first generate a campaign army roster. Note that instead of the Standard Force Organisation Chart, player's armies are created using the

campaign army list restrictions outlined in the Campaign Armies section which follows.

STEP 2: Schedule a Battle

Players are expected to contact each other and schedule as many (or as few) battles as they like during each two month round of the campaign.

STEP 3: Generate the Scenario and Mission

When players meet to fight a campaign battle they should randomly generate a scenario from the Advanced Mission Selection Chart found on page 18. Participating players should check their army roster against the force organisation charts for the scenario and mission that they have generated and determine which of their units

Win first battle against opponent this round	3.0 points
2nd win against the same foe during this round	1.0 point
3rd + wins against the same foe during this round	0.5 points
Tie game: If the players have never earned points from each other	1.0 point
Tie game: second or later encounter with the same player	0.0 points
Created a themed terrain piece for the current planet	1.0 point
Created a terrain piece to represent a Special Territory	1.5 points
Lose a battle	0.0 points
Special	Round winners may earn additional Campaign Points through Secret Missions.



have been reassigned (if any).

Players use their army Strategy Ratings to determine who will be the attacker and defender in the scenario. Because this is a war of conquest, army specific rules that would normally supersede the strategy rating rolls are not used during this campaign (i.e. Dark Eldar are not automatically the attacker in every scenario), but some territory types will supersede the strategy rating rolls.

STEP 4: Stake Territories

Randomly generate a new 'unclaimed' terrain entry from the Basic Territory Chart. Each of the participating players then 'stakes' one of their current territory holdings – this may be done secretly if desired to add an edge of mystery. Note that whenever possible the players should place terrain that is representative of the territories staked in the battle!

At the end of the battle, the winner may acquire any two of the three territories staked for the battle: those of the players plus the new territory type generated at the start. The loser then takes control of the remaining territory.

More about Territories

A player may only control a maximum of 10 territories at

one time. If a player is in a position to acquire more than 10 territories, they may elect to drop territories under their control in favour of the new territories, but their total may never exceed 10.

At any time during the campaign a player may elect to withdraw from the planet's surface thereby relinquishing all their current territories and all their current Campaign Points totals. If the player wishes to re-join the campaign, they simply generate new territory holdings as normal and re-start their Campaign Points total at zero.

Bookkeeping

When a battle is fought it is the winner's responsibility to contact the campaign administrator and report the results and the final disposition of territories so that information can be recorded in the Campaign Log.

Allies

A player may wish to seek out an ally to help them in a given battle. If so, they must choose carefully because an army may only include one allied force in a battle.

To participate in a battle, the allied players must stake one of their own basic territories, and the unit they field must be the

type permitted by the territory or a basic Troops squad.

Win or lose, allied players are entitled to take control of one territory at the end of the battle, but not necessarily the one they staked! The rewards for participating in a battle as an ally are up to the participants to determine, but could include an exchange or voluntary surrender of territories, the donation of Campaign Points from the primary participant to the allied player or even offerings of painted figures or terrain pieces!

Secret Missions

Round winners are awarded Secret Missions that they may undertake during the following campaign round – these should be written by the Games Master (two examples are included at the end of this article). Secret Missions are a special series of battles linked by a common back-story, often featuring unique units, settings or territories that are only available to the player undertaking the mission.

The battles that constitute the Secret Mission must be fought in order, and each must be won before the next battle in the sequence may be attempted.

In addition to the normal

Campaign Points garnered through victories, winning all the battles of the Secret Mission gains the player bonus points in accord with the difficulty of the mission undertaken. Often secret missions will afford other long-term benefits as well such as veteran abilities for participating units or unique territories with powerful special abilities.

When a player opts to undertake a Secret Mission they should schedule a game as normal, but instead of generating a scenario, players fight the mission written by the Games Master. The player undertaking the mission should read the back-story for their opponent and make them aware of any special rules or restrictions on the battle.

Experience

Units and characters in the campaign will use a variant of the experience system described in the Warhammer 40k Rulebook (see pages 159-163). Players should familiarise themselves with those rules before reading the remainder of the section.

For a unit or character to begin accumulating experience they must be entered into the Campaign Log. Only "logged" forces may accumulate experience points and gain veteran abilities.

The campaign experience rules differ from those in the Warhammer 40k rulebook in two key ways: first logged units

and characters do not randomly generate their veteran abilities. Instead the controlling player selects their Training Type when they are initially logged. A unit's training type determines the exact veteran ability that they gain when they reach a particular experience point total (Appendix 1: Training Type List). Training type is treated exactly like any other equipment, personnel assignment or upgrade. Units may only acquire a maximum of three veteran abilities in this manner, and once any unit acquires 3000 points it is classified as ELITE. Note that units that earn their elite status through campaign experience do not require a basic territory to field in battle.

The second key difference is that units may gain veteran abilities at a variety of experience levels, not just when they reach 1000 points. The Chrysan experience system breaks veteran abilities into three categories: 1000, 2000 and 3000 point levels. Tracking logged units' performance is critical because earned veteran abilities can be lost if the unit's experience total drops below half the points required to gain the ability. It is also important for players to remember that accumulated experience could raise the base point cost of a unit!

Characters follow the same rules as other units, differing only in that once they accumulate 3000 points of

experience (and the commensurate abilities) they are then considered Special Characters, and any player that wishes to field them in a battle outside of the campaign structure should get their opponents permission first. Note that special characters that have earned that status through earned campaign experience do not require permission for use in campaign games.

Players should inform their opponent at the start of a game if they are fielding a logged unit or character, and tally logged units' earned experience at the end of the battle. The unit's controller is responsible for reporting any earned experience (or experience penalties!) to the campaign administrator. Equipment, personnel or upgrade changes to the unit must also be made with the administrator's knowledge so any experience point penalties can be entered into the campaign log.

Campaign Armies

Army List Restrictions

The campaign armies of the players start out at a base value of 650 points, but this total may rise through a player's Territory holdings (Territories).

When selecting their army, players must choose 1 HQ squad and 2 TROOPS squads as normal. In addition they are limited by the squad restrictions below: use the chart totals for available squad types instead of the Standard Force Selection

1 HQ	An army may only field one HQ squad or character. The first HQ squad is a mandatory selection as normal. Additional HQ squads are only permitted if the army controls the appropriate Basic Territory type.
1 HEAVY SUPPORT	An army may only field one HEAVY SUPPORT unit unless it controls the appropriate Basic Territory type to permit an additional unit.
1 FAST ATTACK	An army may only field one FAST ATTACK unit unless it controls the appropriate Basic Territory type to permit an additional unit.
(x) TROOPS	Beyond the two mandatory TROOPS squads, players may field as many additional TROOPS units as they like.
ELITE	Armies are not permitted to field any ELITE units unless they control the appropriate Basic Territory type.

Basic Territory Chart

Roll 1D6 and consult the chart below:

1	ROAD, BRIDGE or TUNNEL
2	+1 HQ
3	+1 HEAVY SUPPORT
4	+1 FAST ATTACK
5	+1 ELITE
6	SPECIAL TERRITORY (roll on the Special Territory Chart below)

Special Territory Chart

Roll 1D6 and consult the chart below:

1	Alien Installations (1D6 to determine type)	1 – 2 Sub-Crustal Subway 3 – 4 Medical Arcology 5 – 6 Atmospheric Control Station
2	Primitive Settlement (1D6 to determine type)	1 – 2 Canopy Villages 3 – 4 Trail Nomads 5 – 6 Shaman Trader
3	Ancient Ruins (1D6 to determine type)	1 – 2 Antediluvian Battlements 3 – 4 Lost Ziggurat 5 – 6 Catacombs
4	Waterways (1D6 to determine type)	1 – 2 Mighty Jungle River 3 – 4 Underwater Caverns 5 – 6 Archipelago
5	Deadly Terrain (1D6 to determine type)	1 – 2 Volcanic Upheavals 3 – 4 Quicksand 5 – 6 Man-Eating Plants
6	Wildlife (1D6 to determine type)	1 – 2 Hive Honeycomb 3 – 4 Predator's Domain 5 – 6 Pack Beast Herd

Chart. Note that players are also limited by any applicable scenario restrictions on available troop types.

Basic Territory Descriptions

The descriptions for the Basic Territory types below are purposefully generic: players are encouraged to invent colourful descriptions for the territories under their control, and take a crack and modelling the appropriate terrain pieces as well. When a territory is won from another Player, the capturing Player is free to pick a description appropriate to their army list, but the World, Terrain Type and Points Value of the territory remain the same.

ROAD, BRIDGE or TUNNEL

Your army controls a network of key roads, bridges and tunnels that allow you to move a greater volume of troops than other armies. To represent this, this territory type is worth an additional 3D6x10 army points to your total.

If this territory is staked in battle and it's original owner wins, the territory gains an additional 1D6x10 points to its point value to represent the army's expanding network of control.

+1 HQ

Your army controls territory that allows you to field an additional HQ squad. Some possible descriptions could

include a mobile command base, a regional capitol or even a natural terrain feature that increases the range of your army's communication devices. In addition to the extra HQ squad, this territory also gives you an additional 10D6 points to your army total.

+1 HEAVY SUPPORT

Your army controls territory that allows you to field an additional HEAVY SUPPORT squad. Some possible descriptions could include a munitions dump, high-grade machine shops or even a cargo spaceport. In addition to the extra HEAVY SUPPORT squad, this territory also gives you 10D6 points to your army total.

+1 FAST ATTACK

Your army controls territory that allows you to field an additional FAST ATTACK squad. Some possible descriptions could include oil fields, mobile vehicle maintenance bays or even a natural terrain feature that provides a revolutionary new fuel source. In addition to the extra FAST ATTACK squad, this territory also gives you an additional 10D6 points to your army total.

+1 ELITE

Your army controls territory that allows you to field an ELITE squad. The territory description should reflect the background of the elite unit you intend to field. Some examples could include an Eldar Aspect Temple for a squad of Aspect Warriors or a Drop Pod landing zone for a Space Marine Terminator squad. In addition to the ELITE squad, this territory also gives you an additional 10D6 points to your army total.

Special Territory Descriptions

ALIEN INSTALLATIONS

The planet Chrysos is littered with the ruins of a once-powerful alien civilisation. Their nature and origins are a mystery, but the remnants of their technology clearly show them to be even more advanced than the empire of Man. Your army controls a semi-functioning alien installation; perhaps your own tech-specialists were able to repair the facility to a limited extent, or perhaps the powerful devices have simply endured through the centuries. Regardless, the alien technology gives you an edge in battle. See the entries below for specific details on the territory you control.

Sub-Crustal Subway

These ancient devices allow exceptionally fast transportation via a crystalline rail structure deep beneath the planet's crust. Although large portions of the network are no longer operational, an army can still shuttle troops to the vicinity

of a battle far more quickly than by moving on the surface of the planet.

Bonus: Stake this territory to add +1 to the owners reserve rolls during any scenario that uses those rules. In addition the controlling Player may always choose their deployment zone regardless of dice roll. In scenarios that force players to randomly determine the table edge that their reserves arrive on, the owner may choose the edge instead.

Medical Arcology

This ancient alien medical complex is filled with a maze of medical equipment. It is clear that the alien race was actively engaged in medical experimentation on the primitive human tribes of the planet, but if the experimentation was to help the primitives, or make them more efficient slaves is unknown.

Bonus: Stake this territory to subject one squad from your army to temporary physical modification by the alien devices. Note that the modification to the troops' stat line only lasts for one battle.

Roll 1d6 on the table below to determine the temporary effect of the alien machines:

1	-2 Initiative (to a minimum value of 1)
2-3	+1 Toughness
4-5	+1 Strength
6	Squad may make a 12" assault move and rolls 3d6 for pursuit or fall back moves

Atmospheric Control Station

This gigantic installation once allowed the aliens total control over the weather of planet Chrysos. Centuries of disuse and neglect have left the controls capable of only gross adjustments. Still, if you so choose you can whip up powerful storms over any part of the planet surface at the

touch of a button, making aerial movement almost impossible.

Bonus: When this territory is staked the entire battlefield counts as difficult terrain for Skimmers and troops equipped with Jump Packs.

PRIMITIVE SETTLEMENTS

The planet Chrysos was once inhabited by a thriving human civilisation. Whether that colony fell to barbarism before the arrival of the mysterious alien race, or their civilisation was destroyed by the alien's arrival is unclear. The current human inhabitants of the planet are primitive tribesmen that have adapted to life on the lush jungle planet in a variety of ways. Your army has made contact with (or enslaved) one of the local tribes and can put their survival skills to use in your own war of conquest. See the entries below for specific details on the territory you control.

Canopy Villages

The tree tops of the jungle planet form a world to themselves. A large variety of plant and animal species have adapted to life far above the jungle floor, and so have some tribes of primitives. From their tree top perches, these tribesmen have a commanding view of all that happens on the jungle floor below. No intrusion escapes their watchful eye.

Bonus: When this territory is staked, the enemy army may not use a squad's special ability to Infiltrate, even if the scenario permits it.

Trail Nomads

The nomadic tribes of the jungle floor claim territories hundreds of miles in circumference and roam the length and breadth of their turf dozens of times per solar cycle. Even well worn trails can quickly be re-absorbed by the jungle, forcing the nomads to find new paths through the ever-changing maze of foliage. Their path finding skills can serve your army well.

Bonus: Stake this territory to allow your ground troops to move through all difficult terrain on the table-top as normal (not Jump Packs).

Shaman Trader

Half huckster, half holy man the Shaman Trader wends his way from village to village dispensing healing charms, potions and gossip. There are few secrets these cunning travellers can't be bribed to reveal while more generous (or persuasive) commanders find them skillful saboteurs!

Bonus: Stake this territory to view opponent's army list including equipment allocations and vehicle upgrades. The player may then elect to have the Shaman Trader sabotage the enemy's equipment: select any piece of equipment, wargear, vehicle upgrade or vehicle options from your opponent's army list and then roll 1D6 and see below:

1 The Trader is discovered and executed!

This Territory is lost: the controlling player must ante another for this battle.

2-6 The item is sabotaged and is not available for use during this battle



Note that the points cost for the sabotaged item are not replaced... they are simply lost for the duration of the battle.

ANCIENT RUINS

Deep in the heart of the jungles of Chrysos stand long forgotten stone ruins of uncanny craftsmanship. No one knows who built the ancient structures, but rough estimates of their age seem to predate even human civilisation on this planet. No wild creatures inhabit the ruins and they remain largely free of plant life as well, almost as if some presence shields them from the all-enfolding jungle. See the entries below for specific details on the territory you control.

Antediluvian Battlements

The stonework of these ancient battlements seems primitive at first glance, but closer examination reveals them to be cunningly designed in multiple layers of striated rock capable of withstanding volleys from even modern weaponry. Combine that with their fiendish interlocking fields of fire and key tactical positioning and one might wonder; what battles were fought here and by whom?

Bonus: Stake this territory to add up to 1d3 Bunker terrain models to the battlefield wherever you wish.

Bunkers may have weapon emplacements built into them. If the controlling player elects to place bunkers with weapon emplacements then they replace one Heavy Support squad in their army. Weapon emplacements randomly generate their weapon characteristics for every battle.

Range: 12+6D6", **Str:** 3+1D6, **AP:** roll 1D6: a roll of 1 = no AP value, otherwise the number rolled is the AP value of the weapon, **Special:** Heavy 1D3.

Lost Ziggurat

This looming, stepped tower stands in a wide clearing as if it's presence alone were holding back the jungle. Even non-telepathic minds can feel a

powerful presence as they approach this ancient monolith.

Bonus: If this territory is staked then no psychic powers, chaos gifts or force weapons may be used during the battle. Also, daemons may not be summoned in the presence of a Lost Ziggurat.

Catacombs

Whatever hallowed dead these burial tunnels once held have long since become dust, but the tunnels themselves remain strangely resistant to time and dilapidation. The catacombs blend so perfectly into the surrounding terrain that only an eye familiar with the constructs of the ancients could identify their hidden entrances and exits.

Bonus: If this territory is staked; after both sides have placed their troops the controlling player may swap the positions of any of their infantry squads.

WATERWAYS

Water is vital to the teeming life of the jungle planet of Chrysos and it's waterways echo the untamed savagery of it's landscape; storm lashed seas roll between the continents of the planet while mighty rivers course through the heart of it's jungles. To the brave or the foolish, the waterways of Chrysos can be a powerful tool for mastery of the planet. See the entries below for specific details on the territory you control.

Mighty Jungle River

Wending through the heart of the jungle, this mighty river is a vein that bears the lifeblood of the jungle. The perpetual storms that lash the seas at the river's mouth regularly send powerful floods of water high up the river against it's natural current. To those wise to its rhythms, the river can be used to transport great loads up or down its length.

Bonus: The controlling player may stake this territory to automatically pass all reserve rolls in any scenario that uses

them. Note this effect does not apply to summoned creatures (daemons, webway portals etc.).

Underwater Caverns

Huge caves exist below the jungle floor. Perpetual rains and flooding rivers ensure that the caverns form great natural water cisterns that are always full. To an army used to plying the vacuum of outer space, the caves could prove to be a useful alternative to travel across the planet's surface.

Bonus: Stake this territory to elect to be the Attacker in a scenario regardless of strategy rating. The controlling player may also choose to take the first or second turn.

Archipelago

Along the coastline great reefs form protected shoals from the tropical storms that brew over the open ocean. Centuries have worn great segments of the reef down into sequestered island atolls that allow a cunning commander clear views of any approaching force, and their choice of the time and place of engagement.

Bonus: Stake this territory to elect to be the Defender in a scenario regardless of strategy rating. The controlling player may also choose to take the first or second turn.

DEADLY TERRAIN

Chrysos may not qualify as a deathworld by Imperial standards, but its savage landscape still holds a variety of dangers for would-be conquerors.

Volcanic Upheavals

Chrysos seems to be undergoing massive seismic changes deep in its core. Continental shifting often causes powerful seismic upheavals that rip through the jungle floor uprooting mighty trees and tearing great rents in the land itself. Perhaps this new period of geologic upheaval brought down its mysterious alien masters: we shall never know.

Bonus: When this territory is staked, the controlling player may place up to 1D3 counters on the battlefield to represent points of possible volcanic eruption. Counters may not be placed within 18" of each other.

During the shooting phase of either player's turn the controlling player may check to see if one of their counters "erupts" in a violent explosion. The eruption occurs on a roll of a 5 or 6 on 1D6 and is represented by the ordinance blast template. If an eruption occurs the controlling player must roll 2D6 and a scatter dice. If the scatter dice registers a "hit" result then the eruption occurs where the template was placed. If the dice comes up as an arrow move the template in the direction of the arrow the number of inches indicated by the two dice.

Troops under the blast template must roll under their Initiative score or suffer a Strength 6 hit. Armour saves apply normally. After resolving the initial eruption the controlling player may place a Lava Crater terrain piece. The crater counts as difficult terrain and any unit ending its movement in it must check to see if it suffers a wound using the procedure described above. Survivors from squads caught in a Lava Crater reform on either side as the controlling Player chooses but vehicles in the crater must roll to move out of the difficult terrain as normal on their subsequent movement phase. Note that the initial volcanic counter is NOT removed, and the controlling player may elect to re-check for eruption from that particular counter on subsequent turns.

Quicksand

The jungle floor hides many dangers, but perhaps none as deadly as the threat of quicksand. An experienced eye can discern the presence of the killer pools, but their presence makes the movement of heavy weapons difficult.

Bonus: If this territory is staked then the entire battlefield counts as Difficult terrain for Heavy Support squads, vehicles and walkers.

Man-Eating Plants

Some of the deadliest inhabitants of Chrysos are neither sentient nor mobile. Numerous species of carnivorous plant have adapted to perfectly mimic non-lethal species in every habitat of the planet. These deadly doppelgangers are ideally adapted to ambush and slay any prey that stumbles into their clutches.

Bonus: When this territory is staked, at any point in the game the controlling player may declare one terrain piece to be infested with deadly man-eating plants. Any infantry models (not bikes, speeders or vehicles) in/on the terrain piece or in base-to-base contact are attacked. The models are hit on a 4+ and the attack is resolved at a strength of 5. Normal saving throws (including saves for cover) do not apply because the snaking tendrils bore inwards towards any exposed flesh or chinks in armour. Invulnerable saves still apply however.

WILDLIFE

Chrysos is home to some deadly inhabitants.

Hive Honeycomb

Some Chrysan insect colonies display an uncanny willingness to establish symbiotic relationships with nearby predatory animal species. By chance or design your army has established itself close to a hive of giant colony insects. Though the relationship is new, already the Hive Mind has identified your camp as part of their hive structure and drones have begun to repair and patrol the grounds and buildings.

Bonus: The controller may stake this territory to place double the number of specified sentry models in any scenario using those special rules. The additional sentries use the stat

line provided below.

In other scenarios the controller may stake this territory to field a unit of 2d6 giant bugs. Note that to take advantage of these benefits, the bugs must be represented by appropriate giant insect models!

Use the stats of a basic Tyranid Gargoyle.

Predator's Domain

Large predatory animals are common deep in the Chrysan jungle. Some leave clear spoor that delineates the boundaries of their turf acting as a deterrent to trespassers. Other predators are far more cunning, lying in ambush until prey stumbles near their hiding place. Then they burst forth, attacking any nearby creature in a fit of savagery.

Bonus: The controller may stake this territory to place one Beast model on the table within 2" of any terrain piece during the movement phase of any player's turn. Note that to unleash a Beast on the

battlefield the creature must be represented by an appropriate model!

On the turn when it arrives the creature's deployment counts as its movement. On subsequent turns the Beast is moved randomly during the movement phase of each player's turn. The current player rolls the scatter dice and moves the Beast up to a total of 6" (the Player currently moving the model may elect to move less than the full 6", but must move at least 1") in the direction indicated.

The Beast has a 12" assault move: if the creature is within range of a unit at the end of its movement phase, it will charge it. If the Beast is within range of multiple units it will always charge the nearest. If multiple units are equidistant roll a dice to determine its target.

If the Beast is reduced to half its wounds then the creature must make a successful Ld check to remain on the table. If it fails the creature will begin

retreating towards nearest table edge to escape, but will still attack any unit within it's charge range.

The Beast uses the stat line below:

	WS	BS	S	T	W	I	A	Ld
The Beast	6	0	7	5	4	4	3	8

Save: 5+ (Heavy Hide).

Pack Beast Herd

The human inhabitants of Chrysos have successfully domesticated a number of indigenous species. The most useful to a modern army are the large pack beasts that tirelessly ply the jungle trails and primitive roadways.

Bonus: When this territory is staked, during deployment the controlling player may move any one infantry squad an additional 12" after all units have been placed.

Advanced Mission Selection Chart					
11	Cleanse	Standard	41	Night Fight	Standard
12	Cleanse	Standard	42	Bunker Assault	Battle
13	Cleanse	Standard	43	Patrol	Standard
14	Night Fight	Standard	44	Sabotage	Raid
15	Night Fight	Standard	45	Recon	Standard
16	Special Mission	(see section 4)	46	Special Mission	(see section 4)
21	Patrol	Standard	51	Ambush	Raid
22	Patrol	Standard	52	Rescue	Standard
23	Recon	Standard	53	Strongpoint Attack	Raid
24	Recon	Standard	54	Cleanse	Standard
25	Recon	Standard	55	Rearguard	Breakthrough
26	Special Mission	(see section 4)	56	Special Mission	(see section 4)
31	Rescue	Standard	61	Night Fight	Standard
32	Rescue	Standard	62	Breakout	Breakthrough
33	Take & Hold	Battle	63	Patrol	Standard
34	Cleanse	Standard	64	Blitz	Breakthrough
35	Meat Grinder	Battle	65	Recon	Standard
36	Special Mission	(see section 4)	66	Special Mission	(see section 4)

Mission Selection

1. Roll D66 on the Advanced Mission Selection chart on the opposite page to determine the mission. (D66 is actually 2D6, read the first dice as 'tens' the second as 'ones')

2. Use the armies' strategy ratings (and Territory special features) to determine the attacker and defender as necessary. If you are playing a Battle or Breakthrough scenario and the attacker is missing a compulsory unit choice there is no change to the attacker's forces: that player must soldier on without them!

3. Check the Force Organisation chart for the mission to be played: if either army includes units in excess of those allowed by the chart then those units have been reassigned. (Note that you may choose which of your units are reassigned out of those that are affected).

Reassigned units are placed in reserve, even in scenarios that do not normally allow reserves to be used. They enter play using the normal rules for reserves. Reassigned units enter play along the table edge defined in the scenario being played. If no such table edge is defined, they may enter anywhere along the table edge of the player's deployment zone. If the player doesn't have a deployment zone (i.e. he sets up in the middle of the table) then roll the scatter dice to see which edge any and all reassigned units will appear on.

(Note that our "house rolls" stipulate that deployment counts as movement for units arriving from reserve, but said units may still assault if possible)

4. If the table indicates a Special Mission, the player with the highest strategy rating roll may elect to pick a mission from any other source including any of the Warhammer 40K 3rd Edition Codices, White Dwarf magazine or the Journal,

otherwise re-roll to determine scenario.

Appendix 1: Training Type List

Infantry Training Types 1000 Point Veteran Abilities

Battle Wise – This unit adds +1 to the player's army strategy rating.

Quick – The unit is +1 Initiative

Night Fighters – The unit may re-roll their line-of-sight distance checks during any scenarios that use those special rules. Also any friendly unit within 6" of this unit may use their distance roll.

Wary – Enemy units with the special ability to Infiltrate may not deploy within 18" of this unit.

Unconventional Tactics – This unit may switch its place in the deployment sequence with any other unit in the player's army.

Double Time – The unit may move at 2 x its base speed, but not when it is within 18" of an enemy unit. Assault distance is unchanged.

Rapid Mobilisation – The unit always makes its reserve rolls.

Knife Fighters – Models in this unit always consolidate first.

Relentless – The unit rolls 3D6 and chooses which two dice to use when pursuing.

Street Fighters – Cover saves are increased by +1.

Hardened Fighters – The unit does not suffer any modifiers to its Morale checks.

Steadfast – The unit may regroup even if it is below 50% strength.

Guerrillas – The unit rolls an extra 1D6 for difficult terrain tests and picks the highest number.

Counter Attack – The unit always wins Moral High Ground rolls.

2000 Point Veteran Abilities
Tank Hunters – The unit always

passes Tank Shock tests and is +1 to any armour penetration check.

Mighty Charge – The unit may re-roll failed rolls to hit in the Assault phase when charging.

Marksmen – The unit may re-roll failed to-hit rolls when shooting, but only if the unit did not move this turn.

Melee Masters – All models from this unit may re-roll one failed hit roll in the Assault phase per turn.

Sharpshooters – Enemy models may not take cover saves against this unit's shooting attacks.

Bikes/Cavalry Training Types

1000 Point Veteran Abilities

Relentless – The unit may re-roll its pursuit dice.

Jink – Models in the unit may take a 6+ Invulnerable save vs. shooting hits.

Impetuous – The unit moves an additional 1D6" during the movement phase.

Bold – The unit cannot be pinned.

Full Throttle – The unit may move 9" and assault 9" if desired.

Skilled Riders – The unit may re-roll 1's on Difficult Terrain checks.

Hardened Fighters – The unit does not suffer modifiers on morale checks.

Resolute – The unit may re-roll failed morale checks.

Counter Attack – The unit automatically wins Moral High Ground in the Assault Phase.

Fearsome Charge – -1 to enemy Leadership when Assaulting.

2000 Point Veteran Abilities
Rapid Deployment – The unit may move up to 2D6" after the deployment of both armies is complete. It is also +1 to its reserve rolls.

Overrun Attack – The unit automatically strikes first when



charging, and strikes in normal initiative order when assaulting troops in cover (once per battle).

Thundering Charge – When charging, if the unit wins the Assault then the enemy must fall back.

Vehicle Training Types

1000 Point Veteran Abilities

Terrifying – -1 enemy Leadership on Tank Shock tests or vehicle causes Tank Shock.

Reinforced Armour – reduce Glancing hits by -1 on the damage table. Open Topped vehicles lose their +1 modifier.

Tank Hunter – The unit is +1 to it's armour penetration rolls with one of its weapons.

Hardened Crew – Crew Stunned results become Crew Shaken.

Charmed – The vehicle has a 6+ Invulnerable save vs. any hit.

Enhanced Engines – The vehicle is at +1" to it's base speed at every category (eg it may move 7" and shoot).

Expert Driver – The vehicle may re-roll 1's on Difficult Terrain tests.

Crew Capacity – The vehicle

can carry +5 'small' infantry models. If this ability is taken twice the vehicle may carry 10 'small' models or 5 'large' models, and the ratio remains constant for each upgrade (10 small = 5 large). Obviously vehicles such as Landspeeders have no room for this ability.

Large models include: models in Terminator Armour, Ogryns, Mega-Armoured Orks, Wraithguard or Necron Immortals. Small models means pretty much everybody else!

2000 Point Veteran Abilities

Fast – The vehicle is Fast. Fast vehicles that earn this ability may now move 12" and fire all weapons or 18" and fire 1 weapon.

Skilled Gunnery – The vehicle may re-roll missed to-hit rolls for one weapon per turn or re-roll scatter dice for a template weapon, once per turn.

Rigged to Ram – The vehicle may attack other vehicles in hand-to-hand combat if its front facing is in contact with them at the start of the assault phase. Each time this ability is earned it grants +1 Attack, and the ramming implements must be modelled. The attack uses the normal rules for determining hits on vehicles and is resolved

at a Strength value of +1D6 the vehicle's front armour rating, rounding down.

Mobile Targeting – The vehicle may fire during the movement phase (i.e. move-shoot-finish moving). All restrictions on the number and type of weapons that may fire apply, and must include the total movement of the vehicle that turn.

3000 Point Abilities

Heavy Armour – The vehicle is +1 point to any of it's armour facings (front, rear or left/right).

Appendix 2: Secret Mission Example

The Traveller

Background: An alien traveller from the race that conquered Chrysos was released from suspended animation by your army. The creature wields powerful technology, but is alone. Telepathically the alien strikes a bargain with you: it will aid you in battle if you act as its escort to the planet's Polar Power Core. There it will reactivate ancient machines that will allow it to rejoin the remainder of its race elsewhere in time and space.

Battle 1 – Breakout

Background: Other conquering

armies have heard whispers that you have discovered a survivor of the lost alien race. You must escape their dragnet and shuttle the alien refugee to safety.

Special Rules: You are the Attacker in this scenario. Also during this battle the alien (called the Traveller) will fight alongside your army using the stats below. If you win this battle then the alien will continue to aid you in any battle that you fight (even non-secret mission battles) until you complete the second battle of the mission sequence.

If you lose this mission, or if the Traveller is removed as a casualty during any battle roll 1D6: On the roll of 1 the Traveller was killed and your mission is a failure! On a roll of 2-6 the alien was merely wounded and will continue to accompany your army.

Battle 2 – Take & Hold
Background: An enemy army has seized the entrance to the Polar Power Core. You must recapture the facility to allow the Traveller access to the ancient machines within.

Special Rules: You are the Attacker in this scenario.

If you win this battle, the Traveller will no longer accompany your army in battle.

Battle 3 – Rear Guard
Background: You must hold off enemy incursions long enough to allow the Traveller to activate the devices within the Polar Power Core.

Special Rules: You are the Defender in this scenario.

Mission Complete!
Background: The Traveller successfully re-initialises the Polar Power Core and uses the machines to rejoin the remainder of its race elsewhere in time and space.

Special Rules: You gain 5 bonus Campaign Points for successfully completing this secret mission. You also take possession of the tremendously powerful Polar Power Core Special Territory, filled with ancient machines that can literally warp time and space.

Bonus: The controller may

	WS	BS	S	T	W	I	A	Ld
The Traveller	5	0	3	4	3	5	1D6	8

stake this territory to activate one of the following effects: prevent any units with *Deep Strike* from using that ability or allow any one of your units to Deep Strike in any battle that uses those special rules.

2+ Armour save.
Wargear: Brainripper, Psi Grenades, Echo Shield. The

Traveller must be used exactly as described and may not be given additional equipment.
Independent: The alien counts as an independent character, but may not join any squad or unit.

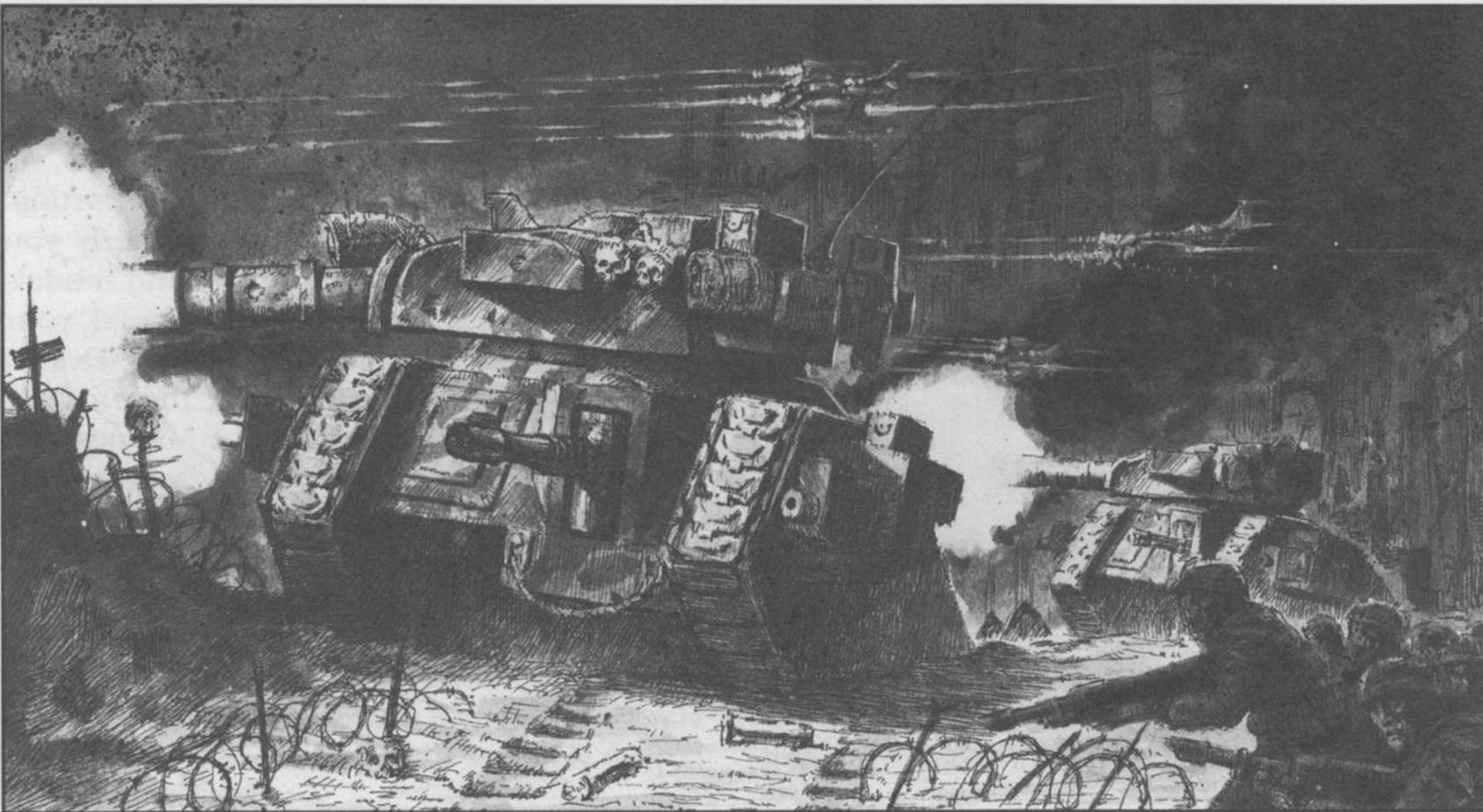
Slow: The Traveller's race is not well adapted to rapid movement on land. As such the Traveller may never opt to pursue if it wins a close combat, but may only choose to consolidate.

Brainripper
Range: Template, **Str:** 9*,
AP: 2, **Special:** Assault 1.

*The Traveller must make a psychic powers check for each model under the template. If the check fails then the weapon has no STR rating vs. that model.

Psi Grenades – Squads must make a successful Morale test to assault a model armed with Psi Grenades. Psi Grenades also allow the bearer to strike in normal Initiative order when assaulting models in cover.

Echo Shield – This device allows the Traveller to make a psychic powers check to negate any wound. If the check is failed, then the Traveller suffers the wound as normal and the shield is rendered useless for the remainder of the battle.



SPACE MARINE DROP PODS

IN WARHAMMER 40,000

Models by Daren Parr-Wood. Rules by Warwick Kinrade

Space Marines are often called upon to carry out special missions that require them to make a rapid assault from an orbiting spacecraft. They are well trained and equipped to carry this out. Each Chapter has access to Thunderhawk gunships, boarding torpedoes, teleporters and Drop Pods. These allow Space Marines to strike suddenly from orbit.

Drop Pods are one-way, sealed, armoured landing craft. Once released they plummet through a planet's atmosphere, streaking through the sky, before firing retro jets that brake their decent before landing. Upon landing the pod opens to disgorge the Space Marines into the heart of the enemy. Not all Drop Pods carry troops, the largest Drop Pods can carry a Dreadnought and Deathwind pods carry multiple robotic heavy weapons. Once landed a Deathwind pod will crack open to strafe the unsuspecting enemy.

Drop Pod assaults are fraught with danger. Drop Pods are not large enough to carry heavy vehicles, such as Rhinos or Land Raiders, which means an assault must forego it's heaviest support units. Troops inside Drop

Pods must brave enemy anti-aircraft fire as they approach a battlefield, risking being destroyed before even reaching the ground. However, the ability to strike suddenly, anywhere, anytime, makes drop pods a valuable asset to all Chapters.

Units in Drop Pods are always Reserves, even in scenarios that do not usually allow reserves to be used.

Drop Pods deploy using the Orbital Lander rules from White Dwarf 252 p.85. Once landed a Drop Pod cannot take off again, as it is immobile.

Any Space Marine squad allowed to take a Transport option may buy a Drop Pods for an additional 70 points. Note, if a squad contains more than 5 men then they cannot take a Drop Pod.

PLANETFALL SCENARIO

The quick fix

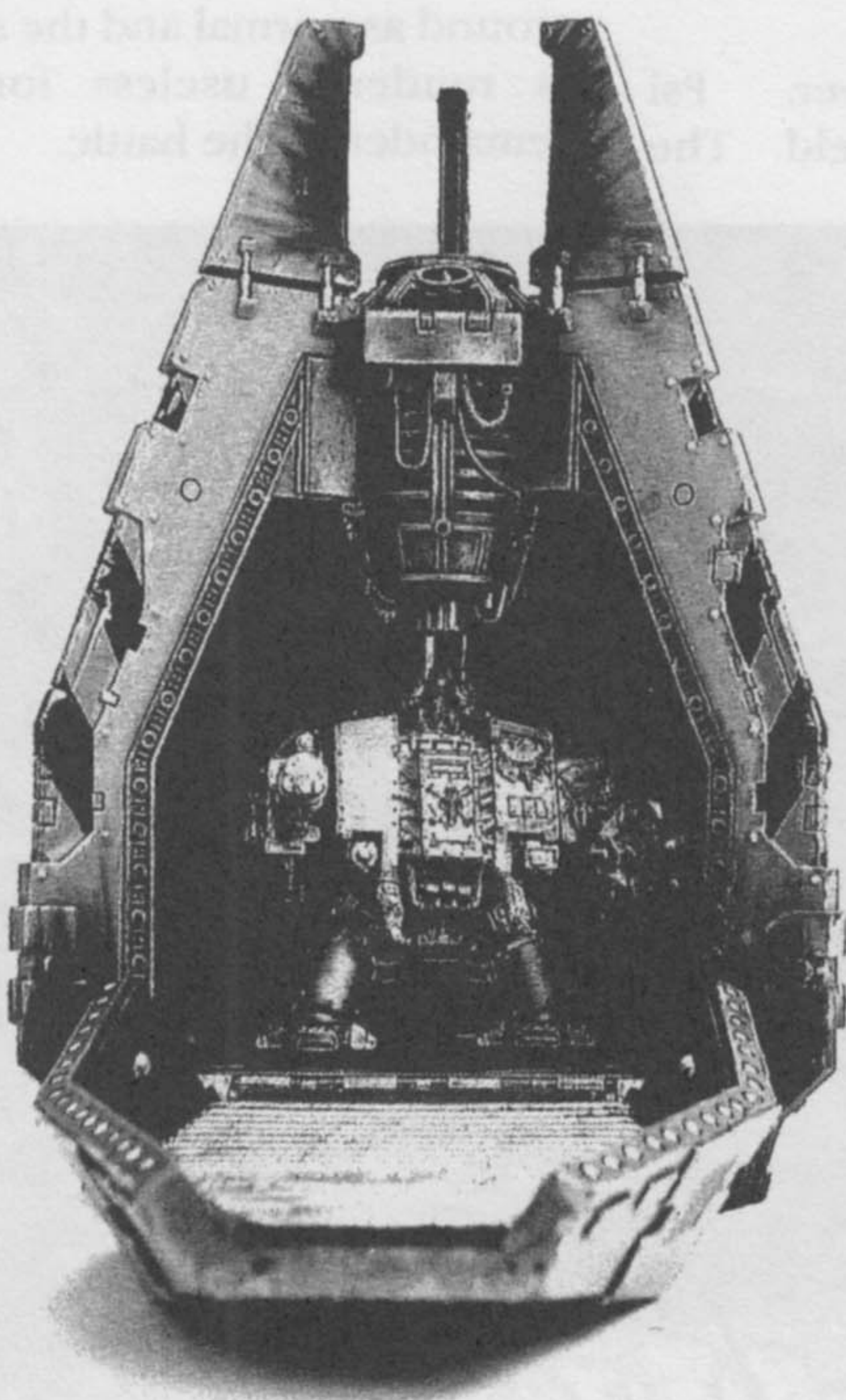
The Planetfall scenario at the back of Codex: Space Marine, whilst being a cool idea for a game, has a problem. Nothing happens on turn 1, because all the Space Marines are in reserve and therefore cannot arrive according to the Reserves special rule.

For this scenario only, shift the reserve rolls one column left, so the turn 2 column becomes the turn 1 column, and the turn 3 column becomes the turn 2 column and so on. This then gives the Space Marines a chance of their forces arriving in the first turn.

Designer's Notes

Planetfall assumes that Space Marines are deploying in one of 3 ways, via Drop Pods, via Thunderhawk gunships and via teleporting. To play the Planetfall scenario properly you should use the appropriate rules and models (although you'll need to scratch-build your Thunderhawks and use the Vehicle Design Rules to work out the rules for them). Only normal Power Armoured Space Marines and Dreadnoughts use drop pods, whilst only Terminators get to teleport (represented by the Deep Strike scenario special rule). Assault troops also get to Deep Strike, falling to earth on their jump packs having leapt from high altitude. Most Space Marine units can deploy via Thunderhawk Gunships, except for the largest vehicles, like Land Raiders.

DREADNOUGHT DROP POD Mk IV Mars Pattern



VEHICLE DATAFAX

Name	Points/Model	Front Armour	Side Armour	Rear Armour	BS
Drop Pod	70	(Sealed) 12	(Open) 10	(Open 10)	n/a

Type: Immobile Vehicle

Size: Normal

Speed: Immobile

Weapons: None

Special Options:
Orbital Lander,
Transport (5), Open
Topped (when deployed)

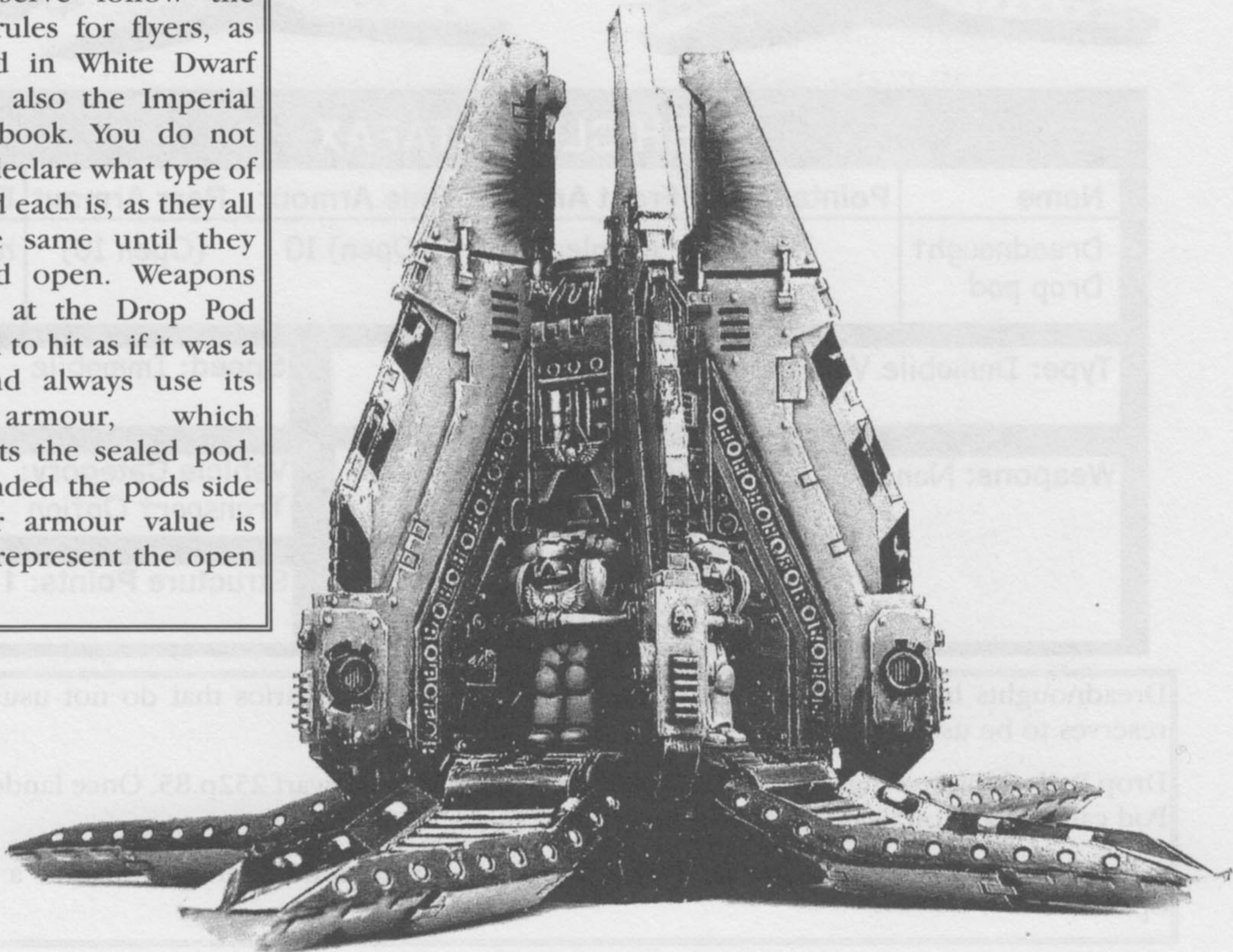
Vehicle Category:
Transport Option

Structure Points: 1

Designer's Notes about Drop Pods and Transport Capacity.
You'll notice that drop pods can each carry 5 men. Of course Space Marines squads come with between 5 and 10 men each. To avoid squad coherency problems caused by this, squads that have over 5 men cannot take the Drop Pod transport option. This means that if you want to deploy from drop pods then you'll have to use 5 man combat squads. This could be either Tactical squads, Veteran squads, Devastator squads (a popular choice no doubt!), or a Space Marine character and a small command squad. We had a long think about Assault squads and in the end decided that they had Deep Strike special ability anyway, and their bulky jump packs just didn't seem to fit. Try imagining Assault squads leaping from a high flying Thunderhawk and plunging to earth on their jump packs rather than deploying from a landed drop pod.
Terminators cannot be bought Drop Pods as each Terminator takes up 2 transport spaces, so a Drop Pod could only carry 2.5 Terminators, which isn't a legal squad size! Also, Terminators can teleport. This also applies to Space Marine characters in Terminator armour.

Designer's Rules Notes
When a drop pod arrives from reserve follow the normal rules for flyers, as described in White Dwarf 252 and also the Imperial Armour book. You do not have to declare what type of drop pod each is, as they all look the same until they land and open. Weapons that fire at the Drop Pod must roll to hit as if it was a flyer, and always use its front armour, which represents the sealed pod. Once landed the pods side and rear armour value is used to represent the open pod.

SPACE MARINE DROP POD
Mk II Mars Pattern



VEHICLE DATAFAX

Name	Points/Model	Front Armour	Side Armour	Rear Armour	BS
Deathwind Drop pod	190	(Sealed) 12	(Open) 10	(Open 10)	4

Type: Immobile Vehicle

Size: Normal

Speed: Immobile

Weapons: 5 Missile launchers (Frag & Krak). Can be upgraded to 5 Assault Cannons for an additional 50 pts.

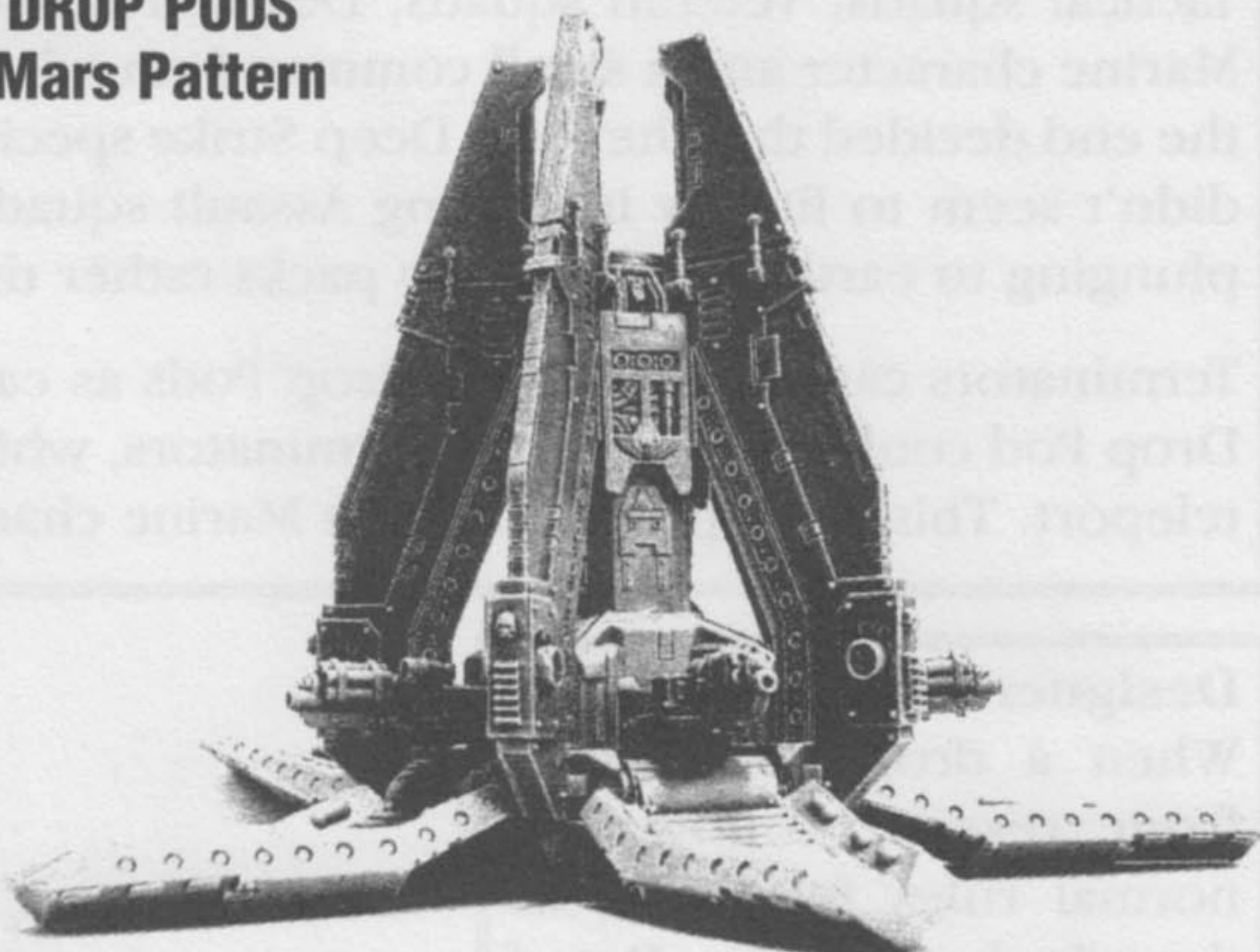
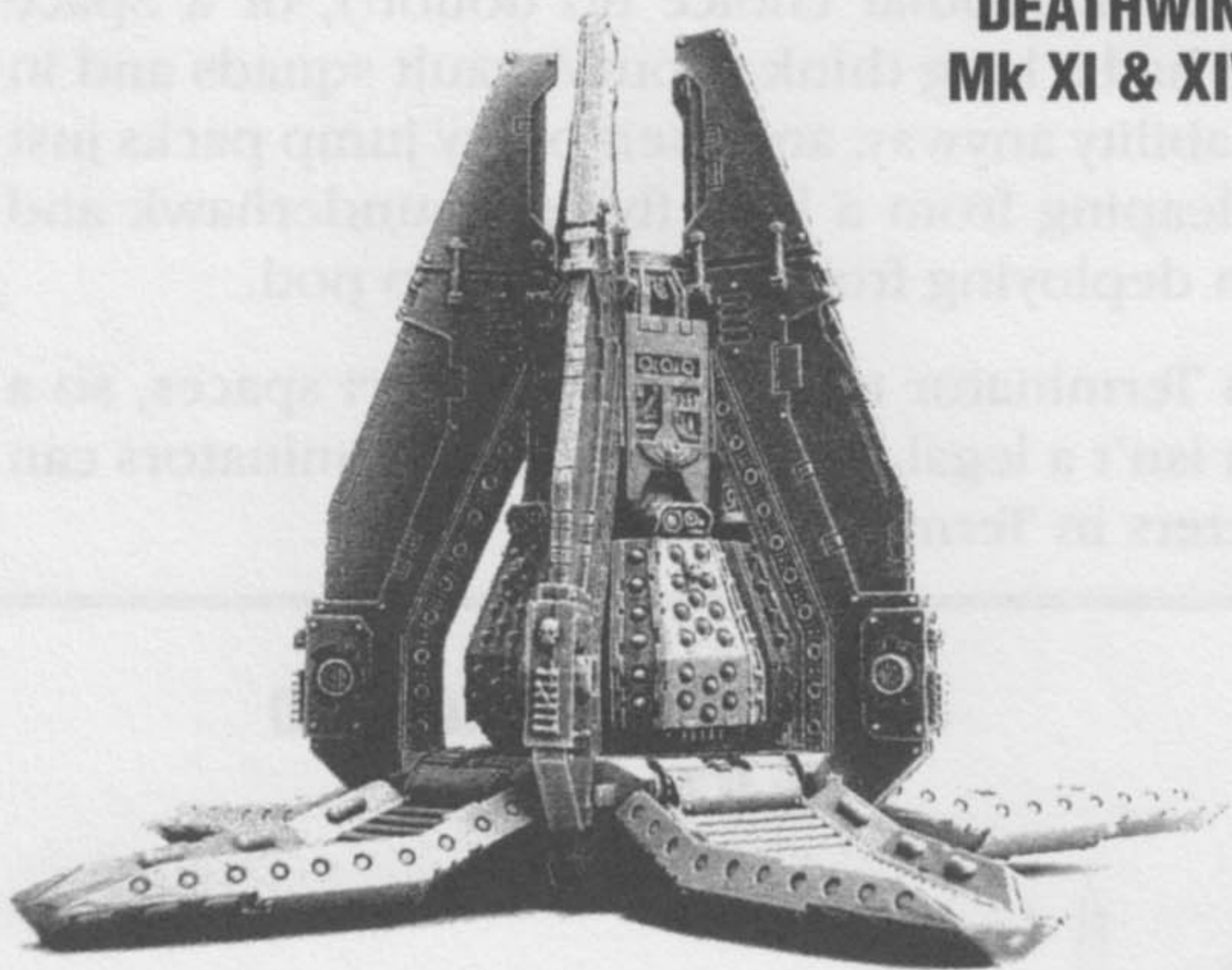
Special Options: Orbital Lander, Open Topped (when deployed)

Vehicle Category: Heavy Support

Structure Points: 1

Robotic Weapons: When the Deathwind lands it must pick a single enemy target as per the normal targeting rules. This target can be in any direction, as the pod has weapons facing in all directions. The target can then be attacked with 3 weapons (the remaining two weapons are not able to be brought to bear on the target).

DEATHWIND DROP PODS
Mk XI & XIV Mars Pattern



VEHICLE DATAFAX

Name	Points/Model	Front Armour	Side Armour	Rear Armour	BS
Dreadnought Drop pod	70	(Sealed) 12	(Open) 10	(Open 10)	n/a

Type: Immobile Vehicle

Size: Normal

Speed: Immobile

Weapons: None

Special Options: Orbital Lander, Transport (one Dreadnought), Open Topped (when deployed)

Vehicle Category: Transport Option

Structure Points: 1

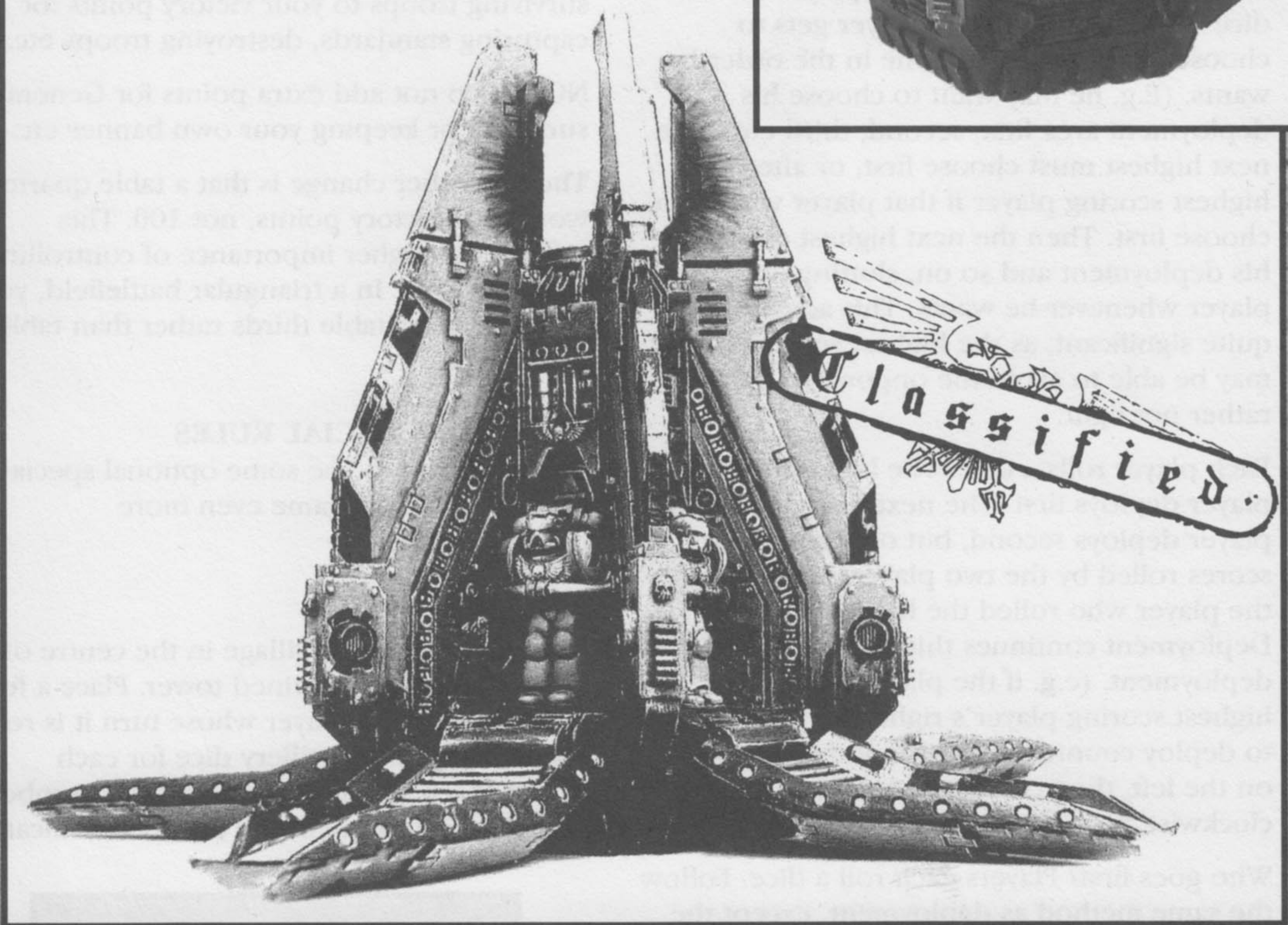
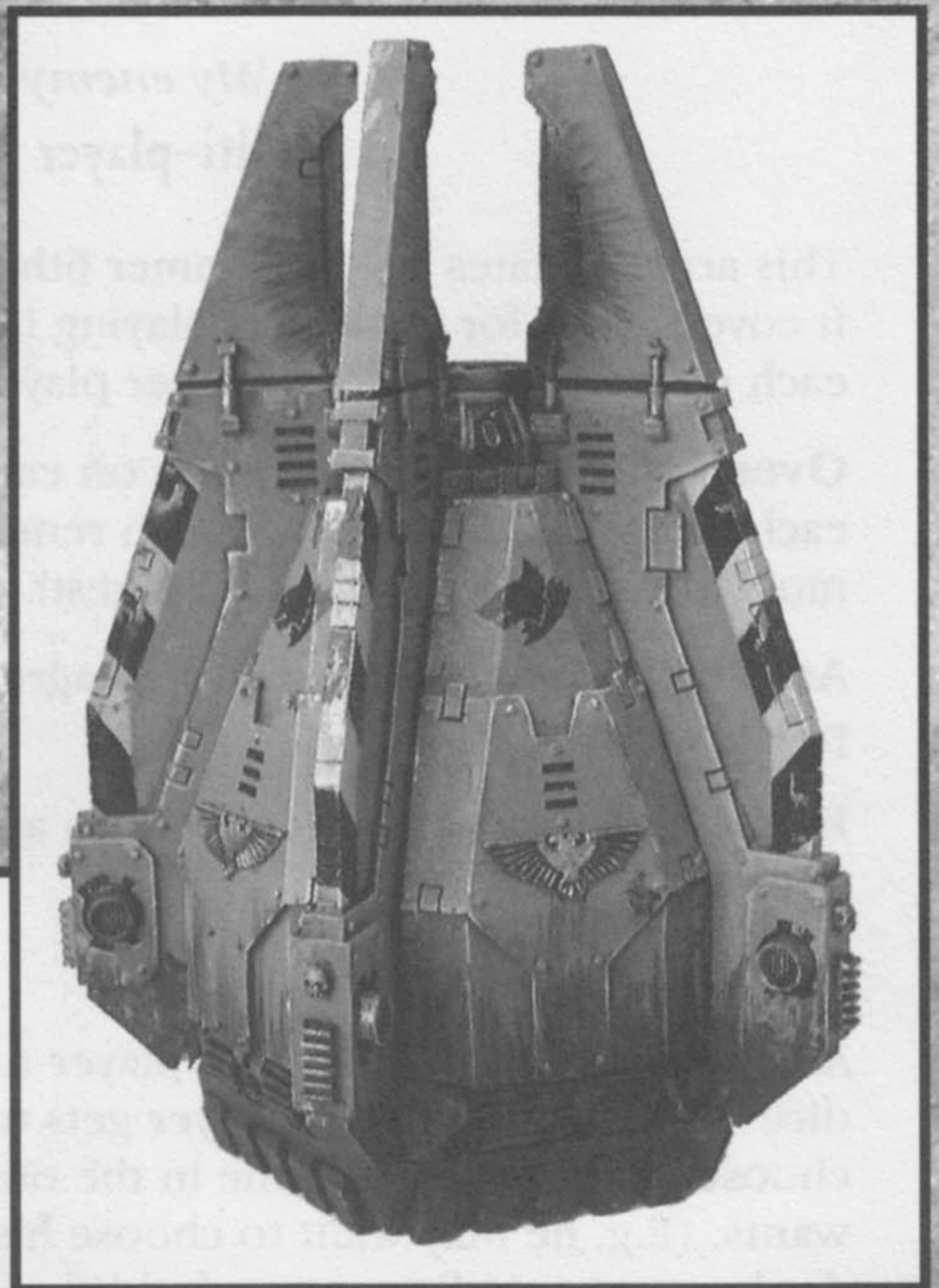
Dreadnoughts in drop pods are always Reserves, even in scenarios that do not usually allow reserves to be used.

Drop Pods deploy using the Orbital Lander rules from White Dwarf 252p.85. Once landed a Drop Pod cannot take off again, as it is immobile.

A Space Marine Dreadnought may buy a Drop Pod for an additional 70 points as a transport option.

SPACE MARINE DROP PODS

IMPERIAL
ARMOUR



HOW TO ORDER YOUR DROP PODS

The Drop Pods shown are part of the exciting range of Imperial Armour models available from Forge World

*If you want to know more, about the Imperial Armour range of kits send an SAE (or two IRCs) to:
Imperial Armour, Forge World, Games Workshop Ltd, Willow Rd, Lenton, Nottingham,
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<http://www.forgeworld.co.uk>

Where you can order all the models online.



Grand Battle

'My enemy's enemy is my friend, or is he?'

A multi-player Warhammer scenario by Y T Kho

This article relates to Warhammer 6th edition. It covers rules for instead of playing in 'teams' each player may attack any other player.

Overview: The armies close in on each other, each ready to do battle. Who can remove the most threats and survive the longest?

Armies: Armies are chosen to an agreed points value.

Battlefield: Scenery is set-up in an agreeable manner.

DEPLOYMENT

At the start of the battle, each player rolls a dice. The highest scoring player gets to choose his deployment zone in the order he wants. (E.g. he may want to choose his deployment area first, second, third etc.) The next highest must choose first, or after the highest scoring player if that player wishes to choose first. Then the next highest chooses his deployment and so on, slotting in the first player whenever he wants. This advantage is quite significant, as the highest scoring player may be able to avoid the opponents he'd rather not fight.

Each player rolls a dice. The highest scoring player deploys first. The next highest scoring player deploys second, but only count the scores rolled by the two players adjacent to the player who rolled the highest.

Deployment continues this way for the whole deployment, (e.g. if the player was on the highest scoring player's right, then continue to deploy counter-clockwise, if the player is on the left, then continue to deploy clockwise.)

Who goes first? Players each roll a dice. Follow the same method as deployment, except the player who finished deploying first gets +1. In a 5-way or more battle, you may want to increase this to +2, and the second person to finish deployment gets +1.

THE BATTLEFIELD

Simply work from the centre of the battlefield and split it into as many slices/sectors equal to the number of players. Troops may not deploy within 8" of an enemy.

Length of game: Generally, 6 turns is enough. In a 5 or 6-way battle, you may want to increase this to 7 turns, in a 7-way or more, perhaps 8 turns or even more. Though exceeding eight turns is not a good idea. You may also like to increase the length of the game due to the points value of the army.

Special rules: No additional special rules.

Victory conditions: To stop armies from taking an all-out offensive 'kill as many guys as you can' tactic and collecting victory points, a new system of scoring is introduced. At the end of the battle, add the total points of surviving troops to your victory points for capturing standards, destroying troops etc.

NOTE: Do not add extra points for General surviving or keeping your own banner etc.

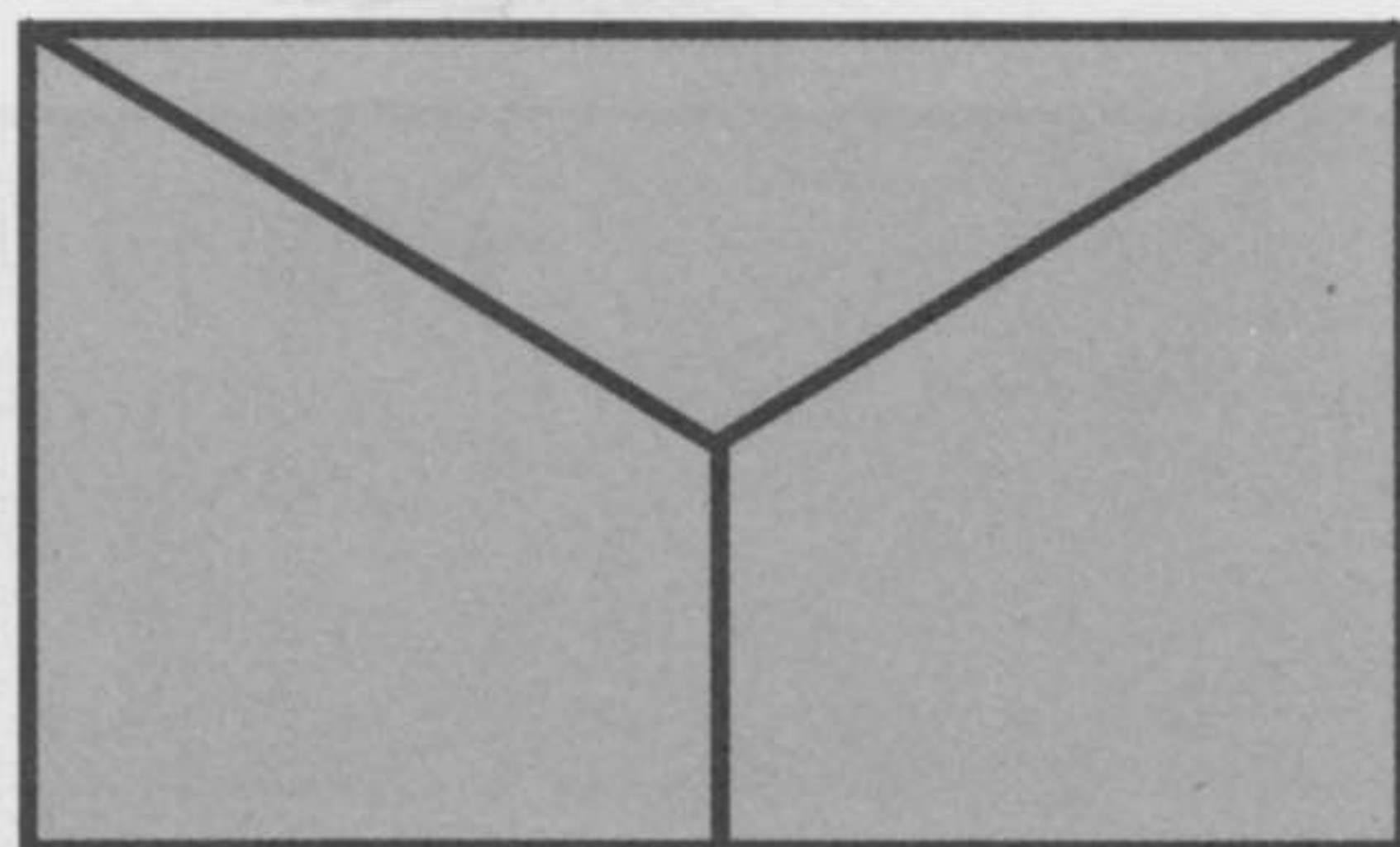
The one other change is that a table quarter is worth 200 victory points, not 100. This reflects the higher importance of controlling the battlefield. In a triangular battlefield, you may like to try table thirds rather than table quadrants.

OPTIONAL SPECIAL RULES

You may want to use some optional special rules to make the game even more unpredictable.

1. Pests

Place an abandoned village in the centre of the battlefield, or a ruined tower. Place a few swarms in it. The player whose turn it is rolls a scatter dice and artillery dice for each swarm. Each swarm base moves the number of inches indicated, in the direction indicated.



AN EXAMPLE OF A THREE PLAYER BATTLEFIELD

On a roll of a *Misfire*, the swarm just stays still. If a swarm bumps into another swarm, then they just stop. If they bump into any player's troops, they will fight them until they die. They can seriously screw up a general's plan (if he has one), or maybe in more suitable terms, the general's advance.

All swarms of the same type must remain together.

It is always fun having a total random factor in the game which can affect all players.

2. Objective – Item

Place an item objective in the middle of the battlefield. The first unit to reach it picks it up. *Stupid* creatures may not pick it up, but a character within a regiment subject to *Stupidity* that actually gets to it may pick it up. The unit may not hand it over to anyone, except the General. If they flee, they still retain the objective. If they flee and are cut down, the pursuers may pick it up. A unit may choose NOT to pick it up if they so wish. But there is no advantage in that.

Objective points:

- In a battle with a total points of 1001-2000 the objective is worth 100 victory points, plus 75 per enemy army.
- In a battle with a total points of 2001-3000 the objective is worth 150 victory points, plus 100 per enemy army.
- In a battle with a total points of 3001-4000 the objective is worth 200 victory points, plus 125 per enemy army.

Keep adding 50 victory points as a base bonus, plus 25 victory point extra bonus per enemy army. You get the idea. If you don't, ask someone else.

Note: The total points is the total points of ALL the armies, not of each army.

Different ideas for items:

- Weapon/Book – Does not slow unit.
- Metal Chest – Slows down unit by 1/4.
- Artillery Piece – Slows down unit by 1/2.
- Large Idol – Slows down unit by 3/4 if



carried by a unit with unit 10 to 20. If carried by a regiment with unit strength 20 or more, it slows them down by 1/2. This represents them passing round the job of lifting the object, and they only get slowed down a bit because there are many soldiers to share its weight. Cannot be carried by units with unit strength of less than 10.

Decide which item will be used. I would guess some artifact weapon or tome of knowledge would be the most widely used.

3. Objectives – Structures

The bonus is the same but the way of getting it is different. The player with the most points worth of troops within 12" of the centre of the structure(s) gets the bonus. The structure might be a large rune-stone, a village or a wizard tower etc.

- If the objective consists of several structures, then you may want to increase the radius.
- If a regiment or character is only partially within the radius, then follow these rules.
- If a regiment or character is less than half within the radius (by base size for a General, by the number of models for a

regiment), discount their points value.

- If a regiment or character is at least half within the radius, count half their points value rounding up.
- If a regiment or character is wholly within the radius, then count their full points value.

A small note, you may find it interesting to combine a few of the above. E.g. a village in the centre of the battlefield with swarms in it and also counts as an objective, or even better, a village in the centre of the battlefield with swarms in it, counts as an objective and the item in it also counts as an objective.

Alliances

It is never fun to have two armies team up to bash-in your army. Having two armies team up on one in a three-way battle is not fun. In bigger battles however, like five-way battles, you might want to form alliances to get the upper hand. This scenario is not about teaming up, it's about total domination. Look at it another way, your ally is a potential threat to you winning.

Modified magic rules to suit multiple-army battles

Casting: The casting wizard gets more base dice because there will be more targets and so a lot harder to cast spells. In a 3-way battle, you get 1 more base dice. In a 4-way battle you get 2 more base dice etc. A formula:

$$\text{Dice} = \text{Numbers of opponents} + 1$$

Other players can 'share' power. One player may donate his dice to the casting player. The number of dice he donates cannot exceed the number of dice the casting player already has. (E.g. his magic pool cannot expand to more than double.) Once the casting player casts a spell, another player may donate his dice to the casting player. But the same restriction applies, the caster's magic pool cannot expand to more than double. E.g. 2 dice left after casting one spell, cannot receive more than one dice. Each player is only allowed to donate once. Makes magic too powerful? Consider this:

You give the player your dice. He uses your dice to cast a spell on you. You have little dice left, little chance of dispelling. Heh heh heh. That's one incentive not to help your enemy. However... look at the advantages of helping your enemy



- You can convince him to cast a spell on some troops that are annoying you.
- You try and make friends with that player, so he won't take you out, at least not first.

Those who show kindness will be rewarded... but in what way? Will he help you? Or fry you?

Dispelling: Only one dispel is allowed, but unlike normal dispelling, two players may team up to dispel. All rules that apply to casting also apply to dispelling – donating dice, cannot exceed double etc.

The disadvantages – you donate three of your dice to your buddy, the caster decides to cast a spell on you. You have one dice left. You can only get one extra dice from the other players

max. If you can get the dice, you have two dispel dice. Another player decides to help the caster, the caster rolls his maximum number of dice allowed for his wizard, and you have very little chance of dispelling.

Advantages:

- You don't want the casting player to get victory points.
- You like your enemy's archers killing your enemy.

I personally would rather watch my friend's army die to my other friend's army. Heh. And besides, I would rather the caster gets victory points, and he removes a potential threat.



PAINS AND PLEASURES

Dark Eldar Tactics in Warhammer 40,000

by CHRIS COOK (aka Archon Nemesis)

In this article Chris gives an in depth view on the strengths and weaknesses of each unit in the Dark Eldar army and how they should be used against a variety of foes. Chris also runs his own very successful website at:

www.netspace.net.au/~alia/index

And this article is just a mere snippet from the wealth of information that can be found there. If you do have internet access we suggest that you take a visit to Chris' site and catch a glimpse.

We hope to return with more cool stuff from Chris – probably an article on modelling and personalising your Dark Eldar armies.



HQ UNITS

DARK ELДАР LORD

In my opinion a Lord is a necessity for any Dark Eldar force over 500 points. Simply reading the statline shows that a Lord is a close combat monster, and when combined with the right weapon – an agoniser – is capable of being a danger to any opponent outside vehicle-based warriors such as Dreadnoughts.

Some points to bear in mind, though: a Lord must have a supporting unit if he is to be at all effective. Whether it is a standard squad the Lord is attached to, or a Retinue, it is imperative that there is a unit standing between the Lord and enemy firepower during the time it takes to cross the battlefield to assault range. They will attract enough firepower to drop a Gargant, and must be protected from it. A Retinue is ideal for this

purpose, if the points are available – I consider it very worthwhile to transport the Retinue and Lord in a Raider.

Also, once in close combat a Lord is not invulnerable. Be mindful that some enemies can outlast a Lord simply by number of wounds – inflicting three wounds on a Greater Daemon, Avatar, Carnifex or Hive Tyrant leaves them still alive to strike back, and all of these creatures have sufficient strength to auto-kill a Lord with one hit. Only charge these creatures after they have been weakened by firepower beforehand.

A final note: two levels of Lords are available, Dracon and Archon. For an increase in cost of 25 points, I believe the +1 Wound and Attack (and to a lesser extent the Weapon Skill, Ballistic Skill and Initiative) are

entirely worth the expense. In a small game of 500 points I would think of using a Dracon, but I would also consider using only a Haemonculus or two as HQ. In a game of 1000 points or more I would always use an Archon-level Lord without hesitation.

HAEMONCULI

The use of Haemonculi can add a great deal to an army. The option to purchase up to three using only one HQ allocation means that, in addition to a Lord, an army can assign



Haemonculi to add close combat power to important units. Haemonculi are best (I would argue only) used in or near assault.

A sometimes overlooked bonus of using Haemonculi is their Toughness of 4, meaning they will not be auto-killed by Strength 6 weapons. They only have two Wounds so this is not a massive benefit, but in certain situations it can have great rewards. If the Lord's unit, containing the Lord, an Haemonculus, and several Incubi, takes a Strength 6 hit, allocating the shot to the Haemonculus is of substantial worth. Allowing the Lord to be hit would be unthinkable. Allocating the hit to an Incubus would almost certainly mean the sacrifice of that model, and consequent loss of its effect in close combat. If the Haemonculus is hit he will most likely be wounded, but he will survive and continue to contribute his effectiveness to the Lord's unit.

Lastly, an Haemonculus is naturally the perfect leader for a unit of Grotesques.

DARK ELДАР RETINUE

In a game of above 1000 points, a Retinue should be a standard feature for a Lord. If it must be purchased cheaply it can consist only of Warriors, with perhaps one or two Incubi to allow the unit to contain blasters. If points are available, Incubi armed with punishers are excellent close combat warriors, and practically the only Dark Eldar unit aside from Grotesques with any real resilience to firepower, thanks to their armour. Toughness 3 opponents such as Eldar and Imperial Guard will find Incubi extremely unpleasant – Toughness 4 opponents such as

'Few are so fortunate as to be among us, the great Archons of Commorragh. For us life itself is a jewelled box, ours to delve into and sample the delights it has to offer. At the head of your raiding force you have your every desire within your reach, and at your fingertips lie the means to refashion the galaxy in the image of your dearest fantasy. Few are so fortunate, for the power we possess is not forgiving, and there are no second chances. Learn, young warrior, learn well how to wield that power. Know the strengths and weaknesses of the troops at your command, else they will afford you little protection when your force is tested. And remember, if you fail there are fates worse than death in the catacombs of the Dark City...'

Archon Nemesis

Space Marines will also be shocked at how easily the Incubi can kill them.

It is important, though, for Incubi to return their value when used. At 25 points per model Incubi are not to be used as walking shields for the Lord. In a small army a Retinue should contain several Warriors to absorb incoming fire. In a large army, with a majority of Incubi in the Retinue, it is advisable to use another unit such as a Warrior or Raider squad to shield the Retinue and Lord. Incubi should be sacrificed only when absolutely necessary. It is only when the Warriors have been killed that the Incubi become shields – this should only happen once the Retinue is already in close combat.

A note on firepower – the Retinue can amass an impressive array of weapons. Aside from the blasters already mentioned, it is often worth including two Warriors (even in an otherwise all-Incubus Retinue) to carry a splinter cannon – a total of 8 shots is not to be taken lightly, and against units such as Eldar Guardians, Imperial Guardsmen or lesser Daemons can do significant damage.

I believe the Retinue should always be transported by a Raider, and used in conjunction with several other squads also on Raiders. This cuts down the time in which the Retinue is vulnerable – while they

are crossing the battlefield to get into assault range and adds the firepower of a dark lance or, preferably, a disintegrator to the Retinue's arsenal. The combined firepower of two splinter cannon, two blasters, a disintegrator and a destructor will reduce any decent-sized bodyguard to a shambles, leaving the enemy leader an easy target for the Lord in assault.

Lastly, I do not recommend using an Incubus Master. Although slightly more expensive, I firmly believe that another normal Incubus gives better value for points. Adding extra wargear to an Incubus Master makes an already expensive model more so, and I do not believe it is necessary.



ELITE UNITS

GROTESQUES

Often thought to be a screening unit that should be used to shield other units from firepower. This is true, to a point – for 15 points per Grotosque it is inefficient for an opponent to fire a heavy weapon squad or vehicle at the unit in order to damage it. However the removal of Grotesques not only denies their use, but allows the opponent to target the units they shield. Because of this it is not uncommon for Grotesques to come under fire from multiple heavy weapons, thinning their ranks to the point where they cannot function as a screening unit and are subsequently under strength in assault



Grotesques should always be accompanied by a character, preferably a Haemonculus. A Grotesques unit that fails its Leadership test (with a Leadership of only 5 this is likely) and does not move is useless as a screen, because the units it shields will not be able to advance either.

I find the use of Grotesques as an assault unit to be more appealing. Accompanied by a Haemonculus and with two Attacks each at Strength 4, and two wounds each, Grotesques are both hard-hitting and durable, and can be expected to badly damage their opponents in close combat. Their low Initiative is a weakness, but with their multiple wounds they can be expected to survive the enemy's attacks relatively intact, still able to deal out serious damage in return. Their ability to cause opponents to Fall-Back

without taking a Leadership test makes them particularly valuable against high-Leadership units, such as Farseers and Warlocks, Marine Command Squads, and the retinues of Chaos Lords. A combined assault by Grotesques and other units can cause these enemies to Fall-Back, into the waiting Crossfire of a unit such as Reavers or Hellions that has been positioned behind them.

It goes without saying that, in keeping with my preferences for Dark Eldar armies, Grotesques must be transported in a Raider to be of any use as close combat troops.

MANDRAKES

This unit has two benefits beyond standard Warriors. The first is their special rules for movement, allowing them to remain *Hidden* for up to three turns. It is a considerable drawback that they can move only 6" per turn, a total of 18" over the maximum three turns, which means they will be outdistanced by a Raider-based army. If used against an army that intends to move forward, such as Blood Angels or Berserkers, Mandrakes can be a considerable annoyance to the enemy, as they risk either being vulnerable to Crossfire as they advance past hidden Mandrakes, or make inconvenient detours to avoid them, slowing their advance. The fact that each Mandrake squad is represented by three models when hidden, only one of which is real, means that large areas of the battlefield can be made potentially treacherous for an opponent to advance into.

The other advantage offered by Mandrakes is their *Shadowskin*, causing them to behave as if in cover at all times. This is a lesser advantage in most cases, as their 5+ save, although useable

against all weapons, is not good enough to make them a unit capable of screening others. In assault the advantage is more slight, as their Initiative 5 means they will strike first against many opponents regardless of special rules.

Remember that, aside from the above, Mandrakes are not truly exceptional troops. They have the same stats as Warriors, although their use of two close combat weapons each benefits them in assault. I believe they are best used to unsettle an opponent, and cause him to take risks in order to compensate for the uncertainty they throw onto his plans.

WYCHES

I believe the Wyches are the best of the Elites. They have decent close combat ability (high Initiative, two close combat weapons) with some disadvantages (low Strength). Against average opponents such as Imperial Guardsmen or Eldar Guardians they can be expected to perform excellently. It is their upgrades, though, that I believe are the best feature of the Wyches.

Firstly, the Succubus can be made into a brilliant close combat warrior, nearing the proficiency of a Lord. Equipped with an agoniser, the Succubus' low Strength is no longer a factor, and can have 4 Attacks when charging – formidable against most enemies.

The availability of *Combat Drugs* to the whole squad is a benefit, albeit an erratic one. As the effect of the drugs is only discovered at the start of the battle, after deployment, Wyches should not be positioned to fulfil specific tasks during a battle. They should be placed so that, whatever their drugs cause, they will be able to take advantage of it at some point. A Wych unit with Strength 4 is of no use if they

are deployed too far away from units vulnerable to them. Be ready to improvise to make use of the Wyches' abilities. Having said that, the drugs are a very useful feature – at the same cost of 10 points I believe Wyches without drugs would be worthwhile, so the added effect (even if it turns out not to be the desired one) can be considered a bonus.

The Wych weapons are useful, and free. Be wary, however, of taking all three in small squads – the pre-assault shooting of a Wych squad is not strong, but it can provide enough of an advantage to tip the scales in a closely-matched assault. Wyches using Wych weapons do not have pistols, and so cannot contribute to shooting. In a squad of six or more, I would however use all three weapons.

Shredders are useful, against some enemies – those with poor armour particularly. Blasters are useful against practically all enemies, and contribute a massive amount of kick to the aforementioned pre-assault shooting. They also mean that a Wych unit can fire on a target without also assaulting it, and still do significant damage to it. I would hesitate to use a Wych squad that did not have two assault weapons, preferably blasters.

A squad of Wyches with two blasters and haywire grenades can run rampant through the armoured might of armies such as the Imperial Guard. Tanks do not tend to move much, as they sacrifice firepower by doing so. Attacking a stationary target means that each Wych's grenade hits automatically, meaning the tank will be damaged on any



roll but a 1. If an opponent is in the habit of placing long-ranged 'artillery' vehicles such as Basilisks, Griffons or even Leman Russ tanks at the back of the battlefield, separated from the body of his army, a properly-equipped Wych squad can do tremendous damage. They will need to be transported to the target, by Raider naturally, and this requires some skill – if the Wyches are shot down too far from their target the haywire grenades are wasted. Having lots of Raiders is a good start, for it means the Wyches will not stand out from the rest of the army. Equipping the Wyches'

Raider with a disintegrator is also a good move, as it means the vehicle will not be seen as a direct threat to enemy vehicles. Many people do not regard Wyches as a threat to vehicles, and if the Wyches' Raider does not seem to be intent on attacking an infantry target it may well be overlooked, and other more immediate threats will be attacked instead.

WARP BEAST PACK

If the points are available, a sound choice. Warp beasts have the disadvantage that they cannot keep up with Raiders, meaning they can be left vulnerable without other units to shield them. However, if they approach the enemy protected by other units, or by moving through or behind cover, they are excellent close combat killers. The Beasts themselves do not have any ability to penetrate armour, but this is not the drawback it seems. Against any foe with armour of 4+ or worse, Warp Beasts have the volume of attacks, and Strength, to be very destructive. If one is confident that the Beasts can be advanced to within assault range without sustaining severe losses from shooting, they are an excellent weapon to have available.

TROOPS UNITS

WARRIORS

In a certain type of game Warriors can be very valuable. If mobility is not the overriding feature of the Dark Eldar army the Warrior squad can contribute a lot of firepower, with their two assault weapons and two splinter cannon. The Warriors Ballistic Skill, high by the standards of most armies, allows them to make the most of these weapons, as well as allowing them to do some damage with their low-Strength splinter rifles. If assaulted, Warriors are competent but not

exceptional. They have high Initiative, but low Strength and volume of attacks, meaning they will not prosper against close combat specialists. Against basic troops such as Eldar Guardians and Imperial Guardsmen, Warriors are good enough to hold their own without being a weak link in the Dark Eldar army.

In any Dark Eldar army, a squad of ten Warriors with two dark lances will excel at tank killing, provided they are placed correctly. Ideally this squad should move as little as possible

in an elevated firing position, at the back of the table 24-36" from the enemy, is perfect. However, I still consider lance-equipped Raiders and blaster-carrying troops to be preferable for dealing with enemy vehicles.

RAIDER SQUADS

The backbone of the Dark Eldar army. If pushed to do so, I could happily field an army consisting only of Raider squads, with a Lord being transported in one of the Raiders. When used with slightly more moderation, Raider squads will perform

excellently and give other units the freedom to attack as they please.

A word about the Raider itself: despite what people think, the Raider is not so weak as it first seems. Firstly, a Raider should never move 6" or less during its movement phase (unless its crew has been stunned). The Raider has only one weapon, which it can fire if it moves 12" or less. Troops on board a Raider can disembark or fire from the vehicle in an identical fashion when moved 12" as when moved 6". While there is no disadvantage to moving further than 6", there is an enormous advantage: as a skimmer, the Raider will be vulnerable only to glancing hits when moving more than 6". This goes a long way towards keeping a Raider intact for as long as possible.

Next, the Raider mounts a heavy weapon, either a dark lance or a disintegrator. If there is a better anti-tank gun in the game than the dark lance, I have yet to see it. Given the fine Ballistic Skill of the Raider's crew, the lance is unquestionably the weapon of choice against opponents known for their vehicles.

The disintegrator, however, is much more versatile. With its ability to fire a Strength 7 blast, it is lethal against light vehicles

such as Vypers and Wartrukks – Ork armies have much to fear from the disintegrator. The 'heavy' option is also effective against concentrations of armoured troops, such as Terminators, when circumstances have caused the targets to 'bunch up' allowing several models to be caught under the blast template. The sustained option is equally devastating – three shots at Strength 4, AP3: a Marine-killer.

The squad carried by a Raider is capable of contributing more than its fair share of firepower as well. A squad carrying a blaster and splinter cannon is particularly effective, but the blaster is the main attraction. Consider this: a Raider squad with a disintegrator and blaster need cost no more than 105 points. This vehicle, when within 12" of an enemy, can fire four shots that will negate 3+ power armour. This is not to be taken lightly, especially for enemies like Marines who will find this tactic terrifying when used in bulk.

Upgrading one of the Warriors to a Sybarite opens up the possibility of launching a combined shooting/close combat attack. A Raider can easily get within 6" of its target, allowing its cargo to disembark. The Raider fires its

disintegrator, the squad fires its blaster, then assaults the Sybarite using an agoniser or (against Toughness 3 opponents) power weapon. This will thoroughly smash many opponents. A simultaneous attack by several such squads, with a Lord and Retinue and perhaps Wyches, can cause an enemy's battle line to fall to pieces, leaving victory far out of the enemy's reach.

Raider squads are, of course, vulnerable to being shot down before they reach their attack range. This is not a problem, because as has been noted, Raider squads can be fielded cheaply. Three or four 95-100 point Raider squads (five warriors with no upgrades, with or without a disintegrator for the Raider itself) can shoot for a turn then be shot down without damaging the Dark Eldar army significantly. Also, a Raider with a destroyed weapon or shaken crew can still deliver its squad without hindrance, lacking only the ability to fire its own weapon.

Overall, I think any Dark Eldar army of 500 points or more absolutely requires three Raider squads. The only limiting factor in larger games should be a desire to play with different units, and whether so many Raider models are available.

FAST ATTACK UNITS

REAYER JETBIKES

It is a curiosity of the Dark Eldar that their fast attack units are not suited to moving faster than the rest of the army. Reavers, if distanced from the Raiders which comprise the bulk of the army, will fall prey to enemy firepower very easily, for they are not resilient against decent heavy weapons. Heavy bolters, for example, will cut down a Reaver squadron with distressing ease. With each model costing 30 points it is essential that good use be made of the Reavers.

One option is to equip them for tank hunting. A squadron containing two blasters is decently-equipped to destroy any armoured target, and if the squadron contains a Succubus with haywire grenades the destruction of a non-moving target is almost a certainty.

Another option is to use Reavers to support close combat attacks. Reavers on their own are too easily outnumbered to enter close combat, but in conjunction with a squad of Warriors or Wyches

they can add a lot to the Dark Eldar's chances of victory. Their high Strength is an asset, and something the enemy may not expect. A Succubus with an agoniser and tormentor helm will have 4 attacks when charging, enough to do significant damage. And



Combat Drugs, whatever option is rolled, will almost always be useful in some way. And if the assault succeeds, the Reavers' 3D6" follow-up move gives them an excellent chance at destroying the enemy by pursuit.

Overall, Reavers are expensive and easily misused, but they are not without benefits and can be a useful component in a well-planned attack.

HELLIONS

Some of the same comments apply to Hellions as to Reavers. The differences are that Hellions are significantly

cheaper, and lack the +1 Strength, Toughness and armour save that Reavers receive. The lack of Toughness and armour is a disadvantage – Hellions are more susceptible to being fired upon prior to assault, and being killed during assault. However, if used in a similar support role as that recommended for Reavers, it is possible for Hellions to avoid coming under fire during their advance to assault range. Assuming the Hellions charged (and every effort should be made to ensure that all units in the army charge instead of being charged) they will have Strength 4 for the first round of

combat, and so be able to do as much damage as Reavers. With luck the enemy will be sufficiently damaged by the Hellions' attacks, and those of the other Warrior or Wych unit(s) attacking, that the Hellions will not suffer badly for their lack of durability. If the enemy falls back the Hellions will likely destroy them by pursuit. Comments on *Combat Drugs* are identical to those for Reavers. Note that a Hellion Succubus need not have a tormentor helm, as it is possible to use two weapons (an agoniser and pistol) at once while riding a skyboard.

HEAVY SUPPORT UNITS

SCOURGES

I consider Scourges to be misplaced Elites, rather than Heavy Support units. Consider this: a unit of five Scourges (the minimum size) with two dark lances costs 130 points. They must stand still to fire the two lances, do so with a Ballistic Skill of 4, and if they are fired upon have Toughness 3 and 5+ armour, no real help in saving them from the worst effects of incoming fire. A squad of ten Warriors with two lances puts out the same anti-tank firepower, has twice the number of models to absorb fire, and costs only 100 points.

A unit of Scourges armed with a splinter cannon, however, is a different matter. This unit puts out a huge volume of firepower for its size, 16 shots at Strength 4, not including splinter rifles. This will badly maul any Eldar or Imperial Guard squad, and can have quite an effect on high-Toughness Orks, and even Marines. I recommend equipping a Sybarite for close combat, with an agoniser or (against Toughness 3 opponents) a punisher and tormentor helm. The Scourges will be able to keep up with a flight of Raiders (which will

likely draw fire away from the Scourges), and when the time comes to assault they can do so with a prelude of splinter cannon fire that will mean the enemy is half-way to losing before the actual close combat begins. Combined with a second unit, for example Wyches, the assault can decimate otherwise-powerful enemy units, and the Scourges' 3D6" follow-up range will almost ensure that such enemies only need to be beaten once. I believe Scourges with splinter rifles need only be taken to prevent the cannon-wielding Scourges from being killed too early – additional squad members will not turn the tide of an assault, it is the cannons and the Sybarite that are the keys to winning.

RAVAGER

I am not entirely in favour of the Ravager. If it moves more than 6" it has no more firepower than a Raider (which, even with a squad on board, is cheaper). If it moves 6" or less it can fire three heavy weapons (and do considerable damage) but for such an obvious target it is very susceptible to enemy fire. A slow-moving Ravager will crash five times out of six its

armour is penetrated – a fast-mover at least can only ever be struck with glancing hits. Given this, if Ravagers are to be used it is essential that they not come under too much fire.

One way of ensuring this is to position them directly behind the advancing Raiders, leaving only enough of a gap to fire on one target which will, hopefully, be destroyed. This is risky, both because it relies on no enemies finding a gap between the advancing Raiders (or creating one by shooting one or two down), and because the further the Raiders advance the more difficult it will be to keep them between the Ravager and all of the enemy army. Using cover for the same purpose – denying LOS to all but the target unit is possible, but depends on the placement of LOS-blocking cover and of enemy units. Using cover to be Hull Down increases the survivability of the Ravager while moving slow, so enemy fire will be somewhat less effective.

TALOS

Purely for aesthetic reasons, I love Talos. The miniature is a dark delight, and fortunately it is quite useful on the battlefield

too. There are two instances where a Talos will be unnecessarily vulnerable: when the enemy will stay put well away from the Dark Eldar deployment area, and when the two armies are simply very far apart regardless of their intentions to move towards each other. In either of these cases the Talos will be left behind to such a degree that it will not be worth the points spent on it.

In other circumstances – a Cleanse, for example (18" between armies), or a battle where the enemy can be expected to do his fair share of advancing – the Talos is valuable. Firstly, it attracts attention like nothing else in the Dark Eldar army. This will

probably translate to the Talos being bombarded by enemy firepower. Do not worry – the Talos is resilient, and if it is destroyed that means a hell of a lot of firepower did not hit the rest of the army. If the Talos is ignored in favour of closer, more immediate targets, it should be able to cross the distance between itself and the enemy relatively intact. By the time it reaches assault range the rest of the army should already have launched its attack and the Talos will now prove invaluable in breaking down any solid resistance that has developed to the initial assault. Against practically any enemy the Talos is a fearsome close combat unit – enemies who rely on Toughness will be easily wounded by its Strength 7, and

those who rely on armour will find it useless against the power weapon Talos Claws.

A word of warning a Talos should never assault a moving vehicle. Despite its 7+D6 Strength against vehicles, it will only ever get one attack. Attacking a moving vehicle requires a roll to hit (4+, or 6+ for vehicles moving more than 6"), meaning the high-strength attack may well be wasted. Against an immobile vehicle, it is worth assaulting if there is no more urgent target.

Lastly, try not to finish the Talos' move in difficult terrain. The 1 in 6 chance of taking a wound may seem little enough, but compared to simply avoiding the terrain this is something of a silly risk to take.

SYNTHESIS

There are several ways to use a Dark Eldar army, and no shortage of players ready to endorse each one. Some advocate a firepower-based army, which simply stands still and bombards the enemy with dark lance and splinter fire from cheap Warrior squads. Some prefer a stealth-based army, which avoids confrontation with the enemy by use of terrain and speed, striking only where necessary to frustrate the opponent's mission. I prefer the all-out blitzkrieg.

This relies on three factors: speed, firepower and coordinated assault, in roughly that order. Having as many units as possible mounted in Raiders is ideal, for it aids all three factors.

A rough guide to the Dark Eldar blitzkrieg is this. The Dark Eldar deploy, so much as is possible, in cover, out of Line-Of-Sight of the enemy. If the enemy gets the first turn their shooting will be hampered by lack of targets,

leaving the Dark Eldar force mostly unscathed. When the Dark Eldar get to attack they should advance 12" towards the enemy. This will usually place them somewhere between 6" and 12" from the foremost enemy units. The Raiders and their transported units (carrying blasters) fire at the enemy. This bombardment of firepower, from weapons with AP3 or better, will do tremendous damage to the enemy's front line. If there are valuable targets remaining, assault with two or more units – two Warrior squads containing assault-equipped Sybarites, or a Wych squad or Retinue backed up by a Warrior squad. If possible have Fast Wyches (if available) or Reavers or Hellions involved in the assault, to maximise the chance that the target unit is wiped out in pursuit, if they are not all killed in combat. Only pursue with the fast-moving units. Other units, especially the Retinue and Wyches, should consolidate

into cover if necessary, back onto their Raider if possible. Note that it would be excellent if the Lord's Raider was shielded by another Raider (belonging to Warriors or Wyches) at this point.



The enemy will now return fire, but the damage done to them already will ensure that this is a weak attack compared to what they were capable of to begin with. Two or three Raiders may be destroyed and if they are properly positioned, the Lord's Raider will not be damaged. The enemy may also choose to assault, if a fast-moving unit pursued after the previous assault, they will almost certainly be pounced upon.

Allow this to happen as Reavers will do some damage before they die, and Hellions are cheap enough to be sacrificed in this manner. If the enemy wins and chooses to pursue (more fool him) he makes an excellent target of himself. If he consolidates, assuming more than one unit attacking, these units are now closely-placed and an ideal target for the Dark Eldar.

In turn two, simply repeat turn one with slight modifications to account for changed circumstances. The firepower from the Raiders will not be so impressive, but the enemy is already in a much-reduced state. The remaining enemy units may not be so far from the Dark Eldar, so they will be easy to assault with multiple units. An enemy leader (if he remains alive) is an ideal target for the Lord and Retinue, supported as always by one or more secondary units (if any fast-movers are available, supporting this attack should be their priority). The result of this second assault, particularly if it results in the death of the enemy leader, will be that the enemy finds the battle almost lost in two turns and extraordinary circumstances will be required for the enemy to win.

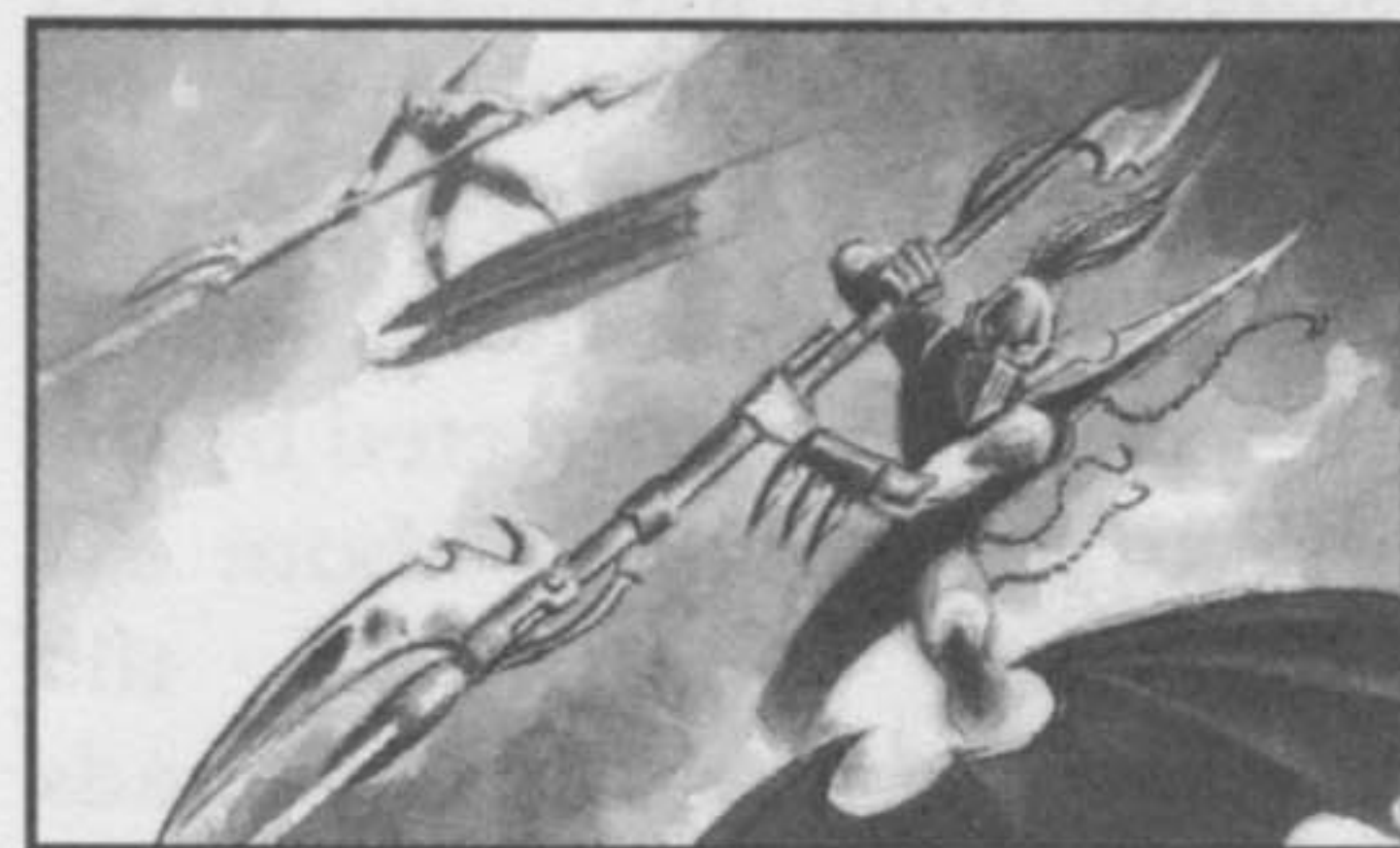
Of course it is not always so simple. Actually, it is almost never that simple. There are numerous ways the enemy can try to frustrate the blitzkrieg attack: large numbers of cheap troops, preventing valuable units from being killed in their first strike; a heavy emphasis on firepower, with the intent to blast every Raider to the ground; deploying far from the Dark Eldar deployment zone, to force the Dark Eldar to cross more ground before launching their attack, and so be vulnerable to more firepower. My only advice is that the Dark Eldar should always be aware of what their enemy has in mind, and act so as to scupper this.

As there are uncontrollable frustrations, there are also advantages that cannot be anticipated. It may be that the placement of terrain allows the Raiders to be out of LOS for a whole turn as they advance. Perhaps the enemy relies on one or two vehicles to provide heavy firepower, which can be destroyed in one turn with sufficient dark lance fire. Perhaps the first assault will last an additional phase, so that when the enemy is killed or broken the Dark Eldar face no danger of being fired upon when they advance into the rest of the enemy army. Perhaps the enemy is just having a bad day and can't produce more than '3' on any dice roll!

The important thing is to remember that the blitzkrieg attack is not a plan. It should not even define the army selection; if a particular troop type should be effective – use it, even if it means that that sixth Raider must be left out (splinter cannon-wielding Scourges against Eldar, for example). Then take into account the terrain, and how both sides have deployed. Then form a plan, deciding which units will attack which enemies, where the Raiders will move to, and so on. At the beginning of the second turn, re-evaluate the plan. Take into account what has happened, which enemy units have unexpectedly survived heavy weapons bombardment, which ones kept failing armour saves against splinter rifles, etc.

Re-form your plan each turn, and do not be afraid to improvise in order to take advantage of unforeseen circumstances. Always remember the advantages of the Dark Eldar: speed, firepower, co-ordinated assault. Use speed to place your units where you want them to be, not where your enemy wants them to be. Use firepower to utterly destroy units that your enemy seems to be relying on even if this means using over-powered amounts of

fire. And lastly, always move and fire so as to have the opportunity for coordinated assault, several Dark Eldar units attacking one enemy unit. Do not attempt to attack the whole enemy army at once use your whole army to attack part of his, and the odds are in your favour from numbers alone.



SPACE MARINES

Disintegrators and blasters will prove invaluable, and can sometimes do so much damage that the aftermath of the first turn will leave your opponent unable to believe he can still win. Take every opportunity to eliminate transport vehicles such as Rhinos and Razorbacks – Dark Eldar have excellent mobility, and it is best used when the enemy has none. Also beware of Dreadnoughts, their high-strength close combat ability can be the bane of a Dark Eldar assault. Take care of a Dreadnought with dark lances as soon as possible. Expect to lose a lot of Raiders, simply make sure they do their job quickly before they are destroyed.

CHAOS MARINES

Similar to normal Marines, and similar tactics should be used against them. Having a wider variety of units, not relying exclusively on Raider-borne units, will help to counter the Chaos army's own variety. A Talos may be invaluable here, to carve through lesser Daemons, Juggernauts and the like if they are summoned.

ELDAR

Destroy Wave Serpents and Falcons as soon as possible. Make every effort to frustrate the enemy's attempts to return fire using LOS blocking terrain,

target highly-mobile units such as Vypers and never stand still. Assault as soon as possible, but beware large concentrations of enemy units. With luck the loss of transport vehicles will leave the Eldar spread out and relatively immobile, so take advantage of any units that seem cut off from the rest of their army. When attacking squads with Warlocks, target them specifically and make sure your Sybarite or Succubus is in base contact with them, so that they cannot be protected by the rest of the squad. Without the enhancing ability of the Warlocks many Eldar squads will be much easier to deal with. Beware Wraithlords – never ignore an opportunity to fire on one with a spare dark lance, and make them priority targets for assaults from multiple agoniser-wielding characters once they are wounded. If allowed to survive, Wraithlords are hideously dangerous.

IMPERIAL GUARD

Not a pleasant experience for Dark Eldar, thanks to the Guard's high volume of heavy weapons which will trouble the Raiders' advance. Make extra effort to protect the Raiders, through cover or by placing inexpensive Raider squads ahead of valuable Wyches and Retinues. Once in assault be very wary of making any sweeping advances because rapid firing lasguns will cut down most Dark Eldar units. You have the advantage that the average Guardsman is thoroughly outclassed in assault, so it is not so necessary to attack with multiple units. Units such as Wyches and Retinues can often afford to attack Guard infantry alone, although beware of characters with power fists. In firepower, ensure lots of dark lances are available to tear up the Guard tanks, and use masses of splinter cannon, to whittle down infantry – every Raider squad should carry its splinter cannon. Imperial Guard are an

army against which the ten Warrior, two dark lance squad is cost-effective at only 100 points.

ORKS

An army I have not fought so much as some, but there are a few basic words of advice I can give. Disintegrators are wonderful for tearing up wartrukks and buggies/bikes, leaving the Orks unable to match the Dark Eldar's mobility. The high volume of moderate-strength assault weapons (big shootas and rokkit launchers) available to Orks means you will more than likely lose a few Raiders. If necessary, use *Fleet of Foot* to keep the main body of Orks from having the opportunity to assault. Basically, never give Orks the chance to move more than 6" per turn. Fire into their masses of boyz with high-powered disintegrators (Orks have a tendency to bunch up, giving the blast weapon an ideal target), and only assault when the majority of the average troops are either dead or too far away to help. On the whole I recommend avoiding assault as much as possible, even when the Orks are depleted.

TYRANIDS

If properly used, Tyranids can be a nightmare to face. Apply some of the same tactics as to Orks, but target fast-moving units such as Gargoyles and Hormagaunts. Keep the bugs at arm's length, and force them to tramp across the battlefield under a barrage of splinter and high-power disintegrator fire. Assault with *caré* – make sure the massive broods of Termagants and so on have been decimated before moving in, but do not be afraid to confront Hive Tyrants and Carnifex with two or more poisoned blade-armed Sybarites. Do not let Genestealers get anywhere near your Incubi and if you have to use them, use with the emphasis away from assault. It may be more effective to include only two in the Lord's

Retinue, to hold blasters should short-ranged fire be needed. Isolate units and destroy them, try not to allow the Tyranids to get close to your Raiders. If a squad is grounded by having their Raider shot down – remember that Tyranids can match their speed with *Fleet of Foot* – then consider using these damaged squads to draw the enemy towards them and keep them from moving further towards your army.

DARK ELДАР

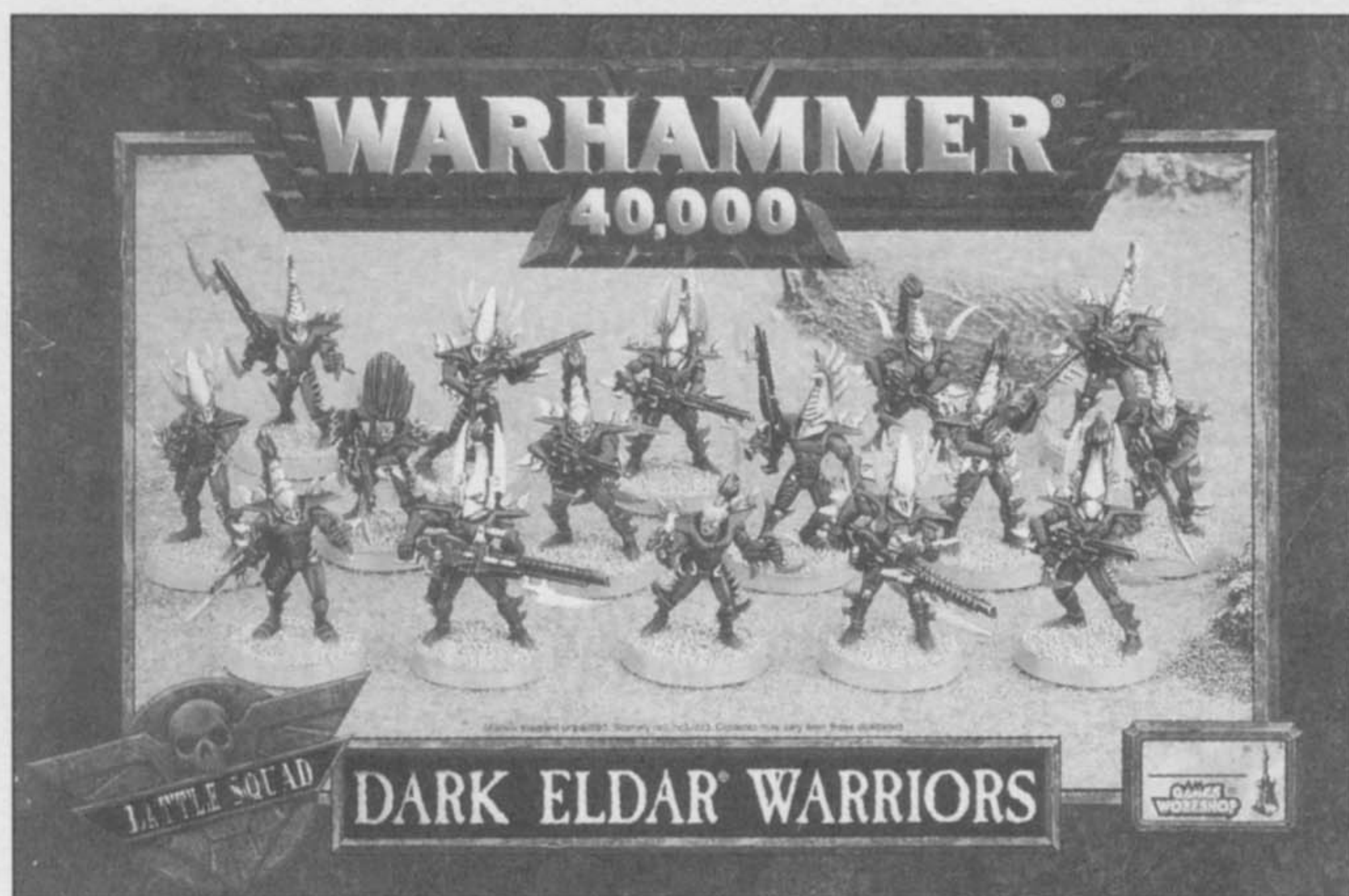
In the event that your Kabal faces another, both armies may have roughly the same abilities and intentions. Make every effort to destroy the enemy's Raiders, high-powered disintegrators are perfect for this. Endeavour to force your opponent to spread out, so that you can concentrate your attacks. Remember that your enemy probably knows the Dark Eldar strengths and weaknesses as well as you do, so beware of any attempt by him to get his army into action. As always, isolate and destroy enemy units.

IN CLOSING...

...always remember the Dark Eldar way: do what you will, and be damned to anyone who tries to stop you. Always make sure you are the one acting, and your enemy is the one reacting. Be decisive, be merciless. Never be assaulted if you could assault first; never allow the enemy to dictate the course of play. Know your enemy's army as well as you can and make it difficult for the enemy to use his strength; attack directly towards his weakness. If the enemy likes to shoot, give him no LOS to decent targets. If he likes to assault, stay on the Raiders and bombard him with fire. If he likes to be mobile, destroy vehicles and fast-moving units, if he likes to stay still force him to move in order to fight. And finally, remember that the army you face is not your equal, it is your prey.

Warriors of the Kabal

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Bangor	Unite All Action Tom (0289) 1274714	Castle Park Hall, Bangor, County Down	ALL, £2, 1st&3rd Sat
Birmingham	East Brum Marauders John (0121 608 9309)	TBA	Clubinfo@ebmc.co.uk
Dublin	Dublin Games Guild Contact Dublin Store	Irene Ballrooms, Parnalel Square, Dublin	ALL Wed 6.30-11pm £3.00
Haverhill	40k Club Ron Phipps (01440 703 100)	Chalkstone Middle School, Millfields Way,	Under15's £1, Adults £2
Nottingham	Notts Games Club 0115 9168410	Warhammer World, Lenton, Willow Rd,	ALL, 6-10pm, Wed, £2

KEY: ALL – all GW games, W – Warhammer, 40K – Warhammer 40,000, E – Epic 40K, Ne – Necromunda, BB – Blood Bowl, SH – Space Hulk, WHO – Warhammer Quest, GM – GorkaMorka, RPGs – Roleplaying Games, Historical – Other historical wargames.

Clubs in italics will be featured in two issues, on their second feature they will be accompanied by an * which indicates that unless we receive confirmation of their continued existence from the club secretary they will be removed from the list.

NOTE: we are only providing this feature as a notice board for players and can make no promises that these clubs exist, or continue to exist, at the addresses given. Apart from those specifically mentioned as being GW clubs there is no connection between these clubs and Games Workshop Ltd.

New material for Blood Bowl,
Mordheim, Necromunda,
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BATTLEFLEET GOTHIC RED ALERT!

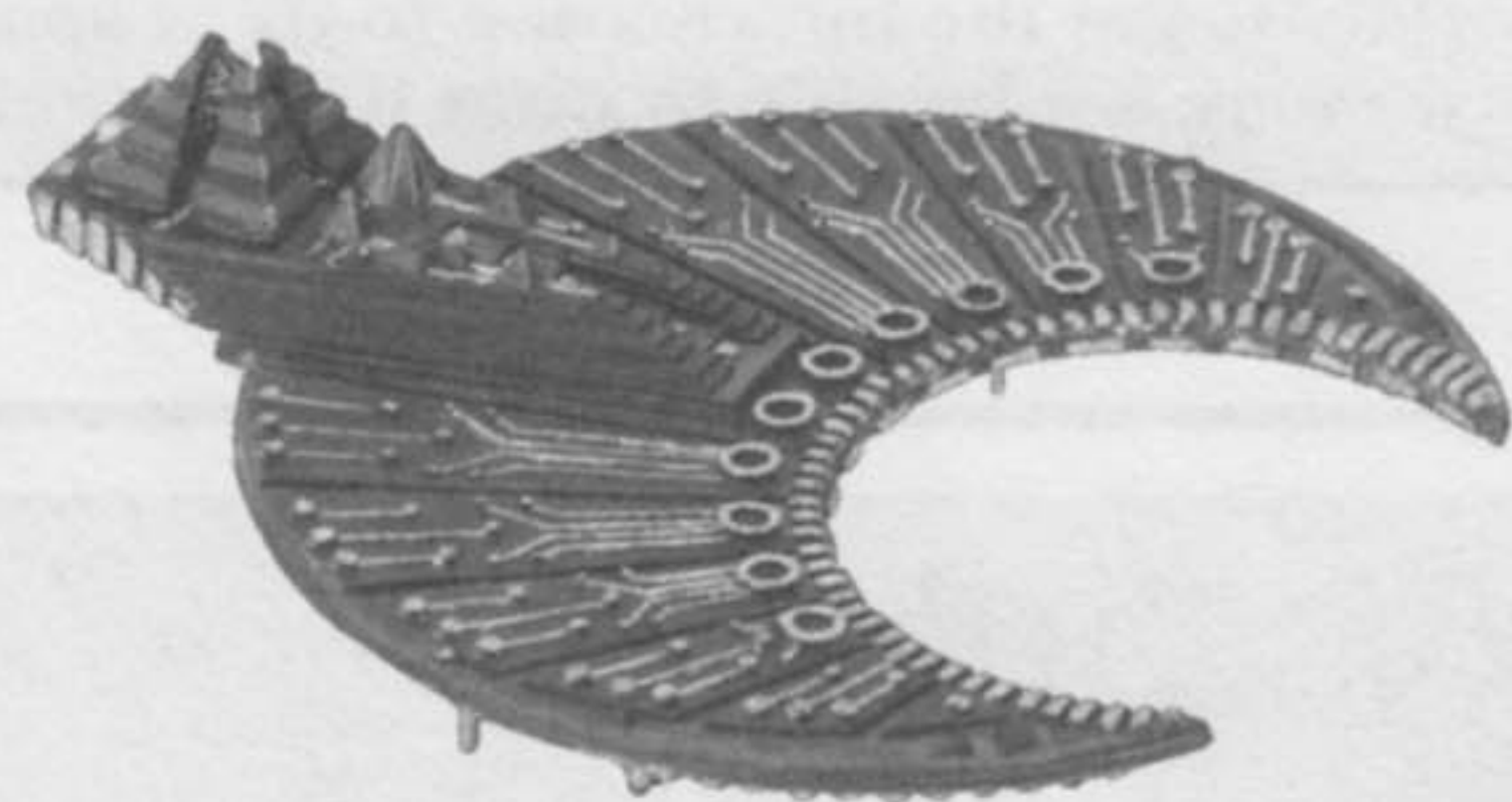
'Closing on unidentified spatial anomaly EXK99-0002. Distance 10,000... 9,000... 8,000... Wait... that's odd... augers are starting to detect energy fluctuations... <subject gasps> by the Emperor... that's impossible, these readings are off the scale! ABORT, get us out of here n...'

— Final message, research craft God's Eye

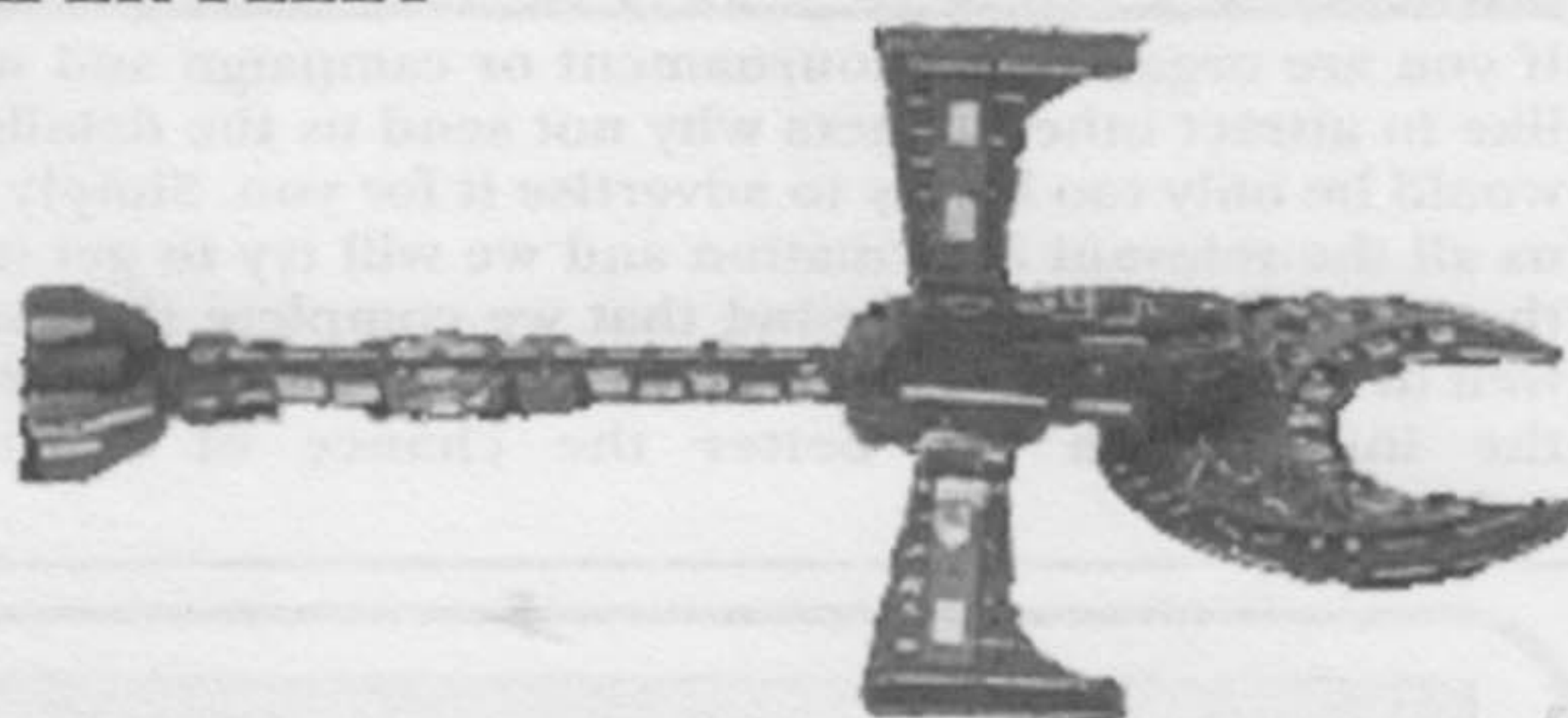
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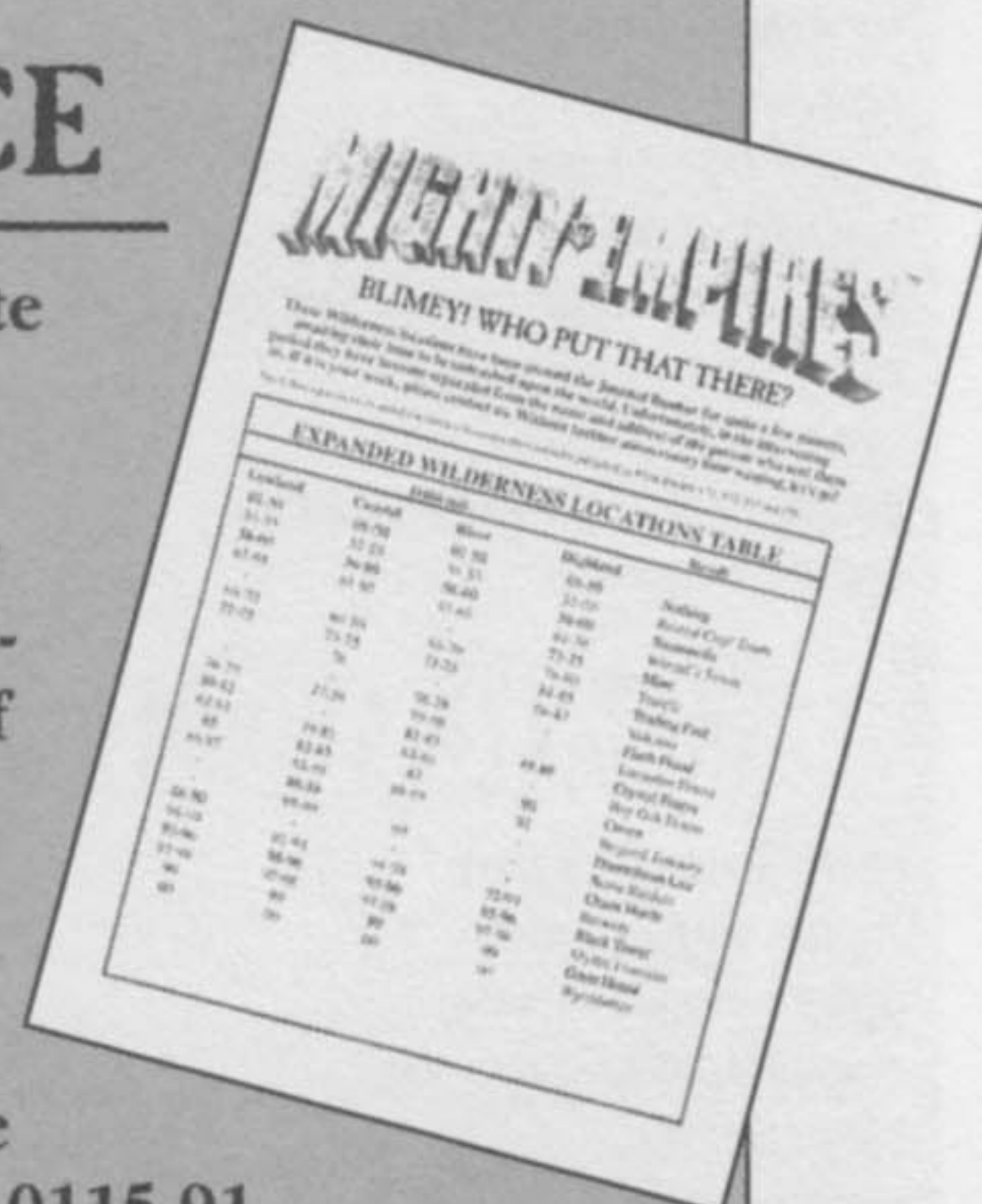
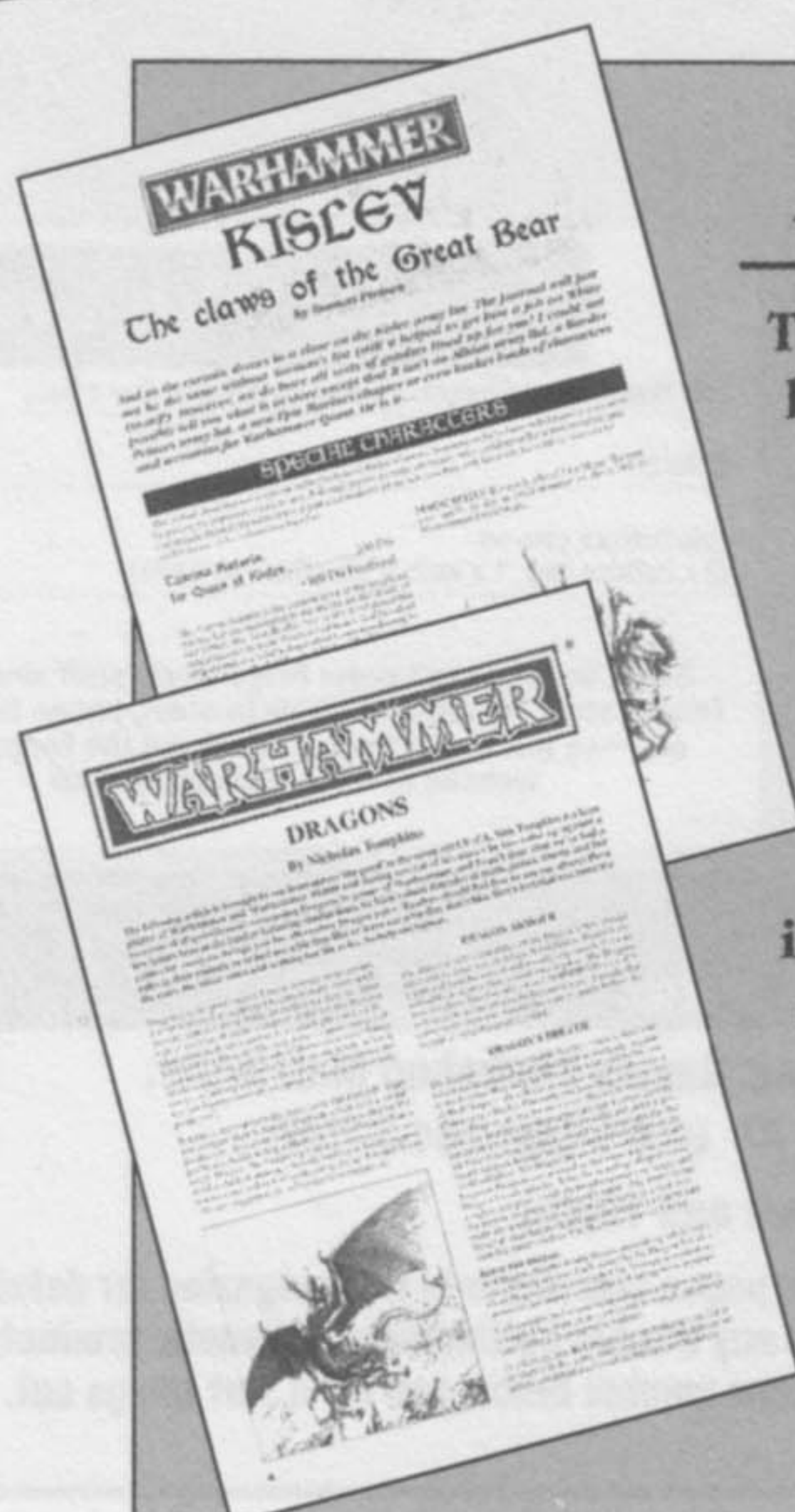
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The Mail Order Trolls have compiled a complete listing for all the articles that have been published in previous Journals. Where a certain Journal is no longer available, you can order photocopies which are sent to you in a dust-proof plastic wallet by first class post. So, if you're kicking yourself for missing the rules for the Undead Plague cart or the Norse Army list for Warhammer, or even if you want to know if there have ever been rules written for Dwarf Acrobats! All you have to do is give the Ladz at Mail Order a call on 0115-91 40000 (phone lines are open from 7.00 am til midnight) and they'll tell you which articles appeared in which Journals, availability and prices of them.





Corr, will ya loook at dat a
2orc2y 2istd ov battel an boy iz
zhee bigg. Av a look bellow an
find dht morr abaqht err.

Dok Butcha, with his faithful Gretchin assistant, Konvertit, bring you conversion and modelling ideas for the novice and expert alike. If you've got any ideas – however crazy – that would appeal to the hobby worldwide get in touch at this address:

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Big Sister

An article typed with TWO fingers, by Craig Clark.
(Impressed? No, I didn't think so.)

Check out the front and inside back covers



Big Sister – work in progress

Okay, what, you may ask, would possess a guy to make such an enormous Sister of Battle. Well, there are a couple of really good reasons, neither of which are anything to do with leggy blondes in black power armour. Honest. Alright, so maybe it did, but as this is a family show I'll restrict this article to how I did it.

First off, I needed an armature. That is, a basis or general shape with which to start. As a model maker of many years standing this is not really a problem and under normal circumstances I would have started with an aluminium wire frame and added putty to that. As it happens, I had lurking on my shelves a Lara Croft model that had just the pose and long legs (*steady on now – Ed*) I was looking for. So work begun.

The first thing I had to do was remove everything that didn't look like a Battle Sister. Dremel to the rescue. As almost the entire armature was going to be



Big Sister – the finished article

covered in various putties and whatnot, I removed all detail except her face. I wore an S10 respirator during this procedure as resin dust is toxic and I happen to like doing Darth Vader impressions.

So now I had nude Lara Croft. But I continued regardless. First to be puttied was the upper leg armour. For this I used a quick setting epoxy putty that I obtained from my local hardware called knead-it aqua, which has a working time of about twenty minutes. This was carefully smoothed on as evenly as possible, making sure both sides were the same. When dry enough it was sanded until smooth.

This was followed by her boots, lower leg armour and arms, sanding all the time. The bodice was next, which entailed a few interesting problems.

Firstly, after examining the Citadel miniature carefully I noticed a couple of things. I noticed that those two things were slightly separated and a fair bit smaller than those on my armature (my armature, it must be said, was of rather exaggerated proportions). So a somewhat painful decision was made and out came the dremel again. A few seconds and a pile of resin dust later, I had a flat Lara Croft/Battle Sister. Horrified, I set about fixing the damage with

appropriate amounts of putty.

The other Problem was that of the wee fleur de le-thingys that I had decided to adorn her bodice with. I wanted them all to be more or less identical so I had to figure out a way to do it. I eventually made a master from putty, from which I made a 'negative' stamp from more putty, which I then used to produce the rest.

The shoulder pads were built solid and had their insides ground out before positioning on the model.

With the armour more or less complete I turned my thoughts to the cloth areas of her uniform. The tabard at the front and rear was made by rolling out putty really thin and cutting to shape before laying it over a specially prepared surface built onto the model. This consisted of a plasticine/oil clay base which had been sculpted onto the model in a solid representation of the tabard which in turn acted as an armature for the drying putty. After the putty had dried, the plasticine was removed and I was left with a nice thin piece of putty in just the right shape. These were left separate until painting was virtually complete.

The backpack was constructed largely from Plastic Card with a couple of wooden beads that were filled and sanded smooth for the round bits. (Sorry, 'round bits' is a bit lame, is there a proper name for them?) *Yes, exhausts* – Ed. I decided to lengthen the spikes for a more Gothic feel.

Details such as the bolt
pistol, power sword,

grenade and Imperial Dangly bit/rosary-thing were made from a variety of materials including plastic card, aluminium tubing and particularly small beads. The purity seals were made from sheet brass for strength and other details, such as piping, were added from wire of varying diameters.

Painting, for the most part, was done with acrylics, Gloss black for the armour, matt for the cloth, with facings in a slightly pinkish red for contrast.

Wahoo!, I thought to my self quietly, I'm done! Well, no. Not exactly, I still needed a base to 'frame' the finished creation. After much consideration and consultation amongst friends, it was decided a ruined church or monastery setting would be appropriate. The vast majority of the base was built from MDF (medium density fibreboard) cut to shape by my local

cabinetmaker with a bandsaw. This was all glued and screwed together for added strength. The column was a cardboard inner from a roll of material, and the rubble from a batch of plaster that I stained grey before pouring into a box until it was about the same thickness as the walls.

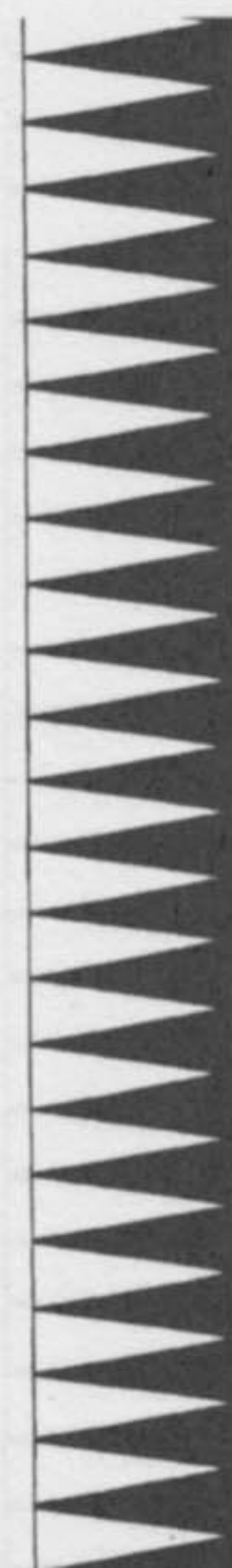
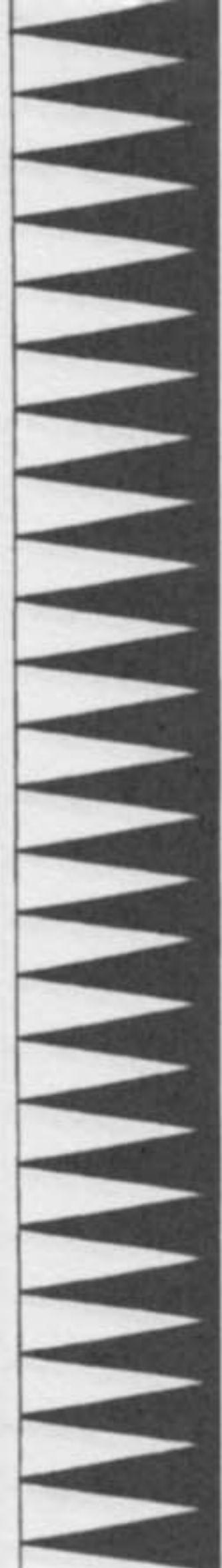
The floor mosaic was time consuming, but worth it in the end. The design was copied from a White Dwarf, though it is probably in the old Sisters codex, I don't have it, so I'm not sure. Anyhow, the outline was carefully drawn onto some thick cardboard, and then rather laboriously cut each individual piece. I scribed the design with a large blunt needle in a pin vice, and then laboriously painted each tile in by hand. This was glued in place in the middle of the floor, and the remaining larger square tiles cut to fit.

The decoration on the

column was done with Epic Space Marines, each one sanded flat and glued into place. Texture was added to the walls with artist's Impasto Medium, a thick acrylic paste, which was then scored to represent separate stones.

All right, someone out there is just dying to tell me that the Stained glass has the wrong emblem, and doesn't match the uniform. Well, it fitted the window better than the other official designs, so I used it anyway. Maybe she's on holiday. The stained glass was done by first completing the design on paper with acrylics, and then having it colour photocopied onto a transparency. In actual fact, this wasn't dark enough for the effect I wanted, so I ended up using two copies glued back to back to increase the intensity.

Well, there you have it a 200mm (approx.) Sister of Battle. Easy wasn't it?



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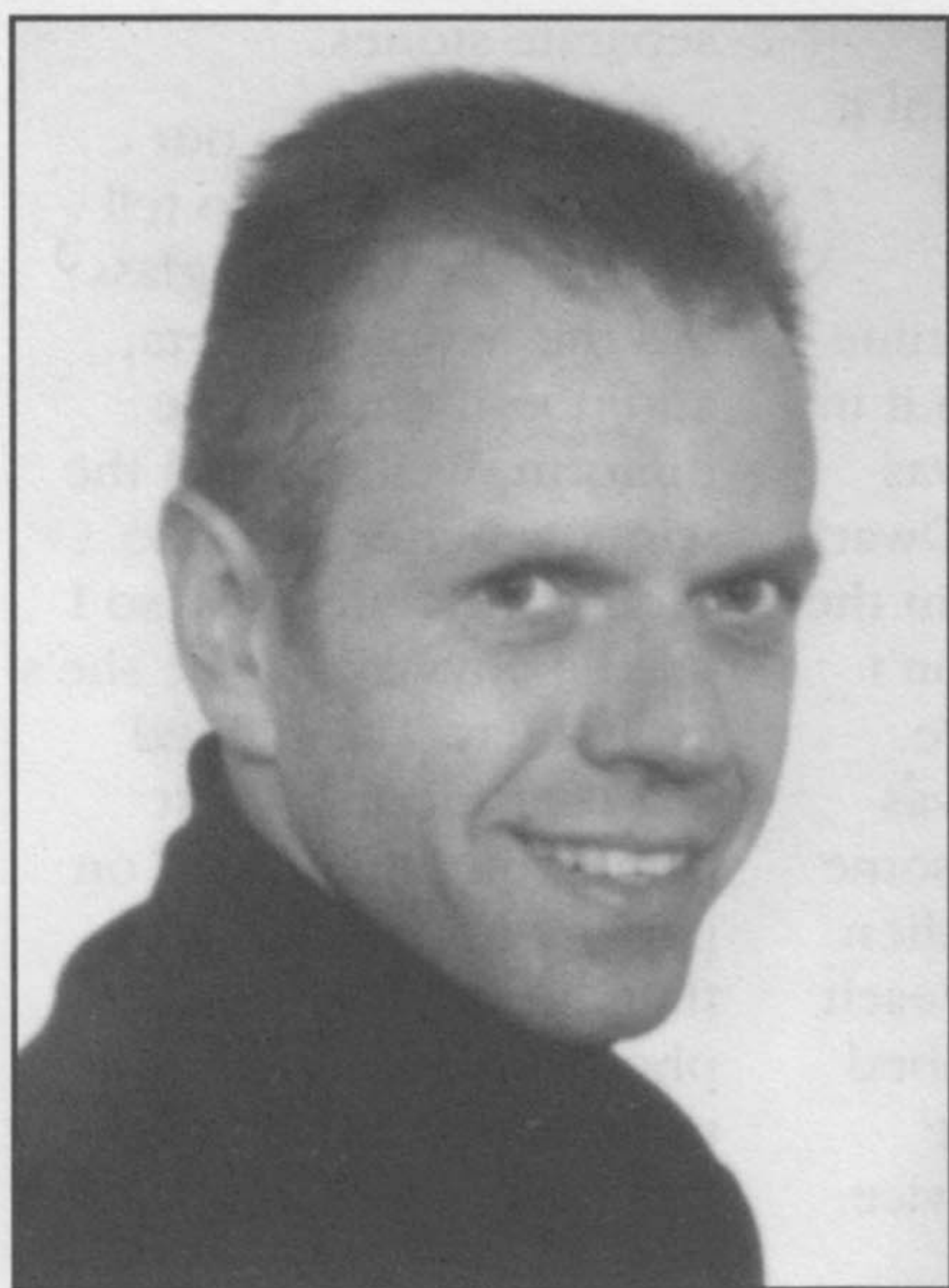
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Harlequin Jetbike

A conversion by master modeller and ace painter Agis Neugebauer

(Check out the back cover)



Fitzpatrick definitely makes it a lot of fun to paint the female minis he has sculpted (*Mmm... doesn't he just – Ed*). You can always find something totally outstanding to paint! The problem was, that I did not like the splinter pistol currently carried by my evil character. So, I carefully snipped off the pistol, drilled a hole in the hand and

attached a spear tip from the High Elf maiden guard on each side of the hand. Ta-da! One double-bladed power weapon coming up.

The rest of the mini is just a normal plastic jet bike.

The painting was nothing special, all the usual techniques. The whole miniature was given a black undercoat. After that I always apply all the colour that needs inking. The engine parts were painted in *Boltgun Metal*. The canopy was painted *Scab Red*. After that I applied black ink in generous amounts. I wanted the whole bike to look really dark.

I highlighted the red areas from *Scab Red* (again) to *Red Gore* to *Blood Red*. On the black parts I used *Codex Grey* and *Fortress Grey*. The final highlight was *Skull White*. The double-bladed power weapon was painted in

Fiery Orange with some yellow and white speckles on top.

The whole model is, in my opinion, a good example of how a few minor conversions can really personalise your miniatures.

Oh... one last thing I would like to talk about is my secret-super-special-Transport-proof-screwing-plastic base (phew!).

We all know the problem with flight bases. They look good - and break off easily. Especially annoying when attending a tournament!

On a website I found the solution. A guy was talking about transporting starship miniatures. He uses a small screwable necklace fastener. I am talking about the fastener on really cheap necklaces, by the way. You can buy them separately in hobby stores that are carrying supplies for DIY jewellery. Glue the male part to the clear plastic base and the female part to the actual miniature. The fasteners are 2mm in diameter so you have to widen the hole a bit. When everything is dry you have a strong, removable joint between the miniature and the base. The model will last longer and you will save precious storage room when transporting it.

Happy gaming and see you all at the Grand Tournament in 2001.

If you have read CJ 40, you will already know, that I am working on a Dark Harlequin army for the UK 40K 2001 tournament. And you are reading this highly educational magazine on a regular basis, aren't you?

The army is more or less finished now, with only two squads of jetbikes and some odd minis that need painting.

The only thing I needed were some cool ideas for a jetbike riding succubus. Whilst watching the film 'The Phantom Menace' with my niece and nephew a few days ago it struck me, why not paint the facial tattoos of my favourite red faced movie character on the canopy of a harlequin jet bike?

The decision was made and work had to begin.

I wanted to use the female body from the Dark Eldar reaver jet bike box. Chris

Sister of Battle

By Craig Clark

Here's the entire model from the front cover shown in all of its glory plus a few close-ups of some of the incredible detail. Find out more on pages 45-48, Dok Butcha's Klinik.



'Darth Reaver'

By Agis Neugebauer



Check out Dok Butcha's Klinik for more details on this superb conversion



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