

the citadel[®] Journal

issue 47

The Games Workshop magazine for dedicated Warhammer, 40K and Blood Bowl players

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TAU BARRACUDA

Rules for a new Tau flyer
Dark Crusade, part II

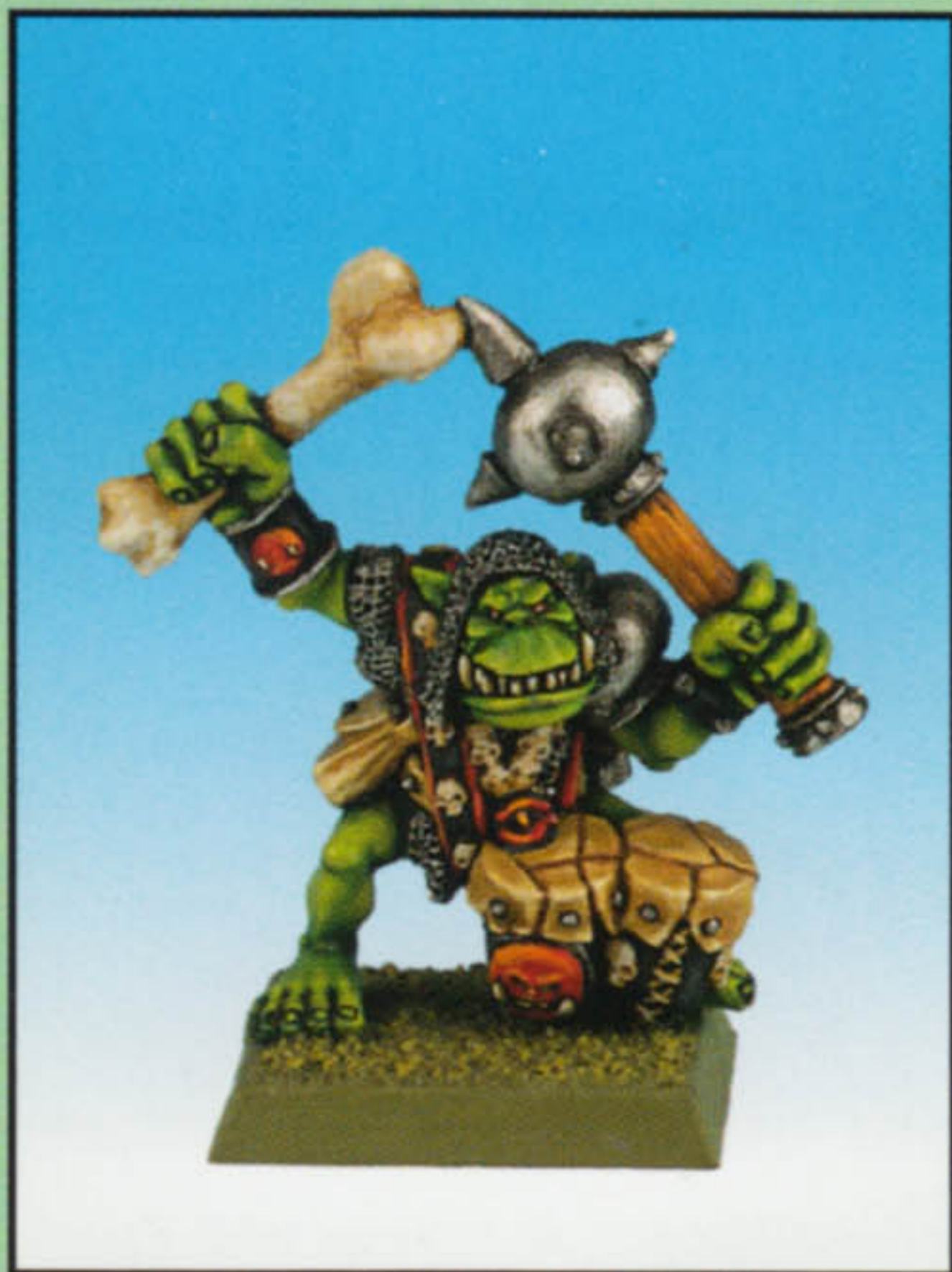
THE BATTLE OF BLACKMIRE

Warhammer scenario

Angels of Death

Tank Aces of the Imperial Guard

ORC WARRIORS



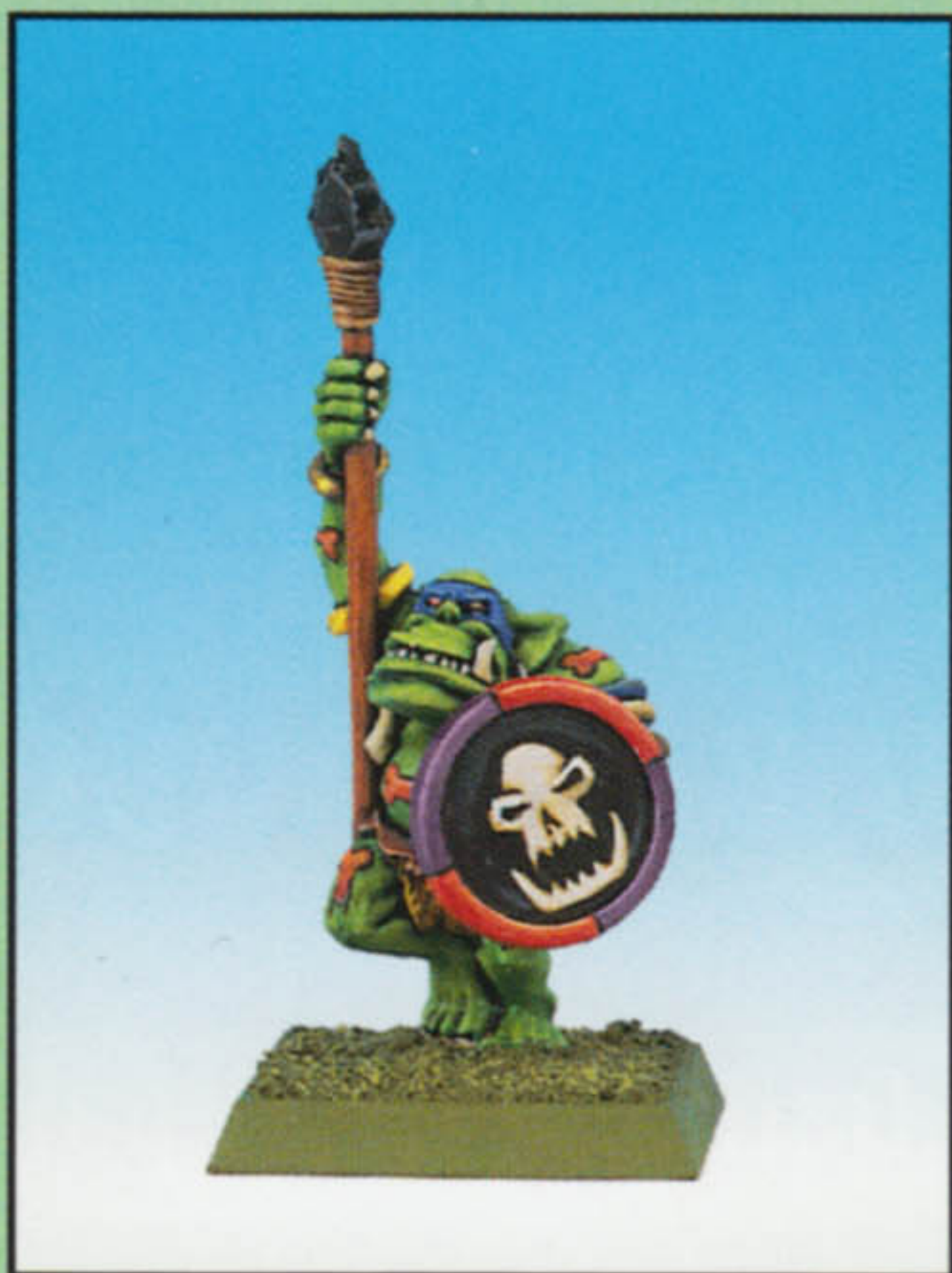
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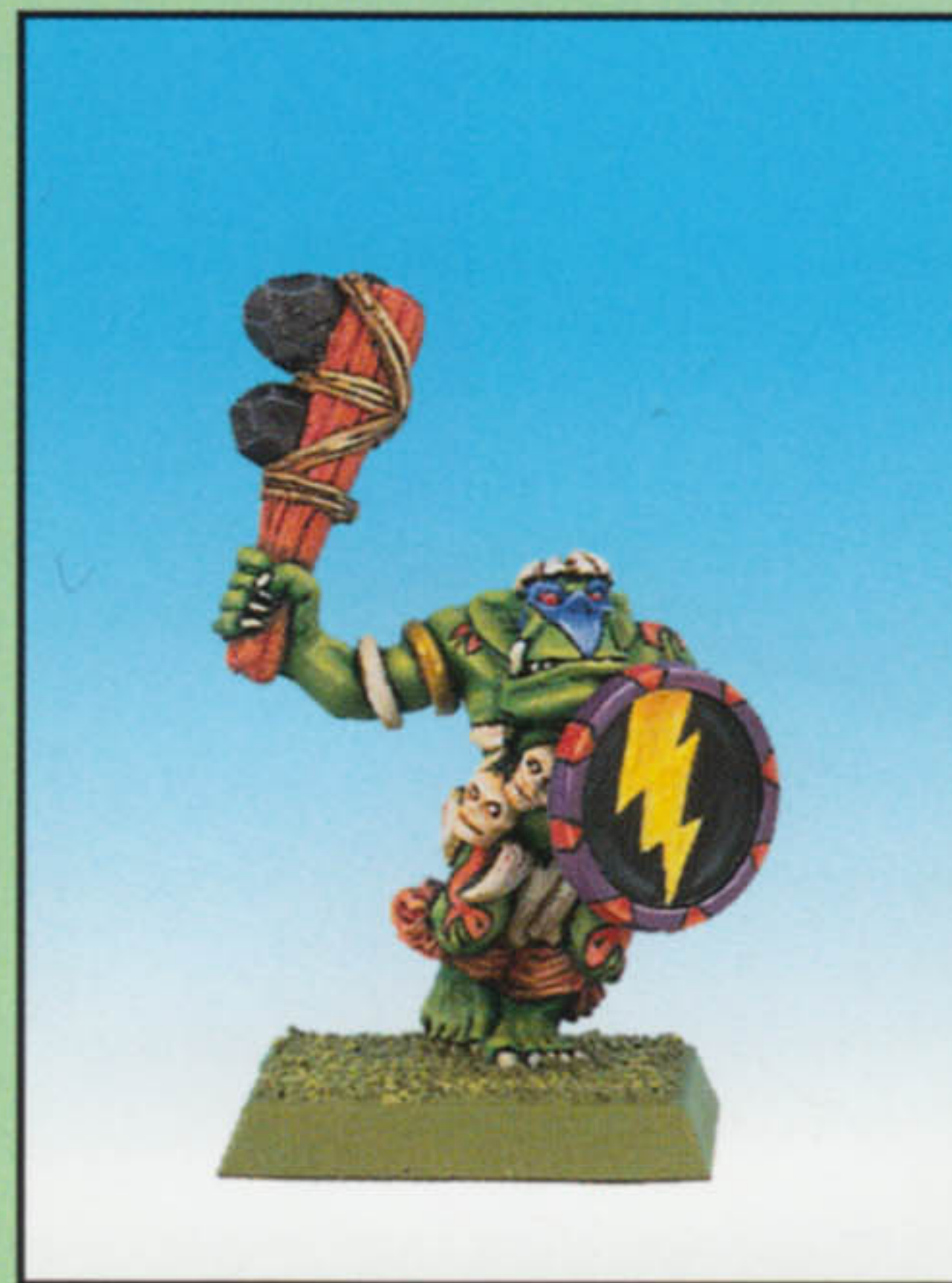
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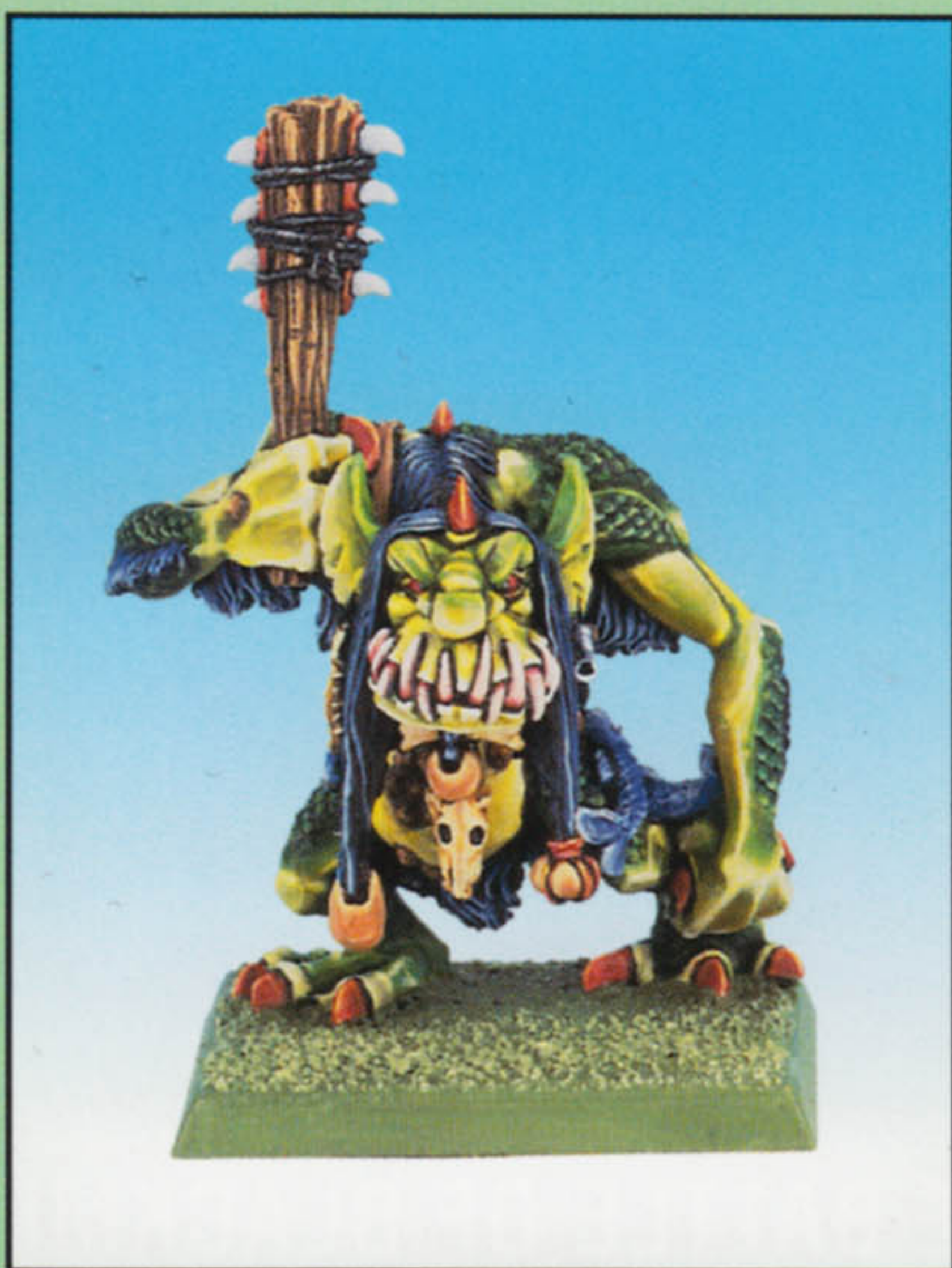
Savage Orc



Savage Orc



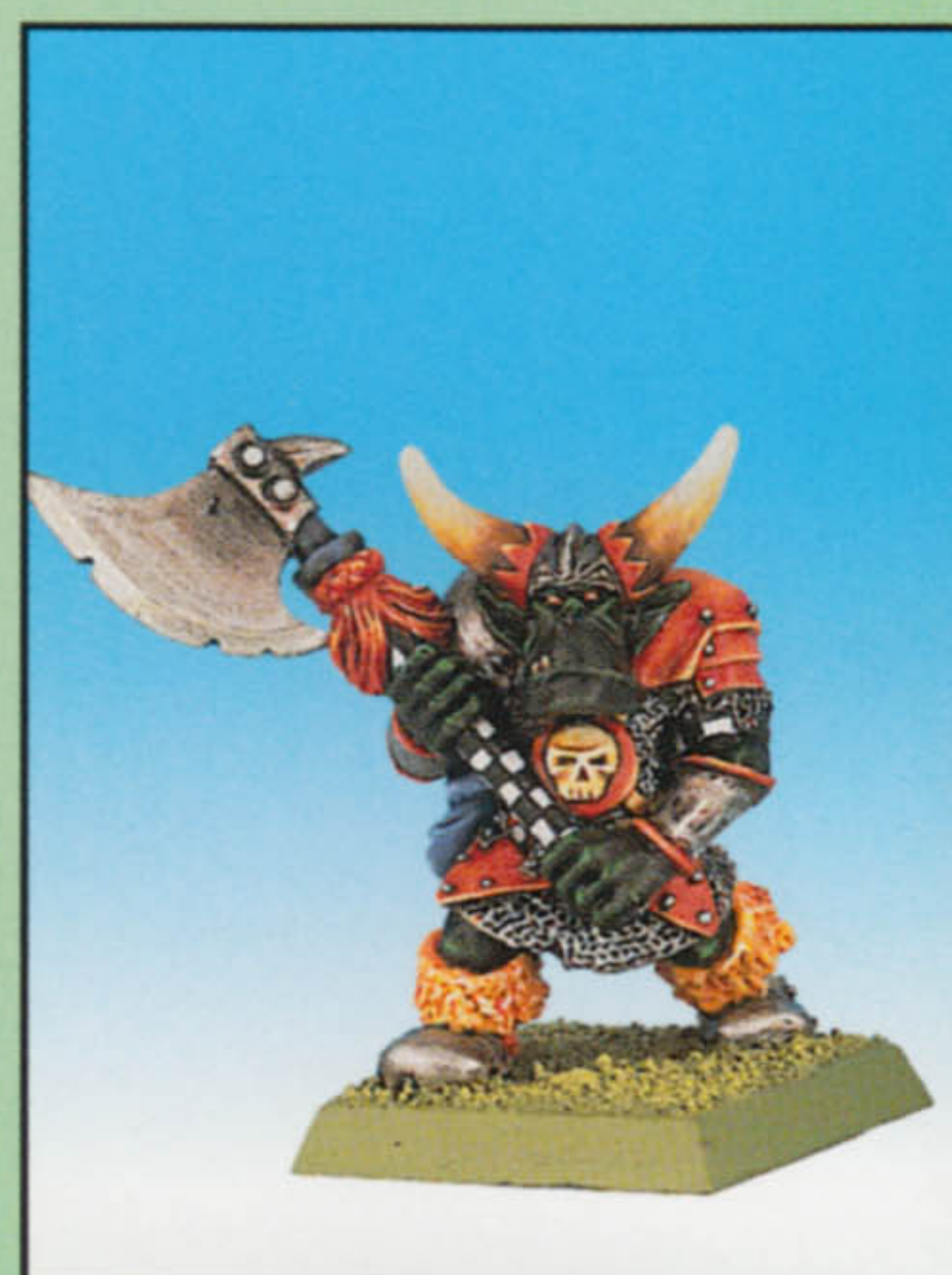
Orc



River Troll



Black Orc



Black Orc

Above are just a few examples of the extensive range of back catalogue Orc miniatures available from Mail Order. For the full range and details see pages 11 and 12.

BASIC ORC PAINT GUIDE

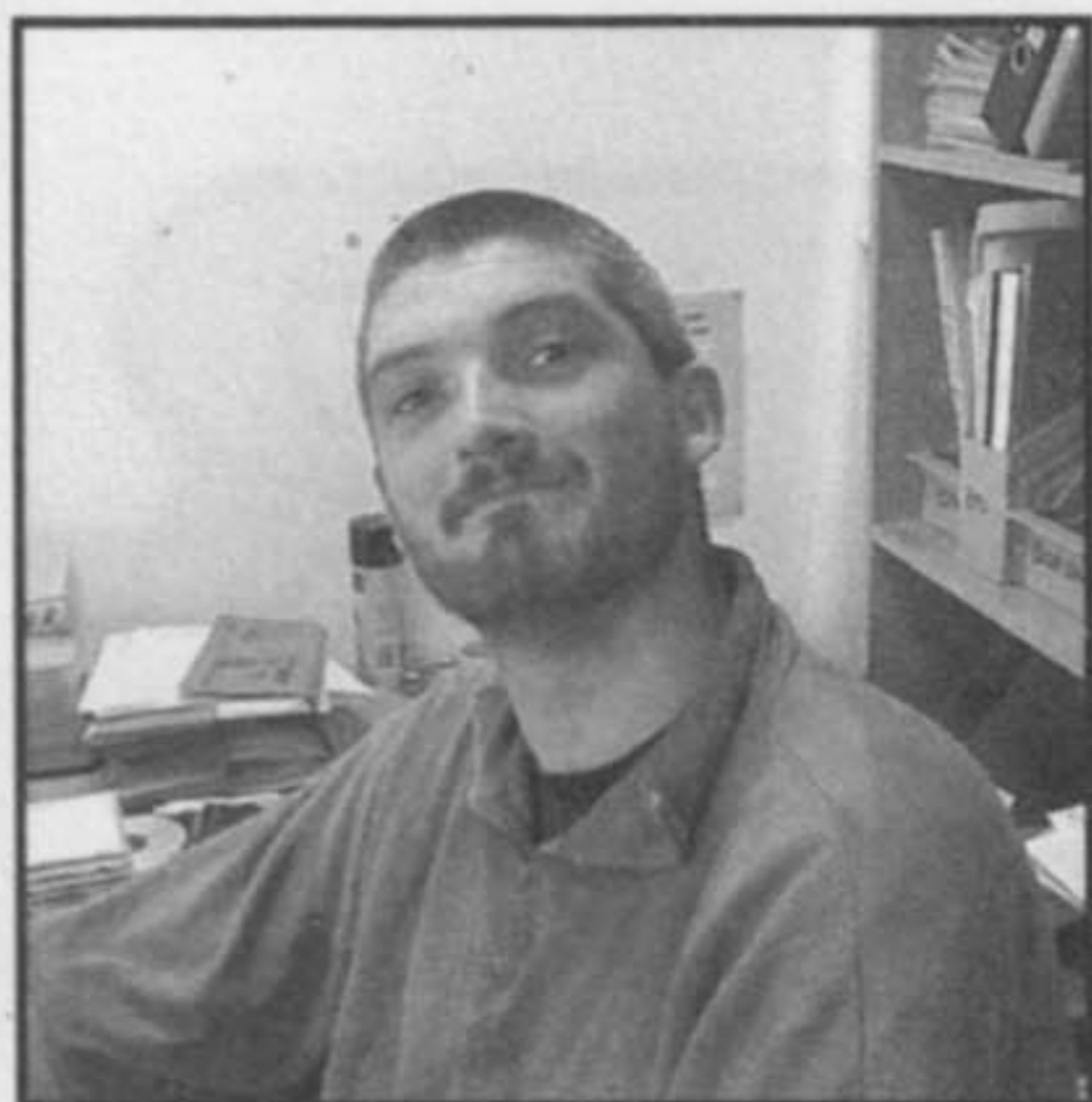
Orc Skin: Base; *Snot Green*. Highlight; *Scorpion Green*.

Black Orc Skin: Base; *Chaos Black*. Highlight; *Dark Angels Green*.

Armour and Weapons: Base; *Tinbitz*. Highlight; *Boltgun Metal*.

Shields and Clothing: Base; *Red Gore*. Highlight; *Fiery Orange*.

EDITORIAL



Hello all, and welcome to Citadel Journal 47!

Well, what do we have for all you dedicated Warhammer, 40K and Blood Bowl players this month. Issue 46 was a real belter, so we have a difficult act to follow, but we think we have managed it.

For Warhammer players we take a look at the archive range of Orcs. Following on from the Night Goblins last issue it seemed natural to show their larger cousins.

The Battle of Blackmire provides Orc and Goblin players, both new and old, with the chance to utilise some of the archive range. The scenario itself is a perfect example of how detailed a Warhammer scenario can be. Personally, I really like all the background, the extra little house rules and the characterisation of the army leaders. It all brings the to battle life and grounds it solidly in the Warhammer world. When you have fought this game you have added a little bit of history to the Warhammer world. Dwarf generals looking to play this scenario might also want to take a look at the Dwarf archive we covered back in issue 44.

For Warhammer 40K players we have a real treat. The new Codex: Tau has been out a couple of months now, and Forge World has added the Barracuda Superiority fighter to their range. This superb new model gives the Tau the same air cover as Imperial and Eldar forces have enjoyed so far.

That is not all from Forge World. They have also been busy producing a new range of Imperial Guard tank commanders, sculpted by our very own Mark Bedford. The first is in this issue, Captain Obadiah Schfeer, look out for more Imperial Guard Tank Aces in future issues.

We complete the full set of the Space Marine archive range with Angels of Death. This covers the range of

Blood Angels and Dark Angels miniatures available from Mail Order. Not all are from the back catalogue though. Some are available in box sets in stores, but for a dedicated Dark Angels and Blood Angels player Mail Order's parts service can provide them with lots of nice extras, like banner tops, shoulder pads, and books which you can't get separately in the stores.

Moving on we have the second part of the Dark Crusade battle report. If you didn't get CJ46 this is a huge 'floor-game' played in a gym in Copenhagen with six players a side. An impressive undertaking, and Graham McNeil and Jervis give us the turn by turn details this issue. Hopefully, it will inspire a few of you out there to try something similar yourselves.

Last, but not least, is Blood Bowl magazine. As a Blood Bowl rules commissioner, Andy Hall has been neck deep in sorting out Blood Bowl rules, October is the month for the commission to look at new Blood Bowl rules. He has still found time to include some experimental kicking rules. I'm sure the commission's result will be published over the next couple of issues.

The Citadel Journal has recently gained a presence on the web. The Fanatic website now has Journal pages where you'll find free downloads of rules articles from back issues of the Journal. The Resources section already has the rules for Maximillian Weisseman, Harlequins, Rapiers, Chariot races and the Empire Crusading army list. We'll be adding more over the next few months.

We'll also be starting a Journal forum, where players and Journal fans can discuss rules and articles published in the Journal. All the feedback is important, and this should be the place to let us know what you think should be changed about Harlequin Solitaires, or if the points cost for the latest Forge World vehicle is too high. You get the idea!

Until next issue, happy gaming and mind how you go!

Warwick Kinrade

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BBCS member Chet Zeshoniski's excellent kicking rules. These rules are Experimental, so may actually make it into the Blood Bowl game system.



WARHAMMER

THE BATTLE OF BLACKMIRE

*A heavily guarded Dwarf gold caravan is attacked by an Orc tribe
as it travels across the Badlands in this battle in a bog!*

by BREWSTER T MORGAN



INTRODUCTION

This scenario pits Dwarfs against Orcs and Goblins, and to play it you will need the Army Books for both sides. I have included a list of the 'historical' forces involved, but I know most people's collections will not fit mine, so I have also included Battle Scrolls for each side. These are a list of restrictions on each side's army if you are picking your own. These restrictions replace the 'Choosing an Army' section in the Army book, so the maximum and minimums for Characters, Core units, Special units, etc, do not apply when playing this battle. Your army must comply to the Battle Scroll to use it in this battle.

Players should also note that this is not a game pitting evenly-pointed armies against each other. The Orcs have an advantage in points, but this should be balanced out by the fact that the Dwarfs have a good defensive position and the Orc attack will be made difficult by the large marsh, and they are more likely to suffer from the unwelcome attentions of the two River Trolls that live there!

Although written for Dwarf and Orc and Goblin players they should feel free to alter the forces to match their own army. I think the game will work just as well if the armies involved are Empire, Undead, Chaos or whatever. Enjoy!

Boru stood firm atop the hill, looking down across the dark marshy lowland before him. To his left and right stretched the Dwarf battleline, grisly faced mailed warriors held their shields close together, axeheads and hammer heads bristling over the shield tops. Above the line banners fluttered in the breeze. High above ravens wheeled and cawed forlornly in expectation of rich pickings.

Below, the greenskins army waded through the marsh, drums thrashing and horns blaring in the cold dawn. The army was led by huge Orcs riding great grunting warpigs, all brawny muscle and sharpened tusks. The unruly pig riders carried long barbed spears and jeered at the distant Dwarfs, singing war songs to Mork and Gork. Behind followed rank upon rank of Orc warriors and Goblin archers, squabbling amongst themselves, drunk on fungus wine and the prospect of slaughter and loot. Far to the north Boru could see a long line of greenskinned Wolf Riders, loping around the marshes hoping to work their way through the woods behind the hill and take his battleline in the rear.

"Should we not send the crossbows to stop them, sire" asked Thorgrund, the chieftains cousin and second in command as the Wolf Riders circled wide of the hill.

"We keep our strength together." Boru replied sternly.

"But they'll take our battle line in rear, sire"

"By Grimnir, everything is in hand Thorgrund, now look to the defence of the wagons and leave the rest to me" Boru rebuffed him angrily. Everything was going to plan...

Soaked and muddy from their march the Orc Boar riders emerged from the swamps and began to fan out below the Dwarfs. More greenskinned warriors followed behind, hundreds of fur clad, iron bound greenskins with axes, swords, spears and crudely daubed shields, their banners of skulls and rags flapping overhead.

Dwarf war horns blared out their challenge and the Longbeards began to sing the ancient Battlesong of Grimnir, a triumphant chorus of death and victory sung by Dwarf warriors in battle for thousands of years. The song swelled as the younger warriors joined in, firing them with courage. Ale horns were passed along the lines, a last gulp before facing death was all any Dwarf warrior asked for. On the slopes below the Orc lines continued to thicken, rank after green rank.

The Orc drums suddenly ceased, and their lines fell silent. In the centre the boar riders parted as the Orc warlord rode forward, kicking the flanks of his big pig to drive it up the slopes. The warlord was a huge brute, heavily scarred and wearing bands of roughly wrought iron, his helmet was mounted with the massive horns of a wyvern, and he carried a huge cleaver, the size of a Dwarf warrior, with ease. He dismounted and threw his shield and cleaver on the ground to indicate he wanted to talk. A smaller black robed Goblin shaman danced around him, waving his staff in the air and screaming wildly. The warlord strode boldly forward, defying the Dwarf chieftain to meet him. Boru grumbled into his

beard. He had no desire to talk to the brute, there was nothing to say. But perhaps the Orc would offer personal combat to resolve the battle instead, so he pushed through the shields in front of him, gave his rune axe to a warrior to guard and placed his own shield on the floor. His cousin, Thorgrund, stepped after him, to act as a bodyguard against treachery. Side by side they marched down to meet the warlord.

"Surrenda y'self, and I will show ya mercy," the warlord spat, mocking the Dwarf chief. He snarled out his terms, exposing sharp yellow fangs. He required only Boru's life, all his treasury, the contents of the convoy and all his warrior's weapons as tribute. Then the warriors would be free to return home, minus their beards and right hands.

Enraged by the Orc's mocking Boru growled "You foul bag of guts, I shall take your skull as a drinking cup for my ale to celebrate our victory, unless you crawl back under the boulder you came from."

The Orc laughed off the response. As the two bandied insults the Goblin shaman danced around them, shrieking curses at the two Dwarfs. His every move was carefully watched by Thorgrund, axe held ready to strike should the little shaman try to incant a spell. "Run away stunty, go empty y' bowels in terror." He laughed. Neither side would give the other any quarter, the racial enmity was too long and too deeply felt. The parley over, each satisfied they had thrown all the insults they wanted, Boru returned to his lines, cheered by his men for facing down the warlord, Thorgrund's shield guarding his back until they were beyond bowshot.

"By Grugni, I want that bullfrog's head" he declared loudly to the battleline. "His weight in gold and a barrel of six-ex to the one who takes it!" he offered, and the warriors roared their approval at the blood price.

They did not have long to wait before the Orcs attacked.

Wading through the Blackmire the Orc horde surged forwards. The Boar Riders driving their squeeling and snarling beasts up the slope. A great Waaagh! went up as the charge slowly gathered momentum.

"Bogbrum!" ordered Boru in Khazad. The Dwarf line quickly reformed, as the horns sounded. The line split into three, each regiment scurrying to form a triangular wedge, the front rank kneeling and the ranks behind holding their shields forward to protect their comrades. Each unit became a small fortress, bristling with weapons and facing in all directions. Standard bearers and musicians safely concealed in the centre of the schiltrons. The formation was Boru's secret weapon, a strong defence against cavalry attack and a well practised Dwarf tactic since the War of the Beard. Cavalry would find it difficult to press home a charge against the hedges of spear tips and axe heads, and each warrior found great comfort knowing that the line could not be broken and his flank and rear were protected by his fellow warriors. Stern faced, each warrior braced himself for impact.

The thunder of boar's hooves seemed to shake the world as they pounded up the slope, heads lowered

ready to gore upwards, long spears levelled for the attack. As they crested the hill Boru saw the warlord at the head of the charge, his cleaver held aloft. "Hold Fast!" he commanded his warriors as the barded spear points closed on the central bastion. The charge struck with terrible power, lances shattered, boars squealed, hooves thrashed as axes and spears rained blows forward. Dying warriors cried out in pain, kicking and screaming under the boars, but the Dwarfs held. Boru urged his warriors to stand, still hacking and slashing savagely as Orc warriors recoiled from the bristling hedgerow of steel weapons. Orcs plunged from their mounts or were catapulted into the Dwarf ranks as their mounts died beneath them, each to be hacked to death themselves on the ground.

Whilst the front of the wedge endured the impact of the boars, the rear facing rank was faced by the wolf riding Goblins, who came howling from the tree line, just as Thorgrund had predicted. Thorgrund himself stood guarding the convoy's wagons and ponies, with a group of hand picked warriors. Each warrior had sworn a death-oath not to allow any of the gold to fall into Greenskin's hands. The Goblins attacked, snarling and whooping, but like the boar's attack it floundered, unable to break the steadfast Dwarfs. Amidst the swirling, snarling wolves Thorgrund and his warriors launched themselves into the Goblins. Thorgrund swinging his glowing axe in a figure of eight above his head, bringing it down to behead a wolf, which collapsed, sending its rider tumbling. His next mighty swing killed the cowering greenskin. The wolves turned tail and fled quickly back into the woods, their attack spent.

Bloodied, the Dwarfs remained steadfast as the Orcs began to mill around before them, the impetus of their charge gone. Circling the crouching Dwarfs the Orcs jabbed their spears into the schiltrons' walls, but could find no gaps in the Dwarf shields. Wounded Dwarfs retired into the centre of the fortress, cursing their luck, but they knew the cavalry had been defeated – for now. Bellowing commands the Orcs reigned in their snorting, foaming mounts and turned back down the hill to regroup. One by one the others followed, as they withdrew the Dwarfs jeered after them in triumph.

Next up the hill came a host of Orcs and Goblins. A massed rabble of infantry, of which it seemed no two warriors were armed alike. Urgently the Dwarf horns sounded the reform, and the wedges broke apart as the battleline was redressed. Ahead of the charge came a hail of arrows, spears, clubs and rocks which clattered into the shields, several Dwarfs fell wounded by the rain of missiles. Crouching in the front rank Boru raised his shield above his head and felt the jarring impacts of arrows and rocks as they clattered against it. Next to him Boru saw a warrior impaled by an arrow through the neck, he died gurgling, his blood washing the grass red. Others fell wounded around him. From under his shield Boru saw the ragged shaman cavorting, waving his staff to the heavens. Green and yellow light flicked about him as he summoned his spell.

"Vallaya protect us" growled Boru, bracing himself for the impact. Like lightning, sorcerous energies split the sky, burning a trail of destruction across the

hillside and through the Dwarf ranks. The first warrior hit was incinerated, the second fell to the ground, his unprotected face charred and blistered, a third was sent reeling backwards his beard on fire. The warriors had no response to such an attack but to stand firm and spit curses to the hated Orc gods.

On the left end of the line a big blackskinned Orc led the charge against the Longbeards, the veteran warriors of Boru's small army. The Black Orc hurled himself into their shields, knocking aside several blows with his own shield before bringing his axe down with skull-splitting force. The Longbeards' leader fell, mortally wounded. Encouraged by this example a wave of greenskin warriors crashed home, shield met shield with a thud, steel rang on steel. Howling and cursing blows were traded, Dwarfs and Orcs fell terrible wounded, and the pressure of the Greenskins seemed it must break the Longbeards. The old Dwarfs gritted their teeth and redoubled their efforts, pushing forwards into the thick Orc ranks, slashing left and right until they were soaked in green blood and gradually they began to gain the upper hand. Disciplined and proud they eventually drove back the attack, and watched as the Orcs again retreated in disorder down the hill, leaving many brave old Dwarfs lying dead or dying.

The Orc centre fared little better, unable to drive the Dwarfs back they soon lost their appetite for the fight. Boru stepped forward from the ranks, rune axe clasped in both hands, dripping green blood, and demanded the cavorting Goblin leader face him in combat. "You lice ridden maggot," he roared over the din of battle, "today your rancid soul shall know the terrors of Grimmir." The warty little greenskin look horrified at the prospect. Boru beckoned him forwards, but instead he turned and ran. His kin followed, leaving their wounded and dead strewn across the slope. Boru ordered the Goblin wounded executed as vengeance for his own losses.

The Orc attacks had gone ill and many Goblins looked to quit the field, splashing away through the marshes desperately trying to escape their Orc masters. At the marsh edge the warlord rallied and reorganised his army, beating heads together to reinstate some discipline. Atop the hill Boru surveyed the field of slaughter. The charges had been defeated but the day was not yet won.

Thorgrund approached, panting hard from the fighting. Stepping over the Goblin bodies that littered the hillside, his face and armour were splattered with green blood. "I want you to remain here with the wounded and guard the wagons, incase the Wolf Riders return. I shall lead our warriors down there and drive the greenskins into the marshes before they get reorganised." Boru pointed down the hillside at the still squabbling Orc rabble. Thorgrund nodded agreement, too exhausted to speak, wiping blood from his face and beard.

"Sound the advance," Boru instructed the horn blower, who gave two long blasts. Quickly falling into line the remaining Dwarfs paced forwards, careful to avoid stepping on any of the wounded who moaned and groaned at their feet. Boru took his place at the centre again and the advance

THE DWARFS OF THE WORLD EDGE MOUNTAINS

Today the Dwarf Empire is a shadow of its former glory, but Dwarfs are nothing if not proud. Although their great days are behind them, the Dwarfs continue to mine the World Edge Mountains for gold and ore with a passion that only the bearded folk can muster. Names like Karak Azgal, Karak Eight Peaks and Karak Ungor bear witness to the decline of Dwarf kind, once great strongholds now fallen into the hands of greenskins and Skaven...but the mountains still sustain many Dwarf mining communities. These isolated settlements send their ore to the remaining great strongholds.

JOURNEY TO KARAK AZUL

The Dwarf community of Khazid Sarn is just one of the surviving Dwarf settlements around the World Edge Mountains, part of the domain of King Kazador of Karak Azul, bordering the infamous Badlands. For many centuries the Dwarfs of Khazid Sarn have transported their gold ore to the King's hoard at Karak Azul, for a Dwarf this is a task fraught with danger. Their short legs are not best suited to travelling rapidly overland, although their great constitution allows them to travel for far greater periods than lesser folk, but still, a Dwarf convoy is no match for the speed of Goblin Wolf Riders across the open ground of the Badlands. To protect them from ambushes ore convoys only travel under heavy guard. So it was that Boru the Bald, King of Khazid Sarn, set forth across the Badlands with his convoy of ore and his best warriors...

THE BLACKMIRE

The Blackmire is a area of lowland marshy ground two days east of Khazid Sarn, fed by the Black Burn. To avoid the smelly quagmire Boru ordered that the convoy bypass to the north of the marsh, fearing his heavily laden wagons and ponies might sink into the murky waters. It was whilst pushing the carts up the hills north of the Blackmire that the convoy was spotted by scouting Goblin Wolf Riders of the Sorefoot tribe.

The Badlands are infested with greenskins, mostly warring amongst themselves. The Sorefoot tribe (so called because of the years they have spent wandering the Badlands) have taken the Blackmire as their tribal land, and their Warlord, Maddog Badbref, was pleased when his scouts reported the news of a Dwarf convoy approaching. He gathered his boyz and prepared for battle. Stunties with gold was a gift from Gork too good to miss!

FIGHTING THE BATTLE

The Battle of Blackmire is a clash between the Orcs and Goblins of the Sorefoot tribe and the Dwarfs of Khazid Sarn. You should select forces from the Battle Scrolls. If you do not have an Orc or Dwarf army then the scenario can be easily adapted for other armies. There is no reason why an army of the Empire or High Elves could not be defending against raiding Dark Elves or Skaven.



THE BATTLEFIELD

The main features of the battlefield are the large area of marsh, the Blackmire and the river it feeds, the Black Burn. Just north of the marsh is a large hill, on which the Dwarfs have deployed their battleline. Behind the hill is a wood. The rest of the battlefield is bare and bleak, with scattered rocks and a few wind blasted and twisted trees.

Set up the battlefield as shown on the map using whatever terrain you have available. You can use scenic scatter material or moss to mark the marsh, blue or green paper or card can be used for the river.

THE ARMIES

Each player should refer to his Battle Scroll in order to choose his forces for the battle. The Battle Scrolls also detail special characters for both armies and some special rules which apply.

THE BLACKMIRE

The Blackmire is a large marsh, which means all units moving through it are restricted to half movement, unless they are skirmishers. It is also the home to two very unhappy and hungry River Trolls, the Bog Trotta Bruvers. During the battle there is a random chance that these two will appear and start munching their way through anything which gets in their way. The special rules for the Bog Trotta Bruvers are given later. The two Trolls do not belong to any army so no points are paid for them. They act independantly.

DEPLOYING FOR BATTLE

Deployment for this battle is a little different to a normal Warhammer battle. The Dwarf army deploys first, and all its regiments, characters, war machines and the caravan must be placed on the hill, or within 6" of the base of the hill.

The Orcs and Goblins should be deployed no further than 12" from the south edge of the table, with no troops deployed within 12" of the side edges.

Troops which would normally deploy further onto the table because of special set up rules are not allowed to do so in this battle. Obviously, this does not apply to the historical forces but might apply if you are using different armies.

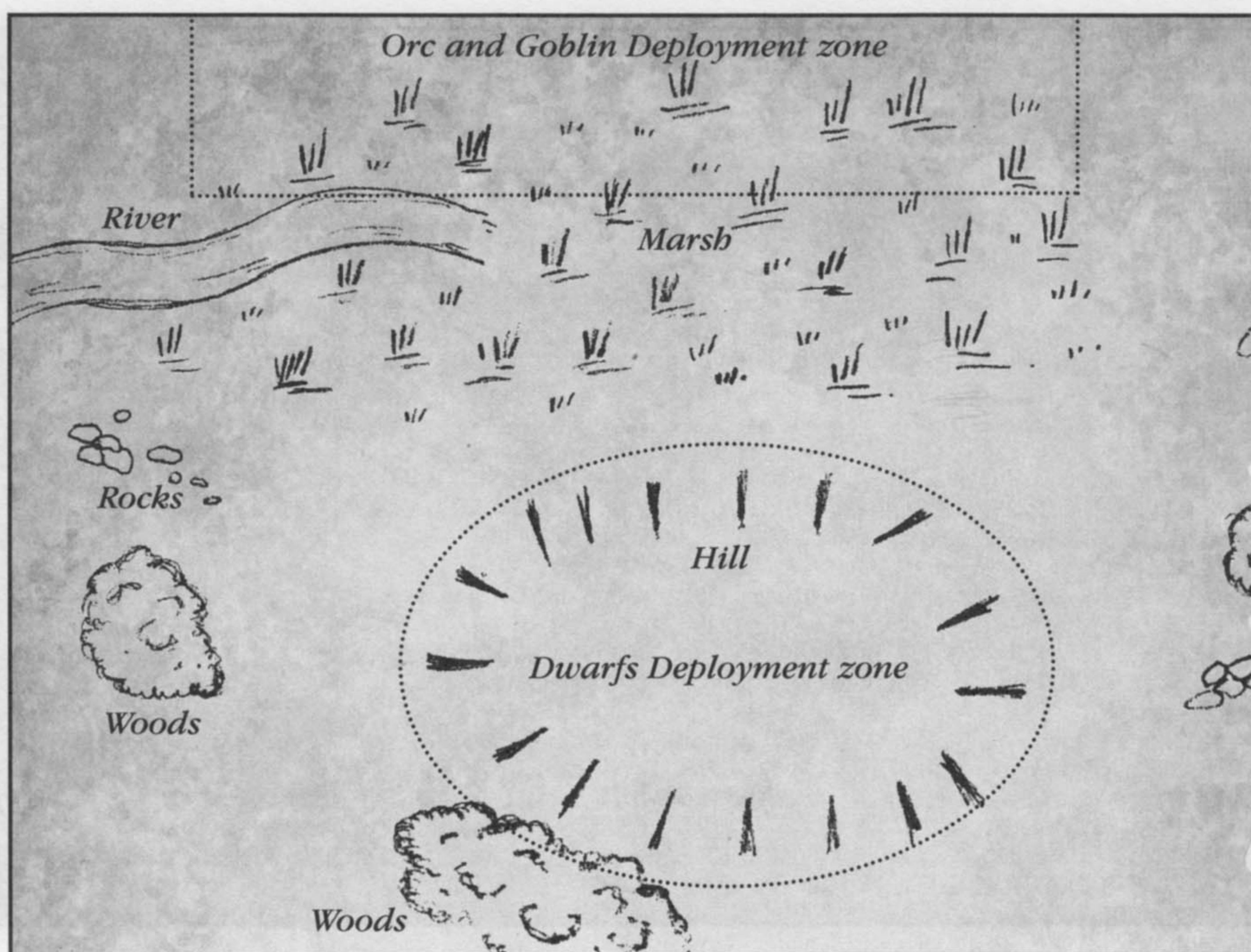
THE BATTLE

WHO HAS FIRST TURN

The Dwarfs are prepared for battle when the Sorefoot tribe march to meet them, so the Dwarfs get the first turn.

HOW LONG DOES THE BATTLE LAST

The Battle of Blackmire rages all day. To represent this the game lasts six turns. The game can last less turns if one player concedes before the end of the sixth turn. This might lead to a situation with the Dwarfs chasing the last remaining Goblin around the board, with it refusing to surrender. To avoid this unrealistic event, if either side has no unbroken regiments left, i.e, he only has



gathered momentum. "Keep the line" cried Boru as the steep slope threatened to turn the carefully coordinated advance into a hurtling rabble. Still the speed of the downhill charge caught the Orcs before they had reorganised. It was going to be a slaughter, and the unstoppable mass of mailed warriors, shields interlocked, crashed into the unprepared mob.

The Orcs recoiled from the shock of the impact into the waters of the marshes, splashing to escape the Dwarfs' fearsome axes. Chaos reigned as knots of Black Orcs tried to hold their ground. Some Dwarfs broke ranks to chase the beaten foe, wading into the water up to their waists, swinging axes into fleeing Orc backs. Orcs and Dwarfs grappled in the marshes, plunging underwater as they attempted to drown each other.

Suddenly, the dark water in front of Boru exploded in a great cascade. From below the surface a scaly green monster surfaced, roaring a challenge and bearing long yellow fangs. The River Troll loomed up from its hiding place, snatching a long bearded old Dwarf in its clawed right hand before biting his head off.

Stunned by its sudden ambush and almost overpowered by the rank fishy smell of the brute, Boru gazed as the creature swirled round, lashing out at Orcs and Dwarfs alike. It hurled the headless corpse back into the water and punched a passing Orc off its feet before wading towards Boru.

Boru hefted his axe and raised his shield, "Kazak!" he cried as the brute swung a webbed claw at him. He took the blow clean on the shield and almost tumbled backwards from the force. He did not fall and instead drew back his axe, aiming for the creature's bulbous belly. The runes on his axe glowed red as the axe swept in a fiery arc, landing square against the creature's stomach. The heavy gromril blade split the abdomen like a ripe melon, its contents gushing out to soak Boru in foul stinking bile and half digested fish. The stench sent Boru fleeing for dry land, gagging and coughing. Behind him the Troll bellowed in pain, and sank below the water, vanishing.

The battle was over, Dwarfs were already regrouping on the hillside. Exhausted, Boru sank to his knees. "Somebody get this filth off me," he demanded.

characters and war machines left to control, then he may not continue – the battle is over.

SPECIAL RULES

THE BOG TROTTA BRUVERS

As mentioned the Blackmire is home and hunting ground for two River Trolls. These River Trolls are not happy about being disturbed by the din of battle, and an angry Troll is a dangerous, if dull, beast! At the start of each Orc and Goblin turn roll a D6 for each of the Trolls, on a 1 or 2 it has awoken and immediately sets about finding dinner. To find where the Troll emerges place it in the centre of the Blackmire, then roll a scatter dice and

3D6, this is the direction and distance the model is moved. This is where the Troll begins its rampage.

In the compulsory movement phase of each Orc and Goblin turn the Trolls wander about randomly, searching for food. Roll a Scatter dice and 2D6. This is the direction and distance they move. Their Movement rate is not affected by the difficult ground of the marsh, they know their way around and can swim (well at least doggy paddle!). The Troll will fight anything it comes into contact with. Once in hand-to-hand combat the Troll will stop moving and fight normally. It will always pursue a broken enemy. Before resolving a Troll's attacks roll a dice. On a 6 the Troll elects to throw up over the foe rather than hit it with his club. See the Orc and Goblin book for full rules about River Trolls.

VICTORY OR DEFEAT

VICTORY POINTS

Once the battle is over decide who has won by counting up Victory points as described in the Warhammer Battles book.

In addition to the normal Victory points the side in possession of the caravan of wagons and pack ponies gets an additional 100 Victory points. To be in possession of the wagons you must have at least one model in base contact with them. If both sides have troops in contact with them then possession is disputed and neither sides gets any additional Victory points.

The Bog Trotta Bruvers are also worth 50 Victory point each to whichever side kills them.



SPECIAL FORMATION RULES

THE BOGBRUM

Bog+brum *n.* (*Khazad*) 1. A type of spiky hedgehog or porcupine. 2. Commonly a name for a triangular battlefield formation, referring to the bristling weapons which keep cavalry at bay. 3. A term for the hair cut of a Slayer, (but not to the Slayer's face).

Since the time of the War of the Beard Dwarf armies have had to contend with enemy cavalry. Dwarfs do not use cavalry themselves, their mountain homes do not require it, and many Dwarfs have an allergic reaction to horses. To contend with being outflanked by fast moving enemies or confronted by the devastating charge of massed heavy cavalry, Dwarf generals well versed in tactics use the Bogbrum formation.

The Bogbrum requires Dwarf warriors to form a triangle with the point facing the enemy cavalry charge. The front rank kneels down whilst the ranks inside hold their shields forward to protect the front rank. All hold their weapons out so that each side of the triangle bristles with sharp weapon points. The triangular shape means that the formation cannot be attack in the flank or rear because it effectively doesn't have one. The standard bearer and musician stand in the centre of the triangle, protected by all the other warriors.

RULES

Any Dwarf regiment can form a Bogbrum by using a reform manoeuvre (see pg.50 of the Warhammer rules). Whilst in a Bogbrum the regiment cannot move. A regiment must also use a reform to break the Bogbrum.

If a Bogbrum is charged any models in base contact with the enemy fight normally. When working out the combat resolution the Bogbrum always counts as having its full rank bonus (+3). Standards and casualties should be included as normal. The enemy never get any bonus for flank or rear attacks, because the Dwarfs are facing in all directions so the

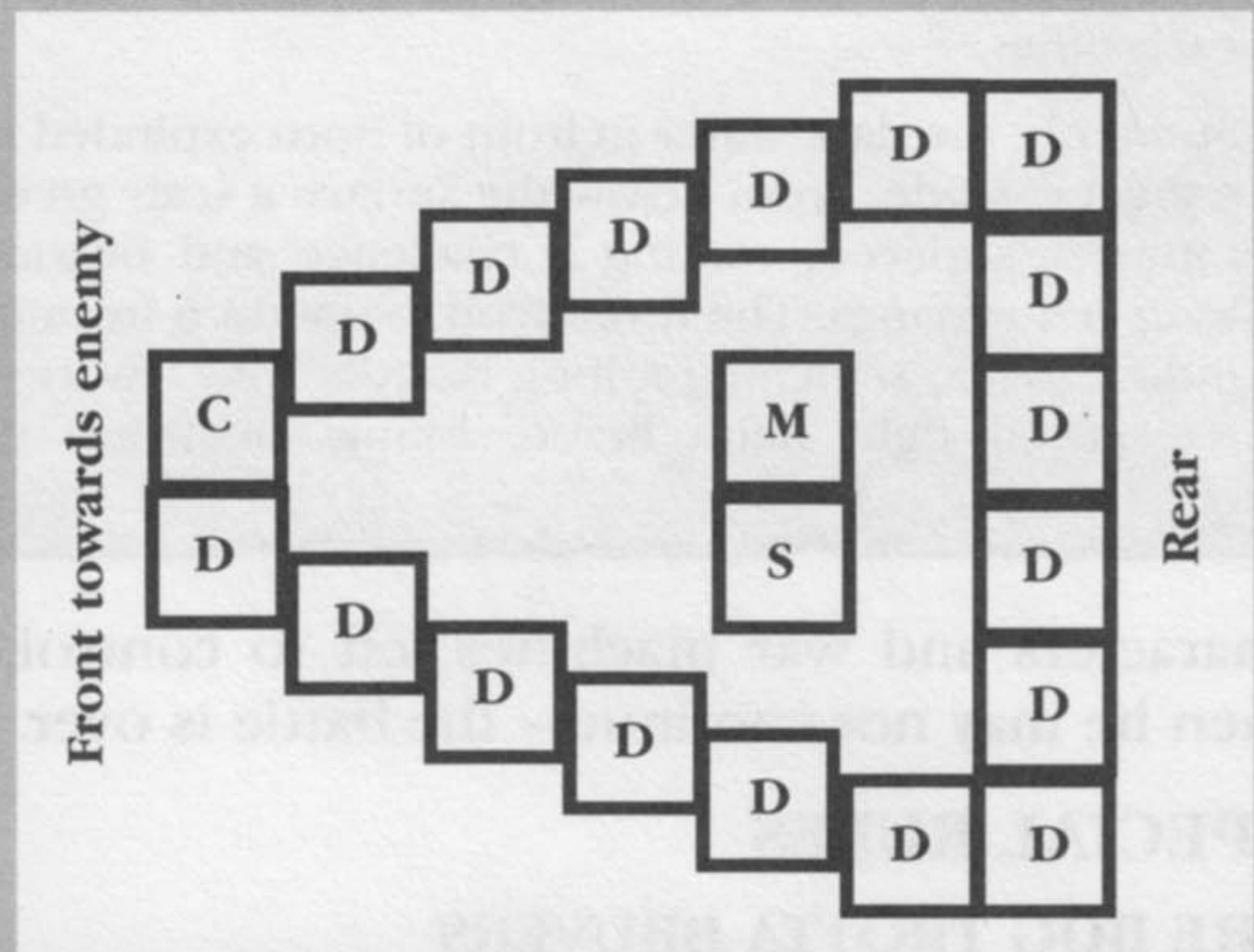
formation effectively has no flank or rear.

If the Dwarfs defeat the enemy and the enemy break they may not pursue. The Bogbrum formation is totally immobile and no movement is possible without first reforming.

Coupled with Dwarf high Leadership values this makes the Bogbrum difficult for the enemy to break.

Diagram

D- Dwarf; C- Champion;
M- Musician; S- Standard Bearer



Missile Units

Dwarf missile troops can still fire their weapons whilst in a Bogbrum. Firing at any targets within their normal 90 degree arc. This will probably mean the regiment fires at several different targets, as the troops are facing in different directions.

Notes on Using the Formation

The Bogbrum is a special formation only available to Dwarfs. It is not an 'official' part of the Warhammer game so Dwarf generals must get their opponent's permission to use the formation, and don't expect to be able to use it in competition or Tournament games. It is intended as just a bit of fun for Dwarf generals, tired of having their slow moving army outflanked and smashed to bits beneath the hooves of Chaos Knights, Bretonnian Knights, Dragon Princes, Cold One Riders, Boarboyz, etc.

NOTE ON FORCES

All of the miniatures you need to play this battle are available from GW. Some of them are now part of the Mail Order back catalogue, but many older gamers who have been collecting their armies for years will already have these miniatures in their collections. If not then Mail Order will be able to provide them. For Boru the Bald I used Bugman's Champion,

020503903 and added a shield to his left hand. For Thorgrund I used Dwarf Hero 020502001 (see CJ 44 for the Dwarf Archive range). For the Orc army the current Orc Warboss on a Boar makes a fine Maddog Badbref. The Goblin Shaman is a little harder. I used the standard bearer from the Goblin Wolf chariot, converted to be carrying a magic staff, but a Night Goblin could easily stand in.

DWARFS OF KHAZID SARN BATTLE SCROLL

The Dwarf army consists of 2,500 points, but this may be increased if both players agree. The army is chosen from the Warhammer Armies Dwarfs book. Choice is limited to the troops listed here, and the Choosing Troops and Characters rules in the Army book are not used.

1 Boru the Bald. King of Khazid Sarn

Your force must include Boru the Bald as the General of the Dwarf army. Boru is a special character as detailed later.

1 Thane Thorgrund

You must include Thorgrund, Boru's cousin in your army. He must lead the Caravan Guards. See later for rules for the Caravan Guard. Thorgrund is a special character as detailed later.

0-1 Battle Standard Bearer

The army of Khazid Sarn may include a Battle Standard Bearer carrying the personal banner of Boru the Bald, it has the device of two crossed picks on it. The banner may be a magical standard worth up to the value of 50 points. It may be a Runic banner, with the total value of the runes not exceeding 50 points.

0-1 Runesmith

You may include a single Rune Priest of any level. He may carry the appropriate number of magic or runic items but none of these may be worth over 50 points each.

0-1 Regiment of Longbeards

You may include one Longbeard regiment. This regiment may have a magic or runic banner worth no more than 50 points.

0-1 Regiment of Hammerers

You may include one Hammerer regiment. This regiment may have a magic or Runic banner worth no more than 50 points.

0-1 Regiment of Slayers

You may include one Slayer regiment. This regiment may have a magic or Runic banner worth no more than 50 points.

0+ Dwarf Warrior Regiments

You may include any number of Dwarf Warrior regiments.

0+ Crossbowmen

You may include any number of Crossbow regiments.

0+ Thunderers

You may include any number of Thunderers regiments.

0+ Miners

You may include any number of Miner regiments.

0-1 War Machine

This can be either a Cannon, Organ Gun, Flame Cannon, Stone Thrower or Bolt Thrower.

Boru the Bald King of Khazid Sarn 214 pts

Boru the Bald is the King of Khazid Sarn, grim faced and portly without a single hair on his head, except for his knotted grey beard. He has led his people well for over fifty years, defending his holdings from the evil creatures of the Badlands, hunting out Orc and

Goblin tribes which threaten the lucrative gold mines in the foothills of the World Edge Mountains. He is suzerain to King Kazador of Karak Azul, and each years owes a portion of the gold mined as tribute to the Lord of Karak Azul. A stern master and fearless warrior Boru personally leads the yearly convoy to the great stronghold high in the World Edge Mountains.

	M	WS	BS	S	T	W	I	A	Ld
Boru	3	7	4	4	5	3	4	4	10

Boru wears heavy armour and carries a shield, giving him a save of 4+. He carries his family heirloom, the axe 'Langhvast'. It has three runes cast upon it- Master Rune of Swiftmess, Rune of Fury, Rune of Cleaving.

Thorgrund Thane of Khazid Sarn 103 pts

Thorgrund is the King's cousin and second in command. It is his task to lead the Caravan Guard and make sure the gold is not captured by the greenskins. Should the King be slain it falls to Thorgrund to take command of the army and see the gold delivered to King Kazador, as well as avenge his cousin's death. Should he fail in any of these tasks his honour will force him to take the Oath of the Slayer.

	M	WS	BS	S	T	W	I	A	Ld
Thorgrund	3	6	4	4	4	2	3	3	9

Thorgrund wears heavy armour, with a Rune of Stone cast upon it, giving him an armour save of 4+. He carries a two-handed rune axe, called Uzgul-Stok. It has 2 runes cast upon it- a Rune of Striking and a Rune of Might.

The Caravan Guard

The convoy of wagons and pack ponies is carrying a fortune in gold that has been mined at Khazid Sarn and is now destined for the hoard of King Kazador of Karak Azul. This tribute is the yearly payment to their king, and it would be the most terrible disgrace to all the Dwarfs of Khazid Sarn should they fail to deliver it to Karak Azul. When the Orcs and Goblins attack, Boru will order a special guard be placed on the gold, personally commanded by his cousin Thorgrund. These are hand picked warriors, each sworn by death oaths to stop the gold falling into greenskin claws.

After the Dwarfs have deployed take a single warrior from each Dwarf regiment, and form them into an ad-hoc regiment led by Thorgrund. These are the hand picked, oath sworn warriors. They should be placed next to the convoy wagons and ponies at the start of the battle.

Because of the terrible oath binding them to the fate of the gold this new regiment is immune to psychology and always takes break tests with an unmodifiable Leadership of 10, regardless of combat results. You will need to keep careful note of which warriors are armed with what weapons and armour as this regiment is likely to have a variety of equipment.

The Convoy

As well as the Dwarf army you will need to represent the convoy they are protecting. This can be done with a wagon or a few pack ponies, simply use horses with no riders, or model sacks and crates onto them with plasticine. The convoy is a special objective in the battle, with the Dwarfs defending it and the Orcs trying to capture it.

THE SOREFOOT TRIBE BATTLE SCROLL

The Orc and Goblin army consists of 3,000 points, but this may be increased if both players agree. The army is chosen from the Warhammer Armies Orcs and Goblins book. Choice is limited to the troops listed here. All a unit's usual options still apply with regard to equipping them. Special rules are unchanged but additional special rules are noted below.

1 Warboss Maddog Badbref

Your army must be led by Maddog Badbref, the Warlord of the Sorefoot tribe. Maddog is a special character and is detailed later.

1 Goblin Great Shaman Munchit Snotgobbler

You army must include Munchit Snotgobbler, the Shaman of the Sorefoot tribe. Munchit is a special character and is detailed later. Munchit is a Goblin Great Shaman and always carries the magic items listed below.

0-1 Battle Standard Bearer

The Battle Standard Bearer must be an Orc Big Boss carrying the Sorefoot tribe's battle standard, which has the device of a red Orc's foot crushing a skull. The banner may be a magical standard up to the value of 50 points.

0-2 Big Bosses

You may include up to two Big Bosses in your army. These can be either Black Orc, Orc, Savage Orc or Goblin Big Bosses.

0+ Orc Boyz Regiments

You may include any number of Orc Boyz regiments.

0+ Orc Arrer Boyz

You may include any number of Orc Arrer Boyz regiments.

0+ Regiments of Boar Boyz

You may include any number of Orc Boarboyz regiments.

0-1 Regiment of Black Orcs

You may include one regiment of Black Orcs.

0+ Wolf Riders

You may include any number of Goblin Wolf Rider regiments.

0+ Goblins

You may include any number of regiments of Goblins. If you wish one of these regiments may act as skirmishers. This is an exception to the normal rules for Goblins.

0-1 Savage Orc Boyz Regiments

You may include one Savage Orc Boyz regiment.

0-1 Regiment of Trolls

You may include one regiment of Trolls.

0-1 Snotling Swarm

You may include one Snotling Swarm.

0-3 War Machines

This can be either an Orc Rock Lobber, Goblin Spear Chukka, Doom Diver Catapult, Snotling Pump Wagon, Orc Boar Chariot or Goblin Wolf Chariot.

Maddog Badbref

Warboss of the Sorefoot tribe 185 pts

Maddog is the leader of the Sorefoot tribe, by virtue of his large cleaver and large impressive helmet. His tribe have spent years wandering the Badlands, fighting other Orcs (and mostly losing), for territory. The tribe's long journey final brought them to the Blackmire, which being wet and smelly nobody else wanted! Gork has finally taken pity on the Sorefoot tribe and delivered a Dwarf gold convoy into their laps. Maddog, not being one to 'look a gift Dwarf in da gob' has set out to capture the convoy and get rich!

	M	WS	BS	S	T	W	I	A	Ld
Maddog	4	6	3	4	5	3	4	4	9

Maddog wears light armour and carries a shield. He is armed with a huge cleaver (counts as a Sword of Might). He wears a helmet with Wyvern horns (counts as an 'Eadbuttin'At). He rides a boar.

Munchit Snotgobbler

Great Shaman of the Sorefoot tribe 205 pts

Munchit is Maddog's right hand goblin and advisor. It is probably down to his advice that the tribe has ended up living in a bog! He is not well liked, but is under Maddogs protection, the Warboss seems to think he brings him luck! If Maddog were ever killed then Munchit would have to do a runner or face a sticky end at the hands of the tribes boyz!

	M	WS	BS	S	T	W	I	A	Ld
Munchit	4	2	3	3	4	3	2	1	7

Munchit has a Magic Level of 3. He always has the following spells, do not roll randomly. *Gaze of Mork*, 'eadbutt and *Gork'll fix it*. He is unarmoured and carries a hand weapon. He has the following magic items— Dangly Wotnotz and a Staff of Sneaky Stealin'.



Da Bog Trotta Bruvers

Whilst not actually part of the Sorefoot tribe the Bog Trotta Bruvers also live in the Blackmire. They will not take kindly to a battle disturbing their sleep, and will wake up very hungry and angry. Suddenly emerging from under the water the two River Trolls will go on the rampage, attacking anything that gets in their way, be they Orcs, Goblins, Dwarfs, trees, rocks, whatever! See the special rules for details of how the Bog Trotta Bruvers are handled during the game.

	M	WS	BS	S	T	W	I	A	Ld
River Troll	6	3	1	5	4	3	1	3	4

When attacking roll randomly to see if the Troll uses its vomit attack. On a 1-5 it attacks normally with its claws, club, dead fish, etc. On a 6 the Troll vomits instead—yuk!

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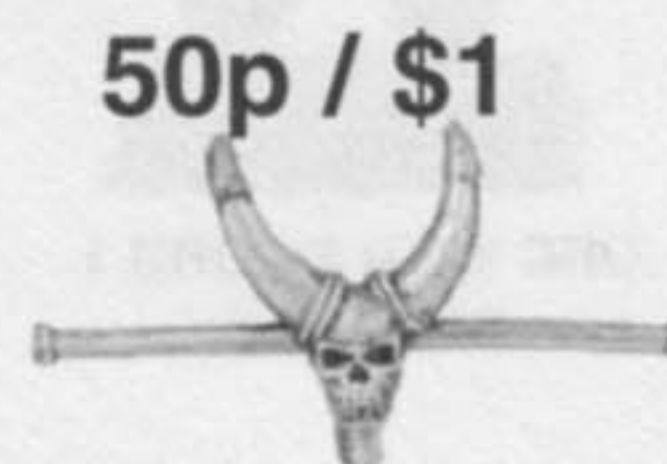
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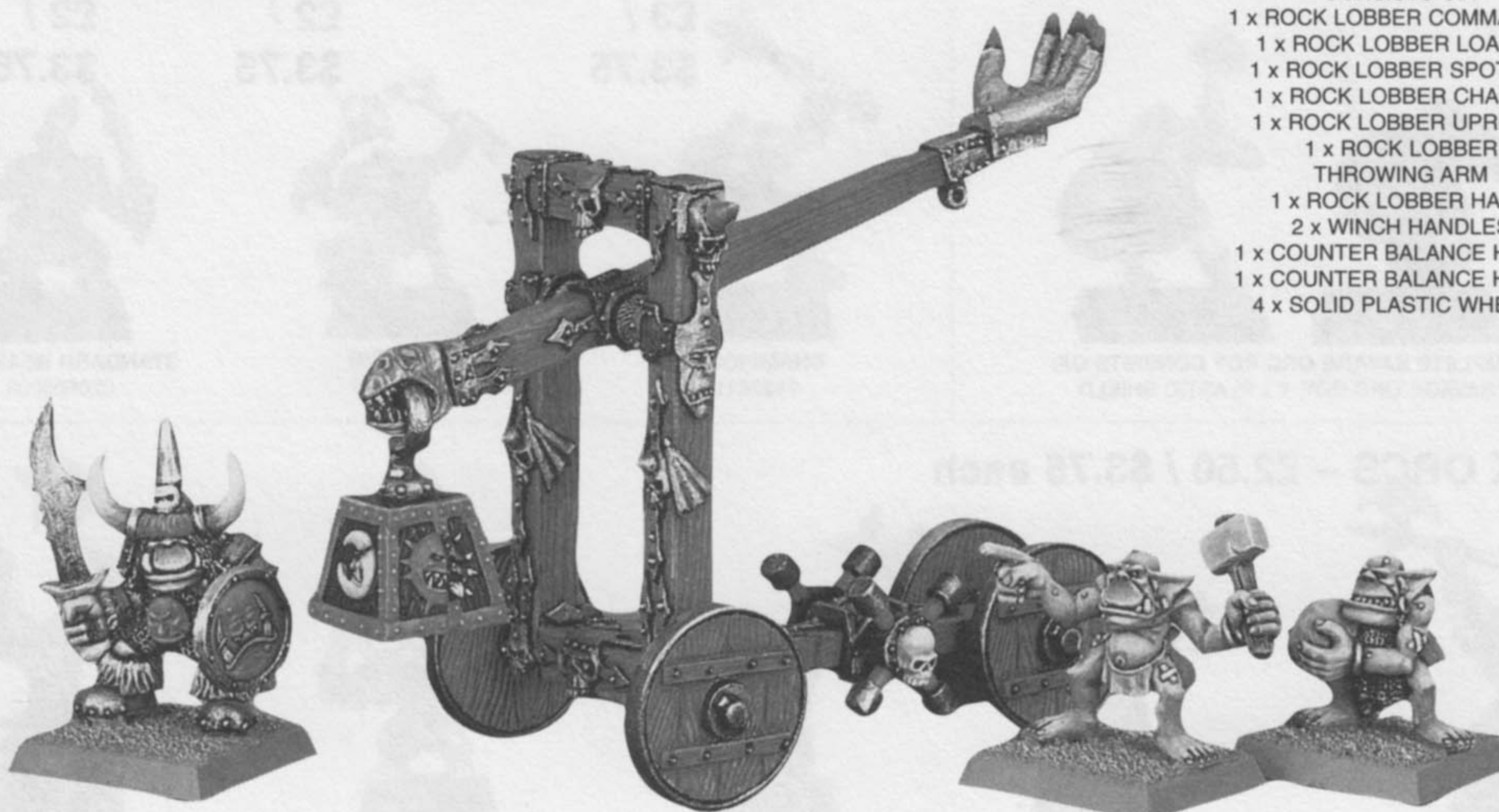


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1 x ROCK LOBBER HAND
2 x WINCH HANDLES
1 x COUNTER BALANCE HALF A
1 x COUNTER BALANCE HALF B
4 x SOLID PLASTIC WHEELS

IMPERIAL ARMOUR

TAU BARRACUDA

Experimental Rules by Warwick Kinrade

USING THE BARRACUDA

To a Warhammer 40,000 player airborne firepower is the most flexible sort of firepower they have. It can go anywhere fast, and unleash a lot of heavy weapons against any target. No enemy is safe from being strafed or bombed.

For the Tau's firepower based army this gives them a flexible response to enemy assaults. The Barracuda should be held back until the enemy's main assault has been identified, then use it to blunt that assault in a hail of missiles and cannon fire. Fast moving assault troops such as those in vehicles or on jump packs are the best targets.

Barracuda Superiority Fighter

The Barracuda is the most common Tau atmospheric flyer, although different Air caste septs tend to operate slightly different versions. The Barracuda is faster than the Imperial Marauder bomber, but slightly slower than the Thunderbolt fighter. Its electronic systems are very advanced though, and it tends to achieve target locks quicker than the Thunderbolt. Barracudas carry wing-mounted, drone-controlled burst cannon and a pilot-aimed ion cannon. Other variants carry missile pods and seeker missiles.

In case of damage, the pilot's cockpit is ejected intact and has limited gravitic mobility to return the pilot to safety. All pilots are of the Air caste and have superior three-dimensional situational awareness to human pilots and marginally higher acceleration tolerance. This makes them naturally more gifted pilots, but the experience of the best Imperial pilots gives them a hard edge which the Air caste struggles to match.



LENGTH: 11.4m
HEIGHT: 3.25m
WINGSPAN: 12.5m
ESTIMATED WEIGHT: 7 tonnes
ARMOUR: 35 mm, material unknown
MAXIMUM RECORDED SPEED: 2,100 kph
CREW: One pilot
ARMAMENT: Ion cannon, two burst cannons, missile pod
MAIN AMMUNITION: 8,000 rounds, 8 missiles
PAYLOAD: Two seeker missiles (optional)

BARRACUDA FIGHTER					
	Points	Front Armour	Side Armour	Rear Armour	BS
Barracuda	200	10	10	10	3 (4)

Type: Flyer
Crew: Tau Air caste

Weapons: The Barracuda is armed with an ion cannon, two burst cannons and a missile pod. Note the Burst cannons are not twin-linked and fire seperately.

The Barracuda is always equipped with a targeting array. This has already been included in its points cost and increased BS.

Options: The Barracuda can be upgraded to carry up to two seeker missiles for +10 pts each. These can be controlled by any model equipped with a marker light.

The Barracuda can take any of the following vehicle upgrades as described in Codex: Tau – blacksun filter, disruption pod and target lock.

Heavy Support: The Barracuda is a Heavy Support choice for a Tau army.

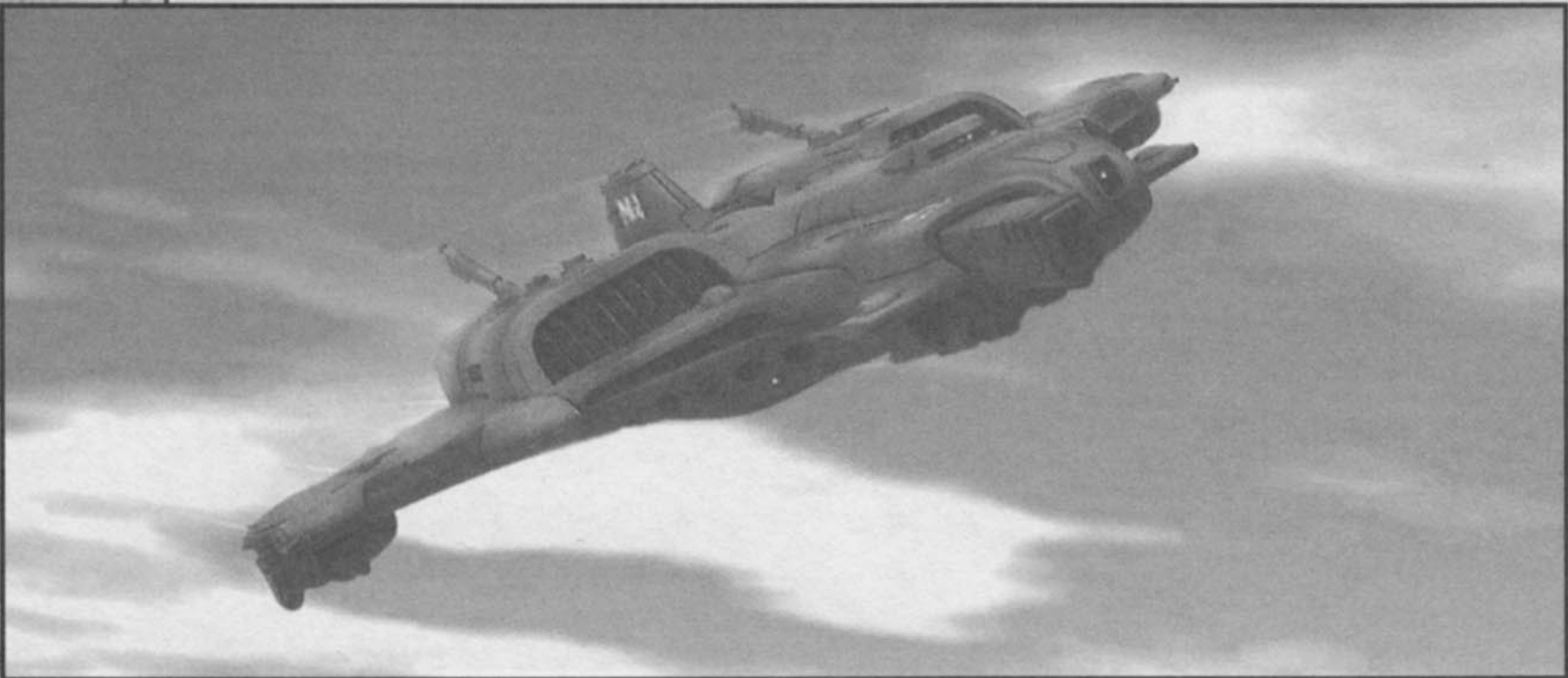
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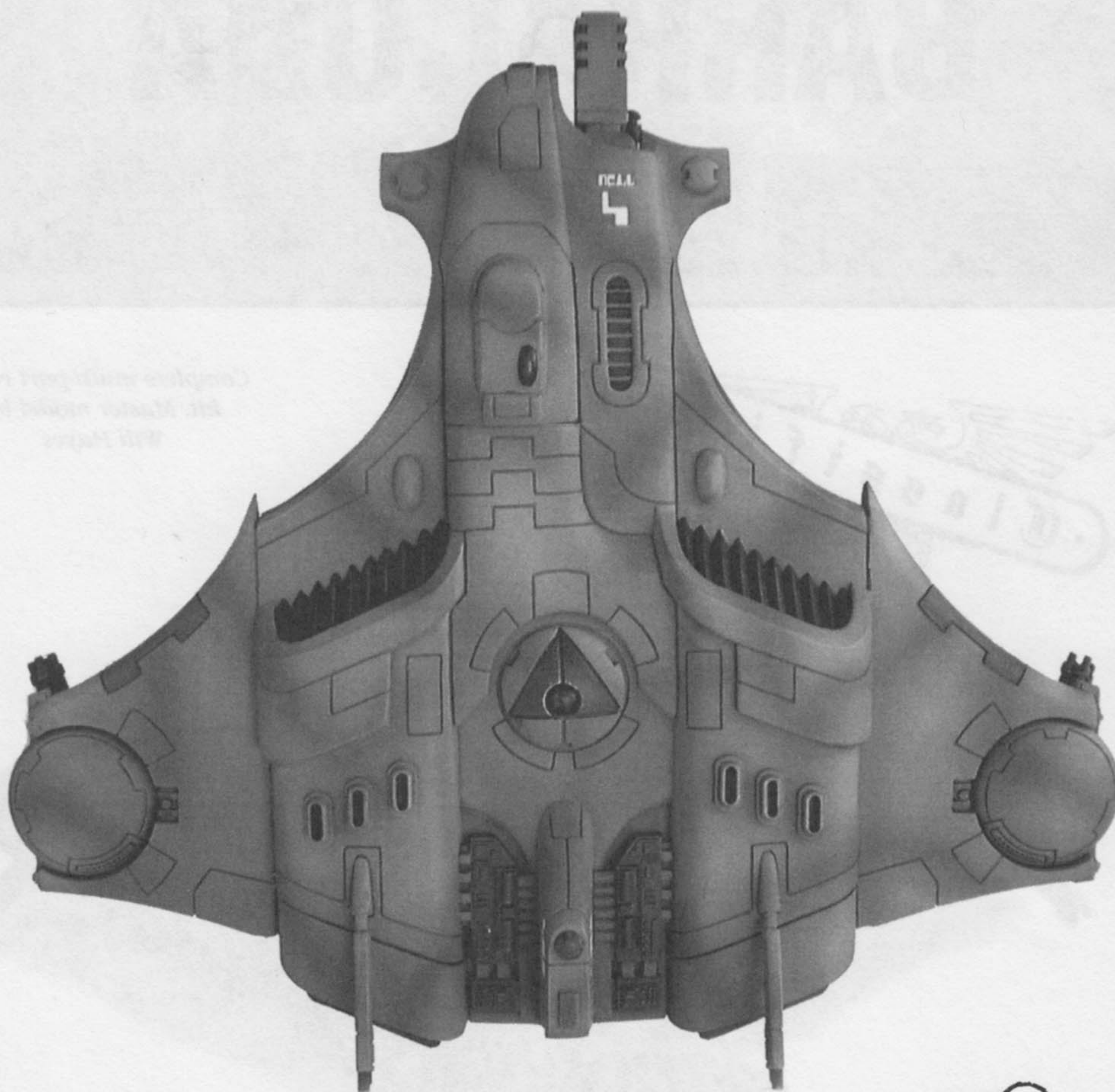
(See Flyers rules in the Imperial Armour book and Imperial Armour book II)

Weapon	Range	Str	AP	Type	Notes
Ion cannon	60"	7	3	Heavy 3	-
Burst cannon	18"	5	5	Assault 3	-
Missile pod	36"	7	4	Assault 2	-
Seeker missile	Unlimited	8	3	Heavy 1	*1

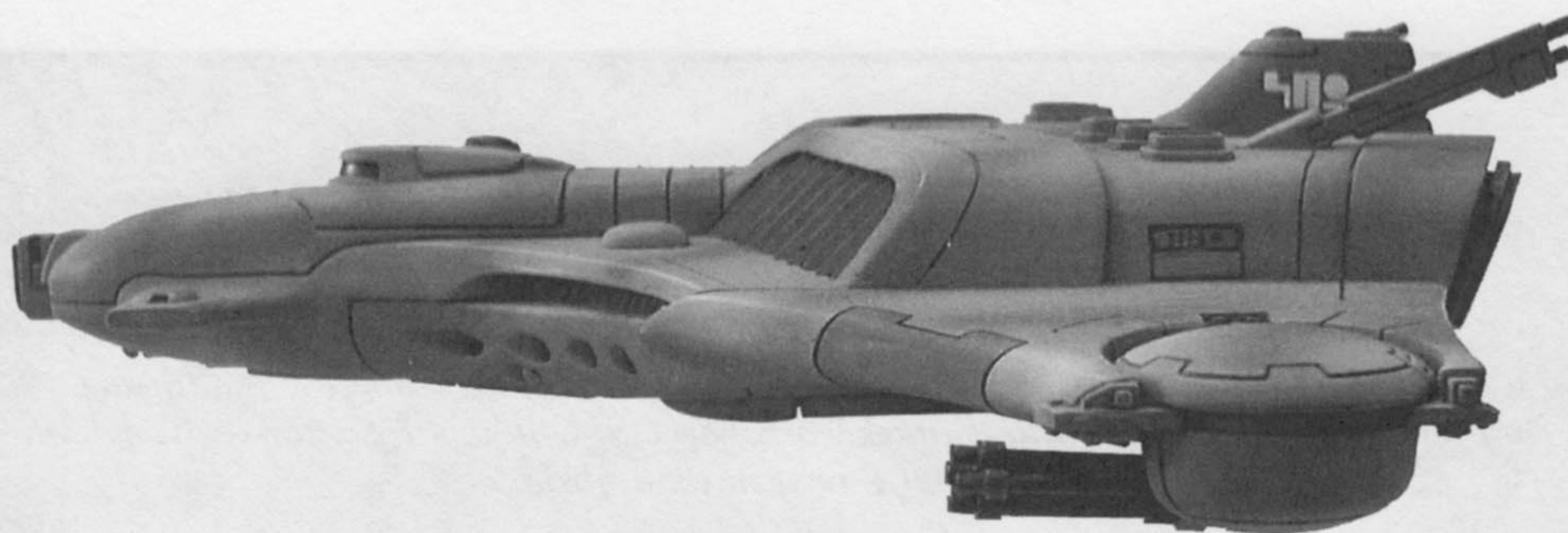
*1 These weapons are controlled by any model with a marker light. Any model equipped with a marker light may request a single missile to be launched if they score a hit on the desired target with their marker light.

The seeker missiles can be fired as normal in the Tau’s Shooting phase, after the Barracuda has arrived from being in reserve and been placed on the table edge, but before it makes its attack run. Seeker missiles are an exception to the rule that flyers may not fire in their own turn, only on an attack run in their enemy’s turn.





Classified



Tau Barracuda Superiority fighter. This aircraft was supporting the N'torn Interception force and is in a desert camouflage scheme.

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Write to us at the usual address with your questions or opinions.

This issue Warwick takes a look at your letters.

OVERPOWERING POWERBLADES

Hello.

I have a rules question. In Citadel Journal 44 on page 36, under section 2, it says:

"With a Harlequin's Kiss and Powerblades he can take out 10-15 Space Marines without breaking into a sweat (hit on 3+, wounding on 2+, using 12 attacks, and allowing no saves.)"

Does this mean that one can combine the effects of a Powerblade and Kiss? It says in Citadel Journal 39 on page 12: *"A well trained warrior can use sweeping strikes with the Powerblades in addition to their other weapons."*, and thus get to wound people on a 2+ (the Kiss) and allowing them no save (Powerblades).

The man who wrote the article on the Harlequin update in CJ 44 seems to think that, and since no one has corrected it I assumed that it was a valid combination, but I have to check with you professionals.

And finally, for the Fanatics team, the points value for the Harlequins is too high. I think that if they have to cost 25 points, and that is more than say a Plague Marine, they should at least, like the Howling Banshees, be equipped with power weapons, or lower their points value to 20 points.

Fredrik Malmkvist

Oh no, no, no! This is not the way the rules work. You cannot combine the effects of weapons, so you either use your Powerblades and wound with your own strength, or you use the Harlequins Kiss and your opponent gets an armour save. One or the other, not both!

HARLEQUINS TOO VULNERABLE

First things first, I guess, I really enjoy what "the Fanatics" add to the basic game systems that Games Workshop develops. You really add depth to an already phenomenal line of games!

I've been playing Harlequins for years, and am playtesting the rules brought out in Journal 39 and 44. The only frustrating part I have with the Harlequins is the fact that the thing at which they are best at, hand-to-hand, is also where they are the most vulnerable.

I thought that something like the Necromunda Dodge skill would fit in nicely, just give a Harlequin a fighting chance to recover from an Imperial Guardsman with a lucky rifle butt. A 5+ or 6+ unmodified Dodge roll for any hand-to-hand hits would give the Harlequin a realistic chance to

survive more than one round of combat. There's nothing worse than assaulting a unit of Space Marines, cutting down three or four of them, then watch six or seven Harlequins fall in hand-to-hand because they have no armour.

Thanks for the consideration, and I apologise if my opinion sounds a little bit biased (I just remember 2nd edition Harlequins with many fond memories).

PS. Are you re-issuing the Harlequin models? Very curious to see what they would look like.

Ian Jongema

There are no plans for a new range of Harlequin miniatures. The list is really for the Mail Order back catalogue and experienced players who are prepared to do a bit of converting.

ORKY BOLT-ONS

I've noticed that there are several pictures in IA2 of a Gunwagon with a bolt-on Big Shoota, but they don't have that option in the listing. So... are they supposed to have it, or was it just a case of the model being built before the rules were finalized?

Also, are all the Ork vehicles in there usable by Speed Freaks as well as regular Ork armies? What about Feral Orks? (I would assume not on the latter, but y'never know!)

Dave "Squig-Brain" Handy

Bolt-on Big Shoota should have been included in the options listed for Gunwagons.

Gunwagons, Battlewagons and Battle Fortresses are all fine for Speed Freaks, as are the aircraft as well. They are all Heavy Support choices.

You cannot use any of them in Feral Ork lists.

NORDIC NAMES

Dear Fanatics,

Just reading my subscription copy of CJ44 and commendations are in order for this month's contents. Excellent stuff as usual.

As a veteran collector since Rogue Trader days, many a converted RTB01 Marine and RTB02 Space Ork still grace my armies! I was reading the Space Marine Name Generator and was reminded of one of my own characters. Many years ago I bought loads of the old style Space Marines (you are now featuring as archive models). One of these, armed with a plasma gun, was miscast resulting in a melted-looking right side of his face. Rather than send it off for

replacement I just "fluffed it" to say he had survived a previous incident where his plasma gun had "rolled a 1", and I painted him as such. When it came to naming him he just had to be "Juan Isiah van deOever"!

As I now have a 4,300 points Space Wolves army I was a bit disappointed that your Name Generator didn't cover Nordic names. Can you tell me a good source article/website for a variety of Space Wolf names? For instance, have your colleagues drawn up a Nordic names database over the years? I would appreciate some help here chaps!

Thanks in advance

Bob Long

We'll be putting a Space Wolf Name Generator in issue 48. Who thought names would be so popular?

SOLITAIRES TOOLED UP!

Dear Fanatic

Just a note regarding the Harlequin list that you have printed in Journals 39 and 44.

I have been playing GW games for over ten years now and I have recently won an major Irish 40k tournament, both for gaming and having the "best army". This on top of coming 11th in the 40K Grand Tournament in Nottingham and having my Nurgle army featured in White Dwarf 259.

After all this time spent obsessing about toy soldiers it was nice to get that kind of recognition this year.

I have played both with and against the Harlequins a number of times and my findings are as follows:

1. The regular Harlequins themselves "feel" just right. They are lethal and simultaneously fragile and tough due to their holo-suits. They are good enough to take on tough troops like Space Marines and do very well.

This is great as Harlequins should be the fastest and, in their own way, the most lethal army around.

Unfortunately, I have found that, like the Dark Eldar list, Harlequins can very easily become extremely reliant on heavily tooled up characters.

Now I understand that the Solitaire, in terms of background, should be one of the most dangerous single figures in the game. I also understand that it is possible to kill him by using some poor unfortunates as bait so that when he kills them, which he undoubtedly will, the rest of your army shoots him to pieces.

The problem with this tactic in the current system is that in order to shoot the Solitaire you have to be in range with a large amount of basic weapons.

Heavy weapons may or may not be useful as any Harlequin player worth his salt is going to have such a fast moving and effective killing machine behind cover. Also the rest of the Harlequin army is fast enough to nearly keep pace anyway, so if the whole army is trying to waste the Solitaire they are already doomed destruction.

The Solitaire's huge 12" assault plus Fleet of Foot means that usually he can reach almost anywhere on the table by the Second turn. Add to this a Phase Field and there is really going to be trouble!

A potential solution to this would be to limit the wargear available to a Solitaire or any other Harlequin character. Simply putting an artificially low ceiling on the maximum limit that can be spent on wargear might be enough but I favour making a short list of the extremely odd/powerful items of wargear and allowing one or maybe two choices from this list. I feel that this might be enough to stop the Solitaire from being too easy a choice for competitive Harlequin players.

I really don't want this to come across as griping about a new army without thinking about it but I feel that pushing the effectiveness of characters up flies in the face of the current system too much. This system of 40k is far superior to the previous two and it would be a shame if this were the direction taken for the Harlequins.

Thanks for your time!

Paul Shorten

SUPER HEAVY CITY FIGHT

Sirs, I have two IA2 - Cityfight questions.

1. The Scorpion's main weapon is a heavy D3 Blast. In Cityfight a direct fire blast weapon does D3 hits, so can the Scorpion inflict 1-9 hits on a unit, (# of weapon hits x D3 model hits)?

2. The Cobra's weapon is Ordnance 1, Blast. In Cityfight an ordnance weapon does D6 hits, as well as reduce cover saves by -1. So am I correct in assuming that a unit in a building hit by a Cobra suffers D6 hits as well as reducing the cover save by -2, -1 for the hit by an ordnance weapon, -1 since the Distortion cannon is a STR 10 weapon?

William A. Ransdale

D3 models would be hit for each of the D3 pulsar shots which hit. So if you rolled three shots from your pulsar, and two hits (using BS4) then 2D3 guys would be hit inside the building. That's how I'd play it anyway.

Question 2 is correct.

Write in with your opinions to:

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WARHAMMER 40,000

ANGELS OF DEATH

**A look at the Blood Angels and Dark Angels
Mail Order archive by Warwick Kinrade.
'Into the Breach' scenario by John Adair.**

The purpose of this article is to highlight some of the ranges available from Mail Order, from their extensive back catalogue and also the many useful bits available as separate parts from current box sets. To dedicated players of either the Blood Angels or Dark Angels these parts are very useful for converting and personalising their army. Hopefully, I'll also give newer players some ideas for how the back catalogue can be used as a great resource for modelling, plus some ideas for conversions. Of course, whatever goes for the two first founding Chapters also goes for their successor chapters, so the models and parts listed here will be invaluable if you are trying to create an Angels of Vengeance, Blood Drinkers or Flesh Tearers army.

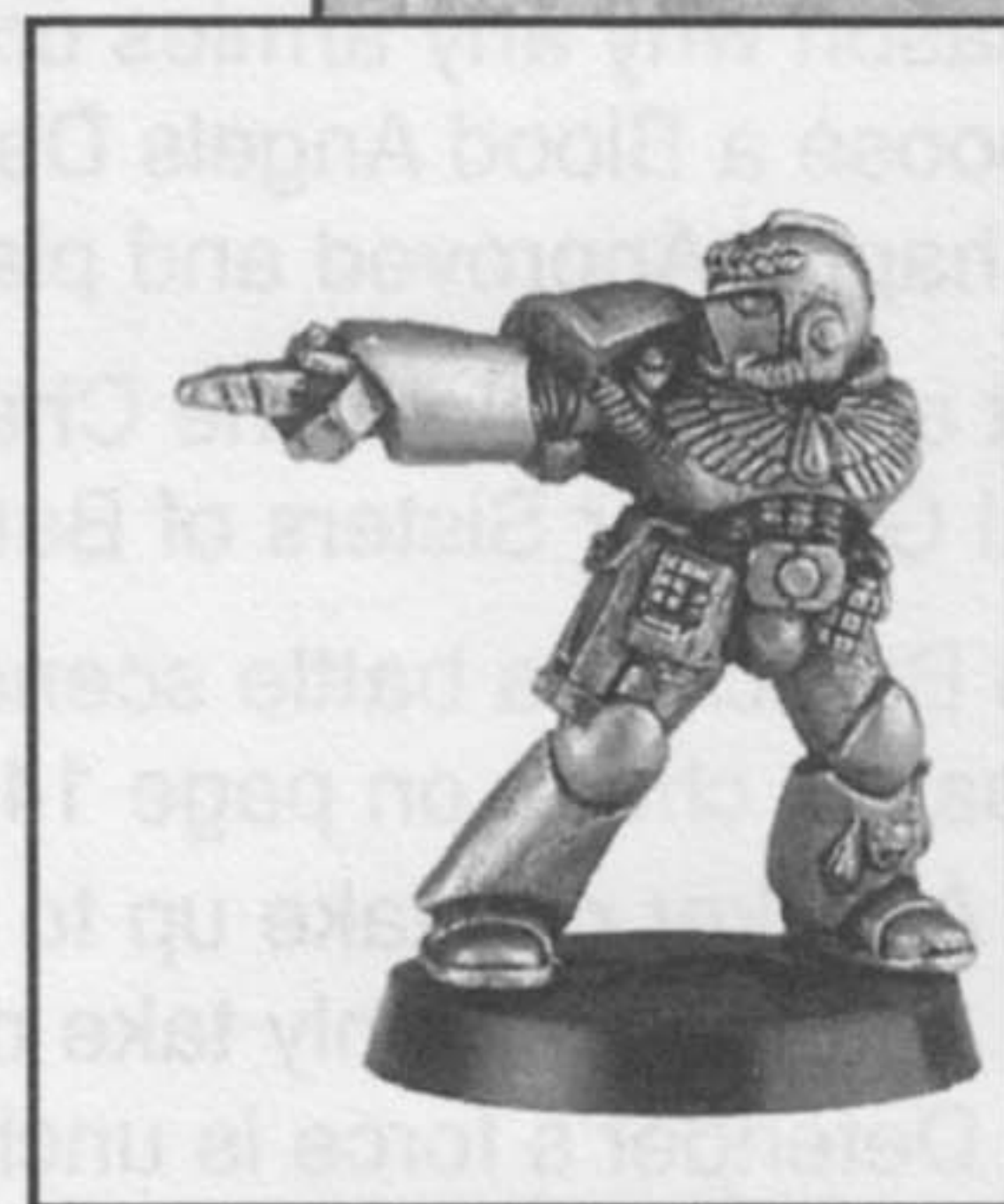
Alongside this brief look at what Mail Order can offer Dark Angels and Blood Angels players we've included some other useful stuff for lovers of the Angels of Death. There is also a name generator and a cool new scenario by John Adair

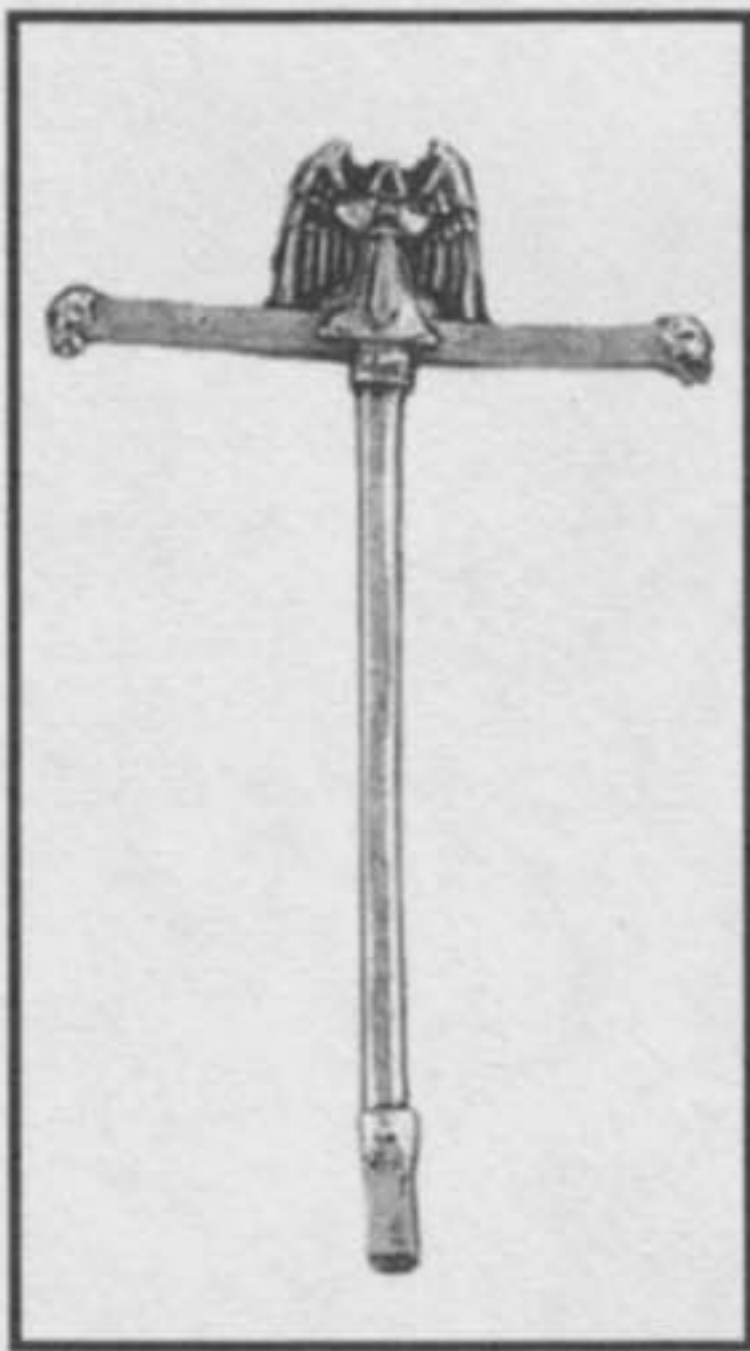
CHARACTERS

The back catalogue contains a few older Space Marine Captain models specifically for Blood Angels and Dark Angels. Either would be perfect to create your own Space Marine character around, for those commanders not wishing to always field the Chapter Master or special characters. The first is an original design for Captain Tycho (010104930), but would be fine as any Blood Angel Hero in artificer armour. The second is a Dark Angel's Captain (010105005) in a fitting heroic pose and armed with a power sword.

There are also two Blood Angels Veteran Sergeants, and one for the Dark Angels, but I'd also include in that the three cowed and hooded Dark Angels, which would be perfect for Sergeants and Veteran Sergeants to lead squads, as well as members of a Dark Angels command squad. The Veteran Sergeants could be used as the basis for a conversion for a Space Marine

Commander. Given new weapons, the addition of a cloak, a backpack from one of the special character models with a banner pole, or a jump pack, the Veteran Sergeant can become a force commander. Grenades or ammo pouches from the plastic sprue, or purity seals will also go towards making a unique Space Marine character.





EXTRA STUFF

This is where Mail Order really scores big! The parts available to add the details to your army, like banner tops, shoulder pads with the correct iconography are the icing on the cake of a great Space Marine army. This is really for only the most hardcore of Dark Angels or Blood Angels commander, but the little icons can be used in many different places. Snip off the tops of the banner poles and the icons can be placed on the front of vehicles or on the top of a character’s back pack to turn any standard model into a specific model for your Chapter.



NAME GENERATOR

In Citadel Journal 45 we included a random name generator, which was fun, but didn’t cover any of the big four Space Marine Chapters. We’ve had several requests for more specific tables. Well, below we have gathered together a generator for appropriate names for Blood Angels and Dark Angels characters.

BLOOD ANGELS NAME GENERATOR						
D6 Roll	1	2	3	4	5	6
1	Abhorson	Adorno	Angelo	Antenor	Archidamus	Arcite
2	Bassanio	Belarius	Calchas	Caliban	Camillo	Caristo
3	Cyrano	Davius	Egeon	Egeus	Escalus	Fabian
4	Furion	Galen	Helicanus	Laertes	Leonine	Leontes
5	Mamilius	Menelus	Oberon	Pirithous	Raphael	Salerio
6	Solanio	Solinus	Thurio	Ticinion	Tristan	Varrius

DARK ANGELS NAME GENERATOR						
D6 Roll	1	2	3	4	5	6
1	Arbalan	Arcanus	Baruch	Balthius	Baphomet	Bibulus
2	Boreas	Charon	Ezra	Faust	Gabriel	Gideon
3	Hebron	Hezekiah	Joel	Joshua	Jophiel	Lucius
4	Malachi	Malignus	Moloch	Nehemiah	Nicodemus	Sabbat
5	Sallam	Samael	Sapphon	Skia	Solomon	Uriel
6	Vigilus	Zaal	Zadakiel	Zaphia	Zephyron	Zephania

INTO THE BREACH

A new scenario based on the death of Captain Tycho, by John Adair

This game was inspired by the death of Captain Tycho at Tempestora Hive, during the Third War for Armageddon. Although I thought the events of Tycho’s death would make a cool game, there is no reason why any armies couldn’t be used. If you want to actually recreate Tycho’s death then choose a Blood Angels Death Company army, led by Tycho, as described on pages 24 and 25 of Chapter Approved and play this scenario. The defenders are Orks of course!

It is just as easy to imagine Chaos Space Marines or Tyranids attacking a breach, defended by Imperial Guard or Sisters of Battle – whatever forces you collect.

Into the Breach is a battle scenario. To pick an army for this scenario use the Force Organisation charts on page 144 of the Warhammer 40K rules book, with the following changes:

- The Attacker can take up to five Elite units, of which one is compulsory.
- The Attacker can only take one Fast Attack unit, which is not compulsory.
- The Defender’s force is unchanged.

INTO THE BREACH

ATTACKER'S OVERVIEW

Your forces are the Forlorn Hope. The first units selected to attack a breach in the enemy fortress walls. Your chances of survival are minimal, but you must sell your lives to force the enemy away from the breach and allow following units to get inside.

DEFENDER'S OVERVIEW

Your army is besieged, and the enemy's bombardment has created a breach in the outer wall. You must hold the breach against the coming attack, and stop the enemy from getting inside the walls.

SCENARIO SPECIAL RULES

Into the Breach uses the *Reserves*, *Preliminary Bombardment*, *Victory Points* and *Random Game Length* special rules.

SET-UP

1. Set up the board with a wall running across the centre, from one long board edge to the other, as shown on the map. In the centre of the wall is a 12" gap, this is the breach. Place some rubble and rocks in the gap to represent the fallen walls.
2. Set up the rest of the terrain in any mutually agreed manner.
3. The Defender deploys first, and can position his forces anywhere on or inside the walls. He can only deploy his Troops and Heavy Support units. The rest of his force is in Reserve.
4. The Attacker deploys his forces. They must be outside the wall, and no unit can be closer than 24" to the wall.
5. Resolve the Attacker's preliminary bombardment.
6. The Attackers take the first turn.

RESERVES

The Defender's reserves enter from their own board edge.

LINE OF RETREAT

Attacking units which are forced to withdraw do so towards their board edge, as shown on the map.

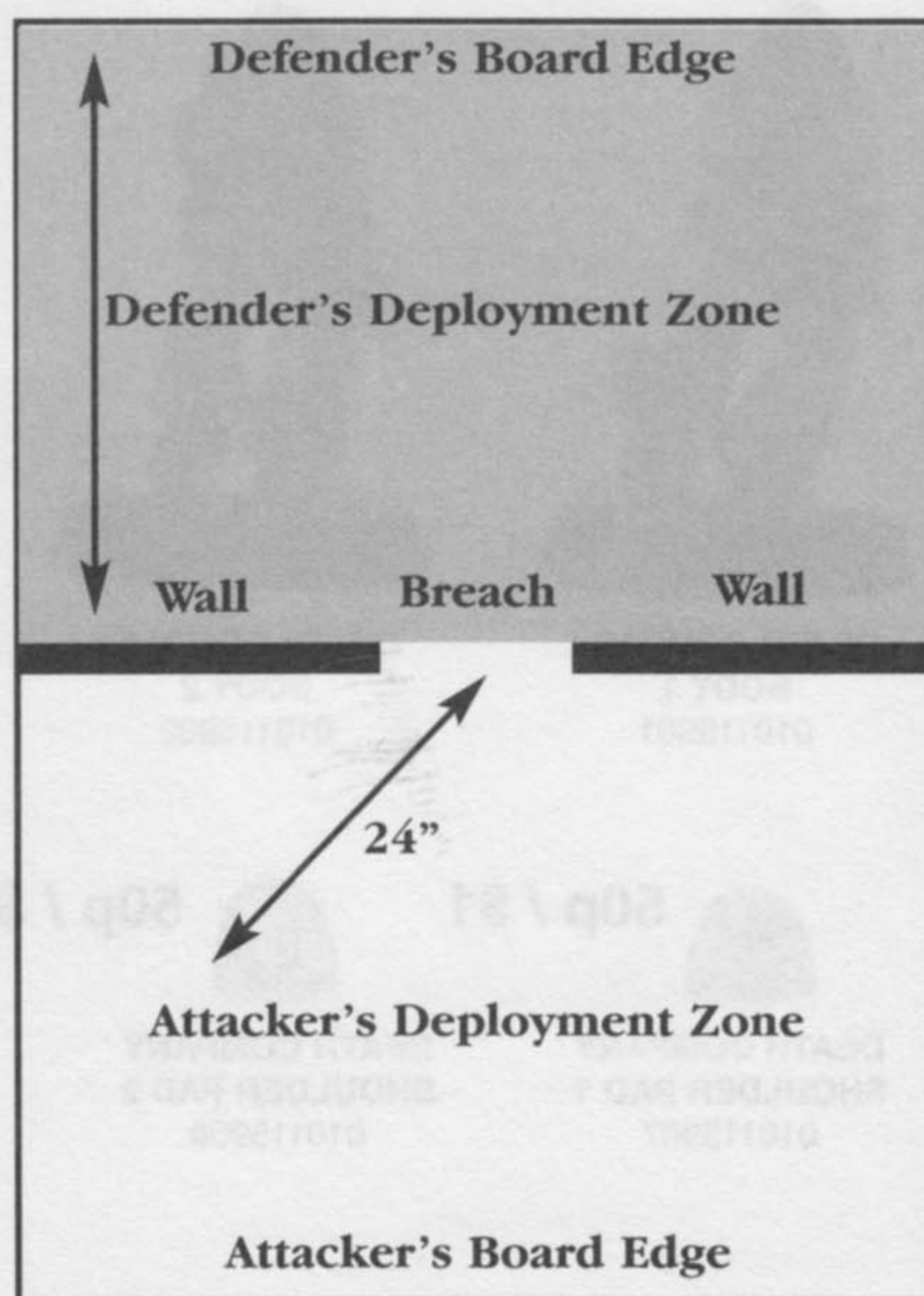
MISSION OBJECTIVE

The Attackers must get inside the walls and capture the breach. The Attacker may add the Victory points value of any unbroken units he has inside the walls to his Victory points total. He must also subtract the Victory points value of any unbroken Defender units within 12" of the breach at the end of the game.

GAME LENGTH

The games last a variable number of turns.

MAP



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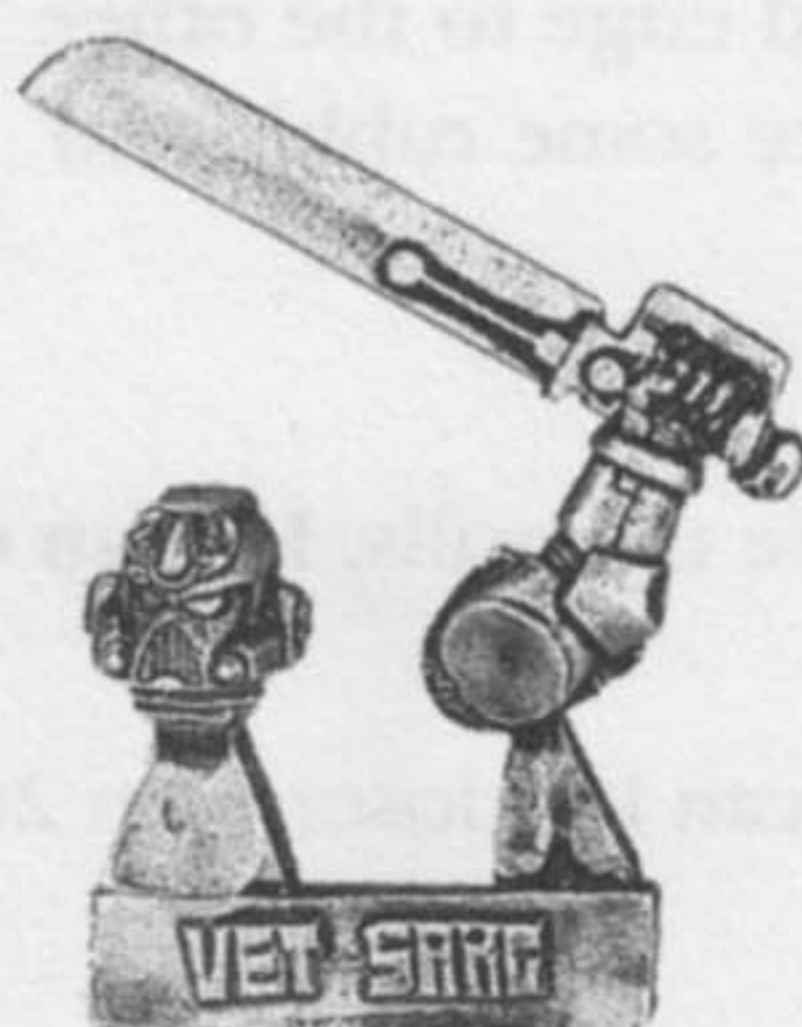
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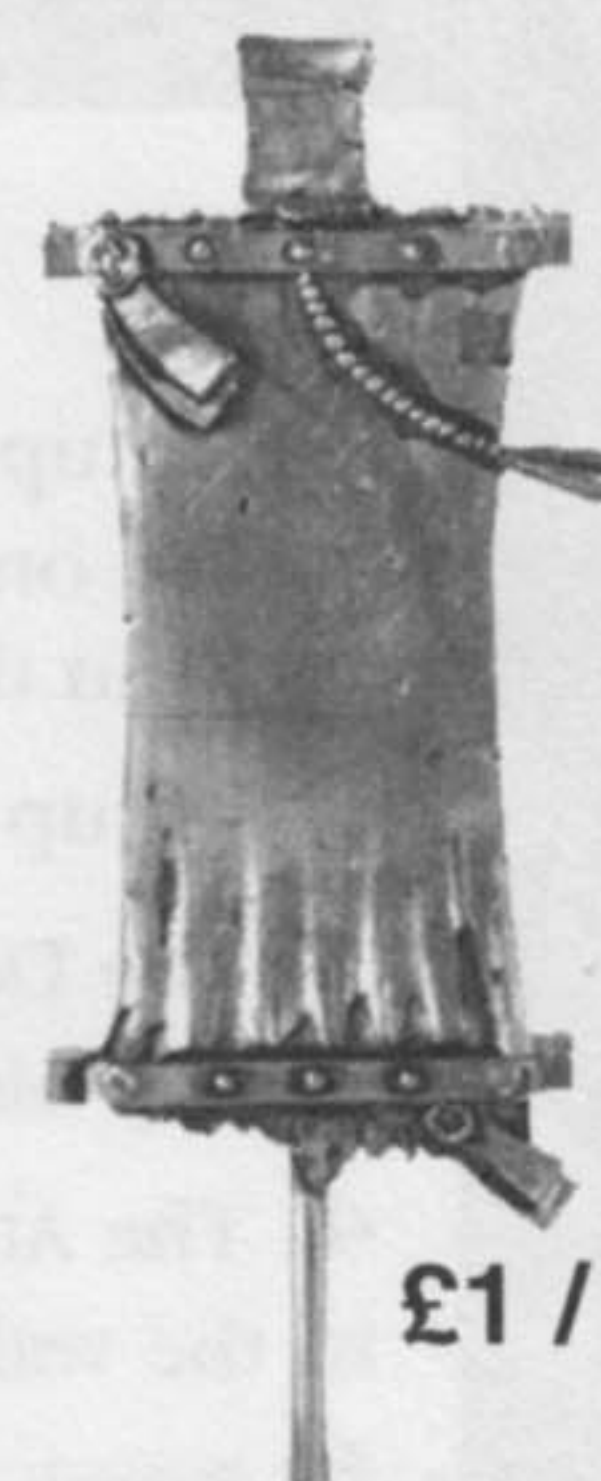
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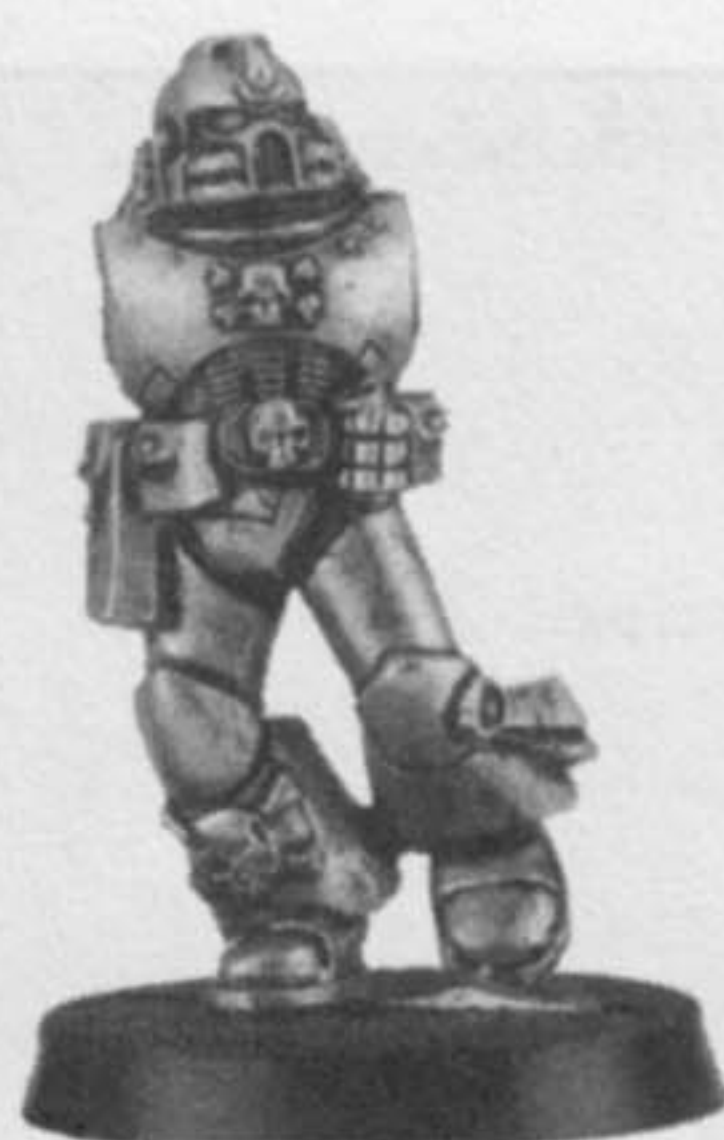
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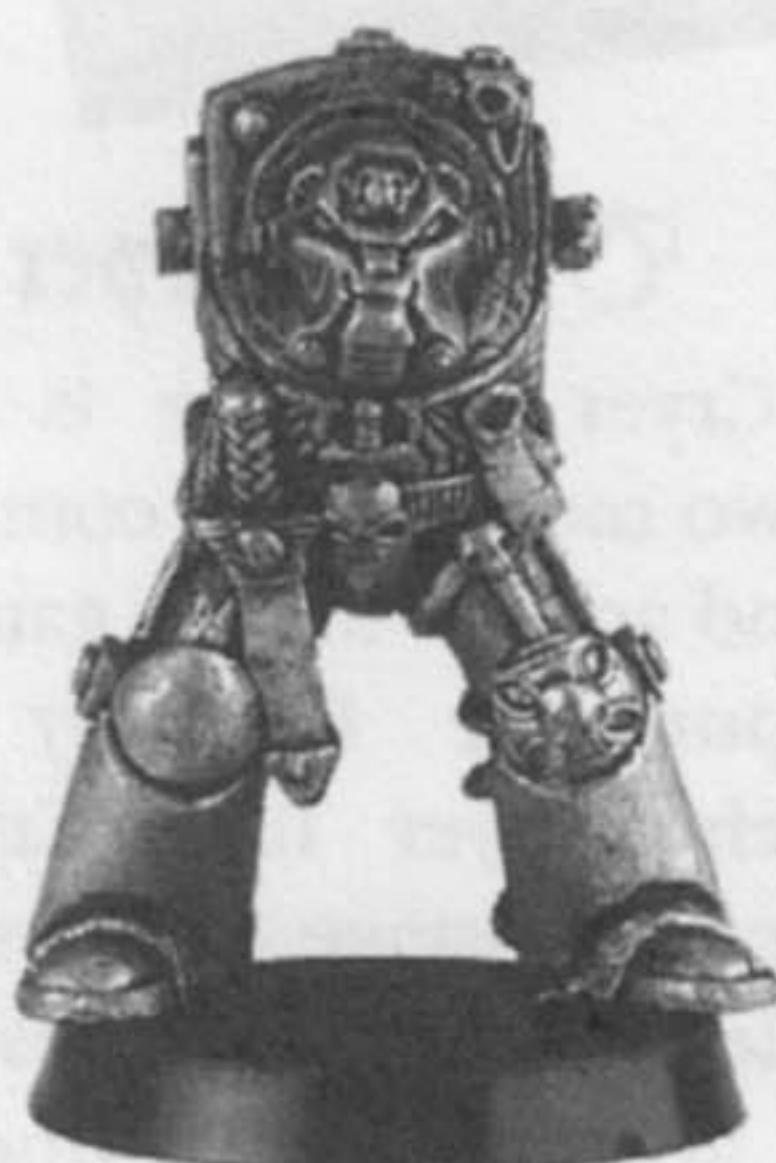
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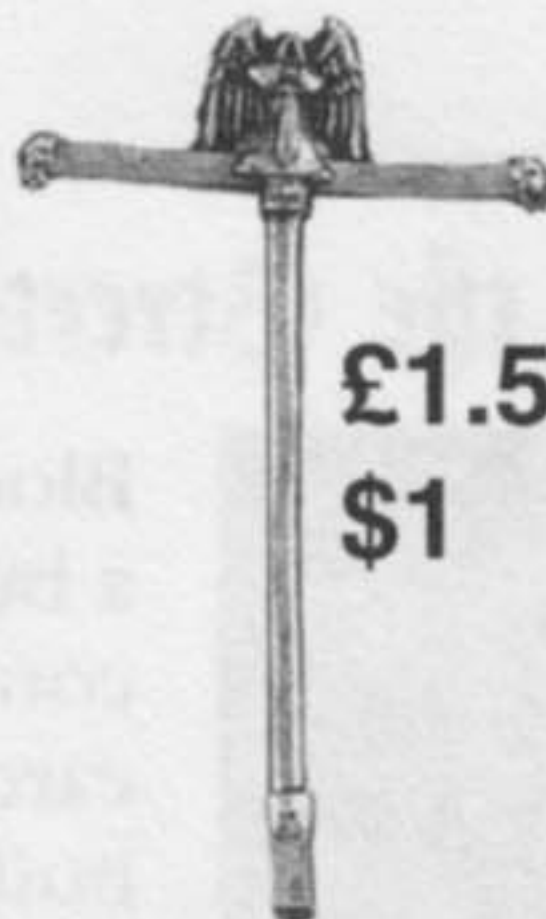
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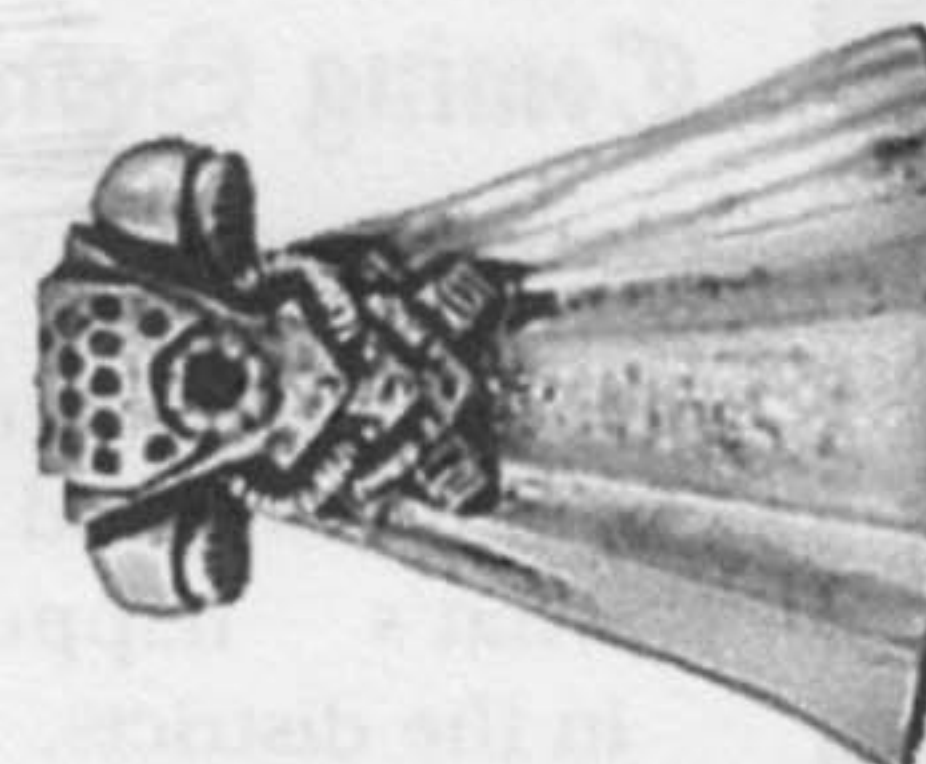
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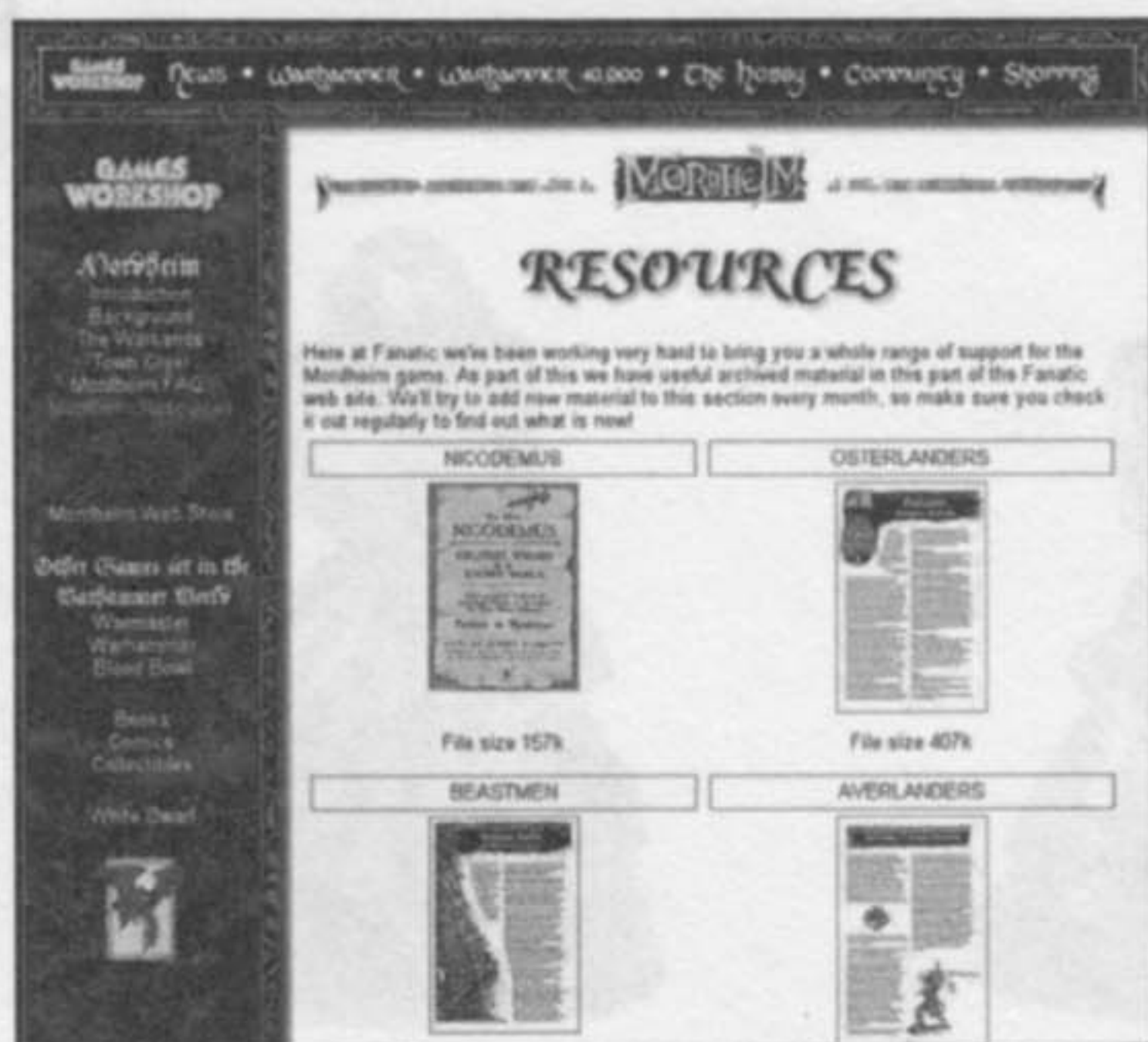
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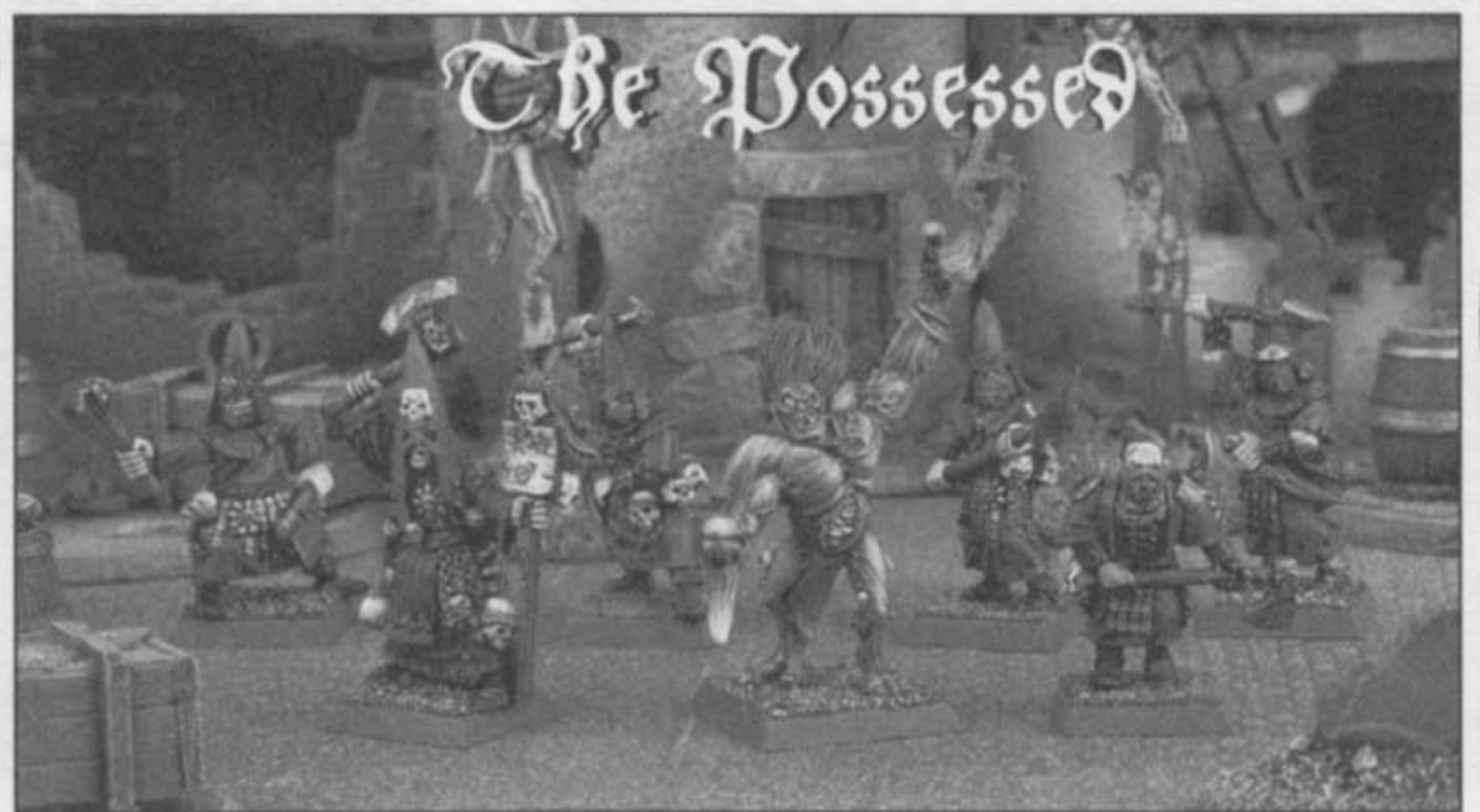
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TANK ACES OF THE IMPERIAL GUARD

CAPTAIN OBADIAH SCHFEER

Experimental Rules by Warwick Kinrade

The Imperium has many heroes. The Hall of Heroes on Terra contains the names of the many millions of men who have done great deeds in the name of the Emperor. Amongst them is the name of Obadiah Schfeer, the wild and unconventional tank commander of the Varolian Steel Dogs.



Obadiah was conscripted from the squalid streets of Varoli Secundus, a world ruled by a theocratic religious council, which enforced harsh laws and strict adherence to the Imperial Cult. The theocracy see it as their holy duty to supply regiments to the Imperial Guard, and every generation a new regiment is forcibly conscripted by means of press gangs and snatch squads, and shipped for service across the galaxy. Obadiah himself was part of the mass conscription. Rounded up and condemned to a life service in the 254th Varolian regiment he was selected for armoured training and sent to serve in the Emperor's crusades.

He rose to command the regiment's tank company, and early in his career was an efficient officer, serving in six successful campaigns. It was during the sixth campaign, on Mortis IV that he began to show signs of stress and mental instability. After a vicious night engagement in which he lost four tanks Obadiah ordered a near suicidal attack against a strong defensive position, and to everybody's amazement it worked. His tanks destroyed the enemy bunkers and guns. Following this success

he mounted a large speaker, recovered from an enemy command post, on the turret of his tank. He used it to issue orders and shout encouragement to his men. Then he started using the speaker to blare loud military music at the enemy as his unit advanced. He took to sitting out of his turret, waving 'his boys' on, even whilst in the midst of enemy fire and explosions. Often he led the charge himself.

Long exposure to the horrors of battle has unhinged him. Many senior officers thought he had a death wish and was unfit to command. But his men followed willingly and he continued to win battles. His tactics seemed to work, and inspire his men to reckless bravery. The Steel Dogs already had a reputation for bravery, now with 'Crazy' Obadiah in command they were reckless to the point of foolhardiness, always charging the enemy to engage at point blank range, with their leader at the front, music blaring, gun barrels glowing red hot, engines pushed to the point of overheating. Each crewman is a wild-eyed, scorched, oil-stained veteran and other units shunned them as dangerous and unreliable, but their superiors recognised their value, and overlooked Obadiah's unconventional leadership methods.

The Varolian Steel Dogs

The Armour Company of the 254th Varolian regiment are nicknamed the Steel Dogs. Originally equipped from the foundries of Gryphon IV they are unusual in that they have several Vanquishers. Originally the Company was entirely armed with Vanquishers, but as tanks have been destroyed and broken down they have been replaced by standard Leman Russ supplied from the closest forgeworld to their current battlezone. Today the company has only three Vanquishers and eight Leman Russ of more common variants.

USING OBADIAH SCHFEER

You can include Obadiah Schfeer in any Imperial Guard army, but he is also an example of the kind of character you can give your own tank units. With the exception of the speaker system, Steel Dog Alpha is a standard Vanquisher created using the rules in Codex: Imperial Guard.

Try giving your tank unit its own name and number, create an organisation chart and paint the correct number on each vehicle.



STEEL DOG ALPHA 234 pts

Obadiah's tank is Steel Dog Alpha, the command vehicle of the company. It is a standard Leman Russ Vanquisher (see the Imperial Armour book, page 12), with the following upgrades and special rules:

Weapons: Steel Dog Alpha is armed with a battle cannon, co-axial storm bolter and hull mounted lascannon.

Options: Obadiah's tank always has the following upgrades, as described in Codex: Imperial Guard. These cannot be changed.

It is the command tank of his unit so has *improved communications*. It has a *searchlight* and *smoke launchers*. It may not take any other upgrades.

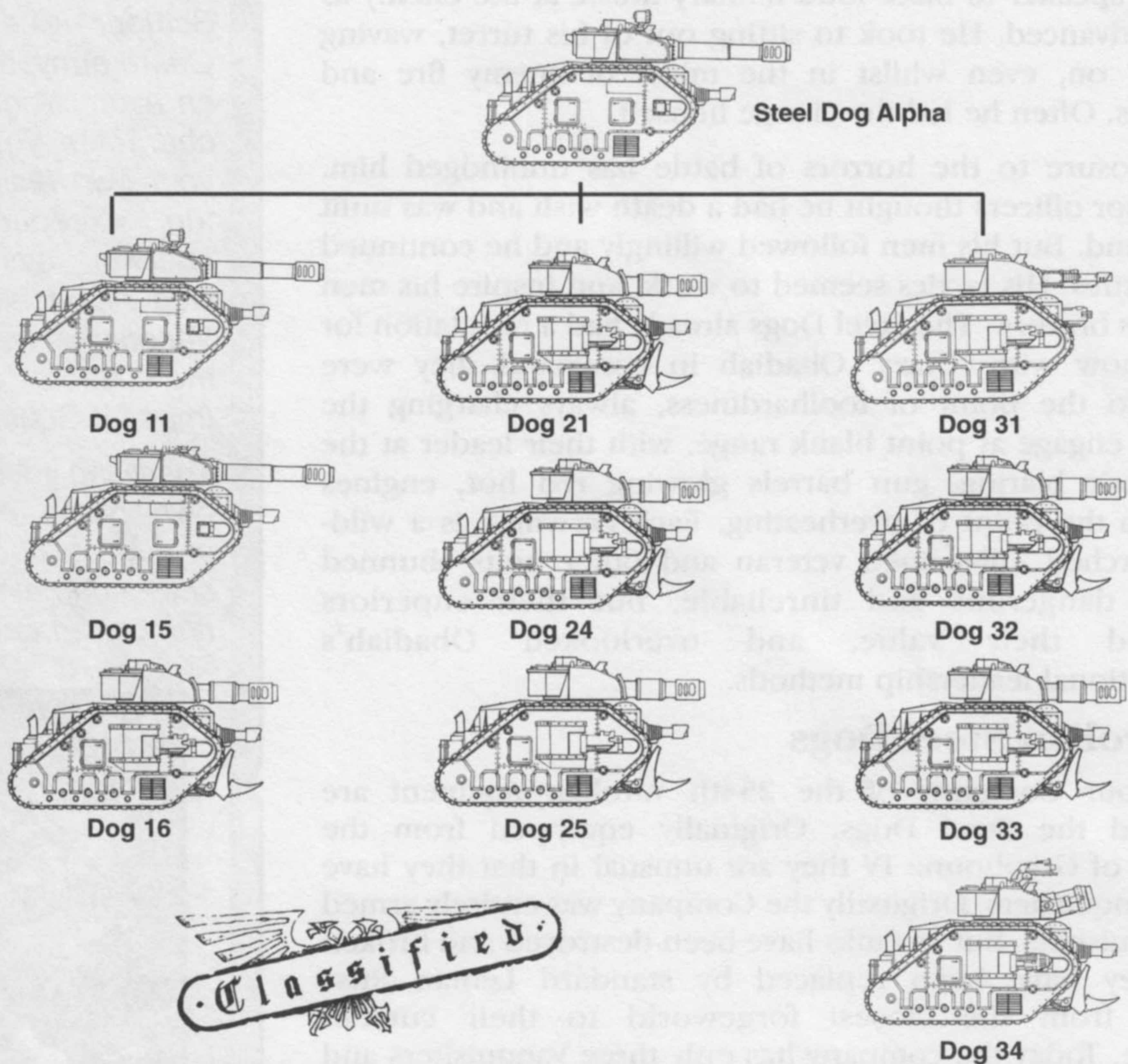
Heavy Support: Steel Dog Alpha is a Heavy Support choice for an Imperial Guard army. He is a HQ choice for an Imperial Guard Armoured Company.

SPECIAL RULES

'My boys love it!': Obadiah has had his tank specially converted to carry a loud speaker system. Over this he broadcasts orders for the rest of the Company and loud Varolian martial music to inspire his boys and frighten the enemy. (Varolian martial music is very loud, long and, to the untrained ear, quite painful!). When Obadiah's tank forces a Tank Shock test on an enemy unit, the unit must make the test at -1 to their Leadership.

Veteran tank crew: Under Obadiah's command the crew of Steel Dog Alpha have all been through many battles and campaigns. They are all Veterans and have the Tank Hunter's Battle Honour. You may add +1 to all Armour Penetration rolls.

254TH VAROLIAN REGIMENT TANK COMPANY ORGANISATION



OBADIAH SCHFEER

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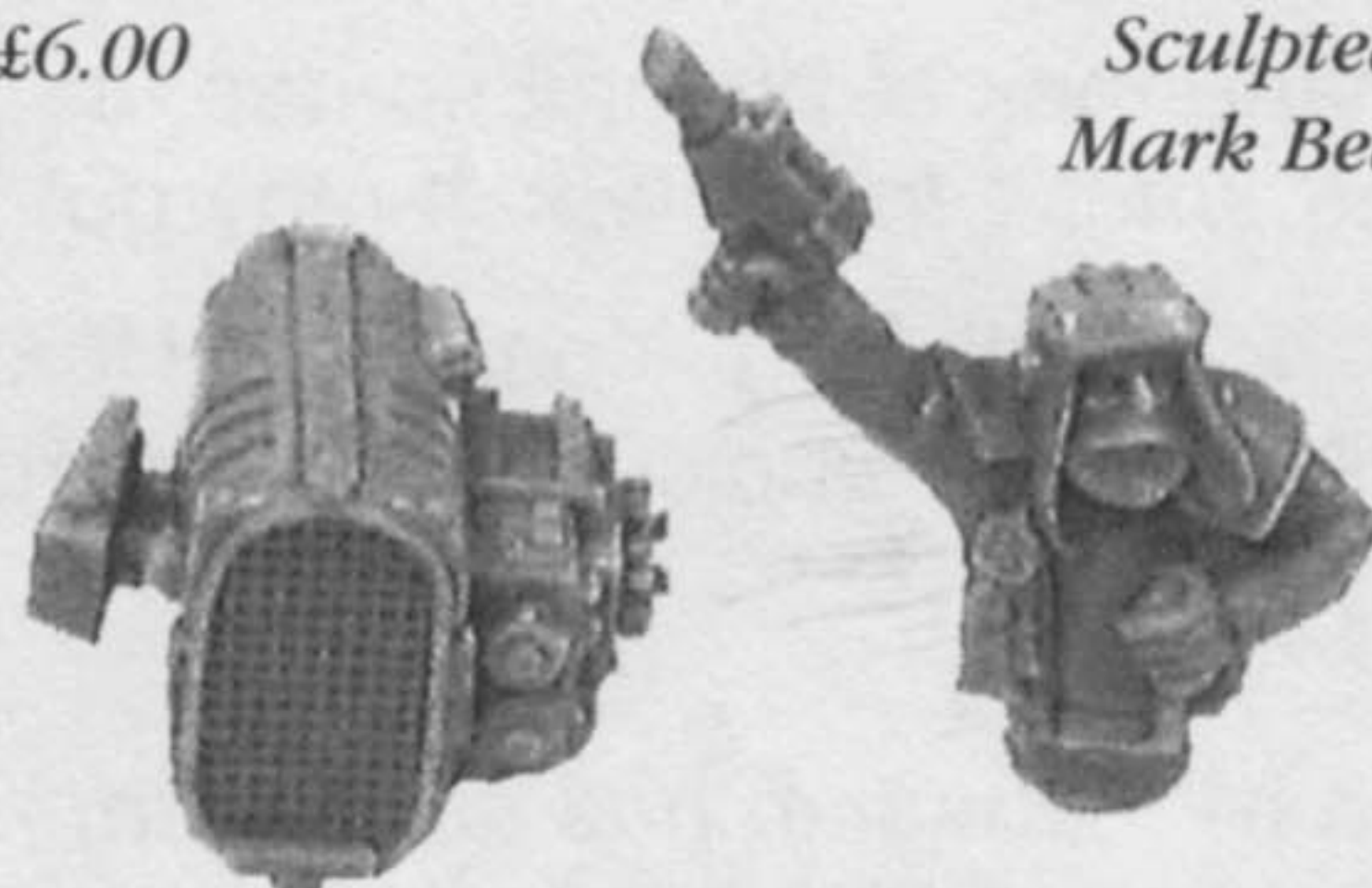
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PART TWO

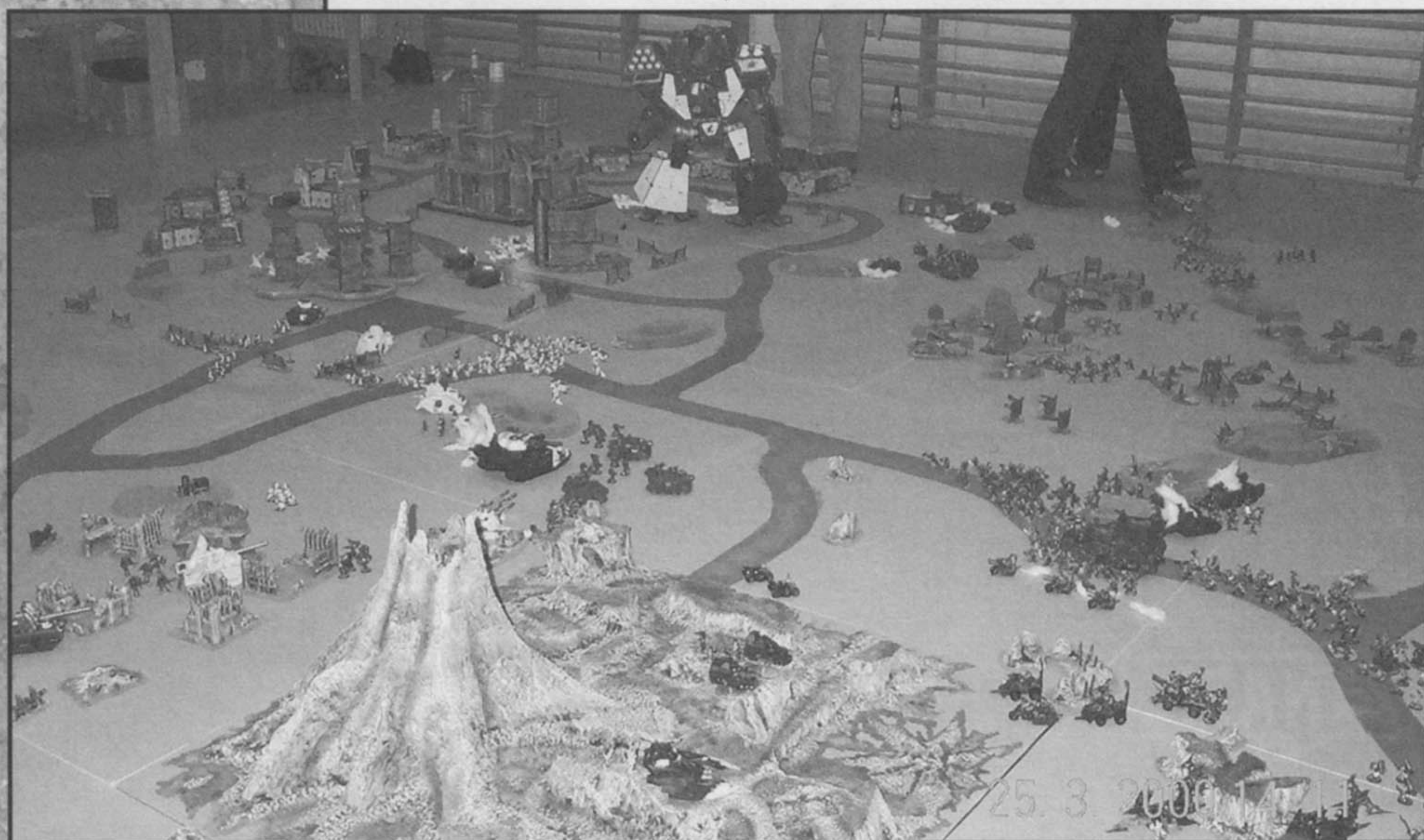
By Jervis Johnson and Graham McNeill, with
Bo Tolstrup, Jonas Faering, Mikkel Morrild, Martin
Kragh, Michael Andreson, Claus Jørgensen, Paul
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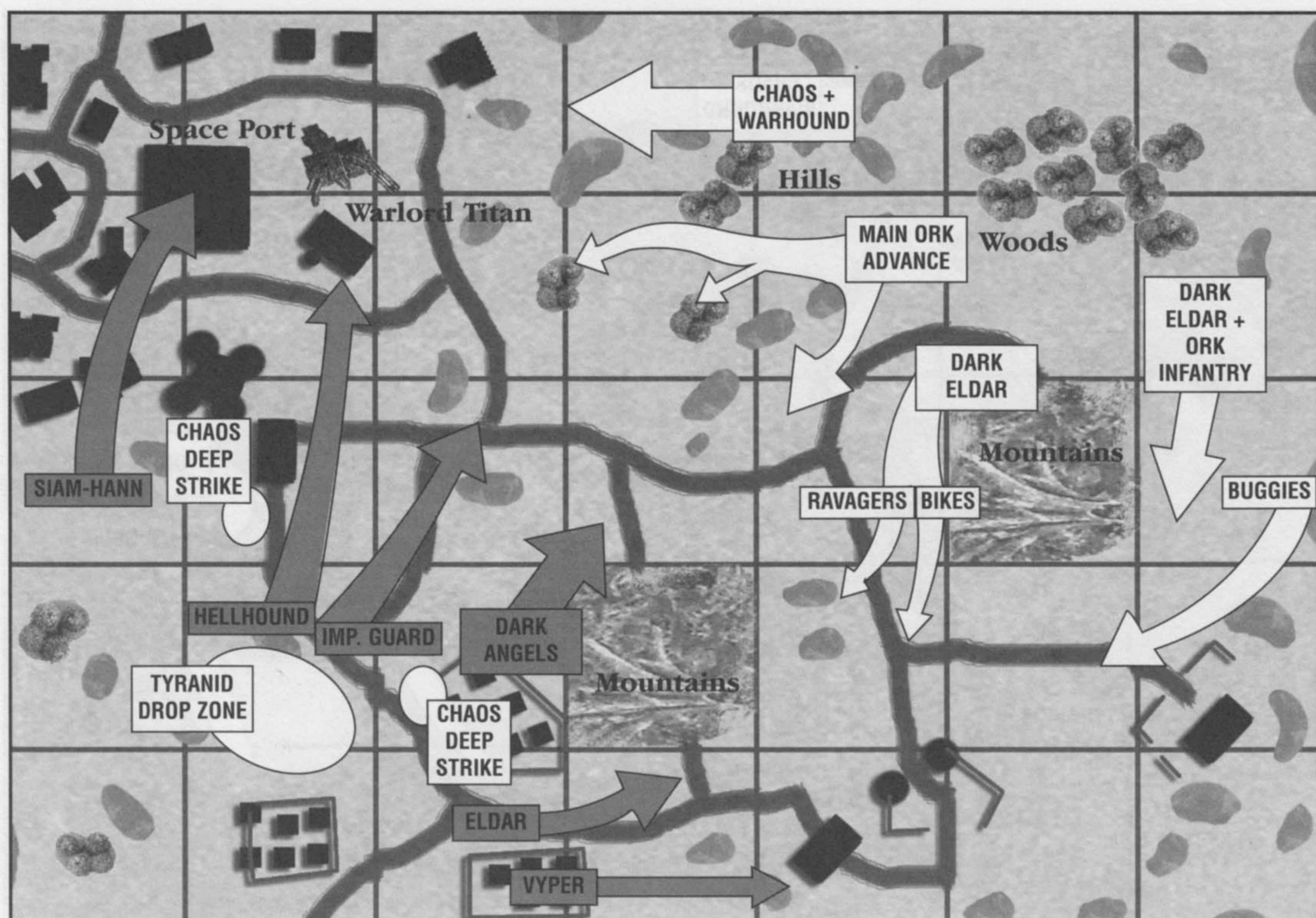
Last issue we started this battle report, and told you what forces each of the 6 players on each side would be using, the special rules Jervis devised for this huge 'floor game', and the background to the battle. This time we get to the nitty gritty of the action as Abaddon and his allies launch their attack.

Turns 1-2: Opening moves

The Allies won the roll-off for the first turn and began with the Dark Angels moving into the mountains, the black Land Speeders darting between the peaks of the mountains and the lumbering form of the Baneblade advancing behind them. Auguries indicated the presence of Ork infiltrators within the mountains, but the super-heavy tank ignored them, confident its thick armour could protect it from the greenskins. The Miel Carn Eldar began their flanking manoeuvre, jetting behind the mountains towards the outlying buildings. The graceful forms of the Saim-Hann

The forces deployed for battle





Turns 1-2: Opening moves

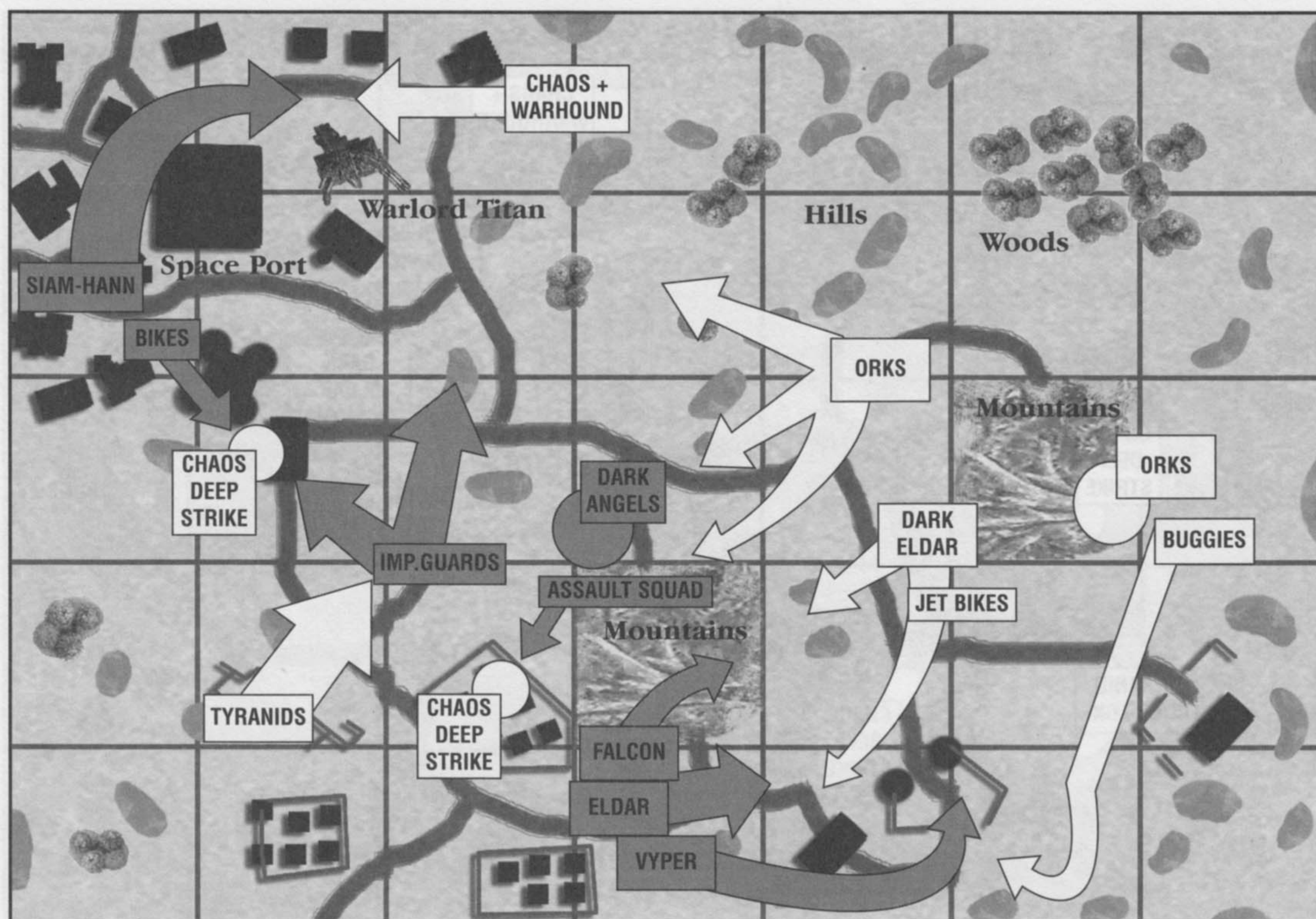
Jetbikes swept across the battlefield, twisting and weaving their way gracefully through the space port and occupying positions at its edge, where the Eldar Scouts awaited. The Imperial Guard were unable to keep up with the more nimble Eldar, but force marched behind them, ready to support their attack on the space port. Imperial Hellhounds led the way, the barrels of their massive Inferno cannons smouldering, perfect for flushing enemy infiltrators from their hiding places.

The forces of Chaos moved to intercept the Saim-Hann Eldar, the corrupted form of a Warhound Scout Titan advancing in the vanguard. Meanwhile, Ork buggies and wartrukks sped forward along the roads, belching clouds of thick black smoke and heading for the mountains. The Dark Eldar began skimming forwards, the angular forms of their Raiders and Ravagers a chilling sight as they advanced to fight their hated kin. Gunfire erupted in the canyons of the mountains as the Ravenwing strafed the Ork Kommandos and wiped them out. Imperial artillery opened fire, the Basilisk and Baneblades blasting massive ordnance towards the enemy lines. Unfortunately, their barrels were still cold and every shell fell short. The hunter-killer missile mounted on the Baneblade's hull also flew wide of its target and the main thrust of the enemy advance continued undaunted. The looted Ork Basilisk returned fire and

amazingly was more accurate than the Imperial artillery, the high explosive round detonating the ammunition on a Hydra anti-aircraft platform and blowing it to pieces. The shockwave and shrapnel of the explosion cut down nearby soldiers of the Imperial Guard and disrupted their forced march, forcing them to fall back.

Undaunted, the Imperial alliance continued their relentless advance towards the space port as the Falcon grav tanks of the Miel Carn swept through the northern mountains and a lone Vyper captured the buildings alongside the road. Cries of alarm sounded as Dark Eldar Scourges and Chaos Raptors descended on black pinions and jets of fire to attack the Imperial rearguard. At the same time, the air shimmered as daemon-visaged Terminators teleported into the midst of the Imperial forces. The Raptors and Terminators surged towards the Imperial Guard's Leman Russ in the space port, destroying one and damaging another. The Scourges targeted a Basilisk, but not before it launched a deadly accurate shell which landed squarely on its Ork counterpart and blasted it to scrap metal.

Imperial fire raked the Ork advance and despite solid hits only managed to stun two of the crude battlewagons, one of which carried the Ork Warlord Ghazghkull Thraka. The unmolested Ork Buggies and Bikes continued to lead the Ork charge towards the mountains,



Turns 3-4: Battle is joined

a small detachment diverting to deal with Ratling infiltrators in the forests. A furious firefight developed their with the Ratlings killing several Orks before the treeline erupted with explosions as the greenskins and Warhound opened fire and turned the verdant forest into a killing zone.

As the battle began to escalate in earnest, the sky suddenly darkened as Mycetic Spores dropped from above, smashing to the ground directly behind the warriors of the Imperial alliance. Horrifying Tyranid creatures of all descriptions clawed their way from the gel filled spores and the brave soldiers of the Emperor were now surrounded.

Turns 3-4: Battle is Joined

Now forced to fight on two fronts, the Imperial Guard colonels were forced to split their forces. One detachment advanced into the gap between the space port and the mountains while the other moved to envelop the Terminators, Raptors and Tyranids that had landed in their midst. As the Tyranids moved to attack the Imperial Guardsmen, a squad of Saim-Hann Jetbikes, twisted gracefully in mid air and sped back to aid the Guard. Deep within the mountains, Azrael of the Dark Angels consolidated his position and ordered his assault squad to drop back and destroy the Scourges lurking in their rear. As the assault troopers fired the jets of their jump packs, the

roaring of a Thunderhawk gunship's engines could be heard and the speeding form of the armoured craft was spotted in the western sky.

The Miel Carn Eldar meanwhile moved more of their forces behind the northern mountains, a lone Vyper darting forward to capture territory as a rapidly approaching cloud of dust and smoke indicated the imminent arrival of Ork buggies. As casualties on both sides mounted, the spilling of blood and screams of the dying echoed in the Warp, the fragile veil of reality ripping asunder as Daemons of Khorne manifested themselves in realspace. Thirsting for blood, Juggernauts and Khorne Bloodletters fell upon the Scouts at the western edges of the space port. Much blood would be spilt in praise of Khorne!

Innocuous looking spores fired from repulsive Tyranid artillery creatures drifted through the ranks of the Imperial Guard and now detonated with terrifying results. Powerful acids and viruses ate through flesh and armour with ease, killing dozens of Guardsmen in seconds. As the gap between the armies closed, the volume of fire increased with the Orks in the centre taking considerable damage. The Ravenwing downed a Dark Eldar Raider, the few survivors of the crash fleeing for their lives. The Dark Angel assault squad were unable to reach the Scourges in time to prevent them from destroying a second Imperial Basilisk. Their loss was a serious blow to the Imperial alliance.

The hell of shot and shell the Ratling snipers were enduring continued to reap a bloody harvest and the diminutive infiltrators had no choice but to flee. Their flight was in vain as they were cut down to a man as they attempted to escape. The Chaos Land Raider took a hit to its flank, losing a gun, but otherwise emerged unscathed. Not so lucky was a rampaging Chaos Dreadnought which was destroyed, and Ghazghkull's Battlewagon, which blew apart, though all the Orks on board survived its destruction. Realising the danger posed by the Chaos Terminators, a veritable fusillade was unleashed against these dark warriors. Even armour such as theirs could not withstand such heavy fire and three were cut down. The Raptors supporting the Terminators were less heavily armoured and were annihilated. The Chaos threat in the centre of the Imperial lines had been defeated!

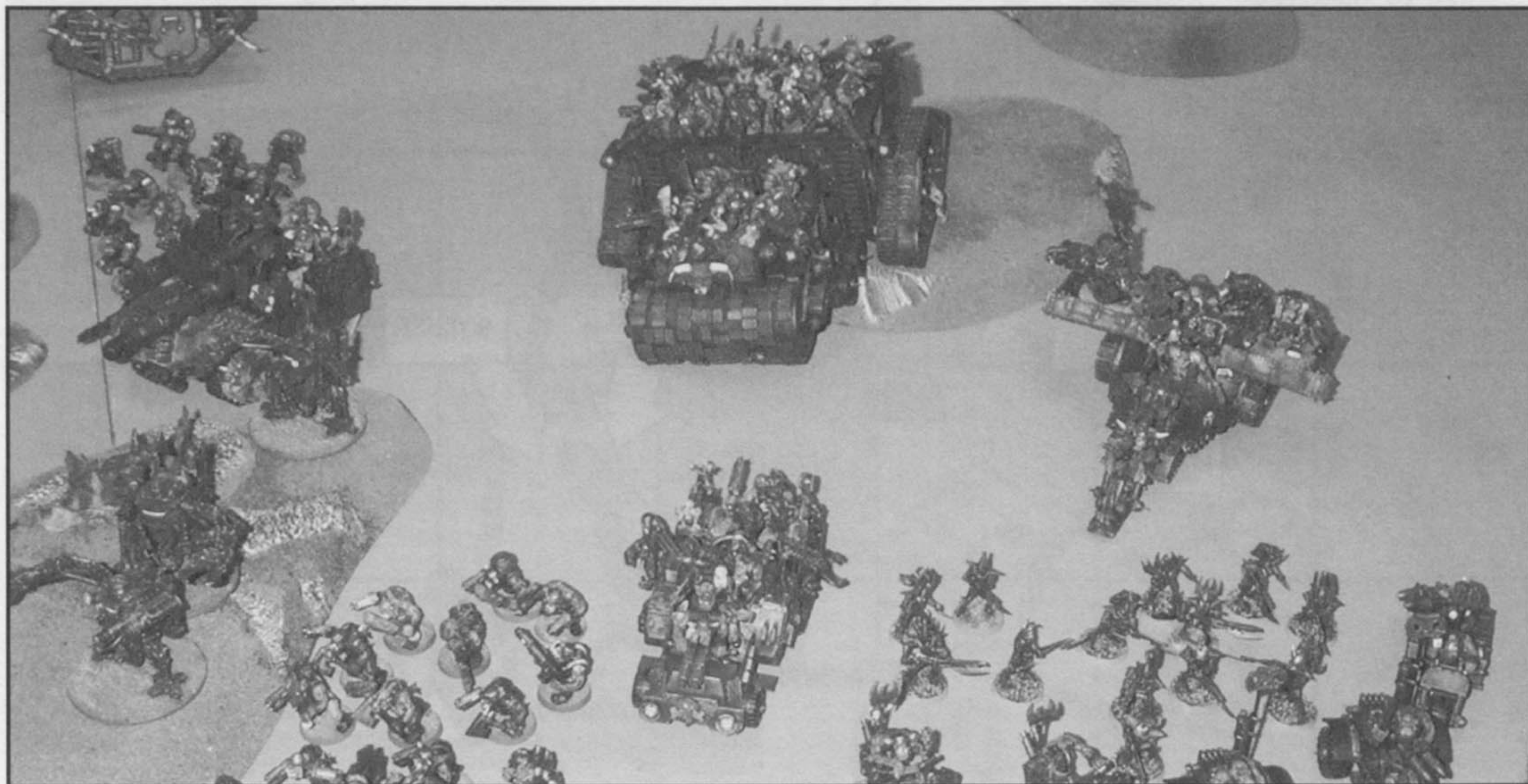
First blood was drawn in close combat as the Saim-Hann Jetbikers swooped over the dazed survivors of the Chaos Terminators, and with flashing wraithbone swords cut every last one down. Fortunes were reversed in the space port as the howling creatures of Khorne fought Eldar and Human scouts. The Scouts knew they had to hold on until the remainder of their army arrived, fighting with courage and fury, and though many of their number were torn apart, they held the daemoniac beasts at bay. But few warriors can stand against the might of Khorne and the slaughter became too much for the Scouts, who broke and fled before being run down and butchered by their foes. More Eldar and Imperial Guard reinforcements poured into the space port in an attempt to hold the Chaos counter-attack as the Dark Angel assault squad charged the Scourges and wiped them out in a

furious combat. Their brethren, mounted on attack bikes fought the Ork bikers and though they killed two of them, the greenskins refused to break.

The Imperial Guard now formed a defensive rearguard line to face the rapidly approaching Tyranids, bolts of acid slime and burrowing bullets from the swarm, killing surprisingly few soldiers. The Ork buggies circling the battlefield sped forward into the mountains, the lone Vyper in the north coming under heavy fire from the Orks. But the Eldar pilot twisted the bike in a series of dizzying manoeuvres and managed to evade every shot. Alongside the Orks, the Dark Eldar Mandrakes disembarked from their Raiders and assaulted the Dark Reapers concealed in the foothills of the mountains and killed all but one. The Ravenwing were finally overwhelmed by swarms of greenskins pouring from their ramshackle vehicles as the Thunderhawk gunship suddenly swooped low over the battlefield, evading all incoming fire. From its armoured interior Abaddon, nemesis of the Imperium strode onto the battlefield. As he did so, Cultists ran up the boarding ramp to take their master's place on the transport, ready to re-deploy.

For the first time, the enemy firepower began to take a fearsome toll on the Imperial alliance. Two Land Speeders were shot from the sky, two of the Saim-Hann Jetbikes were damaged and a third destroyed. Just as the alliance forces were congratulating themselves on defeating the Chaos deep strike, a second group of enemy Terminators teleported next to the Baneblade and destroyed its battle cannon before losing four of their number to return fire. In reply, alliance shooting took out four Dark Eldar Jetbikes, their leader's Raider,

In the centre, Orks and Dark Eldar advance together



a Rhino and most spectacularly, the Chaos Land Raider. Due to the heavy smoke cover and some unlucky impacts, every Ork vehicle came through the firefight having only lost a few weapons. Time was running out for the Imperial alliance. Their enemies were swamping the space port and it would require a superhuman effort to hold it and prevent the Warlord Titan from falling into their hands.

Turns 5-7: Fight to the Death!

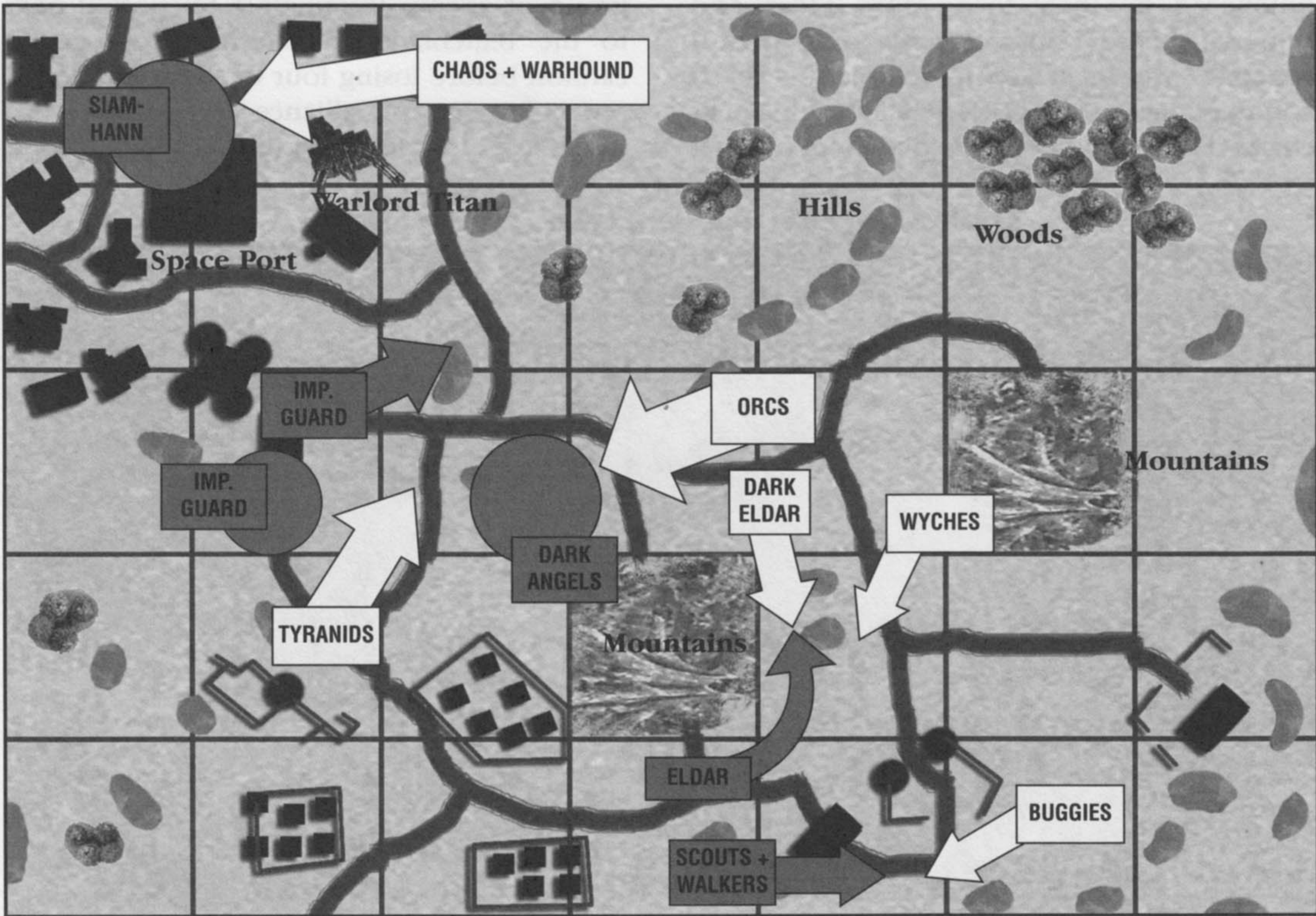
The battle was reaching its most critical phase. Most of the combatants were well within effective weapons range and casualties were sure to be high. The Dark Eldar continued their push into the mountains while the forces of Chaos and the Warhound Titan assaulted the space port. All the alliance forces could do was keep pouring reinforcements into these areas and brace themselves for the thunderous assault to come. Though their weapons were destroyed, the damaged Vypers in the space port moved forwards to contest the territory occupied by the Thunderhawk gunship. As the aerial transport began to lift off, anti-aircraft fire impacted on its sides, slewing it around and stunning the pilots. Return fire from Abaddon's retinue blew the Vypers from the sky and their flaming wrecks smashed into the ground before the Chaos Lord. The lone Vyper in the north finally succumbed to a Dark Eldar Succubus and the remaining Eldar began taking heavy losses, two Falcons exploding

and dozens of Guardians falling to enemy fire. More of the deadly Tyranid spores began exploding within the ranks of the Imperial Guard and the Space Marine Vindicator blew up as hordes of screaming Snotlings fired from an Ork shokk attack gun materialised within the ammunition magazine, detonating it in a spectacular orange fireball.

The defensive line formed by the Imperial Guard to deal with the Tyranids continued to fire disciplined volleys and succeeded in destroying scores of the terrifying aliens. Their charge continued, but with bloody holes cut in their numbers. In the mountains, the buggy riding Orks were destroyed, the Dark Angels and Baneblade cutting down many of the greenskins as they clambered over the rocks. The second group of Chaos Terminators turned their attentions to the Dark Angels in the mountains and succeeded in killing two of them. But the stubborn determination of this Chapter is legendary and not an inch of ground was conceded.

Reinforcements continued to pour into the warzone at critical points, neither force willing to pull back and quit the field of battle. Chaos forces kept up the pressure in the centre of the battlefield, the Dark Eldar and Orks surging forward in a major offensive against the Miel Carn Eldar. Having caused more casualties than expected, the Baneblade and the Dark Angels began moving forward to

Turns 5-7: Fight to the Death!





Saim-Hann Scouts hold one of the space port buildings against attacking Khorne Daemons

claim territory as the Imperial Guard secured the crossroads to the north of the Warlord Titan. Once again the Thunderhawk took fire, losing a gun and was again prevented from moving off. The Tyranids suffered badly as a Hive Tyrant was killed, the massive form of a Carnifex was brought down by lasgun fire and a Lictor skulking by the mountains was caught in the open then shot to ribbons. But even as the Tyranid creatures fell, more Mycetic Spores dropped from the sky and landed in the western mountains. As the creatures burst free from the spores they fell upon the Chaos forces! This was perhaps the first time Imperial soldiers had ever welcomed the arrival of these extra-galactic predators.

As the Dark Angels advance continued, the Librarian sensed the presence of the Ork Warlord Ghazghkull and charged his warriors towards the mighty greenskin. In the bloody combat which followed, Ghazghkull called on the power of the Waaagh! but was severely wounded, though he killed the Librarian and three other Space Marines as well. The Warlord was hard pressed as more of the Dark Angels closed in around him, eager to claim this legendary Ork's head. Blood flowed in rivers as Ghazghkull's retinue cut down the last of the Dark Angels, but not before the last Space Marine was able to deliver a mortal wound to the Warlord.

In a desperate counterattack, the Saim Hann Guardians attacked the Khornate Berzerkers gathering at the feet of the Warhound Titan, but could not wound the twisted Chaos Space Marines. Three Guardians were in turn eviscerated and the survivors fled the insane fury of the Berzerkers, luckily managing to

outpace the blood-maddened killers. The Chaos killing spree continued as a Falcon and two Vypers were destroyed. Three Saim-Hann Jetbikes were also dragged from the air, their riders torn to shreds.

The Imperial alliance's grip on the space port was slipping, the Chaos counter attack was proving too ferocious to hold back and only a miracle could prevent them taking the Warlord. The last deep striking Terminator was killed and, despite having their Rhino shot out from beneath them, the Possessed Space Marines were able to secure the space port. Opening fire upon the Imperial and Eldar forces positioned near the Warhound Titan, the Chaos forces were able to shoot down an entire squadron of Jetbikes, a Falcon grav tank and a Chimera. Following the Possessed Space Marines, the Chaos Warhound strode into the space port and caught the retreating Howling Banshees and, despite its size, was unable to defeat them. Raptors also swooped in at the heels of the Warhound and attacked the Dark Reapers in the forward bunkers, slaughtering them in an orgy of bloodletting. With Eldar and Imperial forces bloodily forced from the space port, the Chaos counterattack had succeeded and the Warlord Titan was theirs for the taking.

In the north, Dark Eldar Raiders and Hellions flew over the mountains and surrounded the Miel Carn forces, including the Avatar and Wraithlord. Ork buggies moved in support, but the careening vehicles crashed in the rocks of the mountains. Thus immobilised, the Orks suffered terrible casualties when the Eldar opened fire and only a handful of greenskins survived the hail of lasers and shuriken. Their attack over the



Warboss Biggobb faces off against Dark Angel assault troops

mountains had been halted. The loss of their Orkish allies did not dismay the Dark Eldar, whose shooting proved to be deadly accurate and the Miel Carn Eldar took horrendous casualties, the Wraithlord reduced to a pile of twisted, molten metal. The loss of this mighty ghost warrior was enough to break the courage of the Miel Carn and they fled before the Dark Eldar. However, the Avatar held his ground against the Dark Eldar leader, Shadowlord, but took a wound under a furious rain of blows. Swooping low over the disordered ranks of the Miel Carn, the Hellions attacked the Fire Dragons, but the will of these noble Aspect warriors was strong and they fought with such savagery that it was the Hellions who were forced to retreat.

Surprised by the Tyranids attacking them in the rear, the Chaos forces hurriedly prepared a battle line to repel them, but their shooting proved to be largely ineffectual, with only the Hormagaunts being driven off. The Orks attempted to help by targeting the Lictor with a Pulsa Rokkit, but only succeeded in blowing themselves up! The frenzied Chaos Dreadnought lurched forwards to do battle with the Carnifex and tore the alien beast limb from limb. However, the Tyranids that survived the volleys of fire smashed into the rear of the Chaos army, dragging many of these evil warriors down and ripping them to pieces. The Lictor slaughtered the rearguard holding the western mountains and succeeded in capturing them for the Tyranid forces.

Azrael, master of the Dark Angels espied the hulking form of Abaddon and the Fallen Angels on the plain before him and, calling upon the spirit of Lion El'Jonson, led his warriors in the charge. Abaddon rose to the challenge and with a blasphemous oath charged towards his foe. As the combatants closed, the Ork mob alongside Abaddon suddenly turned and fell upon the

Chaos Lord in an act of supreme betrayal! With Ghazghkull lying mortally wounded, the second Ork Warlord finally acted upon his secret plan to be the one and only father of this victory. A furious mêlée erupted as the Dark Angels, Orks and Chaos Space Marines clashed in an apocalyptic battle. The Warlord Titan was already in Chaos hands, and the battle over, but honour was at stake and none of the protagonists were yet willing to retreat. Azrael fought bravely and grievously wounded his foe, but the power of the Warp was with the traitor and his Chaos Terminator armour deflected no less than three killing blows. Bloodied, but unbowed, Abaddon fought back, but was unable to penetrate Azrael's defences. As more of the Fallen Angels pressed in against Azrael, he was unable to fend off every attack and Abaddon's foul daemon blade clove his chest. The brave Dark Angel fell, his loyal warriors stubbornly fighting on while protecting their stricken Chapter master. The combat raged on, the Orks unable to cause any casualties and the Dark Angels killing many of the foe. But the Space Marines could not break Abaddon's dark resolve and were forced to admit defeat. The bitter enemies pulled back, each swearing vows of undying vengeance upon the other.

The forces of Chaos now held the space port and the Warlord Titan, Eldar forces were in retreat in the north, the leader of the Space Marines had been defeated and Imperial Guard casualties were horrific. There was no honour in fighting on and the forces of the Imperial alliance had no choice but to withdraw from the field of battle. As he watched his enemies flee, Abaddon howled in triumph to his dark gods. Much blood had been spilt and the newly captured Warlord Titan would ensure that there would be much more to come...

THE AFTERMATH

Conclusion - by Jervis

And so the battle ended, in a closely fought but well deserved win for the forces of Chaos. The Imperial side put up a valiant struggle, but in the end their decision to fight a primarily defensive battle in the early stages of the game meant that the forces of Chaos were able to pick up enough territory to give them overall victory. On the other hand more Imperial commanders achieved their personal objectives, so I think it's more than fair to call this a strategic win for the Chaos side, but a tactical win for the Imperial players.

Of course there was a third player, and if anyone deserves a 'Man of the Match' award it is Claus Jørgensen with his Tyranid army. Not only did he manage to throw a gigantic spanner in the works of both the other sides in battle, but he also managed to achieve his own victory conditions in great style. Very well done!

Following the battle and the tidying away of all of the armies and terrain we departed for a nearby hostelry to revitalise ourselves with a reviving glass or two (or three!) of the local Danish ale, and to discuss how the battle had gone. Overall, we decided that the game was more than worth the effort, and I really would highly recommend playing a monster game yourself if you ever get the chance. It really is a different experience to a normal game, needing not only the normal tactical skills of an ordinary game of 40K, but also sound strategic judgement as to where and when to commit one's forces, and when to press the attack and hold off. The game looked great too, and I lost track of the number of times players commented to me just how damned cool the whole thing looked. It really was an experience I'd love to repeat one day.

This is not to say that the game was without its flaws; it could hardly fail to be considering the ground-breaking nature of the undertaking. In particular, the force marching rules turned out to be OK in principle but lacking in practice. Basically, on a playing area this size you need rules that allow people to move really, really quickly when they are a long way away from the enemy, but at normal 40K speeds once they close within 24" or so of the opposing side. The force marching rules

didn't allow troops that were a long way from the enemy to move quickly enough (some of the troops on foot had only just reached the battle front by the end of the game), and allowed troops that were close to the enemy to move far too quickly (in one case allowing troops to run right past a 'road block' and away the other side before the defenders could react!). We decided that a better rule would be to allow troops to force march 24' (48' on roads) plus their normal move, but only if they start and end at least 24' away from the enemy and don't move within 24' of the enemy during the move.

The other area which needed a bit more fine tuning were the rules for replacements. For a start there were simply too many replacement tokens. We decided that we could have easily halved the number without spoiling the game. Secondly the ability to 'top up' a unit was fiddly and rarely used, so should probably be dropped. Lastly, the ability of new replacement units to appear along any friendly table edge meant they could get into combat too quickly – sometimes more quickly than units that had been slogging over the battlefield using the normal rules. We decided it would be better to pick a couple of places that reinforcements could enter at the start of the battle, and only use these (though this would only work with the increased force march rules).

However, these were all minor quibbles, and by far the most common question was 'When shall we have the next monster game?', an opinion with which I full heartily concur!

And with that I'll sign off, only pausing to say a very big thank you to Bo and all of the other players that took part in the game for letting me participate in what was truly a memorable experience. I'll also throw down a gauntlet to all of you reading this report: if you think you can run an equally memorable game, then get in touch and perhaps our next Roving Battle Report will be hosted by you...

Have fun!



Jervis Johnson

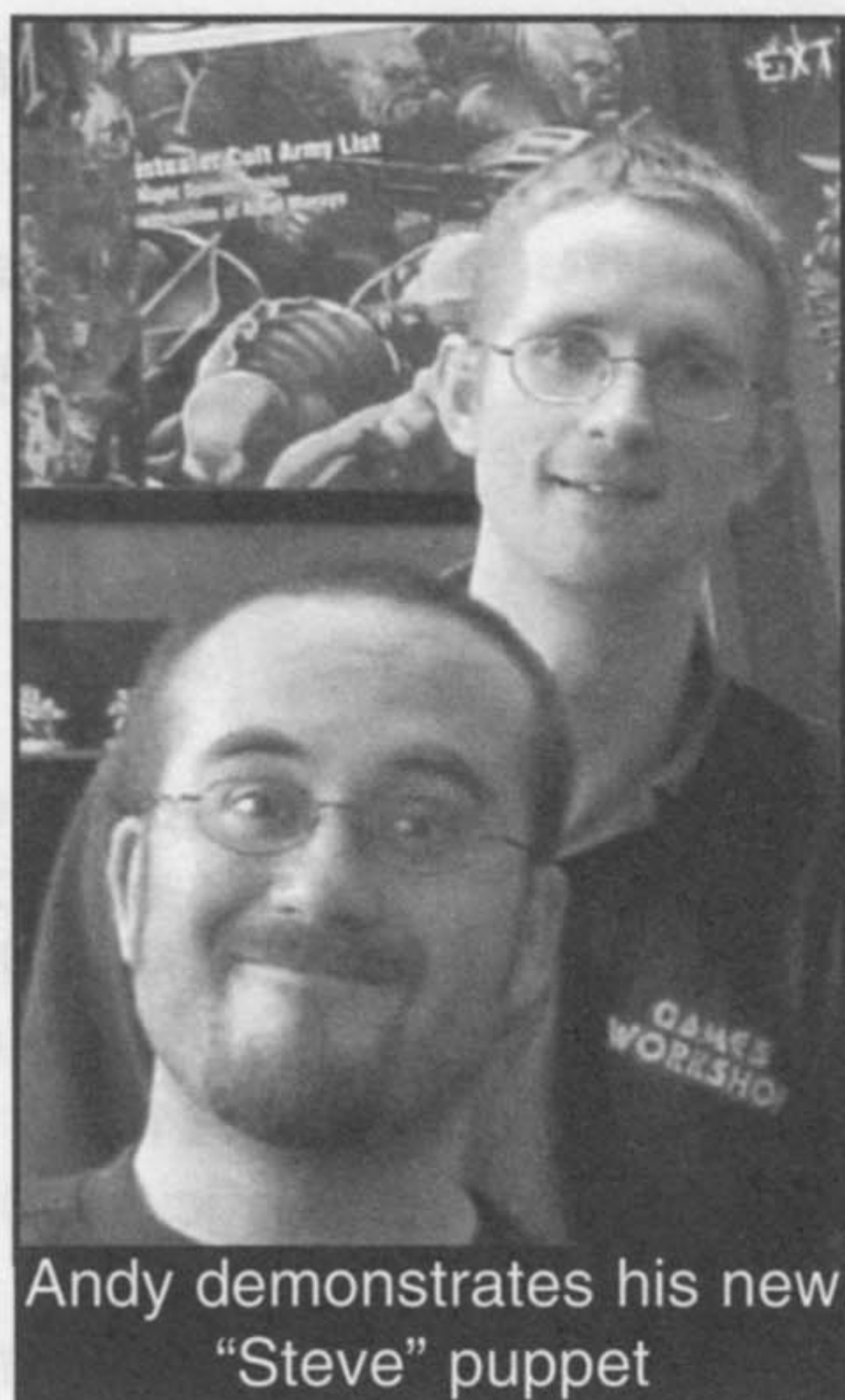
BLOOD BOWL

MAGAZINE



BLOOD BOWL

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Andy demonstrates his new "Steve" puppet



I've been lucky enough to do a bit of travelling lately. On the last weekend in August Jervis and I drove in a little Citroën van all the way from Nottingham to Cologne in Germany for German Games Day. After a massive twelve hours of travel including a pleasant three hour trip across the North Sea on a ferry to Holland we arrived at our hotel. That night was spent enjoying the German's wonderful beer but this was nothing to do with us getting up late the next morning! German Games Day was great fun and I got to meet many German fans of the game. Of particular note was Wolfgang Zeller's fantastic deluxe Blood Bowl set, complete with magnetic scoreboards, realistic turf and varnished wood finish. It even packs up into a nice wooden carry case at the end of the day. Needless to say Jervis has asked him to make one for us! I hope to get some pictures of it in next issue but in the meantime you can see it here if you have access to the net – www.wobbles.de/galerie4.htm.

UK Games Day also benefited from a larger than life Blood Bowl game. Rob Broom and friends from the Warhammer Players Society made this fantastic Jungle Bowl stadium. Using the rules



from Citadel Journal 44 the game was a great success and was busy from the moment the doors opened, right up until close at the end of the day.

So, what's in this issue? Well, BBCS member Chet Zeshoniski supplies us with his excellent kicking rules. These rules are Experimental so may actually make it into the Blood Bowl game system. Have a go at them and see what you think.

Andy

KICK IT!

Experimental Rules by Chet Zeshonski

Unlike the Clan Bowl rules last issue or even my Jungle Bowl rules a couple of issues back these rules have been classed Experimental. This is with a view to include them in the main Blood Bowl rules in the future. So, do you think this would be a good addition to the game – or does it break too many of the games conventions? You have until next October to let me know, so have a go at them and send me your feedback.

Andy

Most fans are familiar with the origins of Blood Bowl: how the Orc warband leader Mungk stumbled upon the strange silver dome that was actually the Shrine of Nuffle, and the Dwarf seer known later as Roze-El explained the secret rituals to the astonished armies. The Dwarfs made sure they kept the actual rulebooks a very closely guarded secret, and for more than a hundred years, only the enlightened eyes of the seers could gaze upon the holy texts of Nuffle.

One day in 2500, however, a High Elf warrior from Ulthuan named Sethryn Wyrmsbane led a scouting party deep into the halls of the great shrine. His goal was simple: find a clause in the rulebooks that forbade the inclusion of lesser races on the field, so the High Elves could have the game to themselves!

While Wyrmsbane did not find what he wanted, he did stumble upon something far more important. Locked away in a vault was a dusty old tome. The language was difficult to

understand, but by studying the pictures contained in the text, the High Elf saw how warriors playing the sacred game could 'kick' the ball during play. Apparently, a player could actually kick the ball to score; he didn't have to carry the ball over the goal line itself. Kicking the ball wasn't quite like passing it, however. It seemed to involve a special ritual of surrendering possession, so in every case, a team that kicked the ball away had to surrender its initiative and let the other team run a play.

Wyrmsbane declared his mission a success and took the book back to Ulthuan, where High Elf scholars well versed in the game of Blood Bowl pored over the contents. When they finally finished, they explained the new rules to their fellow High Elves and began training their Phoenix Warriors in the ways of kicking.

Eventually news of this reached the Dwarf seers, who were none too pleased with High Elves encroaching on what had long been 'Dwarf territory.' They weren't very happy with the new rules, either, as Dwarfs have shorter legs than most other races! The High Elves weren't surprised, and accused the Dwarfs of hiding the book when the game was discovered for just that reason. The Dwarfs denied this vehemently, of course, and after entering the name of Sethryn Wyrmsbane in the Great Book of Grudges, they began what is sure to be a long debate about the 'proper' place of these rules in the game of Blood Bowl!

THE KICKING RULES

These rules are designed to allow you to include Kickers in your Blood Bowl league. If you want to use these rules, you'll need to make a few alterations to the usual Blood Bowl rulebook. The first thing you'll need, of course, is Kickers, but you'll also find rules for new skills and modifications to the usual game of Blood Bowl.



KICKERS

Adding Kickers to a roster is very simple. Any team that has passers can hire Kickers instead. 'Passers' can be Skaven Throwers, Dwarf Runners, Phoenix Warriors – really any such players, so long as they have normal access to Passing skills.

If the Passer has the Pass skill, then the Kicker gets the Kick skill instead. Additionally, he loses access to Passing skills and gains access to Kicking skills, which are explained below.

The player has the same cost as a Passer of his race. If your league uses allies, you can take a Kicker ally from any allied race that uses Passers.



THE KICK ACTION

Once per team turn, a player on the moving team is allowed to make a Kick action. The player is allowed to make a normal move, and after he has completed the move, he must kick the football. Note that the player does not have to be holding the ball at the start of the action; he could use his Movement allowance to run over and pick up a dropped ball and then kick it, for example.

The Kick

First, the Coach must declare where the player is trying to kick the ball. To do this, he lines up the Throw-in template over the player's head, with the 3-4 arrow (which indicates the intended direction) aimed at any adjacent square.

Next, the coach must make a roll to get the kick away. Look up the player's Agility on the Agility table to find the score required to successfully kick the ball.

AGILITY TABLE						
Player's AG	1	2	3	4	5	6+
D6 roll required	6+	5+	4+	3+	2+	1+
Kicking Modifiers						
Kicking the Ball					+0	
Per opposing tackle zone on the player					-1	

Roll a D6, and add or subtract any of the modifiers that apply to the dice roll. A roll of 1 before modification always fails, and a roll of 6 before modification always succeeds. If the final

modified score equals or beats the required roll, the player has kicked the ball away without mishap. If the dice roll is less than the required total, then the kick has been shanked, with the effects described below.

A player who has successfully kicked the ball away must then roll a D6 for the direction of the kick, using the Throw-in template. A roll of 3-4 is right on target, but any other roll will indicate that the kick has been shanked, if it wasn't shanked already!

The ball will travel a number of squares equal to the roll of one dice plus the player's Agility score. A shanked kick will travel half this distance, rounded down (so a roll of 2 plus an Agility of 3 yields a 5, which is cut in half and rounded down to two squares).

If a kicked ball lands in a square occupied by a standing player, then that player may attempt to catch it, following the normal rules for catching the football (the kick counts as an unaccurate pass +0). If it lands in a square that contains a prone player, or in an unoccupied square, then it will bounce as normal.

A kicked ball that goes into the stands is immediately thrown back in by the eager spectators, again following the usual rules. The one exception to this is a ball that is kicked clear over the last seven squares in the opposing team's End Zone. This is called a 'Field Goal,' and is covered below.

BLOCKED KICKS AND FUMBLES

When a player kicks the football, various things can go wrong. Usually the ball will go in the wrong direction, or fall short of the goal. These events are handled by the normal Kicking rules. Sometimes, however, the Kicker may completely fumble the kick, dropping the ball in his own square, or an opposing player may block the ball before the Kicker gets it away. Both of these events are handled by the rules below:

Blocked Kicks

One player on the opposing team may attempt to kick block a kicked ball. To be eligible to attempt a kick block, the player must be standing adjacent to the Kicker, and must be in one of the squares targeted by the Throw-in template used to determine the direction of the kick. The opposing coach must declare that one of his players will try a kick block before the Kicker rolls to see if his kick is away, just like a player has to attempt an interception before the Passer rolls the pass.

Look up the player's Agility on the Agility table to find the score required to successfully block the kick.

AGILITY TABLE						
Player's AG	1	2	3	4	5	6+
D6 roll required	6+	5+	4+	3+	2+	1+
Kicking Modifiers						
Attempting a kick block					-1	
Per opposing tackle zone on the player					-1	

Roll a D6, and add or subtract any of the modifiers that apply to the dice roll. A roll of 1 before modification always fails, and a roll of 6 before modification always succeeds. If the final modified score is less than the required total, then the player fails to block the kick, and the kick can carry on as normal. If the dice roll equals or beats the required roll, however, then the player succeeds in blocking the kick. A blocked kick will bounce once from the kick blocker's square, as normal. A blocked kick counts as a Turnover, and the moving team's turn ends immediately.

Fumbles

Sometimes a player attempting to kick the ball will drop it in his own square. This is more likely if the player has any opposing players breathing down his neck! To represent this, if the dice roll to get a kick away is 1 or less before or after modification, then the Kicker has fumbled and dropped the ball. The ball will scatter once from the Kicker's square. A fumble counts as a Turnover, and the moving team's turn ends immediately.



TURNOVERS

In accordance with the sacred texts of Nuffle, a Kick action always results in a Turnover, no matter what the result of the kick itself. The Turnover does not take place until the player has completed the Kick action and the ball has finally come to rest.

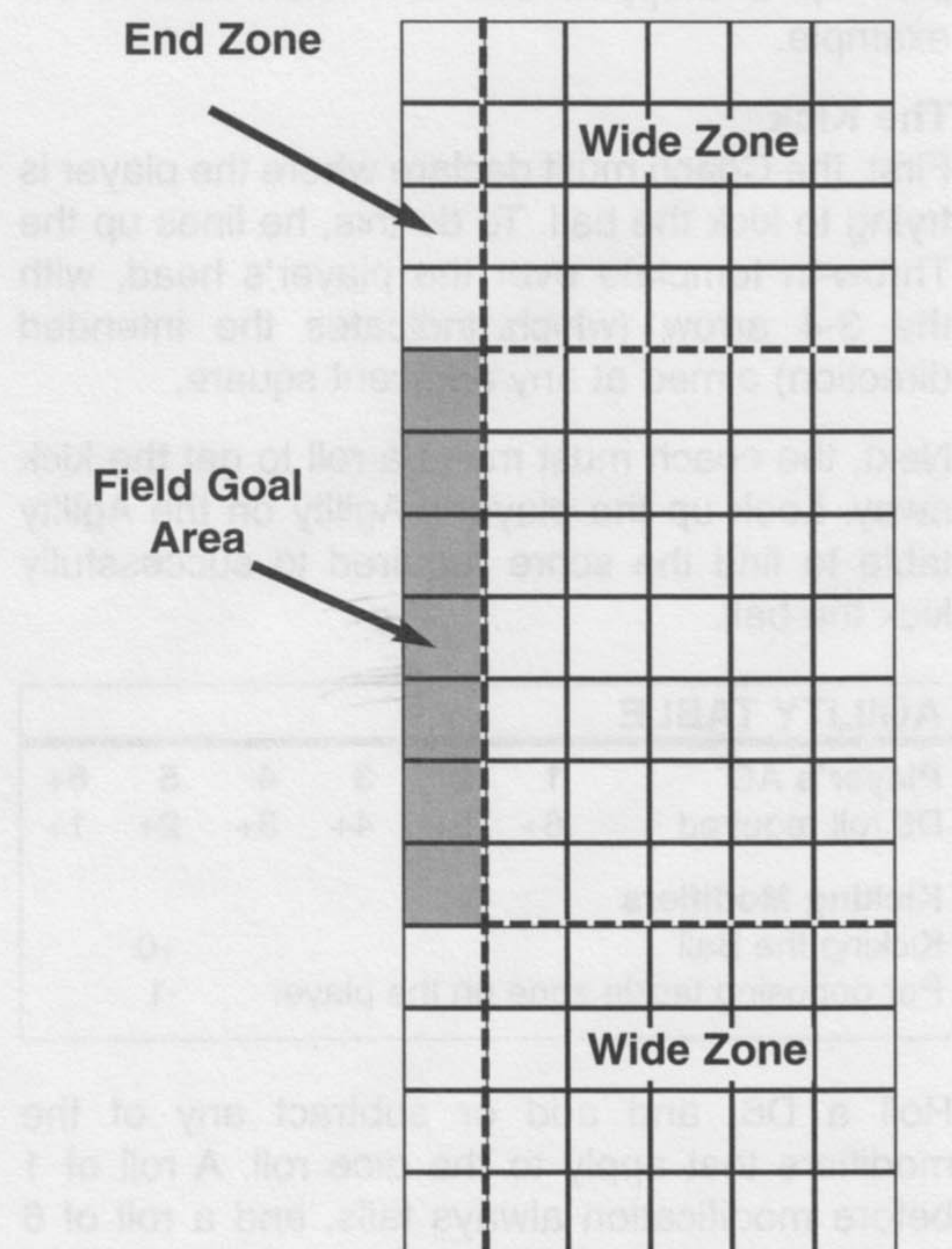
FIELD GOALS

If you use the Field Goal rules for your league, then a Touchdown is worth three points instead of the usual one. A Field Goal is then worth two points.

A team scores a field goal when one of its players taking a Kick action kicks the ball over any of the squares in the opposition's Field Goal area and immediately through the End Zone, into the crowd. As soon as this happens play stops, the crowd cheers and whistles, and cheerleaders dance about waving pom-poms. The coach of the scoring team has our permission to leap about and cheer a bit, too, while moving the Score Marker two spaces along the track on his side of the board.

The Field Goal area consists of the middle seven squares in the opponent's End Zone, as indicated by the shaded area in the diagram below.

IMPORTANT: A Field Goal counts for a score only if the ball is kicked out of bounds after last passing one of the indicated seven squares. Balls that bounce out of bounds after landing in one of the indicated squares, or that go out of bounds somewhere else and are then thrown out of bounds over any of the indicated squares, or that get kick blocked or fumbled over the line, etc, do not count as field goals, and the crowd will throw these balls back into play using the normal throw-in rules.



KICK-OFFS

If you are using these rules, then at least one player must be set up to kick the football. This player may not be set up in either Wide Zone, nor may he be set up on the Line of Scrimmage (the same restrictions that apply to using the Kick skill on a kick-off).

If the kicking team has failed to set up a player to kick the ball, or was unable to do so, then the receiving team is awarded a touchback – the other players are so hopelessly uncoordinated, they can't ever seem to keep the ball in play!

KICKING SKILLS

In order to use the Kickers, of course, you'll need a whole set of Kicking skills. And you're in luck, because we have them right here!





The first thing you should do is change the Kick skill from a General skill to a Kicking skill. In addition, insert the following bit into the skill description:

The player may re-roll the dice if he fumbles or shanks a roll to kick the ball away. Additionally, the rule about automatically shanking the ball on a roll of 1-2 or 5-6 on the direction roll does not apply to a player with this skill.

Once you've done this, you're free to add the following skills and traits to your league!

Dirty Kick (Kicking Skill)

The player is skilled at kicking his opponent right where it hurts in a swift and devastating attack, and may use this skill instead of making a Block. This attack is a great equalizer, so ignore the Strength values and any assists for the players involved. Roll one Blocking dice instead, consulting the table below.

	The Kicker is knocked over, but do not make an Armour roll for him.
	The defender fends the Kicker off. Leave both players where they stand, and the Dirty Kick has no effect.
	The defender backs away before he can be kicked. Treat this as a pushback result on the Blocking dice, but the defending coach may choose the target square.
	The Kicker connects with the defender, hard! Place the defender face up in his square, but do not make an armour roll for him.
	The defender is kicked where it hurts! Place him face down in his square as if he has been Stunned.

Extra Leg (Physical Ability)

The player may add +1 to any attempt to get the ball away when he kicks it.

Hook Kick (Kicking Skill)

The player is skilled at 'hooking' the ball when he kicks it. Once the ball is in flight, the player may re-roll for direction after the ball has traveled at least three squares. Re-align the Throw-in template over the ball, lining up one of the throw-in arrows with the original flight direction.

Pooch Kick (Kicking Skill)

The player is skilled at kicking the ball 'just right'. When he kicks the ball, treat the distance roll as a range. The player may choose to drop the ball into play at any point along the flight path.

Strong Leg (Kicking Trait)

The player has a rocket of a leg! Add +2 to any distance rolls for this player when he kicks the football.

OTHER SKILLS

Finally, you'll need to expand the descriptions of the Nerves of Steel trait, the Pass Block skill, and the Very Long Legs physical ability so that they include kicks. You will probably also want to change the Very Sunny description so it covers kicks, and maybe even make a few house rules for certain Special Play cards (like the Magic Hand of Jark Longarm, which you could use to automatically perform a kick block, for example).

STAR PLAYER POINTS

A successful Field Goal is worth two Star Player Points, and a successful Kick Block is worth two SPPs as well.

NOTES

One thing you'll notice is that Kickers not only provide you with a valuable defensive ability courtesy of the Kick skill, but that they really open up the offensive possibilities. The days of one-turn scores only for select teams like Skaven and Wood Elves is over, as every team has the ability to put two quick points on the board! This means that a team can score at ANY time, which removes the number of 'dead turns' in the game during which nothing can happen score-wise.

In fact, the new options put a whole new twist on the game. For starters, you'll find that your old defensive strategies won't necessarily work against the possibility of the kick. You can no longer count off the number of squares to the End Zone and say to yourself, "Well, my opponent can't score next turn, so I can take it easy and not worry about the ball." Offensively, you can use this to your advantage if you can

'sell' the field goal to your opponent – especially if you're really trying to manoeuvre your team into position to score a touchdown! The threat of the Field Goal is going to keep coaches on their toes, no doubt.

These rules also put a new premium on skills that were, shall we say, 'underemphasised' in third edition Blood Bowl. In particular, you'll probably want to get a few Pass Blockers on your team as quickly as possible! As a counter, of course, your opponents are going to find Nerves of Steel very appealing. Even passers are more likely to take a skill like Safe Throw, which isn't very popular in a lot of leagues but will become more necessary with the ever-increasing number of Pass Blockers looking for interceptions!

As a coach, you'll also have some choices to make. Maybe you want to use a Kicker for defensive purposes. Maybe you don't have good receivers (Dwarfs come to mind) and want to use two Kickers instead. Or maybe you want to do without the Kickers entirely and count on a lineman to pick up the Kick skill on a roll of doubles.

Teams like Skaven and Wood Elves could even do without Kickers altogether, choosing instead to use a doubles roll to give the Kick skill to one or two of their four receivers. It's a risk, but these players make devastating Kickers if their coach is willing to burn a few doubles rolls on Kicking skills instead of Very Long Legs or Stunty, or a pair of 5s that would normally result in MA+1.

If your league uses the Ally rules, you'll have even more options! For example, my Amazon team uses a Human Thrower as an ally to run the offence, while I use two Amazon Kickers as potential scorers/defenders.

CONCLUSIONS

When I first set about working on these rules with Milo Sharp, Dean Maki, and Doug Webber in April 2000, they looked an awful lot like the Passing rules. The range ruler was used, and

most of the skills were simple copies or clones of existing Passing skills or Special Play cards. The current rules set reflects a move away from that standard, and sets the Kicking rules apart as a separate mechanic that brings something new to the table, while keeping old standbys like the Agility table in play. The Turnover rule keeps the kick consistent with American football, and prevents opponents from using it as "Pass Action #2"!

The concept of the Field Goal was lifted right from American football. So why the three-to-two split on TD's and FG's? Well, for starters, it matched up very well with the proposed SPPs awarded for each action. It also means that you can actually win games with Field Goals, instead of just using them as occasional tiebreakers in a game between evenly matched teams. It's even quite consistent with the earliest professional rules in American football – in fact, it will probably surprise a lot of you to know that a field goal was worth more than a touchdown for almost 30 years!

I've playtested these rules myself in about two dozen games so far, and I've seen them used by other coaches firsthand for another dozen or so after that. In addition, Tom Anders (whom many of you will doubtless recognize from the Blood Bowl mailing list or the Blood Bowl Central web site) ran a test league that used these rules in over 200 matches! The feedback I've received from over 20 coaches has been very valuable, and they've helped tweak the rules 'just right,' in my opinion. One major change was the decision to make the 1-2 and 5-6 results on the Directional roll turn into automatic shanks if you didn't have the Kick skill. This means you can still use regular linemen or other position players to try Field Goals, but without the Kick skill, this will always be a risky proposition no matter how high your MA or AG.

The flexibility for coaches and leagues alike really provides a fresh twist on the game, so why not try these rules out in your league and let other coaches know what you think?

★ ★ ★ *Did you know...*

The current Reikland Reavers Star Kicker Luther Von Hooper is so confident in his abilities that he welcomes all would-be kickers in a punting contest. The rules are simple – if the challenger can kick the ball further than Luther then he will give them his Appearance fee from his most recent match.

For months, as Luther predicted, he was undefeated for the first couple of months until, one day a rather stout looking Dwarf, obviously drunk, challenged Luther. The Star Kicker was unimpressed, after all Dwarfs have short legs – how could he hope to match the distances Luther could kick the ball? The Dwarf kicked the ball and to Luther's astonishment it flew over the stadium wall and out of sight. After much blaspheming Luther paid up and even then did not notice the glowing Rune of Great Kicking branded into the leather of the Dwarf's boot.

Write to:

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Willow Rd, Nottingham, NG7 2WS, UK

LETTERS

e-mail us at:
fanatic@games-workshop.co.uk

Feedback for 4!

Dear Fanatic,

I am a die-hard Blood Bowl fan and have written to you on a few occasions. I run a league almost every year assuming I have enough players to do so and if not, we play plenty of one-off games. We are happy with your decision to recall the old rules and to make them optional until you get more feedback.

That being the case, here are a couple things we have agreed upon. My league likes the IGMEYOY rules, although we didn't have constant fouling as a problem. We are about 80% in agreement that we do not like the one skill per turn limitation. Although this balances the expansion teams, it greatly reduces the time invested in players. That coupled with an appearance fee makes them an over-priced luxury. We do like the appearance fees though, and think this is a nice idea, that keeps in spirit with the game. WE LOVE THRUD as well! We have played a few one-off games with him and it has been hilarious. Well, just a little feedback from a few of us fanatics in the US.

Yours Sincerely,

David Gitchel

Commission of the LOWC
(Lustrian – Olde World Circuit)

Thanks for the Feedback Dave! I'm glad Thrud is turning out to be such fun to play, that's how I intended him to be!

Salaries

Dear Andy,

I wanted to share with you a way player's and commissioners can settle the debate of Appearance Fees without off the pitch blood shed. We tried to use both the normal and a modified Appearance fee tables, but were not happy with it. So the group of players that I game with and I came up with this system and have been using it for several months now and we have had minimum problems with it. We borrowed a concept from 2nd edition and modified it. We use player salaries. We originally tried the way it was set up in the Blood Bowl Companion, but found out quickly that it did not do enough to slow up the top teams. In fact, the low salaries helped the upper teams to pull away even further. So we came up with a simple way of dealing with this and thus our system was born.

It is as follows:

1. Each player receives a base salary equal to their initial cost divided by 100.

Example 1: A standard human Blitzer with a cost of 90,000 has a base salary of 900 per match.

Example 2: Deathblow the Star Player Human Blitzer with a cost of 170,000 has a base salary of 1,700 per match.

2. Each player receives a bonus salary equal to his total SPPs multiplied by 100.

Example 3: A Human Blitzer with 15 SPPs receives 1,500 bonus salary per match.

Example 4: Keeping in line with the Appearance Fees, each Star Player is counted as having his Cost divided by 1,000 SPPs. Deathblow would have 170 SPPs making for a bonus salary of 17,000 per match (170 x 100).

3. Add both salaries together to find out his per match salary:

Example 5: The human Blitzer with 15 SPPs would have a per match salary of 900 + 1,500 = 2,400 gold crowns.

Example 6: Deathblow would have a per match salary of 1,700 + 17,000 = 18,700 gold crowns.

As you can see, each player is then paid his worth with Star Players earning the lion's share of the purse. We did run into some further problems and here's what we did about them.

With the Winnings table already taking into account that the larger teams have larger payrolls and should receive less, this did not sit well with the larger teams as it made it impossible to progress beyond a certain level. We did want to try and slow down their progress, but not eliminate it. So we reduced the Winnings table to just the column for teams rated 100-125 and used that for all teams. It seemed to make sense as none of our lower rated teams could hope to pull in 75,000 fans. There was no way to earn the really big money without playing the big teams and the big teams do pull in the fans and therefore should pull in more money per match. From these winnings, each team needs to pay out their respective payrolls. The higher rated teams have to dish out a lot more of their winnings than do the smaller rated teams giving the smaller teams more money to upgrade with.

Then came the problem of what happens when you are not able to pay your players. Some of the big teams found out they expanded too much and were holding way too many highly rated players with huge salaries and some of the

smaller teams that got squished along the way came into financial problems as well. We came up with a simple plan for this. If you cannot afford to pay the player, he walks. You lose the player from your roster and he takes his services elsewhere. Big teams found they had to cut high paid players when they could no longer afford them or cut several lower priced players to make the payroll, and lower teams just starting could get by without much trouble. The smaller teams that kept on losing soon found no other choice but to cut payroll until the team was no longer feasible to run. They would just start over. Any player that was cut due to their salary was left on the auction block until the next week giving anyone who could afford them a chance to pick up these players. It meant that some higher teams would have to cut high priced players to bring their payroll in line while any team that could not make it financially was replaced by one that stood a chance of building up and winning some matches. We liked this part a lot!

It did not however solve all of the problems, so we then divided into two divisions of teams with a "Premier League" and a "Lower Division" as

described in BB Mag 2. We decided against the extra D6 of winnings per match as this would then cancel out all the work the salary does. However, we did need a way to get teams excited about getting into the top league or fighting not to drop down. All it took was the prospect of a team sponsor. The extra money involved by signing a sponsor for a season was more than enough incentive. We used a D6 multiplied by 10,000 gold crowns per match as the payoff. You only rolled this once at the start of the season and this was your sponsorship deal for the entire season. We did add + 1 to the roll for the following: win a cup final, top of the table at end of last season, or stayed up in league from previous season.

It seems to have worked. Teams such as mine have a chance to catch up on the upper teams. I can still expect to get beaten by a big team, but that is the way it should be. I can and have upset bigger teams without getting wiped out, so we are happy with this system.

Thanks for keeping Blood Bowl going!

Gerry Reynolds

THE DUGOUT

So you can keep track of what the state of play is with the various New rules and Experimental rules I'll try and include this section in every other issue of BB mag. A few new additions since issue 45, notice how the Kicking rules in this very issue are straight in the Experimental section. So keep that feedback coming.

NEW RULES

Thrud the Barbarian JNL 45

EXPERIMENTAL RULES

4th Edition - New Regulations	BBMAG 1
4th Edition Team Lists	BBMAG 1
4th Edition Star Players	BBMAG 1
Extra Time	BBMAG 2
Premier Leagues	BBMAG 2
Little Leagues	BBMAG 2
4th Edition Special Plays	BBMAG 2
Kicking Rules	JNL 47

UNOFFICIAL HOUSE RULES

The following rules have appeared in various magazines. League commissioners should feel free to pick and choose which (if any) they would like to use in their own league.

Cheerleaders	JNI 32 / COMP 3
Coaching	JNL 10
The Crush	COMP 1
Desperate Measures	JNL 14 / COMP 1

Forest Folk	JNL 17 / COMP 1
Inter-Match Events	JNL 27 / COMP 2
A Load of Balls	JNL15 / COMP 1
New Goblin Weapons	COMP 2
Nurgle's Rotters	JNL 18 / COMP 1
Out On The Town	COMP 2
Penalty Shoot Outs	JNL 31
Pogo Troll	JNL 36
Refs	JNL 12 / COMP 1
Reserves & Transfers	COMP 1
Stadiums 1	JNL 21 / COMP 1
Stadiums 2	JNL 24 / COMP 1
Squigs	JNL 11 / COMP 1
Tilean League	JNL 19 / COMP 1
Wizards & Weapons	COMP 1
Deathbowl	JNL 31 / COMP 3
Weird Spin on an Old Banana	COMP 3
Unsportsmanlike Conduct	COMP 3
Jungle Bowl	JNL 44
Clan Bowl	JNL 46
All-Stars	JNL 46

BARRACUDA



PAINTING YOUR BARRACUDA

This Barracuda was painted in a desert camouflage scheme by Tony Cottrell. Tony used an airbrush for the main body of the fighter and the camouflage pattern. The details, like engine vents and the cockpit windows were picked out using a conventional brush. The airbrush allows for subtle shading, and is quick for covering large areas, but it is a technique that requires some practise and is not recommended for novice modellers.



ANGELS OF DEATH

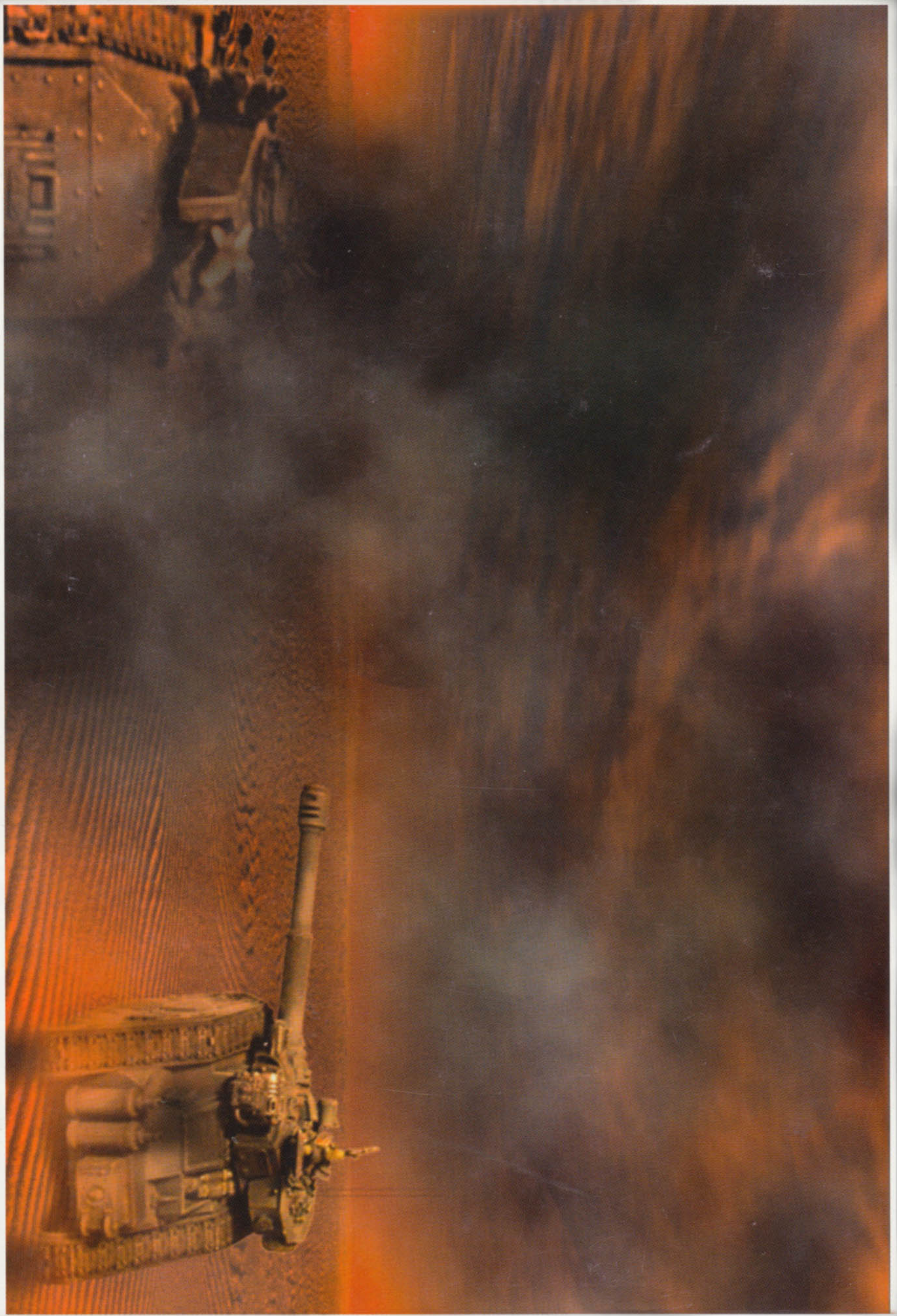


ANGELS OF DEATH ARCHIVE

Miniatures and colour schemes from the Blood Angels and Dark Angels Mail Order Archive. We have also included a back banner for a Blood Angel character. Feel free to colour photocopy the banner and use it in your army.



RED DESERT WAR: Captain Obadiah Schfeer advances past the smouldering hulk of his latest victim. The red oxide deserts of Ferrum-Psternus provide excellent hunting grounds for his Vanquisher tank.



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