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ISSN 0265-8712



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COVER STORY!
FULL TILT
JOUSTING GAME

WHITE DWARF

Filled with more
Bretonnians
than a
Bretonnian—filled
thing!



PERILOUS QUEST

COVER

Artwork by David Gallagher

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Pssst! Want to know what's new this month?

THE 1997 GRAND TOURNAMENT

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Jervis Johnson tells it how it may have been.

GAMESDAY & GOLDEN DEMON 97

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108

Big, green and smelly (no, not Adrian Wood!) – it's the Mail Order Trolls! They've got all you could possibly want, from White Dwarf subscriptions to game components and special deals to back catalogue miniatures.

GORKAMORKA™



DA BADSKARS GET BAD

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Andy Kettlewell's mob takes on all-comers in 3 Gorkamorka battle reports!



WARHAMMER® EPIC 40,000

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THE LAST OF THE MONTECANNES 26

Nigel Stillman's unusual Wood Elf and Bretonnian scenario!

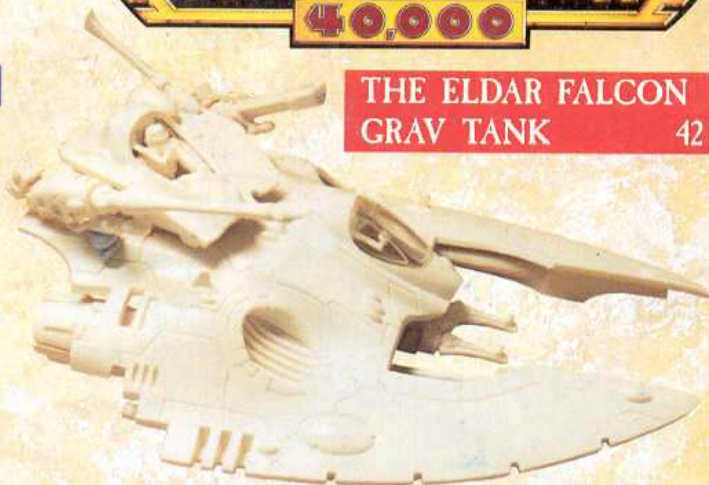
FULL TILT 49

A complete free game! Bretonnian heroes battle each other for fame, glory, and Maiden's wimples (!)



WARHAMMER® 40,000

THE ELDER FALCON GRAY TANK 42



From Citadel Miniatures designer Jes Goodwin's fevered imagination to your trembling hands – how the new Eldar Falcon Grav Tank plastic kit was made.

BIG TOOF RIVER 70

How this year's big (and we mean big!) Games Day display was put together.

SILENT MENACE 77

The new Space Marine Scouts get an outing against a veritable horde of unsuspecting Greenskins.



Product Code: 60249999215





"Next!"

As I sit here, nose dripping, rattling cough and rheumy-eyed (desperate appeal for sympathy!) I spy a mountain on the horizon. It looms closer, and through the mist I discern its true form. Aaaagh! It's not a mountain at all - it's Paul Sawyer - former editor of the Citadel Journal! Paul (Mr. Sawyer, to you, Dews - Paul), has crossed the glacier to take on joint responsibility for the new-look White Dwarf together with blonde, blue-eyed boy, Matthew White. Games Workshop's very own Laurel and Hardy have now taken over the production of White Dwarf ably assisted by Adrian Wood and the rest of the mob.

Paul brings with him an immense snowdrift of experience from the Journal and, together with Matt, is determined to scale new heights of gaming and plumb the deepest depths of the hobby (Get on with it! - Paul). Once again it's onwards and upwards so a big welcome to Paul and Matt and...

Unda NOO Manjment



'ere we go! 'ere we go! 'ere we go!

BB

Robin Dews

ELDAR FALCON SWOOPS IN!

WOW! At last the Falcon is no longer only available in Epic scale. This amazing Warhammer 40,000 plastic kit was designed by Jes Goodwin with Norman Swales and has been under construction for over a year now. It can now take its rightful place alongside the Eldar Jetbike and the Vyper as part of the Eldar's deadly support arsenal.

This model includes some really cool features like opening hatches and a fully movable turret. We've even made a sheet of ace new waterslide transfers! The tank is literally bristling with weapons: a pulse laser,

scatter laser and twin-linked shuriken catapult. What more could you possibly want?

You can, if you're feeling particularly vindictive, upgrade your scatter laser or twin-linked shuriken catapults to other heavy weapons if you wish. See the Mail Order pages for details.



DA GUNZ OF VANARONE

In WD213 we reported that on 29th of August our Cardiff store held a colossal game of Warhammer 40,000. 'Da Gunz of Vanarone' saw a bitter struggle between an Ork horde and the Imperial Guard.

The novel part of this amazing battle was that it was fought up the face of a cliff (that's the small cliff-shaped thing in the photo below)! Greenskin fans will be pleased to hear that the Orks smashed the Humies to bits and recaptured their Big Gunz - hurrah!



This month's Warhammer 40,000 releases

40K Battlefield Accessories
(2 plastic sprues) £5.00

ELDAR

Falcon Grav-Tank
(boxed set of one model) £17.00

ORKS

Ork Outpost Card Model Kit
(2 card buildings) £12.00

"We saw that cactus move!"

Well, this competition certainly caused a lot of consternation amongst those of you that entered!

Answers ranged from "you're obviously using an Epic 40,000 Lictor and therefore it's too small to see" to "Andy Kettlewell is really a Lictor in disguise"!

However, two of you will be honoured by the Emperor for your vigilance. Brothers Eóin O'Callaghan of Co. Kildare, Ireland and Aidan O'Brian of Co. Laois, Ireland will be the proud recipients of a year's subscription to White Dwarf AND one of each Scout miniature!

The answer? Well, if you hold the page up to a light the nasty beasts will soon

become visible! Well done to Eóin and Aidan. The rest of you? Well, by now your gene-seed will have been consumed for use by the Hive mind...



WARHAMMER 40K BATTLEFIELD ACCESSORIES

Want loads of ace bits and pieces to make your battlefield look really great? We thought so, so here are barrels, barricades and tank traps. Enjoy!



ORK OUTPOST CARD MODEL KIT



OI! LIS'N UP!

Dere's dis 'ere Orky outpost which is stonkin'!

This new Ork Outpost card model kit will be a brilliant addition to your scenery collection. Now your games of Warhammer 40,000 can take place in an Ork settlement. These new Ork buildings are easy to assemble using only scissors, a modelling knife and PVA glue (the tools and glue aren't included though). The components simply press out ready for construction. You won't have to do any painting or extra modelling (if you don't want to) because the individual parts that make up the structures are already coloured and textured. Of course, a modelled base will always make scenery look even better. What's best is that you get these two great buildings for only £12.

WAAAGH!



GORKAMORKA

No Grot will want to mess with a Slaver - would you?



Take a tip from Andy Kettlewell, "Make sure you go to Mektown and buy lots of stuff for your gang!" This month he chronicles his first few games with the Badsksars, the mob he collected last issue. One of his favourite events after each game was the visit to Mektown. He picked up some great new equipment and had his weapons kustomised as well. This month you can get your hands on stacks of goodies too!

DA BOYZ ARE BACK IN (MEK) TOWN!

By now you've probably played a few games of Gorkamorka and you'll be wanting some more Boyz. You can get lots more plastic Ork Boyz as well as Yoofs and some ladz with hand-to-hand weapons. Got that? Right.

OK, now you've got more Boyz you'll need a new vehicle or two to cart your Boyz around. Check out the new Speargun Trukk and Harpoon Trak, they're dedd 'ard. Buy them now or we'll be 'avin' words, alright?

Someone else to invest in might be a Slaver. He'll keep all your new Grotz (which are also out this month!) in line. You can see all this month's great Gorkamorka releases at the end of the news!

Look out for more about Andy's mob over the next few issues.

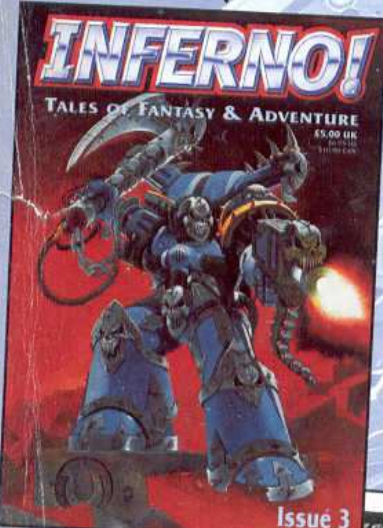
This month's Gorkamorka releases

Ork Boyz (Boxed set of 6 plastic models)	£5.00
Speargun Trukk (Boxed set of one model)	£12.00
Harpoon Trak (Boxed set of one model)	£12.00
Ork Yoofs (Three models per blister)	£5.00
Ork Boyz with hand-to-hand weapons (Three models per blister)	£5.00
Slaver (One model per blister)	£3.00
Grotz (Four models per blister)	£5.00

DARK TIDINGS FOR DARK OMENS...

A couple of issues ago we announced the imminent release of the Shadow of the Horned Rat sequel, Dark Omens. Well, with one thing or another the release will now be in early 1998 rather than by this Christmas as we had thought.

More from the Black Library



Here at the beleaguered Black Library we have been caught up in a frenzy of activity, despatching heretics, assaulting and conquering the Journal Bunker, and most importantly, finishing off issue 3 of INFERNO!

For those of you who haven't had the opportunity of reading a copy of Inferno! yet, where on Earth have you been the last few months? Okay, one more time:

Inferno! is Games Workshop's bi-monthly fiction publication, packed full of short stories, comic strips, battle maps, illustrations, photographic features and so on, all of which illuminate and bring to life the background worlds of Warhammer and Warhammer 40,000. Not a rule in sight, Inferno! is all two-fisted action adventure stories from cover to cover.

Below you will see a sneak preview of some of the features in issue 3, which include the first Warhammer 40,000 technical vehicle cutaway, more Obvious Tactics, our first ever Eldar versus Chaos computer-generated comic strip, together with stories from the worlds of Warhammer, Warhammer 40,000 and Necromunda.

Dan Abnett's Warhammer story, 'Gilead's Wake' takes us through the tortuous 10 year path of revenge embarked upon by Gilead, an Elf Ranger, as he tries to pin down and destroy his elusive nemesis, the slayer of his brother.

'The Emperor's Grace' from Australian author Alex Hammond is a Warhammer 40,000 epic, describing the dying moments of the jungle planet Olstar Prime at the hands of the Eldar, as seen from the very different points of view of the dogmatic Commissar Streck and the pragmatic Catachan jungle fighters.

Gav Thorpe's 'The Faithful Servant' is a Warhammer story of faith and despair, as the powers of Sigmar are measured against the implacable terror of chaos and its servants.

The final story of the issue is from Jonathan 'Salvation' Green, and is this issue's descent into the Necromundan Underhive. Here, the enigmatic Nathan Creed, Bounty Hunter, finds himself up against much more than the simple contract he had in mind, as the trail takes him to the long buried horrors of an ancient city dome.

Phew! I've tried to give a flavour of issue 3, without giving the game away too much. Go on read it, you won't regret it!

Andy Jones





*Knight of the Realm Hero
with Morning Star*

PERILOUS QUEST

This is a great month for Warhammer fans with, amongst other stuff, the new Perilous Quest campaign pack hitting the shelves. Like Grudge of Drong, Idol of Gork and Circle of Blood before it, the pack contains some superb scenery for you to add to your collection of Warhammer terrain and on top of this is, of course, the Perilous Quest itself, a series of linked battle building to a climactic conclusion. This splendid campaign pack pits the enigmatic Wood Elves against the lawful Bretonnians following the Wood Elves' theft of a number of relics from a Bretonnian tourney. Of course, the Bretonnians can't let this go unpunished and the Quest to regain the relics is on!

FRESH TROOPS!

Also out this month are stacks of new Warhammer miniatures, including a whole host of Questing Knights and Knightly heroes. There are also Bretonnian Squires and Wood



Wood Elf Mage

Elf Scouts along with a Wood Elf Mage. Both the Scouts and Squires can skirmish and as many of you well know, skirmishing troops are deadly if deployed correctly. If your army doesn't include skirmishers yet – why not? Check out your army list and get hold of some quick!



Scout Champion

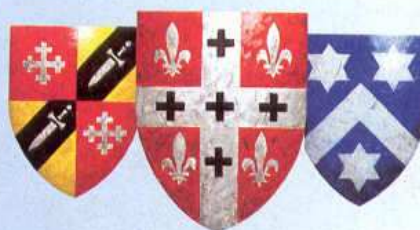
WARHAMMER

This month's Warhammer releases

Perilous Quest (Scenario pack) £12.00

BRETONNIANS

Bretonnian Hunting Party (Boxed set with one army)	£50.00
Bretonnian Questing Knights (Boxed set of 4 models)	£15.00
Bretonnian Questing Knight Hero with lance (One model per blister)	£5.00
Bretonnian Grail Knight Hero with two-handed sword (One model per blister)	£5.00
Bretonnian Knight of the Realm Hero with Morning Star (One model per blister)	£5.00
Bretonnian Questing Knight Champion (One model per blister)	£4.00
Bretonnian Questing Knight Standard Bearer (One model per blister)	£4.00
Bretonnian Questing Knight Trumpeter (One model per blister)	£4.00
Bretonnian Squires with bows (Three models per blister)	£5.00
Bretonnian Squire Champion (One model per blister)	£3.00
Bretonnian Squire command group (Two models per blister)	£4.00



WOOD ELVES

Wood Elf Sorceress on foot (One model per blister)	£3.00
Wood Elf Scouts (Three models per blister)	£5.00
Wood Elf Scout Champion (One model per blister)	£3.00
Wood Elf Scout command group (Two models per blister)	£4.00

MORE GAMING CLUBS OPEN!

The first official Games Workshop gaming club opened in Lincoln on September 11th. This is only the beginning...

Watford

Watford Games Club will be up and running. Held on Tuesday nights from 30th September at Watford Girls Grammar school. For more information about this latest club get in touch with the chaps at our Watford store on 01923 245388.

Portsmouth

By the time you are reading this there will be another Games Workshop games club open, this time in Portsmouth. For details of the location and times you'll need to contact our Portsmouth store on 01705 876266.

GORKAMORKA™

**HAVE YOU GOT THE
'ARDEST MOB?**

Why not take your Gorkamorka mob into your local GW store to find out if it really has got what it takes!



GORKAMORKA

HARPOON TRAK



Harpoon gunner



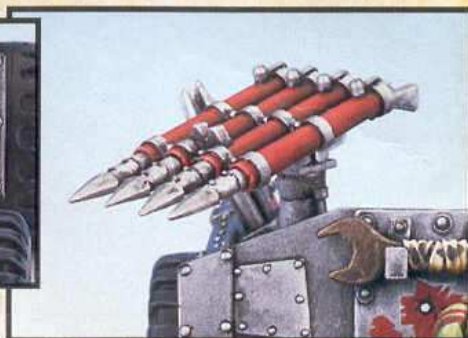
Ramming spikes



Boarding Plank



Driver



Speargun



SPEARGUN TRUKK



Slaver armed with
grabba stik and whip

GROTZ



Grot armed
with hannon



Grot armed with
six shoota and knife



Grot armed
with slugga

YOOFZ



Yoofs armed with
slugga and six shoota



Yoofs armed with
two six shootaz



Yoofs armed with
two sluggaz

BOYZ WITH HAND TO HAND WEAPONS



Ork Boy with
axe and slugga



Ork Boy with
six shoota and axe



Ork Boy with
sword and slugga



Ork Boy with
club and slugga



ORK BOYZ



SPACE MARINE SCOUTS



Imperial Fists Scout



Dark Angels Scouts



Space Wolves Scout
with combat shotgun



Blood Angels Scout



Dark Angels
Scout Sergeant



Space Wolves Scout



Scout of the
Black Templars



Dark Angels Scout with Heavy Bolter



Dark Angels Scouts with Needle Sniper Rifle s.
Note the scout on the left has a camouflage cloak



Squad of Ultramarines Scouts

If you're thinking of getting started
in the GW hobby, then get down to
your local Games Workshop store

NOW!

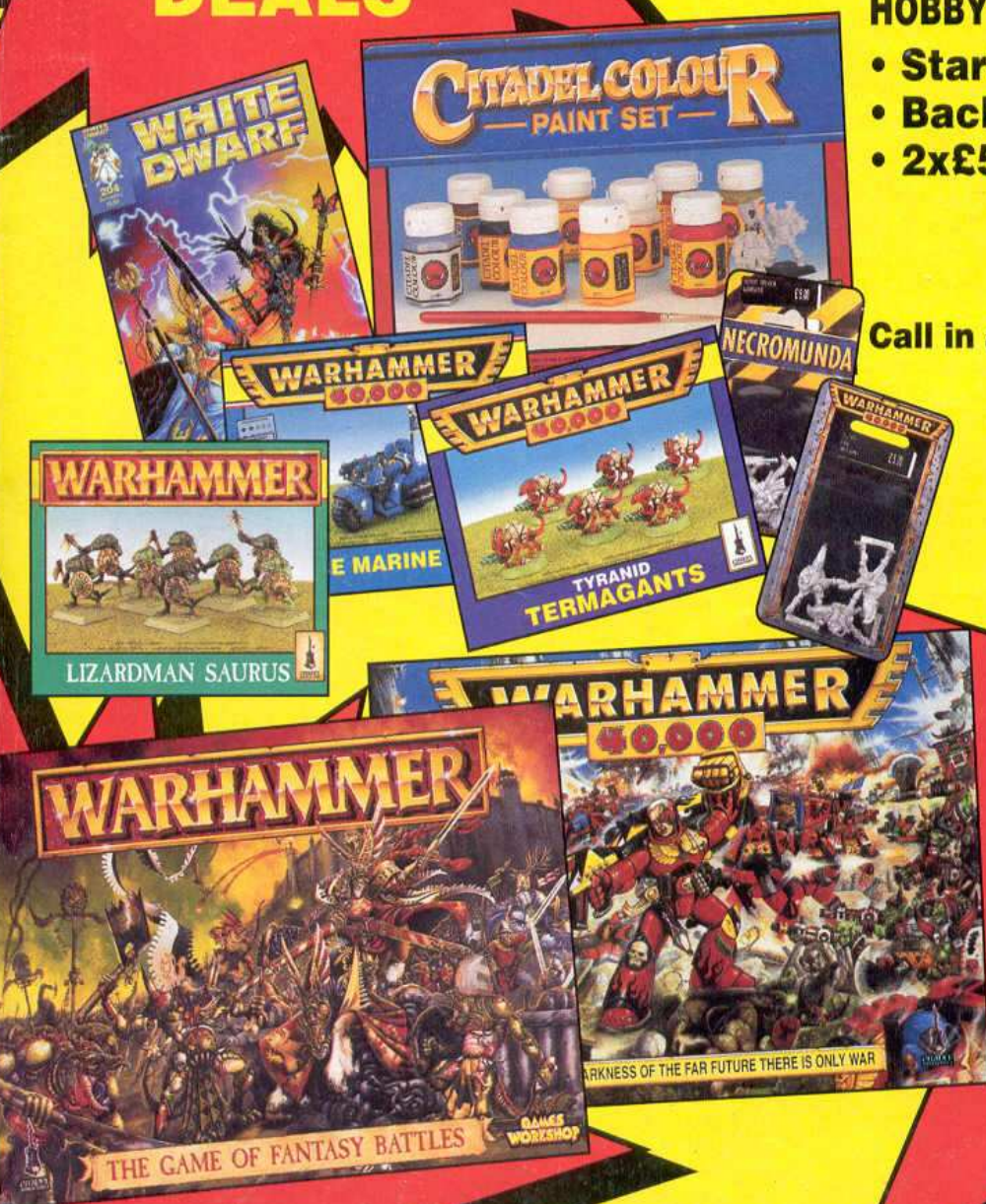
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newcomers to the hobby...

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- Back issue of White Dwarf
- 2x£5 plastic model sets

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VOUCHER
WHEN YOU
BUY
WARHAMMER
40,000 OR
WARHAMMER**

GORKAMORKA

DA BADSKARS GET BAD!



Andy Kettlewell laughs in the face of his enemies

CHARACTERISTICS												
NAME	M	WS	BS	T	W	I	A	L	SK	INT	PER	EXP.
BARC DREG (BOSS)	4	14	4	3	4	1	3	1	7			
BOSSKART (SPANNER)	4	3	3	3	4	1	2	1	7			
NOSHAMEK (SPANNER)	4	3	3	3	4	1	2	1	7			
RAIDGLUB (BOY)	4	3	3	3	4	1	2	1	7			
GOFGIT (BOY)	4	3	3	3	4	1	2	1	7			
GORSATK (BOY)	4	3	3	3	4	1	2	1	7			
LUGUL (VOOT)	4	2	2	3	3	1	2	1	7			
SHAGGIT (VOOT)	4	2	2	3	3	1	2	1	7			

VEHICLE TYPES: TRUCK												
NAME	WS	BS	T	W	I	A	L	SK	INT	PER	EXP.	COST
BOSSKART (SPANNER)	4	3	3	3	4	1	2	1	7			20
NOSHAMEK (SPANNER)	4	3	3	3	4	1	2	1	7			9
RAIDGLUB (BOY)	4	3	3	3	4	1	2	1	7			9
GOFGIT (BOY)	4	3	3	3	4	1	2	1	7			5
GORSATK (BOY)	4	3	3	3	4	1	2	1	7			7
LUGUL (VOOT)	4	2	2	3	3	1	2	1	7			5
SHAGGIT (VOOT)	4	2	2	3	3	1	2	1	7			5

Carrying on from last month's "Collecting a Mob" article, Andy K plays some campaign games with his new Gorkamorka mob "Da Badskars" against, well, anyone who wants to get in on the action!

Andy K: Last month I showed, step by step, how I chose and collected my new Gorkamorka mob. This month I finally get to play with them! Using the campaign rules I'm fighting three battles with Gorkamorka players from around the Studio and I'm going to note down all the skills and equipment they pick up along the way.



DA FURST FIGHT

The first mob I decide to beat up is Nick Davis' new mob "Da Fangz". Nick (see the back cover of White Dwarf 212) came top of the Studio Gorkamorka campaign while the game was being developed, the curl!

I was a little apprehensive, having played against Nick in the Studio campaign. He is a particularly psychotic player who has taken the Gorkamorka game to his heart. Nick picked the *We Wuz 'Ere Furst* scenario. The game starts well, both mobz race hell for leather towards the scrap until Nick's Trak rams Gofkart. Gofkart's thrusters jam, sending the Trukk and all the boyz on it hurtling off the table!

After this my Trak is left to face the whole Nick's mob but survives a hail of fire from Da Fangz. I try to make the best of the situation by boarding Nick's nearest vehicle with Bosskart. He heroically kills the bike's driver and then jumps off before the bike flips over and is destroyed. Things go rapidly downhill not long after that. Both mobs' Traks clash in a head on ram, my Trak's engines exploding in a shower of gubbinz. The remaining crew fly through the air before landing in a heap. As most of my mob are either off the table or injured I decide to bottle out on my next turn. In some games of Gorkamorka there comes a point when you must bottle out just to save your mob from being badly mauled – this is one of those times.



DA FANGS



Nick: Looking back at the game I was very nervous starting off with a new mob. Having been used to fighting with an established mob with lots of skills and characteristic advancements I just wasn't sure

how the new boyz would react under fire. I decided to go all out to win because I want as much scrap as possible for my gang. Also Andy is an arch opponent from the Studio Gorkamorka campaign so I just wanted to flatten him anyway. Ramming vehicles against each other is very dangerous but I like it! It's an Orky thing to do, and



it certainly payed off in this game. Remember though, don't bottle out until you really have to. Keep going, you just don't know how things might turn out.

WE'RE ALL OFF TA MEKTOWN!

The first thing you do after a campaign game of Gorkamorka is check for serious injuries to your Boyz. In my first game both Bosskart and Gorsnik are out of action at the end of the game so they automatically roll on the Serious Injuries Table. Bosskart rolls a 46 which is a Full Recovery and Gorsnik rolls 65 and gains some Impressive Scars (There will be a pit fight later I think!). My Trak (Badkart) is crippled so I must roll on the Permanent Damage table for that too! Thankfully I roll 42 and the vehicle is fixed – phew!

Now its time to see how much experience Da Badskars gain from the fight. Each Ork gets experience points from the experience section of the scenario which I add onto their existing experience. Only one of my mob gets enough experience to earn an advance, the spanner Bosskart. I roll on the Advancement Table and he gets a skill. There are 6 skill tables to choose from ranging from Cunning skills to Driving skills but as Bosskart is a Spanner he is one of the few Orks who can choose the highly useful Odd skills. I roll on the Odd skills table and get Tinkerer. This means that he may make some new gubbins for my vehicle on the roll of a 6 after each battle. Cool!

Now it's time to see how many teef my mob has earnt from the fight. Unfortunately they all bottled out without picking up any scrap so this time I can only rely on my mine. Each Ork Boy that didn't go out of action digs D6 teef and each Yoof that didn't go out of action digs D3 teef. After rolling all my dice my mob digs up 11 teef from the mine. I check the Income Table to see how much profit I get from my teef horde. I end up with 6 teef after my mob has bought all their food and ammo.

With my 6 teef I am going to go to Mektown and Da Mekboy's Workshop with Barkdreg's kannon. I want to give the kannon

GORKAMORKA										MOB NAME: DA BADSKARS		TEEF HORDE: 2 TEEF	
MOB RATING: 135										MOB TYPE: 135		MOB TYPE: 135	
CHARACTERISTICS										WEAPONS, SKILLS AND INJURIES		COST EXP.	
NAME	M	W	D	S	T	I	A	L	LE	WEAPONS, SKILLS AND INJURIES	COST	EXP.	
BARKDREG (BOY)	4	3	3	3	3	3	3	3	3	KANNON, CROPPA STUNNED ARMOUR, GRAV BOMBZ	23	31	
BOSSKART (SPANNER)	4	3	3	3	3	3	3	3	3	SHOOTA, CROPPA TINKERER SKILL	9	85	
GORSNIK (SPANNER)	4	3	3	3	3	3	3	3	3	SHOOTA, KATFE, STUNNED V.I.	9	67	
GARDEIB (BOY)	4	3	3	3	3	3	3	3	3	KNIFE	5	28	
GOGGIT (BOY)	4	3	3	3	3	3	3	3	3	SCR-SHOOTA, KATFE	7	25	
GORSNIK (BOY)	4	3	3	3	3	3	3	3	3	KNIFE, IMPRESSIVE SCARS	5	22	
GUGGIL (YOOF)	4	2	2	3	3	3	3	3	3	SIX-SHOOTA, KATFE	5	5	
KNIGHT (YOOF)	4	2	2	3	3	3	3	3	3	SLUGGA, KATFE	5	4	
TOTAL POINTS COST AND EXPERIENCE										103	517		

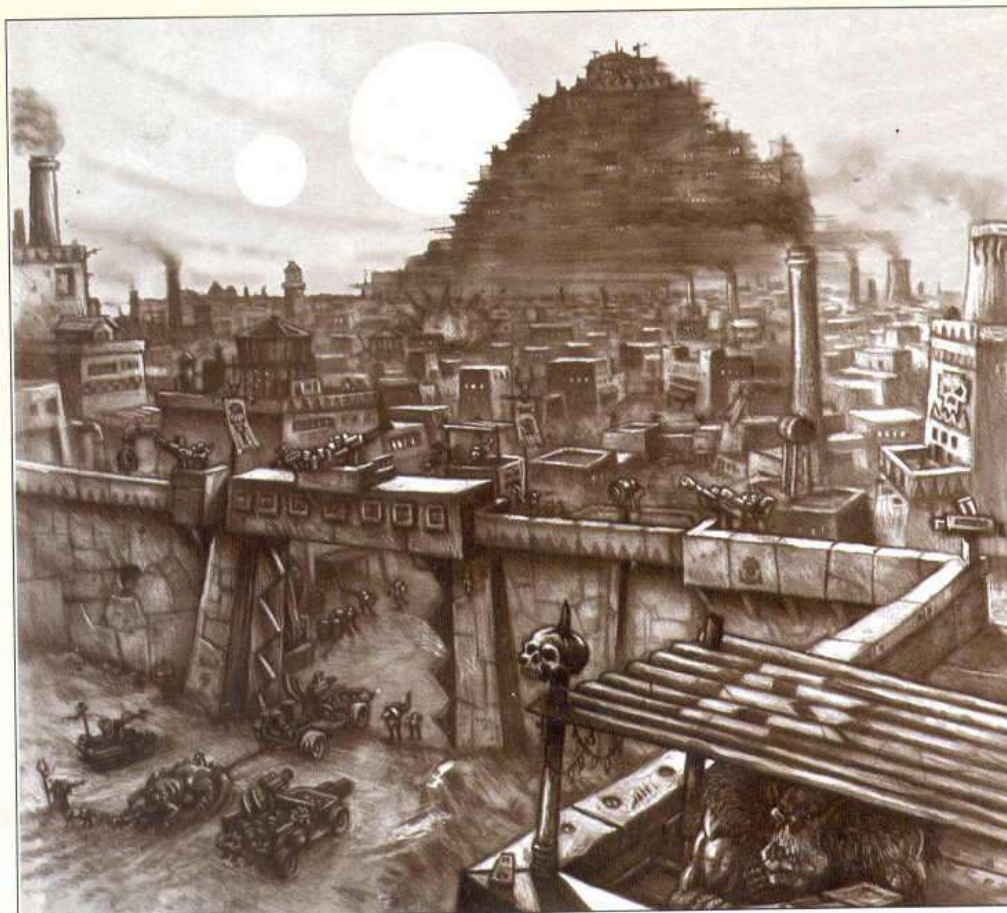
VEHICLE TYPE: TRAK		NAME: BADKART		COST: 15		FIRE WEAPON TYPE:		GUNNER:	
Score	Amount	Score	Amount	Score	Amount	Score	Amount	Score	Amount
1	8 CREW	4	8 GUNNEL	HISTON JOBS, GUBBINS AND PERMANENT DAMAGE:					
2	8 CREW	5	8 DRIVER						
3	10 ENGINES	6	10 ENGINES						

VEHICLE TYPE: GUNNEL		NAME: SPANNER		COST: 15		FIRE WEAPON TYPE:		GUNNER:	
Score	Amount	Score	Amount	Score	Amount	Score	Amount	Score	Amount
1	8 CREW	4	8 GUNNEL	HISTON JOBS, GUBBINS AND PERMANENT DAMAGE:					
2	8 CREW	5	8 DRIVER						
3	10 ENGINES	6	10 ENGINES						

VEHICLE TYPE: GUNNEL		NAME: SPANNER		COST: 15		FIRE WEAPON TYPE:		GUNNER:	
Score	Amount	Score	Amount	Score	Amount	Score	Amount	Score	Amount
1	8 CREW	4	8 GUNNEL	HISTON JOBS, GUBBINS AND PERMANENT DAMAGE:					
2	8 CREW	5	8 DRIVER						
3	10 ENGINES	6	10 ENGINES						

More Dakka (+1 Sustained Fire dice) so I roll on Da Big Day Table to see what the Mekboy has done with it. I roll a 4 – Job's a Good 'Un, which means that the Mekboy finishes the job with no problems at all. Now I roll a D6 to see how much the work costs. I roll 3 teef.

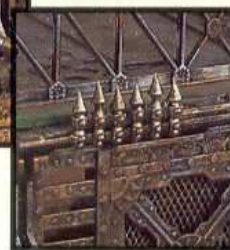
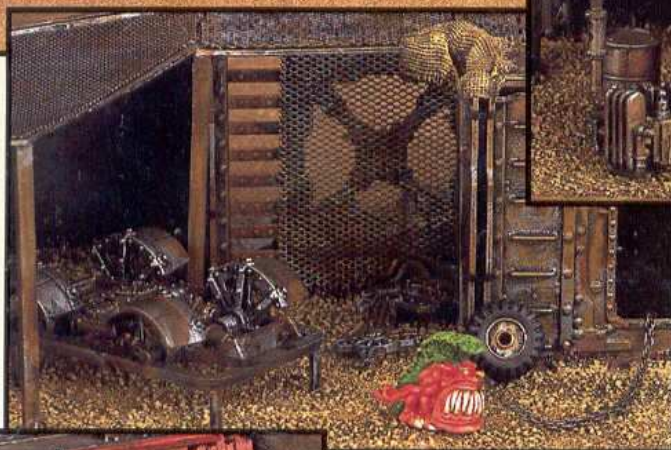
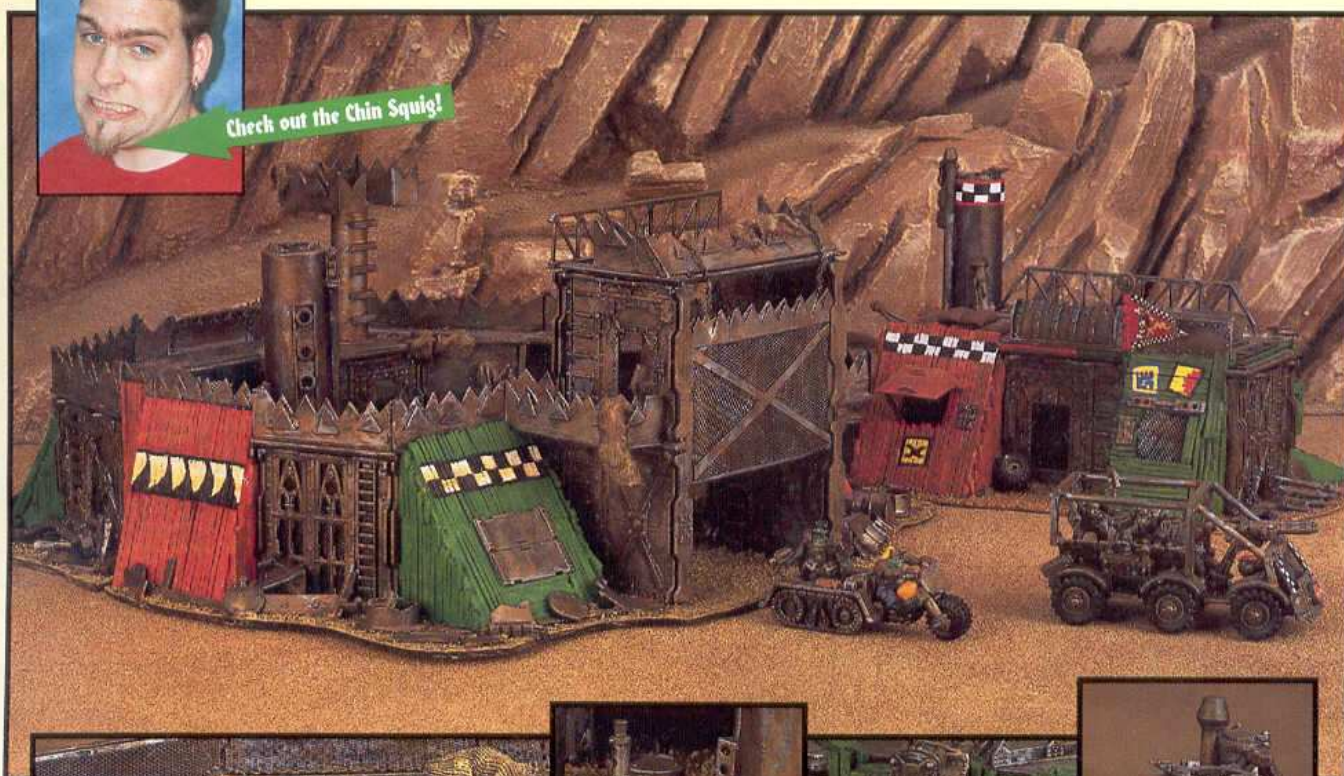
As Gorsnik has Impressive Scars from the serious injuries table he gets +1 Leadership which is great. Impressive Scars gives him a higher leadership than the Boss, which is not so great! Tradition decrees there must be a pit fight between the Boss and the challenger, the winner gets to lead the mob! The pit fight is a shooty fight so guns are allowed, which is bad for Gorsnik as he is only armed with a knife. So Gorsnik does what any self respecting Ork does in this situation and charges straight at Barkdreg. Barkdreg is so surprised by this he manages to miss the madly charging Gorsnik with his kustom kannon. Barkdreg manages to get the better of Gorsnik in close combat and wounds him 3 times before sending him out of action. Gorsnik gets a chest wound from the fight (-1 Toughness) and Barkdreg gets enough experience from the fight to advance another level and gets +1 Toughness. Now that's what I call a Nob!



MARKUS' FORT



Check out the Chin Squig!



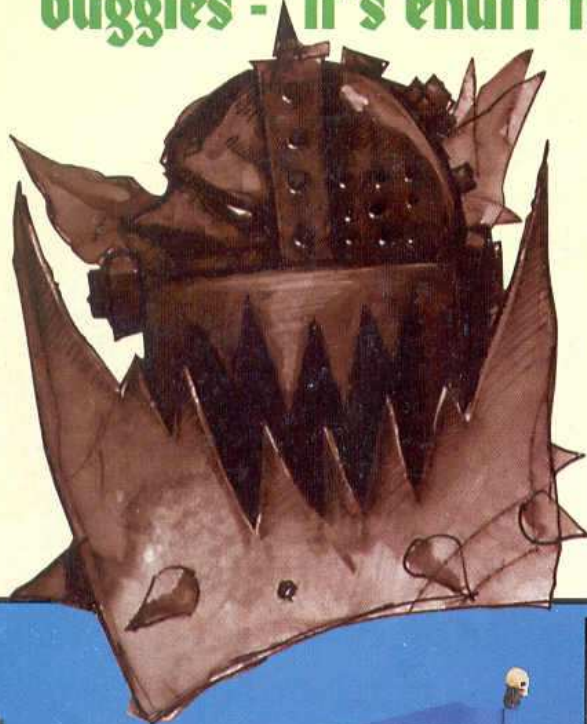
Markus, from our German studio, couldn't wait to get his hands on an Ork fort so he decided to make his own! Markus says "The fort wasn't

planned at all, I just started making it without thinking about it to much. It turned out looking the way it does by accident rather than design! I used cardboard, Games Workshop plastic bulkheads, aluminium mesh and lots of big matchsticks make great looking planks of thin wood. The mesh is made for cars and

you can buy it from Halfords. I got a big bag of matchsticks without the heads on from a toy shop. It didn't take too long to make, just an hour or two a day for about two weeks. Apart from a few oddments here and there all the main pieces of scrap all came from one source. I bought an Imperial Rhino model and cut it up into interesting shapes. If you look on the photographs you can see odd bits of Rhino stuck on all around the model." The only other notable models that Markus used are the Warhammer Squig Hound and the chassis of a Warbuggy.



"Dem gits at da studio 'ave been kustomizin' buggies - it's enuff to make a Spanner weep!"



Richard Potter's Buggy is still a work in progress but what an absolute monster it is!



Adrian Wood. Adrian's original Gorkamorka mob "Da Nutty Boys" have characteristic blue vehicles. Adrian says, "The models I've painted up recently are drybrushed in browns and greens, which is much more Orky. One day I'll repaint Da Nutty Boyz' buggies and make them look more weathered."



Luca Miselli. Guess what? Luca likes doing wheelies on motorbikes! He made the model from a Warbike with the rear end of a Space Marine bike added. Luca made some extra long front forks and used a metal Ork Boarboy as a rider.



The truck is a basic Buggy which has been armoured up with the addition of parts from the Imperial vehicle plastic accessory sprue. "I used a pin vice drill to make lots of bullet holes and a modelling knife to hack out chunks of plastic."

The models shown here are made from all sorts of bits and pieces the boys had to hand, as well as lots of extra bits they ordered from Mail Order. They've used old model car kits, raided their bits boxes and even broken up old models to make their trukks and traks look unique. A lot of models are specially made to carry as many Orks as possible! In other words, they're BIG!



Simon Smith made his Buggy from an old car kit combined with a War Buggy. "It's always a good idea to drybrush Gorkamorka vehicles. Drybrushing picks out all the little details on the metal work much better and generally looks more natural than trying to shade and highlight as you would a single miniature."



Simon's big trak was the inspiration for Adrian's Trukk. Simon used Leman Russ tracks and wheels to create a truly monstrous trak.



Gav's mob, 'Da Spike Boyz', have really primitive looking vehicles. Each wheel is made from a spoked metal wheel with a Warhammer cart wheel glued on as a huge hub cap. The aluminium mesh is available from Halfords.



This 'trike' is a particularly crazy conversion. "I just chopped a Warbike and a Buggy in half and glued the two bits together. The scorcha is a later addition, I wanted a fuel tank from somewhere so I just cut up another Warbike!"



Talk about Orky! Andy Chamber's dark and broody vehicles are brilliant. Andy says "I made both vehicles from the chassis up. Once the wheels and tracks were in place I just stuck whatever bits fitted on top. I



took some time to make the tracks sag, they look really heavy now. During the course of my games of Gorkamorka I've stuck on extra bitz to the vehicles. Its really easy to add extra stuff to a Gorkamorka vehicle. It doesn't matter how rickety it looks, it still fits in!"

DA NEXT FIGHT

My second game is against Mark Saunders. During the studio campaign Mark and I vied with each other for third place, but we never actually got to fight against each other! To rectify this, and prove who's the 'ardest Nob around I challenged his new mob – Soreblag's Skinnerz to a punch up. As Mark has the lower mob rating he rolls on the Scenario Table and chooses to play "We Wuz 'Ere Furst". Not Again! I complain bitterly as I have already played that scenario once this campaign but Mark won't have any of it. How very boring!

Mark plays Gorkamorka with a little more thought than Nick so the game starts with both mobs moving towards the scrap counters and only a few long range pot shots from the Boyz. After the last battle I'm desperate for some teef so I decide to collect scrap at all costs! Unfortunately this proves harder than I anticipate as Mark's buggy has an 'eavy shoota. He uses it to



great effect by shooting down any of my mob who dare to get off my truck to collect scrap. After shooting the truck's crew, Mark's buggy then shunts it (ramming from behind) and causes it's engines to explode, rendering it useless for the rest of the game.



On the other side of the board things are going a little better. My Trak, together with Gofgit and the hero of the last battle Bosskart, take on Mark's bike. After much shooting and nothing much happening, in frustration da Boyz charge into close combat and take one of Mark's Boyz out of action.

By this time we are both lined up to take bottle tests. I have lost four members of my mob but Mark has lost only two so he is in the better position. All I can hope for is to stay in the fight and pray that Mark fails his bottle test before I do. Mark's 'eavy shoota is still working, after he passes about 1000 ammo rolls for it, so I start to use a bit of cunning and stay out of his fire arcs. After a few turns my strategy pays off and Mark fails his bottle test. I win and collect all the scrap but I can't help noticing that half my mob are out of action.

ANOTHER VISIT TA MEKTOWN

At the end of the game three of my mob roll on the Serious Injuries Table. Luckily Gargrub and Gofgit make a full recovery but Snagit is Gobsnacked and loses 3 teef! My Truk, Gofkart, turns out to be so badly damaged that it's now a bit of a Boneshaker which means that any Boyz riding it get -1 to hit.

Better news as lots of warriors get advancements after the battle. Barkdreg gains a wound and leadership 8 after winning his first game. Gargrum becomes a Getaway Driver and Lugul can now Sneak Off. Gofgit and Snagit both get an extra attack each.

On top of winning the game and getting all the characteristic advances, the mob has six scrap counters to trade in. After rolling for all the scrap and digging in the mine the boys collect 26 teef which gives me a profit of 10 teef to spend.

When I chose the mob (way back in White Dwarf 214) I had to make a lot of hard decisions about what I wanted. After all, you only get 100 teef to spend at the start and you can't afford to go mad and buy everything you want without a care in the world. Now I have some money I can invest in my mob and hire some more warriors. If I spend wisely I'll have a really good, reliable, solid mob in a couple of games time...

*Or throw caution to the wind and go in for some wicked kustomising!
Hahahaha!*

The first thing I send to the Mekboyz Workshop is my Trukk Gofkart. One of the most useful vehicle kustomising jobs you can have done is 'Eavier as this makes the vehicle almost immune to strength 3 weapons. Rolling a D6 on Da Big Day table gives the result of Job's a Good 'Un. The Mekboy completes the work and only charges me 2 teef for the privilege – bargain! As Bosskart has been such a hero in the past two battles I want to kustomise his shoota and make it even *shootier*. Again I roll on Da Big Day table and again the result is Job's a Good 'Un. Yes, this means that Bosskart's shoota now is strength 4 and it only costs me 4 teef.

Having spent 6 teef I finally decide to do something very un-Orky. I decide to save (No, Andy!

One of the things I want in my mob is another vehicle. I plan to play Adrian Wood in my next game, and as most White Dwarf readers know full well Adrian loves Ork bikes. This means that I will get to see how good bikes are (if Adrian has some) before I buy any.

[illegible]

NAME: GORMAN SPANNER: BOCKHAET			COST: 22		FIXED WEAPON TYPE:											
AGE	Score	Armor	Location/Damage		GUNNER:											
					Shot	Long	100 Yd	50 Yd	25 Yd	10 Yd	Hand	Machine	Thermal	Atomic	Other	
	4	9	WHEEL													
	5	9	DRIVER													
	6	11	ENGINES													
HUSTON JOBS, GUNNER AND PERMANENT DAMAGE: GORMAN (1-1 TO HIT) CENTER (1-1 AMMO)																

NAME: BACKAET SPANNER: BOCKHAET			COST: 15		FIXED WEAPON TYPE:											
AGE	Score	Armor	Location/Damage		GUNNER:											
					Shot	Long	100 Yd	50 Yd	25 Yd	10 Yd	Hand	Machine	Thermal	Atomic	Other	
	4	8	TRAIL													
	5	3	DRIVER													
	9	10	ENGINES													
HUSTON JOBS, GUNNER AND PERMANENT DAMAGE:																

NAME: GORMAN SPANNER:			COST:		FIXED WEAPON TYPE:											
AGE	Score	Armor	Location/Damage		GUNNER:											
					Shot	Long	100 Yd	50 Yd	25 Yd	10 Yd	Hand	Machine	Thermal	Atomic	Other	
	4															
	5															
	6															
HUSTON JOBS, GUNNER AND PERMANENT DAMAGE:																

NAME: GORMAN SPANNER:			COST:		FIXED WEAPON TYPE:											
AGE	Score	Armor	Location/Damage		GUNNER:											
					Shot	Long	100 Yd	50 Yd	25 Yd	10 Yd	Hand	Machine	Thermal	Atomic	Other	
	4															
	5															
	6															
HUSTON JOBS, GUNNER AND PERMANENT DAMAGE:																

SOREBLAG'S SKINNERZ



Mark: My concern at the start of the game was, do I have enough boyz in the mob? I invested most of my teef in the vehicles and the heavy weapons and so I only have six Orks. The game went well until the third turn. After I'd rammed his truck I thought "I'm going to win this!" It was then I realised how

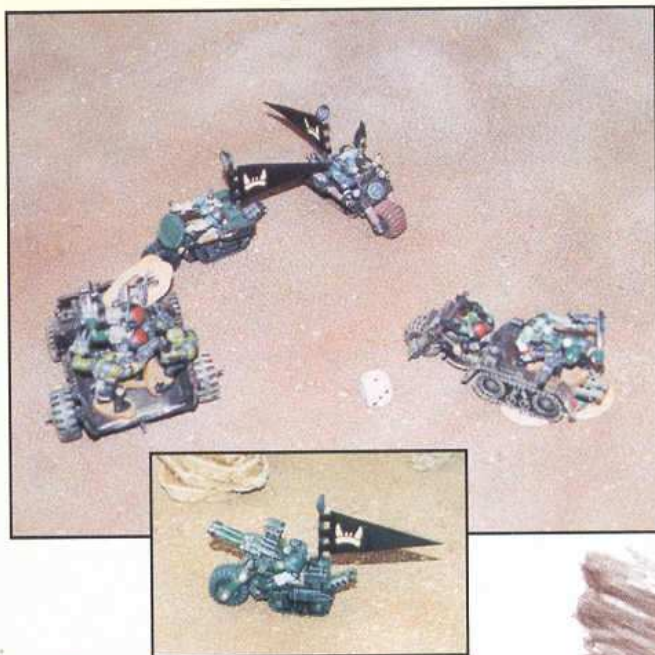
unbalanced my mob is. As soon as Andy couldn't rely on his vehicles to beat me he sent in da Boyz to do me in hand to hand combat. Looking back I wish I'd armed my Boyz with six shooters instead of shooters because they just got cut to ribbons. It was all hanging in the balance in



the last few turns but unfortunately, my mob bottled! Andy got all the scrap and ran off with it, da skum. Its pretty obvious that da Boyz need to be more all rounders in a scrap. Great game though!



DA LAST FIGHT



True to form Adrian's mob does have some bikes, in fact all his warriors are mounted on bikes! Adrian has the lower mob rating so he rolls on the Scenario Table. I'm hoping that he won't be boring and he'll choose something other than "We Wuz 'Ere Furst". My prayers are answered as he chooses "Da Chase" scenario. This'll be great.

"Da Chase" is probably the most unusual and exciting scenario in Gorkamorka. In Da Chase you play on a Rolling Road where the scenery moves down the length of the board 6" per turn as if you are playing on a big conveyer belt. Each vehicle must use it's gas engines just keep up with the board! If you think of computer games like Micromachines or Spy Hunter (does anybody remember that?) then you get the right idea.

Adrian's mob may do very well with this scenario. Since I am trying to get off the table edge I need to get moving from the word go. Bikes are faster than my vehicles and they all have sizeable guns so they may prove to be a problem. Adrian starts the game and sends two of his bikes down the sides of the board, racing ahead of my mob. The rest stay behind and open up with



GRISHNAK'S BIKEBOYZ



Adrian: Phew, that was hard work! It was also the best game of Gorkamorka I've played! I like my new gang, the bikes are so fast that Andy only out paced me at the very end of the game. I think my

mistake in this game began when I picked the mob. My bikes had twin-linked weapons and, unfortunately, nothing else! All the guns jammed didn't they, and my only option was to rake Andy's vehicles, which is ill advised at the best of times. Still, I took one of 'em out! When my Boyz next go to fight they'll be better prepared. All my Orks have pulled apart their linked shootas and are now using one of them by hand with a 360 degree fire arc. They're not stupid. With a fixed weapon and a shoota as well, my boyz are more ready to fight. I just

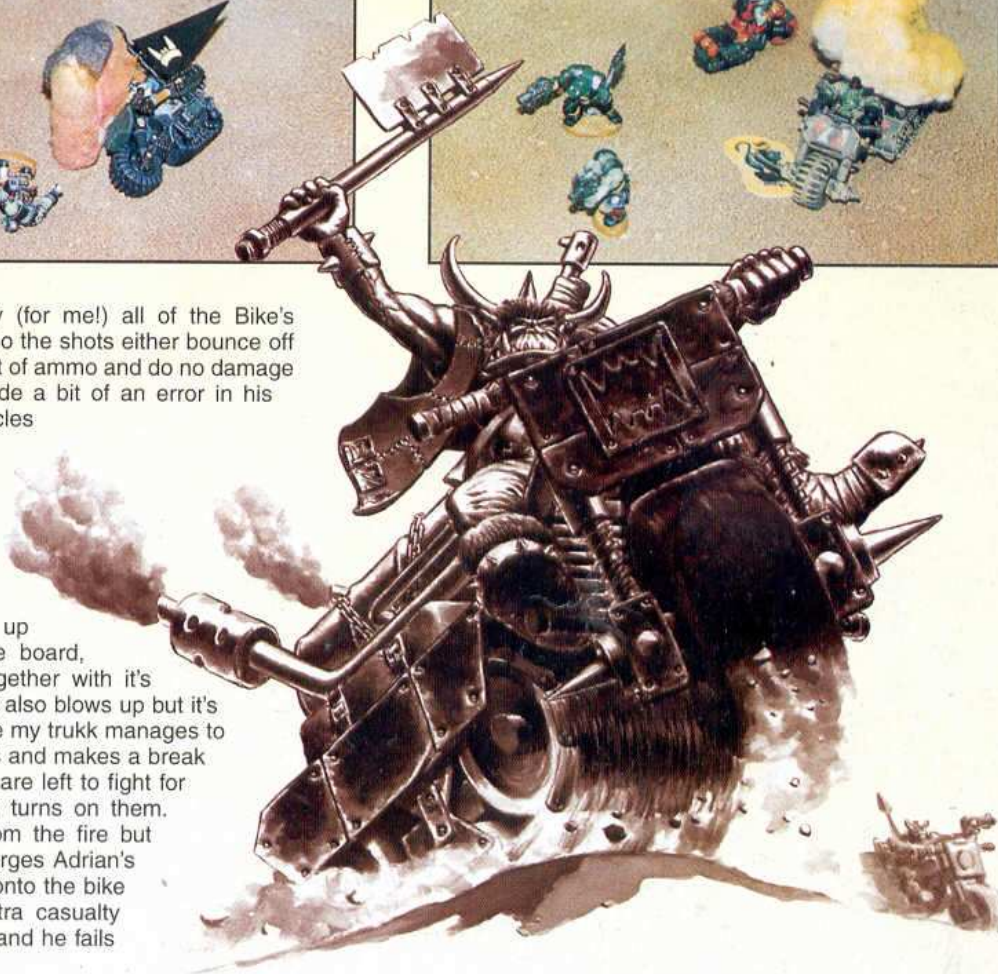


Grishnak's Bikeboyz. Note the old warbike at the back Adrian uses as a Yoof.

need to get a new Spanner and then everything'll be fine, honest! After that I'll probably aim to invest in a truk and some more Boyz. It has to be said, with loadsa trukks running around an all bike mob is not for the faint hearted!



everything they have. Fortunately (for me!) all of the Bike's weapons are twin-linked shootas so the shots either bounce off my armour or the guns jam, ran out of ammo and do no damage at all! Adrian realises he has made a bit of an error in his choice of weapons. Both my vehicles have a lot of scrap counters so I decide make a run for the far table edge so I can escape to Mektown. Seeing my vehicles getting away, Adrian's bikes start to rake my vehicles in a desperate attempt to cause some damage. One of his bikes blows up and, unable to keep up with the board, disappears off the table edge together with it's driver. His play pays off as my trak also blows up but it's crew and driver survive. Meanwhile my truk manages to break through all of Adrian's bikers and makes a break for Mektown. The crew of the trak are left to fight for their lives as Adrian's entire mob turns on them. Bosskart takes a flesh wound from the fire but Gofgit escapes unharmed. He charges Adrian's Yoof. Luckily he manages to leap onto the bike and knocks the Yoof off. This extra casualty forces Adrian to take a bottle test and he fails straight away! Victory is mine!



GORKAMORKA														
MOB NAME: DA BADSKARS														
MOB RATING: 176														
TEEF BOARD: 1 TOOF														
WEAPONS, SKILLS AND INJURIES														
NAME	M	W	D	S	T	W	I	A	L	U	W	W	W	W
BARKDREG (BOSS)	4	4	4	3	5	2	3	1	4					
BOSSKART (SPANNER)	4	3	3	3	4	1	2	1	7					
ADOSHAMEK (SPANNER)	4	3	3	3	4	1	2	1	7					
G-ARGRUB (BOY)	4	3	3	3	4	1	2	1	7					
G-OGGIT (BOY)	4	3	3	3	4	1	2	1	7					
GORSNIK (BOY)	4	3	3	3	4	1	2	1	7					
LUGUL (YOD)	4	2	2	3	3	1	2	1	7					
SNAGIT (YOD)	4	2	2	3	3	1	2	1	7					
GATZMEK (YOD)	4	3	3	3	4	1	2	1	7					
TOTAL POINTS COST AND EXPERIENCE														125 505

ONE LAST TRIP TO MEKTOWN

For once I don't have many injuries to sort out in Mektown. Only my trak is immobilised at the end of the game and my mob successfully repairs it so I don't need to roll on the Permanent Damage Table.

Overall Da Badskars gain quite a few advancements from the battle. Gofgit gets another attack giving him a total of 3 and Lugul gains the Gotcha skill which enables him to leap onto enemy warriors from passing vehicles! Gorsnik and Snagit both get an extra point of leadership, giving Gorsnik a leadership of 9 which means (sigh) that Gorsnik will challenge for the leadership of 'Da Badskars' once again. This Ork is trouble!

Before the pit fight I have to work out how many teef da Boyz earn. From the fight I collect 4 scrap counters and my whole mob is able to work in the mine. After rolling all the dice I gain 21 teef which gives me 10 teef profit – just enough to buy a bike and a Spanner to drive it! Adrian's bikes were dangerous!

Now on to the pit fights. Adrian has a leadership challenge in his mob as well so we decide to sort them out together, each controlling the other mob's challenger. Both pit fights are 'Ard which means no weapons can be used and the warriors start in close combat. In Adrian's pit fight his current Boss (the

VEHICLE TYPE: TRUCK DRIVER: GARGRUB														
NAME: GOKART SPANNER: BARKDREG														
COST: 2.2														
1	9	CREW	4	9	WHEEL									
2	9	CREW	5	9	DRIVER									
3	11	ENGINES	6	11	ENGINES									
FIRED WEAPON TYPE: GUNNER:														
CUSTOM JOBS, GUBBINS AND PERMANENT DAMAGE: BONESNAKE (-1 TO HIT) 'EAVIER' (11 ARMOUR)														

VEHICLE TYPE: TRUCK DRIVER: GORSNIK														
NAME: BADKART SPANNER: ADOSHAMEK														
COST: 15														
1	8	CREW	4	8	TRUCK									
2	8	CREW	5	8	DRIVER									
3	10	ENGINES	6	10	ENGINE									
FIRED WEAPON TYPE: GUNNER:														
CUSTOM JOBS, GUBBINS AND PERMANENT DAMAGE:														

VEHICLE TYPE: BIKE DRIVER: GATZMEK														
NAME: SNAGKART SPANNER: GARGRUB														
COST: 10														
1	9	CREW/DRIVER	4	8	WHEEL/TRACK									
2	8	WHEEL/TRACK	5	8	DRIVER									
3	10	ENGINES	6	10	ENGINES									
FIRED WEAPON TYPE: GUNNER:														
CUSTOM JOBS, GUBBINS AND PERMANENT DAMAGE:														

VEHICLE TYPE: BIKE DRIVER: GATZMEK														
NAME: SNAGKART SPANNER: GARGRUB														
COST: 10														
1	9	CREW/DRIVER	4	8	WHEEL/TRACK									
2	8	WHEEL/TRACK	5	8	DRIVER									
3	10	ENGINES	6	10	ENGINES									
FIRED WEAPON TYPE: GUNNER:														
CUSTOM JOBS, GUBBINS AND PERMANENT DAMAGE:														

irrepressible Grishnak) easily wins the fight and cows his challenger. In mine Barkdreg beats up Gorsnik again and gains an extra point of leadership for doing so!

DA BADSKARS

Now I have written up my mob roster Da Badskars look like a good mob to play with. Barkdreg is a very hard Boss, and with a leadership of 9 and with the We is Orks skill he won't be failing any bottle tests in a hurry. My drivers have some good skills and the rest of my mob are impressive fighters. All I need now is a few more warriors and a heavy weapon or two... or maybe some more kustomising... or a few bionic bits from the Doc's Surgery! Decisions, decisions!



Once again Gorsnik is defeated by Barkdreg in a pit fight.



THE 1997 GRAND TOURNAMENT

University of Leicester, 30th-31st August

You know, you need a lot of terrain for a hundred player 40K tournament... whoops, sorry, I'm getting ahead of myself already.

I wouldn't be at all surprised if you think that something like the Grand Tournament is planned months and months, even years ahead, and, I must admit, I'd like to be able to say this was true (and if you believe that then there's a bridge I want

rules for the different tournaments I wanted to run (Warhammer, 40K, Epic 40,000, Necromunda, Warhammer Quest and Blood Bowl). This actually turned out to be easy to set up, as I knew what I wanted to do for the Warhammer, 40K and Epic tournaments, and I had excellent allies in the form of Andy Jones (who set up the WHQ tournament), Gary James

tournament). Between the six of us we were able to get the rules off to the players in just enough time to allow them to play a practice game or two.

Another pressing aspect of organising the Tournament was the sheer volume of terrain that was needed! To cover this we set up a fabrication unit over at our Leeds store with the primary task of creating the said terrain.

'Another pressing aspect of organising the Tournament was the sheer volume of terrain that was needed!'

to sell you...). Unfortunately, as those forced to work with me will be more than happy to explain, forward-planning is not really my forte...

There were a few things that needed sorting. The first and most pressing of these was the

and Andy Sheppard (who sorted the Necromunda tournament), and James Jamieson and Rob Glover (who sorted the Blood Bowl



Anyway, after much furious painting sessions and last minute preparations, we were ready to set off for Leicester. A veritable convoy of vehicles, led by two 7.5 ton lorries packed with gaming tables, terrain and other paraphernalia headed off arriving only a couple of hours late. Fortunately we were able to make up the lost time, and by 9.00 or so in the evening we were all off down to the bar to run a briefing about what everybody would be doing the next day, eat the mandatory pizza (of which I only got two



With the annual Grand Tournament over for another year, Jervis reviews this years event in his own inimitable style...





slices - greedy gits!), and meet up with the 100 or so players that had booked in on the Friday. I must admit that things become a bit, erm, blurred after this point, an unfortunately common occurrence in the evenings, for myself at least, at Tournaments I've attended. Not that it's my fault, of course, it's just that people will insist on buying me a drink, and it would be very rude to refuse them, now, wouldn't it!

Saturday dawned grey and overcast as, at the horribly early hour of 7.30 a.m., myself and the rest of the

and I really must also mention the teams headed up by Gordon Davidson (who ran the Warhammer tournament), Chris Harbor (who ran the 40K tournament) and Gav Thorpe (who ran the Epic tournament). Their sterling efforts meant that I could spend the weekend swanning about doing seminars, and hardly had to do any real work at all! Thanks guys. I must at this point also embarrass my long suffering Admin Person, Cheryl Hely, who got everybody booked in and sorted out quickly and cheerfully, and carried on making sure that everybody

they need a well-painted army to win the tournament (it's probably a mixture of both), but the standard has really come on in leaps and bounds. This was confirmed to me by the judges who marked the armies for figure painting and army selection, and who were unanimously impressed by the standard.

While the judges were marking for painting, we needed to do something to keep the players entertained. Fortunately it was lunchtime and the fact the bar was open kept quite a few of the, erm, how can I put this,

than the one at the start (sorry chaps!)

Finally the judges finished their marking, leaving the players to complete two more gruelling rounds of tournament play, with only a half hour break between the two rounds. Some may think that playing games all day is easy - well I'm here to tell you that it is really tough, especially on the top tables where a momentary slip in concentration can cost you the tournament! The afternoon session also proved a real test for our 'data entry teams' on the Warhammer and 40K tournaments. Still they managed it, so well done Clive, Mark, Warwick and Bob!

By 8.00 pm or so players were staring to finish their final games for the Saturday, and were miraculously finding their way to the bar! Still, this more than set us up for the Charity Auction for the Yoshi Appeal Fund and Pub Quiz at 10.00 p.m. The auction was run in truly brilliant style by Mail Order Trollboss Richard Hobson, who displayed a natural talent for dodgy dealing (*do not buy a used car from this man - Paul Sawyer*) which was a wonder to behold, and helped raise £400+ for the Appeal Fund. Thanks are due to Richard and the very generous donations made by the bidders in the

'I took the opportunity to have a look around, and was very impressed by the friendly spirit shown by the players'

Grand Tournament staff sat down for their breakfast. Considering that I hadn't managed to get to bed until past midnight I didn't feel all that bad, though I must admit that I could have done with a little more sleep. Still, I'd done better than some of the players, one of whom at least had been up until 4.00 a.m. finishing off his army!

I'd like to be able to say that this was all down to my immense organisational skills and ability, but that would be lie really, for I was aided in my task by a crack team of staff

was looked after through-out the weekend. Well done Cheryl!

Once the games got under way we were able to relax a bit and leave the players to do the sweating. I took the opportunity to have a look around, and was very impressed both by the friendly spirit shown by the players, and by how much the standard of painting has improved since the first tournament I ran in 1995. I don't know whether its because people are getting better at painting or because players are more aware that

less sober-minded competitors busy until the next round. Sadly I knew about none of this, for Andy Chambers and myself were hosting one of the many Q&A seminars at the time (and no-one even bought us a drink. I ask you!). Later Q&A sessions saw the arrival Gav Thorpe and Paul Sawyer, who got to field all the questions about White Dwarf (a thankless task!). Some of the later sessions did indeed see the odd pint or two being bought for the parched team answering the questions, with the result that the answers toward the end of the session became a lot less coherent

auction. Once the auction was over I ran the now infamous Grand Tournament pub quiz, which proved every bit as noisy and raucous as previous years. The quiz was won by the Ribble Warriors team, who finally managed to clinch the win after a couple of near misses in previous tournaments. I should at this point let the players in the team called "Why Does Jervis Look Like Bean?" know that they might think that kind of thing is funny, but I for one do not. Hruumph, Bean indeed!

Anyway, the end of the pub

quiz was not the end of the evening, not by a long chalk, but as with Friday night, my memory starts to get hazier the longer the evening wore on (*Babycham can get you like that, I hear* - Paul

army selection. Now this is a complex subject, and not one I could answer easily in a seminar or in a few words here. Instead I've decided to try and put together a whole *J Files* article about what



First prize in the Warhammer tournament went to Bill Edwards who won this years Canadian Tournament too!

Sawyer). This was fortunate for me at least, for at 7.30am on Sunday - now there's an ungodly hour - it was time to get up again. Breakfast was a rather grimier affair than on the Saturday, and not just because of hang-overs. News had just broke of a tragic car crash in Paris...

The rest of the day passed in a blur, though not as badly for me as a certain White Dwarf features editor, who I came across after Breakfast with his head cupped in his hands and a distinctly green pallor (*it was my Goblin Shaman impression, honest!* - Paul Sawyer). It seems that Paul had supped rather too deeply of the free-flowing beer, and was now feeling rather, urm, poorly. So poorly, in fact, that he had to go back to bed for an hour or three - what a lightweight! Fortunately 'soft southern jessies' like myself are made of sterner stuff, and I stayed up really late before trudging up to bed at 9pm for a cup of cocoa.

Over the course of the weekend quite a few players asked about how the judges worked out their marks for painting and

exactly makes up a really good army, so that players know exactly what it is that the judges are looking for. Watch out for it in 2 or 3 issues time, assuming Paul hasn't taken too much umbrage about my revealing the state he was in on Sunday morning - whoooops, done it again!

Then, almost before I knew it, it was time for the awards ceremony. My purpose in holding the tournaments has never been to create a league of 'superstar players', so I've always down-played the importance of actually winning a tournament, but this said, the awards ceremony always proves rather exciting.

And, as if by magic, the 1997 Grand Tournament was over, apart from packing all the tables and stuff back into the lorries, of course! And all that remains is for me to thank the players and the staff that helped make the 1997 Grand Tournament every bit as memorable as those that have gone before. As for myself, I've got big plans for next year. Just watch these pages to find out exactly what these plans are...

Roll of Honour

WARHAMMER®

- 1st:** Bill Edwards
(Canadian Tournament Champion too!)
2nd: Adrian McWalter, Chaos
3rd: Ronald Spitzer, Undead
Best Army: Paul Rowley, Dwarfs
Best General: Ronald Spitzer, Undead

WARHAMMER 40,000®

- 1st:** Stefano Gemi, Orks
(last years Warhammer 40,000 champion!)
2nd: David Jevons, Eldar
3rd: Fred Marcarini, Orks
Best Army: Gareth Hamilton, Imperial Guard
Best General: Simon Perris, Eldar
Comeback Kid: Waleed Khalid, Eldar

NECROMUNDA®

- 1st:** Rob Parsonson, Escher
2nd: Danny Griliopoulis, Delaque
3rd: James Brown, Van Saar
Best Gang: Danny Griliopoulis, Delaque

WARHAMMER® EPIC 40,000

- 1st:** Mark Bishop, Space Marines
2nd: Andrew Smith, Space Marines
3rd: Nigel Atkinson, Orks
Best General: Nigel Atkinson, Orks
Best Army: Paul Shorten, Orks

WarhammerQuest®

- Winning Party:** Anir's Avengers (Patrick G, Jason Refalo, Michael Congreve & Nick Cernis)
Best Single Warrior:
Stewart Caddle, Witch Hunter
Best Painted Warrior:
Jason Refalo, Bretonnian Knight

The recent Grand Tournament threw up a number of interesting situations. Here are those that relate to Warhammer along with our humble views...

Questions & Answers

Q In my copy of the Dark Elf book, the Repeater bolt thrower costs 50 points but it costs 100 points in my opponents High Elf book. Why the difference?

A The original cost of the Repeater bolt throwers (50 points) has proven to be far too cheap over the years, so when the new High Elf book was released, we decided to correct the point costs of both Dark Elf and High Elf Repeater bolt throwers at the same time. As we reprint the Dark Elf book the new cost will be of 100 points (and cheap at twice the price!).

Q Units of Dark Elf Corsairs wear Sea Cloaks. If I want to give the unit a Champion, can he have a Sea Cloak? If so, how many points does it cost?

A Yes, as the unit's champion he *must* have a Sea Cloak. The Cloak costs 5 points, and no other Dark Elf characters may have it.



Q Can Skaven Plague Censer Bearers have Champions?

A No. The Plague Censer Bearers are a unique troop type, much like Night Goblin Fanatics.

Q Is Durthu the Treeman "rooted to the spot" like other Treemen?

A Yes. As his name suggests, Durthu the Treeman is in fact a treeman and IS, therefore, rooted to the spot. Next question!

Q I've noticed that there are Savage Orc Boyz models available with spears, but you can't buy spears for them in the army list. Can they have spears or not?

A You're quite right, this is an example of being able to get models with weapons that are not strictly allowed in the list. When Alan Perry originally sculpted the Savage Orc range of miniatures he got so carried away that he made some models with spears. No problem. We've now added spears to the Savage Orc Boyz listing in the current army book. You can now give spears to Savage Orcs at a cost of +1 point per model.



Q How many Skinks can you put in the howdah of a Stegadon?

A The number of models is limited in that you can only cram so many Skinks on the Stegadon model itself. However, people have started building constructions resemble the leaning tower of Pisea manned by scores of Skinks! Such a monstrosity would obviously break even the back of a Stegadon! We use a practical limit of 10 Skinks per Stegadon.

Q If a Skink Character riding a Stegadon is fighting a challenge, do you randomise the hits? Does the Stegadon fight in the challenge?

A No and no. The Skink Character has jumped down from the howdah to battle to the death with his opponent. If your opponent has been pulling this one then take him outside and have a 'little chat' about the phrase, "Spirit of the game"!

Q Orc and Goblin units can have Black Orc Big Bosses as leaders. Can they include Black Orc Bosses as well?

A No. Bosses are always of the same race as the unit. This, however, does not stop you from putting Black Orc Big Bosses or War Bosses in units of other types of Greenskins.

Q My friend's Snotling Pump Wagon seems to have a mind of its own, manoeuvring all round the battlefield during their move. Can they really do this?

A No, Pump Wagons always move in a straight line. You can turn them in the direction you want them to go in at the start of their move (just point them at the enemy! – Adrian Wood) but, no manoeuvring beyond that!

Q Is the Dryads save modifiable by shooting, hand-to-hand combat, etc.?

A There are effectively two types of save. First is the 'Armour save', which can be modified and the second is the 'Special save' which isn't modified. Dryads have a Special save.

Q Is a regiment's standard captured if the enemy is wiped out to a last man in hand-to-hand combat?

A Yes, as long as the victorious regiment would have normally been able to pursue the unit (not engaged in combat with another regiment, for example). If so, the standard is lost.

Q Is the Plaque of Dominion a one use item?

A No, you can use it as often as you want (and we suggest you do!).

Q Do units held by the Net or Hold Fast spells take panic tests?

A As there isn't any rule to cover this situation, we suggest you apply the following maxim: they don't take panic tests but if they lose a round of hand-to-hand combat and are broken, they are automatically destroyed.

Q Does a Wizard using a Book of Ashur gain any special abilities associated with the spell decks, like High Magic and Necromantic Magic?

A No, the Book of Ashur simply allows access to High and Necromantic magic. The Wizard will not become a Necromancer or a High Magician.

Q If a character is armed with both the Executioner's Axe and the Helm of Many Eyes, does he always strike first?

A This is one of those classic contradictions which is very easily resolved by using the "Irresistible Force and Immovable Object" rule, or, to put it another way, roll a dice for it! Magical Weapons of specialised types (flails, lances, double-handed weapons, etc) ignore all the rules governing normal weapons of that type. The rules in the description of the card apply instead. So the Executioner's Axe always strikes last, though the Helm of Many Eyes always allows you to strike first!

If you have any questions or comments about any of our games or other aspects of the hobby, why not write to the Roolz Boyz at:

**DA ROOLZ BOYZ
GAMES WORKSHOP
WILLOW ROAD
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NOTTINGHAM
NG7 2WS**

Or even better, why not give them a ring on:

0115-91-40000

The Last of the Montecannes

A Warhammer Scenario by Nigel Stillman

For some time now Nigel has been knocking on the door, telling us how he'd like to write a scenario that didn't rely solely on points costs. Great idea we thought. So, coupled with the fact that we now have the splendid new campaign pack, Perilous Quest AND loads of new Bretonnian and Wood Elves we finally agreed to unlock Nigel's door and let him out. And now for something completely different...

The Perilous Quest of Agravain de Beau Quest reached its climax with the great battle fought before the grim tree of shields which grew over the ruins of the grail chapel of Chailotte, the objective of Agravains Quest. On the tree hung many shields which had belonged to questing knights who had met their doom in the Forest of Loren years before. The Wood Elves had hung these shields upon their sacred tree as a warning to other Bretonnian Knights of the fate that would befall them for trespassing into the forbidden realm! The Bretonnians of course saw this as a slight upon their honour and a challenge! One of the shields was recognised as that of Baron Fragonnarde de Montecannes, a renowned paladin of Bretonnia and the last of his family line.

Baron Montecannes' Quest

Many years before Agravain de Beau Quest ever set foot in the Forest of Loren, Baron Fragonnarde de Montecannes had set out upon the grail quest. The Baron, who was no longer a young man, was the last of his family line and had no heir to contend for his family domain. The Baron had therefore decided to bequeath his castle and lands to the bravest of his Knights Errant, who upon accomplishing his errand of knighthood, wedded the Barons daughter and was invested as Knight of the Realm and seignior of the fief of Montecannes. The old Baron, having secured the future safety of his domain then took up the quest for the grail, which he had always wanted to do.

The Baron selected for himself a very modest retinue to accompany him on the quest, leaving the majority of his squires and men at arms to serve his successor and defend the domain. With this small band of men he set off on the rutted tracks of Bretonnia, never to see the castle of Montecannes again.

Beware The Soothsayer!

For many years the Baron pursued his quest and travelled the length and breadth of the realm. In all this

time he seemed to be getting no nearer to finding the grail. Despite his great faith and determination, Baron Fragonnarde began to despair of ever succeeding in his quest. It seemed that he had searched every corner of Bretonnia. One day he was riding at the head of his retinue on the high road over the mountains into Estalia, having concluded that the grail might perhaps be found somewhere beyond the bounds of Bretonnia. Here he encountered a travelling wizard, who claimed to be a soothsayer. "Here is a gold piece, now say your sooth!" said the Baron. The soothsayer gazed skywards and said these words: "the grail shall be found in the land of Bretonnia, but yet not in the kingdom!" Having thus spoke, the soothsayer went on his way, leaving the Baron deeply perplexed.

The Baron immediately ordered his retainers to make camp and began to ponder the riddle, which seemed to be utter nonsense. How could the grail be in the land of Bretonnia, yet not within the kingdom? After much thought, the Baron had the answer. If the grail was in the land of Bretonnia, then it could not be beyond the mountains that ringed Bretonnia, nor over the seas. Yet if it were not to be found within the kingdom of Bretonnia, that must mean that it was hidden in a place which was not under the sovereignty of the king. There was only one obvious conclusion: The grail must be in the Forest of Loren! The forbidden realm of the Wood Elves was within the land of Bretonnia and yet not subject to the King of Bretonnia. It was indeed, a realm within a realm. The riddle was solved! What fortuitous chance had brought the encounter with the soothsayer. Clearly this was a sign from the Lady of the Lake!

Next morning the Baron and his retinue broke camp, turned north eastwards and hastened on the tracks that led to the forbidden Forest of Loren. He was on the trail of the grail at last! All the Baron's retinue shared his renewed enthusiasm and confidence of success. Heedlessly they trekked past the waystones that marked the boundary of the hidden realm. Many days after the fateful sooth was said, the Baron's retinue were deep in the forest itself, wandering among the glades on strange tracks that seemed to lead nowhere.





Watchers in the Wood

Does anyone or anything ever enter into the Forest of Loren unwatched? Of course, the presence of Baron Fragonnarde and his retinue was known to the Wood Elves from the moment they passed by the waystones. For a long time the Wood Elves were content to watch, many intruders wandered out of the forest as easily as they wandered in, having gone round in circles and found nothing. The Baron, however, was persistent. The Wood Elves tried to direct him along some path that would lead him out of the forest, by subtle ruses, by disguising the ways, by magic, but as soon as the Baron saw the open heath before him, he halted his retinue and turned back into the forest, searching for yet another track that would lead him into the deepest glades.

All well and good, thought the Wood Elves, let them go round in circles until they grow old and die, since he is determined to choose such a fate for himself and his men. Yet something was happening which was beyond the power of even Wood Elf magic. The Baron had now begun to see the lady of the

lake, or so he thought, in dreams and visions. There was indeed something hidden in the forest which cast a spell of Bretonnian magic upon him, now that he was close to it. Gradually he was drawn closer and closer to its source. The Wood Elves continued to watch and soon became alarmed. They saw that the baron's retinue was drawn towards their sacred glade despite all their efforts to mislead him. For every ten leagues the Bretonnians wandered on forest track, they approached one league closer to a place which they could not be permitted to enter.

At long last the Wood Elves decided to take action. This knight was one of those who trespassed in the wood from time to time and would not go away. Such were recognised by the gilded lily emblazoned on their shields and this knight bore such a sign. The decision was made, the Bretonnians must meet their doom in the forest like so many before them. The hunt was on, the ambush would be prepared! Their fate was sealed. Today they would roam the forest tracks for the last time, unless, through luck, they wandered out of the wood, never to return.





Horn Blower



Champion



Squires with bows

Squires are most effective when fighting as skirmishers. This makes them one of the most useful units in a Bretonnian army as they can provide a screen for your precious knights! On foot or on horseback, Squires manoeuvre freely, crossing over difficult terrain without penalty. No serious Bretonnian general should pass up the opportunity to include them.

Questing Knight Hero with Lance



Bretonnian Reinforcements! Hurrah!



Questing Knight Hero with Two-Handed Sword



Knight of the Realm Hero with Morning Star



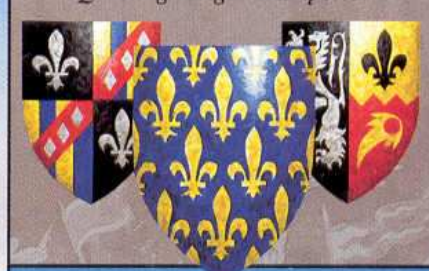
Questing Knight Champion



Questing Knight Standard Bearer



Questing Knight Trumpeter



Questing Knights
 Unlike other Knights, the Questing Knight ignores panic rules and continues to fight on regardless, slaying his enemies with impunity. Along with the awesome Grail Knights these are the real shock troops of the Bretonnian army.



Fighting the Scenario

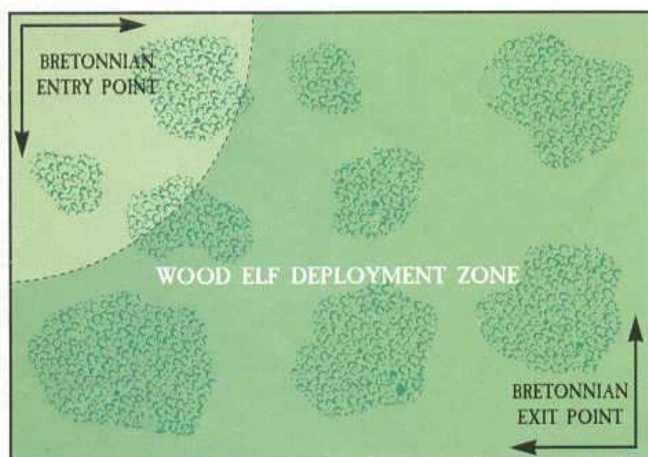
The scenario is an encounter between the retinue of a Bretonnian Questing Knight and a band of Wood Elves entrusted with the task of intercepting them. It is therefore a scenario for two players, one playing the Bretonnians, the other, the Wood Elves.

Objectives

The Bretonnian objective is to cross from one corner of the battlefield to the other corner which is diagonally opposite, losing as few men as possible before the retinue exits from the table (if any survive at all!). The Wood Elf objective is to make sure that the Bretonnians lose as many men as possible before the retinue leaves the table (or better still, slay them all). The exit corner is assumed to lead out of the forest of Loren. The outcome of this encounter decides whether or not the shield of Baron Fragonnarde de Montecannes ends up hanging from the Tree of Shields!

The Battlefield

The setting for this battle is somewhere in the depths of the Forest of Loren. There is a maze of interwoven tracks, separated by dense thickets of trees and scrub, going in and out of open clearings and dark glades. To represent this, place



woods randomly over the tabletop in any way you like. The gaps between the woods represent tracks and open ground. The only rule is that you must be able to trace at least one path of continuous open ground from one corner of the table to the opposite corner. This can be as winding as you like. This path must not be narrower than 3 inches at any point. So set up the battlefield more or less as shown on the battlefield map. Alternatively, you might like to agree with your opponent on a variation of the battlefield to suit the scenery which you have available, using scatters of rocks, marshes or hills if you do not have enough woods.

The Forces

The scenario is specifically designed for a small number of models. The Bretonnian side consist only of the Baron and his tiny retinue. The Wood Elf side consists of a band of Wood Elf trackers who are stalking the Bretonnians. Since the forces are so small, the points system is completely disregarded in this game. Each player refers to the scenario rosters in order to choose his models for the game. The roster tells you how many models you can choose and which troop types can be used.

Special Rules

The scenario is played using the Warhammer rules with the following exceptions:

Independent Models & Units: The normal rules for unit organisation are disregarded. All models operate as independent models with the exception that if you choose five or more models of the same type, then they must operate as a unit in the normal way. So for example, if the Bretonnian player chooses only three men at arms, they can move about as he wishes on their own or group together for mutual support as and when they wish, just as they would if accompanying their lord on the hunt. If he chooses five of them, they will form up as a unit as they would on a normal battlefield.

Commanders: The Bretonnian and Wood Elf characters counts as the generals of their own side. Any models within 12" of their own commander can test against his leadership.

Panic: Disregard all the normal rules for panic.

March Moves: All models are allowed to make march moves even when they are within 8" of the enemy.

Bretonnian Hunting Party

This new boxed set is ideal either as the core of a new Bretonnian army or as additional troops for an existing force. Included in this box is a complete Warhammer Bretonnian hunting party, new metal wooden stake models and an 8 page full colour booklet. The booklet describes the

army contained in the box, shows you how to incorporate it into your Bretonnian army and also includes a guide on how to paint your hunting party.





Wood Elf Mage

Able to communicate with the very woodland they live in, Wood Elf Mages can literally bring the forests to life.

Rousing slumbering Treemen and invoking Dryads, Wood Elf Mages are dangerous foes to face as they are more in tune with the glades than any other Wood Elf.



Scout Standard Bearer



Scout Champion



Scout Hornblower

CALL OF THE WILD



Wood Elf Scouts



Wood Elf Scouts are incredibly dangerous opponents. Not only do they skirmish but they set up outside the Wood Elf player's deployment zone and out of sight of the enemy. This means that they can quickly outflank the enemy and bring their deadly arrows to bare.

Deployment

The Bretonnians are deployed first. The Bretonnian player chooses one corner of the table as his entry point. The diagonally opposite corner will therefore be his exit point. The Bretonnians are all deployed together within 12" of the entry corner. The Wood Elves are deployed afterwards. Wood Elves may be deployed anywhere on the table but not within 12" of the Bretonnians.

Who has the first turn?

The Bretonnians have the first turn.

How long does the scenario last?

The scenario lasts until all the Bretonnians are off the table, either because they are slain, or because they have left the table via the exit corner and are therefore deemed to have escaped from the forest.

Who Wins?

When all the Bretonnians are off the table the battle is over. Decide who has won by calculating victory points as follows:

The Wood Elves claim one victory point for each slain Bretonnian commoner and 2 victory points for each slain Knight Errant. If the Baron is slain, the Wood Elves win outright anyway.

The Bretonnians claim one victory point for each commoner who leaves the table via the exit corner and two victory points for each Knight Errant who escapes and three for the Baron himself.

The Bretonnians may not claim victory points for the Baron if he exits while any of his men are still on the table because it is dishonourable for a knight to abandon his retinue!

The Bretonnians may claim three victory points if they slay Keredh, the Wood Elf leader, two victory points for each glade rider, dryad or wardancer slain and one victory point for each other Wood Elf slain.

The Bretonnians can claim victory points for Wood Elves which flee off the table the same as if they were slain.

The 'Sudden Death' Victory

If the Wood Elves slay the Baron then the Wood Elves immediately win a sudden death victory. Without their feudal master, the Barons retainers will be at the mercy of the victorious Wood Elves.

They will either be slain by arrows, lured to their doom or captured and imprisoned forever so that they cannot reveal to anyone the secret ways of the forest.



Baron de Montecannes' Retinue

The Baron's Retinue consists of 20 models, including the Baron himself, chosen from the army list in the Warhammer Armies Bretonnian book. Choice is limited to the troops listed here. Wherever the scenario calls for an exception to the Warhammer armies list, this will be indicated below. If differently equipped models are operating as a unit randomise hits.

Baron Fragonnarde de Montecannes

The Baron is the commander of the Bretonnian retinue. To represent the Baron choose a Bretonnian knightly Hero. He should be mounted on a Bretonnian warhorse and armed appropriately as a knight according to the army list. Apart from that, he may not be equipped with any magic items, but he does have the Questing Virtue and may have an additional knightly virtue.

0-2 Knights Errant

You may choose up to two Knights Errant who have chosen to accompany their lord on his quest as their errand of knighthood.

0-5 Mounted Squires

You may choose up to five mounted squires armed in any way permitted by the army list. They need not all be armed in the same way. If you choose five then they operate as a unit, even if differently armed.

0-8 Foot Squires

You may choose up to eight squires armed in any way permitted by the army list. They need not all be armed in the same way. If you choose five or more then they operate as a unit, even if differently armed.

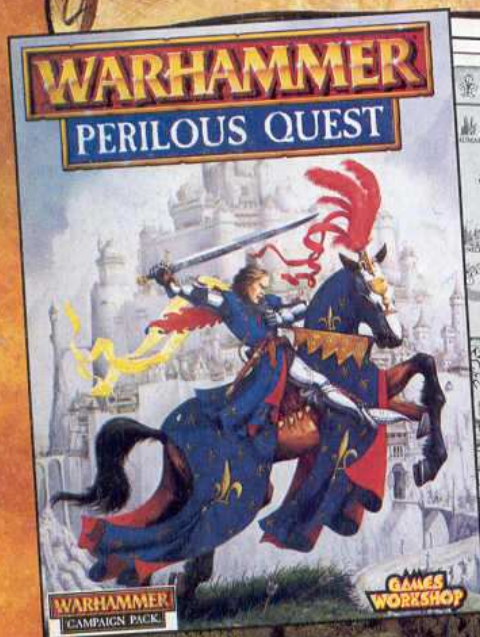
0-8 Men at Arms

You may choose up to eight men at arms armed in any way permitted by the army list. They need not all be armed in the same way. If you choose five or more they operate as a unit, even if differently armed.

0-5 Bowmen

You may choose up to five bowmen equipped in any way permitted by the army list. They need not all be equipped in the same way. If you choose all five then they operate as a unit, even if differently armed.

Tactical Hints: It is hard for the Bretonnians to win this scenario. The retinue must run the gauntlet of unseen arrows from the thickets. Once the retinue approach close to the exit of the table, you can expect the enemy to try something more desperate like tackling your men hand to hand. If the retinue has not been decimated by arrows by that time, you should be able to hack your way out of the danger and win. Honour forbids the baron from abandoning his men to their fate, so the best plan is to keep reasonably close together for mutual support and not to become strung out waiting for stragglers, who are doomed to be picked off one at a time.



Perilous Quest

It's hard to believe that Warhammer was re-released a year ago. Time has gone by so fast and in that time we've seen a tremendous amount of exciting stuff. Everyone has gone Warhammer crazy, with gamers new and old challenging each other for supremacy left, right and centre. Not only this but there's been stacks of new miniatures to collect, some of the best Warhammer miniatures yet to boot!

One of the most exciting series of releases over the last year have been our Campaign Packs. The series started with the Grudge of Drong, swiftly followed by the Idol of Gork, Circle of Blood and now the latest in this splendid series, Perilous Quest. If we take a look at Perilous Quest in particular, you'll see what Campaign packs are all about.

Left: Bretonnian Men-at-arms and Squires follow in the wake of their valiant master, the Castellan de Quenelles, pressing home their attack against the Wood Elf Kindred of the Willow Glades.



Watchers of the Wood

The band of Wood Elf trackers consists of 15 models, including their leader, Keredh, chosen from the army list in the Warhammer Armies Wood Elf book. Choice is limited to the troops listed here. Wherever the scenario calls for an exception to the Warhammer armies list, this will be indicated below. If differently equipped models are operating as a unit randomise hits.

Keredh Keen-Eye

Keredh is the commander of the Wood Elf trackers. To represent him choose a Wood Elf Hero. He may be mounted on an Elven steed or be on foot. He may be armed in any way appropriate to a Wood Elf except that he may not have any magic items.

0-2 Glade Riders

You may choose up to two Glade Riders.

0-1 Dryad

You may choose a Dryad who has been aroused to anger by the Bretonnians trampling about in the undergrowth!

0-5 Archers

You may choose up to five archers equipped in any way permitted by the army list. If you choose all five then they operate as a unit, even if differently armed.

0-5 Glade Guards

You may choose up to five glade guards equipped in any way permitted by the army list. If you choose all five then they operate as a unit, even if differently armed.

0-1 Wardancer

You may choose up to one wardancer equipped in any way permitted by the army list.

0-5 Waywatchers

You may choose up to five Waywatchers. If you choose all five then they operate as a unit. You may use waywatcher traps no matter how many Waywatchers there are.

0-5 Scouts

You may choose up to five scouts. If you choose five then they operate as a single unit.

Tactical Hints: Your Wood Elves have all the advantages at the start of the game. It is obviously a good idea to try and shoot as many Bretonnians as you can while remaining concealed. However, the opportunity of wiping out the retinue could be lost if your aim is not good or their armour proves too effective. Remember that you need a clear line of sight to shoot your target in the wood, so you will often have to approach dangerously close to the enemy! Then it will be down to trying to hold them up with hand to hand fighting. If it comes to that, pick on the weakest stragglers among the retinue. The Baron will not leave the wood while his men are still struggling behind him, so these tactics will force him to expose himself to danger. His mounted retainers will of course tend to stay with their lord to support him. In this way their honour may seal their fate!

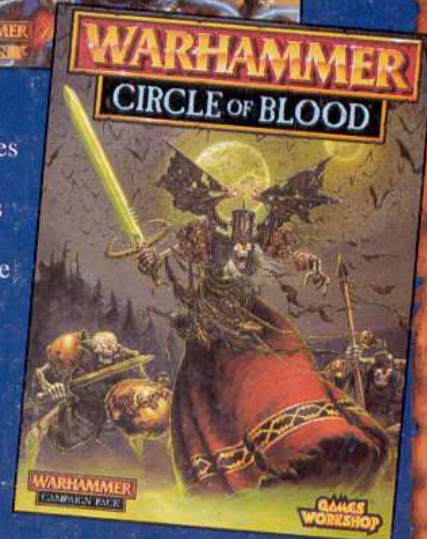
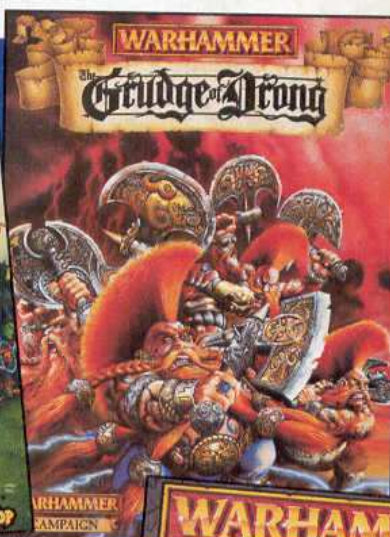
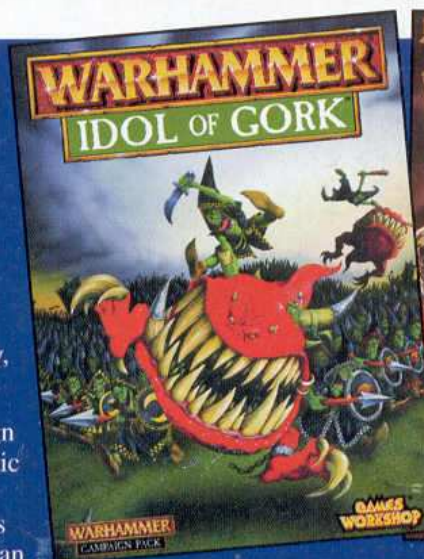
Firstly, Perilous Quest contains a complete set of linked battles. In the case of Perilous Quest the battles were written with the Bretonnians and the Wood Elves as the primary combatants. Each scenario leads into another, building to a final concluding battle. You won't need to buy lots of extra miniatures to play these games, each army list has been designed bearing in mind a typical 3,000 point army, from which you can pick the forces.

Even so, with the release of each Campaign pack we have released a number of fantastic new Warhammer miniatures (such as the Wood Elf Scouts and the Questing Knights in the case of Perilous Quest) which you can use in the Campaigns. This also includes some marvellous character models, which you use to represent particular personalities who took part in the historical Campaigns. Bear in mind, these models are brilliant commander models, sorcerers, etc. in their own right and can easily be used to represent your own characters in your armies.

One of the best things about Perilous Quest and indeed all the Campaign Packs is the incredibly detailed card scenery.

Each Campaign Pack not only contains all the lavish history and background to the campaign itself but battle

scrolls detailing the forces available to each commander, and perhaps most exciting of all they also contain a remarkable variety of full-colour card scenery. This can range from Orc Idols to gothic bridges and from Bretonnian tents to a Dwarf Alehouse



GAMESDAY
& GOLDEN DEMON '97

GAMESDAY & GOLDEN DEMON '97 U.S.A.

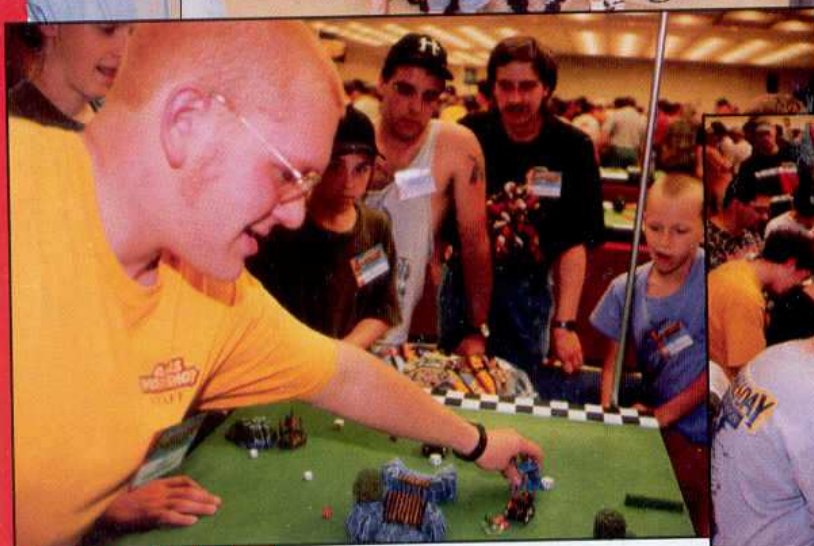
As reported by the U.S.
White Dwarf staff



While everyone in the U.K. is just recovering from their '97 Games Day across the Atlantic the U.S. 1997 Games Day has long since come and gone.

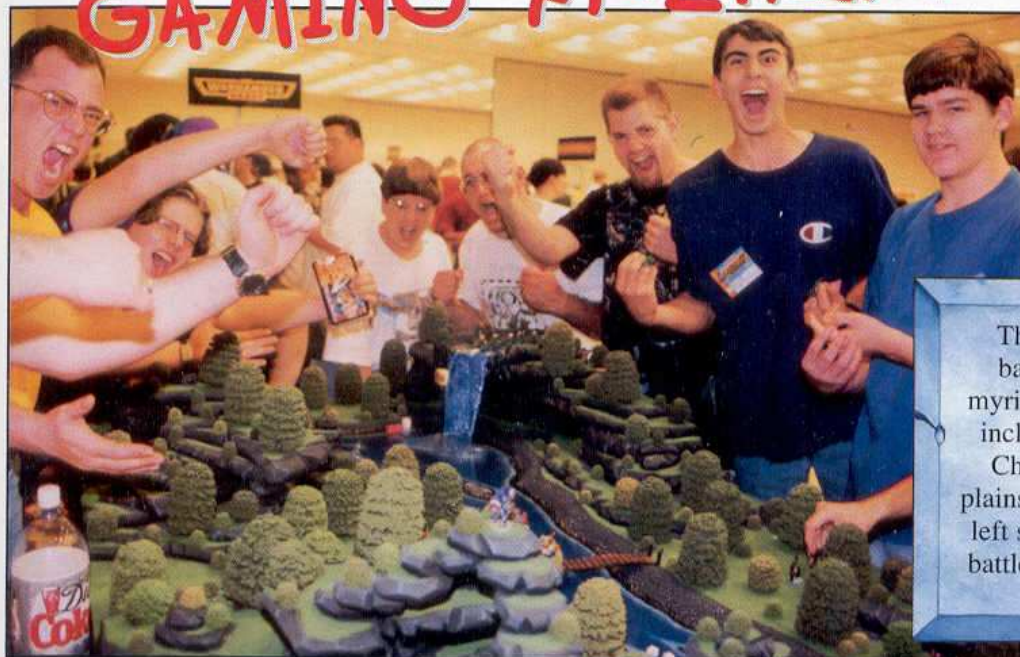
It may have taken a while to pry the results loose, but on the following pages you will find our attempt to capture the pure Waaagh! energy that was

formed in Baltimore, Maryland over the weekend of June 20th and 21st. 'Ere we go, 'Ere we go, 'Ere we go . . .



GAMING FRENZY!

GAMESDAY
GOLDEN DEMON '97



Throughout Games Day '97 battles were fought across a myriad of specially made terrain, including deserts, lost temples, Chaos worlds, snow-covered plains, and more. The scene to the left shows a Warhammer 40,000 battle raging over a forest world.

Due to the distance people must travel to get to Games Day (and because we're a little bit mad) the U.S. event stretches over two days. That gives everyone plenty of time to get in lots of gaming, check out the Golden Demon entries, and enter fast and furious events like Formula Waaagh!, Speed Painting, and the U.S. White Dwarf staff's giant Squig Katapult Kontest.

GIANT SQUIG KATAPULT!



INCOMING!

I was
CRUSHED
by a catapult at
GAMES DAY
1997



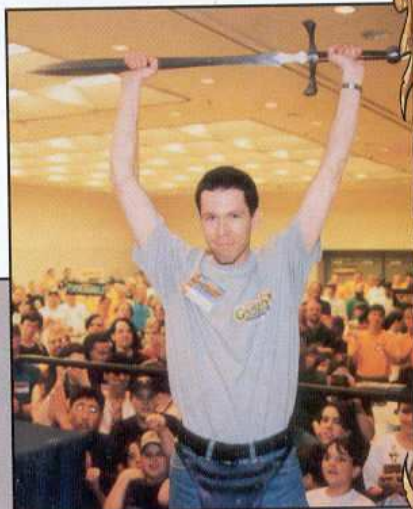
GAMES DAY
GOLDEN DEMON '97

• GOLDEN DEMON •

No Games Day is complete without the Golden Demon miniature painting contest. While we don't have room to show all the winners, the following pages spotlight the best of the best.



Brett DeWald won 1st place in the highly competitive Warhammer single miniature category with his fantastic Imperial Noble.



THE WINNER

With his terrific Wood Elf Forest Dragon, **Jocelyn Goyette** not only won 1st place in the Warhammer Monsters category, but he also took home the "best of show" award. Left, Jocelyn proudly lifts aloft the Golden Demon Slayer Sword (mind your fingers, Jocelyn!)

U.S. GAMES DAY TRIVIA

- All the great terrain boards at the U.S. Games Day were constructed by just two stalwarts from the Hobby Promotions Department - Kenny Goodman and Shawn Chavis!
- The glory and pageantry of the post-Games Day party was seen to draw a tear to artist John Blanche's eyes (some claim it was the spicy Atomic Chicken Wings, but we know the truth!).
- Attendees travelled to the U.S. 1997 Games Day from as far away as Alaska (that's over 3,000 miles, as the Terradon flies).





WARHAMMER BATTLE SCENE DON HANLEY

This evocative and heavily converted diorama, entitled "Ambush on the High Pass" deservedly won **Don Hanley** 1st place.

GAMESDAY
& GOLDEN DEMON 97

1ST PLACE SINGLE 40K MINIATURE VICTOR HARDY

Victor's extra spiky Chaos Lord in Terminator Armour won him the coveted 1st place in this category.



The judging for the U.S. Golden Demon is traditionally handled by the Games Workshop studio guests. This year legendary artist **John Blanche**, Design Manager **Alan Merrett**, and Games Designer and all-round gaming guru **Rick Priestley** made the cross-Atlantic trip. In addition to signing autographs, talking about the hobby, and generally carousing, these three also had the gruelling task of picking out this year's Golden Demon Winners.

1ST PLACE 40K SQUAD CHRIS BORER

The amazing details Chris put into his Harlequins' colourfully patterned holo-suits earned his squad the 1st place award.



OPEN CATEGORY STEVEN SMITH

The Emperor and his Primarchs were the subject of Steven Smith's awe-inspiring Open Category winner. Loaded with conversions and well-painted banners, Steven displayed them all on an evocative scenery-strewn base. Long live the Emperor!



40K VEHICLE 2ND PLACE

Judging was especially tight in this category this year. Bryan Shaw's slick and deadly Eldar Vyper Jetbike nabbed 2nd place honors.



40K VEHICLE 1ST PLACE

Whilst the competition was fierce, the extra details and camouflage pattern on Gregory Rothhauser's Imperial Guard Tallarn Hellhound Firethrower caught the judges' eyes. Obviously a fan of Imperial vehicles, Gregory also won 1st place in the Epic 40,000 category with his Ultramarine army.



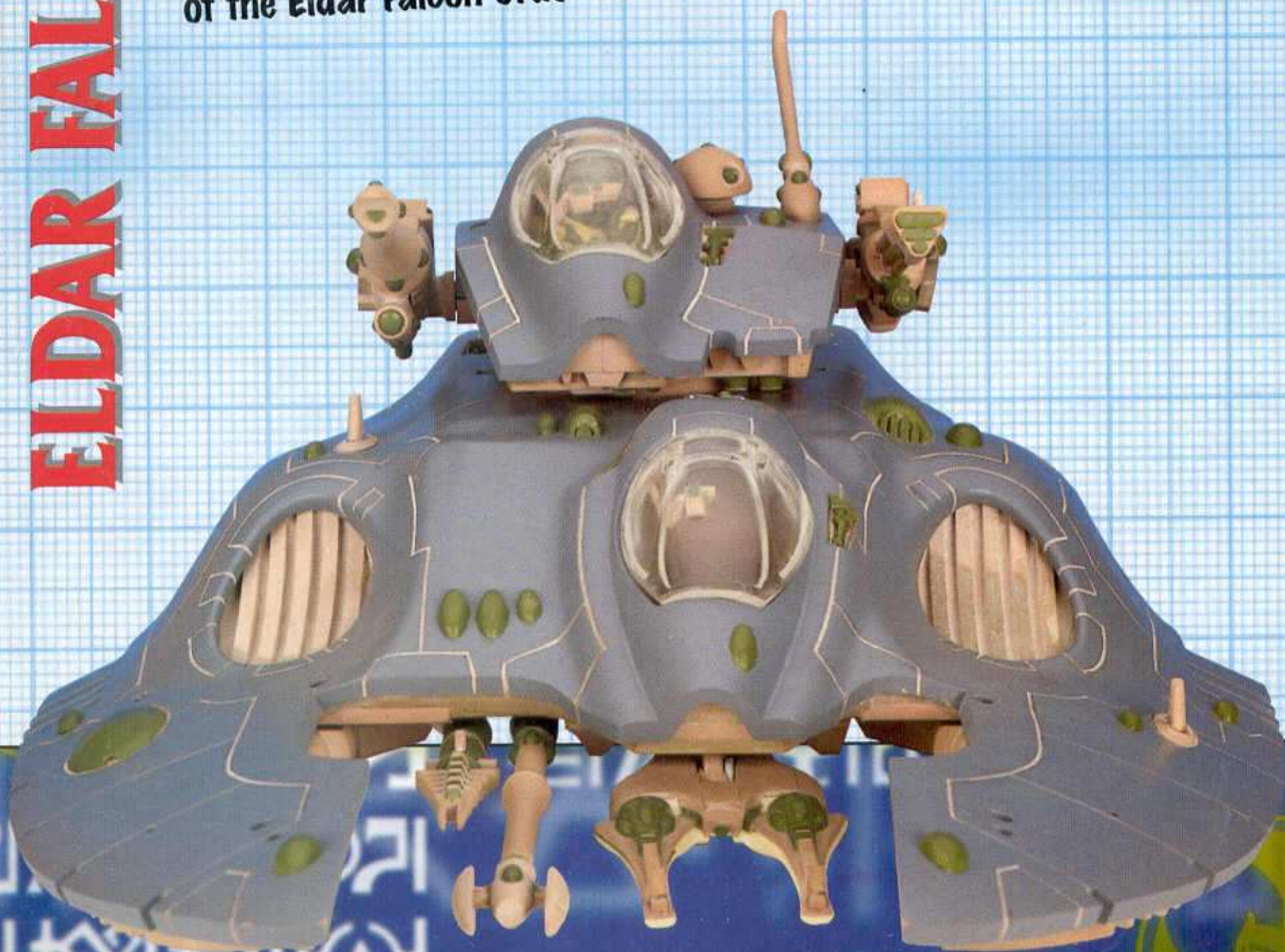
THE MAKING OF THE ELDAR FALCON GRAV-TANK

The Studio is awash with the buzz of excited gamers. It's not just the build up to Games Day either - there's a spectacular new plastic 40K kit out this month - the Eldar Falcon Grav-Tank by ace Citadel Miniatures designer Jes Goodwin.

It's easy to tell which people play Eldar in 40K, they're the ones with the inane grin of satisfaction. They're the ones who are sat at their desks making whooshing noises as they imagine the devastation wrought on their enemies! The rest of us fall into two camps: those who are distraught at the prospect of facing a Falcon filled with Striking Scorpion aspect warriors, and those who are so impressed by the new Grav-Tank that they are planning to start their own Eldar force so we can get their eager little hands on this brilliant plastic kit!

Over the next few pages we describe the processes involved when making the Eldar Falcon. Such a complex project relies on the expertise of many people, from the initial concept sketches right through to finished models.

Sit back and enjoy as we take you on a journey through the production of the Eldar Falcon Grav-Tank...



3



3



Stage 3: This 3:1 model determines exactly how many parts the kit will comprise of and how they will fit together. The pattern makers are the chaps who make sure that all the exciting bits (tilting guns, rotating turret, opening door, etc.) will actually work when you put the kit together.

3



4



Stage 4: While the 3:1 is being made, Jes returns to his initial prototype and uses it to work out where the details such as weapons, control panels, panel lines and, of course, the crew. Jes will sculpt the extra detail at three times the size it will actually appear on the finished model and must be careful not to add detail that will not show up when the model is reduced. Previous plastic kits such as the Eldar Vyper jetbike are used for reference to help maintain consistency of scale.

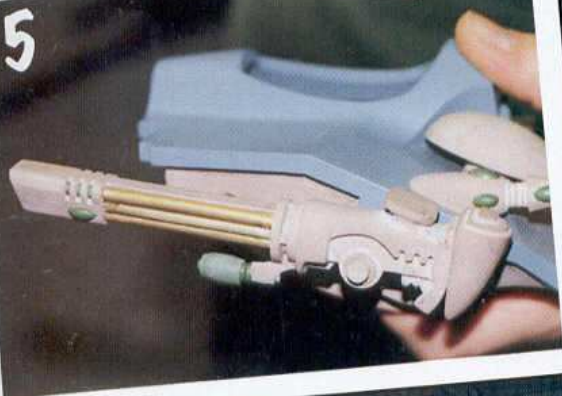
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5



5



Stage 5: As well as redesigning the Scatter Laser, Jes also checked that the weapon mount will take the Shuriken Cannon from the Eldar Vyper kit. With a little converting you can use all of the Eldar metal weapons - you see, we do think of these things!

Stage 6: The 3:1 master is then sent back to the pattern makers. Their craftsmen will make resin casts of all the parts.

A pantograph machine is then used by the tool makers to make the final steel moulds that will produce the kit for real. The pantographer traces the surface of the resin mould with a probe and a steel tool cuts the mould by copying the motion, reducing it back down to 40K scale.

At this stage the pantographer will also include a load of technical gubbins such as the sprue, water channels, ejection points, etc. (he's a very clever man you know)!

6





Stage 7: The finished steel moulds for each component are then mounted into a die so the first test sprues can be produced.

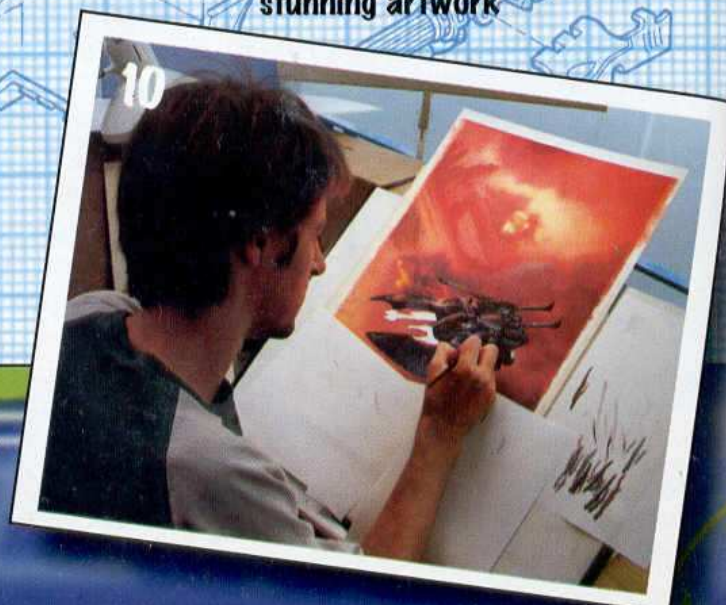


Stage 8: Tool makers Terry and Bob check the first test sprues against the resin for accuracy and to make sure the detail shows correctly



Stage 10: Artist Richard Wright paints yet another piece of stunning artwork

That's not the end of it by a long chalk!
Stage 9: Andy Sharman puts together the Transfer sheet that will be included in the boxed set. Talking of the box...



Stage 11: Paint schemes need to be planned for each of the major Eldar Craftworlds.



So, there you are, in total the model has taken a total of 14 months to produce from Jes' sketches to delivery of the first sprues (the cutting of the steel moulds took 2050 hours alone!). When the moulding machine is up and running it will be producing 150 Grav-Tanks per hour!

Next month we'll tell you even more about the Falcon, including new paint schemes and you never know you may even see this awesome model in action...

Having finally completed this remarkable plastic kit, Jes believes that he has the time for a rest before starting his next project. Wrong!

Wake up, Jes! We want even more miniatures!



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CITADEL MINIATURES

1998 ANNUAL



**If you're collecting an army of Citadel miniatures
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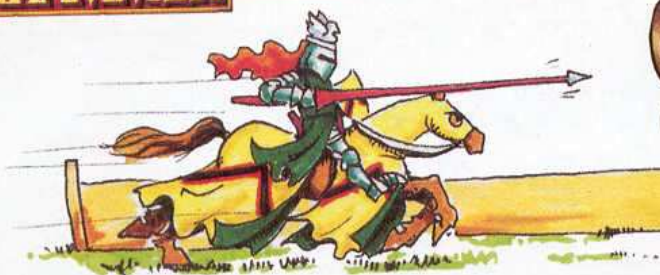
Inside you'll find photographs and codes of the thousands of metal and plastic Citadel models available for the 1998 range of Games Workshop games. This is the perfect guide to help you order your miniatures from mail order.

FULL TILT

TOURNAMENTS IN THE KINGDOM OF BRETONNIA

Nigel Stillman describes the new Tournament Game for Bretonnian Knights in Warhammer.





When there are no wars to keep the Knights of Bretonnia occupied, they hone their skills by means of colourful contests of martial prowess. These contests are known as jousts, tournaments or, in their grandest and most spectacular form, tourneys! Tournaments are held in each of the great dukedoms of Bretonnia several times a year. These are magnificent events lasting for several days and attended by Knights from all over the realm. Smaller affairs are held at the castles of lesser nobles eager to show off their wealth and influence. On occasions a full tourney is held in order to attract Knights Errant as suitors for the hand of a duke's daughter – a most desirable prize indeed, and what better way for the most worthy Knight to prove himself than by feat of arms in competition with the finest Knights in Bretonnia.

Full Tilt is an entertaining variation of Warhammer that can be played in a small area and within a relatively short space of time. The only models needed are a few Bretonnian Knights, so anyone with a copy of Warhammer will be able to take part. The tourney is a contest between rival teams of Bretonnian Knights who joust against each other for a grand prize and, of course, most important of all, the honour of victory! Apart from the hand of an eligible heiress, prizes at tourneys can be many and varied. Sometimes the prize is a magic item, in which case Knights often compete on behalf of their local grail chapel to which they will donate the prize should they win.

THE FIELDS OF BRETONNIA

The greatest tourneys are held each year in the ducal cities of Couronne, Quenelles, Parravon, Brionne, Bordeleaux, Gisoreux and L'Anguille, but no longer in Mousillon (it's currently occupied by the Undead!). Bretonnian tourneys are usually purely Bretonnian affairs attended by Knights from the various dukedoms, but on rare occasions even Elven or Empire Knights have been known to attend. Usually Elven Knights will only take part in a tourney if the prize is a magic item that they believe to be one of their ancient heirlooms and which they desire to win back.



THE GRANDE TOURNEY

First Day – The Pageant of Honour

The first day of the tourney is devoted to a pageant of honour. The contenders parade around the tourney field and ask for ladies' favours. All contenders are inspected by the heralds for possession of magic items and any misguided individuals found to have such dishonourable items are immediately disqualified in disgrace and struck off the lists. The rest go through to the contests on the second day.

Second Day – The Joust

The second day is the day of the jousting contests. Pairs of Knights joust with each other in a knockout contest. The pairs are determined by lots. The heralds wisely ban personal challenges from friendly tourneys so that Knights cannot use the occasion to pursue personal disputes. Furthermore there is the excitement of not knowing who your opponent is until he stands opposite you on the tourney field! Knights who are unbored or beaten on lance strikes are knocked out of the tourney altogether. The rest of the Knights in both teams may take part in the contest on the third day.

The Third Day – The Tableaux de Bataille

The third day is the day of the tableaux de bataille. Knights from both teams alternately challenge the Black Knight for the top prize. The order of contenders is determined randomly for each team by lots.

It is, of course, against a Bretonnian Knight's code of honour to use any magic items in the tourney itself. This is a rule which no worthy Bretonnian would even consider breaking for to do so would besmirch the Knight's honour and bring shame to his family. Elves and such like will of course ignore the rule if they can get away with it. Sometimes even Bretonnians are caught lapsing from the code of honour and have been forced to go on a quest to redeem themselves! It is also against the rules to take part in a tourney riding a monster instead of a warhorse, but such an infringement of the rules is so easily detected that even Elves wouldn't dare attempt it.

Needless to say Bretonnian tourneys are extremely popular, noisy and ribald affairs attended by hordes of commoners from the surrounding countryside as well as all the nobles from miles around. The inns and taverns are filled to bursting point and the feasting, drinking and carousing goes on for many days. Some Knights wander the rutted tracks of Bretonnia entering one tourney after another earning themselves a valiant reputation. Indeed, winning a tourney sometimes made an errand of Knighthood and a way of acquiring a retinue, since a successful Knight can expect to be followed by a baggage train of prizes, armour and warhorse and a retinue of grooms, squires and troubadours eager to immortalise his feats in song.



THE JOUST AND THE TABLEAUX de BATAILLE

The tourney in Bretonnia has been refined over the centuries into an art form with many conventions and traditions which can be baffling to foreigners who do not understand the subtle references involved. Tradition dictates that on the first day there is no combat at all. Instead the Knights gather for a parade and to solicit favours from the Bretonnian ladies in preparation for the contests ahead. There are two contests in a proper tourney: firstly there is the joust which takes place over a whole day, and this is followed the next day by the tableaux de bataille. Smaller events often feature only the joust or attempt to cram things together to reduce costs, but a full tourney would not be complete without the pomp of the parade or the final dramatic conflict of the tableaux de bataille.

Tourneys are usually fought *a la plaisance* which means fighting with blunted weapons. More rarely they are fought *a l'outrance* which means fighting with sharp weapons. Blunted weapons are used in most tourneys so that the best of Bretonnian chivalry is not slaughtered leaving the realm woefully undefended! Serious wounds are rare and the tourney is an excuse for outrageous fun. However, if sharp weapons are used, contenders may be mortally wounded and such contests are therefore reserved for matters of honour or trials by combat serious enough to warrant fighting to the death. The rules described here are intended for tourneys fought *a la plaisance*, so Knights will rarely die or suffer serious injuries.

HERALDS' RULES AND TOURNEY ROLLS

Tournaments are not open to just any old Knight, only to those considered eligible on grounds of renown, prowess, honour, or in some other fashion. This is a matter for the heralds, who are versed in all matters of chivalry, heraldry and honour. The heralds organise the contending Knights into teams, usually two teams, one consisting of all the Knights from the host's dukedom, and the other comprising Knights from the rest of Bretonnia. The heralds are great sticklers for the rules, and not only do they disregard those who are inexperienced or unknown, but also those who are rather too awesome!

To keep matters in hand the heralds maintain carefully worked out lists of eligible Knights called the tourney rolls. Only if a Knight is named on the tourney rolls can he enter the tourney as a contender. The herald selects the teams who will take part

from the list of entrants for each tourney. This ensures that the teams are well matched to make for an exciting contest. Bretonnians are not amused by watching one paladin unhorsing a succession of hopeless contenders, a feat that does nothing for honour or entertainment!

CREATING A JOUSTING TEAM

The tourney is fought between two or more teams of Knights and each team is represented by a player. You and your opponent can start playing straight away each using one of the two example tourney rolls printed at the end of this article. After a while you'll probably want to make up your own team, as its much more fun! To help you do this we have also provided a blank tourney roll (are we good to you or what?). First each player takes an equal number of Bretonnian Knights. We suggest you try six Knights as this makes a good sized team for a tourney. As you will see on the accompanying tourney rolls, Tournament Knights employ the same profile as a Knightly Hero in a Bretonnian army even though some of the characteristics are simply not used in a joust. You can use any Knight models in a Joust: Knights Errant, Knights of the Realm, Questing Knights or Grail Knights. In a Joust all Knights count the same.

Tournament Knights ride warhorses and carry lances and are perfectly represented by the Bretonnian Knights from the Warhammer box or, indeed, any similarly equipped Bretonnian Knight models. The heralds' rules dictate that Knights may not have magic items or ride monstrous beasts as such things would be an unthinkable affront to the code of chivalry! However, Knights can have Knightly Virtues and may also have a Lady's Favour as described later.

If you want to create your own team just photocopy the blank record sheet at the end of this article. It has spaces for you to fill in details of each Knight's name, his Knightly Virtues and any Lady's Favour he may have been granted. There is also space to record wounds he might suffer during the tourney. Invent a suitable name and shield device for each of your Knights, choose appropriate Knightly Virtues and then roll for a Lady's Favour. You are now ready to begin.



KNIGHTLY VIRTUES FOR TOURNAMENTS

Each Knight is assumed to have the Knight's Virtue. In the joust the Questing Virtue and the Grail Virtue have no effect, so any Knights who would normally have these virtues are assumed to have the Knight's Virtue instead. The effect of the Knight's Virtue in the game is described below. In addition each Knight may also have

one other virtue chosen from the list below. Knights in the same team must all have different virtues, the heralds will not allow a team to include more than one Knight with the same Knightly Virtue. If you are writing your own tourney roll, note down which virtues your Knights have.

VIRTUE

TOURNEY EFFECT

Knight's Virtue

This is the basic virtue of Knighthood. All Knights in the tournament have this virtue. It has no special effect in the tourney except that any Knights may be nominated as Knights Errant. Knights Errant can have no other virtue, but as handsome and dashing young Knights they are naturally destined to win the heart of a fair damsel. A Knight Errant automatically receives a Lady's Favour! Roll a D6 and treat the score as a double.

Devotion

A Knight with this virtue will automatically receive a Lady's Favour entitling him to 3 re-rolls.

Discipline

The Knight practices frequently in the tiltyard and does not have to roll to see if he is unhorsed when he is wounded.

Impetuous Knight

The Knight spurs on his warhorse and so automatically strikes first. This is regardless of which ploys are used in the joust.

Knightly Ardour

During the first pass of the joust the Knight may add +1 to his Strength to represent the vigour with which he enters into the joust.

Knightly Temper

The Knight gains an extra Attack for each hit scored in the tableaux de bataille. Work out how many hits he scores and then roll that many attacks in addition. This virtue is only effective in the tableaux de bataille.

Noble Disdain

The Knight completely disregards the first wound he suffers. He bravely shrugs off the wound with a great show of indifference ("it's only a flesh wound - I've had worse...")

Purity

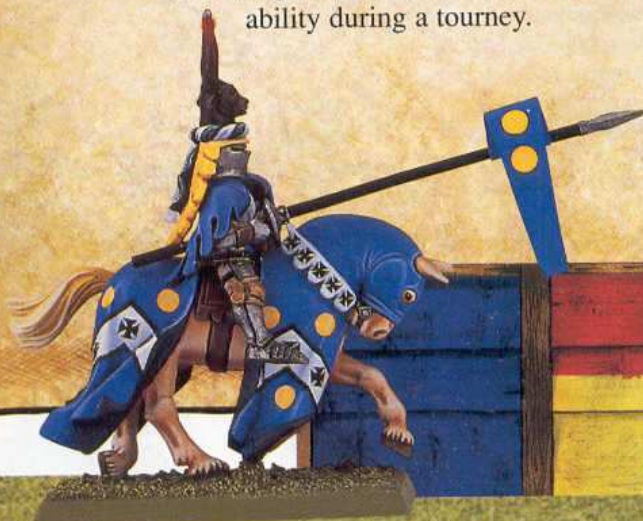
The Knight may never use a Swipe or Dodge ploy. His extraordinary faith allows him to re-roll failed armour saves! The second result always stands.

Valour

The Knight is so gallant and bold that he automatically gains a Lady's Favour. Roll a D6 and treat the score as a double.

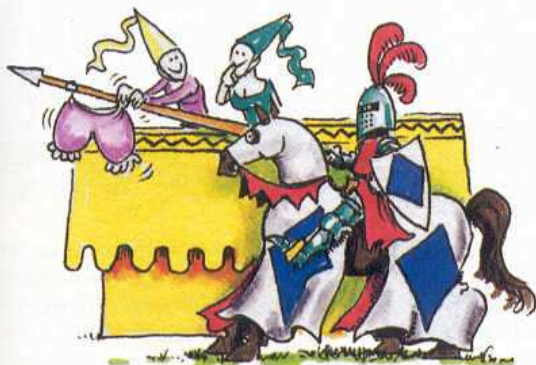
Jousting Virtue

The Knight automatically hits when using a lance. This is the ultimate ability in a joust, but remember only one Knight in any team may have this ability during a tourney.



THE LADY'S FAVOUR

On the day before the joust, the competitors parade before the assembled crowds where it is custom for the Knights, especially Knights Errant, to ride up to the stands of spectators and ask the ladies for their favours. The favour is regarded as a lucky token and no doubt this belief has come about because some Bretonnian ladies really are secret enchantresses able to bring good fortune to their favoured Knight. Not that these favours are deemed in any way magical or sorcerous, which would be frowned upon of course. They are merely considered to be lucky in a perfectly ordinary and just way.



The Knight chooses the lady whom he regards as the most beautiful to beg a favour from. If she is flattered by the request, or secretly hopes that the Knight will win the contest (perhaps because her hand in marriage is the prize) she will attach an item of her apparel to the Knight's lance. The more intimate the garment the luckier it is believed to be and the higher the Knight can consider himself in her estimation.

Of course, this custom always delights the multitudes of uncouth Bretonnian peasants and townsfolk whose lewd remarks and whistles often cause the noble ladies to blush. It also requires a lot of bravery on the part of the most beautiful ladies who are invariably asked to give their favour to an embarrassing number of Knights Errant and risk catching a chill by the end of the day. Modest Bretonnian maidens usually attend well prepared in advance with several veils.

LADY'S FAVOURS

2D6 score	Token	Re-Rolls
Double 1	Veil	1
Double 2	Wimple	2
Double 3	Kirtle	3
Double 4	Girdle	4
Double 5	Garter	5
Double 6	Tress	6

ROLL FOR LADY'S FAVOURS

Whether the favours are really lucky no one knows, especially since a favour will boost the courage and confidence of the Knight to the same effect anyway! To represent this, each favour allows the Knight to re-roll one or more dice during the tourney. A re-roll may be used at any time in the tourney, but each one can only be made once and is then used up. So a Knight with several re-rolls will gradually use them up during the tourney until he has none left. The second result always stands and a failed re-roll cannot be re-rolled again.

How many re-rolls the Knight gains depends on the token of the favour. If you are using the example tourney rolls there are already Lady's favours for some of the Knights so just use these. If you are making your own tourney roll then use the table below. The table is based on Bretonnian folklore regarding how lucky each garment is believed to be. By tradition, a Knight may only beg a favour from one lady on the first day of the tourney, and if refused, must go without. To represent this roll two dice for each Knight taking part. If he scores a double, he has sufficiently impressed the lady of his choice to be granted a favour. The double score also indicates the nature of the favour he is given.

THE JOUST

The joust is a contest between two Knights who charge at each other three times with lances. The Knight who knocks his opponent from his horse, or breaks more lances by striking his opponent wins the joust.

To prepare for the joust set up the tilt in the centre of your playing area with suitable awnings, tents, and pavilions on either side. Each player lines up his team at one end of the tilt and prepares for the contest.

Put the numbered shield counters in a different cup for each team, red for one team and blue for the other. Each number corresponds to a contender on the tourney roll. At the start of each joust select which two opponents will fight each other by taking a random pair of numbers from the cups.

At the end of each joust, the numbers of the unhorsed contenders are discarded.

The number of each winning Knight is put aside to indicate that he goes through to the next contest: the tableaux de bataille.

Scoring in the Joust

The joust consists of three charges or passes. A Knight who knocks his opponent out of the saddle wins outright. Otherwise the winner is the Knight who breaks the most lances upon his opponent!



The Warhammer rules are used to determine if Knights hit, wound and save in the usual fashion.

A lance is deemed to break if you score a successful hit and make a successful roll to wound, even if the wound is saved. In other words the lance is broken on striking his shield, helm or armour and making a successful roll to wound. Striking a crest in the same way counts the same as two broken lances. Keep a tally of the number of lances your Knight breaks. The Knight who breaks more lances than his opponent is the winner.

In the event of a draw continue to make more passes until one Knight wins by unhorsing his opponent or by breaking his lance.

The team that wins the



most individual jousts wins the day, but all Knights who won their individual jousts go through to the following day's event: the tableaux de bataille.

Get Ready

A joust normally has three passes as described above. At the start of each pass put the two Knights facing each other approximately 12" apart at either end of the tourney field and on opposite sides of the tilt. Each contender presents his shielded side to his opponent.

Choose Jousting Ploys

At the start of each pass while the contenders stand ready to charge, each player chooses one of five jousting ploy cards which we've printed for you. When both players have chosen their cards they are revealed simultaneously and the contenders charge. A battle cry at this moment would be appropriate!

Charge!

Both contenders charge simultaneously at full gallop. Move the models so that they meet at the middle of the tilt. Since both Knights charge together and both are only using blunted 'courtesy lances' the usual strength bonuses for charging with a lance are disregarded (unless the joust is fought *a l'outrance* of course!). Each contender makes only one strike (that is one attack) with his lance. Further attacks on the Knight's profile are ignored, there is only time for a single attack during each pass.

Who strikes first

The choice of jousting ploy determines whether or not a contender strikes first unless a Knightly Virtue automatically gives the Knight the first strike. The jousting ploys are marked with a number indicating the order of striking, the lower

number always strikes before the higher. If both Knights are entitled to strike at the same time, dice to see who strikes first.

Warhorses

Warhorses do not fight because they are separated by the tilt. Not only are the mounts prevented from biting and kicking at each other, but the contenders gain no benefit to their armour saving throw for their horses' barding. This means that a Knight saves on 4+.

Wounds

All Tournament Knights start with two wounds. When a Knight suffers his first wound, roll a dice to see if he is unhorsed. On a score of 1, 2 or 3 he is unhorsed and suffers a second wound as he falls from the saddle at full gallop. The Knight will therefore be seriously injured and automatically knocked out of the tourney. If a Knight suffers a single wound he may continue in the tourney, but any Knight that suffers a second wound is automatically unhorsed and out of the tournament.

A Knight who suffers a single wound, but who wins his joust, goes through to the next day's event, the tableaux de bataille. (A good time to shout of victory!) His wound is recovered automatically in time for the following day's combat.

Next Pass

If both contenders are still in the saddle they ride around the end of the hoarding ready to charge again in the next turn. Any Knight who has broken his lance is handed a new one.

JOUSTING PLOYS

As the two Knights charge at each other, each must use his skill and judgement to strike his opponent. Each Knight can choose to aim at his opponent's shield, helm, helmet crest, to swipe his lance across his opponent's front, or he might decide to dodge his enemy's lance instead. These tactics are called ploys and each team has its own set of cards with the ploys printed on them. Each Knight secretly chooses a jousting ploy and once they have done so the ploys are revealed. The effect of each ploy is described on the card (we've printed a chart opposite for your convenience) but the most important thing about them is that they establish which Knight strikes first. Each ploy has a number, and the Knight with the lower number strikes first. If both make the same ploy roll a dice to decide which strikes first.

Of all the ploys the most difficult is to strike the opponent's crest from his helm. This requires great skill and is consequently worth the equivalent of

AIM FOR HELM

2 You aim your lance at your opponent's helm. This is hard to hit, but even a glancing blow can wound or unhorse your opponent, so you count +1 Strength. To represent the difficulty of hitting, you strike after an opponent aiming for Shield, but before an opponent attempting to Swipe or hit your crest.



two broken lances! The dodge is the simplest ploy, and not a very honourable one, in which the Knight tries to dodge aside rather than strike with his lance. Although this means he cannot strike himself, he might do this during the final pass of a joust if he is already leading the score in broken lances, thus denying his opponent the chance to catch up.

THE TABLEAUX DE BATAILLE

The tableaux de bataille is an imaginative and spectacular contest that is very popular with the Bretonnian ladies. The tableaux usually has an elaborate theatrical setting inspired by one of the many chansons, the troubadours' songs which tell of the legendary feats of arms of various paladins of Bretonnian chivalry. This contest is held on the last day of the tourney. The winners of the previous day's jousting challenge the Black Knight in turn, in order to win the top prize. The Black Knight is the best Knight of the dukedom, chosen by the Duke himself, disguised in black armour with no identifying heraldry. He usually unhorses several challengers before someone succeeds in beating him to win the prize!

None Shall Pass!

If the prize of the tourney is the hand of a fair damsel, the heiress to a vacant feudal domain, a mock dungeon tower is set up on the tourney field, surrounded by a moat, over which is a drawbridge. The lady plays the role of a 'damsel in distress' locked up in the tower. She leans out of the window shouting encouragement to the Knights trying to rescue her.

Each challenger tries in turn to cross over the drawbridge and reach the tower to rescue the damsel. Whoever succeeds wins the prize. Unfortunately you can only cross the drawbridge by unhorsing the Black Knight who is the guardian of the tower.

The Ring of Stones

If the prize of the tourney is an enchanted relic, the contenders and spectators make a splendid procession over to a nearby stone circle on the morning before the contest, which is held in the afternoon. This will be the same place where trials by combat are customarily held.

The prize is placed in the middle of the circle on an altar stone. There is only one way into the circle, between two large stones wide enough apart to admit a rider on horseback. Guarding the circle is the Black Knight who cannot leave the circle. Each challenger enters the circle in turn. The only way to claim the prize is to unhorse the Black Knight.

AIM FOR HELM

2 You aim your lance at your opponent's helm. This is hard to hit, but even a glancing blow can wound or unhorse your opponent so you count +1 Strength. To represent the difficulty of hitting, you strike after an opponent aiming for Shield, but before an opponent attempting to Swipe or hit your crest.



JOUSTING PLOYS

1. Aim for Shield

You aim your lance at your opponent's shield to put maximum force behind the strike. You automatically strike before an opponent using any other ploy.

2. Aim for Helm

You aim your lance at your opponent's helm. This is hard to hit, but even a glancing blow can wound or unhorse your opponent so you count +1 Strength. To represent the difficulty of hitting, you strike after an opponent aiming for Shield, but before an opponent attempting to Swipe or hit your crest.

3. Aim for Crest

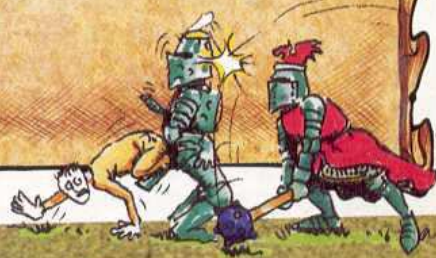
You can only use this ploy once in the joust and then only if your opponent actually has a crest on his helm! The lance is aimed at your opponent's crest. This is difficult to hit, and will never wound or unhorse your opponent. Nevertheless it is a great slight upon his honour and counts as two lance breaks! To represent the difficulty of hitting, you strike after an opponent aiming for Shield or Helm, but before an opponent attempting to Swipe. You count -1 to hit and if you score a hit the crest is knocked off on a further roll of 4, 5 or 6.

4. Swipe

This ploy is acceptable, but not considered to be very honourable! You swipe with the lance across your opponent's front to knock him from his saddle. It is not difficult to hit with this ploy, but is rather slow and not very skillful. To represent this, you strike after an opponent aiming for Shield, Helm or Crest, but you always count +1 to hit.

5. Dodge

This is a defensive ploy greatly lacking in honour. You give up your own chance to strike in order to dodge your opponent's lance. This means that you do not strike at all, but your opponent suffers -2 to hit (if he is entitled to an automatic hit this is modified to 3+ to hit). If both contenders opt for this ploy, then neither will strike at all.



CHALLENGING THE BLACK KNIGHT

Each contender challenges the Black Knight in turn. The order in which contenders challenge him is determined randomly as for the jousting.

Both the challenger and the Black Knight charge each other with lances, counting only one attack each. The bonus for charging with lance is disregarded as in the joust since the tableaux is also fought *a la plaisance*. Jousting ploys are not used, since both Knights are honour bound to aim for their opponent's shield. Both contenders roll off to see who strikes first in the initial round. If one or other is wounded make a further roll to see whether he is unhorsed and therefore knocked out of the contest. The prowess of the Black Knight is such that he can only be unhorsed on a roll of 1!

Subsequent rounds of the combat are fought with blunted maces or morning stars which make for a noisy, robust and entertaining spectacle in which both Knights end up with their shields well and truly dented! The Knights now make their full number of attacks, and use Initiative to determine who goes first. The contest continues until one or other of the Knights is unhorsed. If a challenger is unhorsed, the next challenger rides out. As in the joust, warhorse attacks and warhorse barding are disregarded.

Wounds taken by the Black Knight are cumulative and when he has suffered his full wounds he is automatically unhorsed which means that his current opponent wins. Your chances of beating the Black Knight are therefore better if your Knights are not among the first to challenge him!

THE BLACK KNIGHT

The Black Knight wears black armour, a black surcoat and carries a black shield bearing no blazon by which he can be recognised. No one knows the true identity of the Knight who plays the role of the Black Knight. All that you can be sure of is that he will be a Knight of great renown and martial prowess! It could be the Duke himself, the best Knight in the Duke's retinue or a hermit Grail Knight from a remote grail chapel somewhere in the dukedom. According to legend sometimes the King of Bretonnia himself has played the role of the Black Knight in the tournament at Couronne!

	M	WS	BS	S	T	W	I	A	Ld
Black Knight	4	6	6	4	4	3	6	3	9
Warhorse	8	3	0	3	3	1	3	1	5

EQUIPMENT: The Black Knight wears heavy armour, carries a shield and rides a barded Bretonnian warhorse. He is armed with a mace or morning star and lance.

SAVE: 4+ (disregarding barded mount).

KNIGHTLY VIRTUES

The Black Knight has the *Knight's Virtue* as do all Knights, although this has no effect in the tournament. He also has the *Virtue of Knightly Temper* and so gains an extra attack for each initial hit scored. Work out how many hits he scores and then roll that many attacks in addition.

The Black Knight in Bretonnian Folklore

The Black Knight is an old and well known figure of Bretonnian folklore and legend. In his aspect as something to be dreaded, he undoubtedly embodies the age old fear of the Chaos Knight, the Dark Elf rider or the Undead horseman who have plagued Bretonnia since time immemorial. Thus he represents the archetypal adversary of a bold Bretonnian Knight. In his less ominous aspect, he represents the anonymous Knight. Such a Knight may wish to disguise his identity under black, shabby robes, lacking any heraldic device by which he may be recognised. Some Questing Knights do indeed adopt such a garb. There is always speculation as to why a Knight should do this, maybe it is because he must redeem his honour, or has he forsaken the true faith like the villainin Maldred?

Whatever the reason, is it not the duty of any virtuous Knight to challenge such a character and force him to yield, so that his identity may be made known?

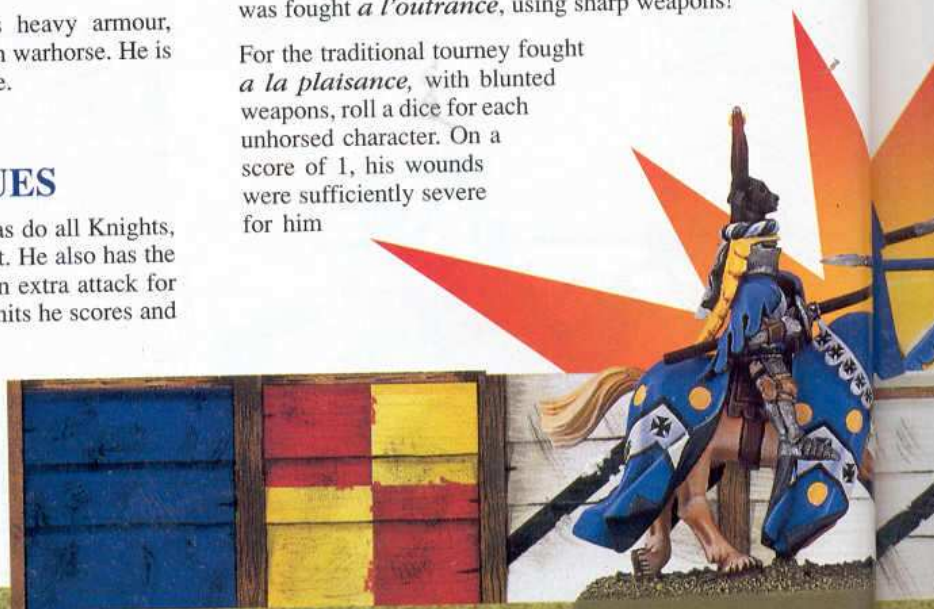
TOURNEY PRIZES

It will no doubt occur to many players with Bretonnian armies and a passion for all things Bretonnian to make tourneys part of a campaign set in Bretonnia. As always, it is up to the players involved to agree amongst themselves how to do this and how they might adapt the basic rules to take account of the odd visiting team of Elven or Empire Knights. Indeed the campaign could simply take the form of the grand circuit of tourneys in Bretonnia, since each dukedom holds its tourney in a different month to the others, making it possible for Knights to go from one to another amassing renown and prizes as indeed many do! It would of course be great if the tourney prizes were something which you could use in future Warhammer battles, so here are a few suggestions:

Recovery of Characters

Firstly it must be assumed that all Knights eventually recover from wounds received during the tourney unless the tourney was fought *a l'outrance*, using sharp weapons!

For the traditional tourney fought *a la plaisance*, with blunted weapons, roll a dice for each unhorsed character. On a score of 1, his wounds were sufficiently severe for him





to miss the next battle or tourney recovering in the delicate care of the local Grail Damsels. All other scores indicate superficial wounds. If the tourney is fought *a l'outrance* simply reduce the chance that the Knight recovers. Any Knight who was lucky enough to have a Lady's favour may re-roll his recovery score if he has any re-rolls left!

Jousting Prizes

Each Knight who successfully gets through the jousting of the second day of the tourney wins great renown and gains experience. To represent this you might consider raising any one of his profile characteristics by +1 as long as no characteristic is ever raised more than once. This is done after all jousting is over, but before the tableaux de bataille on the third day. A character who enhances his profile in this way would be able to use his new profile in subsequent tourneys or in battle. He might also add to his heraldry a special blazon to show that he is a victor in the joust, a striped lance perhaps or a laurel wreath around his helm.

The Prize of the Tableaux de Bataille

This is the ultimate prize of the tourney. If the tableaux de bataille was the tableaux of the dungeon tower then the prize would be the hand of the damsel herself. There is more to this prize than a fair Bretonnian damsel, perhaps a castle and feudal domain complete with a modest retinue of: 1 Mounted Squire, 1 Foot Squire, 1 Man-at-arms and 1 Archer. The Knight would then

automatically become a Knight of the Realm if he is not one already. If the Knight is fielded in your army you might perhaps add his retainers to your army at no extra points cost although you would still pay the points for the Knight himself.

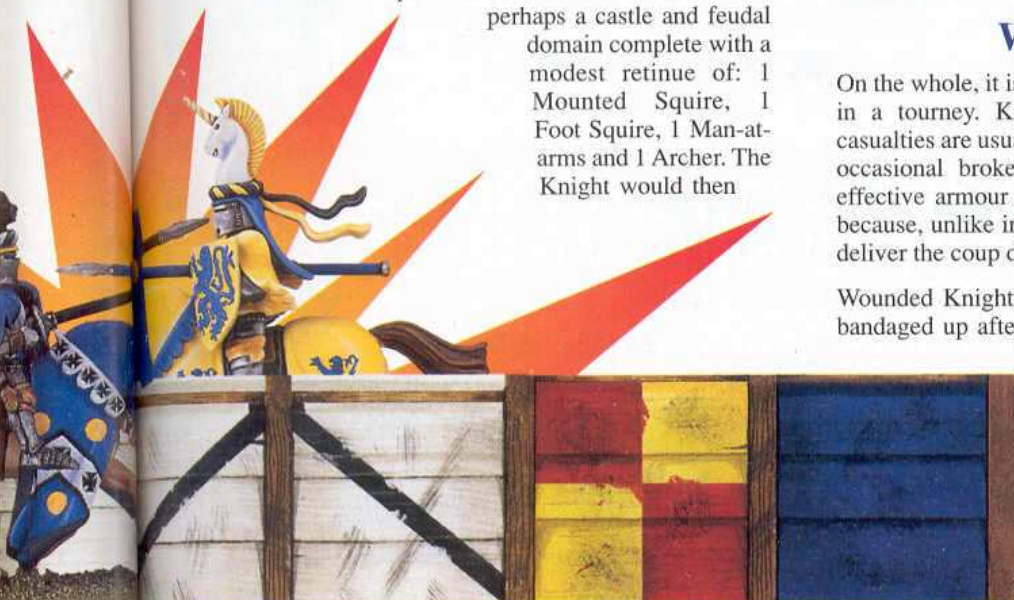


If the tableaux de bataille was the tableaux of the stone circle, then the prize would be a magic weapon up to a value of 50 points, which was recently discovered somewhere in the dukedom, or brought back from an errantry war in some far flung place. Such a weapon must be chosen randomly from the Magic Weapon cards by cutting the deck. It can then be used by the character in battle at no extra points cost, but still counts as part of his usual quota of magic items.

Wounded Knights

On the whole, it is rare for contenders to be mortally wounded in a tourney. Knights who are dragged off the field as casualties are usually just stunned, have cuts and bruises or the occasional broken bone. This is mainly because of their effective armour and padded jerkins worn beneath and also because, unlike in battle or trial by combat, a Knight will not deliver the coup de grace to an opponent in a friendly tourney.

Wounded Knights who are not unhorsed have their wounds bandaged up after the day's events and can continue to take part in further tourneys or battles with their full Wounds value.





BLUE TEAM TOURNEY ROLL



KNIGHT 1

Francois Theriault

M	WS	BS	S	T	W	I	A	Ld	S _{ave}
4	5	5	4	4	2	5	3	8	4+

Francois has the Knight's Virtue, He has a Lady's favour, the Girdle.



KNIGHT 2

Etoile Le Loup

M	WS	BS	S	T	W	I	A	Ld	S _{ave}
4	5	5	4	4	2	5	3	8	4+

Etoile has the Knight's Virtue, He has a Lady's favour, the Kirtle.



KNIGHT 3

Hue de Brionne

M	WS	BS	S	T	W	I	A	Ld	S _{ave}
4	5	5	4	4	2	5	3	8	4+

Hue has the Knight's Virtue and the Jousting Virtue.



KNIGHT 4

Alphonse de Bordeleaux

M	WS	BS	S	T	W	I	A	Ld	S _{ave}
4	5	5	4	4	2	5	3	8	4+

Alphonse has the Knight's Virtue and the Virtue of Purity.



KNIGHT 5

Gaston d'Anjou

M	WS	BS	S	T	W	I	A	Ld	S _{ave}
4	5	5	4	4	2	5	3	8	4+

Gaston has the Knight's Virtue and the Virtue of Knightly Temper



KNIGHT 6

Villars de la Verite

M	WS	BS	S	T	W	I	A	Ld	S _{ave}
4	5	5	4	4	2	5	3	8	4+

Villars has the Knight's Virtue and the Virtue of Discipline.



Here are the two example tourney rolls so that you can start playing Full Tilt straight away...



RED TEAM TOURNEY ROLL



KNIGHT 1

Jehan Le Concourant

M	WS	BS	S	T	W	I	A	Ld	S _{ave}
4	5	5	4	4	2	5	3	8	4+

Jehan has the Knight's Virtue, He has a Lady's favour, the Veil.



KNIGHT 2

Artois Trintignat

M	WS	BS	S	T	W	I	A	Ld	S _{ave}
4	5	5	4	4	2	5	3	8	4+

Artois has the Knight's Virtue, He has a Lady's favour, the Garter.



KNIGHT 3

Jaques de Gisoreux

M	WS	BS	S	T	W	I	A	Ld	S _{ave}
4	5	5	4	4	2	5	3	8	4+

Jaques has the Knight's Virtue and the Virtue of Devotion.



KNIGHT 4

Louis de Parravon

M	WS	BS	S	T	W	I	A	Ld	S _{ave}
4	5	5	4	4	2	5	3	8	4+

Louis has the Knight's Virtue and the Virtue of Knightly Ardour.



KNIGHT 5

Marcel de Charlois

M	WS	BS	S	T	W	I	A	Ld	S _{ave}
4	5	5	4	4	2	5	3	8	4+

Marcel has the Knight's Virtue and the Virtue of Noble Disdain.



KNIGHT 6

Leon d'Arden

M	WS	BS	S	T	W	I	A	Ld	S _{ave}
4	5	5	4	4	2	5	3	8	4+

Leon has the Knight's Virtue and the Jousting Virtue.



OPEN SEASON!

For the last few years at Games Day we've run a special painting and modelling competition, in addition to Golden Demon. There are no restrictions placed on the Open Competition; anyone can enter any kind of model as long as it has something to do with the Warhammer or Warhammer 40,000 universes that we know and love.

Master model-maker Dave Andrews has taken the competition's top prize for two years running with the amazing 'Thunderbolt' diorama in 1995 and the amazing 'Bretonnian Joust' last year which we're featuring over the page. It took Dave about three months to make this beautiful model of a Bretonnian Tourney in full swing.



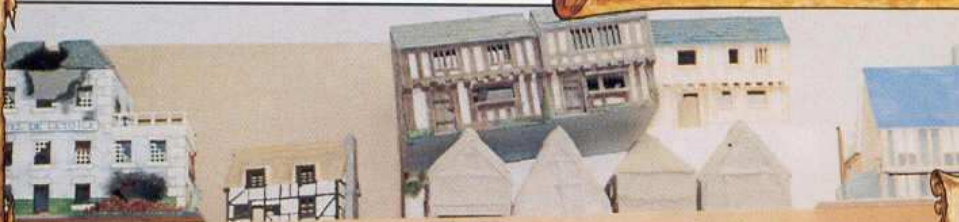
The first thing that hits you when you first see Dave's work area is that you don't know where to start looking!

Dave's desk is littered with boxes full of Gubbinz which he uses when he makes a new model. His lamp is festooned with myriad of skulls made of Green stuff (modelling putty that Games Workshop sculptors use to make their miniatures).



Behind Dave's desk are bookcases bulging with reference books, old boxed games and stacks of miniatures! Not only are there painted miniatures for each of our games systems, many originally sculpted by the man himself, but also a wide variety of historical miniatures too.

Dave's top shelves hold a variety of exquisitely modelled buildings. Anyone of them would be equally at home on the battlefields of the Warhammer world or a historical wargames table.



Here you can see both of Dave's winning entries in the Open Category, side by side with loads more painted miniatures!



Not only is Dave a great figure designer and the maker of brilliant dioramas, but he also collects huge armies and has been for many years. This massive force is a medieval army that Dave's been collecting and painting for longer than he can remember!



The Bretoni



Behind you! The Assassin prepares to strike!



Beneath the Pavilion a street urchin aims at a Knight with his catapult! The townsfolk models are some of the oldest Citadel miniatures that exist.



Take a few minutes to look at this whole model as it tells its story. A brave and determined Knight unhorses his hapless opponent whilst the spectators, men-at-arms and peasants, cheer wildly. If you look closely, out of sight in the Pavilion, an assassin waits to strike down a noble, whilst underneath a street urchin also waits to let fly at one of the combatants with a stone from his homemade catapult.

Dave really has pulled out all the stops on this model. The illuminated manuscript is hand-written and stuck to a

wooden backboard. In each corner of the base are Fleur de Lys made out of plasticard. The ground is DAS modelling clay, indented with hoof marks. The tent and the Pavilion are frameworks covered in metal foil. This is carefully painted with Fleur de Lys and other decorations and look like embroidered cloth - the finished effect is remarkably realistic.

One of the most characteristic things about Dave's model, apart from the incredible attention to detail, is the painting style. He has spent years collecting miniatures and

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Norman Joust



You can almost feel the impact as the lance strikes home!



These two have things other than the Tourney in mind!

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his home is overflowing with both models and terrain. Hours and hours of painting huge, beautifully painted wargaming armies have given him the expertise to paint a sizeable force very quickly. Using black undercoat for his models, Dave generally paints block colours with minimal highlighting saying that the limited number of colours on a model helps the finished effect. Dave has taken this army painting style a stage further for this model. He has used a lot more fine detail on the miniatures which is normally lost on a wargames table. A good example of this is the linework on the horses' barding.



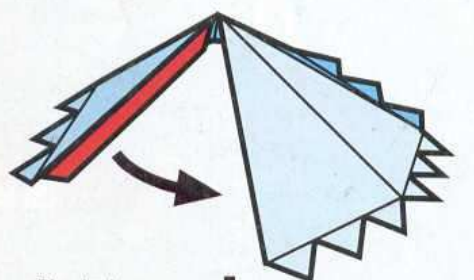
ASSEMBLING THE TENTS

To play Full Tilt you'll need to assemble the card tents and tilt. All you'll need is a sharp modelling knife and a tube of Citadel superglue. Be careful that you don't get glue on your fingers: superglue bonds fast and is very, very strong! Only stick the glue on the red areas!

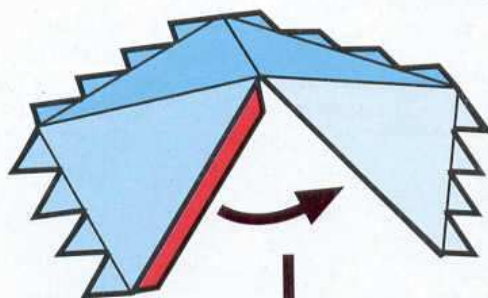
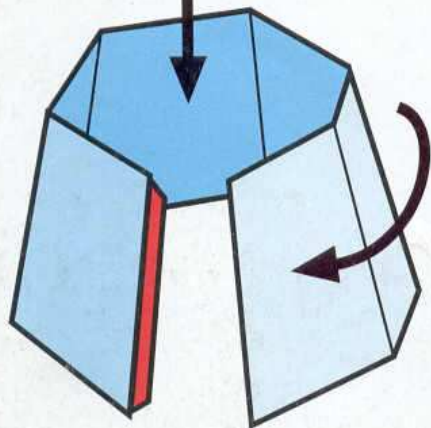
THE TENTS

One tent is six-sided and the other is four-sided but both are made in the same way. First, bend the panels of the tent roof so that it forms a conical shape. Next, apply superglue to the roof edge which has a tab, and then hold the two roof edges firmly together. Leave the roof to completely dry while you assemble the walls. To assemble the tent walls, bend the wall section round and glue the two edges together where the tab is.

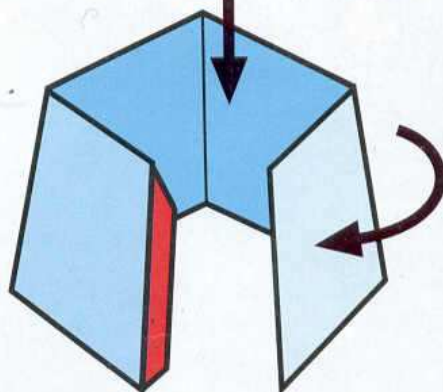
When the walls and the roof are both dry, you can put these together to complete the tent. Place the roof on top of the walls, and then, holding the two parts together, carefully turn the tent upside down. Glue the roof to the walls on the *inside* of the model, so that if any glue spills it won't spoil the tent's outer appearance. Do remember you're using superglue, so please go steady!



Blue tent

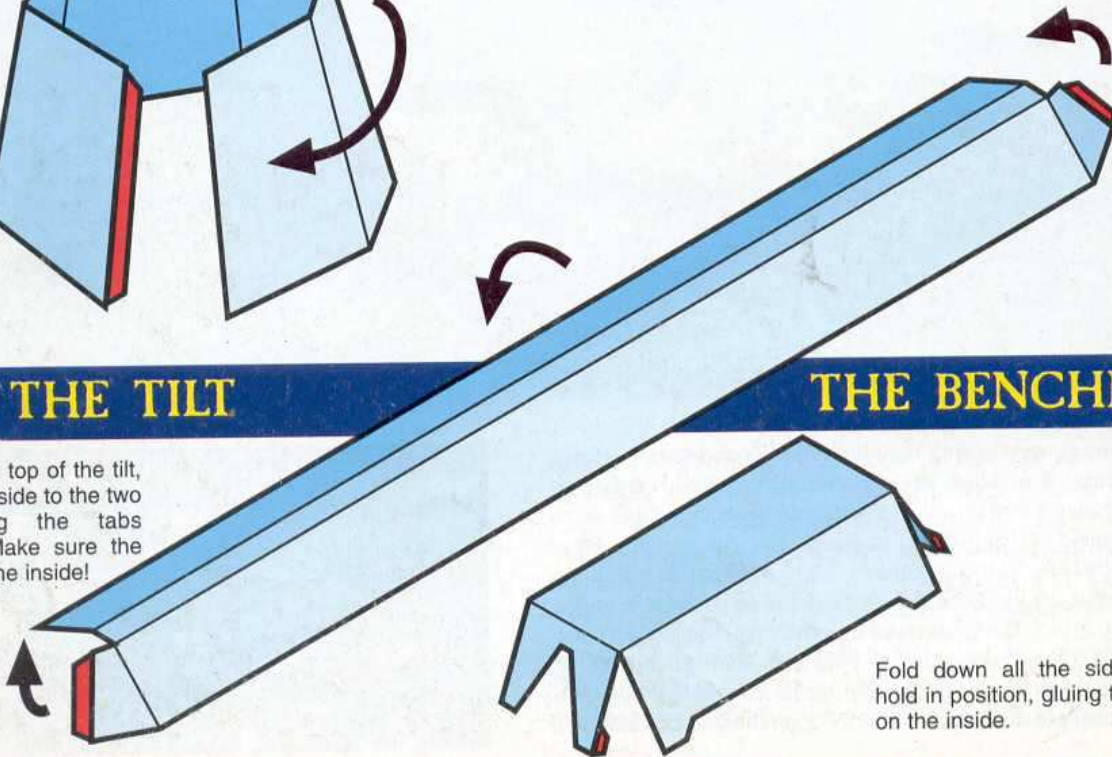


Red tent



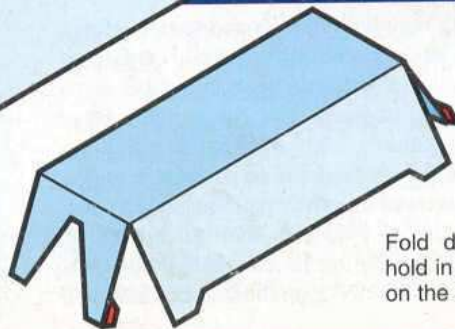
THE TILT

Fold over the top of the tilt, and glue the side to the two ends, using the tabs provided. Make sure the tabs are on the inside!



THE BENCHES

Fold down all the sides and hold in position, gluing the tabs on the inside.



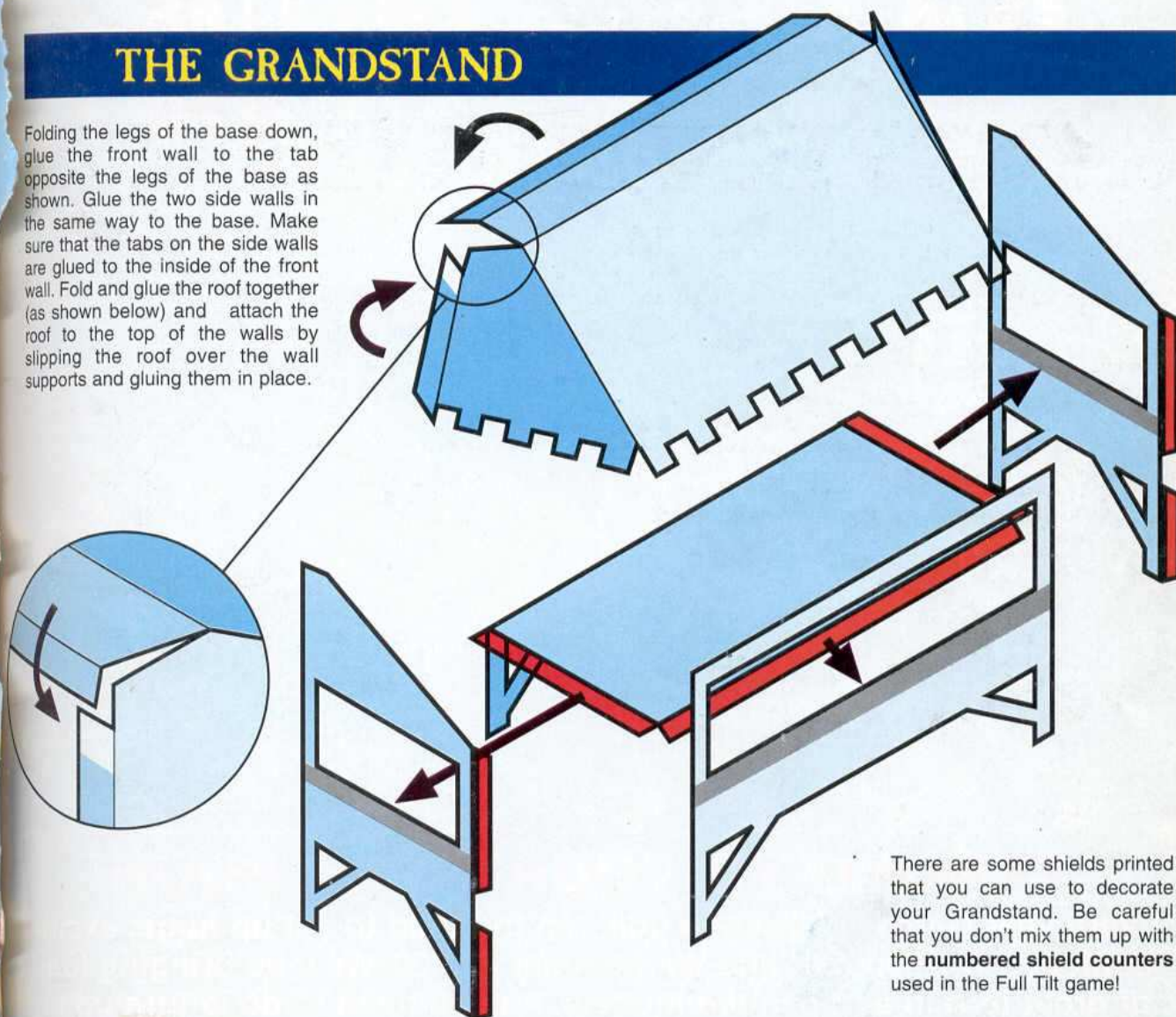
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TENTS AND TILT

THE GRANDSTAND

Folding the legs of the base down, glue the front wall to the tab opposite the legs of the base as shown. Glue the two side walls in the same way to the base. Make sure that the tabs on the side walls are glued to the inside of the front wall. Fold and glue the roof together (as shown below) and attach the roof to the top of the walls by slipping the roof over the wall supports and gluing them in place.



There are some shields printed that you can use to decorate your Grandstand. Be careful that you don't mix them up with the **numbered shield counters** used in the Full Tilt game!



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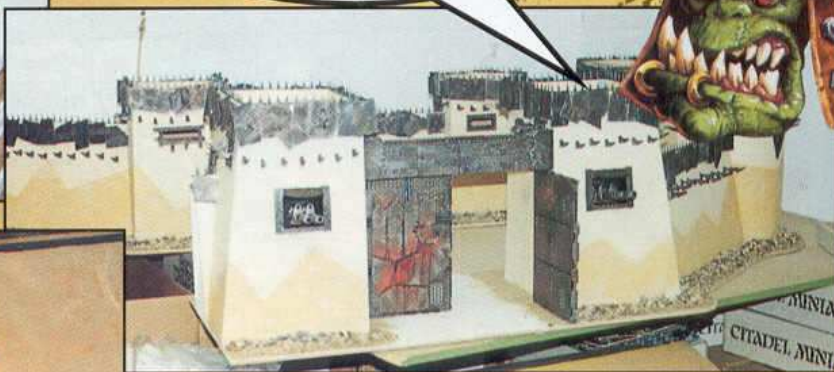
Oi, Noshrok!
Wot's pink and got
lotz of dirty great
'oles in it? An 'umie
that was at Big Too
River!

BIG

A taster of
this year's
stunning new
Games Day
display



Da fortress will
be much too big and
'ard for the weedy
'umies to destroy!



An initial mock-up for the Ork settlement was constructed out of card, before the final version was cut from wood. The team responsible, from the factory's master mould room, precision cut the shape of the settlement into the desert boards, to ensure a perfect fit (very unorky!).

Each
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Past dis
Ultrama
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Lizardn
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That's da way it woz, Skabskrag. Loadz of ded 'ard Boyz givin' da 'umies a right kikkin'! But wot you don't know is just 'ow much 'ard work da boyz put in to make sure they got it right. 'Ow about we 'ave a butchers at what went on...



MASSACRE AT TOOF RIVER



Each year Games Workshop creates a colossal new tabletop display which stuns all who clap eyes it. These incredible displays debut at Games Day and the making of the displays involve everyone from our stores to Mail Order Trollz and production staff to studio types.

Past displays have included the complete 40K Ultramarine Chapter and the immense Warhammer - Siege of Antioch which pitted Lizardmen against Bretonnians. This year we have done even better and have re-created the complete destruction of an Imperial Guard army at the hands of a gargantuan Ork horde in 40K.

Here's how it came together.

Dese is da hills where we sorted da 'umies out. We circled 'em wiv buggies an' den sent in da Boyz!

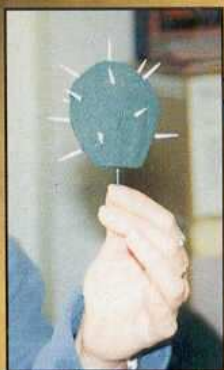


The hills and valleys that run along Big Toof River were painstakingly carved from layers of polystyrene by Mail Order Troll Mark (left). The surface was textured with sand and PVA, before being painted and drybrushed to create the desired rocky desert effect. The river was made from aquarium gravel and PVA, covered with layers of resin.



Da 'umies tried to escape across dis river, but da Boarboyz charged into 'em and killed da lot!





**Dese tyre tracks
woz all dat woz left of da
'umies by the time we'd
finished wiv 'em!**



The flat areas of the battlefield were made in much the same way as the hills. Sand and PVA were used to texture a polystyrene base before painting and drybrushing. However, before painting, tyre tracks were created using a specially designed roller (which you can see Dean using below). These were then painted separately to create the required effect.

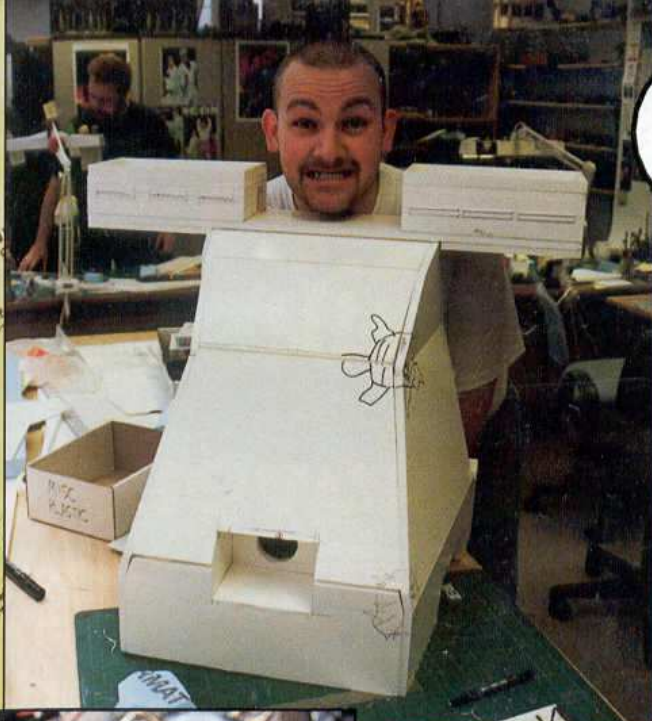


**Wot a larf it was when
dese Fighta-Bommerz started
blastin' away at da 'umies.
Dey didn't know wot
'ad 'it 'em!**



Richard (left), from our Poole store, was the first to start on the Fighta-Bommerz. The model to the far left, however, was flown in all the way from Spain!





Da 'umies didn't know about da Gargant eeva. Not until da belly gun started blasting 'em off da planet!



Undoubtedly one of the most impressive pieces on the battlefield is the Gargant, made by the GW modelling team. The finished article was so big that an extra section had to be added onto the terrain boards so that the Gargant would fit on!



We used to shoot dis for target practice before da 'umies got 'ere. Dunno where it came from. Boss Bullgarg said it woz a good sign dat it woz there. A "Nomen" 'e called it...

Gary, shown above with Adrian, put together this crashed Thunderhawk. No doubt it is a relic of some past battle along Big Toof River.



Next Month: Da Finished Display!

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BUT IS THE 41ST MILLENNIUM READY FOR...

X COVERT

INFILTRATING
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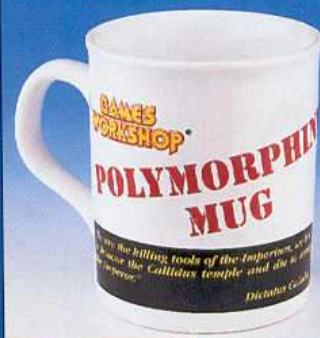
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SPACE MARINE SCOUTS

Silent Menace

This month we take a closer look at the new Space Marine Scouts AND Andy & Gav try them out in a scenario from Storm of Vengeance.

A storm of bolter shells ripped through the Blood Angel's ranks as they ran towards the waiting Orks. They trusted in the Emperor and their power armour to carry them across the open ground. The Orks had an excellent position, dug in deep with plenty of firepower brought to bear upon the advancing Space Marines.

For Sergeant Borlio concealed in deep scrub scant yards from the Ork trench, a difficult decision had to be reached. He and his Scout squad were ideally placed to disrupt the Ork battle line, yet such a move would almost certainly cost the lives of him and his men as the Orks outnumbered them at least ten to one. He was not afraid to die, but to waste his life in futile sacrifice was an unpardonable sin. Borlio looked to the advancing Blood Angels and saw the decimation in their ranks. Power armour protected them from the worst of the firestorm, but even so Brother after Brother fell to the unrelenting hail of fire. He knew that he could wait no longer.

Brandishing his power sword he leapt to his feet and hurled himself toward the nearest Orks. Bolt pistols hammered behind him as the Scouts followed his example. The first Ork did not even see him as he decapitated it with a broad sweep of his blade. As the second dropped its heavy bolter and drew a long, wicked knife, Borlio brought up his bolt pistol and blasted shells into the thing's face. The Ork reeled backwards and he ran it through with a swift lunge. Several of the closer Orks had stopped firing and were now lumbering towards him. Hefting aside the Ork's corpse, he charged towards them, determined that he should get as far along the trench line as possible before his inevitable fall. Borlio barged the first Ork to the ground and left it behind him for his companions to despatch. Ducking to avoid the axe of another he took the opportunity to drive his sword up hard into the beast's stomach. Green blood showered over him as he wrenched his blade free.

Without warning, he found himself thrown against the trench wall. Blood flowed freely from a great gash in his chest. A massive Ork towered over him hefting a cruel sword in a vast fist. The creature snarled in rage as it raised the blade to finish him off. The snarl turned to open-mouthed shock as a red armoured boot caught it in the side of the head. The Blood Angel dropped into the trench beside the stunned greenskin and nonchalantly saluted Borlio as his bolter ripped at the Ork's chest. Beyond the bulk of the Space Marine, Borlio could see that all along the trench Orks were being driven back by the Blood Angel assault. As the life blood pulsed from his chest, he took satisfaction in the thought that his sacrifice had not been in vain.



Above: Space Wolves Scout



Above: Black Templar Scout



Right: Space Wolves Scout with combat shotgun



Left: Dark Angels Scout Sergeant



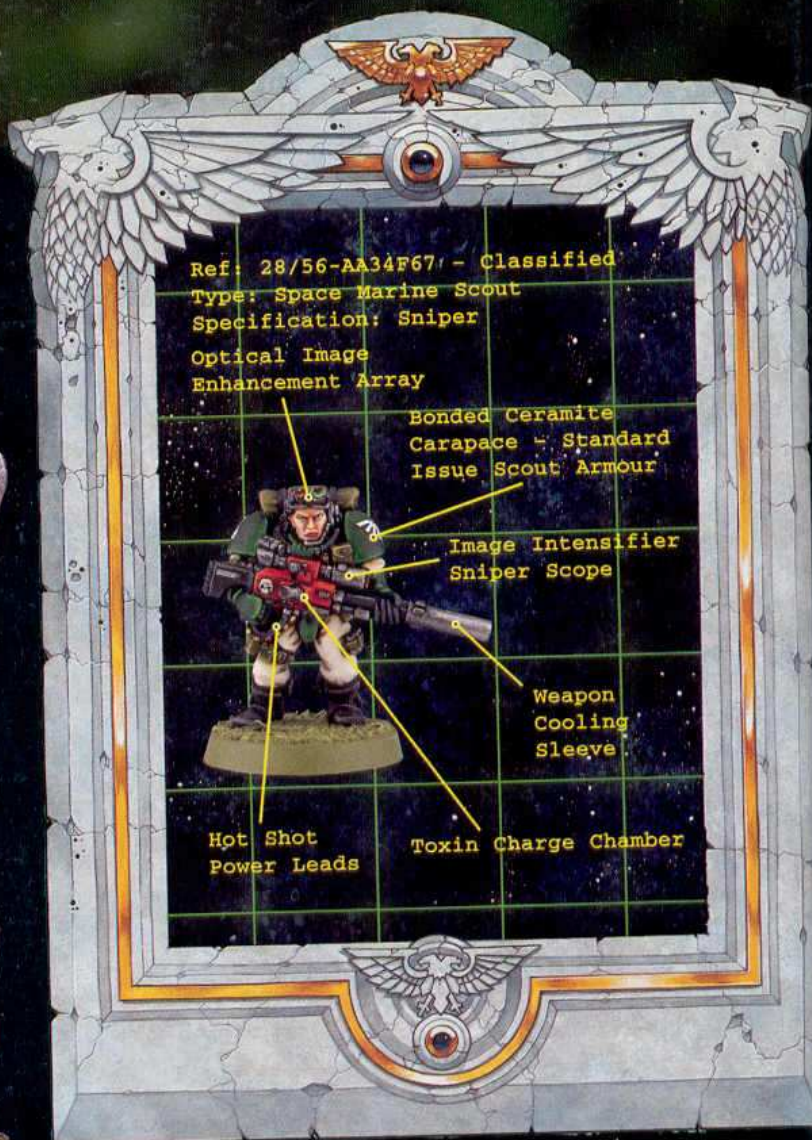
Right: Imperial Fists Scout



Below: Dark Angels Scout



Right: Blood Angels Scout



Before each recruit becomes a true Space Marine he must prove himself in battle as a Space Marine Scout. Space Marine Scouts are a corps of lightly armed troops whose role is to fight ahead of the main battle lines. Even though they aren't yet true Space Marines, they are still fearsome and deadly, and are quite capable of completing the most dangerous of missions.

SCOUT SQUAD 100 points

Scouts are more lightly equipped than other Space Marines. They are trained to clear the way for the Space Marines, secure vital strongpoints, and scout the enemy's firepower.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Sergeant	4	4	4	4	4	1	4	1	8
Scouts	4	4	3	4	3	1	4	1	7

SQUAD The squad consists of 1 Space Marine Sergeant and 4 Space Marine Scouts.

WEAPONS Bolt pistol and frag grenades.

ARMOUR Scout armour (4+ save).

WARGEAR Any model may be equipped with a weapon chosen from the Scout Weapons section of the Wargear list.

Up to one model may be equipped with a weapon chosen from either the Special Weapons or the Heavy Weapons sections of the Wargear list.

The Space Marine Sergeant may be equipped with additional weapons chosen from the Assault Weapons section of the Wargear list.

The entire squad may be equipped with Krak grenades at a cost of 15 points.

SPECIAL RULES

Infiltration: Space Marine Scouts may deploy onto the battlefield using the Infiltration rule as described in the *Starting the Game* section of the Warhammer 40,000 rulebook.

Dispersed Formation: Space Marine Scouts may use dispersed formation as described in the *Squads* section of the Warhammer 40,000 rulebook.

Note that as Scouts are not yet fully fledged Space Marines the usual Break test and Rapid Fire rules do not apply.



NEEDLE SNIPER RIFLE

The needle rifle is a sniper's weapon used by Space Marines, Eldar Scouts and the Ratling Snipers of the Imperial Guard. The rifle fires small darts made from a deadly neuro-toxin chemical. The liquid chemical is frozen into a dart or sliver by the gun before it is fired.

Unerring accuracy is afforded by a low-power beam of invisible laser light which drives and guides the chemical dart to its target. If the target is armoured the beam automatically pulses when the rifle is fired, punching a tiny hole which allows the toxic dart to penetrate.

Special Rules: The weapon may be used against any target, including vehicles, robots, and buildings, in which case it is the laser rather than the toxin which does the damage. Use the details given on the weapon's profile and work out the weapon's effect as normal. When used against living targets roll to hit as normal. If the weapon hits then immediately make a saving throw, no Strength/Toughness roll is required. The toxin automatically takes effect if the saving throw is not successful.

Toxins can be tailored to affect any living creatures, but no toxin exists which will affect a daemon or an Eldar Avatar. As yet no toxin has been developed which will affect Tyranids and Genestealers – although Genestealer hybrids are affected as normal.



Below: Ultramarines Scout



Right: Dark Angels Scout



Short Range	Long Range	To hit Short	To hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-16	16-32	+1	-	3	1	-1	D6+3	See Above

Shadows in the Night

After seeing the new Space Marine Scout miniatures that have been released over the past few months, Andy Kettlewell had been pestering us to let him try them out in a game. The *Storm of Vengeance* campaign pack includes a scenario designed for just a handful of Scouts, and so after bludgeoning Gavin Thorpe into agreeing to battle him, the pair set about playing the game.

The scenario uses sentry and alarm rules (first seen in *Necromunda*) to represent Gretchin sentries patrolling the area ready for any enemy attack. The Scouts have to infiltrate the battlefield and pass carefully through the Gretchin screen before slipping past the Ork camps. If the Gretchin sentries manage to spot the Scouts and raise the alarm, then the Orks around the camp fires will be woken and will come to help. If this should happen then the Scouts will have to eliminate all the Orks and Gretchin to prevent

*****Date: 4060997.M41
++Transmission: Commander Belial
+++Destination: Piscina IV
*****Subject: Scout Recon

Scout squad Damas to infiltrate Ork defenses and locate source of Ork reinforcements. See accompanying report for mission analysis.

1

009.06.47:
Sergeant Naaman
joins Squad
Damas behind the
Ork lines on
Koth Ridge at
sector CC/19.4

2

016.18.01:
Scanners
detect first
Ork defenses.
Comm-net
silence
ordered

3

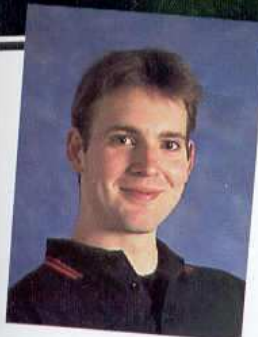
017.08.25:
Visual contact
with Ork
perimeter in
sectors CB/13.3
through CE/13.4



ORK BRIEF

I set up my picket line of Gretchin in two rows. The first would cover the whole width of the battlefield, while, hopefully, the second would move over and converge on the Space Marine attack.

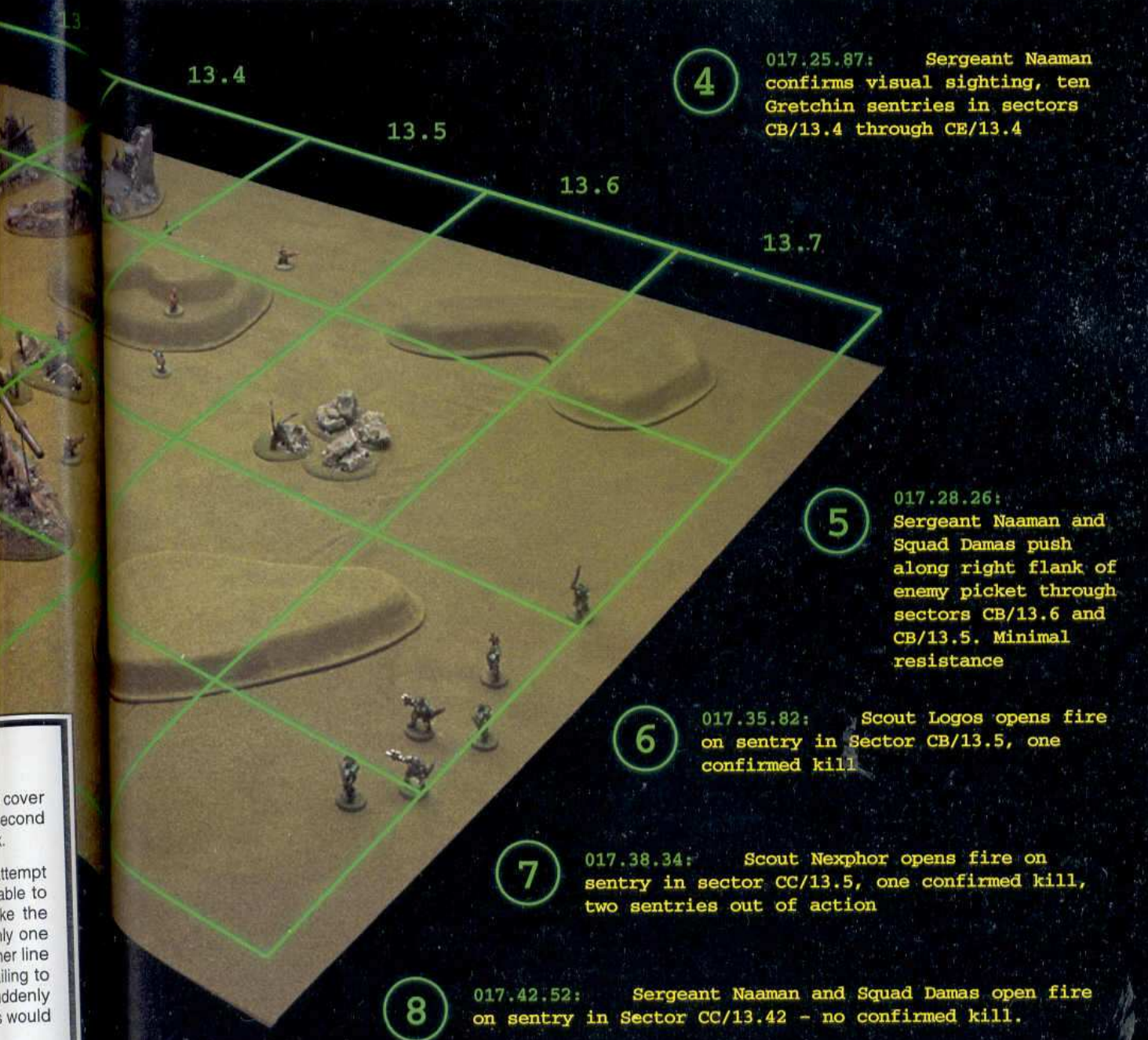
As the game started my sentries made the most pathetic attempt in the world to guard the camp – I just didn't seem to be able to roll anything except ones, twos and threes. It looked like the Scouts would soon be past my picket line, leaving me only one chance to pull the Gretchin back to the right-hand campfire and put another line between them and the table edge. However, with Andy getting cocky and failing to take down one of my Gretchin with bolt pistol fire, the situation was suddenly changed. The alarm was raised and everyone was woken up. All the Scouts would be dead now – I had more bolt pistols than him!



SPACE MARINE BRIEF

The restrictions of the scenario meant that I would only have Veteran Sergeant Naaman and a single Scout squad worth up to 150 points. I wanted a fast moving squad so didn't equip any of my Scouts with heavy weapons. I also decided to limit my Scouts to bolt pistols as they can be used in close combat. As a special rule for this game, any bolt pistols would also be fitted with silencers, making them less likely to alert the Orks when fired. Finally I upgraded my Scout sergeant to a Veteran Sergeant and gave him a chainsword in case the alarm was raised and he had to fight his way through in hand-to-hand combat.

I deployed Sergeant Naaman and the Scout squad together on their left flank. They would push forward along the side of the battlefield behind the cover of the hill and the ruins. My plan worked quite well at first. The Grot sentries were particularly inept this battle – it was looking like it'd be quite easy to pass the Scouts through the sentries and just nip past the Orks before they'd noticed I was there. Two of the sentries fell to silenced bolt pistol fire, but then when I tried to fell a third disaster struck. There was just one Gretchin sentry who had the slightest chance of seeing me, and I opened up with the whole squad's bolt pistols but none of them wounded! Obviously the alarm would be raised now and I'd have to fight all the Orks...



9

017.43.91: Orks alerted to presence of Squad Damas and Sergeant Naaman.

10

017.44.56: Orks in encampments in Sectors CC/13.3 and CE/13.3 advance quickly towards infiltrating unit.

11

017.45.02: Sergeant Naaman and Squad Damas open fire on approaching Gretchin at Sector CC/13.4.

12

017.45.32: Return fire from Gretchin removes Scout Logos from action in Sector CB/13.4. Remember his sacrifice with honour.

13

017.47.87: During sustained firefight with newly arrived Orks, Squad Damas falls back to ruined building in Sectors CB/13.4 through CC/13.5. Scouts Idus and Hesperus killed in action. They will be remembered.

14

017.48.98: Squad Damas gives covering fire from ruins, Sergeant Naaman assaults the enemy in Sector CB/13.4. See accompanying Holo-scan for location of forces at this time.

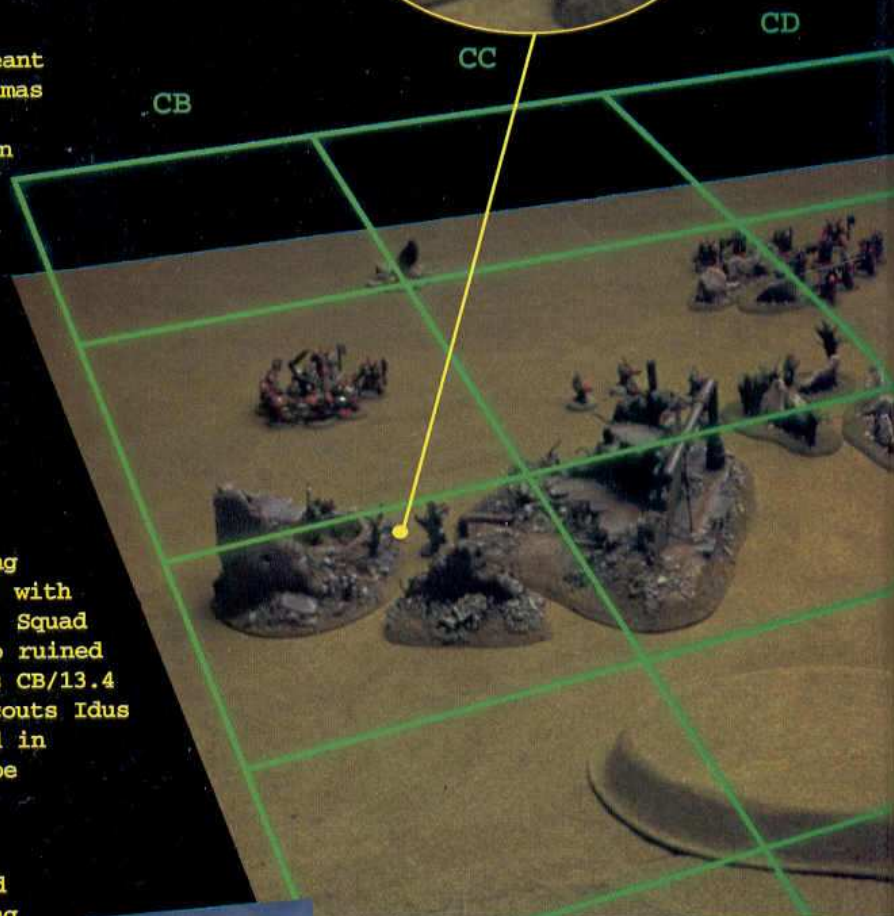
15

017.51.02: Sergeant Naaman dispatches first Ork reinforcements in Sector CB/13.4. Sergeant Damas felled by enemy fire in Sector CB/13.4. Remember his deeds with pride.

16

017.56.87: Second Ork wave engaged by Sergeant Naaman in close assault in Sector CC/13.4.

Holo-scan 395/09-2



SPACE MARINE DEBRIEF

It's not often I make a silly mistake in a game and still win it! I became so over confident in my ability to kill Gretchin sentries with bolt pistols, it was inevitable that I would be unlucky with the dice at some point. Close combat is far more reliable, but it was all going so well at the start of the battle I didn't think anything could go wrong. When the alarm was raised I

honestly thought the game was over and I had lost. Charging Naaman into the fray was pure desperation but he did so well the Scout squad was able to hang on and survive.

I learnt a great deal about the Space Marines in this battle. The main point being never to give up. Space Marines can take a lot more damage than other troops so if you are careful with them and keep plugging away then something will always happen. Of course, Sergeant Naaman was the one who really won the battle for me with his impressive display in close combat. He was a little lucky to survive, but at the odds he was facing (about 16-1) you have to be good even to have a chance of survival!

ORK DEBRIEF

I can sum up my defeat in two words – Sergeant Naaman! In three or four rounds of combat he accounted for sixteen or seventeen Orks and a handful of Gretchin! I only have myself to blame, after all I wrote the rules for him! In my defence I must say that if I'd shot at him with a good volley of bolt pistol fire, it would have been very different indeed.

Due to the random nature of the Gretchin sentries, it was hard for me to put up an organised defence. Whenever I managed to move them to intercept the Scouts, the next turn they would turn around and head back in the opposite direction.

All in all, it was a very tense game, and though frustrating at times there's always that spark of blind optimism that keeps you going. As this battle amply demonstrated, it ain't over 'til it's over!



GAME REPORT

13.3

13.4

13.5

13.6

13.7

*****Date: 4060997.M41
 ++Transmission: Commander Belial
 +++Destination: Piscina IV
 *****Subject: Scout Recon

Scout infiltration successful.
 Remaining members of Squad Damas now
 advancing on centre of Ork activity.

17 017.62.46: Scout
 Nexphor and Sergeant
 Naaman eliminate
 remaining enemy.

18 017.65.29: Enemy wounded
 fatally despatched, traces
 of attack removed. Sergeant
 Naaman orders other
 survivors from other Scout
 squads to advance on
 rendezvous Alpha-six.

Ref: 28/56-AA34C21 - Classified
 Type: Space Marine Scout
 Specification: Support - Heavy Bolter

Bi-phase Combat Knife -
 "The Catathan Devil"



Hopper Magazine -
 Additional "Hellfire"
 Mars XV Magazine

RETURN TO THORSKINSON'S ISLAND

Our Warhammer Summer Campaign has now reached the play-off stage and things are really getting hot (yes, yes, so it's a dodgy pun – it's the best I could at short notice...)

ISLAND

PART 5

AND SO THE END IS NEAR...

This is the fifth and penultimate account of our Summer Warhammer Campaign 'Return to Thorskinson's Island' which concludes next month with rules for fighting the THE LAST BATTLE (I'm sure I've heard that somewhere before... can't think where).

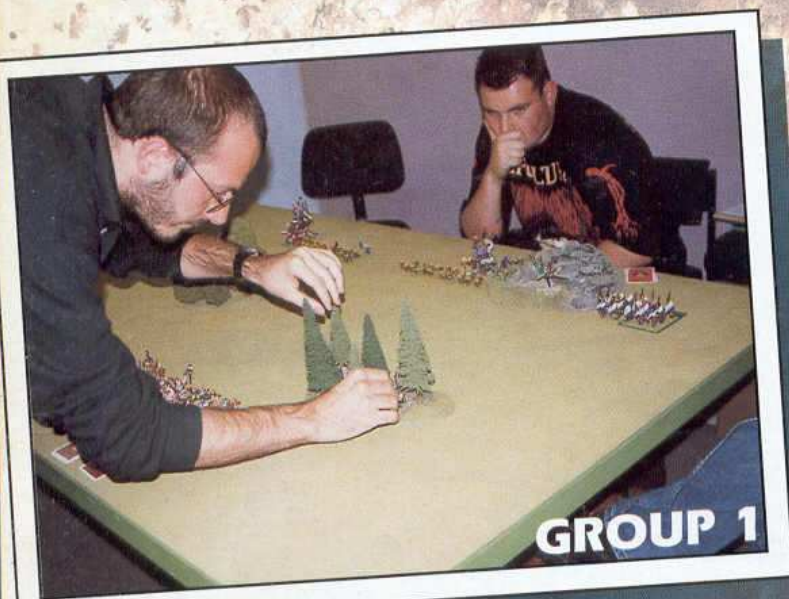
FOURTH ROUND RESULTS

In last month's White Dwarf we described three sets of objectives, *Explore Xhezeuotzit*, *Raiding and Pillaging*, and the *Idols of Wotnobizquet*. Players divided into three groups to explore each of these objectives.

As in previous rounds the top two players in each group must fight a deciding battle to determine who wins the special territory (see the Play-Offs below). To work out which players qualified for the play-offs I used the basic scoring system already described in previous White Dwarfs... if you don't know by now you never will!



By Rick Priestley



GROUP 1 PLAY-OFF: EXPLORE XHEZEUOTZIT

Having fought numerous battles over the rubble strewn ruins of the ancient Lizardman city the two armies draw near to the centre of the city. Here a great temple rises upon its hill, its mighty pillars rising into the sky, its vast ramid statues stare out thoughtfully over the city below.

Fight a battle to decide who gains control of the Temple of the Toad and its ancient treasure. The battle is fought over the massive causeway that leads to the temple itself. The causeway is a clear area approximately 4 feet wide which runs directly down the middle of the table from one player's edge to the other. To the left and right of the causeway and extending to the table's edge are collapsed buildings and areas of rubble. There is no other terrain.

Movement over the causeway is as normal. Movement over the ruined areas is halved for wheeled machines, including chariots and cannons, and cavalry charge and march moves are reduced to normal move rate over the ruined areas (i.e. not doubled as is usual).

When fighting a battle in Xhezeuotzit players must make a penalty dice roll to represent the fact their coastal territories are vulnerable to attack. This is the same as described last month but I'll repeat it here as a reminder: if you have more than 9 territories in total after fighting a battle, then nominate 1 territory for each you have in excess of 9. Roll a dice for each nominated territory. On the roll of a 6 that territory has been raided, despoiled, or otherwise ravaged and must be immediately given up for lost. If you have either the Entrance to the Fabled City of Xhezeuotzit or the Cavern of Sotek special territories then the maximum number of territories nominated is reduced to 1.

No territories are staked for this play-off game and no territory is won.



GROUP 2 PLAY OFF: RAIDING AND PILLAGING

The two most successful raiding armies finally confront each other. They are both laden down with plunder and cart-loads of supplies. Wagon-trains of loot can be imagined to accompany the raiders. The two armies fight each other and the winner will send the loser running, stealing his spoils into the bargain.

Set up a standard Meeting Engagement between the two forces. Whichever side wins does not gain a special territory, but instead steals enough territories from his opponent to make his own number of territories up to 12. The winner can choose which territories he wants, but cannot have more than 12 in total.

If the winner already has 12 territories he can roll a D6 and swap that number of territories with his opponent.



GROUP 3 PLAY OFF: THE IDOLS OF WOTNOBIZQUET

Ahem... well none of my players actually opted to search out the Idols of Wotnobizquet! However, for the benefit of those brave souls with a greater sense of adventure I've worked out the final battle and territory anyway.

The two most successful armies meet in a jungle glade. Set up a table with jungle all round the edge. In the centre of the table place the Idols of Wotnobizquet - these are strange forms worshipped in centuries past by primitive inhabitants of the island. Use anything at hand to represent the idols - an upturned coffee cup will do (pour the coffee out first though!) - or you could use the idol models from the Idol of Gork campaign pack if you have them. You could even use fruit, although I've had some terrible experiences with this in the past and can't really recommend it (*time for your medication, Mr. Priestley - Paul*).

During the game any wizard within 12" of the idols at the start of his turn must roll a dice. On a score of 4, 5 or 6 the wizard's power is drained and he loses 1 magic level. Furthermore, at the start of your turn roll a dice on behalf of each model in your army that is carrying one or more magic items. On a roll of 6 one magic item is rendered useless for the rest of the game - if two or more are carried the player may decide which.

Whoever wins the game digs beneath the idols and discovers the source of their power - the mysterious Stone of Night - a black orb which has the power to suck dry the power of magic. The Stone of Night is a special magic item that costs no points. It must be given to a specific character in your army, and it is automatically and permanently destroyed if that character is killed. Its property is exactly as described above, and it affects models from both sides at the start of their turn. In addition, the Stone of Night has the following power. After the first time the Total Power card is used in the game it is removed from the magic deck and takes no further part in the game. The Stone of Night can be carried by a wizard, but if so then the wizard's chance of losing a level is increased to 3+ on a D6.

Special Magic Item THE ARC OF THE TOAD

The player who wins the game gains control of the Arc of the the Toad. This is a special magic item, an ancient book that lies deep in the vaults of the Temple of the Toad awaiting your discovery. It is encribed upon thick sheets of solid gold and written with inset jewels of different colours. Its value in gold and gems is enormous but it has a more useful power. The Arc of the Toad only works within the bounds of the city itself - it will not work elsewhere.

If you have the Arc of the Toad then before the game begins shuffle through the Magic cards and remove the Total Power and Drain Magic cards. Place these to one side. These cards remain out of the game completely until you wish to regain them. You can regain the cards in any Magic Phase by rolling a dice - on a 1-3 you immediately take the Total Power card into your hand, on a 4-6 you immediately take the Drain Magic card. The card you do not take is returned to the Winds of Magic card deck, which is shuffled. Until they return to play in this way the Total Power/Drain Magic cards cannot be affected by anything at all (a Drain Magic High Magic spell for example).

The Arc of the Toad costs no points - it is effectively free - but it cannot be affected by the Ring of Corin or any other anti-magical devices or items. It must be assigned to a specific character model, who alone can carry it. If its carrier is slain the Arc of the Toad is destroyed for good and cannot be used in further games and the cards put aside are returned to the deck and reshuffled.





The Thorskinson's Island Chronicle



Issue 5

One Shilling

Being a report of the rumours and discoveries made upon the island, compiled for the benefit of adventurous lords in their search for wealth, sorcerous devices, and worldly power.

This month's chronicle brings but one tale of adventure and opportunity - the battle for supremacy currently raging in the City of Xhezeuotzit! Players who don't qualify to take part are immediately banished from the island and knocked-out of the campaign.

WHAT YOU NEED TO QUALIFY

In order to qualify to take part in the BATTLE FOR SUPREMACY, as the fifth round is cheerfully called, you must have at least one of the following.

12 Territories or any number of territories and at least one of the following special territories:

- The Phantom Gorge
- The Jungle Trail to Zapitquic
- The Valley of Bones
- Entrance to the Fabled City of Xhezeuotzit
- Cavern of Sotek



RAIDING AND PIRATICAL STUFF

In this round after fighting a battle you must determine if any home territories have been despoiled. Roll once for each territory you have in excess of 9, nominating which of your territories is at risk as you roll. If you roll a 6 for any territory then it has been destroyed and is lost. If you have either the Entrance to the Fabled City of Xhezeuotzit or the Cavern of Sotek then you need only roll for 1 territory regardless of how many you have because these territories allow fast access to the city and so enable you to guard your coastal territories more easily.

Once
mon
going
w
READ

IN THE CITY

All games fought this round take place in the inner temple complex of the city of Xhezeutzit. Games must include at least two areas of rubble at least 1 foot square (one placed by each player in his own table half), and can include up to 2 further patches of rubble and up to 2 hills.

The rules for moving over rubble are the same as for fighting the Temple of the Toad play-off game in round four, and also for the previous month's Explore Xhezeutzit games, so I won't repeat them yet again. Not even a tiny little bit.

Because the combatants are fighting away from their home territories and within the restricted area of the city, territories are not staked in the usual way. Instead, the winner can take whichever one of the loser's territories he wishes exchanging it for one of his own. The winner chooses the territories exchanged. This means a player with few territories and only one special territory is likely to be knocked out of the campaign fairly quickly (See Less than 10 Territories above).



LESS THAN 10 TERRITORIES

Should the number of territories you have fall to less than 10 you are knocked out of the campaign unless you have at least 1 of the special territories listed above. If you have less than 10 territories and no special territory you are out of the campaign. Your army is driven off and you take ship back home where you make up some improbable tale of heroic derring-do to disguise your pathetic failure.



TOWARDS VICTORY...

Since this round is over the normal calculation to decide play-offs will not be used. Instead, next month's The Last Battle will be a final bash in which all the surviving players take part. It's going to be a multi-player game and the victor will win the entire campaign, unlimited fame, world-wide adulation, and so on and so forth. And of course... there can be only one.

READ ALL ABOUT THE LAST GREAT CLASH IN NEXT ISSUE OF WHITE DWARF

CHAMBERS OF THE HORNED RAT

More ramblings by veteran campaigner and games designer Andy Chambers.

'Greetings foolish man- things and welcome to my chambers.

This month I'm looking at Epic 40,000 campaigns and how to make them work.'

I've been working on my Epic 40,000 Ork army a lot recently, a big chunk of which was shown in WD212. What's more my long-running Warhammer 40,000 campaign, Piscina IV, has been expanded into a new and spangly Epic campaign devised by me and the eponymous Big Pete. Though I'd played Chaos in

the Warhammer 40,000 campaign I swapped to an Ork army for Epic. By a bizarre twist Slim, who played Orks in the Warhammer 40,000 campaign, decided to swap to playing Chaos in Epic 40,000.

We've made the Epic campaign an expansion of the Ork invasion of Piscina IV as detailed in earlier

Chambers of the Horned Rat articles and (heh, heh!) the Storm of Vengeance scenario pack. I always like to build on top of what's already been done and the campaign narrative for the Warhammer 40,000 campaign gave us a perfect springboard, all we needed was loads more forces to arrive on the planet.



DEATH FROM ABOVE

To move the story along a bit further we played a few spaceship games to represent the Ork's hulk, the *Scylla* attacking Piscina in order to drop and tellyport an invasion force to the surface (having failed to surprise and overwhelm the Imperial forces through use of the not-so-cunning tellyporta device). In the main engagement the Space Marines' battle barge *Unrelenting Fury* survived crippling engine damage to deal a crushing blow to the *Scylla*, but not before it had disgorged a substantial wave of invaders. A week or two later an Imperial convoy of reinforcements fought their way through Ork attack ships in the asteroid belt to bring much-needed Titans, super heavy tanks and artillery to the defenders.

We were in business.

WHERE NEXT?

After the free-form mayhem of the Warhammer 40,000 campaign we wanted to produce something which was far more structured and of a tidy, limited duration (rather than the 20+ games the Warhammer 40,000 campaign ran to). I'm going to digress badly here into a discussion on the different kinds of campaigns we considered, bear with me...

MAP-BASED

In a map-based campaign players use a map to allocate their forces to different areas and move them around in campaign turns between battles, with the battles being fought out when opposing sides clash in the same grid location/square/hex or whatever. Sounds great fun but generally isn't because players will consistently fail to fight out their games before the next campaign turn and forces get split up too small to make for worthwhile battles ("hah my 2,000 point army has caught your 150 point scouting force - what do you mean you won't play?"). Plus players invariably make up all sorts of rules for baggage trains or supplies and other dull stuff which really belongs in a board game and just slows down a campaign.

Map-based campaigns get Andy's award for Campaign Most Likely to Fold Before Turn Two. I've played in (and run) lots of map based campaigns but I've never finished one yet

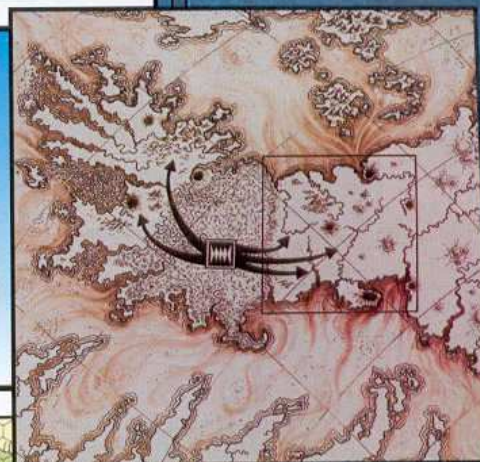
STORY

A story campaign is one where a referee/co-ordinator type person interlinks the battles to form a continuous story. As part of this the ref can introduce specific scenarios, victory conditions, extra rules and so on. Story campaigns are good but can start to sprawl if the co-ordinator isn't careful about setting parameters for them. For example, the co-ordinator might decide that each time players fight, the winner takes possession of an objective like a vital location, piece of wargear or magic item and keeps it until defeated. After a preset number of games whoever's got the objective is the winner.

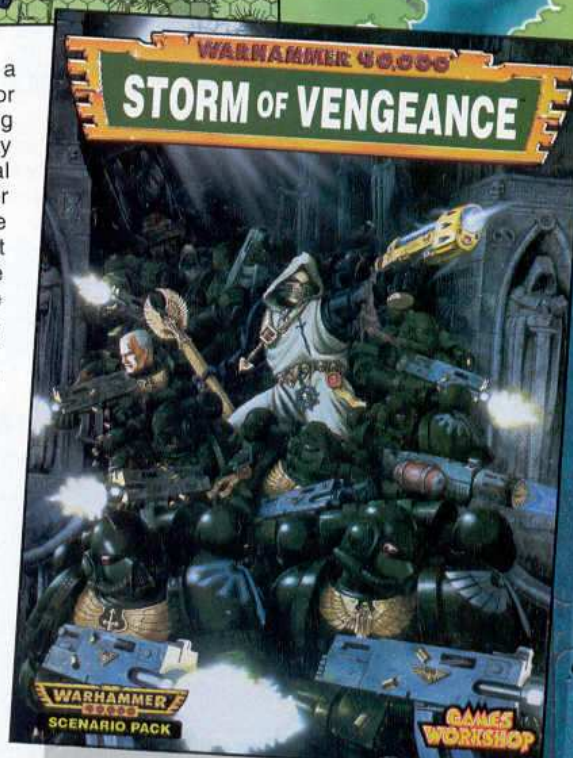
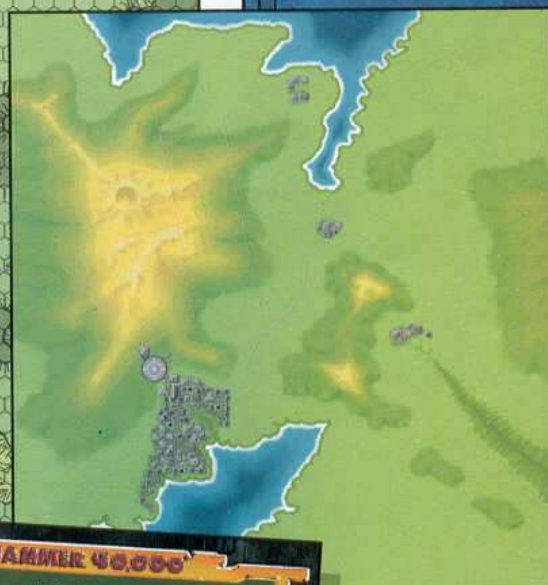
LADDER

In a ladder campaign the players agree to play a series of battles in a particular order (you don't

really need a campaign co-ordinator for this one). Winning and losing games may introduce a special rule or forfeit into later games, ie if you lose Battle Two you can't include any elite troops in Battle Three. This is the way the Warhammer Campaign packs like Circle of Blood and Grudge of Drong work so take a look at one of these for a better idea of what I'm talking about. Ladder Campaigns are very straight forward and win Andy's award for Campaign Most Likely to Actually Get Finished!



Here are a few examples of maps drawn for campaigns. Map campaigns are great to plan but has anyone ever finished one?



Another example of a ladder campaign is the new Warhammer 40,000 scenario pack, Storm of Vengeance.



TREE

In a tree campaign you all play Wood Elves - no, no, I'm lying. Let's start again. In a tree campaign you have a number of battles organised a bit like a flow diagram. Each time you fight a game whether one side wins or loses decides which way you proceed and so which battle you will fight next.



You can add in paths which loop



around into sub-plots or skip parts of the tree (appropriate if one side is beating the other quite resoundingly) and so on. It might sound a bit complex but it's not really, ideas soon start popping out like crazy - anyway we decided to adopt a tree approach for our campaign so I can show you a working example of it later. Tree campaigns are simple to run and offer a bit more diversity than ladder campaigns because all the battles can be different.

It's comparatively simple to create a tree for Epic 40,000 games because there are twelve scenarios listed in the Battles Book and it's simply a case of working out a narrative for the campaign to follow. For example when we started off ours we knew the Orks would be dropping in from space - so the

first battle should be a Planetary Assault scenario. We also knew from our 40K campaign that Nazdreg and Ghazghkull were holding out against encircling Imperium forces in the planetary capital of Kadillus. So if the Orks won their planetary assault they would try to push through to Kadillus and link up with the Orks there. We decided that this would best be represented by a Blitz scenario as the Orks would be advancing after the scattered remnants of the defenders from the planetary assault while the Imperials around Kadillus redeployed their forces to stem the tide.

If the Orks were defeated in the Planetary Assault the Imperial forces around Kadillus would be able to launch a full-blown Dawn Assault to try to eradicate the Orks there. We also decided that this would be the likely result if the Ork blitz was stopped. This gave us a start to the tree which looked like this.



We carried on following the different paths of possibility (those Eldar Farseeers are just making it up you see) until we had a tree of about the right size



[illegible]

Another possibility for the tree diagram is adding extra information to scenarios like points limits, restrictions on the points available for flyers or war engines and so on.

PLANETARY ASSAULT

2,000 points of troops
Maximum 10% War Engines
Maximum 25% Flyers

OK, so a campaign can also be about supply lines and carefully husbanding your resources for a decisive strike but we just assumed we had quartermasters and clerks (or the Ork equivalents) to take care of that for us. What we really wanted was a system for detachments earning experience points and getting tougher through the campaign. But more of that later!



You'll have seen Andy's army before in WD213. Here Andy has picked out his favourite and most notable detachments from the Piscina campaign.

WARHAMMER
EPIC 40,000

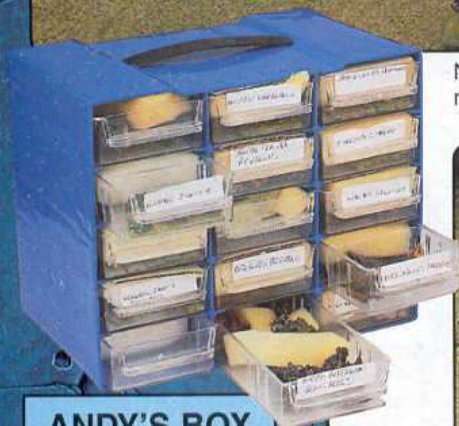
ANDY'S WAAAGH!



Andy: The most expensive warband in the army is Uglik Golkop's Deathskulls. They didn't start fighting in the campaign until quite late on as I hadn't finished painting it. Enough firepower to make your eyes water, its greatest achievement was participating in the destruction of a Warlord Titan during the Imperial Blitz – pure spawn, the first point of damage was a critical hit, double sixes for the critical roll, KABOOM!



Nazguts Bommas fought in the first planetary assault of the campaign and went on to fight in nearly every other engagement. All the Nobz make it really hard to get down to half strength.

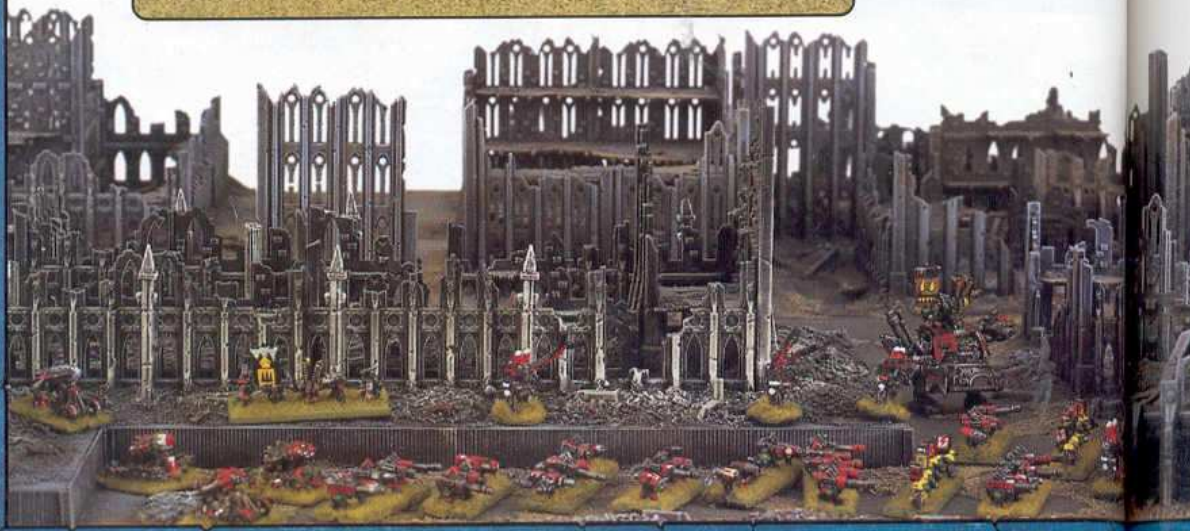


ANDY'S BOX

Keeping an Epic army together, let alone organised can be a pain, but Andy has come up with a novel solution to the problem. He's put all his models in a box which are available from hardware or DIY stores for about £3. He keeps his detachments in either one or two drawers each with a name tag. What a great idea!



The Ravagers are possibly the most abused detachment in my army, and have fought in nearly every battle in the campaign, being wiped out on three separate occasions. Incredibly useful and incredibly expendable.



Big Ted's Blood Angels



Andy C's Piscina campaign has inspired lots of people to have a go at organising a campaign for themselves. In fact Mail Order Trollboss Ted Williams and a bunch of the Trolls had the interesting idea of fighting their own version of the Piscina campaign themselves. When we saw Ted's Blood Angels force we thought it looked so good that we'd let you see it! Ted's army is made up of loads of assault troops, Terminators and Land Raiders. It features lots of converted troops, including assault cannons for the Terminators and extra bolt pistols and power swords for the assault troops!



Above is the detachment's command section along with Ted's converted Assault Troops. Note the power swords and extra bolt pistols.



PISCINA

21-97-54

PISCINA IV

This is Andy Chambers campaign tree for the Piscina IV battles. In order to follow the tree, remember that if the Orks win you go left, and if the Imperium wins you take the right path.



START
POINT

PLANETARY ASSAULT

Ork forces start their campaign by attacking the open country east of Kadillus

ORK
WIN



IMPERIUM
WIN



BLITZKRIEG

The Orks launch a lightning attack further into the open country east of Kadillus

DAWN ASSAULT

Having halted the Ork attack, the Imperium now counterattacks seeking to destroy the Kadillus pocket

RESCUE

The speed of the Ork attack forces the Imperium to attempt to evacuate the Governor and other key personnel from Kadillus

AMBUSH

Bloodlust draws the frenzied Orks into pursuing the defeated Imperium forces, but they rush headlong into a desperate ambush

DAWN ASSAULT

Under Ghazghkull's direction the Orks pursue the disorganised Imperial forces, systematically catching their rearguard before they can safely withdraw

BLITZKRIEG

Imperial forces take advantage of the confusion in the Ork ranks to attack those still milling around in the landing zones

DAWN ASSAULT

The remaining Imperial forces are driven back onto their improvised landing fields where they dig in and await the inevitable Ork attack

PLANETARY ASSAULT

Having failed to hold the Ork advance, the last Imperial reinforcements are dropped into the combat zones on Piscina

ESCALATING ENGAGEMENT

In the aftermath of pitched battle, both sides seek to escalate skirmishes into the decisive action they need to defeat their foe

DAWN ASSAULT

The Ork leaders enraged with frustration rally some of the numerous but scattered contingents for one final charge

DECISIVE ORK VICTORY

If the Orks win then the campaign ends with a decisive victory for the Orks. Read the result below.

Piscina IV is lost to the Imperium. Withdrawing their shattered forces and evacuating as many citizens as possible, they leave the planet

MARGINAL ORK VICTORY

If the Orks win the campaign ends in a marginal Ork victory. Read the result below

The Orks establish a position from which they cannot be displaced without major changes in priorities. Whilst the Orks will be forced to fight an ongoing guerilla war, the balance has tipped too far in their favour for them to lose completely.

MARGINAL IMPERIAL VICTORY

If the Imperium wins the campaign ends in a marginal victory for the Emperor's forces. Read the result below

It will be a long time before the Piscinian wilderness is safe for travellers, and the Imperial forces will need years to wipe out every Ork. However, there is no chance of the Imperium losing the planet

DECISIVE IMPERIAL VICTORY

If the Imperial player wins the campaign ends in a decisive victory for the Imperium. Read the result below

Bells will be rung in celebration on Terra. Two infamous Ork leaders have been thwarted and the destruction of the Scylla has removed a major threat to the Imperium.

ARE YOU



Andy: OK, we've taken a look at the Piscina campaign tree as well as my Ork army and Ted's Blood Angels. Now let's get back to the story...

Since Pete had been kind enough to work up the campaign tree (*thanks, Pete!*) I took a hand in cooking up an experience system. I decided that it needed to be even more simple and robust than the Necromunda and Bloodbowl approach to experience. I particularly wanted it to encourage you to keep detachments alive and not to alter or change them (much) once the campaign had started.

EPIC EXPERIENCE

My basic premise was that as a detachment gains experience it will become increasingly battle hardened. It will recover more quickly from set-backs and suffer less disruption under fire. Unless a detachment suffers heinous casualties it will maintain a cadre of experienced troops and leaders which will soon pass on their skills to new recruits. Conversely inexperienced ('green') troops are likely to panic more easily and remain disrupted for longer if they come under fire. As you can see below I have used leadership tests and blast marker removal as the main effects of experience.

EXPERIENCE

EXPERIENCE LEVELS

EXPERIENCE LEVELS

EXPERIENCE LEVELS

EXPERIENCED DETACHMENTS

Detachments can be one of five levels of experience- green, experienced, veteran, crack or elite. Which level of experience a detachment has attained is determined by its number of experience points as shown on the right.

XP's	Level
0	Green
1-5	Experienced
6-10	Veteran
11-20	Crack
21+	Elite

EFFECTS

Detachments work slightly differently to the normal rules according to their experience level. The following effects of experience are cumulative

Green	Detachment removes D6-2 Blast markers (instead of D6-1) in the rally phase.
Experienced	Standard rules apply.
Veteran	Detachment becomes Stubborn (if it wasn't before).
Crack	Detachment removes D6 Blast markers (instead of D6-1) in the rally phase.
Elite	Detachment gains a +1 Dice roll modifier in Assaults and Firefights.

EXPERIENCE

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EXPERIENCE LEVELS

EXPERIENCE LEVELS

EXPERIENCE LEVELS

EXPERIENCE LEVELS

YOU EXPERIENCED?

STARTING EXPERIENCE

All detachments start the campaign with D3 experience except Space Marine, War Engine and Supreme Commander detachments which all start with D3+5. If you wanted to be a bit more random for starting experience you could make it D6 or D6-1 instead of D3, this would give you a chance of starting off with veterans or green detachments respectively.

War engines with over 21 experience gain one battle honour for each 5 extra experience points earned (ie 26 -30 =1 honour 31-25 = 2 honours and so on). Haven't done these yet but they'll be based on the old Titan Legions Battle Honours.

GAINING EXPERIENCE

A detachment gains experience points for each battle it is involved in.

+1 For fighting in the battle.

+1 If the detachment claims a Capture objective during the game, or is in control of a Rescue or Take and hold objective at the end of the game.

+1 If the detachment participates in a close combat or firefight.

+1 If the detachment Wrecks or Destroys a war engine detachment.

-2 If the detachment falls below half strength.

Each of the above modifiers can only be applied once during the game, so the most experience a detachment can gain from a battle is 4 points. The least a detachment can get is 0 experience points from a battle, unless its wiped out.



EXPERIENCE LEVELS EXPERIENCE LEVELS EXPERIENCE LEVELS EXPERIENCE LEVELS

FLYERS

I couldn't resist doing a separate set of experience effects for flyers. All the blast marker removal stuff wouldn't work for them anyway but I was mesmerised by the idea of Ace (fighter bomber) pilots swooping down on their hapless foes. Experience works in exactly same way as for ground detachments except as shown below.

Green	Intercept -1
Experienced	Standard rules apply
Veteran	Intercept +1
Crack	Gunnery +1
Elite (Ace)	Armour +1



Note: Space Marine Thunderhawks start with D3 experience like everybody else.

FLYER EXPERIENCE

+1 For fighting in the battle.

+1 Reduce opposing flyer detachment to half strength or below.

+1 Wreck or Destroy war engine detachment.

-2 Reduced to half strength.



EXPERIENCE LEVELS EXPERIENCE LEVELS EXPERIENCE LEVELS EXPERIENCE LEVELS



BEING WIPED OUT

A detachment which is wiped out loses all of its experience from the battle. It also deducts 1 from its experience total due to the massive influx of inexperienced troops needed to rebuild the detachment.

REPLACING CASUALTIES

After every battle all casualties are replaced and all vehicles repaired in the detachments which fought, so detachments are always considered to be at full strength. War engines are assumed to be repaired or replaced (with the same crew and hence the same experience points -1 for being wiped out) regardless of whether they are wrecked or destroyed.

In our campaign we've been generous and assumed that this will happen immediately after the battle. Alternatively you could say that detachments which go below half strength or are wrecked in the case of war engines must miss one battle. Detachments which are wiped out or destroyed in the case of war engines must miss two battles.

ALTERATIONS

The composition of a detachment can be changed once the campaign has started. However such alterations will upset the carefully built-up coordination and elan of the detachment.

If a detachment is changed it loses one experience point from its total for every choice altered or added. Note that you can remove choices from a detachment (and so make it smaller) without penalty. Basically this rule is to allow some flexibility in changing detachments, but stops players from boosting their crack or veteran detachments into the size of small armies.

For example, you've got an Imperial Guard Tank detachment which finishes a battle on 4 experience points. After the battle you decide the detachment needs to be strengthened with an extra squadron of three Leman Russ tanks, this would reduce its experience points to 3. If you also decided to increase its Hellhound squadron from one to three strong that would reduce the detachment's experience from 3 to 2.

READY TO ROLL!

With a set of battles laid out and an experience system we were ready to go. We chose 6,000 point campaign armies which we would use to draw our detachments from for each battle. In actuality neither of us managed to work these armies out in full, let alone paint them, until we had got several battles in but it's the thought that counts. I've already blathered on for long enough in this issue so I'll bring you a campaign report on how we got on another time.

The campaign and experience rules have been working very well and I'd recommend them to anyone who's interested in doing something more interesting than one-off battles. In a long running campaign the extra value of experienced detachments would have to be balanced by charging extra points for them - something along the lines of Green: -10%, Experienced and Veteran: basic value, Crack: +10%, Elite: +20%. Apologies to the Tyranids for not doing a different system to cover them, although I think this one should serve just as well (think of it as "evolution" points instead of experience points).

May the Horned One bless your dice and curse your foes.



FLAK ATTACK!

A FEW RANDOM THOUGHTS ARISING FROM ANDY'S PISCINA CAMPAIGN



When we wrote the Army of the Imperium lists we made the assumption that Space Marines would be fielded as part of a mixed force including Titans and Imperial Guard. Of course that's not how it happened, instead I see lots of pure Space Marine forces running around and this has shown up something which they lack, namely anti-aircraft units. After putting our heads together we came up with a few solutions for this by adapting units they already have for scouring the skies.



First up there's the humble support weapon. Normally these represent Rapier laser destroyers or Tarantulas with lascannon, which is why they have a single anti-tank shot. However if we assume that they mount autocannon or heavy bolters instead they make ideal close range flak units. Secondly there's the Whirlwind. In the Warhammer 40,000 rules the Whirlwind has a powerful scanner array to direct it's firing, making it a good prospect for launching missiles at incoming flyers as well. With the support weapons and Whirlwinds they would lose their normal abilities but otherwise cost the same points.

Finally there is the mighty Thunderhawk gunship, a fine vessel for delivering ground attacks and troops but



somewhat cumbersome in dogfights. I think this should be tried without modification to start with, the hefty armour and firepower of the Thunderhawk may simply offset its shortcomings as an interceptor. Of course keeping Thunderhawks hammering at ground targets could well be sufficient to distract opposing flyers anyway.

	Speed	Range	Firepower	Assault	Armour	Special
Support weapon	10cm	30cm	2	0	4+	Flak
Whirlwind	30cm	45cm	2	0	5+	Flak

Final thoughts...

BUNKER OBJECTIVES

-D6 Morale value when destroyed instead of -5

VORTEX MISSILES...

WE HATE 'EM!

0-1 Deathstrike per detachment or treat as D6 Anti tank shots instead of Death Ray shots.

Suggested Points Limits

10-25% on flyers

25-50% on War Engines

Handwritten signature: #ANDY/C

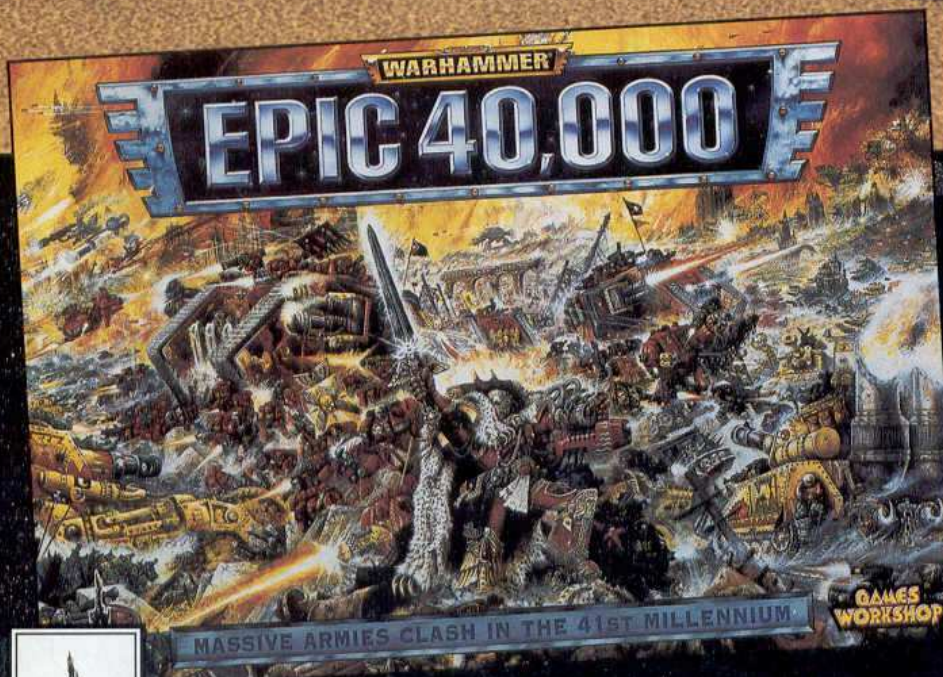
WARHAMMER

EPIC 40,000

MASSIVE ARMIES CLASH IN THE 41ST MILLENNIUM



The armoured might of the Imperium engage a huge Ork Waaagh! in a deadly firefight. The photograph above features metal miniatures not available in the Epic 40,000 boxed game.



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**GAMES
WORKSHOP**



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The Epic 40,000 boxed game contains everything you need to get started including Citadel miniatures, buildings, rulebooks, dice, range rulers and much, much more.

Models supplied unpainted. Contents and components may vary from those illustrated.

THE ETERNAL CRUSADE

Earlier this issue Andy Chambers gave his thoughts on how to run your games of Epic 40,000 as campaigns. Andy Kettlewell presents an example of one of these which he prepared earlier! This particular campaign is played out between three different armies!



By Andy Kettlewell

Epic 40,000 is the best system to use for real campaigns. Huge battles can be fought over some of the strangest worlds in the galaxy. Tank battles on daemon worlds and air battles over worlds of ice are all possibilities. Epic 40,000 is now so close to Warhammer 40,000 that very little effort is needed to combine the two games to make an exciting narrative campaign.

This campaign was based on a White Dwarf Battle Report between Jake and Adrian in White Dwarf 177 which, I have just realised, was a long time ago! I happened to like the story at the start of the battle and decided to expand it a little. One thing led to another and I ended up using Imperial, Tyranid and Eldar forces fighting across four games of Epic 40,000 and Warhammer 40,000. If anything like this takes your fancy then developing it into a campaign is very simple. I've not done anything too elaborate with the basic gaming rules and I've stuck to the scenarios included in the Epic 40,000 Battles Book.

I have used Eldar, Tyranids, and Imperial forces for this campaign, but there is no need to use them if you don't want to. The story can be subtly changed to include Chaos or Orks if you wish.

THE DORLITHE CAMPAIGN

The Dorlithe system is one of the smaller systems in Ultima Segmentum. It has only two planets, the first so near to the sun that most of the planet surface has melted due to the heat. The second is Dorlithe II, a barren, rocky world with little life or colour. The planet is habitable

but, due to its extreme position in the galaxy, it is of little use to the Imperium. The planet is a scout base, used to warn other worlds of enemy attack.

It's proximity to the Eastern Fringe has not been overlooked. The Inquisition keeps a careful eye on Dorlithe II as they do on all worlds. The threat of Tyranids and other unknown creatures can never be underestimated, especially as the Dorlithe system was close to many important Imperial worlds.

The Dorlithe campaign or The Third Damnation, as it became known to those who took part in it, is one of the many secrets of the Imperium. The Eldar Seers often refer to the campaign when giving examples of human ignorance and naiveté.

Though the Dorlithe campaign is stored in Imperial records, the Eldar's dark libraries describe it in better detail. The war, in its entirety, lasted for two months. Imperial sources say that the Eldar started it by invading Dorlithe II, though the Eldar claim otherwise. No matter what actually happened, the campaign was started when Eldar and Imperial forces met at the main Imperial stronghold of Dorlithe II. Battles raged between both races, and the war escalated as each side was reinforced. Here the official Imperial records stop and describe a crushing victory for the Emperor. The Seers of Craftworld Biel-Tan tell another story, a story unheard of by humans. A story involving Tyranids.

ATTACK ON DORLITHE II

The following special rules are used in this scenario: Reserves, Objectives, Army Morale Levels, Hidden Set-Up, Fortifications.

FORCES

Attack on Dorlithe II is an Epic 40,000 game between the Eldar and Imperial Guard.

IMPERIAL BRIEFING

The Imperial player chooses a 1500 point force to represent the Imperial Garrison on the planet. No Space Marine or Titan Legions detachments may be chosen. The Army must be led by an Imperial Guard Colonel.

ELDAR BRIEFING

The Eldar player chooses a 1500 point force to represent the invasion force. Eldar players have no restrictions other than those in the army list.

THE BATTLE

Attack on Dorlithe II is played as a *Dawn Assault* with the Eldar attacking. The *Dawn Assault* rules described in the Battles Book should be used with the following changes.

SET UP

After the terrain is set up roll a dice to see who gets the choice of table edge.

The Imperial player must roll a D6 for each of their detachments. On a roll of 1-4 the detachment starts in reserve. On a roll of 5-6 the detachment is deployed on the table or is available on the first turn in the case of flyers. At least one defending detachment must be deployed at the start of the game. If the Imperial player fails to roll 5-6 for any of his detachments they may choose one detachment to deploy at the start of the game.

OBJECTIVES

The Imperial player gets one *Cleanse* objective. The objective is actually a very important communication centre that the Imperial forces desperately need to broadcast the Eldar positions to the rest of the planetary force. If there are no Eldar units within 15cm of the objective the Imperial player adds 2 to his army morale. If there is an Eldar unit within 15cm the Eldar player adds 1 to his army morale as the Eldar use the centre to disrupt enemy transmissions.

The Eldar player gets three objectives. These must be *Take and Hold* or *Capture* and must be placed on bunkers or, if there are not enough bunkers, near to any fortification. The object of the Eldar attack is to capture the Imperial stronghold, so make sure you go for those objectives!

GAME LENGTH AND VICTORY CONDITIONS

The first player to reduce the opposing army's morale to 0 or less wins the battle. If this hasn't happened by the end of the sixth turn, or if both players army morale falls to 0 or less on the same turn, then the player with the highest morale wins. If the morale values of both armies are the same then the Eldar win if they have achieved two of their objectives, if they don't they lose.



The Eldar Seers knew of the horror that was to fall on the Imperial world of Dorlithe II. The



Farseers of Biel-Tan had been tortured by horrific nightmares before Karous, the Craftworld's most respected Farseer, called a meeting in the Dome of Crystal Seers. In the dome the runes revealed the fate of the Imperial world. The world would be invaded by Tyranids, threatening nearby systems and maybe the Biel-Tan Craftworld itself. The Eldar immediately contacted the Imperial world of Dorlithe II, the Tyranids must be stopped.

The Planetary Governor, Lord Herdron, was distrustful of the Eldar visitors but he allowed them to land and meet him. The Eldar set out their plan to deploy a large force on the planet to defend the surrounding system against Tyranid attack. The existence of Tyranids is not widely known in the Imperium. Knowledge of them leads to insanity or obsession so the Inquisition erase any exposure to Tyranids from the massive population of the Imperium. The dark secret of Tyranids has been kept so efficiently by the Inquisition that even most Planetary Governors do not know of the threat. Herdron was one of these Governors, and he laughed at the Eldar's visions of the future and sent the Seers away. The thought of having a large Eldar army present on his planet didn't fill him with confidence about their intentions.

Farseer Karous was disturbed by the meeting and reluctantly started to plan the only course of action left to him and his people. He would attack the planet. It didn't matter who won the battle as long as the strongest army was left to face the Tyranids. The objective of the Eldar attack was to secure the main planetary stronghold. The Imperial presence on Dorlithe II was small and Karous hoped to overwhelm the garrison quickly so they would have more time to prepare for the Tyranid invasion.

ELDAR INCURSION

The following special rules are used in this scenario: Reserves, Objectives, Army Morale Levels, Hidden Set-Up, Fortifications.

FORCES

Eldar Incursion is a Warhammer 40,000 scenario that represents a small attack on an Imperial Bunker, away from the main forces.

ELDAR BRIEFING

The Eldar player may choose up to 1500 points. The following restrictions apply:

1. No Avatar may be chosen.
2. The Eldar may not have more Aspect Warrior squads than Guardian squads.
3. Due to the specialised nature of the mission, any member of an Eldar Guardian squad may be equipped with melta bombs at 5 points per model.
4. The Eldar force is purely from the Craftworld so no Exodite or Pirate units may be used in the army.

IMPERIAL BRIEFING

The Imperial player may choose up to 1500 points of Imperial Guard. The following restrictions apply to this battle.

1. The Imperial Guard army may not include any units from the support section of the army list.
2. The normal reserve rules for the Imperial Guard are not used.

The Eldar attack threw the Imperial army into disarray and forced them to draw new lines of defence. Lord Herdron has ordered his army to build fortifications and hold the line until reinforcements arrive. The Governor's plan was simple and desperate. He, and his men, would fight for survival and hope that someone would answer their call.

Though Karous wanted the strongest army to face the Tyranids he did not want to lose precious Eldar lives in a wasteful fight against the Imperium. He was well aware that the Governor would ask for help from other Imperial Worlds in the area, so planned to send a small party of troops to the Imperial lines. This raiding party's objective was to try and capture one of the planet's astropaths and disrupt the governor's call for help. The rest of the Eldar army prepared for the Tyranids...



THE BATTLE

Eldar Incursion is a normal Warhammer 40,000 game with the following notable exceptions:

SET UP

1. The terrain is set up roughly as shown. The board does not have to be exactly the same, but main features such as the buildings should be in the same position. The Eldar automatically get the first turn.
2. If the Eldar won Battle 1 then they have taken the planet's main stronghold and can safely move closer to the enemy positions. If they lost then the army must move over dangerous open ground the get to the enemy, so they set up 12" away from their table edge.
3. If the Imperial army won Battle 1 then they still hold most of the planet's main stronghold and have formed better defensive lines. If the Imperial army won Battle 1 then the army may be set up in the deployment zone shown on the map.

If the Imperial army lost Battle 1 then the Eldar have pushed them out of the main planetary stronghold and the Imperial troops are in retreat. Roll a D6 for each squad/vehicle in the army (only one dice is rolled for a squad and it's transport vehicle). On a roll of 1-3 the unit is set up on the board as normal, on a roll of 4-6 then the unit is held in reserve. Units held in reserve use the reserve rules given in the Epic 40K Battle Book. Units that enter the board from reserve move from the board edge. Vehicles may start at any speed.

MISSIONS

The Eldar get the *Bunker Assault* mission and the Imperial Guard get the *Hold the Line* mission. The Imperial Guard must buy at least 1 Battle Bunker for their army. One of these bunkers must be chosen to be the Astropath's chamber. The rules for Bunkers can be found in full in the Warhammer 40,000 Battles Book.

GAME LENGTH AND VICTORY CONDITIONS

The game lasts for six turns. Victory points are awarded as in a normal 40K game and the side with the most victory points wins the game. If the game is a draw then the Imperial player has won. It is assumed that the Imperial troops have stood their ground against the Eldar attack. The Eldar are forced to retreat back to their stronghold.



WARHAMMER
EPIC 40,000

LIGHT OF THE EMPEROR

**BATTLE
THREE**

The following special rules are used in this scenario: Reserves, Objectives, Army Morale Levels, Hidden Set-Up, Fortifications.

FORCES

The Light of the Emperor is an Epic 40,000 game.

IMPERIAL BRIEFING

If the Imperial player won Battle 2 then the Governor's transmissions were not interrupted by the Eldar attack. An Imperial force of up to 2,000 points may be chosen as normal, except that all Space Marine detachments must be transported in Drop Pods or Thunderhawk Gunships. If your Space Marine detachments can't be transported in this way then you can't take them!

If the Imperial player lost Battle 2 then vital details of the battle were never received by the reinforcements. The following restrictions apply:

1. The Imperial player may choose an army of up to 1,600 points.
2. Up to 25% of the army may be Space Marine detachments. All Space Marine detachments must be transported in Drop Pods or Thunderhawk Gunships as described above.
3. Up to 25% of the Army may be Titan Legions detachments.



ELDAR BRIEFING

The Eldar player may choose a force of up to 1,800 points with the following restrictions:

1. No Avatar may be chosen.
2. The army must be led by a Farseer Commander. This Farseer is none other than Karous himself! Karous is an important part of the Eldar campaign and must be kept alive at all costs. At the end of each turn the Eldar player may add 1 to his army morale if Karous is still alive.

THE BATTLE

The Light of the Emperor battle is played as a *Planetary Assault* with the Imperium attacking. The rules for *Planetary Assault* described in the Epic 40,000 Battles Book should be used, but include the following special rules.

1. The Eldar Commander, Karous, and his bodyguard always start in reserve. The Eldar still add 1 to their army morale if Karous is not on the board as the Eldar army know he is coming and are lifted by the thought of his presence. The Eldar player must roll to bring Karous on as normal. If the reserve roll is passed then Karous must be brought on the table.
2. The Imperium's first wave of attackers includes all the Space Marine detachments transported in Thunderhawks and Drop Pods and all other Flyer detachments.
3. If the Eldar player won Battle 1 then the Eldar army took the planet's stronghold. The Eldar player may set up fortifications if he won Battle 1.

OBJECTIVES

The Eldar have no objectives, simply wanting to test the Imperial strength and keep Karous alive.

The Imperial player takes three objectives no matter how many points the army is. These may be any objectives apart from *Rescue* and *Cleanse*.

GAME LENGTH AND VICTORY CONDITIONS

The player that reduces the opposing army's morale to 0 or less first wins the battle. If this hasn't happened by the end of the sixth turn, or if both players army morale falls to 0 or less on the same turn, then the player with the highest army morale wins. If the game is a draw then the Eldar win if they also won Battle 1 as they hold their ground inside the Imperial base. If the Imperium won Battle 1 they count as winning in a draw as they push the Eldar force even further away from the Imperial base, possibly forcing them to leave the planet!

The Eldar's attack on the communications centre was successful in confusing attempts to call for help. The attack did much to disrupt plans but could not stop the arrival of reinforcements. The Space Marines and Titan Legions answered Lord Herdron's call for help and behind them, travelling faster than imaginable, came the fleets of the Inquisition. Herdron was confident that the Eldar would be pushed off his planet by the mighty Imperial force, but he was disturbed by the imminent arrival of the sinister Inquisition.

The Eldar force was in danger of being annihilated by the huge Imperial army arriving on the planet. To protect them Karous led another Eldar army from the Craftworld to the planet's surface. Too many Eldar lives had already been lost fighting a false enemy. The time had come to see if the Emperor's forces were strong enough.

When Karous reached Dorlith II, Imperial Titans had already joined Herdron's Garrison. Above them in their Strike Cruisers the Space Marines waited in drop ships ready for the order to attack.

BATTLE
FOURTHE TYRANID
ONSLAUGHT

The following special rules are used in this scenario: Reserves, Objectives, Army Morale Levels.

FORCES

The Tyranid Onslaught is an Epic 40,000 battle which involves three armies.

TYRANID BRIEFING

The Tyranid player may choose a force of up to 2,500 points

ALLIED BRIEFING

If the Imperial army won Battle 3 they have driven the Eldar off the planet and move quickly to face the Tyranids. The Inquisitor arrives on planet just in time to give support. Karous also leads a small force to aid the Imperium and his help is reluctantly accepted as the Tyranid horde threatens to overwhelm the planet.

If the Imperium won Battle 3 then the following restrictions apply:

1. An Imperial army of up to 1,500 points may be chosen.
2. Up to 500 points of Space Marine detachments led by an Inquisitor Commander may be chosen. This part of the army starts in reserve, as described in the Battle Book.
3. Up to 500 points of Eldar may be chosen led by a Farseer Commander. This part of the army always starts in reserve, as described in the Battle Book.

If the Eldar won Battle 3 then the Imperial forces were driven off. When they realise that a huge Tyranid horde is on the planet as well as the Eldar they abandon Dorlith II. An Inquisitor leads a force to the planet to help the Eldar halt the Tyranids.

If the Eldar won Battle 3 then the following restrictions apply:

1. An Eldar force of up to 2,000 points may be chosen.
2. An Avatar must be chosen.
3. Up to 500 points of Space Marine detachments led by an Inquisitor may be included in the army in addition to the Eldar. This part of the army always starts in reserve.

The united force of the Imperium proved too strong for Karous and his Eldar force. The mighty Imperial Titans marched through the Eldar's carefully planned defenses and the Space Marine infantry, supported by Lord Herdron's Planetary Defence force, swept the last of the Eldar defenders out from their fortifications.

Believing that the Imperial forces were strong enough to face and destroy the Tyranid horde, Karous gave the order for the Eldar to retreat from the planet. Soon after the Inquisition arrived on Dorlith II and revealed the threat of the Tyranids to the Space Marine and Planetary Defence Force leaders. Finally understanding the situation the Imperial forces deployed in defensive positions ready for an attack. Lord Herdron was never seen after the meeting.

Farseer Karous offered his aid to the defence of Dorlith II after he saw the Imperial forces re-deploy. His offer was accepted by the Inquisition (if not whole heartedly by the Space Marines and Planetary Defence Forces). As the allied army readied itself for battle, the sun was eclipsed by Tyranid Bio-ships and a terrible shadow was cast upon the planet.



THE BATTLE

The Tyranid Onslaught is played as a *Meeting Engagement* battle. The rules for *Meeting Engagement* scenarios in the Epic 40,000 Battles Book should be used with the following changes:

SET UP

The allied forces have detachments in reserve as described above. The reserve rules say that even if the reserve rolls for all the detachments are failed then one detachment is always placed on the board. In this battle this is not the case as the main army does not know when its reserves are arriving. The reserve roll must be passed to bring any detachments onto the board.

OBJECTIVES

Both forces have the same objectives. The allied force player places four *Protect* objectives within 45cm of his table edge. Each objective represents something that is important to the defence of the planet, it could be a communication device or an important battle bunker. Whatever you choose it to be, the Allied force are trying to defend it and the Tyranid swarm are trying to destroy it.

GAME LENGTH AND VICTORY CONDITIONS

The player that reduces the opposing army's morale to 0 or less first wins the battle and the campaign! If this hasn't happened by the end of the sixth turn, or if both player's army morale falls to 0 or less on the same turn, then the player with the highest morale wins. If the game is a draw then the Tyranids are stopped and the allied forces are so crippled that they retreat from the planet. The Tyranids leave the planet just before it is fusion bombed from space.



'PROTECT' OBJECTIVES

The allied force add 1 to their army morale in every Rally phase for each *Protect* objective that has not been destroyed. The Tyranid player adds 5 to his morale if he destroys a *Protect* objective. *Protect* objectives have the profile above below.



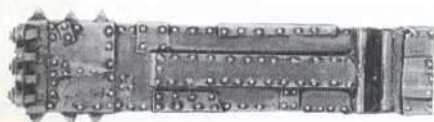
Unit	Speed	Range	Firepower	Assault	Armour	Notes
Protect Objective	-	-	-	2	6+	Damage Capacity 2

GORKAMORKA™

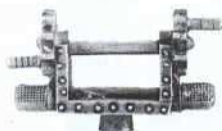
SPEARGUN WAR TRUKK



SPEARGUN WAR TRUKK



SPEARGUN GANG PLANK
040301504

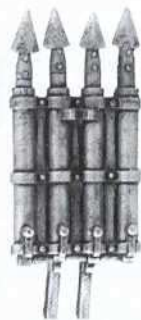


SPEARGUN GANG PLANK WINCH
040301509



SPEARGUN FRONT PLATE
040301501

SPEAR GUN
GLYPHS
040301506



SPEARGUN GUN
040301502

SPEARGUN GUN SUPPORT BASE
040301507



SPEARGUN GUN MOUNT
040301508



SPEARGUN SPEARS
040301505



SPEARGUN GANG PLANK BASE
040301513



SPEARGUN DRIVER
040301511



SPEARGUN HANDLE
040301510



SPEARGUN SPANNER
040301512

A COMPLETE SPEARGUN WAR TRUKK CONSISTS OF:

- 1 x SPEARGUN GANG PLANK
- 1 x SPEARGUN GANG PLANK WINCH
- 1 x SPEARGUN FRONT PLATE
- 1 x SPEARGUN GLYPHS
- 3 x SPEARGUN SPEARS
- 1 x SPEARGUN GUN
- 1 x SPEARGUN GUN MOUNT
- 1 x SPEARGUN GUN SUPPORT BASE
- 1 x SPEARGUN GANG PLANK BASE
- 1 x SPEARGUN DRIVER
- 1 x SPEARGUN HANDLE
- 1 x SPEARGUN SPANNER
- 1 x PLASTIC WAR TRUKK SPRUE
- 2 x SMALL PLASTIC WHEELS
- 2 x LARGE PLASTIC WHEELS

Designed by Norman Swales and Brian Nelson

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CITADEL
MINIATURES



CITADEL
MINIATURES

GORKAMORKA™

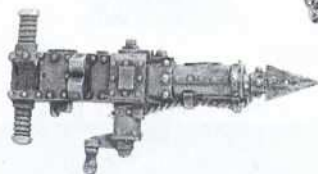
HARPOON TRAK



HARPOON TRAK

A COMPLETE HARPOON TRAK CONSISTS OF:

- 1 x HARPOON TRAK GUN
- 1 x HARPOON TRAK GUNNER BODY
- 1 x HARPOON TRAK GUNNER HAND
- 1 x HARPOON TRAK SPARE HARPOONS
- 1 x HARPOON TRAK GLYPHS
- 1 x HARPOON TRAK SPIKE
- 1 x HARPOON TRAK HARPOON GUN MOUNT
- 1 x PLASTIC WAR TRAK SPRUE
- 1 x SMALL PLASTIC WHEEL SPRUE



HARPOON TRAK GUN
040301301



HARPOON TRAK GUNNER BODY
040301304



HARPOON TRAK SPARE HARPOONS
040301302

HARPOON TRAK GLYPHS 040301305



HARPOON TRAK SPIKE 1
040301306



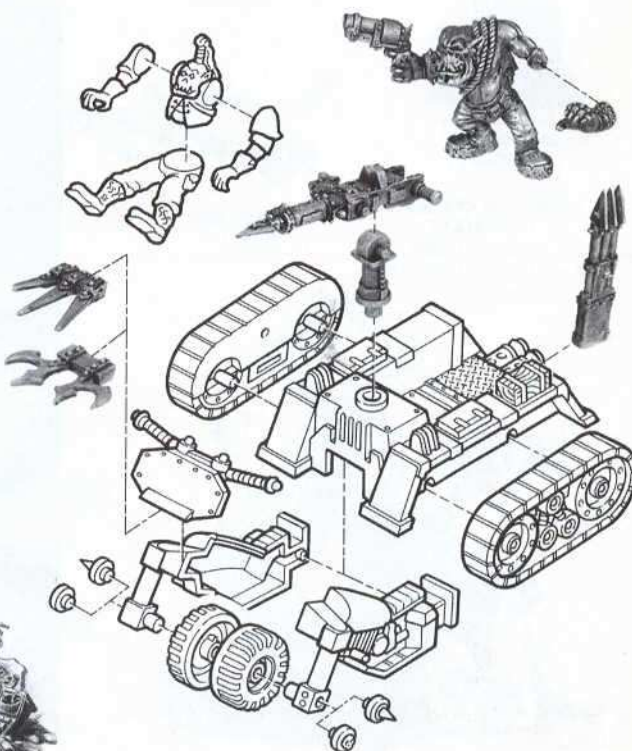
HARPOON TRAK SPIKE 2
040301307



HARPOON TRAK GUNNER HAND
040301308



HARPOON TRAK HARPOON GUN MOUNT
040301303



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SPANNERZ



SPANNER WITH WRENCH
040300501



SPANNER WITH MALLET
040300502



SPANNER BACKPACK 1
040300503



SPANNER BACKPACK 2
040300504



SPANNER RIGHT ARM
WITH SIX-SHOOTA
040300505



SPANNER RIGHT ARM
WITH SLUGGA
040300506

A COMPLETE ORK SPANNER
CONSISTS OF:
1 x SPANNER
1 x SPANNER RIGHT ARM
1 x SPANNER BACKPACK

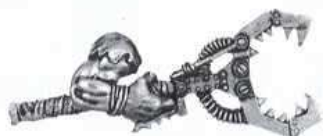


SPANNERZ

SLAVER



SLAVER BODY
040301101



SLAVER GRABBA STIKK
040301102



SLAVER WHIP
040301103

A COMPLETE ORK SLAVER
CONSISTS OF:
1 x SLAVER BODY
1 x SLAVER GRABBA STIKK
1 x SLAVER WHIP



SLAVER



GORKAMORKA™

BOYZ WITH HAND TO HAND WEAPONS



ORK BOY WITH
HAND TO HAND WEAPON 1
040301001



ORK BOY WITH
HAND TO HAND WEAPON 2
040301002



ORK BOY WITH
HAND TO HAND WEAPON 3
040301003



ORK BOY WITH
HAND TO HAND WEAPON 4
040301004

YOOFs



YOOF BODY 1
040300701



YOOF BODY 2
040300702



YOOF BODY 3
040300703



YOOF



YOOF ARM 1
040300704



YOOF ARM 2
040300705



YOOF ARM 3
040300706

A COMPLETE YOOF
CONSISTS OF:
1 x YOOF BODY
1 x YOOF ARM

GROTZ



GROT 1
040301201



GROT 2
040301202



GROT 3
040301203

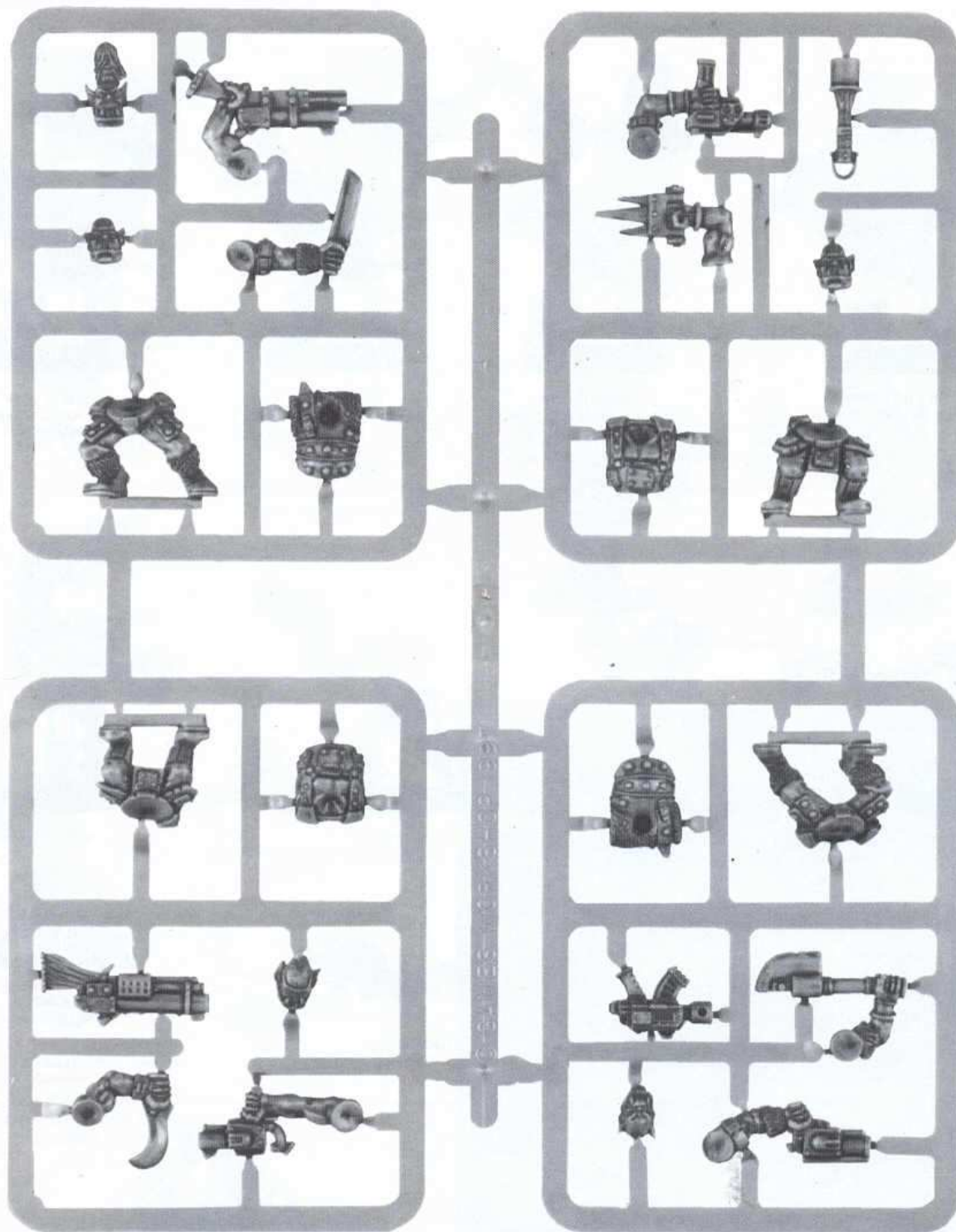


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GORKAMORKA™

ORK BOYZ



ORK BOYZ SPRUE (SHOWN AT 95% OF ACTUAL SIZE)
0403001



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WOOD ELVES

WOOD ELF SORCERESS ON FOOT



WOOD ELF SORCERESS ON FOOT
020402601

WOOD ELF SCOUT COMMAND



WOOD ELF SCOUT
CHAMPION
020402801



WOOD ELF SCOUT
HORN BLOWER
020402902



WOOD ELF SCOUT
STANDARD BEARER
020402901

WOOD ELF SCOUTS



WOOD ELF SCOUT 1
020402701



WOOD ELF SCOUT 2
020402702



WOOD ELF SCOUT 3
020402703



WOOD ELF SCOUT 4
020402704



WOOD ELF SCOUT 5
020402705



WOOD ELF SCOUT 6
020402706



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BRETONNIA™

QUESTING KNIGHT COMMAND



QUESTING KNIGHT
CHAMPION BODY
020304902



QUESTING KNIGHT
STANDARD BEARER BODY
020305002



QUESTING KNIGHT
TRUMPETER BODY
020305102



QUESTING KNIGHT
HORSE HEAD 1
020303905



QUESTING KNIGHT
HORSE HEAD 2
020303906



QUESTING KNIGHT
HORSE HEAD 3
020303907



QUESTING KNIGHT
CHAMPION'S LANCE
020304903



QUESTING KNIGHT
STANDARD BEARER ARM
020305003

A COMPLETE QUESTING KNIGHT CHAMPION CONSISTS OF:

- 1 x QUESTING KNIGHT
CHAMPION BODY
- 1 x QUESTING KNIGHT
CHAMPION'S LANCE
- 1 x QUESTING KNIGHT
HORSE HEAD
- 1 x KNIGHT OF THE REALM LEGS
- 1 x BRETONNIAN HORSE
- 1 x PLASTIC FIGHTER
SHIELD SPRUE

A COMPLETE QUESTING KNIGHT STANDARD BEARER CONSISTS OF:

- 1 x QUESTING KNIGHT
STANDARD BEARER BODY
- 1 x QUESTING KNIGHT
STANDARD BEARER ARM
- 1 x QUESTING KNIGHT
HORSE HEAD
- 1 x KNIGHT OF THE REALM LEGS
- 1 x BRETONNIAN HORSE
- 1 x PLASTIC FIGHTER
SHIELD SPRUE

A COMPLETE QUESTING KNIGHT TRUMPETER CONSISTS OF:

- 1 x QUESTING KNIGHT
TRUMPETER BODY
- 1 x QUESTING KNIGHT
HORSE HEAD
- 1 x KNIGHT OF THE REALM LEGS
- 1 x BRETONNIAN HORSE
- 1 x PLASTIC FIGHTER
SHIELD SPRUE



KNIGHT OF THE REALM LEGS
020300501



QUESTING KNIGHT CHAMPION



QUESTING KNIGHT TRUMPETER



QUESTING KNIGHT STANDARD BEARER

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BRETONNIA™

QUESTING KNIGHTS



QUESTING KNIGHT
BODY 1
020303901



QUESTING KNIGHT
BODY 2
020303902



QUESTING KNIGHT
BODY 3
020303903



QUESTING KNIGHT
BODY 4
020303904



QUESTING KNIGHT
HORSE HEAD 1
020303905



QUESTING KNIGHT
HORSE HEAD 2
020303906



QUESTING KNIGHT
HORSE HEAD 3
020303907



KNIGHT OF THE REALM
LEGS
020300501



GRAIL KNIGHT LANCE 1
020302703



GRAIL KNIGHT LANCE 2
020302702

A COMPLETE QUESTING KNIGHT CONSISTS OF:

- 1 x QUESTING KNIGHT BODY
- 1 x QUESTING KNIGHT HORSE HEAD
- 1 x KNIGHT OF THE REALM LEGS
- 1 x GRAIL KNIGHT LANCE
- 1 x BRETONNIAN HORSE
- 1 x PLASTIC FIGHTER SHIELD SPRUE



QUESTING KNIGHTS



CITADEL
MINIATURES

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BRETONNIA™

GRAIL KNIGHT HERO WITH TWO HANDED SWORD



GRAIL KNIGHT HERO WITH TWO HANDED SWORD



GRAIL KNIGHT HERO
BODY
020304702



GRAIL KNIGHT
LEGS
020302701



GRAIL KNIGHT HERO
SWORD ARM
020304703



GRAIL KNIGHT HERO
HORSE HEAD
020304704

A COMPLETE GRAIL
KNIGHT HERO WITH
TWO HANDED SWORD
CONSISTS OF:

- 1 x GRAIL KNIGHT
HERO BODY
- 1 x GRAIL KNIGHT
HERO SWORD ARM
- 1 x GRAIL KNIGHT
HERO HORSE HEAD
- 1 x BRETONNIAN
HORSE
- 1 x GRAIL KNIGHT LEGS

QUESTING KNIGHT HERO WITH LANCE

A COMPLETE QUESTING
KNIGHT HERO WITH
LANCE CONSISTS OF:

- 1 x QUESTING KNIGHT
HERO BODY
- 1 x QUESTING KNIGHT
HERO LANCE ARM
- 1 x QUESTING KNIGHT
HERO HORSE HEAD
- 1 x BRETONNIAN
HORSE
- 1 x QUESTING KNIGHT
HERO SHIELD
- 1 x KNIGHT OF THE
REALM LEGS



QUESTING KNIGHT HERO WITH LANCE



QUESTING KNIGHT
HERO BODY
020304602



KNIGHT OF THE REALM
LEGS
020300501



QUESTING KNIGHT
HERO HORSE HEAD
020304605



QUESTING KNIGHT
HERO SHIELD
020304604



QUESTING KNIGHT
HERO LANCE ARM
0203044603

KNIGHT OF THE REALM HERO



KNIGHT OF THE REALM HERO WITH MORNING STAR



KNIGHT OF THE REALM
HERO BODY
020304802



KNIGHT OF THE REALM
LEGS
020300501



KNIGHT OF THE REALM
HERO HORSE HEAD
020304804



KNIGHT OF THE REALM
HERO SHIELD
0203046803

A COMPLETE KNIGHT
OF THE REALM HERO
WITH MORNING STAR
CONSISTS OF:

- 1 x KNIGHT OF THE
REALM HERO BODY
- 1 x KNIGHT OF THE
REALM HORSE HEAD
- 1 x BRETONNIAN
HORSE
- 1 x KNIGHT OF THE
REALM SHIELD
- 1 x KNIGHT OF THE
REALM LEGS

Designed by Alan Perry

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BRETONNIA™

SQUIRES WITH BOWS COMMAND



SQUIRE WITH BOW CHAMPION
020305301



SQUIRE WITH BOW HORN BLOWER
020305402



SQUIRE WITH BOW STANDARD BEARER
020305401

SQUIRES WITH BOWS



SQUIRE WITH BOW 1
020305201



SQUIRE WITH BOW 2
020305202



SQUIRE WITH BOW 3
020305203



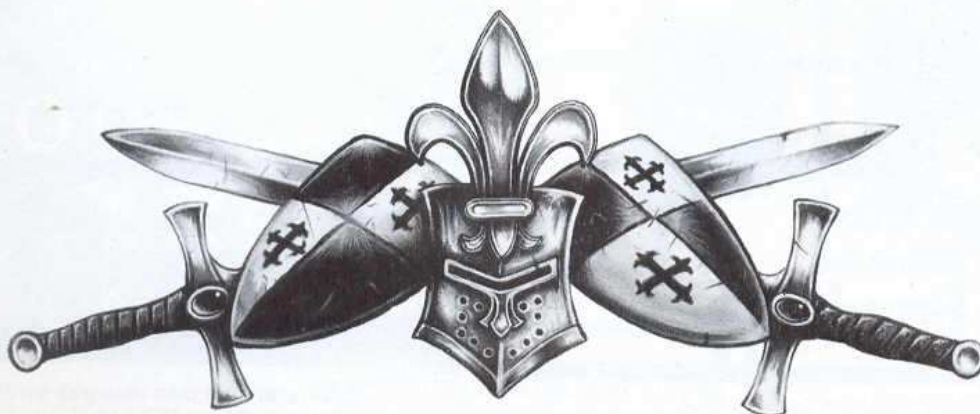
SQUIRE WITH BOW 4
020305204



SQUIRE WITH BOW 5
020305205



SQUIRE WITH BOW 6
020305206



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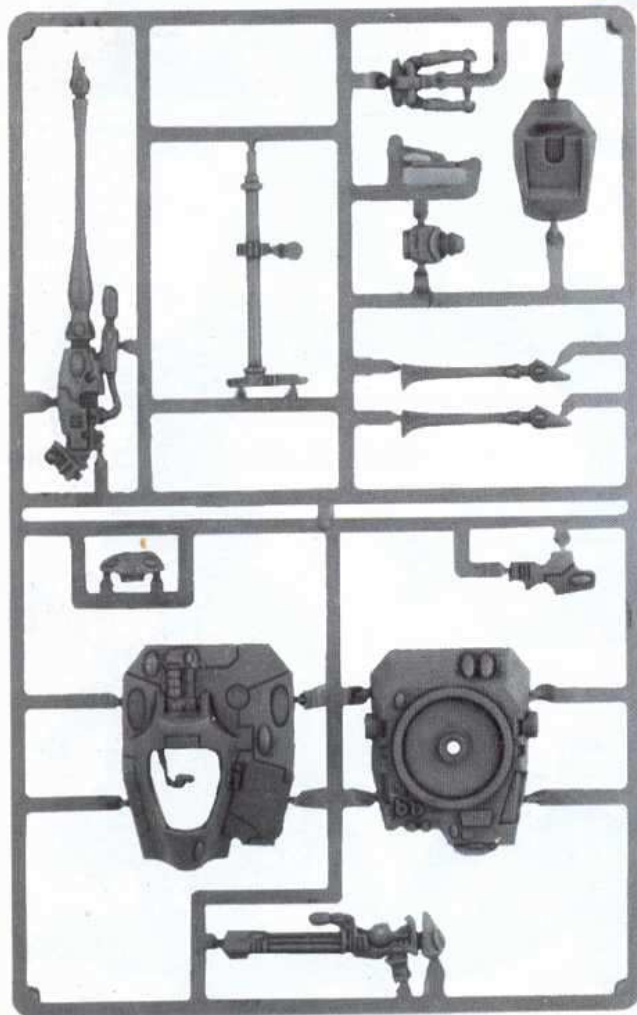
ELDAR®

FALCON GRAV TANK



A COMPLETE FALCON GRAV TANK CONSISTS OF:

- 1 x FALCON GRAV TANK TOP HULL SPRUE
- 1 x FALCON GRAV TANK BOTTOM HULL SPRUE
- 1 x FALCON GRAV TANK TURRET SPRUE
- 1 x VYPER CANOPY
- 1 x FALCON GRAV TANK TRANSFER SHEET



FALCON GRAV TANK TURRET SPRUE
99390104002 (SHOWN AT 55% OF ACTUAL SIZE)



FALCON GRAV TANK TRANSFER SHEET
390104002 (SHOWN AT 75% OF ACTUAL SIZE)

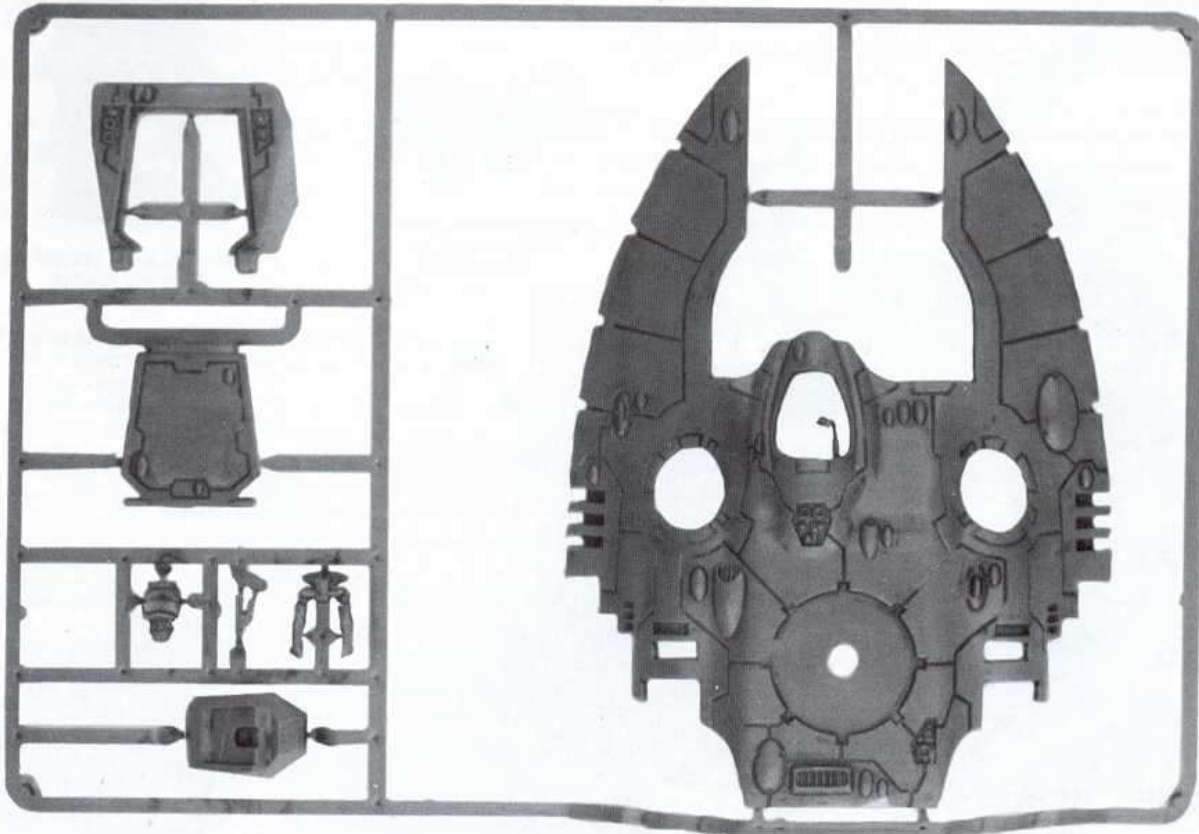
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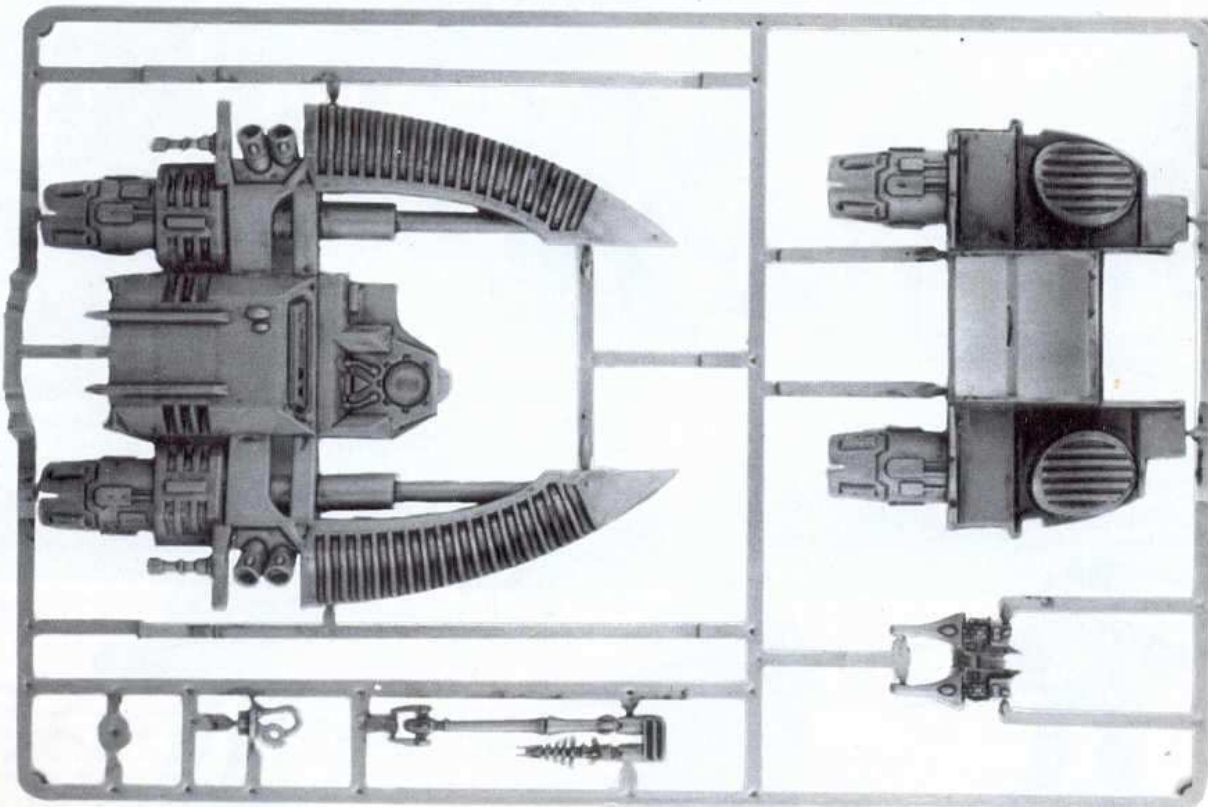


ELDAR®

FALCON GRAV TANK



FALCON GRAV TANK TOP HULL SPRUE
99390104001 (SHOWN AT 60% OF ACTUAL SIZE)



FALCON GRAV TANK BOTTOM HULL SPRUE
99390104003 (SHOWN AT 60% OF ACTUAL SIZE)

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SPACE MARINES®

SPACE MARINE SCOUT SERGEANT



SPACE MARINE SCOUT SERGEANT
010108802

SPACE MARINE SCOUT WITH HEAVY BOLTER



SPACE MARINE SCOUT WITH HEAVY BOLTER BODY
010109101



SPACE MARINE SCOUT HEAVY BOLTER
010109102



SPACE MARINE SCOUT HEAVY BOLTER BIPOD
010109103



SPACE MARINE SCOUT WITH HEAVY BOLTER

A COMPLETE SPACE MARINE SCOUT WITH HEAVY BOLTER CONSISTS OF:

- 1 x SPACE MARINE SCOUT WITH HEAVY BOLTER BODY
- 1 x SPACE MARINE SCOUT HEAVY BOLTER
- 1 x SPACE MARINE SCOUT HEAVY BOLTER BIPOD

SPACE MARINE SCOUTS



SPACE MARINE SCOUT 1
010108801



SPACE MARINE SCOUT 2
010108803



SPACE MARINE SCOUT 3
010108804



SPACE MARINE SCOUT 4
010108805



SPACE MARINE SCOUT 5
010109306



SPACE MARINE SCOUT 6
010109307

SPACE MARINE SCOUTS WITH SNIPER RIFLE



SPACE MARINE SCOUT WITH SNIPER RIFLE 1
010109001



SPACE MARINE SCOUT WITH SNIPER RIFLE 2
010109002

SPACE MARINE SCOUT WITH SHOTGUN



SPACE MARINE SCOUT WITH SHOTGUN
010109003



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