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WHITE DWARF

**ORKS VS IMPERIAL GUARD
40K BATTLE REPORT!**



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- **GORKAMORKA MUTIES!**
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- **LOADS OF STUNNING NEW MINIATURES!**

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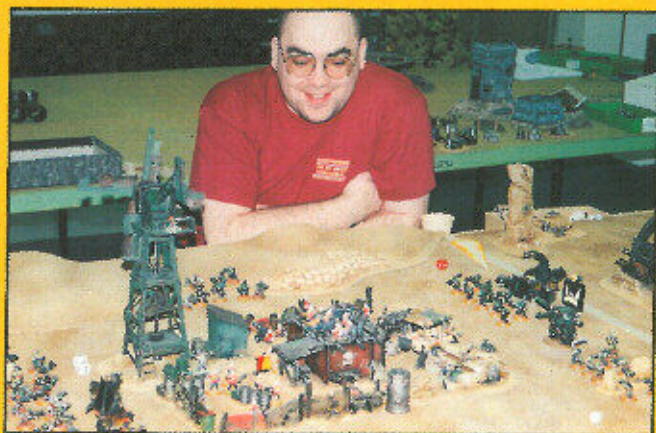
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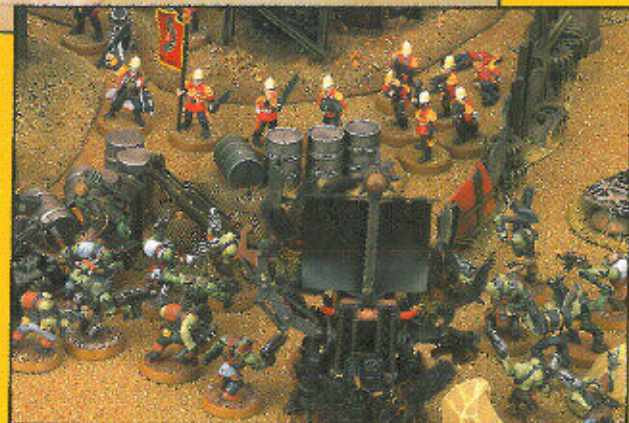
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LAST STAND AT GLAZER'S CREEK



Warhammer 40,000 Battle Report page 71

It's a battle report and a scenario all rolled into one. Paul Sawyer commands the Praetorian XXIV Imperial Guard and faces wave upon wave of Ork Boyz commanded by Grand Warlord Adrian Wood in a fight to the death...



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By Richard Wright.

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Gav Thorpe and Paul Muller practice pulling faces at each other as their Mutie and Digganob mobs fight.



Unk armed with demilune

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Gav Thorpe shows how you can use the different fighting characteristics of the Ork clans to put together battle winning detachments.



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The lads make their final purchases for their armies and, they said it couldn't happen, Roy wins a battle! (There's a first time for everyone – Paul Sawyer).

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Imperial Guard Colonels are really spoilt this month. Not only is there a nail-biting battle report featuring the 24th Praetorian regiment, but veteran commander Nick Davis talks about getting the most out of your Imperial Guard troops and vehicles. And as well as the new Imperial Guard Heavy Weapons, there's also a feature on the new Imperial Guard Command Tower.

SENTINEL 38

One of the Imperial Guard's fastest moving and most deadly weapons is the Sentinel scout walker. Here we take a closer look at this new Imperial vehicle.



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WHITE DWARF

THE WHITE DWARF BLOKES



Paul Sawyer:
Editor and
Fat Bloke



Adrian Wood:
Orky Bloke



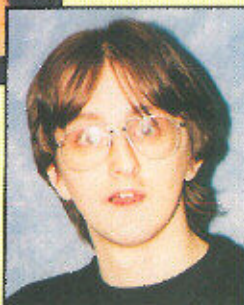
Graham Davey:
Wordy Bloke



Andrew Sharman:
Beardy Bloke



Anthony Bath:
Photo Bloke



Ian Strickland:
Oh dear

Over-exposure to these photographs
can seriously damage your health.

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This month's Warhammer releases:

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Archaon (One model per blister)	£8.00
Khazrak the One-Eye & Redmaw (Two models per blister)	£8.00
Chaos Hounds (Two models per blister)	£4.00

WARHAMMER 40,000

This month's Warhammer 40,000 releases:

Imperial Guard Command Tower (Boxed scenery pack)	£15.00
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IMPERIAL GUARD

Imperial Guard Sentinel (Boxed set)	£12.00
Catachan Mortar (One heavy weapon team per blister)	£6.00
Catachan Autocannon (One heavy weapon team per blister)	£6.00
Cadian Lascannon (One heavy weapon team per blister)	£6.00
Cadian Mortar (One heavy weapon team per blister)	£6.00
Valhallan Autocannon (One heavy weapon team per blister)	£6.00
Valhallan Missile Launcher (One heavy weapon team per blister)	£6.00
Mordian Missile Launcher (One heavy weapon team per blister)	£6.00
Mordian Autocannon (One heavy weapon team per blister)	£6.00
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Tallarn Mortar (One heavy weapon team per blister)	£6.00
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GORKAMORKA

This month's Gorkamorka releases

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Mutie Raider Unks (One model per blister)	£4.00
Mutie Raider Keeper (One model per blister)	£4.00
Mutie Raider Seeker (One model per blister)	£4.00

Black Library

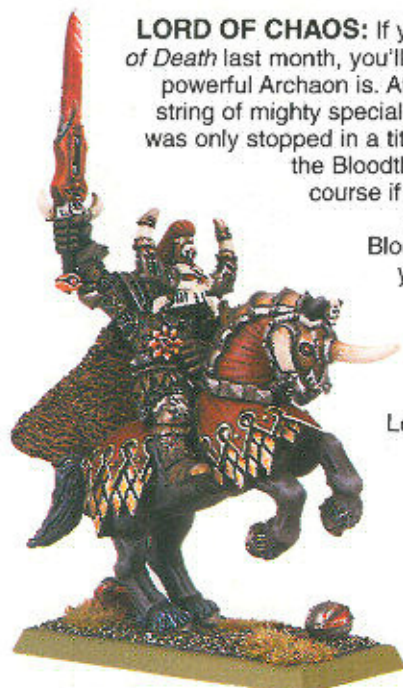
This month's releases from the Black Library

Warhammer Monthly 4	£2.00
Citadel Journal 26	£4.00

OTHER STUFF!

Also released this month

Collecting and Painting Wargames Armies (Full-colour book)	£10.00
Colour Paint (Individual pot)	£1.25
Metallic Paint (Individual pot)	£1.75
Ink (Individual pot)	£1.50
Smelly Primer (Individual pot)	£1.25
Varnish (Individual pot)	£1.25
Bommerz over da Sulphur River (Boxed game)	£14.00



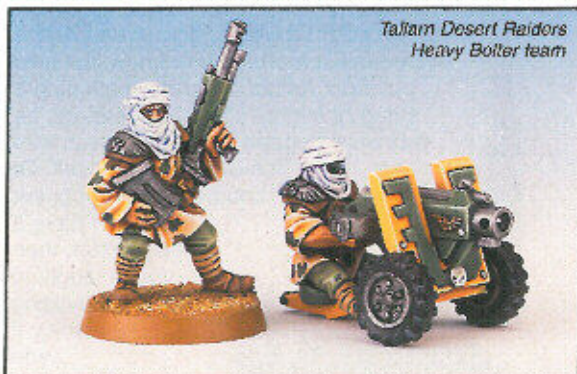
LORD OF CHAOS: If you read *Arena of Death* last month, you'll know just how powerful Archaon is. After defeating a string of mighty special characters, he was only stopped in a titanic clash with the Bloodthirster itself. Of course if your opponent doesn't have a Bloodthirster, then you're laughing (or cackling insanely if you prefer).

Look out for this and the other Chaos releases later in the issue.

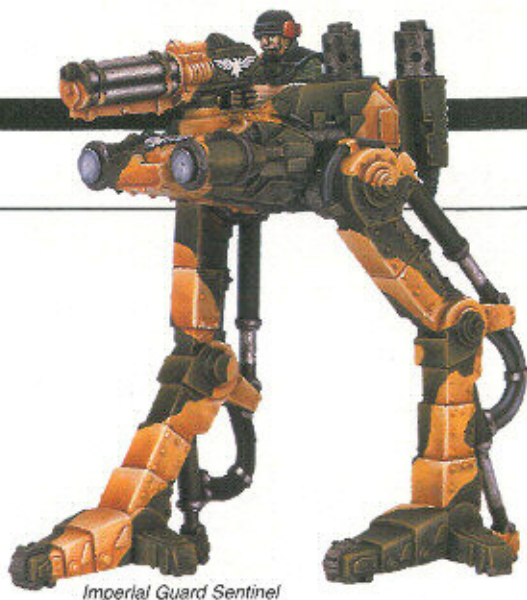
CITADEL COLOUR PAINT AND INK RANGE

Scab Red	Dwarf Flesh	Jade Green	Tin Biz
Red Gore	Heretic Pink	Goat Green	Brass Blizz
Blood Red	Warpaint Purple	Scorpion Green	Beaten Copper
Blazing Orange	Loche Purple	Bliss Green	Dwarf Bronze
Fury Orange	Narwhal Blue	Camo Green	Burnished Gold
Golden Yellow	Imperial Purple	Bleached Bone	Shining Gold
Sunburst Yellow	Midnight Blue	Rolling Flesh	Yellow
Bad Moon Yellow	Storm Blue	Rolling Flesh	Flesh
Leprous Brown	Regal Blue	Skull White	Brown
Vornir Brown	Unwashed Blue	Space Wolves Grey	Chestnut
Dubonic Brown	Enchanted Blue	Chaffy Grey	Orange
Snakebite Leather	Lightning Blue	Fortress Grey	Red
Bedal Brown	Ice Blue	Codex Grey	Green
Vermilion Brown	Loche Turquoise	Shadow Grey	Dark Green
Dark Flesh	Dark Angels Green	Chaos Black	Sky Blue
Scorched Brown	Spot Green	Mithril Silver	Blue
EP Flesh	Scaly Green	Chimney	Magenta
Ironized Flesh	Vile Green	Boltgun Melt	Purple
			Black

NEW COLOURS: This month sees the release of our complete, reformulated paint range, including a host of new shades such as Scorched Brown, Midnight Blue, and Scaly Green. The new range is designed so that each colour has two similar colours, one darker and one lighter, that are ideal for shading and highlighting.



*Taliam Desert Raiders
Heavy Bolter team*



Imperial Guard Sentinel

REINFORCEMENTS ARRIVING: For all Imperial Guard commanders who wish their favourite heavy weapon was available for their chosen regiment, help is at hand. Michael Perry has been filling in the gaps in the range, so now you can get your Cadian mortar or Mordian autocannon teams. Also on its way is the awesome Sentinel, which provides the Imperial Guard army with mobile heavy firepower. Enemies of the Imperium be warned.

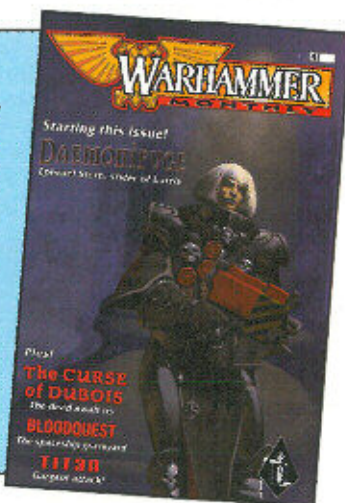
Scribblings from the Black Library



Issue 4 of Warhammer Monthly sees the launch of Kev Walker's latest project, *Daemonifuge*. Set in the Convent Sanctum of the Adepta Sororitas, all you need to know about this awesome comic strip is that it's got battle babes, daemons, Inquisitors and a large helping of intrigue and mayhem to boot. Who could possibly ask for more?

Kev has already produced three of the covers for *Infernal* and worked on zillions of comics. However, always ready for a challenge, Kev decided to put down his pens and brushes for the *Daemonifuge* comic strip. You may find this unbelievable but Kev did the entire comic strip on a computer! You could be forgiven for asking why, especially as Kev is so talented with more traditional mediums. Well the answer is simple – the computer lets Kev work on illustrations miles bigger than they are printed, allowing him to really go to town, embellishing every single frame of the comic strip with loads of details. For example, despite them only being a fraction of an inch on the page, the Inquisitor's purity seals actually have liturgies written on them. The monastery where the comic strip is set is a 3D computer model. This may sound like a strange thing to do for a comic strip, but it means that Kev can use the same model whenever we see the monastery. It's a bit like having a complete film set in the computer.

Daemonifuge is undoubtedly some of Kev Walker's finest work to date, so when you get hold of your copy of Warhammer Monthly, don't just quickly read the speech bubbles and then turn those pages, take a real close look and revel in all the gothic detail that Kev has lavished on each and every panel.



EVEN MORE CARD SCENERY: Not content with designing the Imperial Guard Command Tower, out this month, Simon Burton has just finished this Ork Stockade, ready for artist Neil Hodgson to create the artwork.





LEGION OF THE DAMNED: Mark Bedford and the other trainee miniature designers, Dave Perry and Mike McVey, are working on Legion of the Damned Space Marines. They are sculpting new parts onto existing Space Marine models, mainly flames, skulls and bones (lots of bones).



BOMBZ AWAY: Jim Butler and painter Torben Schnoor try out the new game Bommerz over da Sulphur River. Written by Andy Chambers, it is a fast, exciting board game that pits Ork Fighta-Bommerz against Imperial Thunderbolt Interceptors and ground defences.



SEIGE WARFARE: Sigmar preserve us! Warhammer Seige is coming! There will be a new book with rules and scenarios by Tuomas Pirinen, special seige equipment models and the Mighty Fortress – a huge, plastic castle for your battlefields.

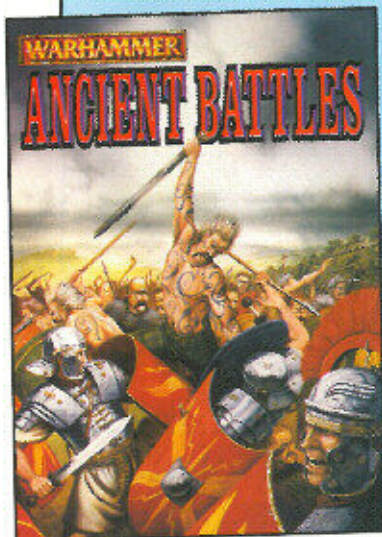
Here Andy 'the Beard' Sharman defends his ramparts against Studio Production bloke Flemming Christensen.



WARHAMMER GOES HISTORICAL

Some readers may have heard rumours of a new Warhammer publication called Warhammer Ancient Battles – a set of wargames rules for fighting battles in the ancient world between the likes of Greeks, Persians, Huns, Romans and sundry long-dead adversaries. White Dwarf's spies can reveal that it's all true – but don't dash round to your local Games Workshop for a copy.

Warhammer Ancient Battles has been written and privately published by Rick Priestley, Jervis Johnson and Michael and Alan Perry, under the banner of Warhammer Historical Wargames. This is an entirely new, somewhat disorganised, and suspiciously whimsical venture which aims to publish occasional books about wargaming with traditional historical models.



Anyone interested in wargaming with historical models will no doubt welcome the arrival of Warhammer Ancient Battles – but bear in mind this really is a independent venture by a group of determined madmen so please don't bombard us or your local shop staff with questions about it. If you want to bombard anyone with questions we suggest you aim your correspondence at:

Warhammer Historical Wargames Ltd
PO Box 5226
Nottingham
NG7 2WT

Warhammer Ancient Battles is a 144 page book of rules with army lists for Romans and Barbarians, some colour pages, lots of black and white illustrations, much in the style of the Warhammer fantasy rulebook as you might expect. If you want a copy you can order it direct from the above address at a cost of £15 + £1.50 postage in the UK. Please make cheques payable to Warhammer Historical Wargames Ltd.

ARE YOU CURRENTLY EMPLOYED OR WORKING AS A MODEL SCULPTOR?

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Here at Games workshop we are setting up a new and challenging project. **You may have seen our 28mm scale Thunderhawk Gunship, well we want to make more BIG STUFF!** Our aim is to create an exciting new range of large super-detailed figures in 90mm & 225mm scale.

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STARSHIP TROOPERS:

Here you have it – exclusive proof that Starship Troopers read White Dwarf. They're probably checking out Imperial Guard tactics and how to beat Tyranids. These two were spotted at IMP Comics in Mexico City.

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GAMES WORKSHOP HQ, WILLOW ROAD, LENTON, NOTTINGHAM

Black Library Open Day

12th July 1998 10am-4pm

The doors to the Black Library are thrown open for you to get a glimpse of some of the marvels contained within and the chance to take part in some really cool competitions.

- Meet many of the famous Warhammer Monthly and Inferno artists and writers.
- A fantastic display of original Warhammer Monthly comic art.
- What's the Story? Competition. Fill in the speech bubbles to make your own comic plot. We will publish the winner in Warhammer Monthly.
- See an amazing Warhammer 40,000 battle based on the the Blood Quest comic strip characters.
- The Black Demon Painting competition. Enter a Citadel Miniature painted and/or converted to represent any character from Inferno! or Warhammer Monthly. Max size 10cmx10cmx10cm.
- Play the latest Warhammer computer games.



- Bring along your converted miniatures and vehicles and the best will be photographed on the day for inclusion in the Citadel Journal.
- The Citadel Journal crew will be on hand to tell you how you can get your articles in the Journal.
- See amazing Black Library artefacts such as the Blood Angels Space Marines and the awesome Space Wolf Terminator armour.

Ticket price is only £5. Tickets and further details are available from our Mail Order Hotline on 0115 91 40000 or from your local GW store.

BLOOD BOWL® WORLD SERIES '98

To celebrate the re-release of Blood Bowl we're holding a day-long tournament of fantasy football on Sunday 14th June. There are under 15s and over 15s categories.

Ticket price is only £10. Tickets and further details are available from our Mail Order Hotline on 0115 91 40000 or from your local GW store.



GRAND TOURNAMENT '98

1st & 2nd August 1998. Tickets available soon.

CITADEL LEGENDS

Remember the first Citadel miniatures from the early '80s? Well, they're back! We've scoured our ancient moulds in search of the oldest Citadel Miniatures, many of which aren't even in our back catalogue, and are selling limited stocks in our Nottingham HQ store. We'll be changing the stock on a regular basis. Telephone the shop to see what they have available.

NOTTINGHAM HQ STORE

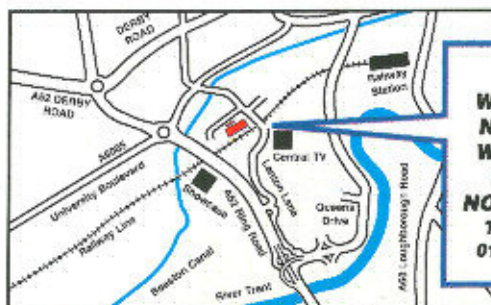
The store at our Nottingham HQ is open seven days a week and in addition to the full range of GW books, miniatures and games, you can also purchase any miniatures from our Mail Order service on the spot. In fact even if a model is not in stock, they'll find the moulds and cast some for you there and then!

Opening Times are: Mon-Fri 12 midday-6pm, Sat 10am-6pm, Sun 10am-4pm. Nottingham Games Club meets every Wednesday at our HQ's exhibition hall, 6-10pm.

MUSEUM

The Nottingham HQ store also offers guided tours of the GW Museum, where you can see the brilliant Games Day mega-displays and many games and miniatures from Games Workshop's early days. Please phone (0115) 916 8410 to check the museum is open before you visit.

The Museum will be closed at certain times during the early summer for refurbishment and expansion. Look out for details in a future White Dwarf.



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WARHAMMER

MAGIC REVISITED

by Rick Priestley



As devotees of Warhammer will know it's a couple of years since we published the latest version of the game together with the all-singing, all-dancing Warhammer Magic supplement. With that in mind I thought now would be as good a time as any to look again at Warhammer Magic, go over the most often asked questions and see what sagely advice our infamous panel of experts could come up with. So I herded a group of Warhammer experts into a small dark room and beat them with rubber hoses. I have to say this made me feel much better. The results of these interrogations have been compiled into this article.

WHAT'S IT ALL ABOUT

I have compiled the following list of amendments for Warhammer Magic by observing what players do and adopting 'best practice' in each case (i.e. by nicking any good ideas and immediately claiming credit for them). If you're going to use these amendments, and I'd strongly recommend that you do, then make sure all players are aware at the start of the game. Players who whisk out any kind of 'official ruling' half way through a battle and wave it under their opponent's nose deserve to be horse-whipped, tarred and feathered, barred from human company and sent to Skegness for their holidays. Jervis calls these kind of players 'competitive'. I have another word for them.

MAGIC ITEMS AMENDMENTS

The following Magic Items change as noted.

Armour of Brilliance is 'Bretonnians Only'.

Cloak of Shadows is 'Skaven Only'.

Sword of Justice is 'Empire Only'.

Sword of Teclis is 'High Elves Only'.

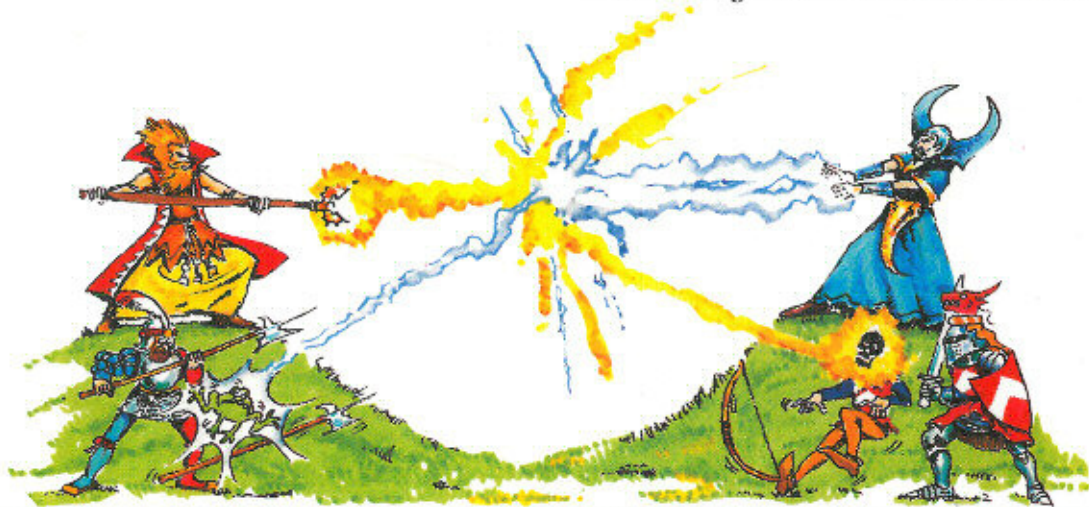
The Silver Seal is 'Empire Only'.

Executioner's Axe is 'Dark Elves Only'. In addition, the rule should read '...if any dice roll made to wound is a 6, the Executioner's Axe has killed outright, in which case no armour saves are allowed.' A 6 is required on the wound roll and not the hit roll as stated on the card.

Mork's War Banner. Wizards in contact with the unit are killed on the D6 roll of a 4 or more and not automatically as stated on the card. Make this roll as soon as the wizard touches the unit, and subsequently at the start of each of the wizard's turns if he is still touching.

The Forbidden Rod. Each time a spell is cast using the Forbidden Rod the bearer suffers D3 wounds on the D6 roll of a 4+ and the Forbidden Rod is exhausted. Once exhausted the Forbidden Rod cannot be used again... it is quite useless thereafter. The card should include the note 'Exhausted/D3 Wounds on 4+'.

The Book of Secrets. The reduction of the caster's profile should be at the opposing player's discretion and not the player himself. The enemy rolls the dice and decides which characteristics to reduce. If the wizard rides a horse, monster or chariot, reducing the rider's movement characteristic does not affect his movement. Once a characteristic has been reduced it cannot be 'healed' or regained - the caster has not taken wounds



but his base level characteristic has changed value permanently. Note that no characteristic can be reduced to '0' unless there is no other option – in which case players will inevitably choose wounds to 'kill' the caster.

Plaque of Dominion is 'One Use Only', you can only use it once per battle and not every turn as described on the card.

Cloak of Shadow. The Cloak cannot cover a chariot, machine or mount of any kind, and is therefore of use only to models on foot. Add the note 'Models on Foot Only'. This rule applies to all three 'cloak items' as follows.

Cloak of Mists and Shadows.

The Cloak cannot cover a chariot, machine or mount of any kind, and is therefore of use only to models on foot. Add the note 'Models on Foot Only'.

Cloak of Feathers. Is 'One Use Only' i.e. you can only use it once per battle and not every turn as described on the card. The Cloak cannot cover a chariot, machine or mount of any kind, and is therefore of use only to models on foot. Add the note 'Models on Foot Only'.

Aldred's Casket of Sorcery. The correct points value is 50 and not 25 as stated on the card.

Sword of Destruction. Chaos Rewards are not negated by magic effects that would normally negate magic items (as explained in Realm of Chaos). This is because many are physical attributes that can't strictly be cancelled out. However, the combination of Sword of Destruction and Chaos Rewards is horrible to contemplate. In this case Chaos Rewards are affected by the Sword of Destruction, and a character with Chaos Rewards cannot carry the weapon. The card should therefore read 'The wielder may carry no other magic items, not even Chaos Rewards, as they would be destroyed by the sword's power.'

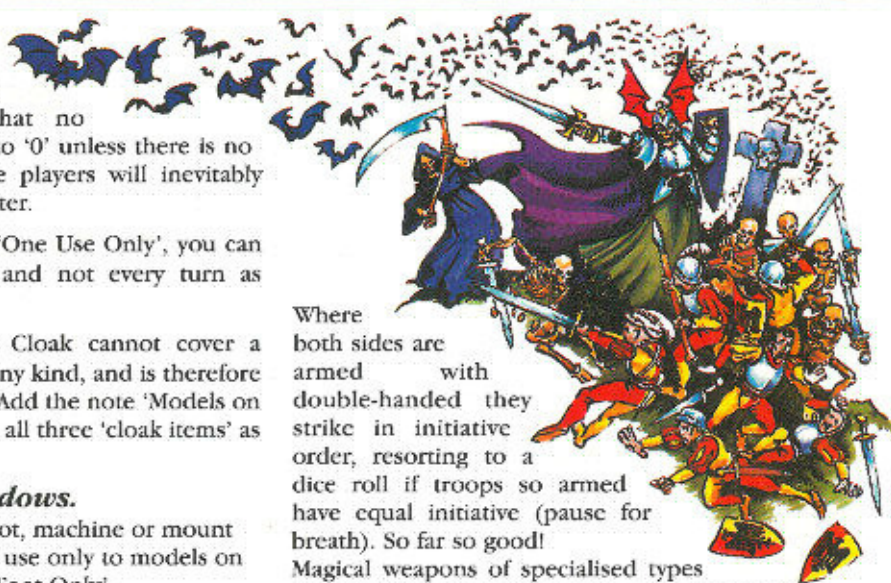
DWARF RUNES

The **Rune of Disguise** only works on a machine that is stationary. Once a machine moves the effect ends. There are two ways of representing this rune. The first way is to place the model on the table and announce to your opponent that it has the Rune of Disguise and can't be seen. The second way is to make a rough map showing where the machine is deployed, the machine is placed on the table in the position indicated when you wish to shoot or move. Both methods are equally acceptable but the latter is heaps more fun.

The **Rune of Burning** can be employed on any war machine that fires a shot including cannons.

AN ERUDITE NOTE ON STRIKE ORDER

As we all know, in normal circumstances units which charge will strike first. They are followed by units in initiative order. The exception to both of the above is that troops with double-handed weapons strike last.



Where both sides are armed with double-handed they strike in initiative order, resorting to a dice roll if troops so armed have equal initiative (pause for breath). So far so good! Magical weapons of specialised types (spears, halberds, flails, lances, etc) ignore all the rules governing normal weapons of that type. The rules on the card apply instead. These almost always incorporate the general weapon rule for that type although in some instances bonuses may be different to a normal weapon, eg the Star Lance is +3 Strength on charging not +2. The rules on the card are considered to be part of the special rules for that item even where these are the same as a normal weapon of that type. The rules are included on the card so that all of the weapon's qualities can be conveniently considered together without having to worry whether some apply or not in particular circumstances. For example, a character with the Star Blade lance charges a character with the Sword of Destruction.

Does the Star Blade Lance count as an ordinary lance?

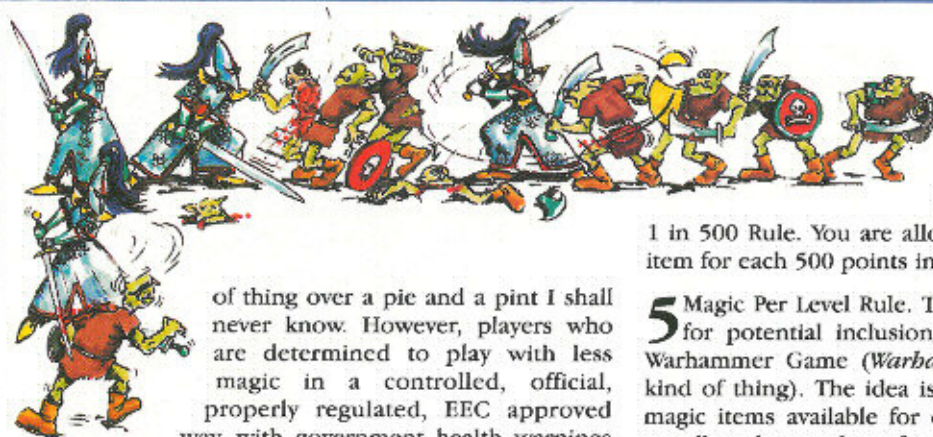
No – the lance simply can't be used.

All magic items which entitle the wielder to strike first take priority over the normal strike order – over chargers and initiative order. So, in the case of Goblins with double-handed weapons and the Bad Moon Banner they do strike first. In the case of a character with the Helm of Many Eyes and a normal double-handed weapon he does strike first.

Where magic items entitle both sides to strike first then the card usually includes a note to the effect that the highest initiative takes priority, resorting to a dice roll where this is equal. Consider this as a general rule in such cases.

SOME ADVANCED MAGIC RULES

A few of the players asked were keen to explain their ideas for cutting down the number of magic items allowed to the armies by the rules. This is difficult to do neatly because the numbers are enshrined in every Warhammer Armies book, the magic system, and so on. On the other hand there's nothing to stop players limiting the number of magic items available should they so wish. Unfortunately, many players obviously feel 'obliged' to tool up their characters on the grounds that their opponent is bound to do the same. Why players can't come to a gentlemanly agreement about this sort



of thing over a pie and a pint I shall never know. However, players who are determined to play with less magic in a controlled, official, properly regulated, EEC approved way, with government health warnings and all, might like to try out the various rules that follow. These ideas come from different players, so they are not necessarily compatible, but I've included them all the same.

1 One Item Rule. No character can have more than a single magic item. A unit can have either a magic banner (if permitted) or its champion can have a magic item, but not both.

This is a pleasantly brutal rule that cuts the number of magic items available at a single stroke! The big advantage here is that it removes the more dangerous and controversial combinations of magic items... because you never get combinations of magic items!

2 Veto Rule. A few players were vehemently keen to see the end to certain specific magic items (Black Gem of Gnar, Heart of Woe, etc). There is nothing wrong with these items (says he unflinchingly) only that they tend to appear over and over again and make the game predictable. When Jervis Johnson ran a recent Warhammer tournament he allowed players to remove magic items from the opposing army at the start of the game. A slightly modified version of this rule is given here.

Veto Rule. At the start of the game each player lays out his Magic Item cards. You can 'veto' up to 2 of your opponent's items. Vetoed items are removed and are not used in the game. The first item you veto will cost you 1 Victory Point (your opponent starts the game with a 1 point advantage) the second item will cost you 2 Victory Points. If you veto 2 items your opponent will therefore start the game with 3 Victory Points.

3 Dangerously Free-Thinking Radical Rule. This is strictly for players with a sense of humour. Remove all the magic items worth more than 50 points and all the race specific items from the deck. Shuffle and randomly deal 3 cards to each side - hard not to look I know, but it is possible! Unthinkable heresy for all you hard-nosed, competitive types... but very entertaining for dangerous free-thinking radicals. Adjust number of cards to suit tastes if you're feeling especially independently minded. Add the magic cards for the races which are fighting if you're in a revolutionary mood.

DFTR Rule. Choose armies without magic items. Randomly deal 3 non-race specific cards of 50pts or less to each player at the start of the game.

4 1 in 500 Rule. This limits the number of magic items but not their value, and it doesn't stop you combining several weapons onto the same character. Of

course you could also place a points limit and restrict characters to 1 item too! If you've really got it in for magic items you could go for the 1 in 1000 Rule.

1 in 500 Rule. You are allowed a maximum of 1 magic item for each 500 points in your army.

5 Magic Per Level Rule. This is a rule we're trying out for potential inclusion in a future version of the Warhammer Game (*Warhammer the Next Generation* kind of thing). The idea is to limit the points value of magic items available for different levels of characters as well as the number of items each character can have. Under the rule the combined cost of all a character's magic items must not exceed the totals shown below. This reduces the value of magic held by lowly characters, and cuts down the combinations of powerful items. Where units are permitted magic standards these are limited to 50 points.

MAGIC ITEMS PER LEVEL TABLE

Character	Number of Items	Total Cost Limit
Champion	1	25 pt
Hero	2	75 pt
Lord	3	125 pt
Wizard	1	50 pt
Wizard Champ	2	75 pt
Master Wizard	3	100 pt
Wizard Lord	4	150 pt
Unit Standard	1	50 pt
Army Standard	1	Unlimited

KNIGHTLY VIRTUES/DAEMON REWARDS

In Warhammer Tournaments we've organised at GW these have counted as magic items for purposes of vetoes. Whether they should be subject to additional limitations if the one item or magic per level rules are used is a moot point. We'll let you know on that one (if you don't let us know first that is). The current headcount is in favour of letting these stand as they are for now. Not often that the Bretonnians collude with the Dark Gods of Chaos is it? Sounds like corruption in high places to me. Nigel Stillman... Bretonnians, Tuomas Pirinen... Chaos. See what I mean! I of course have a High Elf army and am above this kind of petty squabbling... Oh no you're not... Oh yes I am... no you're not... yes I am... no you're not... yes I am... not...am...not...

WARHAMMER MAGIC

Some common queries promptly rounded up and dispatched...

Q I have the Executioner's Axe (always strikes last) and Helm of Many Eyes (always strikes first). When do I strike?

A Classic contradiction! The rule is that the two magics are of equal and opposite potency so sometimes one will win out and sometimes the other. So, roll a dice at the start of each combat round 1-3 you strike last, 4-6 you strike first.

Q If I double my attacks (eg frenzy, Spider Banner, Skavenbrew) what happens if I double them again. Can I double a double? If I have frenzy and Spider banner do I quadruple my attacks?

A No you can't double a double using magic, spells, frenzy or anything. The best you can get is a straight double. Anything on top of that has no effect.



Q Can I distribute hits from a Hydra Sword amongst several models or do all the hits have to be on one model?

A If a weapon multiplies hits then a single hit struck against a specific model becomes a multiple of hits against the same model. If you have several attacks you can split these between any targets in base contact, so you could inflict one or more hits on several targets before multiplying up each hit.

Q Is a shot from a Skaven Warpstone Jezzail considered to be magical?

A Yes it is. The same goes for all the Skaven warpstone weaponry including jezzails, warpfire thrower, assassin weeping blades, warlock pistol, poison wind globes, plague censers, and warp lightning from a Doomwheel.

Q Do I really have to take a Potion of Strength at the start of my own turn? Can I not take it at the start of either player's turn, the start of combat, etc?

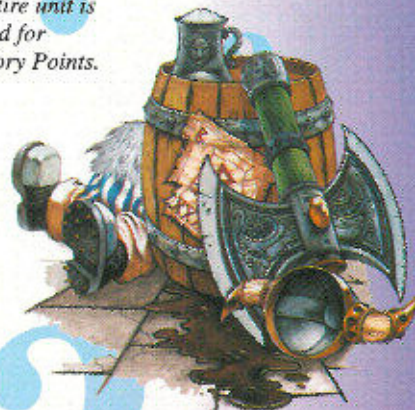
A Yes you really have to use it at the start of your own turn and not at any other time – not in the middle of hand-to-hand combat as players often do! At 10 points it's excellent value but the downside is you have to commit to using it at the start of your turn, which can mean you waste it (if you charge and your opponent flees for example).

Q I use the Black Gem of Gnarl to pin an enemy champion or another model in a unit. Can the rest of the unit move or is it locked in place because the champion cannot move.

A Once you use the Black Gem, the affected models are effectively removed from the game and are ignored. You might wish to literally remove them whilst the effect lasts – it makes no difference. The rest of a unit is free to move and fight normally. In the case of a champion or a trooper from a unit, this can mean he is stranded from his unit when the effect of the Black Gem wears off. Treat the model as a single character, but you must attempt to re-unite him with his unit if possible. He is ignored for calculating Victory Points – if the rest of his unit is destroyed the entire unit is deemed destroyed for purposes of Victory Points.

Q Is it mandatory to drink at least six pints of ale of a Friday evening?

A Only if both players agree.



THE CITADEL JOURNAL

CITADEL JOURNAL 26

WAAAGH! Dive into Citadel Journal 26 and see what all the fuss is about.

This issue features:

A new gang are vying for power in the Hive. Prepare to meet the 'Ash Nomads'.

Gav Thorpe's Kislevite Shaman for Warhammer Quest comes in from the cold.

Necrospare or Shakemunda? Brace yourselves for 'Romiet and Julio'.

More mad, manic Americans put the 'O' into obsessive, in 'Outriders'.

Can your Imperial Space Marines stem the Chaos advance, in 'The Caudrax Campaign'?

So you're a veteran Warhammer player, and you have an axe to grind? You have an Imperial Guard army that really kicks now that you've introduced your own special rules? You're part of a brilliant games club that deserves wider recognition? You've got all sorts of great ideas for converting miniatures, modelling terrain, running campaigns and tournaments? You want to see what other gamers are up to out there across the world?

Then pick up a copy of the Citadel Journal. It's written by Games Workshop gamers (that's you!) and is packed full of interesting, exciting articles and ideas from dedicated gamers.

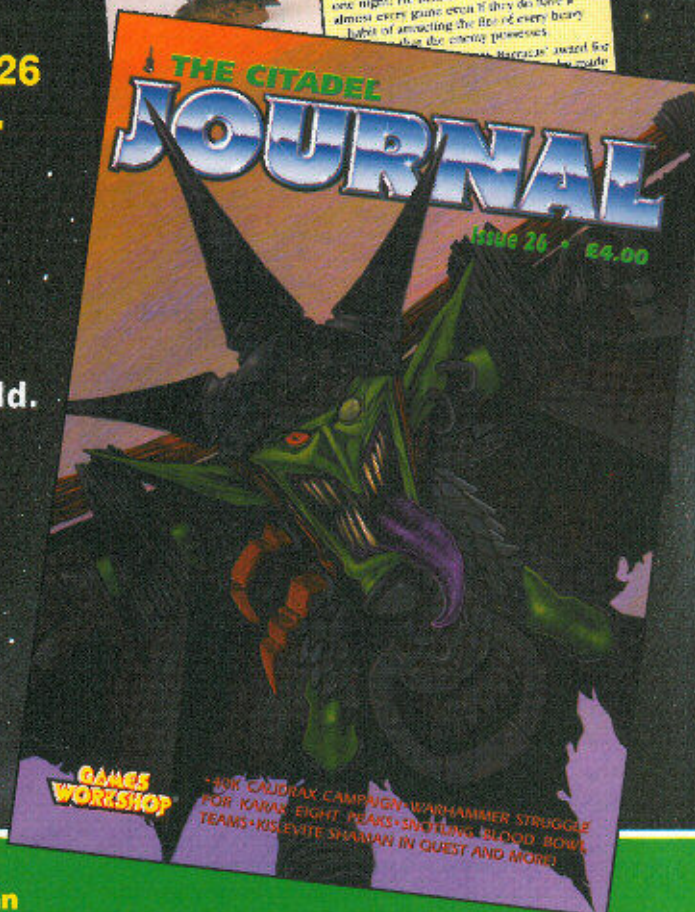
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Sista Slica and her Dreadnought by Neil Rutledge



BEAR WITNESS TO the latest inventions of the twisted genius, Doctor Death, Dr. Palahoy Mekaniak, extraterrestrial, his faithful servant, Sista Slica, and her battle Dreadnought are a terrifying sight to behold on any battlefield.

Neil brought these odorous creations to life after a particularly riotous and crazy dream brought on by too much ale and crazy music one night. He insists that he uses them in almost every game even if they do have a habit of smashing the floor every heavy



Write for the Journal!

Have you got any brilliant hobby ideas? Get your hands on a copy of a recent Journal and you'll see the sort of articles we are looking for. You'll need a copy of our submissions guide first, which you can get from:

The Citadel Journal

Games Workshop Publishing, Willow Road, Lenton, Nottingham, NG7 2WS

Or you can email us at journal@games-workshop.co.uk

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BOMMERZ

over da Sulphur River

by Andy Chambers



Waaagh! Dakka! Dakka! Dakka! is the only possible way to start this article. 'Bommerz' is our exciting new game of Orky bombing runs against the Imperial bridges on the Sulphur River. Skwadrun Leeder Chambers will be your guide for this look at the new game and its development...

Bommerz was most definitely a game born out of inspiration – a bizarre mix of miniatures, an Epic 40,000 scenario and watching too many war movies like 633 Squadron and the Dambusters. Ever since I painted up a few Fighta-Bommerz for my Epic 40,000 Orks I'd taken an inexplicable liking to them, and the Sulphur River scenario in Epic 40,000 mentions Fighta-Bommerz bombing strategic bridges spanning Desolation Valley on Rynns World. Couple this with war stories about pilots braving flak batteries, enemy interceptors and all sorts of other dangers to strike at some vital target and you've got Bommerz over da Sulphur River.

Sadly, good ideas are always a lot easier to come up with than ways to apply them. Nonetheless I liked this particular one enough to keep rolling it around in my head until one fateful night I had some practical inspiration and set to with paper and pencil crayons to create a board and some counters. I wanted to keep the game simple and fast moving so that you could play two or three times in quick succession, representing several Bommerz strikes and letting the players swap sides if they wanted to. I also needed to give the Bommerz pilots some tactics to decide between rather than simply having them chugging up the valley.

The best idea I could think of was to make it how fast the Bommerz moved. The faster they went the harder it would be for them to hit the bridges with their bombs, but in that case why should they bother going fast at

all? So the flak batteries protecting the bridges wouldn't shoot them down of course! Since the Orks' aircraft would be unpredictable beasts it seemed appropriate to let each plane roll two dice and then choose one of them for its speed. That way a lucky pilot would get a low roll and a high one on his two dice (say 3 and 5 for example) so he would have a choice of going slow or fast. An unlucky pilot can roll a double and be carried along exactly as Gork and Mork desire.

Naturally the Imperial player defending the bridges would need more to do than just sit around waiting for Ork bombs to start falling. So the Imperials got a number of

The game includes:

- 2 Imperial Thunderbolt Interceptors




- 4 Ork Fighta-Bommerz




- 8 Dice
- 6 Damage counters
- 12 Defence counters
- Full colour 3-piece game board

BOMMERZ OVER DA SULPHUR RIVER



extra flak batteries to position along the valley. To make sure the Bommerz couldn't simply speed past these extra batteries I also added in some rock spires and defence lasers which they would have to dodge past (they need to be moving slower to have a good chance of avoiding damage). At the start of the game the Imperial player draws a random selection of counters marked with these unpleasant surprises and places them faced down on the board wherever he thinks they will do the most harm to the Bommerz.



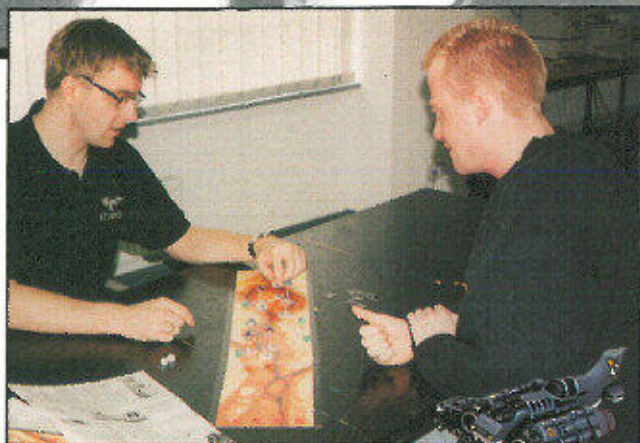
The first few games showed that the Imperial player still didn't have enough to do in his turn so I also added two Thunderbolt Interceptors into the mix of Defence counters he draws from. The Thunderbolts move in the same way as the Bommerz and can dogfight with them if they catch up. Having mobile defenders has rounded things out nicely

and made the game a lot tenser for both players. Since then I've played lots more games of Bommerz and managed to resist the urge to tweak it very much because I'm rather pleased with it. It's dangerous work for the Orks but the Imperials have to be careful about siting their defences to stave off the successive waves of Fighta-Bommerz.

The marvellous 40K-scale Fighta-Bommerz built for the Battle of Big Toof River led on to the idea of doing a big-scale participation game of Bommerz at the Warhammer Open Day. That was great fun and we may well take it along to Games Day later in the year.

Handwritten signature: #AND/C





Jim Butler and Torben Schnoor battle it out over Sulphur River.



Tracer rounds buzzed past the Fighta-Bommer like a swarm of fiery bees. Grubnatz hauled his controls forward and whacked the throttle wide open. Below, the snaking river and the canyon walls lurched up towards him at alarming speed. Ahead of him, Urgluk took a flak hit and smashed into a jutting rock spire, beyond that a slender arch of steel bridged the depths, with flak guns at either end of it spitting fiery death at the attacking Orks. Grubnatz' eyes were watering and the engines were thundering in his ears as he snapped back the controls to rocket straight towards the bridge, hitting the bomb release just when he thought he would smack straight into the thing. In a flash the bridge was behind him and he twisted his machine up and back to glimpse his bombs explode against the bridge. As he circled higher up the canyon the smoke cleared to reveal...

...the zoggin' thing was still standing! With a snarl Grubnatz gunned his engine and dived down for another go...

WARHAMMER MONTHLY

Starting this issue!

DAEMONIFUGE

Ephrael Stern, sister of battle

Plus!

The CURSE of DUBOIS

The dead await us

BLOODQUEST

The spaceship graveyard

TITAN

Gargant attack!

Enter the Black Library

This month's action packed Warhammer Monthly sees the start of Kev Walker's awesome new comic strip – *Daemonifuge*. Inquisitor Silas Hand is called to investigate dark and sinister events at the Convent Sanctorum. There he meets a battle sister seemingly corrupted by the taint of Chaos, locked away for years in a cell, the walls covered in her insane, some say daemonic, scribbling. She is Ephrael Stern, Sister of Battle.

Plus more mayhem and violence from *Bloodquest*, *Titan* and *The Curse of Dubois*.



WARHAMMER MONTHLY #4
OUT JUNE

THEY'RE BACK...

GAUNT'S GHOSTS



INFERNO!

TALES OF FANTASY & ADVENTURE



Issue 6

INFERNO! ISSUE 6 AVAILABLE NOW

GORUKAMORKA™

MUTIE ATTACK!

A Battle Report by Gav Thorpe and Paul Muller

This month we dragged together the two creators of Digganob, Gav Thorpe, who penned the rules, and Paul Muller, sculptor of both the Diggas and the Muties, to fight a battle between Paul's own Digganob, Da Mashers and Gav's Muties, the Brethren of Magod.



Paul Muller
(Digganob)

Paul Muller: Da Mashers

After a quick warm-up against Adrian Wood's Morkas, Fat Bloke deemed my fledgling gang ready to face the might of the Muties. I had my reservations. After all, my opponent was to be Gav Thorpe, author of Digganob. This might put him at a slight advantage!

Having never played against a Mutie gang before, they were something of a unknown quantity to me in gaming terms. This much I did know – they're fast and they have funky weapons.

DAY OF THE BATTLE

We were playing a straight forward 'We Woz 'Ere Furst' scenario. I organised my trukks, bearing in mind that my Digganob and Burt the yooof could prove temperamental due to headwounds. My plan? Grab the loot, get the hell out!

GORUKAMORKA™									
BATTLE REPORT: Da Mashers (Digganob)									
BATTLE REPORT: Gav Thorpe (Muties)									
NAME	HP	MP	SP	SK	WE	WEAPON	WEAPON TYPE	WEAPON EFFECT	WEAPON COST
Da Masher 340	4	4	4	4	4	Green Dragon, Red, Red, Green, Red	4	4	4
Da Masher 340	4	4	4	4	4	Green Dragon, Red, Red, Green, Red	4	4	4
Da Masher 340	4	4	4	4	4	Green Dragon, Red, Red, Green, Red	4	4	4
Da Masher 340	4	4	4	4	4	Green Dragon, Red, Red, Green, Red	4	4	4
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Da Masher 340	4	4	4	4	4	Green Dragon, Red, Red, Green, Red	4	4	4
Da Masher 340	4	4	4	4	4	Green Dragon, Red, Red, Green, Red	4	4	4
Da Masher 340	4	4	4	4	4	Green Dragon, Red, Red, Green, Red	4	4	4
Da Masher 340	4	4	4	4	4	Green Dragon, Red, Red, Green, Red	4	4	4
Da Masher 340	4	4	4	4	4	Green Dragon, Red, Red, Green, Red	4	4	4
Da Masher 340	4	4	4	4	4	Green Dragon, Red, Red, Green, Red	4	4	4
Da Masher 340	4	4	4	4	4	Green Dragon, Red, Red, Green, Red	4	4	4



Paul's mob, Da Mashers

DIGGANOB

MUTIE RAIDERS

Cursed and twisted by the billowing gases and pall of radiation that spread across the desert after the space bulk crashed, the Muties have come to loathe the greenskins and the Diggas who mimic them. They quest out from the deepest desert in their holy war against the Orks, and in their eternal search for the technology of their ancestors.

Muties don't have vehicles at all and instead have vicious scaly beasts, which carry them vast distances across the desert. In battle, the Muties are fast and manoeuvrable, attacking isolated pockets of the enemy and annihilating them completely.



Seeker armed with jezail and glaive



Unk armed with glaive



Keeper armed with arqueba



Snaga armed with arbalest



Unk armed with demilume



Snaga armed with caliver

Gav Thorpe: The Brethren of Magod



Gav's gang, the Brethren of Magod



*Gav Thorpe
(Mutie Seeker)*

RESENTER QUIRON

Of the three new Oddmobs in Digganob, I think the Muties are my favourites. The idea that outwardly they are the most repellent inhabitants

of Angelis, whilst inwardly they are the most noble and human, gives them a very deep character with lots of opportunity for exploitation and expansion. Not only that, but their totally unique character (having no vehicles at all, for example) means that they play very differently on the battlefield. Small wonder, then, that I was keen to show off their prowess in a White Dwarf battle report...

A Mutie mob will never rival the size of the other mob types, they simply cost too many teef each. It's very tempting, when you're starting a Mutie raiding party, to go overboard on getting lots of snazzy weapons, armour and grenades. It's not all that difficult to spend your 100 teef on the minimum of three warriors. This can be a bit of a gamble - if you lose one of your warriors, the amount of your lost investment may prove unrecoverable. Also, by only having a really small raiding party, you maximise the enemy's advantage of numbers and you will find it difficult to fight with flexibility on the battlefield. For these reasons, I wanted to get four or even five Muties in my mob.

THE PLAN

After rolling on the Muties Scenario Table, I had a choice of picking from a selection of different scenarios, including Da Trap and Convoy which allow the Muties to surprise the enemy and grab their scrap. However, I decided to keep things simple and opted for *We*

Woz 'Ere First! Which would pitch my Muties and Paul's Diggas into a bitter fight over scattered piles of scrap. Right from the start I decided that I couldn't match the numbers of the Diggas and that running around trying to pick up scrap would leave me exposed and out of position – far better to give Paul's mob a thorough kicking and then pick up the abandoned scrap when he bottled out... I deployed after Paul had set up his mob, opting to put my Seeker (with his powerful jezail) and the Snaga (with the caliver) opposite his mob. They would take some long range shots at his truks, with the hope that they could do some damage, or even destroy or immobilise them. The other raiders were set up ready to gallop towards the central tower to take advantage of the cover it offered and to stop the Diggas getting all of the scrap too easily.

[illegible]

WE WOZ 'ERE FURST

Da Battle Map

GAUS RAIDING PARTY BRETHREN OF MAGOD

- | | |
|------------------------------------|---------------------|
| 1 Seeker
Resenter
Oviron | 2 Snaga
Vaxillus |
| 3 Keeper
Protector
Ignatious | 4 Unk
Limoriah |
| 5 Unk
Buthus | Scrap |

DIGGA TURN 1

The Diggas raced forward in their trucks. As they passed one of the scrap counters, Neville the Digga Shaman leapt from the back to grab it, while the truck waited for him to board next turn. The other truck sped forwards, churning up the sand with its tyres. As the truck thrust past the ruined tower, Vince, one of the Digga-Boys, leapt nimbly from the back, grabbing the scrap and continuing his run to hide amongst the rocks. Steadying his kannon against the hull of his truck, the Digganob fired at the distant Snaga, getting a lucky hit. The solid shell slammed into the Mutie, inflicting a wound, which punched through the Snaga's armour. Fortunately for the Mutie, the force of the hit must have been reduced at such extreme range, as it only inflicted a Flesh Wound. With that single shot ringing out, the Diggas' turn ended.

MUTIE TURN 1

Seeing their hated enemies, the Muties shouted their battle cry and spurred their

ghastly mounts forward, kicking up a cloud of dust. The degenerate traitors of the Pyramids could not be allowed to roam unhindered across the Muties' domains. Punishment must be exacted!

The Mutie Seeker, Resenter Oviron, and the wounded Snaga moved forward slowly, tracking the approaching Trucks with their weapons. To their left, the Unks and Keeper galloped forward, heading for the Digga-Boy who had leapt from the cover of his vehicle to skulk behind the rocks. Oviron set his jezail to maximum power and pulled the trigger. With a gout of vented steam, the ancient weapon misfired! Luckily, Gav passed the required ammo roll and no further harm was done, though the Seeker would have to wait a turn before firing again, as the plasma chamber of his jezail recharged.

Vaxillus, the Snaga, returned fire at the Digganob's truck, getting one shot from his caliver. The beam of energy sliced towards the truck's wheels, but failed to

PAUL'S MOB - DA MASHERS

- | | |
|-------------------------------|----------------|
| 1 'Da Truk' driven by Dennis | 3 Burt Weepyun |
| 6 'The Masher' driven by Dirk | 4 Vince |
| Digganob Da Masher | 5 Verruca |
| Shamen Neville | |
| 2 Derek | |

cause any damage. With a look of dismay, the Snaga realised that the weapon's power cell had been drained dry by the first shot, and he was out of ammunition for the rest of the battle! Protector Ignatious levelled his arqueba at the approaching truck and let rip. As the arqueba loosed a bolt of ravaging energy towards the target, a sudden malfunction detonated the power feeds, causing the gun to blow up in his hands and inflicting a flesh wound on the Seeker! The shot impacted on the truck's engines, causing the outright strut to snap, immobilising the vehicle – so the turn was not a complete disaster.

Limoriah the Unk shot his caliver at the Digga-Boy amongst the rocks, hitting him with a single shot. Vince was punched off his feet by the blast – going down and dropping the scrap he was carrying. Like Vaxillus's caliver, the Unk's weapon had also run out of ammo with that one shot. Gav began to muse

AMMO ROLLS

The Seeker's gun blowing up was totally unnecessary! A Seeker is allowed to ignore the first failed ammo roll he makes (which would have stopped me having to roll to see if the arqueba blew up) but I forgot about this at the time. Doh!



As their truck bounced and leapt over the undulating desert, the Diggas scanned the horizon for signs of scrap to scavenge. Their Digganob, The Masher, stood up in the front seat, shielding his eyes against the glare of the blazing twin suns. "Keep watch, Boyz, dis is Mutie country..." The others shifted nervously,

gripping their weapons tight and peering into the distance for signs of attack. The glimmer of sun on metal sparkled over a dune, and the mob headed for it, eager for the loot. Just as they crested another dune, the wind carried a haunting, wordless noise that struck fear into the Diggas' hearts – a Mutie hunting cry!



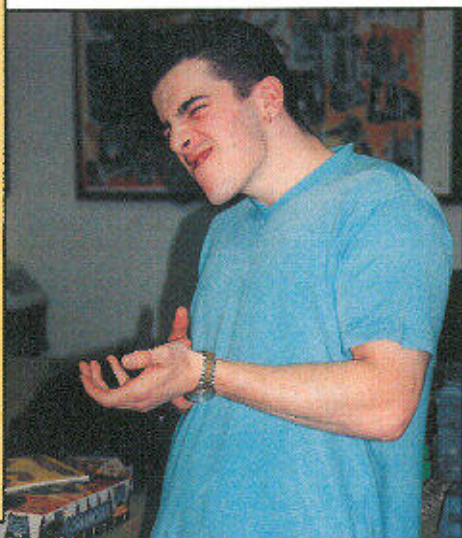
whether some kind of battery-eating virus had broken out amongst the raiding party's equipment. After one round of shooting, the Muties had two weapons out of ammo, one blown up and another recharging after a misfired shot! It would be down to the vicious hack and slash of close combat to decide this fight, which suited the Muties just fine...

DIGGA TURN 2

The Muties were almost upon the Diggas, fiercely brandishing their weapons and shouting defiantly. "Give 'em everyfing you've got!" ordered Da Masher. Every weapon was levelled at the closing Muties, ready to unleash a devastating volley of fire.

Bundling his scrap into the truck, the Shaman boarded the Masher and shouted for the driver to get going. As the Diggas on board prepared to fire, the truck thrust towards the Muties, bringing the crew into point-blank range. The other Diggas followed their Nob out of the back of their immobilised truck and into the rocks, grabbing what scrap they could on the way. Vince crawled slowly away from the Muties, collapsing in a panting heap next to his leader.

With a thunderous roar, the Diggas opened fire. The combined volley of blunderbuss, shoota and slugga-fire drove back one of the Unks and wounded the Seeker, knocking him from the saddle. Pulling a krak stikkbomb from his belt, Da Masher shouted out, "Swallow this!" and promptly flung the bomb directly behind him, where it landed in the sand, hissing dangerously – if anyone approached close to the misfiring stikkbomb, there was a chance it would detonate in their face!



Every weapon is levelled at the closing muties (Paul also helps out by shooting Gav).

Grimacing with pain, Vince pushed himself up into a kneeling position. "Don't worry boss, I'll be alright" he promised through gritted teeth.

MUTIE TURN 2

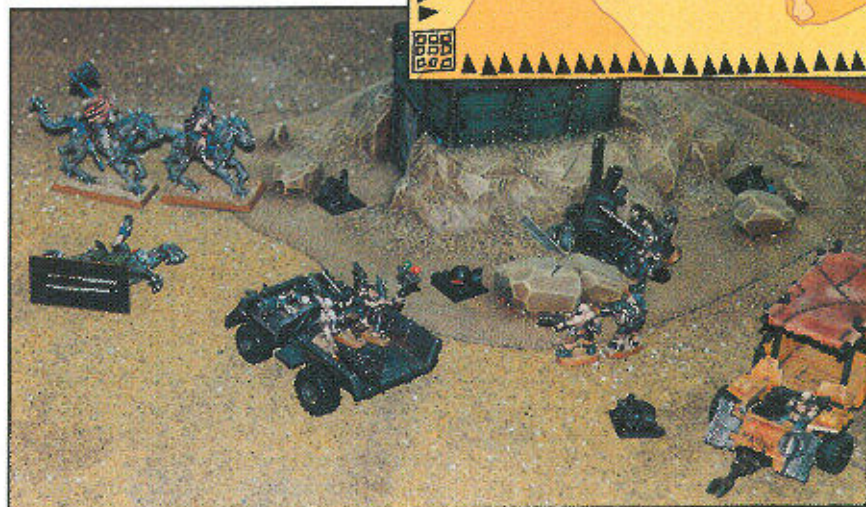
Oviron drew his glaive from its scabbard and held it over his head. Bringing the saw-toothed weapon down in a swinging arc, he signalled the charge and urged his steed forward. As one, the Mutie beasts leapt forwards, taking their riders into a vicious melee.

Without exception, the entire Mutie raiding party charged! The Seeker and Snaga rode up alongside the mobile truck, hacking away at the crew with their weapons. Amongst the rocks, the Unks drove their

mounts forward; Buthus cut between the Digganob and injured Digga-Boy, swinging his demilune in gleaming arcs while Limoriah drew his glaive and charged the Digga driver who had dismounted.

Knives are not the best weapon to use against an enemy on a truck, but Vaxillus managed to cause a flesh wound on the Digga-Yoof who was fending off the attacking Mutie. Oviron fared even better in his duel with Neville the Shaman, his glaive inflicting a solid blow that sent the Shaman toppling from the truck to the desert floor.

The Diggas made good use of the cover afforded by the rocks. Attacking with his demilune, Buthus swept the blade of his weapon across Vince's chest, sending him tumbling to the ground again. However, before the Unk could



The whole Diggamob gathers its firepower to blast the Muties, but only manage to down the Keeper and push back the Unks!



finish off the unfortunate warrior, the Digganob was in his way. Da Masher managed to land a blow on Buthus, but the Unk's thick skin and solid muscles proved impervious to harm. Limoriah was also caught off guard as he tried to hack with his glaive at the Digga driver lurking behind the rocks. Fortunately, the unnatural toughness of the Unk saved him from injury.

DIGGA TURN 3

The Muties were in amongst the Diggamob now, whopping and shouting, swinging their arcane weapons around their heads. Seeing that escape was impossible, the Diggas threw themselves at their enemies, their faces twisted in bestial snarls, their weapons glinting in the bright light of the morning suns. Paul quickly came to the conclusion that trying to get away from the Muties now would be hopeless

– there was no way he could outdistance them on foot and he only had one of his trucks left mobile. Instead, he launched an all-

numerous gashes and cuts across the Digganob's chest. As Da Masher dropped his axe and fell to his knees, Buthus brought his demilune around in a wide arc that sent the Digganob sprawling, spilling blood into the dry sands.

Clutching the jagged wound in his side, Neville propped himself up against the wheel of the stationary truck, trying to ignore the pain. With a rattling breath, he fell unconscious from blood loss, sliding sideways onto the ground in a small plume of rippling dust.



out attack, hoping that he could settle the matter once and for all!

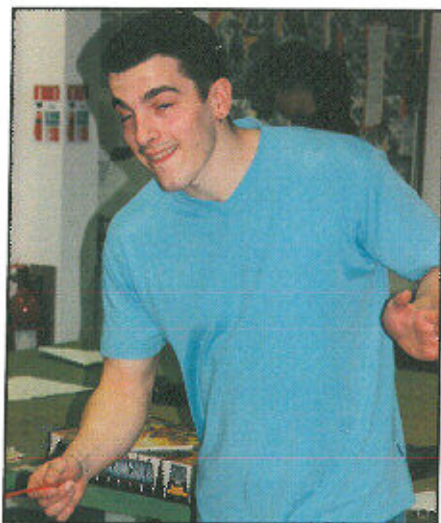
The two Digga-Yoofs and the driver of the truck that had been attacked leapt out, trying to pull the Snaga from his mount and bludgeon him to death. Picking his way through the swirling combat, the driver of the Masher grabbed some of the unheeded scrap before loosing off a shot at the Mutie Keeper who was trying to get away across the scorching sands. He emptied the last of his shoota's clip into the downed Mutie, without any particularly useful effect, other than to vent some of his frustration...

Incensed by the injury caused against him by the Snaga, Burt Weedyun the Digga-Yoof hurled himself at his enemy, smashing him to the ground with a flurry of wild blows from his club (he hit the Mutie no less than seven times!). Unable to protect himself, the Snaga curled into a ball and was promptly beaten unconscious by the angry Diggas. Limoriah urged his mount to leap over the intervening rocks between him and his prey. The startled Digga was too slow to stop the powerful Unk smashing him aside with his glaive, the whirling teeth of the weapon ripping through his flesh and causing him to faint. Da Masher gripped his axe tightly and swung at the Unk attacking him. However, the skilled Mutie easily moved aside from the blow and replied with a storm of attacks from his demilune, opening up

One unlucky dice roll, and the battle would be over... Unfortunately for Paul, Gav managed to pass his Bottle test and keep the Mutie raiders in the fight. The Muties pressed home their attack, engaging the Diggas in close combat where they could. Seeker Oviron steered his mount around the back of the abandoned truck and rode into the midst of the Diggas hunched over the unconscious Paxillus. Limoriah, his glaive dripping with Digga blood, spurred his mount forward into the other Digga driver who had foolishly left the protection of his truck. Holding his demilune low, Buthus ran down the Digga-Boy who was crawling away through the rocks, finishing him off with a sweep of the long blade.

Despite having the advantage of the charge, Limoriah only managed to land a single blow upon his adversary, and that was insufficient to cause any harm. Resenter Oviron's attack was more devastating, his glaive carving apart the Digga with a whirl of lacerating blows. Away from the main fight, Protector Ignatious recovered his senses and remounted his steed, ready to attack once more.

Seeing the Muties running riot everywhere, the few remaining Diggas opted to flee while they could. Paul decided that discretion was the better part of valour and voluntarily bottled out before he lost anyone else – and who could blame him?



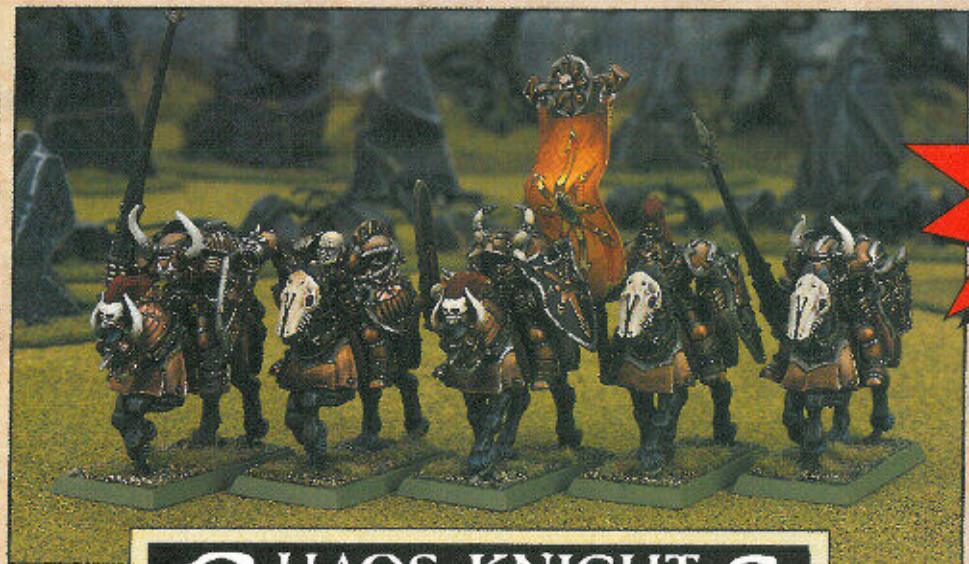
When his Yoof takes down Gav's Snaga, Paul breaks into a song and dance routine.

The best way to recruit forces for your Chaos army

WARHAMMER

REGIMENTS

Minifigures designed by Ay Morison and Dave Andrews.



CHAOS KNIGHTS REGIMENT

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WARHAMMER Realm of Chaos

Mortals beware, for the most terrible Champions of Chaos have ventured forth intent on the destruction of those daring to stand against their dark masters...

Last month we released Champions of Chaos, which chronicled the most powerful Chaos Champions. This month we introduce two of these disciples of doom: Archaon Lord of Chaos Undivided, and Khazrak the One-Eye and his huge Chaos Hound, Redmaw. Redmaw is not alone however, as the hideous Chaos Hound packs have also emerged from the Chaos Wastes, hungry for blood.

ARCHAON, LORD OF CHAOS UNDIVIDED



Archaon is leader of the Swords of Chaos, the most powerful Chaos Warrior warband to scour the Northern Wastes. He carries the Mark of the Chosen One, setting him apart as the chosen champion of Chaos Undivided.

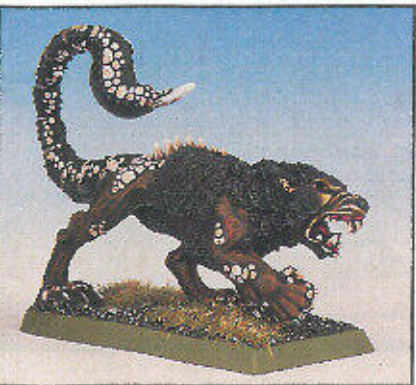
Tirelessly challenging those unfortunate warbands he crosses, Archaon wields the most potent of magic items: the Eye of Sheerian, the Armour of Morkar and the Slayer of Kings. Pray to whatever gods you hold dear that you don't cross his path.

KHAZRAK THE ONE-EYE & REDMAW



Khazrak is the Beastlord of Drakwald Forest and is one of the most fearsome in history.

He is an expert at raising Chaos Hounds, and the gigantic Redmaw fights at his side. Khazrak wields the dreadful barbed lash, Scourge, which is capable of flaying great chunks of flesh from the bones of even the hardest opponents.



CHAOS HOUNDS

Hounds of Chaos are wolf-like creatures who are marked with hideous mutations such as two or even three heads, horns, long tusks, scorpion tails and other such dreadful aberrations. Both Beastmen and Chaos Marauders raise these savage canines for war.

TACTICA IMPERIALIS



Nick Davis

This month is a bit of a cracker if you're an Imperial Guard Colonel, what with the release of all those lovely heavy weapons, the Sentinel and the Command Tower. Well we're not the sort of blokes to let up on a good thing, so here is veteran Imperial Guard commander Nick Davies, with his view on how to get the best from your Guardsmen.

I've always enjoyed using the Imperial Guard on the battlefield. It has something to do with the diet of *Battle* comics and old war movies that I grew up with. Besides, when the new Imperial Guard models came out I knew I just had to get them.

The Imperial Guard are always more of a challenge to play compared to other Imperial troops such as the mighty Space Marines. The poor old guardsman is truly the unsung hero of the Imperium. To be fair, you cannot expect a great deal from a guardsman: he doesn't have the unshakeable faith of a Space Marine, he carries a flashlight for a weapon and virtually everything he faces has better weapons or is tougher. However if that guardsman brings along a few of his mates, adds some tanks for support, bolsters his morale with grim faced Commissars and courageous Imperial Officers, he becomes very deadly indeed.

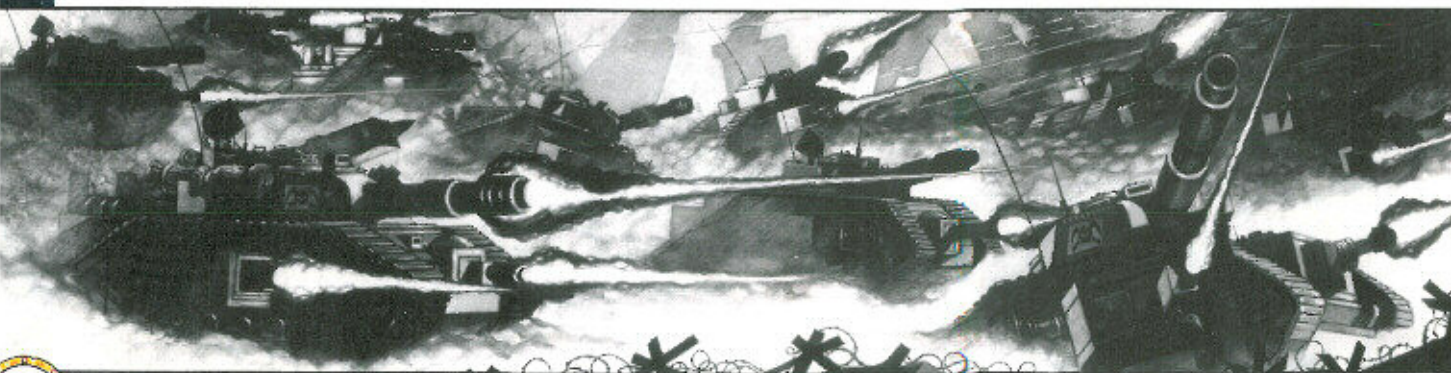
Playing on your Weaknesses

The biggest problem for the Guard is their lowly strategy rating of 2. I think only Tyranids set up before them. This means all the rest of the 40K races set up last and usually go first, leaving you helpless for a turn except to react to enemy fire. To minimise casualties you can set up your troops behind cover and they can begin the game in hiding if you wish. You should also keep your troops within 12" of their respective command sections. I've found that if you set up in the centre of your table edge and don't try to cover every inch of the table, your opponent will mirror your set up the majority of the time. If you keep your vehicles off the table edge for a turn, not only do you protect them from fire, but you can make full use of the

Preliminary Barrage rule. The Preliminary Barrage is the strongest weapon you have against other armies' speed. Target the largest concentration of troops within your command section's line of sight and place all your barrages in the same place. This will maximise your chances of hitting and if you're lucky you can ruin your opponent's plans before he even starts.

"What about those lasguns?" I hear you ask – well I'm the first to say that they are not the greatest weapon in the 40K universe. There are times when you will feel that your troops would be more effective with popguns and you will envy the easy stopping power of the bolter, but the lasgun is not the worst weapon you could have. I always choose a platoon of men (that's about thirty to thirty-five men) for the core of my army. This core always concentrates its fire on one threatening squad or character. They will all fire on that target until it is dead and only then do I pick another target. However much the humble lasgun is scoffed at by your opponent, point twenty or thirty lasguns at his prize squad or character, and he soon changes his mind.

As for close assaults, the Imperial Guard are not all that bad. They can certainly give Orks Boyz and Eldar Guardians a run for their money, although against heavily armoured targets such as Space Marines and Aspect Warriors it's best to give ground and fire your guns at them. If all else fails, place your troops on Overwatch and your opponent may think twice before assaulting you. You can also fight fire with fire by bringing along your own combat specialists. Rough Riders excel at assaults and with their hunting lances they are the equivalent to a Space Marine Captain when they charge, but for sheer, unreasonable destruction and staying power, the best choice has to be Ogryns.



Choosing an Imperial Guard army

When picking an Imperial Guard army I always choose a minimum of a platoon of infantry squads to give me a good solid core. I then choose the Command section to go with this core. I also make sure that the command section has a comm-link, so it is able to call down a barrage or two during the game. I've found that this little item often stops the enemy in its tracks.

The platoon of men and its Command section form the bare bones of my army – now it's time to give it some flesh. The first thing is the HQ unit to lead them. I'm a great believer in the spirit of the game (a belief that has lost me more than a few battles) and unless I have a company of troops on the table I normally just choose a Captain for my HQ unit. As far as I'm concerned, anything smaller than a company is beneath the notice of a Colonel. The HQ unit has a comm-link and I always give the Captain a *refractor field* for extra protection. For his second allocation of wargear I usually give him an *auxiliary grenade launcher*, which is very useful, especially when loaded with krak grenades.



Adrian despairs as his Ork horde is blown away by Nick's army

If I have the points to spare I try to squeeze in a second platoon of men. This time they are mostly heavy weapon squads, one with all heavy bolters and one with missile launchers or lascannons. The third squad though would still be an infantry unit in case the enemy got too close. The command section that leads this platoon would normally have only move and fire weapons such as grenade launchers and a heavy weapon. This platoon forms my firebase, around which the rest of my army deploy.

To finish off my army I choose the more fancy stuff, such as Ogryns, tanks and Ratling Snipers. It's adding these additional units that can dictate your style of play. I almost always take at least one Leman Russ (two if possible) as this is a more flexible vehicle compared to the more specialised Hellhound. Any additional choices are added depending on my opponent, for example against Orks I would take Ogryns and against Space Marines I would take more tanks.

Veterans

Veteran abilities add a little spice to your army, but they alone will not win you the battle. One of my favourites is the *Grizzled* ability which I normally give to my HQ units or command sections. With any Guard unit within 12" taking tests from them, it is important that they don't Break.

Another favourite of mine is *Freedom Fighters* for Ratling Snipers. With the terrain piece they've set up in booby trapped it becomes more dangerous for your opponent to flush them out. If possible give *Hardened Fighters* to your close assault units as this can make them absolutely lethal in combat.

Of course you can load up your squads with *Dead-Eye Shot*, *Slick Crew* and even *Stealthy*. But I feel that this destroys the main strength of the Guard which is numbers. A few well placed skills are all you need to bolster your fighting strength.

Brutal & Sneaky

The Imperial Guard has access to Ogryns and Ratling Snipers, both of which serve a specialised role within the army. Lets start with my favourite – Ogryns.

These are awesome shock assault troops that can go stomping through virtually any battleline. When closing with the enemy, keep firing the deadly ripper gun; at close range it hits automatically with 2 Sustained Fire dice. This can tear straight through lightly armoured troops such as Orks. If you spend a turn hosing down the enemy with these deadly guns it should be easy to smash them when you charge.

Ratlings have to be a lot more sneaky. They can infiltrate right up to the enemy deployment zone. Place them so they can see an enemy elite unit and try to keep them in cover. Then keep firing at this unit until they are all dead or until all your Ratlings are dead (I once wiped out an entire unit of Warp Spiders). This can

force your opponent to spend a huge amount of time hunting down your snipers or he can ignore them and watch his prize unit fall to their guns.

Tanks

There is nothing I can say about tanks that has not been covered by Ian Pickstock in the *Armoured Brutality* article in the Imperial Guard Codex. Just try to avoid getting your vehicles assaulted and use your infantry squads to advance with them. Try not to zoom off to the other side of the battlefield unsupported unless all the threats to your tanks have been knocked out.

One thing I have found out is that if you use your tanks like pill boxes, staying in one place and concentrating your fire, it doubles their effectiveness in battle and can keep them safe from harm for the entire game.

Hammer & Anvil

This is a tactic that I use time and time again against a number of opponents. I split my army into two parts. I mount a couple of squads in Chimeras and support them

Nick Davis' 95th Cadian Rifles Imperial Guard Regiment (The Revenants)

Nick shared his thoughts on using the Imperial Guard in battle earlier this issue and here's the army he's lovingly collected over the years...

The first 95th joined the rebellion on Gideon IV and was believed destroyed during the final moment before the planet was sucked into the warp. Since the rebellion the number ninety-five was considered cursed. However the 95th was raised again for a campaign on Galthomer III which was infested with Orks. As the world supported a mix of climates, several regiments joined the 95th. The initial planetfall was a disaster and the Orks were able to destroy several transporters. With his original command almost destroyed Colonel Fiess

joined with the remnants of the other surviving regiments. He renamed them the 'Revenants' and finding themselves cut off from the Imperium he led them in a successful resistance against the Orks for over a year. When additional reinforcements finally arrived in the shape of Space Marines from the Star Eagles Chapter, they reclaimed the world for the Imperium.





Above: Captain J. Tarrant and his Command HQ of the Cadian First Company.

Right: The Battle Standard of the 95th Cadian Rifles. Guardsman in green dress uniform.



95th Cadian Rifles Imperial Guard Regiment - (The Revenants)

Regimental Command HQ - Colonel J. Fines + Commissar Yerrick & Primaris Psyker Lord
(Regimental Command in green dress uniforms)
Colour Sergeant A. Bull, Medical Officer D. Kildurn
Regimental Support - "Ogre"
Company 1 Command HQ - Captain Captain J. Tarrant
(Chaos Warrior figure) + Commissar Byron & Primaris Psyker Master
Company 2 Command HQ - Catachan Captain A. Schwarz
Commissar Heise & Primaris Psyker Master

Platoon 1 - 95th Cadian Rifles

Command Squad - Lieutenant N. Pike
Tac-Squad
Tac-Squad
Tac-Squad - Chimera
Additional Unit
Demolisher
Rolling Snipers
Storm Troopers
Sentinel Squad

Platoon 2 - 95th Cadian Rifles

Command Squad - Lieutenant S. Green
Tac-Squad
Heavy Squad
Heavy Squad
Additional Unit
Bastard
Griffin
Valkyrie Mortar Squad

Platoon 3 - 5th Mordian Grenadiers

Command Squad - Lieutenant E. Lawrence
Tac-Squad (Armoured Cavalry - Dark Green) - Chimera
Tac-Squad
Heavy Squad
Additional Unit
Rolling Snipers
Storm Troopers
Leman Russ 1

Platoon 4 - 22nd Praetorian Rifles

Command Squad - Lieutenant L. Pellythe
Tac-Squad
Tac-Squad
Platoon 2 - 32nd Tallarn Pathfinders
Command Squad - Lieutenant A. Akbar
Tac-Squad
Tac-Squad - Chimera
Heavy Squad
Additional Unit
Leman Russ 3
Storm troopers - Chimera

Operating Imperial Agents

Confessor Fax
Preacher Gm
Missionary Hanz

Platoon 1 - 31st Catachan Rangers

Command Squad - Lieutenant T. Savaris
Tac-Squad
Tac-Squad
Heavy Squad
Additional Unit
Ogryns
Leman Russ 2
Helhound

Platoon 2 - 32nd Tallarn Pathfinders

Command Squad - Lieutenant A. Akbar
Tac-Squad
Tac-Squad - Chimera
Heavy Squad
Additional Unit
Leman Russ 3
Storm troopers - Chimera
Arbitrator Squad - Pax Judicial
Penal Legionnaires - Jagged
Human Bomb - absorbed



with at least a Leman Russ and if possible a Hellhound. These units are then placed in reserve – these are my hammers. The remaining troops are placed in a defensive position near the centre of the table edge, hopefully behind something hard and heavy. This will create a strong firebase for me to operate from – these are my Anvils. Your opponent will normally get the first turn and will advance towards your firebase, throwing a lot of firepower at it. Just grit your teeth and dig in (you didn't buy that *Grizzled* skill for nothing). When your second turn begins, bring on your hammers on your opponents weakest flank. Get your troops from the Chimeras into a strong defensive position and use the Tanks to support them. Your opponent will then find himself fighting on two fronts and in the middle of a crossfire. All you have to do is sit tight and keep pouring firepower at him. After a couple of turns and a bit of luck, your opponent's forces should be quite weak and you can then start a steady advance towards them.

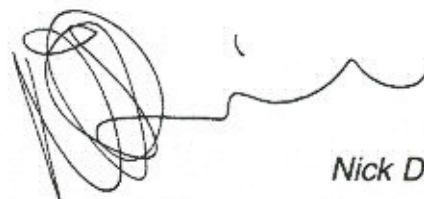
Creeping Advance

This is quickly becoming a favourite tactic of mine and I have found it can complete those missions like Take & Hold and Dawn Raid, both of which the Guard are not very good at.

I've found that Ogryns are very useful for this tactic. When setting your troops up, place the Ogryns near the front (still try to keep them in cover) – don't worry too much about them, their high Toughness and multiple Wounds make them ideal for absorbing enemy firepower. Buddy up your infantry squads, so when one advances the other can give covering fire and visa versa. Then start a steady advance towards the enemy, try to keep everything in a line (including your Tanks) and when the enemy gets close use your Ogryns for the close assault and back them up with an infantry squad. With the enemy kept busy, use your remaining guardsmen to capture the objective or break into the enemy's deployment zone.

Sign off

Well I hope some of my advice helps. Remember the Imperial Guard's main strength is its numbers. Now grit your teeth, dig in, place your faith in your guardsmen and they will not let you down... Have fun.



Nick Davis

HEAVY WEAPON THUNDER!

This month, each Imperial Guard regiment has its numbers bolstered by the arrival of new heavy weapons teams, that will leave the enemies of mankind running for cover!

These reinforcements mean that each regiment has access to all the heavy weapons in Codex Imperial Guard. Ready... FIRE!



Jungle Fighters of Cataphacti autocannon and mortar teams



Cadian Shock Troops mortar team



Cadian Shock Troops lascannon team



Mordian Iron Guard missile launcher team



Mordian Iron Guard autocannon team



Tallarn Desert Raiders heavy bolter, mortar and lascannon teams



Valhallan Ice Warriors missile launcher team



Valhallan Ice Warriors autocannon team

COLLECTING AND PAINTING WARGAMES ARMIES

Nothing looks as great as two well-painted armies of Citadel Miniatures about to clash in battle across a dramatically modelled wargames table. This useful new sourcebook is full of ideas and inspiration to complement its companion volume "How to Make Wargames Terrain". Taken together they form an exciting introduction to the fantasy wargaming hobby as well as providing inspiration for veteran gamers.



'Collecting and Painting Wargames Armies' has been developed with the assistance and co-operation of many gamers, painters and army collectors, far too numerous to mention. Suffice it to say that our thanks go to all of you for your sound advice and insightful hints, tips and theories on how best to go about collecting and painting a wargames army. The book has evolved out of many conversations (and often many a beer!) at Games Workshop tournaments and conventions over the last couple of years.

The armies featured in the first part of the book are merely a selection of the dozens we looked at, but each one illuminates one or more points about how to go about collecting and painting an army for Warhammer or Warhammer 40,000. Some people want to get an army out on the table straight away and go for the simplest of paint jobs. Others spend hours and hours, shading and highlighting each model to create a resplendent horde.





Between these two poles there are the rest of us – gamers who love to fight battles with model soldiers and for whom painting an army is a challenging, rewarding and inspiring part of the hobby. For us, as we paint new regiments for Warhammer or squads for Warhammer 40,000, it's as if we get to know the miniatures and models in front of us, and by the process of painting them they become our own! The final part of the book can be thought of as a technical appendix.

All painters use techniques – drybrushing, colour washing, highlighting, etc. All of these are best learnt by *doing*. What we wanted to provide in this book was an insight into the range of painting techniques, and how they are used by miniature painters to create the effects of light, shade and texture on their models.

Painting an army is not a simple task, it is part of a creative and ultimately satisfying hobby. As you progress and develop your skills, you'll find that with patience, practice and persistence, your efforts will be handsomely rewarded.



Is your army different from the norm in some way? Or do you have any painting tips/techniques that would help painters or gamers worldwide? Why not send us a photo of your army? We all love to see a well turned out force and you never know we may even want to see more of yours here at the GW Studio!



WELCOME TO THE JUNGLE



Jeremy Jenkins explains his passion for collecting armies, as well as his strange obsession with plastic bonsai trees...

The wonderful Lizardman army that Jeremy has collected and painted features a number of truly stunning conversions. How did he put together such an impressive looking force and why did he choose Lizardmen? Jeremy explained (with a perfectly straight face) that the reason was that they were the only

Warhammer race he hadn't already collected an army for!

Once we'd all gotten over our respective bouts of envy, Jeremy explained further: "At first I thought about collecting an army made up entirely of Skinks, but in the end there were so many other cool models I decided what the hell - I want them all!"

he thinks would work well tactically in the army. Because he has collected so many models over the years, Jeremy has developed his own particular style and approach to painting. "To begin with I just stick to layers of flat colour that get progressively lighter. All it takes is two layers of paint to create a shaded look."

It has to be said that if you apply enough different layers of flat colour, the results can be very impressive. As a final touch,

The composition of Jeremy's armies is decided as much by what he feels like painting as what

WARHAMMER ROSTER SHEET										JEREMY'S LIZARDMAN ARMY		Notes	Purch Value
Models/Unit	M	VS	SS	S	T	W	I	A	Ld	Spd			
Slam Mage-Priest	4	3	2	4	4	3	2	3	8		Army Battle Standard, Javelin of Xanath, Banner of Sorcery	215	
14 Temple Guard	4	4	0	4	4	1	2	2	8	3+	Shields, mace, Standard of Striking	329	
Saurus Hero	4	5	0	5	5	2	3	4	9	2+	Lion armor, shield, Pattern of Strength	95	
Steppadon	6	2	0	7	8	8	2	4	5	6	4+	Jaguar Standard	268
7 Skinks	6	2	3	3	2	1	2	4	1	6	5+	Standard Bearer, Mutilator, Special Character	280
5 Skinks	6	2	3	4	2	1	4	1	6	3+			
Cold One	6	3	0	4	4	2	2	6	3	7	2+		
East-Hulst Horned One	6	4	5	4	4	3	2	6	3	7	2+		
15 Skinks	6	2	3	3	2	1	4	1	6	8+	Standard, Mutilator & Short bow	85	
Skink Hero	6	4	5	4	3	2	6	3	7	8+		52	
Kroqigor	6	3	0	5	4	3	1	3	8			45	
23 Skinks	6	2	3	3	2	1	4	1	6	8+	Standard, Mutilator & Short bow, Short bow	125	
Skink Champion	6	3	4	4	2	1	5	2	8	6+		21	
2x Kroqigor	6	3	0	5	4	3	1	3	8			90	
15 Saurus	4	3	0	4	4	1	2	3	4	5+	Tower, Standard & Mutilator, Light armor, shield & Blue of Saurorad Iron	272	
Saurus Hero	4	5	0	4	5	2	3	4	9	3+		105	
7 Skinks	6	2	3	3	2	1	4	1	6		Short bow and colored arrow	38.5	
TOTAL												2,000.5	





Jeremy's Inxi-Huizni conversion, using a Skink Javelineer, a Dark Elf Cold One, and the collar and tail of a Flesh Hound of Khorne.

Jeremy gives his models a coat of gloss varnish, but with a twist of ingenuity. "I add some ink to the varnish, so that when I paint it on, the mixture acts as an ink wash as well as a coat of gloss."

Using this unique way of painting, Jeremy manages to crank out

armies at a fair old pace. For example, he painted his great looking Saurus Temple Guards in a single day!

Jeremy also likes to convert his models. His Stegadon with a

Next on Jeremy's list of things to do for his army is a conversion of the special character Lord Mazdamundi, using a Stegadon, a Slann Mage-Priest, and an awful lot of modelling putty! We can't wait to see how it turns out!

"Trimnings from plastic bonsai trees make really good spiky jungle bushes!"

scratch-built howdah and his own version of Skink Hero Inxi-Huizni both add plenty more character to the army. He also likes to make his own scenic bases. "I've used stones, sand etc., but my favourite are trimmings from plastic bonsai trees. They make really good spiky jungle bushes!"



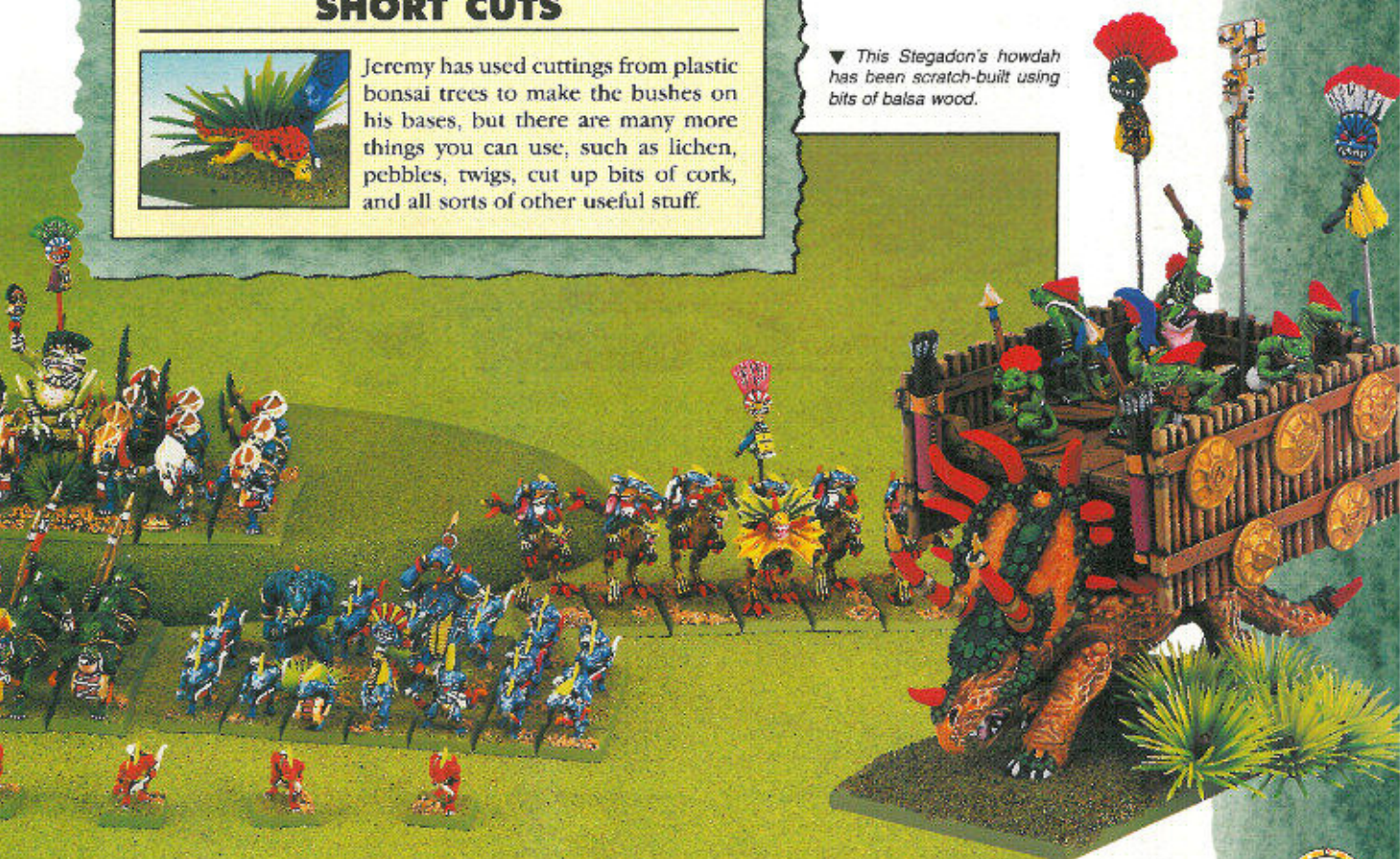
▲ One of Jeremy's Kroxigor.

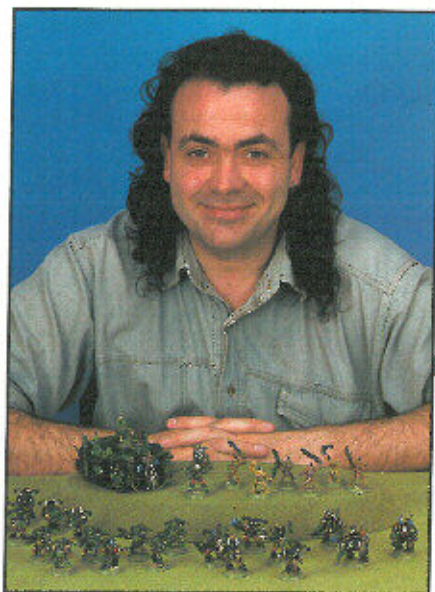
SHORT CUTS



Jeremy has used cuttings from plastic bonsai trees to make the bushes on his bases, but there are many more things you can use, such as lichen, pebbles, twigs, cut up bits of cork, and all sorts of other useful stuff.

▼ This Stegadon's howdah has been scratch-built using bits of balsa wood.





PLAGUE RIDDEN

We caught up with Iain Miller after the Warhammer 40,000 Tournament and chatted about the recent face-lift he'd given to his Chaos Nurgle army.

Iain has always liked Chaos, and even chose a Chaos fleet for the Man O' War game. When the new range of models for Warhammer

40,000 Codex Chaos began to be released, he started to replace all his old figures. "I prefer the spiky baroque image of

Chaos Space Marines to that of an Imperial Space Marine. I find Chaos models more fun to paint too."

The plastic Nurgle Chaos Marines were the first models Iain began to paint from the new range, and he thought they were the best Citadel plastic models he'd seen at the time. "I didn't have a plan

to begin with, but as time went by, the army just seemed to get more 'Nurgly'."

Iain is continually expanding the army and thinks it will eventually reach about 2,500 points. This will be more than enough troops to give him lots of tactical flexibility. The models you see below were the ones used in the



◀ Iain's Army Icon Bearer. The glyph he's designed for the banner appears in many other places throughout the army, such as on the shoulder pads of his Nurgle Marines, and on his Chaos Predator.





◀ Iain's superb Chaos Space Marine Predator. He's used all sorts of spare parts from plastic and metal models, such as Nurglings and sword blades, to make his Predator look really unique.

1997 Warhammer 40,000 tournament and they represent just a few of his many years of collecting Chaos miniatures.

Iain says he suffers from the hobbyist's disease of buying something new before the last thing is finished. "If I didn't buy anything for the next two years I'd still be painting what I've got now!"

As for the colour scheme, Iain usually paints one model from each unit before he starts on the

rest. This way, he's sure the colours are going to be OK before he commits himself to painting too many models.

So what will Iain paint next? "I think this army is pretty well balanced, so I won't change it drastically. I just want to reinforce it a little with a few more squads. Then there's my Imperial Guard to carry on with, then onto some Bretonnian Knights. Hmmm, so much to do, so little time!"

WARHAMMER 40,000 PRINTER SHEET											IAN MILLER'S PLAGUE MARINES	
Models/Unit	M	WS	BS	S	T	W	A	I	Ld	Sr	Notes	Points Value
Chaos Lord	4	7	7	5	20	3	7	3	10	3+	Mark of Nurgle, Frenzied Wargear Act, Shield of Flux	196
3 Terminators	4	5	5	4	45	1	5	1	9	3+	Power Armour, One has a Power Plant, One has a Chainsword	252
4 Veterans Champion	4	5	5	4	45	1	5	1	9	3+	Chainsword & Chain axe, Mark of Nurgle, Chainsword and Power Plant	156 90
8 Marines	4	4	4	4	4	1	4	1	8	3+	One with a Flamer, One with a Melt Plasma gun	217
6 Plague Marines Champion	4	4	4	4	45	1	4	1	8	3+	One with a Melt Plasma gun, Mark of Nurgle, Terminator field, Melt Plasma pistol	216 96
8 Plaguebearers	4	5	5	4	3	1	6	2	10	4+		210
Chaos Predator	-	-	-	-	-	-	-	-	-	-	Any, Ruler sprayer, Tech-Locked Luminators, Ruler, Terminator, Ruler	170
TOTAL											1,545	



SENTINEL!

by Rick Priestley

Not content with the release of all those lovely heavy weapons teams, the Imperial Guard are being reinforced further this month by the release of the Sentinel scout walker. Striding across the battlefields of the 41st Millennium its assault cannon blazes a deadly trail into the heart of the enemy force...

Although the role of reconnaissance is usually fulfilled by the swift Rough Riders, some regiments prefer to put their trust in mechanised walkers known as Sentinels. When used in sufficient numbers, these scouting machines can also be used to make lightning strikes against weak enemy positions. These hit and run attacks have been used to great effect in many campaigns over the millennia.

The Sentinel is a lightly armoured one-man scout and insurgency vehicle. It is employed in a reconnaissance

role and also as a close support vehicle in small actions. For its size and weight it is well armed with a deadly assault cannon, but its lack of substantial armour makes it unsuitable for massed vehicle combat.

The Sentinel is a walker type vehicle. Its cleverly articulated legs enable it to stalk quietly through dense undergrowth whilst permitting an impressive burst of speed over open territory. It walks with a strutting motion and its small, finely balanced cockpit is stabilised with complex gyroscopic sensors.



A Sentinel joins a Cadian Shock Troop squad as it scouts ahead of the main Imperial force.

IMPERIAL GUARD SENTINEL

VEHICLE DATA

M	WS	BS	S	I	A	LD
8	3	3	4	3	2	7

CREW:

1 IMPERIAL GUARDSMAN

RAM VALUE:

STRENGTH 7

D6 DAMAGE

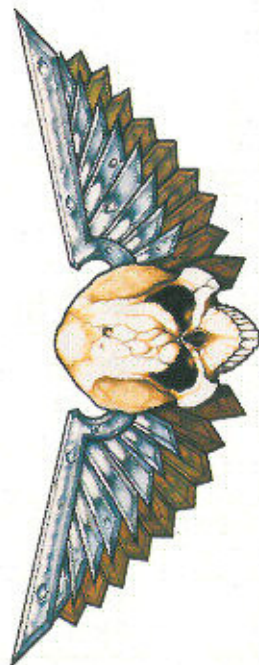
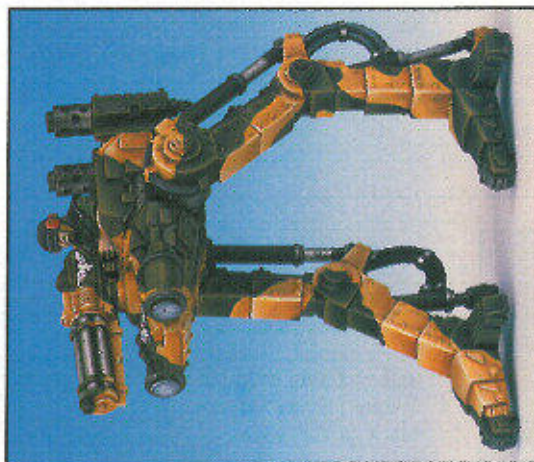
-3 SAVE

WEAPONS:

The Sentinel is armed with an assault cannon with a targeter and has a 90° field of fire to the front.

WEAPON DATA

WEAPONS	RANGE	TO HIT	SAVE	ARMOUR	PENE.	SPECIAL
Assault cannon	0-12	12-32	+1	-	8	D10 -3 D6+D10+8 Sustained fire 30



POINTS COST: 75 points

D6	Location	Front / Side	Rear
1-2	Legs	15	15
3	Assault Cannon	15	15
4-5	Body	15	15
6	Imperial Guardsman	See below	

D6 Leg Damage Table

- The Sentinel's leg holds, but the force of the blow slows it down. The Sentinel may not move in its next turn.
- The Sentinel is knocked sprawling. It staggers D3" in a random direction, colliding with anything it moves into.
- 4 The leg is seriously damaged. The Sentinel may now only limp 1D3" per turn.
- 5-6 The leg is blown off and the Sentinel crashes to the ground. It may not move or attack for the rest of the game, and is effectively destroyed.

D6 Weapon Damage Table

- The assault cannon is jammed or partially damaged and can only be used if you first roll a 4+ on 1D6.
- 2-5 The assault cannon is destroyed.
- 6 The assault cannon explodes, killing the Imperial Guardsman and effectively destroying the machine.

D6 Body Damage Table

- The Sentinel's controls are damaged making it difficult to control. The Sentinel may only move or attack if you first roll a 4+ on 1D6.
- 2-3 The shot penetrates the body and hits the Imperial Guardsman, killing him instantly.
- 4-6 The Sentinel's engine explodes, killing the Imperial Guardsman and causing D3 Strength 6 hits with a -2 save modifier on all models within 3".

Rider Damage Table

Roll to see if the Imperial Guardsman is killed using the normal shooting rules. He has a Toughness of 3, 1 wound and is wearing flak armour which confers a 6+ saving throw. If the Imperial Guardsman is killed, the Sentinel moves out of control for one turn and then collapses to the ground.

HOW TO PAINT A LIZARDMAN SAURUS

Martin used the following equipment:

1. Polystyrene cement, PVA glue and modelling flock.
2. White undercoat and matt varnish sprays.

3. Citadel Paints: Enchanted Blue, Chaos Black, Burnished Gold, Skull White, Lightning Blue, Blood Red, Codex Grey, Goblin Green, Blue Ink and Brown Ink.

1 My first job was to stick the Saurus together and clean off any mould lines with a file. The gaps in the base were filled with Blu-Tac, but plasticine or any other modelling putty would do just as well. I undercoated the model with white spray, including the shield, which I left on the sprue to give me something to hold on to and because it would be easier to paint the front of the Saurus. You could use white paint for the undercoat, but sprays are quicker, and give a nice, even coat. The fleshy areas (except for the belly) were painted with Enchanted Blue, thinned-down with a little water so that it would cover more easily. As I would be painting over the other areas, there was no need to worry about being neat and so this stage was very quick.



2 I shaded the flesh by painting Blue Ink over the areas I had covered in Enchanted Blue. This ink wash was also applied to the white belly, making it a paler shade of blue than the rest of the skin. If you paint several models at a time (I usually paint between five and ten), you'll find that if you do one stage on all the models, by the time you are ready to do the next stage, the first model is already dry. The scales and all the rest of the detail were painted Chaos Black, and the shield, the bracelet and the axe head were painted with Burnished Gold.



3 To highlight the skin, Lightning Blue was painted onto the raised areas. The best way to do this is to make sure you only have a little paint on your brush, and just flick the tip over the area you want to highlight. You will find that the paint catches the raised areas, and brings out the detail really well. Don't worry if the effect is a little uneven; you won't notice this once the model is on the tabletop. I also painted a little Skull White onto the raised parts of the belly, leaving blue in the recesses. At this point I glued on the shield, repainting the areas where it was removed from the sprue, with a little more Burnished Gold. Then the base was painted with Goblin Green.

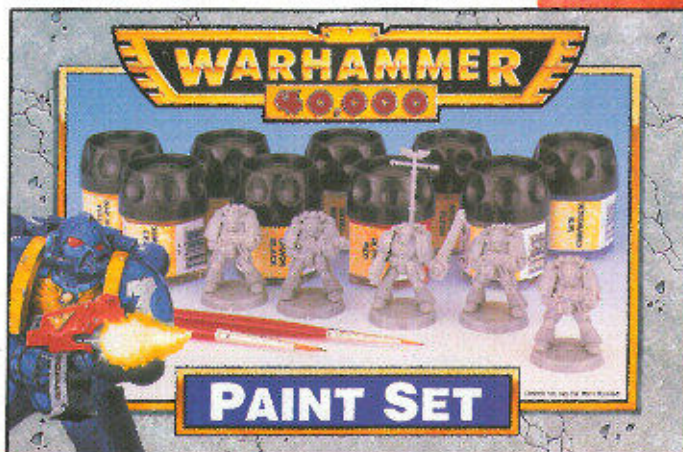


I would be quite happy to field a regiment painted to this standard, as I could always add the final details later.

4 The final detailing consisted of painting the horns, teeth and claws Skull White, leaving a little black at the edges to make them stand out. I painted the eyes and tongue Blood Red (if you want them to be really bright, try painting them white first). Then the gold areas were shaded by painting over with Brown Ink, to give a beaten, aged effect. Finally I painted a little Codex Grey onto the edges of the black scales, to help them stand out from the skin. I painted a little watered down PVA glue onto the top of the base and dipped it into modelling flock. Finally, I sprayed on a light coat of Matt Varnish to protect the model from the rigours of battle. It was now ready to carry out the wishes of its Slann Mage-Priest masters.



PAINTS & INKS



The new Warhammer and Warhammer 40,000 paint sets are in the shops now. Both sets include a brush, a selection of nine paints, five plastic Citadel Miniatures to paint, plus a handy guide about painting Citadel Miniatures.

Although put together specially for the beginner in mind, each set represents a great selection of core colours for all painters.

They also herald the release of a complete new 75 colour range of Citadel paints. For the last year, Mike McVey and members of the Games Workshop painting team have been testing and developing them, concentrating on their colour, covering properties, drying time and durability. Now what we consider to be the best acrylic miniature paints in the world are ready for you to use. Over the page is a full breakdown of all the new colours, arranged for ease of highlighting and shading.

WARHAMMER PAINT SET

- Blood Red
- Bestial Brown
- Enchanted Blue
- Two Paint Brushes
- An introductory guide to painting Citadel Miniatures
- Skull White
- Sunburst Yellow
- Elf Flesh
- Five plastic Lizardman Saurus warriors
- Chaos Black
- Goblin Green
- Chainmail

WARHAMMER 40,000 PAINT SET

- Blood Red
- Snakebite Leather
- Ultramarines Blue
- Two Paint Brushes
- An introductory guide to painting Citadel Miniatures
- Skull White
- Bad Moon Yellow
- Bronzed Flesh
- Five plastic Space Marines
- Chaos Black
- Dark Angels Green
- Boltgun Metal



This month sees the release of the whole range of new formula Citadel Paints. We think they are the best acrylic miniatures paints in the world. To help you paint your army we've drawn up the chart below, which will help you shade and highlight the new colours.

COLOUR	SHADE	HIGHLIGHT	COLOUR	SHADE	HIGHLIGHT
 SCAB RED		RED GORE	 VERMIN BROWN	DARK FLESH	LEPROUS BROWN
 RED GORE	SCAB RED	BLOOD RED	 LEPROUS BROWN	SHAKEBITE LEATHER	
 BLOOD RED	RED GORE	BLAZING ORANGE	 DWARF FLESH	VERMIN BROWN	BRONZED FLESH
 BLAZING ORANGE	BLOOD RED	FIERY ORANGE	 BRONZED FLESH	DWARF FLESH	ELF FLESH
 FIERY ORANGE	BLAZING ORANGE	GOLDEN YELLOW	 ELF FLESH	BRONZED FLESH	PALLID FLESH
 GOLDEN YELLOW	FIERY ORANGE	SUNBURST YELLOW	 PALLID FLESH	ELF FLESH	SKULL WHITE
 SUNBURST YELLOW	GOLDEN YELLOW	BAD MOON YELLOW	 NAUSEATING BLUE		LICHE PURPLE
 BAD MOON YELLOW	SUNBURST YELLOW	SKULL WHITE	 IMPERIAL PURPLE	NAUSEATING BLUE	LICHE PURPLE
 SCORCHED BROWN		BESTIAL BROWN	 LICHE PURPLE	IMPERIAL PURPLE	WARLOCK PURPLE
 BESTIAL BROWN	SCORCHED BROWN	SHAKEBITE LEATHER	 WARLOCK PURPLE	LICHE PURPLE	TENTACLE PINK
 SHAKEBITE LEATHER	BESTIAL BROWN	BUBONIC BROWN	 TENTACLE PINK	WARLOCK PURPLE	SKULL WHITE
 BUBONIC BROWN	SHAKEBITE LEATHER		 MIDNIGHT BLUE		REGAL BLUE
 VOMIT BROWN	BUBONIC BROWN	BLEACHED BONE	 STORM BLUE	MIDNIGHT BLUE	ULTRAMARINE BLUE
 BLEACHED BONE	VOMIT BROWN	SKULL WHITE	 REGAL BLUE	MIDNIGHT BLUE	ULTRAMARINE BLUE
 DARK FLESH		VERMIN BROWN	 ULTRAMARINES BLUE	REGAL BLUE	LIGHTNING BLUE

SHADE & HIGHLIGHT: Recommended colours to be used when shading and highlighting the relevant colour. Where no colour is indicated, we recommend you add some black to the relevant colour to create a shade, or some white to create a highlight colour.

CITADEL INKS (13 COLOURS, INCLUDING BLACK)

	YELLOW		FLESH		RED		PURPLE		SKY BLUE		GREEN
	ORANGE		CHESTNUT		MAGENTA		BLUE		DARK GREEN		BROWN

COLOUR	SHADE	HIGHLIGHT	COLOUR	SHADE	HIGHLIGHT
	ENCHANTED BLUE	REGAL BLUE		LIGHTNING BLUE	CODEN GREY
	LIGHTNING BLUE	ENCHANTED BLUE		ICE BLUE	FORTRESS GREY
	ICE BLUE	LIGHTNING BLUE		SKULL WHITE	FORTRESS GREY
	HAWK TURQUOISE			SHADOW GREY	CHAOS BLACK
	DARK ANGELS GREEN			SPACE WOLF GREY	SHADOW GREY
	SNOT GREEN	DARK ANGELS GREEN		GHOSTLY GREY	SPACE WOLF GREY
	SCORPION GREEN	SNOT GREEN		BOLTGUN METAL	NONE
	BILIOUS GREEN	SCORPION GREEN		CHAINMAIL	NONE
	SCALY GREEN			MITHRIL SILVER	NONE
	JADE GREEN	SCALY GREEN		TIN BITZ	NONE
	VILE GREEN	JADE GREEN		SHINING GOLD	NONE
	GOBLIN GREEN	SNOT GREEN		BURNISHED GOLD	NONE
	CAMO GREEN			BEATEN COPPER	NONE
	ROTTING FLESH			BRAZEN BRASS	NONE
	CHAOS BLACK	NONE		DWARF BRONZE	NONE

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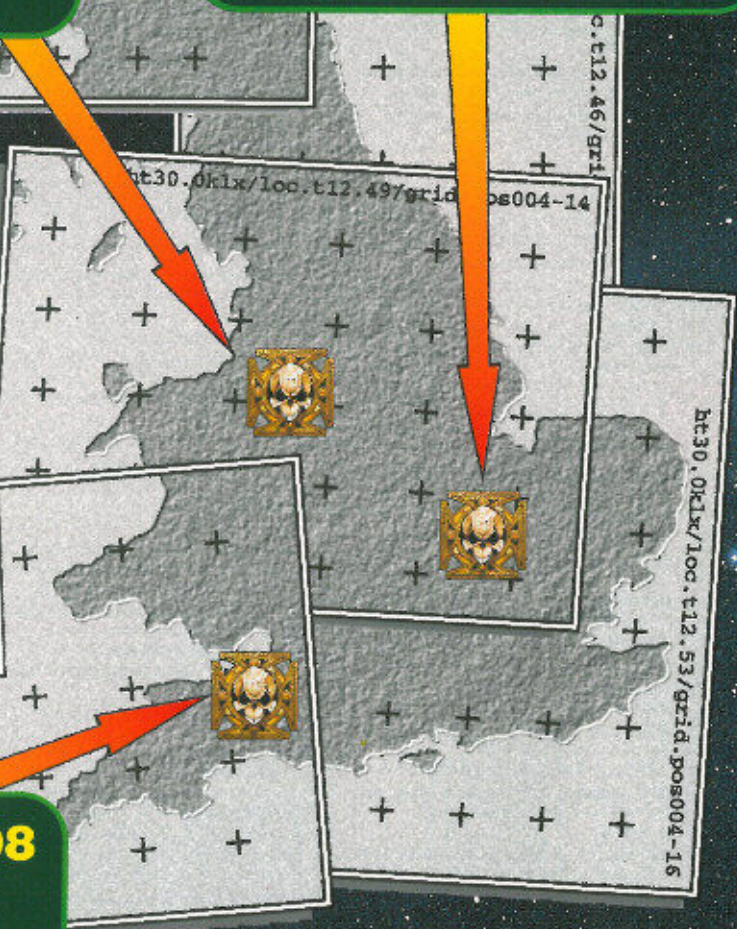
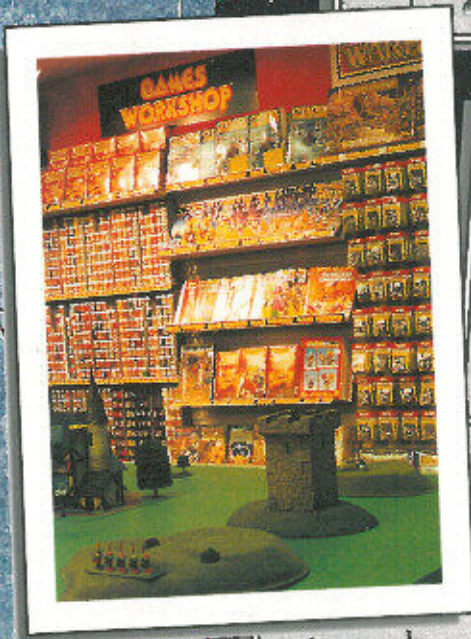
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GAMES WORKSHOP®

NEWCASTLE

GARY WARRINER'S DARK ANGELS



▲ This squad of Space Marine Scouts best illustrates one of Gary's most characteristic modelling themes used throughout his entire army. One of the original home worlds used to recruit warriors for gene-seed implantation into the Dark Angels was populated by Plains Indians. Using heads cut from Ratskin Scouts, Gary has converted a number of his Scout squads and a few of the character models into these brave warriors. This theme gives his army a unique look.

**Check out
Gary's army
at the
Newcastle
store and
look out for
more great
armies from
our stores
in coming
issues!**

Gary Warriner is mad about Dark Angels and has converted the more specialised squads such as the Scouts and the Ravenwing. In order to strengthen the army he added the Tactical and Deathwing squads.



◀ Gary's special character Supreme Grand Master Icarus Brokenwing features an ornate powerfist and a Ratskin head swap.



▲ Another of Gary's characters, Interrogator-Chaplain Uziel, carries the Blades of Reason, converted from Jain Zar's Silent Death.

► Gary says that not only are the plastic multi-part Terminators great looking models, but they are really easy to convert too. This Terminator is his Company Master, who he named Belial. Gary made Belial before the 'Storm of Vengeance' Campaign pack came out, which features a Dark Angels Company Master also called Belial. Gary added the points cost of Terminator armour to this new character and uses the model only with his opponent's agreement!

Gary converted the Veteran Sergeant miniature into a Chaplain just because he liked the model so much. To make the scar on the face really stand out Gary painted the Chaplain's eye white so it looked like he'd been blinded.



▲ Gary prefers a fast-moving fighting style and his Ravenwing Bike Squadron fits into his battle plans. Each bike has auto-launchers and Gary has made a couple of head and weapon swaps as well. The Apothecary was made by adding an Apothecary back pack to the Space Marine Biker with the plasma gun and painting him in characteristic white armour.

STORE EVENTS

AMBUSH

Newcastle (13-14th June). The Space Wolves are dispatched to the site of the destruction of an Imperial Mining outpost, only to be set upon by Necron warriors. To get involved bring along your painted squads.

BRIDGE AT NEMAGUE PRIMUS

Edinburgh (13th June). The Imperial armour's mission is to hold a bridge until reinforcements arrive. The forces of Chaos and their Ork allies must take the battlefield's main vantage point with their vehicles. Bring along a painted vehicle and join in this monstrous battle.

BLOOD ON THE STREETS

Carlisle (20th June). The forces of Chaos and their Ork allies must smash an Imperial Base. Bring along your painted squads to fight over the specially made terrain.

JORVIK RAIDS

York (25th-31st May). Bring your regiments to battle our Norse army. There will be a live display of Viking fighting and you'll be able to buy your own Norse models.

GAMES WORKSHOP



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Each shop in the South West is taking part in a Warhammer 40,000 campaign on the 23rd-24th May. Each store represents an Imperial city block in Ork besieged Stalnvast. Get down to a store to make sure the Orks don't overrun the Imperial city. Contact your local store to see if it is taking part.

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6TH & 7TH JUNE

ALL STORES ALL STORES ALL STORES ALL STORES



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Chaos comes to the Midlands! In May huge armies clash on specially made Warhammer terrain. The following six stores are involved:

Liverpool 23th May	Manchester 24th May
Nottingham 27th May	Chester 28th May
Leicester 29th May	Birmingham 30th May



BLOOD BOWL

Four of our stores in the South East, Eastbourne, Brighton, Tunbridge Wells and Crawley are running a big Blood Bowl interstore tournament. Store Champions will be selected in a knock out basis by 17th June. The semi finals and final will be played on 24th June at Tunbridge Wells. Come along and claim the title.

These are some of the up coming events happening in our stores. Contact your local store to find out what they've got planned.

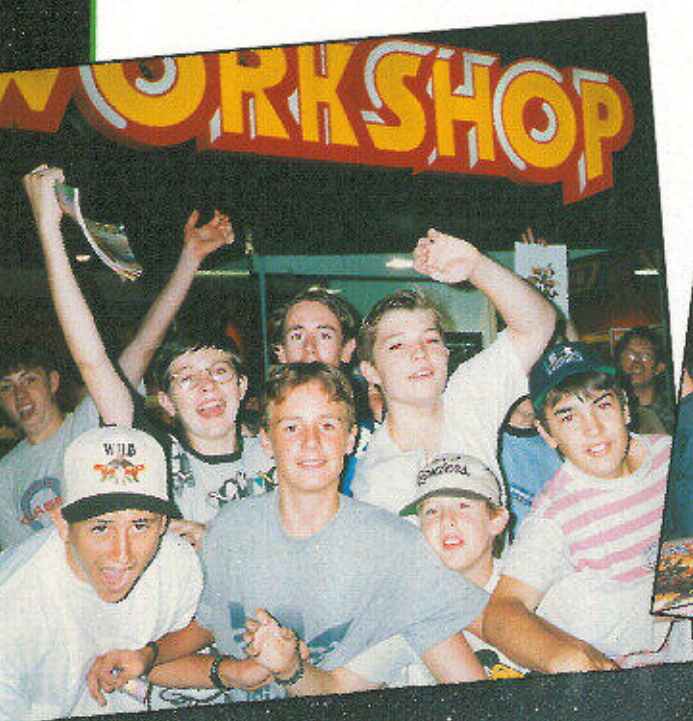
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WARHAMMER EPIC 40,000

GREEN IS MEANER!

BY GAV THORPE

Gav lets us in on how to pick Epic 40,000 Ork armies based on the Ork clans. Theming your Ork detachments to be part of an Ork clan gives them their own character and really makes them stand out on the battlefield.

Orks are the scourge of every race in the galaxy of the 41st millennium. Their constant raids and attacks have plagued the Imperium since its founding, and over the millennia the Eldar have lost innumerable warriors to the green-skinned hordes. Across the whole galaxy the Orks can be found, slowly growing in power on some isolated planet or sweeping through entire star systems in a massive war-frenzy.

Orks are brutal, direct fighters who have no concept of mercy. Those who do not fall to their crude cannons and mobs of savage fighters are enslaved and put to work in the most dire fashion, building more armour and weapons for their cruel masters. Orks must fight to live and they live to fight.

ORKS IN EPIC 40,000

In Epic 40,000 the Orks have a wide mix of different vehicles and warriors and one Ork army is unlikely to be exactly the same as another. The flexibility of the Ork detachment lists means that you can very easily characterise your army and emphasise the aspects of Ork warfare that you find the most aesthetically appealing and suitable to your tactics. You can choose massive armies of foot troops pouring across the battlefield, or you might like to put your faith in the huge Gargants and Battle fortresses, backed up by swarms of Buggies, Bikes and Battlewagons. You can have batteries of Big Gunz with mobs of Nobz and Shooty Boyz, or you may prefer to get stuck in with the vicious Goff Skarboyz, Snakebite Boarboyz and other close combat specialists. Whatever your favourite style of fighting, the Orks can suit the role. In this article I hope to show just a few of the ideas that make the Orks so characterful and exciting to command.

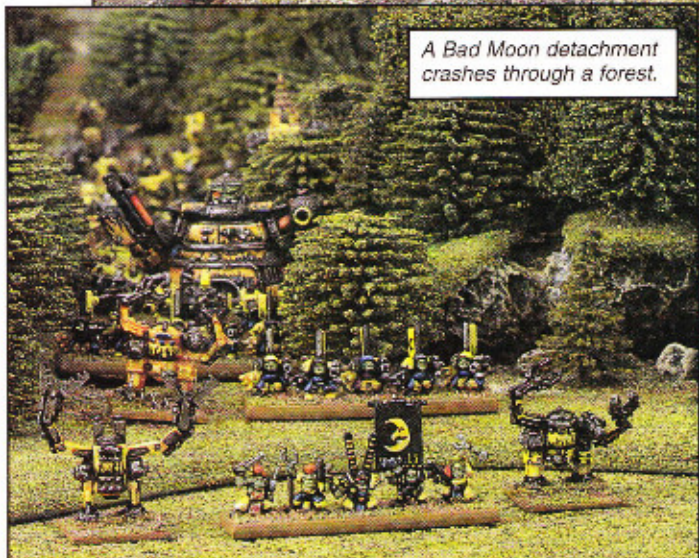
DA CLANZ

Ork society is divided up into different clans. Although each Ork clan has its own outlook on life and war, they are rarely found in total isolation of each other. An Ork's adherence to a particular clan's philosophy is genetically imprinted on the individual, and like-minded Orks will band together out of natural association. This means it is very straightforward to create a colourful, characterful Ork army by simply choosing appropriate troops for your detachments.

When assembling your army, by bearing the different clans in mind you can make it much more visually appealing. Use the suggested colour schemes from the Epic 40,000 Battles Book and your army will start to take on a more unified look, without losing its essential Orkiness. You can get really extreme if you want to, with your entire army coming from just one or two clans (a whole Goff army would look dead mean!). Of course, many Ork Warbands contain members of different clans banding together and there's nothing stopping you from painting your miniatures in whatever colours you like! As long as you like the way your army looks, there's nothing to hold you back...



Deathskulls ready themselves to launch an attack.



A Bad Moon detachment crashes through a forest.



BAD MOONS

Orks of the Bad Moon clan grow their teeth faster than other Orks. As Orks use 'teef' as their currency this means Bad Moons can afford the most expensive wargear and biggest guns. The Bad Moons like to dress as ostentatiously as possible, just to make sure all the other Orks know who are the richest Boyz around.



EPIC 40,000

DETACHMENT NAME	Bad Moon's Battalion	Team Size	25
DETACHMENT TYPE	Bad Moon's Battalion	Cost	40
VEHICLES	2x Traktor Cannon, 2x Shokk Attack Gun, 2x Big Gun, 2x Pulsar Rokkitt		
COMMANDERS	Bad Moon Warboss		
COMMANDS			
COMMANDS			

DETACHMENT MAIN FORCE					DETACHMENT SUPPORT				
UNIT	WARRIOR	VEHICLE	ARMOUR	WEAPON	UNIT	WARRIOR	VEHICLE	ARMOUR	WEAPON
1. Bad Moon Warboss	1	1	1	1	1. Bad Moon Warboss	1	1	1	1
2. Bad Moon Warboss	1	1	1	1	2. Bad Moon Warboss	1	1	1	1
3. Bad Moon Warboss	1	1	1	1	3. Bad Moon Warboss	1	1	1	1
4. Bad Moon Warboss	1	1	1	1	4. Bad Moon Warboss	1	1	1	1
5. Bad Moon Warboss	1	1	1	1	5. Bad Moon Warboss	1	1	1	1
6. Bad Moon Warboss	1	1	1	1	6. Bad Moon Warboss	1	1	1	1
7. Bad Moon Warboss	1	1	1	1	7. Bad Moon Warboss	1	1	1	1
8. Bad Moon Warboss	1	1	1	1	8. Bad Moon Warboss	1	1	1	1
9. Bad Moon Warboss	1	1	1	1	9. Bad Moon Warboss	1	1	1	1
10. Bad Moon Warboss	1	1	1	1	10. Bad Moon Warboss	1	1	1	1

UNIT	WARRIOR	VEHICLE	ARMOUR	WEAPON	UNIT	WARRIOR	VEHICLE	ARMOUR	WEAPON
1. Bad Moon Warboss	1	1	1	1	1. Bad Moon Warboss	1	1	1	1
2. Bad Moon Warboss	1	1	1	1	2. Bad Moon Warboss	1	1	1	1
3. Bad Moon Warboss	1	1	1	1	3. Bad Moon Warboss	1	1	1	1
4. Bad Moon Warboss	1	1	1	1	4. Bad Moon Warboss	1	1	1	1
5. Bad Moon Warboss	1	1	1	1	5. Bad Moon Warboss	1	1	1	1
6. Bad Moon Warboss	1	1	1	1	6. Bad Moon Warboss	1	1	1	1
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8. Bad Moon Warboss	1	1	1	1	8. Bad Moon Warboss	1	1	1	1
9. Bad Moon Warboss	1	1	1	1	9. Bad Moon Warboss	1	1	1	1
10. Bad Moon Warboss	1	1	1	1	10. Bad Moon Warboss	1	1	1	1



Bad Moon Warboss

In Epic 40,000 terms, a detachment of Bad Moons would reflect this philosophy by taking some of the most expensive troops and vehicles in the detachment list. With this in mind, Bad Moons detachments should usually be chosen from the Ork Warband list. No Bad Moon Warboss is going to be seen going to battle without at least a small army of his Nobz, resplendent in their mega-armour, so a couple of Nobz mobs making six to eight units is probably a good start. After that, your next port of call will be the weapons Mek to get some of the biggest, shootiest gunz around, which means lots (LOTS!) of Shooty Boyz. Four Shooty Boyz units give you 8 Firepower (one automatic Blast marker) while 8 units of Shooty Boyz kick out an impressive 16 Firepower (and two Blast markers)!

After your Shooty Boyz have been assembled it's time to look at the Support options. A few Traktor Cannons, Shokk Attack guns and other Big Gunz are definitely a good idea, along with a fairly sizeable battery of Pulsar Rokkitts. Four to six Big Gunz and three or four Pulsar Rokkitts will be ideal, though you can go for more if you want to pay the points! To protect these expensive troops you'll most likely want a couple of Flakwagons – nobody likes to have their hand-picked force smashed to bits by an unexpected aerial attack! And don't forget the all-important Weirdboy, normally carried in his own towering Battlewagon.

DETACHMENT NAME	Bad Moon's Battalion	Team Size	25
DETACHMENT TYPE	Bad Moon's Battalion	Cost	40
VEHICLES	2x Traktor Cannon, 2x Shokk Attack Gun, 2x Big Gun, 2x Pulsar Rokkitt		
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UNIT	WARRIOR	VEHICLE	ARMOUR	WEAPON	UNIT	WARRIOR	VEHICLE	ARMOUR	WEAPON
1. Bad Moon Warboss	1	1	1	1	1. Bad Moon Warboss	1	1	1	1
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7. Bad Moon Warboss	1	1	1	1	7. Bad Moon Warboss	1	1	1	1
8. Bad Moon Warboss	1	1	1	1	8. Bad Moon Warboss	1	1	1	1
9. Bad Moon Warboss	1	1	1	1	9. Bad Moon Warboss	1	1	1	1
10. Bad Moon Warboss	1	1	1	1	10. Bad Moon Warboss	1	1	1	1

For a more mobile detachment, the Bad Moons take lots of Battlewagons; enough for all the Nobz and Shooty Boyz to hitch a lift, and possibly a couple of spares! This allows them to zoom into an ideal firing position before settling down and taking long-ranged shots at the enemy. As one of the most expensive and shootiest vehicles around, the Stompa makes an ideal centrepiece for a Bad Moon detachment, and quite often the Warboss will save up his teef for such a big display of his wealth and power.



GOFFS

Goffs see themselves as the 'ardest Orks in the galaxy and there are few who would argue this to their faces! Goffs respect big guns as much as any Ork, but it is in close quarter fighting, when you can smell the enemy's fear and see their pain, that they really excel.





EVIL SUNZ

4. All Orks love going really fast on Bikes, Battlewagons and any other vehicles they can grab hold of. However, amongst the different clans, it is the Evil Sunz who enjoy going really, really fast. Their Meks constantly tinker with their vehicles to get the best performance possible and have long debates about which Squig fuel mix is the best, arguments about different track and tyre combinations and so on.



War Buggies



Evil Sunz Smasha Gun

You can represent Evil Sunz with either a Warband detachment or a Kult of Speed. Either way there should be a definite emphasis on Buggies, Bikes and Battlewagons, with a few Nobz and Boyz hanging on as best they can. I can go on about them here, but for a good idea for some Evil Sunz Kults of Speed have a look at the Waa-Grodsnik's Wheelz of Deth boxed set. For a Warband-based Evil Sunz detachment you still want a fair number of Battlewagons, probably more than you have Boyz, just so that nobody will get left behind, plus a mob or two of Bikes and/or Speed Freeks. Oh, and make sure everything has some red on, because as every Ork knows, "Red Wunz Go Fast!"

DETACHMENT NAME ZAGGAS BAKERS		EPOCH 40,000	
DETACHMENT TYPE INFANTRY		100% GOOD	
COMMANDER KIRKAS LAFIA RYDOL		40	
CT-MANAGER			
		DETACHMENT STATUS: 100% MAXIMUM VALUE: 40 MINIMUM VALUE: 0 TOTAL POINTS: 40	

DETACHMENT MAIN FORCE		UNIT
1	BRANDS FIGHT	10
2	BRANDS FIGHT	10
3	BRANDS FIGHT	10
4	BRANDS FIGHT	10
5	BRANDS FIGHT	10
6	BRANDS FIGHT	10
7	BRANDS FIGHT	10
8	BRANDS FIGHT	10
9		
10		

DETACHMENT REPAIR		UNIT
1	BRANDS FIGHT	10
2	BRANDS FIGHT	10
3	BRANDS FIGHT	10
4	BRANDS FIGHT	10
5		
6		
7		
8		
9		
10		

UNIT	SPEED	ROCK	FLY	ARMOR	ARMOR	ARMOR
BRANDS FIGHT	100%	40%	1	1	1	1
BRANDS FIGHT	100%	40%	1	1	1	1
BRANDS FIGHT	100%	40%	1	1	1	1

UNIT	SPEED	ROCK	FLY	ARMOR	ARMOR	ARMOR
BRANDS FIGHT	100%	40%	1	1	1	1
BRANDS FIGHT	100%	40%	1	1	1	1
BRANDS FIGHT	100%	40%	1	1	1	1



SNAKEBITES

Snakebites are the hoary traditionalists of Ork society. Any gun more complicated than a barrel and a trigger is frowned upon, and they much prefer to move about using their Boarz and Squiggoths.

To get a useful Snakebites detachment you will have to decide whether you want to have Squiggoths or Boarboyz. If you want to field Boarboyz as the main troops of your detachment, it's preferable to include battlewagons to carry any ordinary Boyz, Grots or Nobz. This will mean the detachment will be pretty fast-moving and can charge into an assault from what seemed like a safe distance to the enemy!

If you're more inclined to take Squiggoths in the detachment, speed isn't as important. Four or Five Squiggoths, with plenty of Gretchin to protect them from enemy fire (at least six to eight units), will give your opponents some nasty moments. Add on nine or ten Boyz units, a few Boarboyz, four or five units of Nobz, and the detachment is looking deadly...



WARHAMMER 40,000

IMPERIAL GUARD COMMAND TOWER

The Imperial Guard Command Tower makes an impressive centrepiece for any Warhammer 40,000 battle. It can be used as a game objective, to provide a theme to your battlefield or just to add interesting terrain to your games.

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for details



IMPERIAL GUARD COMMAND TOWER

The Command Tower is an important element in almost every Imperial defensive line. Normally located a few miles behind the main defensive perimeter, Command Towers are used as staging areas and control points, monitoring the Bastions and Battle Bunkers that make up the nearby defences and coordinating the fighting when those defences are attacked. The effective marshalling and movement of troops is the key to any battle, and through a network of Command Towers, Imperial strategists can observe the fighting and allocate forces to where they are most needed. From within these fortresses, Imperial Commanders can respond with reserves to bolster a weak defence, or commit a second line of troops to counter-attack when and where it is best. Without this central core of communications and control, the mutual support which is essential to any defence is lost as emplacements can be attacked in isolation and eliminated.

Constructed from super-tough ferro-plascrete alloys, the main tower itself provides Imperial Commanders with a near impenetrable headquarters, capable of withstanding most

ground based attacks and resilient even to orbital bombardments. Inside the thick walls is a mass of comm-net facilities and scanning arrays that feed the command staff with a constant stream of information and allow them to communicate with other Command Towers and defensive forts over a large distance. Many Command Towers also incorporate a special chamber from which an Astropath can communicate with other worlds (usually to request additional forces!).

Not only does the Command Tower serve as a headquarters, when fully manned it is quite capable of holding off enemy attacks. Sturdy ramparts provide good fields of fire for heavy weapons squads and support crews, while the central tower is almost impossible to overrun, even in a direct assault. There are many tales of a Command Tower slowly losing contact with its outlying defenses as they are destroyed, only for it to prove a final and insurmountable obstacle in itself, holding off the enemy until relief forces from other fronts arrive to drive the foe back.

WARHAMMER

A TALE OF FOUR GAMERS

The Final Purchases by Robin Dews.

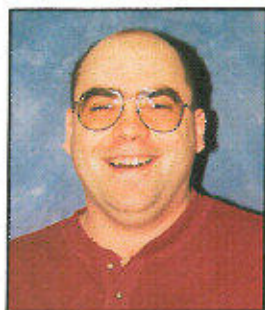
The credits roll... waves crash against a barren shore... and our four heroes dust off their boots and ride into the sunset...

Well almost! For five months now, we have been following the exploits of Paul, Roy and the two Richards as they heroically demonstrate just how you go about collecting and painting a new army for Warhammer, while spending no more than £6.25 a week (that's about US\$10 for you transatlantic types!).

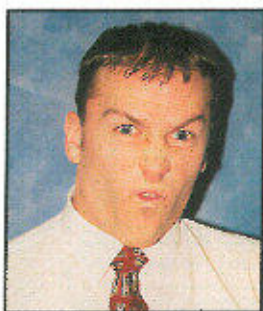
I know that for their part, the guys have all really enjoyed the challenge and are now the proud owners of new armies. For me, and hopefully other readers, it's been great to see how each army has developed and has been shaped to match the personality and playing style of each of the four. More than anything, I've enjoyed the reports of their encounters on the field of battle and how both their triumphs and defeats have influenced their choice of future models.

I know from my own bitter experience that defeat is a much better teacher than victory. When you win, you merely revel in your own glory and brag of your prowess. Defeat brings with it recrimination and anger. These are stern teachers who will ensure that next time... things will be different.

Next issue the four chaps clash in mortal combat...



PAUL SAWYER
BEASTMEN



ROY BARBER
SKAVEN



RICHARD HOBSON
WOOD ELVES



RICHARD GUNSON
BRETONNIANS

SWING LOW SWEET CHARIOTS

A Chaos Beastman army by Paul Sawyer

Last £25 then, eh? Well, I've had my eye on the Beastman Chariots for a while now and with a Grand Opening

on the doorstep (GW HQ's store was holding its Grand Opening) I'd have to be mad not to take advantage of all the lovely three for two deals wouldn't I?

Grand Openings are excellent ways of building your armies as there are some brilliant deals that allow you to get even more for your hard earned cash. You have to get there early though as everyone has the same idea - buy! buy! buy! I'd be purchasing three chariots and getting the third free, so off I went with Catherine (my daughter and part-time Noise Familiar) to queue up at GW HQ...

Now the proud owner of three chariots I could resume my plan to convert them, adding scythes and different crew, using the extra bits I picked up last month.

I intended to build one of the chariots as it is in the box with only the addition of the scythes taken from the Dark Elf Cauldron of Blood. The other two would involve not only adding the scythes I bought last month but also swapping the two riders for Beastman Champion models and changing one of the drivers for a

Gor conversion. Check out the piccies for a closer look!

I applied the same black paint scheme that I have used through my entire army to the Tuskgor steeds and added a scenic base in the same way that I have done for all the other models. Following a theme throughout your army really does give it the look of a coherent force rather than a rag-tag coalition of units.

I've added a few more bits and pieces to my herdstone since last issue and I think they really cap it off nicely. I thought the stone itself was a bit bland and although I always intended to either daub on or etch in a few runes and bray prayers, I thought it deserved a little special treatment. So, I added a chain around the top of the main stone, from which would hang skeletons, skulls and other trophies taken from vanquished foes. That would do it nicely...

As my old adversary Ian Strickland had painted up a Doomwheel and a couple of Warfire throwers, he was eager to atone for the dreadful losses

Fat Bloke finally gets his hands on the Beastmen Chariots with the aid of his Noise Familiar and her faithful Chaos Hound.



3 Beastman chariots	£36
TOTAL COST	£36
Total paid at a grand opening	£24



he has suffered at the horns of the Beastmen. The game was more even than usual but the result was the same – a win for the Beastmen.

The chariots really swung the day for me by destroying Ian's Doomwheel and his Plague Monk regiment. Everything was going well until my Minotaurs and another chariot charged into his Clanrat unit led by his Warlock and General. My warriors caused 8 wounds on the Skaven but the rat-like General hefted his Hydra Sword(!) and the Minotaurs and chariot failed the ensuing Break test. Of course, the rest of the army, apart from the Gors, failed their Panic tests. Luckily the game had been won by then and it was the last turn, so the whiskery ones slunk off to their dark tunnels



Paul has converted his chariots using the components he has bought over the past few months.

UNIT: 3 BEASTMAN CHARIOTS		POINTS: 330								
ARMOUR/WEAPONS	Light armour	@ 110 Pts x 3 = 330								
CHAMPION		@ 5 Pts								
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE
Gor	4	4	3	3	4	2	3	1	7	6+
Tuskgor	7	3	0	4	4	2	2	1	3	4
Chariot	-	-	-	7	7	3	1	-	-	-
NOTES:										
Soyfined wheels										

to lick their wounds. I wonder what Ian's going to paint up for the next game?

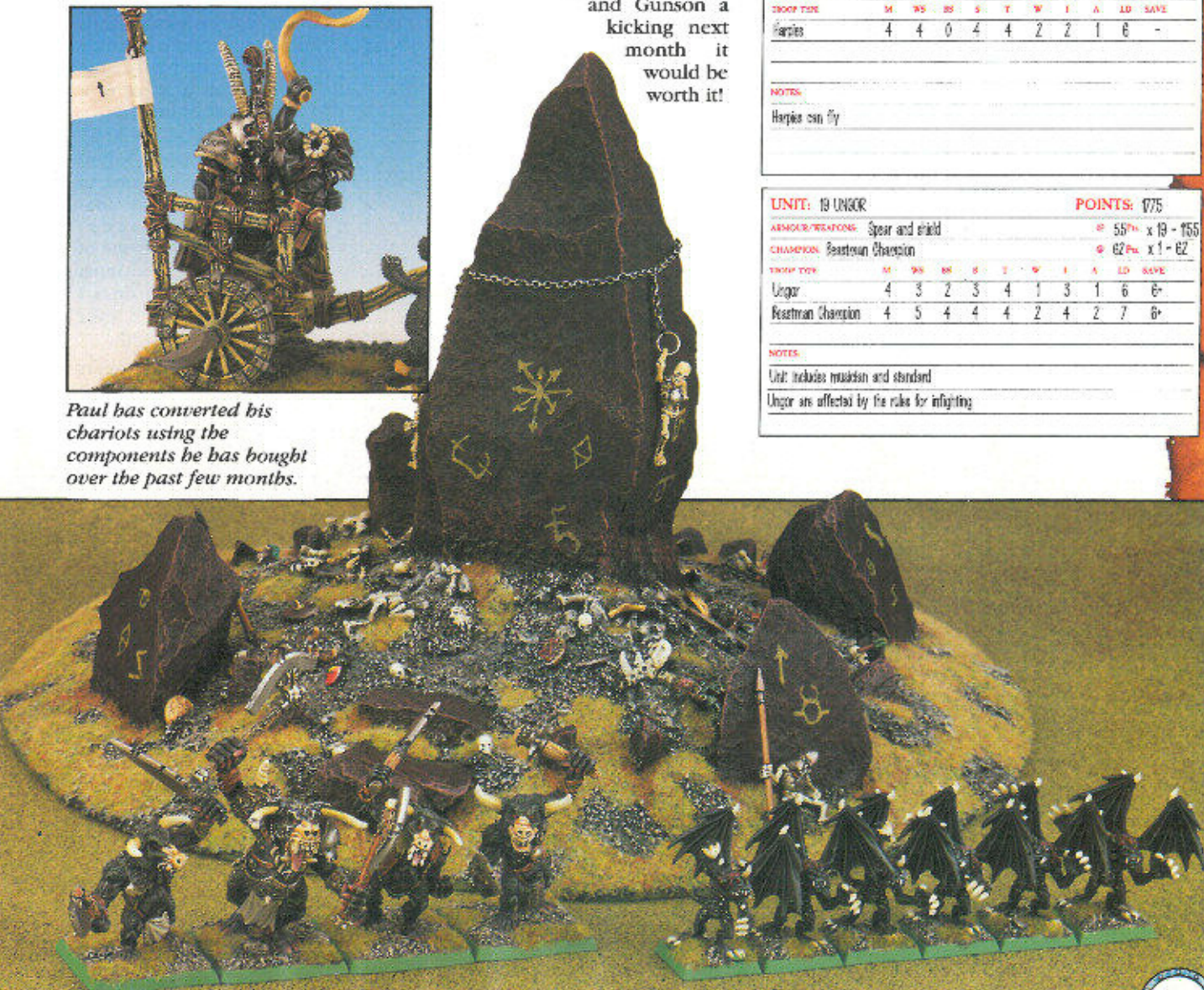
I have to admit that I'm still not entirely comfortable using the Beastman army, but I have a cunning plan to remedy this – take the sage advice of Realm of Chaos writer, Tuomas Pirinen and twice staff champion, Gordon Davidson. This would undoubtedly cost me dear in Bugman's Bar but if it meant giving Hobbo and Gunson a kicking next month it would be worth it!

UNIT: 17 GORS		POINTS: 786								
ARMOUR/WEAPONS	Hand weapon, shield and light armour	@ 43 Pts x 17 = 747								
CHAMPION	BEASTLORD AND SHAMAN LORD	@ 396 @ 208 Pts x 2 = 519								
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE
Gor	4	4	3	3	4	2	3	1	7	5+
Beastlord	4	7	6	4	5	4	6	4	9	5+
Shaman lord	4	4	3	4	5	5	6	3	9	-
NOTES										
Unit includes musician and standard										
Gors are affected by the rules for infighting										

UNIT: 4 MINOTAURS		POINTS: 253								
ARMOUR/WEAPONS:	Additional hand weapon and light armour	@ 45 Pts x 3 = 135								
CHAMPION:	Minotaur Champion	@ 118 Pts x 1 = 118								
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE
Minotaur	6	4	3	4	4	3	3	2	9	6+
Minotaur Champion	6	5	4	5	4	3	4	3	9	6+
NOTES:										
Minotaurs cause fear and are subject to bloodgreed										

UNIT: 5 HARPIES		POINTS: 75								
ARMOUR/WEAPONS	None	@ 15 Pts x 5 = 75								
CHAMPION		@ 15 Pts								
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE
Harpies	4	4	0	4	4	2	2	1	6	-
NOTES:										
Harpies can fly										

UNIT: 13 UNGOR		POINTS: 675								
ARMOUR/WEAPONS	Spear and shield	@ 55 ^{pts} x 13 = 715								
CHAMPION	Beastman Champion	@ 62 ^{pts} x 1 = 62								
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE
Ungor	4	3	2	3	4	1	3	1	6	6+
Beastman Champion	4	5	4	4	4	2	4	2	7	6+
NOTES:										
Unit includes musician and standard										
Ungor are affected by the rules for infighting										



UNIT: 9 SCOUTS		POINTS: 277								
ARMOUR/WEAPONS: Hand weapon and longbow		16 Pk x 9 = 144								
CHAMPION: Wood Elf Champion		16 Pk								
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE
Wood Elf Scout	5	5	5	3	3	1	6	1	8	-
Wood Elf Champion	5	5	5	4	3	1	7	2	8	-
NOTES:										
Unit includes musician and standard										

UNIT: MAGE SHAMAN											POINTS: 141	
ARMOUR/WEAPONS: Hand weapon and longbow											124 Pk x 1 = 124	
CHAMPION: None											124 Pk	
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE		
Mage Shaman	4	4	4	4	4	2	7	1	8	6+		
Wardank	2	4	-	3	3	1	5	1	7	-		
NOTES:												
Rides Wardank.												

UNIT: 18 WOOD ELF ARCHERS										POINTS: 539	
ARMOUR/WEAPONS: Hand weapon and longbow										18 Pk x 18 = 324	
CHAMPION: General, Battle standard, Champion and Naeth the Prophesies										18 Pk	
troop type	M	WS	BS	S	T	W	I	A	LD	SAVE	
Wood Elf Archer	5	4	4	3	3	1	6	1	8	-	
Wood Elf General	5	7	7	4	4	3	9	4	10	-	
Naeth the Prophesies	5	4	4	3	4	1	7	1	8	-	
Battle Standard	5	5	5	4	3	1	7	2	8	-	
NOTES:											
Unit includes musician and standard											

UNIT: 6 WARDANCERS											POINTS: 126	
ARMOUR/WEAPONS: Additional hand weapon											21 Pk x 6 = 126	
CHAMPION: None											21 Pk	
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE		
Wardancers	5	5	5	3	3	2	6	1	8	6+		
NOTES:												
Immune to psychology. Talismanic Wardancer: 4+ dispel.												
6+ unmodified save.												

KINDRED OF EQUOS

A Wood Elf army by Richard Hobson

So here I am with my final £25 to spend and very close to finishing my army. With money in hand I joined the queuing masses at our Lenton HQ store and made my purchases. The main unit left for me to buy was my Glade Riders. I decided that with the few extra models I could buy (because of the Grand Opening) I would get a unit of six including standard, musician and hero. This left me with £7 which was just enough to get a Standard Bearer to use as my Army Battle Standard for my main unit of archers.

My army is now complete and it

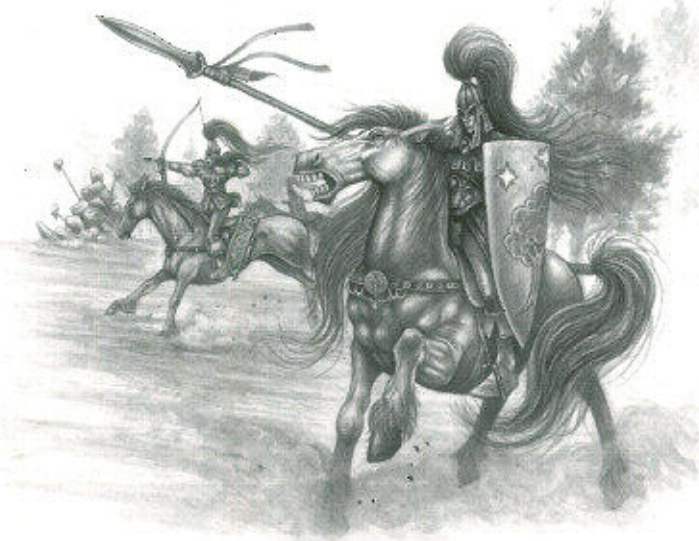
varies only slightly from my initial army list in WD218. Now, with a good dozen battles under my belt, and as yet undefeated, it seems a good time to look back at the army as a whole. My whole approach from the start was to rely on massed bowfire to win battles and whittle down powerful units. This then meant that my smaller hand-to-hand units could mop up the survivors. In general this tactic has worked admirably although I probably need to beef up my Wardancers with a champion or hero. My Dryads have performed well in every battle I have fought and I would strongly

recommend anyone building a Wood Elf army to make a unit of these one of their first purchases. They are one of the most versatile units I have ever fought with.

In the years

3 Wood Elf Glade Riders	£12
1 Wood Elf Glade Riders standard bearer	£4
1 Wood Elf Glade Riders horn blower	£4
1 Wood Elf General	£6
1 Wood Elf standard bearer	£2
TOTAL COST	£28
Total spend at Grand Opening	£20





that I have worked for Games Workshop, one of the most common questions I have been asked is "which army is best?" Everybody, it seems, wants an army that will defeat all-comers every time. My suggestion is that you must strike a balance between choosing models that you like the look of and want to paint, and an army that suits your style of play. It's no good choosing a Chaos Warrior army if you like to sit at the back of the board and blow your opponent away with missile fire. Spend time talking other gamers and

staff in the stores. Then make a considered choice, pick and plan your army and buy it in paintable chunks. As you can see from the four armies in this article, there are many different ways to collect, but at the end of five months we all have tough, balanced armies that are fun to fight with.

UNIT: 6 GLADE RIDERS		POINTS: 315								
ARMOUR/WEAPONS: Hand weapon, spear and shield		@ 29 Pk x 5 = 145								
CHAMPION: Wood Elf Champion		@ 128 Pk x 1 = 128								
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE
Glade Rider	5	4	4	3	3	1	7	1	8	5+
Glade Rider Champion	5	5	5	4	3	1	7	2	9	5+
Elven Shield	9	3	0	3	3	1	4	1	5	5+

NOTES:
Unit includes musician and standard

UNIT: 6 DRYADS		POINTS: 210								
ARMOUR/WEAPONS: None		35 Pk x 6 = 210								
CHAMPION: None		G Pk								
TRAP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE
Dryads	5	4	3	4	4	2	4	2	8	5+

NOTES: All Dryads may shapeshift and gain one Aspect at the start of combat.

Briar Aspect	Gains 1 extra attack
Oak Aspect	Gains -1 Strength and -1 Toughness
Willow Aspect	Every 1st attack

UNIT: 6 WAYWATCHERS		POINTS: 178									
ARMOUR/WEAPONS: Hand weapon and longbow		18 Pk x 6 = 108									
CHAMPION: None		SP Pk									
TROOP TYPE		M	WS	BS	S	T	W	I	A	LD	SAVE
Waywatchers		5	5	5	3	3	1	6	1	8	-
NOTES:											
Waywatchers may skirmish and infiltrate.											

UNIT: TREEMEN		POINTS: 280								
ARMOUR/WEAPONS: None		@ 280 Pk x 1 = 280								
CHAMPION: None										
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE
Treemen	6	2	3	6	7	6	2	4	9	5+

NOTES:
Treemen cause fear and have a unmodified 5+ save. Treemen have One and Outlines.

UNIT: 8 WOOD ELF ARCHERS										POINTS: 88
ARMOUR/WEAPONS: Hand weapon and longbow										11 Pk x 8 = 88
CHAMPION: None										11 Pk
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE
Wood Elf Archer	5	4	4	3	3	1	6	1	8	-
NOTES:										



UNIT: 1 BRETONNIAN HERO										POINTS: 120	
ARMOUR/WEAPONS: Hand weapon, lance, shield and heavy armour										M 6 Pk X 1 - 6	
CHAMPION: Hero mounted on Pegasus										G 120 Pk X 1 - 120	
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE	
Hero	4	5	5	4	4	2	5	3	8	3+	
Pegasus	8	3	0	4	4	3	4	2	5	-	
NOTES:											
Hero has Grail Virtue											

UNIT: 6 KNIGHTS ERRANT											POINTS: 208	
ARMOUR/WEAPONS: Lance, shield, heavy armour and varied weapons											M 52 Pk x 5 = 160	
CHAMPION: Knightly Champion											G 52 Pk	
TROOP TYPE												
	M	WS	BS	S	T	W	I	A	LD	SAVE		
Knight Errant	4	3	3	3	3	1	3	1	7	7	2+	
Knightly Champion	4	4	4	4	3	1	4	2	7	7	2+	
Warhorse	8	3	0	3	3	1	3	1	5	-		
NOTES:												
Unit includes a standard												

UNIT: 6 MOUNTED SQUIRES										POINTS: 112	
ARMOUR/WEAPONS: Hand weapon, spear, bow and horse										M 46 Pk x 6 = 112	
CHAMPION: None										G 46 Pk	
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE	
Mounted squire	4	3	3	3	3	1	3	1	7	6+	
NOTES:											
Unit includes a standard											

UNIT: 6 MOUNTED SQUIRES											POINTS: 112	
ARMOUR/WEAPONS: Hand weapon, spear, bow and horse											M 46 Pk x 6 = 112	
CHAMPION: None											G 46 Pk	
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE		
Mounted squire	4	3	3	3	3	1	3	1	7	6+		
NOTES:												
Unit includes a standard												

FLYING HIGH

A Bretonnian army by Richard Gunson

This being the final month I decided to round off my army at 2,000 points, finishing off the mounted squires and adding a second sorceress. But the most ambitious piece of the army I saved until last as a bit of a treat – a hero on a Pegasus.

The hero was to lead my two squire units in blue and yellow, and I decided he was to be young and impetuous in contrast to the general of the army.

While I like the standard Bretonnian Pegasus model, I really wanted something totally original and was determined to make use of the Green Knight's horse as it is superbly animated and detailed. I pinned the Pegasus wings to the body, making sure that the knight's legs fitted in front of them. I then

removed the head from the Grail Knight with a pair of clippers and replaced it with Felix Jaeger's. Finally I used a little modelling putty to fill the gaps around the wings and hero's head, and hey presto – job's a good 'un.

I worked over a black undercoat, as I do for almost all of my miniatures. To get the yellow to cover I mixed up a little skull white with the paint to improve its consistency. This is shaded with Flesh Wash for a muted finish – shading with orange ink looked too bright. The blue uses Enchanted Blue as a base colour with a couple of levels of highlighting.

In gaming terms I see him fulfilling a fairly specialised role, depending on how he's equipped. His mobility lends itself to pouncing on enemy war machines or wizards who have strayed away from the cover of units. One thing he isn't capable of taking on is a large unit, as the ranks and standard will probably defeat him, however he should worry most opponents with his 24" movement and provide my force with a bit more flexibility.

The mounted sorceress gives me some magical firepower. I'll probably use her as Level 3 in 2,000 point games with the Level

The parts used for the conversion were:

Green Knight horse (complete)	£5.25
Bretonnian Pegasus wings	£2.00
Green Knight legs	£1.50
Grail Knight body	£1.00
Grail Knight lance arm	£0.50
Felix Jaeger	
(To replace the knight's head)	£3.00
TOTAL FOR CONVERSION	£13.25



1 sorceress on foot.
I'm embarking on a new experience for me – campaigning. Using the rules from Warhammer I've rolled up my territories and with three mates, started to fight a few border skirmishes.

So far the army is performing fairly well with two wins and one loss – again at the hands of the dreaded Skaven. But I'm finding my 2,000 points just a little short of basic troops when all the campaign restrictions regarding magic items and levels of heroes and wizards are in place. The army size being used is 1,500 points so I can just about cope but I think I need to add another unit – Halberdiers maybe?

In putting together a Warhammer army I've kept to a pretty loose formula, a method I've used many times before. There was no master plan, just 'a bit of what you fancy does you good' philosophy, picking units I liked the look of and that fitted with the image I had in my head of what the completed army should look like. Next time I may put together an army list and collect towards it as Richard Hobson did but I think I'd lose some of the spontaneity that was involved in the creation of this army. Tactically it really was a case of finding my feet. Having no war machines or assorted fiddly bits, a Bretonnian force really is all about powerful characters and units of knights, whereas my army revolves more around squires and

Pegasus conversion	£13.25
1 Mounted Sorceress	£5.00
1 Mounted Squire	£3.00
Bretonnian transfers	£3.50
TOTAL COST	£24.75

peasants so it's not the most effective in the world, but hey, who cares? I just about scraped the minimum 25% points you must spend on knights for the army.

So to the future. At the moment I'm toying with two directions for my army. One involves expanding the army in unconventional directions by raiding the old mail order catalogues for a unit of 'foot knights' (Knights of the Realm stats but without the horses) and maybe even a couple of the old Bretonnian artillery pieces! Obviously this is going to involve fiddling with the army list and be totally unofficial, but the hobby is what you make it, and if your opponents agree then you can come up with some interesting background on exactly why the army is the way it is and you've added your own layer of history to the Warhammer world. The second option is to expand the army by adding an allied contingent – Wood Elves seems in character as Loren lies within Bretonnia. Either way, maybe Fat Bloke will unearth it in six months time and you can see exactly what did happen.

UNIT: 10 CQUESTING KNIGHTS	POINTS: 821
ARMOUR/WEAPONS: Lance, shield, heavy armour and barbed warhorse	41 Pts x 9 = 400
CHAMPION: General, Army Standard Bearer and Master Wizard	39 Pts x 9 = 351
TROOP TYPE	M WS BS S T W I A LD SAVE
Cquesting Knights	4 4 3 4 3 1 4 1 8 2+
General	4 6 6 4 4 3 6 4 9 2+
Army Standard Bearer	4 4 4 4 3 1 4 2 7 -
Master Wizard	4 3 3 4 4 3 5 2 7 6+
NOTES:	
Unit includes a standard	

UNIT: 15 BOWMEN	POINTS: 160
ARMOUR/WEAPONS: Hand weapon, light armour and longbow	10 Pts x 15 = 150
CHAMPION: None	0 Pts
TROOP TYPE	M WS BS S T W I A LD SAVE
Bowmen	4 3 3 3 3 1 3 1 7 6+
NOTES:	
Unit includes a standard	

UNIT: 9 SQUIRES	POINTS: 128
ARMOUR/WEAPONS: Hand weapon and longbow	8 Pts x 9 = 72
CHAMPION: Bretonnian Sorceress	0 Pts
TROOP TYPE	M WS BS S T W I A LD SAVE
Squires	4 3 3 3 3 1 3 1 7 -
Bretonnian Sorceress	4 3 3 3 4 1 4 1 7 -
NOTES:	
Unit includes a standard	

UNIT: 15 BOWMEN	POINTS: 160
ARMOUR/WEAPONS: Hand weapon, light armour and longbow	10 Pts x 15 = 150
CHAMPION: None	0 Pts
TROOP TYPE	M WS BS S T W I A LD SAVE
Bowmen	4 3 3 3 3 1 3 1 7 6+
NOTES:	
Unit includes a standard	



UNIT: 9 GUTTER RUNNERS	POINTS: 117
ARMOUR/WEAPONS: Additional hand weapon	9 Pk x 9 = 117
CHAMPION: NONE	9 Pk x 1 = 9
TRUCK TYPE:	
Gutter runner	M WS BS S T W I A LD SAVE
	5 4 4 4 5 1 5 1 7 0
NOTES:	
Gutter runners may skirmish and may deploy after both sides have completed deployment	

UNIT: 18 PLAGUE MONKS	POINTS: 247
ARMOUR/WEAPONS: Additional hand weapon and light armour	9 Pk x 17 = 171
CHAMPION: Plague Priest	76 Pk x 1 = 76
TRUCK TYPE:	
Plague Monk	M WS BS S T W I A LD SAVE
Plague Priest	5 5 5 4 5 2 6 3 6 6+
NOTES:	
Unit includes musician and standard. Plague Monks are affected by the rules for frenzy	

UNIT: DEATHMASTER SHIKSH	POINTS: 345
ARMOUR/WEAPONS: 3 x Whirling Blades	345 Pk x 1 = 345
CHAMPION: None	9 Pk x 1 = 9
TRUCK TYPE:	
Deathmaster Shiksh	M WS BS S T W I A LD SAVE
	6 8 6 4 4 3 10 5 9 -
NOTES:	
Deathmaster Shiksh may infiltrate on to the battlefield. He has a 4+ unmodified save	

UNIT: 34 CLANRET	POINTS: 615
ARMOUR/WEAPONS: hand weapon, shield and light armour	6 Pk x 34 = 204
CHAMPION: General, Battle Standard and Warlock	9 Pk x 1 = 9
TRUCK TYPE:	
Clanret	M WS BS S T W I A LD SAVE
Warrior General	5 6 6 4 4 3 7 4 7 5+
Battle Standard	5 4 4 4 3 1 5 2 5 5+
Warlock	5 3 3 3 4 1 5 1 5 -
NOTES:	
Unit includes musician, standard, 2 Assassin, 2 Plague Wind Globades and Warpin Thrower	

NEVER SEND A MAN TO DO A RAT'S JOB

A Skaven army by Roy Barber

So here we are, five months since us humble gamers first squatted on the dark, bone-strewn floor of Paul Sawyer's cave. There we were subjected to hours of terror by the evil, tyrannical Lord of White Dwarf as he commanded our full obedience and devotion to the mission ahead. As you may or may not remember, our sole objective in life over the intervening months was to collect a Warhammer army to be proud of, given the grand total of £150 (split into £25 a month). No easy task, I promise you!

I decided to plump for the chittering Skaven – hordes of filthy, Chaos-warped ratmen who had only one agenda; Total Global Domination and the eradication of all non-verminous life from the very earth they tread. They certainly don't do things by half! Ha Haaaa!

So, why choose Skaven? As the old saying goes, "a change is as good as

a rest", and in my case the furry ratmen are as different to my chosen 40K army of Eldar as Shuriken Catapults are to cheese... Squeak.

Thus, with my army chosen, I have spent the last five months collecting furiously and painting to my heart's content. To be honest, I have collected my troops in semi-planned stages (typical for Skaven generals, I suppose) preferring to do battle and discover my army's strengths and

9 Gutter Runners	£15
2 Clan Eshin Assassins	£5
2 Rat Swarms	£6
TOTAL COST	£26

One pound left over from two month ago.



Roy ponders which unit would be the most destructive – Gutter Runners or more Jezzail teams.





Skaven are infamous for, like the evil Weeping Blades, Warpstone armour and the bubbling concoction of the foul Skavenbrew... This gives the army a bit more of a 'realistic' feel, yet adds that touch of high fantasy to make the game all the more fun and unpredictable. It also helps prevent your mates dragging you to the toilets and introducing you to 'Mr Blue Goldfish' for being a beardy git...

MY PURCHASES

weaknesses before choosing my next batch of warriors. I enjoy keeping my 'tactical options' open. This method seems to have worked, but not as well as I had hoped - it has taken me several battles to finally realise how best to use my troops and what pitfalls to look out for. The one thing, however, that I can truly be thankful for is that by playing games against experienced opponents, I have picked up some clever tactics quickly (next time, though, I will find ones who don't cheat so much...). No, seriously - it's kill or be killed out there, so try to learn fast!

One of the first lessons I learned was to balance my army carefully, with a good selection of rank and file troops along with powerful leaders and wizards who would not fall quickly in battle (thus dragging down the masses). Magical items can also make or break the game but, as any Warhammer general knows, relying on these to win you the battle is as beardy as hell and just not cricket! As a result, I tried to choose items that the

I was generally happy with all of my purchases, although the Vermin Lord, at a colossal 600 points, was probably bought too early (at least to play balanced games with anyway). The plastic boxed sets were an absolute bargain to boost up the bulk of the army with and I would wholeheartedly recommend them to any general. Metal characters and 'special weapons' figures form extra purchases to round the army off with, but make sure you check your Army List before you buy. It is really annoying to pay for and paint troops that you cannot use in a battle. The resultant grinding of teeth can also mean a trip to the dentist...

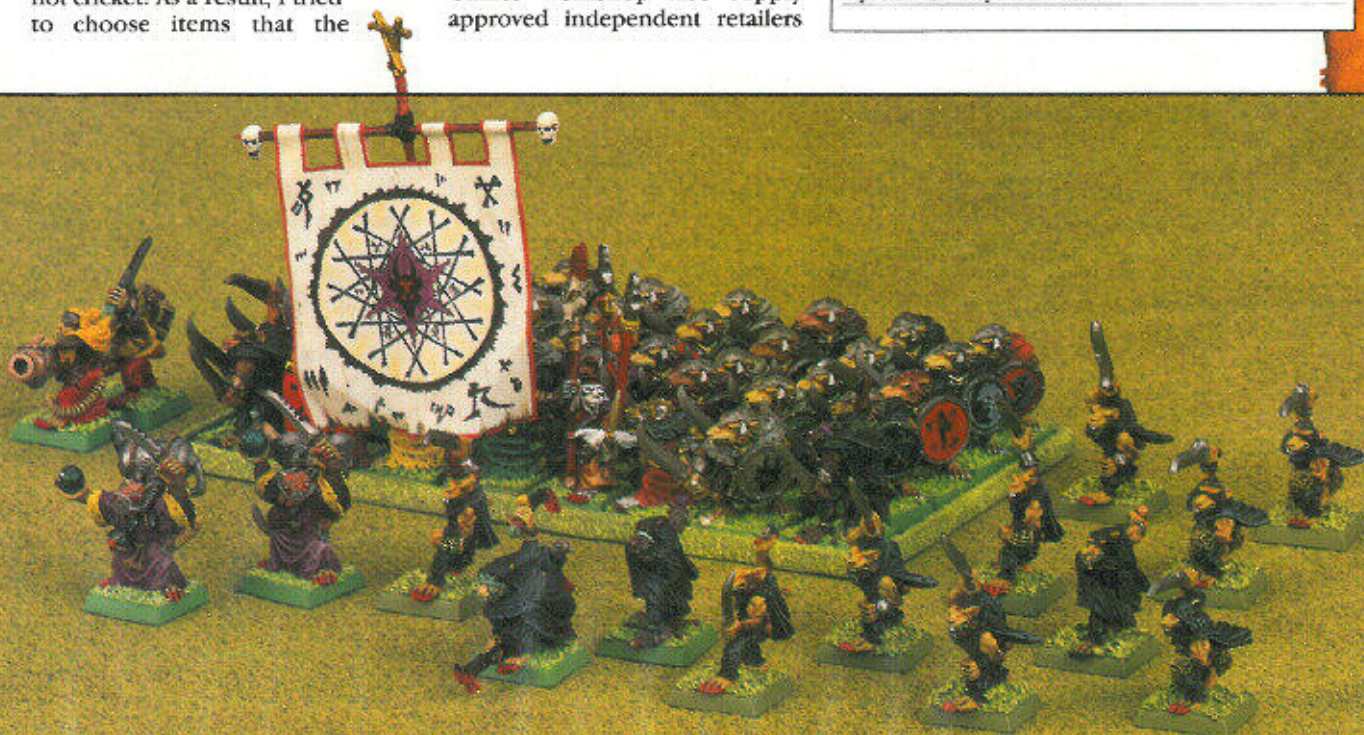
So, where should you buy your troops from? There aren't only the usual avenues of Games Workshop stores and Mail Order (although often their special offers on Grand Opening days and the like are hard to beat). Games Workshop also supply approved independent retailers

UNIT: 3 RAT SWARMS	POINTS: 150
ARMOUR/WEAPONS: None	50 Pts x 3 = 150
CHAMPION: None	0 Pts
TROOP TYPE:	M WS BS S T W I A LD SAVE
Rat swarm	6 3 0 3 4 5 1 5 10 -
NOTES:	
Rat swarms are immune to psychology effects and never take Break tests.	

UNIT: VERMIN LORD	POINTS: 600
ARMOUR/WEAPONS: Doom Harp	600 Pts x 1 = 600
CHAMPION: None	0 Pts
TROOP TYPE:	M WS BS S T W I A LD SAVE
Vermin Lord	9 8 8 8 7 7 10 9 10 -
NOTES:	
Vermin Lord causes terror and has a magic level of 4. May draw from the Skaven spell deck (including the Grey Sor spells).	

UNIT: JIZZAL TEAM	POINTS: 30
ARMOUR/WEAPONS: Hand weapon and jizzal	30 Pts x 1 = 30
CHAMPION: None	0 Pts
TROOP TYPE:	M WS BS S T W I A LD SAVE
Jizzal team	5 3 3 3 3 1 4 1 5 -
NOTES:	
Range 36" strength 5 damage D5 save -3	

UNIT: 6 PLAGUE CENSER BEARERS	POINTS: 90
ARMOUR/WEAPONS: Plague censers	15 Pts x 6 = 90
CHAMPION: None	0 Pts
TROOP TYPE:	M WS BS S T W I A LD SAVE
Plague Monk	5 4 0 4 4 1 4 1 5 0
NOTES:	
Plague Censer Bearers are affected by the rules for frenzy and hatred, and can skinmen. Plague Censers emit the Fog of Death in combat.	





With just enough money left Roy finishes off his army with two Rat swarms.

around the world. These are retailers like model shops, toy shops, post offices, gaming shops and a whole host of other outlets who officially stock a range of our products. If there's not a Games Workshop store near to you, then chances are that there will be a local independent retailer who stocks our products. Check your local press or Yellow Pages – you never know!

Anyway, enough of my 'I'm a five-month-old-army-collecting-veteran' lecture and on with the fortunes of my own army...

After the appointment of a new general to lead my battered Skaven into battle (see Issue 221) and the resulting victory at Hawk Pass over Chris Harbor's High Elves (see below), General Skarras returned to Skavenblight with his whiskers held high and was duly rewarded with a final batch of troops by the Council. The decision was tricky. I had £26 left, with the extra £1 being carried over from issue 220 – it could make all the difference! This time I chose to buy my troops from my nearest Games Workshop stockist, which happens to be the excellent Morton's Models in Mansfield. Being an approved independent retailer, Morton's Models keeps a range of Games Workshop stock in-store, and luckily for me, this includes blisters. Alan, the store owner, also has some older stock no longer found in our own stores!

So, I scampered down to the shop one Saturday morning and Alan pointed me in the right direction for my final purchases. I chose nine Gutter Runners to accompany Snikch, two more Assassins and two more of the deadly Rat Swarms. Hey – bang on £26! Handing over my cash to Alan, I was sure I had made the best choice possible to round off my army.

Running back to my burrow at top speed, I hastily assembled the warriors and the rats, painted them in double-quick speed (only black and brown needed!) and saluted my now complete army. Victory would be mine for evermore!

THE BATTLE AT HAWK PASS

After finishing my fourth installment of troops, I challenged

the mighty Company Chaplain Chris Harbor, with his veteran High Elf army, to a battle.

Chris has had hundreds of battles with his various armies and is certainly a force to be reckoned with, so I had to put all of my (feeble by comparison) experience to use. I did, however, have one consoling factor – Richard 'Hob Nob' Hobson had vanquished the High Elves recently with his skinny tree-huggers so there might be hope yet! We staged a simple pitched battle of around 3,000 points in a fight to the death. The battle started with a bonus for the Skaven. Not only did I get to go first (thus closing quicker against missile troops) but I rolled a 6 for the effects of my Skaven Brew!!! Double movement and attacks for my main Clanrat unit for the entire battle. Happy-happy, joy-joy!

Thus, marching 20" in their first turn, my Skaven were virtually all over the Elves like a Plague Monk's rash! The rest of my forces moved in (a little slower) ready for the kill. But then things went wrong (what did I expect?). Chris's Bolt Thrower and archer fire rained down upon my Clanrats and they fell like flies. In the blink of a rat's eye, they turned tail and fled, failing to stand firm even under the power of the General's *Crown of Command*! The Elves began to surround my forces. My Plague Monks charged his spearmen, accompanied by the deadly Plague Censer Bearers, and a huge melee ensued. Close by, my Vermin Lord bellowed in daemonic rage and hurled himself at a unit of Silver Helms, helped by the chattering Rat Swarm. As swords clashed and teeth ripped through armour, the battle raged on watched by Chris's steadily circling forces.

Then things started to go really badly! My Plague Monks were routed in the melee and they ran, only to be mashed into the dirt by the White Lions. Squeak! In one fell swoop I lost my Monks, Censer Bearers and my Warfire Thrower! Doom! To make things worse, Snikch was routed as he mounted a crazed assault against a unit of Swordmasters, but he was not caught (thank the Horned One). The only consoling factor was that my Clanrats rallied to the threats of General Skarras and mounted an assault against a unit of Elven archers. Things were looking bleak!

Chris continued to pound my troops with arrows but luckily the great Horned Rat shone upon the dice that day, for injuries were minimal. Then the tables turned again... the Vermin Lord stomped all over Chris's general, wizard and Silver Helm bodyguard. Unfortunately, however (for me), his troops were not as cowardly as the Skaven and they stood shoulder to shoulder and fought on. And on. And on... Soon Snikch was gone – routed off the board to lick his wounds. The Vermin Lord was cut down under a hail of fire from the Bolt Thrower. My Jezzeil lay on the floor looking like a hedgehog – that many arrows were sticking out the crew. Clanrats lay dead all around. With only one third of my main unit of Clanrats left with the general, the Warlock and a Poisoned Wind Globadier, things looked tough, but the general didn't let up. Magic flashed from the Warlock's claws and Elves fell. He had silenced the Bolt Thrower earlier by *skitterleaping* an assassin to the war machine to do his duty, and now all lay dead save for the reserve Elven archers. The furious assaults inspired by the Skavenbrew won the day. The last of the High Elves was cut down as he tried to run away, broken by the sight of his dead kinsmen.

Skarras returned back to the Council with a new pointy-car necklace... Only the warlock and globadier accompanied him to confirm his victory...

NEXT MONTH:
Roy and Paul take
on the two
Richards in next
issue's Battle
Report!

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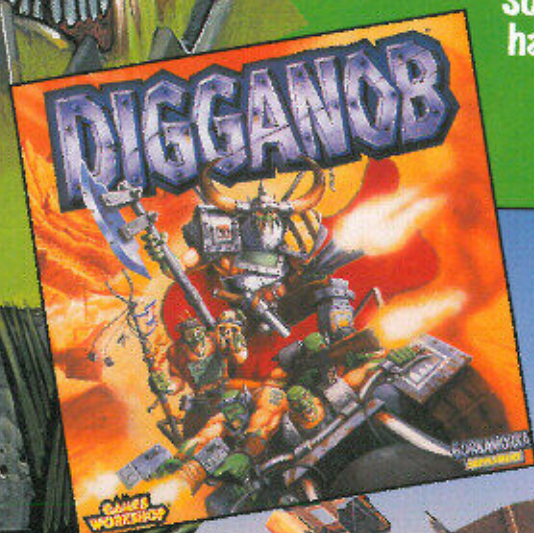
SUN, SAND & SLAUGHTER - IT'S

DIGGANOB

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LAST STAND AT GLAZER'S CREEK

A battle report by Jervis Johnson, Paul Sawyer, Adrian Wood and Graham Davey

This month's battle report is inspired by the classic war film *Zulu!*, which recounts the tale of a group of British soldiers attacked by wave after wave of Zulus in 1879. In this battle the Praetorian XXIV Imperial Guard regiment would try to survive a series of relentless Ork assaults. The engagement is a continuation of the 'Massacre at Big Toof River', the mega-display featuring the Imperial Guard battling with the Orks at last year's Games Day event. Over to Jervis...

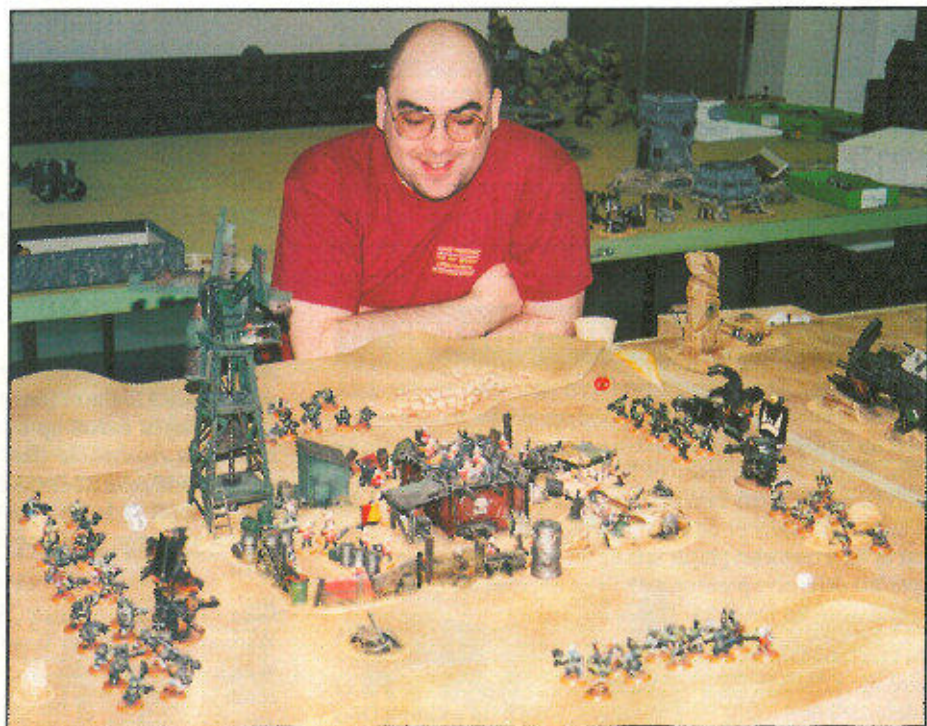
THE BATTLE OF GLAZER'S CREEK

Glazer's Creek is a narrow tributary of the Big Toof River, that stretches away to the north-west of its parent. Located close by the creek and some five miles from Big Toof River itself is the remains of an old farm, once owned many years ago by one Conrad Glazer, the man who gave his name to the creek. However, Glazer disappeared many years ago and his farm was little more than a ruin when the men of the 3rd Platoon, A Company, 24th Praetorian Imperial Guard Regiment set up camp there.

3rd Platoon had been left behind to guard Glazer's Farm after their Chimera transport vehicles were lent to the rest of A Company in order to make it fully mobile for the attack on Big Toof River. Without their Chimeras the 3rd Platoon could not hope to keep up with the main column, and in any case somebody needed to be left behind to protect the 24th Regiment's supplies. The platoon was joined by several civilians that were accompanying the 24th Praetorians on the campaign, but deemed to be a liability for the main attack.

As the civilians and men of 3rd Platoon made themselves as comfortable as possible amongst the ruined farm buildings, they could have had no inkling of what was to happen to their comrades at Big Toof River. A full description of

the battle has appeared elsewhere, so suffice to say that the 24th Regiment ran into an Ork ambush and was all but annihilated. The survivors were forced to flee away to the north-east – away from the victorious Orks, but away from Glazer's Creek as well. The men of 3rd Platoon were therefore cut-off from the main bulk of the Imperial army, and unaware of what had happened at Big Toof River. Then a cloud of dust was spotted on the horizon. The Praetorians expected it to be the rest of the regiment returning from an easy victory. In fact it was the first wave of an Ork tide that would batter the defenders of Glazer's Creek with a series of assaults...



Paul sees the size of the first wave of Orks, and thinks Adrian is having a laugh...

HOW THE SCENARIO WORKS



Jervis Johnson

Jervis: Last Stand at Glazer's Creek is really a series of battles that pits the horribly outnumbered Imperial Guard defenders against successive waves of Ork attacks. It is inspired by the 19th century Battle of Rourke's Drift, but more specifically by the stone-cold classic war film *Zulu!* which covers that battle. If you can beg, borrow or steal a copy of the film on video and watch it

before playing the game, you'll find that the game is simply much more fun to play (you'll also find yourself saying things like "First rank FIRE!, second rank FIRE!" and "Don't point that bloody chainsword at me!" which adds to the fun too). But I digress...

In this scenario the Imperial Guard defenders are horribly outnumbered and must attempt to fight off wave after wave of Ork attackers. However, the defenders include several tough characters, the Guardsmen have an excellent defensive position, and they also benefit from the uncoordinated nature of the Ork attacks. The Orks on the other hand have lots and lots of Boyz, and know that given enough time they will wear the defenders down – the only problem is that they only have enough time to make a limited number of attacks before they must pull back to their main camp.

The rules below explain how to pick the forces, set up the table, and play the game. Please note that while the Ork army should be quite easy to field (though you will need to have access to at least sixty Ork or Gretchin models), the Imperial Guard army list is very specific and tells you exactly what models to use. If you don't have the right models, feel free to modify the list to suit your own collection, and/or use 'stand-ins' for the models you don't have (i.e. use a mortar to represent the autocannon, etc).

OBJECTIVES

The objectives for each side are very simple: the Praetorians must survive and the Orks must wipe them out (none of those namby-pamby Victory points in this scenario!) More specifically, if at the end of any assault there are no defenders left standing, then the Orks have won. If there are still defenders alive at the end of the final assault, the Praetorians win the day.

SETTING UP THE TERRAIN

Last Stand at Glazer's Creek is played on a 4'x4' gaming area, and the Praetorian player sets up the terrain for the game. He must set up Glazer's Farm, and may set up any other terrain he likes. Glazer's Farm must include at least one building, but apart from this restriction the terrain may include any number of buildings, walls or other items that seem appropriate. Note that as the Praetorian player sets up all the terrain he can create a perfect defensive position with loads of cover for himself and almost none for the Orks. This is deliberate!

IMPORTANT: In this scenario, terrain never slows down Ork movement, though the Imperial defenders do get the benefit of a defended obstacle if the Orks attack over it. In addition Orks can clamber over walls by simply measuring the height of the

wall and knocking this off their normal move. The reason for this rule is simply to stop the Imperial player from surrounding the farm with impassable or difficult terrain which would make for a very boring game all about shooting rather than close combat – which is not what we want at all!

ORK ASSAULTS

Instead of playing a single game, this scenario is played as a series of games. Each game represents one of the Ork assaults on Glazer's Creek. The Orks get a randomly determined army for each game, while the Praetorians get to use only the models that survived the previous battle.

Assaults Extra Troop Rolls

3	+4
4	+2
5	+0

Before the first game the Ork player must secretly write down how many assaults he will make. He may choose any number from three to five.

Choosing a high number will give the Ork player longer to wear down the defender, but will mean that he has less extra troops for the final assault.

ORK ARMY

The Ork army is determined randomly by rolling twice for leaders and six times for troops on the table below. I've deliberately set up the table so that the Orks get little in the way of long-range firepower. This is to encourage them to attack the farm, rather than sit around and snipe at the defenders. If you roll up some troops that you don't have, they can be replaced by an Ork or Gretchin mob, while unavailable leaders are simply ignored. This means that Ork players will need to have at least 60 Ork or Gretchin models in order to play this scenario, but as this just happens to be what comes in the Warhammer 40,000 boxed game I can't imagine this will present much of a problem.

D6	Leaders	Troops
1	Shooty Stuff	Bike or Buggy
2	Nob	Boyz
3	Nob	Boyz
4	Nob	Boyz
5	Nob	Boyz
6	Nob	Nobz or Boarboyz

Note: When we originally fought the scenario, Adrian rolled THREE times (not twice as above) for the Leaders and managed to roll up a Warboss in three of the assaults. It seemed reasonable that a Warboss would be at all the assaults and so in addition to the troops rolled up randomly each assault is led by an Ork Warboss. The Warboss is armed with the equipment actually shown on the model itself.

Bike or Buggy: A single War Buggy, Wartrak, Scorchier, or Warbike. The vehicle is armed with whatever weapons are actually on the model. If you roll up more than one buggy result in a wave, then all of the vehicles must be combined into a single squadron. No more than one vehicle of the same type may be taken per assault.

Boyz: A single mob of 10 Orks armed with bolters or bolt pistols and axes, or a mob of 10 Gretchin armed with autoguns.

Nob: A Nob armed with any equipment actually shown on the model itself, or a Nob on a Nobz bike. A Nob on foot must lead a mob of Boyz or Gretchin.

Nobz or Boarboyz: A single mob of Nobz, Stormboyz or Boarboyz. The mob has 5 models and the models are armed with whatever weapons the model is actually carrying.

Shooty Stuff: A single Dreadnought (armed with any equipment actually shown on the model itself), or a Mekaniak with a Shokk Attack Gun, or a Weirdboy with three Minderz, or a single piece of Ork field artillery (i.e. Splatta Kannon, Palsa Rokkit, Smasha Gun, Squig Katapult). No more than one model of the same type may be taken per assault.

FERAL ORK RULE: All Ork Boyz in this scenario have +1 WS and -1 BS. Now, although I could justify this by saying that the Orks who made up the attackers were a rather primitive lot who weren't much good at shooting, the actual reason for the rule is because it pretty much forces the Orks to try to capture the farm by assaulting the defenders rather than shooting them (see comments above about boring shooting matches). Note that the modifier does not apply to Gretchin models, only to Ork Boyz.

DEPLOYING FOR BATTLE

The Praetorians set up anywhere on the table at least 12" from a table edge, except that any wounded models must set up in the hospital building in the farm (see the rules for wounded models below). Praetorians may set up in overwatch, but can't set up hidden (the Orks are watching them from the hills!).

After the Praetorians have set up, number the edges of the table 1 to 4. The Ork player then picks any two adjacent edges and numbers them 5 and 6. He then rolls a D6 for each unit, and they move on within 12" of the centre of the table edge with that number. Note that because the Ork player gets to pick an extra couple of numbers for two table edges, he can choose the area where the bulk of his troops will (probably) set up. The Ork player can change the table edges he picks to be numbered 5 or 6 at the start of each assault. Remember that a separate roll is made for each unit.

FIGHTING AN ASSAULT

Once both sides have set up, you are ready to fight the assault. The Ork player gets the first turn. The battle continues until either there are no Praetorians left in play, in which case the Orks win, or there are less than thirty Ork models in play. Bike or buggy models, and any Shooty Stuff plus their crews, count as five models if they have taken no damage, one model if damaged at all or a crew member is killed, and zero models if destroyed. The Warboss, Boarboyz and Nobz count as one model each.

IMPORTANT: This is a fight to the death for both sides, and so all units are immune to psychology and will not break.

If the Orks are reduced to less than thirty models the assault ends immediately in an Ork defeat. If this was the final assault then the Praetorians win. If not, the Praetorians must tend to their wounded, and then you can play out the next assault.

THE FINAL ASSAULT

At the start of the third Ork turn of the final assault, the Ork player rolls again on the troops table. The number of rolls is determined by the number of assaults the Orks have made (see the rules for Ork assaults above).

DESTROYED VEHICLES

Vehicles destroyed during an assault must be left in play as wrecks. Damaged vehicles that can't move off are left in play too, but count as being destroyed in future assaults (it's assumed their crew has run off!). This rule has several effects; it creates cover and makes the table-top look more interesting for a start, and it also limits the Orks' ability to keep on using the same vehicle in more than one assault.

PRAETORIAN WOUNDED

Praetorian models that are 'killed' during an assault need to be kept to one side until the end of the battle. If the Orks are fought off, roll a D6 for each model on the table below:

Dead models can't be used in any future assaults, while models that suffer a flesh wound will be fighting fit and able to take part in the next assault. Models that have been seriously wounded have to go to the hospital, but you can roll for them again on the table below at the end of the next assault.

D6	Result
1-2	Dead: Add another white cross to the graveyard
3-4	Serious Wound: It's hospital for you m'lud.
5-6	Flesh Wound: Get back in the ranks ya malingerer!

THE HOSPITAL

One of the buildings that makes up Glazer's Farm must be designated as the hospital. Seriously wounded models are sent here, and they may recover as described above.

In addition, it is assumed seriously wounded models have their weapons by their beds, and if an Ork moves within 4" of the building, the seriously wounded models inside may get up and fight! Roll a D6 for each seriously wounded model if an Ork moves to close. On a roll of 4+ the model gets out of bed and fights. Add +1 to the dice roll during the final assault. Seriously wounded models have 1 wound, and all of their other characteristics (including movement and leadership) are reduced by 1 point. Set them up anywhere you like within or touching the doorway of the building.

Once 'activated', seriously wounded models will fight for the rest of the battle, but then have to make a roll on the injury table at the end of the battle to see if their exertions have caused a relapse.





Praetorian

SQUAD JENKINS



SERGEANT



FLAMER
'PRIVATE SIMPSON'



TROOPER X 6



AUTOCANNON
GUNNER



AUTOCANNON
LOADER



SQUAD JONES



SERGEANT



MELTA-GUN
TROOPER



TROOPER X 6



HEAVY BOLTER
GUNNER



HEAVY BOLTER
LOADER



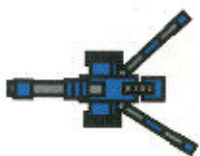
HEAVY WEAPONS SQUAD



MORTAR
GUNNER



MORTAR
LOADER



LASCANNON
GUNNER



LASCANNON
LOADER



LASCANNON
GUNNER



LASCANNON
LOADER

COMMAND SQUAD DAVIES



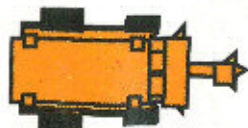
CAPTAIN
CAINE



TROOPER X 3



GRENADE
LAUNCHER
TROOPER



FARM TRUCK WITH HEAVY BOLTER



Somebody's nicked Fat Bloke's bacon butt!

Paul: So, I'm taking command of the Praetorian XXIV. I've watched *Zulu!* more times than I care to remember and it brings a lump to my throat and a tear to my eye every time. The thought of a handful of soldiers, miles from home, with only a few local scouts and hastily erected fortifications for help, is the stuff of legends. If I can see the valiant guardsmen through the coming ordeal I'll be a happy man.

Well, I can't rely on locking the local priest in the outhouse to secure victory – I'll need a much stronger battle strategy than that...

My master plan revolves entirely around not having a master plan. As the scenario stands there are only two certainties: I'll be facing a large number of randomly generated Orks who will hit me in wave after wave of green death and I'll be burning off a lot of calories through nervous tension. Neither is a welcome prospect and so the best option open to me is to make it up as I go along and put my trust in Overwatch!

As the only objective I have for this game is to have at least one defender alive at the end of the final assault, I will gradually redeploy the troops I have left as each assault takes its toll. Apart from that, I've just got to fight off a veteran Ork player with an army I've never used before...

XXIV

THE CIVILIANS

Anyone who has seen *Zulu!* will know that it's not just soldiers that took part in the defence of Rourke's Drift, there were civilians there too. I wanted this aspect of the film to be reflected in our reflight at Glazer's Farm, and to this end we included a number of civilians in the defence force. We used a motley collection of miniatures to represent the civilians, drawing on models from the Studio's Necromunda and Adeptus Ministorum armies. All were armed with the weapons actually depicted on the models themselves.

CIVILIANS



**FARMER
'GLAZER'**

Farmer Glazer: The owner of Glazer's Farm who has been living as a hermit in the hills, but has returned to help defend his old homestead against the Orks. He is an independent character and has Imperial Guard Hero characteristics.



**VETERAN
SCOUT
'BLIKK'**

Veteran Scout Blikk: Some-time hired scout and some-time bounty hunter, Blikk carries a huge array of weapons, including a single *stasis grenade*. He is an independent character and has Imperial Guard Hero characteristics.



**RATLING SNIPER
'HOOKY'**

Ratling Sniper Hooky: A rogue who has feigned illness to avoid taking part in the Battle Of Big Toof River. He is an independent character and has Ratling Hero characteristics (see the Codex Imperialis for Ratling Hero stats).



**SCRIBE
'PARCHETT'**

Scribe Parchett: An Administratum scribe sent to record the outcome of the campaign for Administratum records. He is an independent character and has Imperial Guard trooper characteristics.



**MENIAL CHAMPION
ARMED WITH
PLASMA PISTOL**



**MENIAL CHAMPION
ARMED WITH
AUTOPISTOL AND
SWORD**

Menials: Two units, one of six models and one of four, each led by a champion. With the exception of the champions, the models have Imperial Guard trooper characteristics.



**MENIALS/SCOUTS
X 8**

Farm Truck: This vehicle can be driven by any of the models in the defending force. It has the same speed and armour as an Ork buggy, and is armed with a heavy bolter.

WAAAGH! GRISHNAK

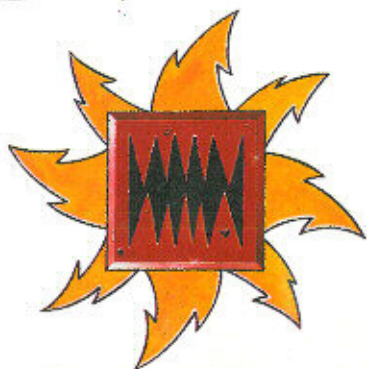


Grand Warlord
Adrian Wood

For this battle report we decided to use Adrian's Ork army, Waaagh! Grishnak Grimjaw. You may remember Adrian's original Ork army which we featured in WD 201, Waaagh! Grishnak Ironhide. When Gorkamorka came

out Adrian was so excited by the new Ork models that he decided to make a completely new Ork army using Gorkamorka Orks and all the crazy vehicle conversions he loves to create. This army, led by his new Warboss, Grishnak Grimjaw, is already pretty enormous and every model has its base painted for fighting on a desert battlefield, like the Praetorians. Adrian's feral Orks look just right for this scenario in which skill at hand-to-hand combat is paramount. It's not everyone who can boast two huge Ork armies to fight with, one on desert terrain and one on jungle terrain!

Adrian: Waaagh! Grishnak is made up of mobs that are twenty-strong so I'll have to split them down into ten-strong mobs for this scenario. I've got no worries about what I randomly roll up in the way of an army, I'll have models to accommodate! The only real decision I have to make is how many assaults to fight. I'll opt for four assaults as this should give me enough time to smash the enemy and enough reinforcements in the last assault to swing the game in my favour. This is the first time I've played Paul at Warhammer 40,000 and I'm looking forward to crossing axes with him!



WARLORD

NOBZ

BOYZ



DREADNOUGHT
WITH TWO
HEAVY
BOLTERS



DREADNOUGHT
WITH MISSILE
LAUNCHER
AND HEAVY
BOLTER



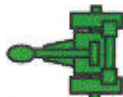
SCORCHER



SCORCHER



TRUKK



SQUIG
KATAPULT



ASSAULT 1

Paul: This really is going to be interesting as I have no idea what I'll be shooting at. I won't know what Adrian's force consists of until it appears over the crest of the hills that ring Glazer's Farm. With this in mind, and knowing that most Orks armies rely on weight of numbers, I deploy both the lascannon teams and the heavy bolter team on the roof of what will undoubtedly become the hospital. This is for two reasons: firstly it will afford them the best vantage point for targeting purposes and secondly it will be harder for the Orks to get up close and personal as they'll have to fight their way through the other Guardsmen first. One of the Administratum Menials mans the heavy bolter in the Truck. Apart from this, each squad sets up in the defences with the best fire arcs they can find.

Finally, Hooky the Ratling Sniper takes up a superb sniper's perch high on the Windmill, so that he can effectively pick off anyone he wants and if I'm really lucky Adrian may just forget he's there and thus forget to kill him (ensuring victory for the stout defenders of Glazer's Farm!).

Other than that I've only two priorities in this battle – shoot as many greenskins as possible and then fall back to a safer and more defensible position where the Orks can't make use of their enhanced WS.

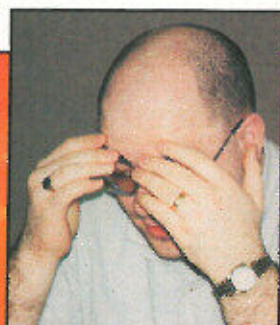
Adrian: I rolled for my Leaders and the first result is Shooty Stuff, so without hesitation I take one of my specially converted Dreadnoughts. These huge, mechanical beasts, lumbering across the battlefield, clobbering the enemy with

their power claws, chanting WAAAGH! and blasting everything in sight, are the weapon of choice for any Warboss, any time! Even if this one gets totalled by one of the lascannons, I've still got another waiting in the wings. Next I roll up two Nobz to lead my Boyz. Each has a power claw, the only weapon for an elite mob leader. Next I start rolling up troops for my Nobz to lead. After a couple of Boyz mobs (I'll take Boyz mobs over Gretchin until I run out of models) I roll a 6 and get a either a Nobz mob or Boarboyz. As my Boarboyz are at the moment sat in a box waiting to be painted, I have no choice but to opt for a Nobz mob. Not that this is a bad option; five Nobz with power axes are always great to have along in a punch up! After rolling up two more Boyz mobs I get a buggy. I decide that the best tool for this job will be a Scorcher, with its heavy flamer that ignores cover and doesn't roll to hit! Paul's face was a picture. All I have to do now is roll to see which table edges my Boyz come on from.

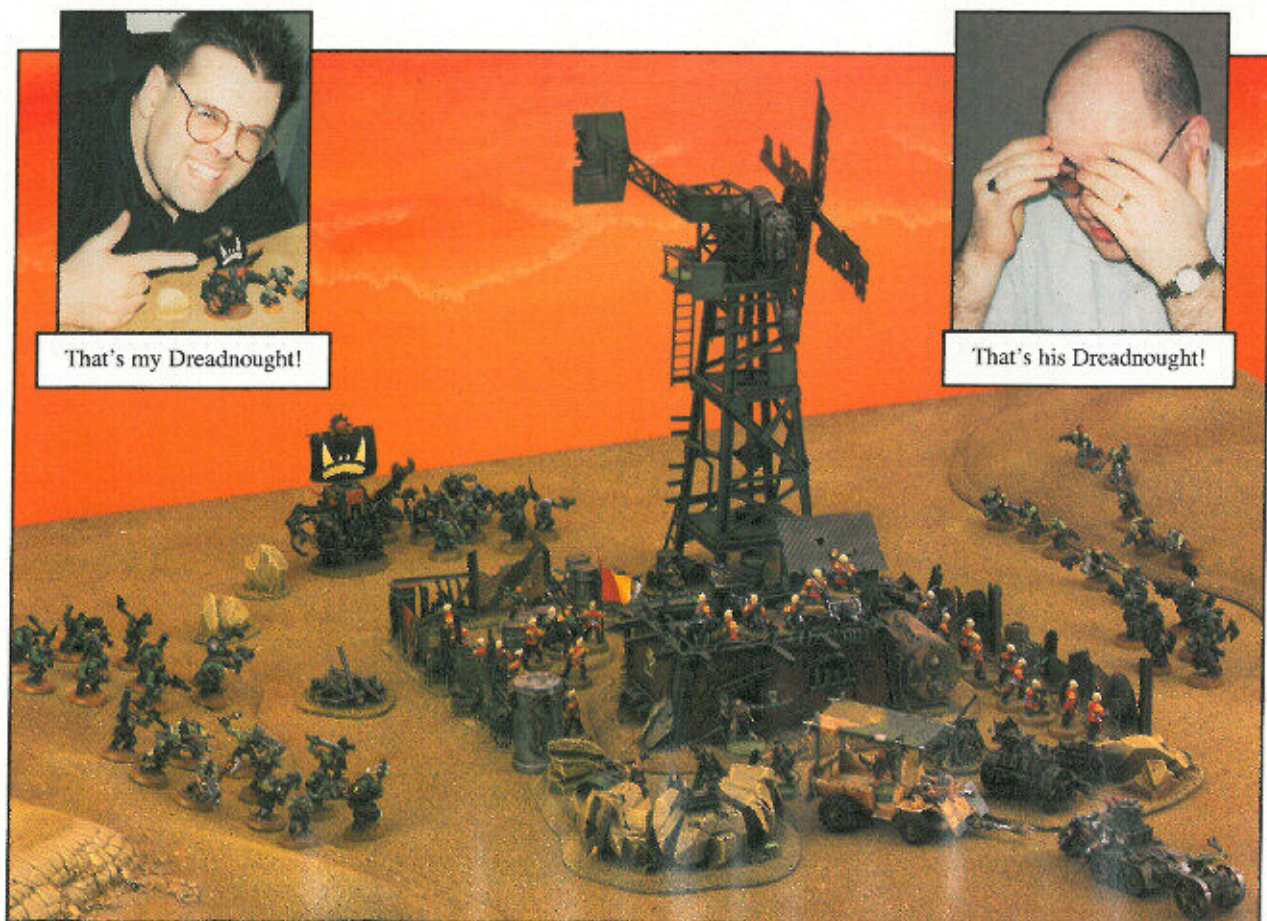
After rolling for all my squads there is only one thing I can say: that's Orks for ya. They couldn't coordinate an attack if they tried! The way the dice rolls have worked out, the Praetorians are pretty much surrounded, but given a choice I always prefer to attack in strength at one point. Still, I can't complain, even though the Scorcher is quite vulnerable on its own. However, hope is at hand. The -1 to hit that the Praetorians will suffer for shooting on Overwatch at targets emerging from cover should see it through, at least for one turn of firing. That should be enough to fry a squad of puny 'oomies. Apart from that, I can see this turn becoming a foot race, with the first Ork to make the barricades the winner!



That's my Dreadnought!



That's his Dreadnought!



The Praetorians blaze away with everything they have as the Orks pour down from the hills.

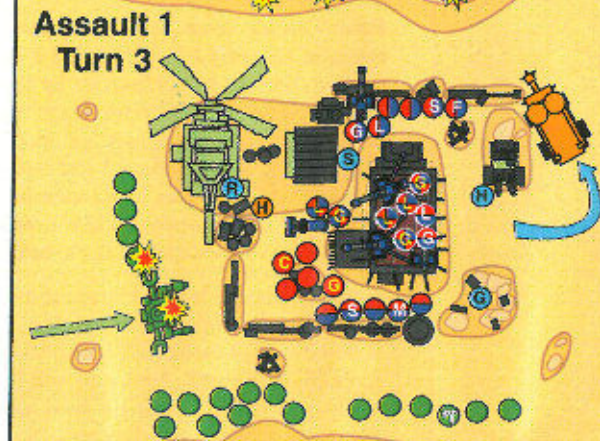
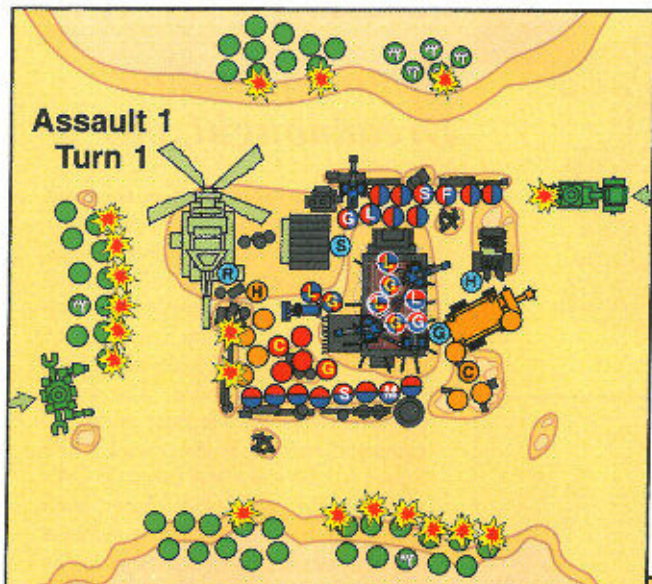
THE ASSAULT

From the hills all around, dozens of Ork warriors swarm down towards the tiny farm, shouting war-cries and firing their bolters into the air.

In the farm Captain Caine has prepared the Imperial defence carefully, with men all along the perimeter fence and heavy weapon teams on the roof of the single farm building. "Steady, men!" his voice rings out clearly, "Don't shoot till you see the reds of their eyes!"

"Don't shoot till you see the reds of their eyes!"

The Imperial Guard overwatch opens up as the greenskins come into range, cutting down seven of them. However dozens still remain. Lascannon and heavy bolter fire flash past the Ork Scorcher, unable to hit the ramshackle vehicle. Suddenly from behind the farm building the mortar crew lob a shell right over the top of the roof. It hits the Scorcher bang on, penetrates its armour and blows it up! Returning fire, the Ork Dreadnought guns down two of the civilians who have bravely taken up arms to join the defence of the farm.



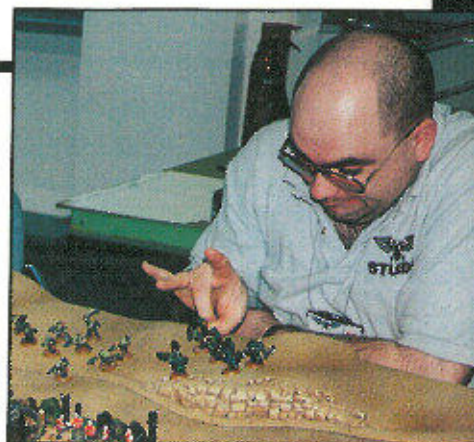
The Orks charge forward into another fusillade of lasgun shots. With the help of the Ratling Sniper picking off greenskins from his perch at the top of the windmill, ten more Orks are slain. Meanwhile the lumbering Ork Dreadnought keeps coming as lascannon shots bounce off its thick armour plates.

However, the Ork advance begins to slow down, demoralised by the casualties they are taking. The mobs of Boyz blast the farm with bolter fire and ten of the defenders fall, mostly Praetorian Guardsmen. But suddenly a single lascannon shot destroys the Dreadnought in a spectacular explosion (that kills an Ork who is standing too close). At the sight of this, the Orks cut their losses and retreat back into the hills to regroup ready for the next attack.

Paul: Well, that went as well as could be expected! I certainly wasn't expecting a Scorcher AND a Dreadnought. As I was tightly packed and making the most of the cover available I had to make the Scorcher my number one target (it doesn't have to roll to hit when firing and so it ignores cover) and although most of my heavy weapons shots deflected off its armour the Mortar crew saved the day, enabling me to concentrate on the Boyz and the hulking Dreadnought.

I wasn't surprised when the Orks faltered in the face of such a torrent of fire. I was surprised however, that they then went on to blast away at the defenders with all they had (very un-Orky!). This suited me though as it meant they wouldn't be able to get into close combat and this is their main strength (particularly the Orks on this world!).

Adrian: Ouch! That was a bit like driving full tilt into a brick wall! All that firing on the first turn really took its toll, although the Dreadnought did some damage before being destroyed. Paul expressed surprise that I shot the Praetorians with my Boyz rather than charging in. Even though my Boyz have increased WS and decreased BS, I think I made the right choice. Hand-to-hand combat is always risky; it's the only time when you can suffer casualties in your own turn, as well as inflicting them on the enemy. Considering how close the Boyz were to getting below thirty models, shooting for a turn was far less risky and indeed probably caused far more damage. All-in-all, a reasonable assault, and next time there will be less Guardsman so the going will be easier.



If only we were playing Subbuteo!



Burn, Baby Burn! Adrian threatens Paul with a Scorcher template!

ASSAULT 2

Adrian: Aha! I roll up another yet Ork Dreadnought! And Warlord Grishnak Grimjaw has made it onto the field, along with another Nob! I don't get anything else for my troops other than sixty Boyz! Unfortunately they decide to attack the farm from all four sides again. I'd better get used to this, it will probably happen on every assault. OK Boyz, let's get 'em!



Paul: Hmmm, another Dreadnought, eh? I already have a bad feeling about this battle report. Adrian seems to be able to get just what he needs from the Ork army table! At least I won't have to worry about a Scorcher speeding across the table and gouting flame

across my battle lines. There ends the good news however, as not only will Ork Warlord Grishnak be coming out to play, but he'll be accompanied by sixty Boyz! This means that I'll have to kill at least thirty of the little green blighters to stop the advance, hopefully before they get into close combat. It really is a tall order...

If things get desperate, I'll pull everyone back to the hospital building so that when the Orks come within 4", my wounded can crawl from their beds and defend the farm with bedpans and surgical scalpels!



THE ASSAULT

The farm building has been commandeered as a make-shift hospital, and a number of the wounded have already been patched up and ordered back to their posts. After a tense hour of waiting the Orks attack again, and every man braces himself, ready to defend his position with his life if necessary.

Overwatch fire is less effective than in the first assault and only four Orks are killed, while the Dreadnought (this one approaching from the other side of the farm) is damaged in the legs and reduced to a limp. But this does not stop it firing at the farm's truck and killing the Menial manning its heavy bolter. Seeing this, Parchett the Scribe bravely rushes forward to take the gunner's place.

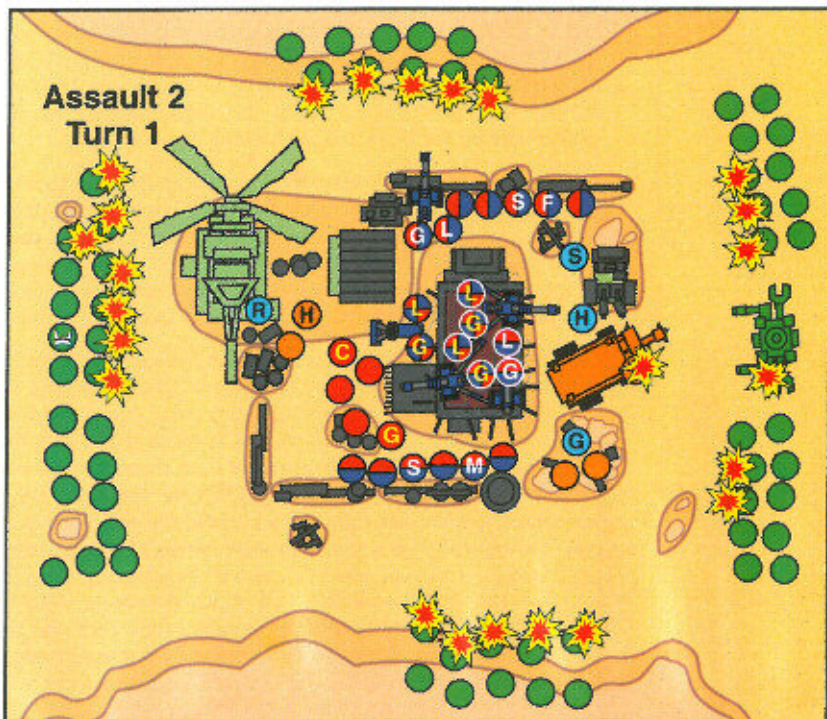
The Guardsmen and their allies open fire again, this time with devastating effect. On every side greenskins fall to the massed lasgun and heavy weapons fire. In all, nineteen Orks are killed, seriously weakening the charge and as before, the remainder slow to let loose with their bolters. Eight of the defenders fall, mostly civilians. The most serious loss is the grizzled veteran scout Blikk, and Parchett slumps forward over the heavy bolter that he hadn't quite worked out how to fire.

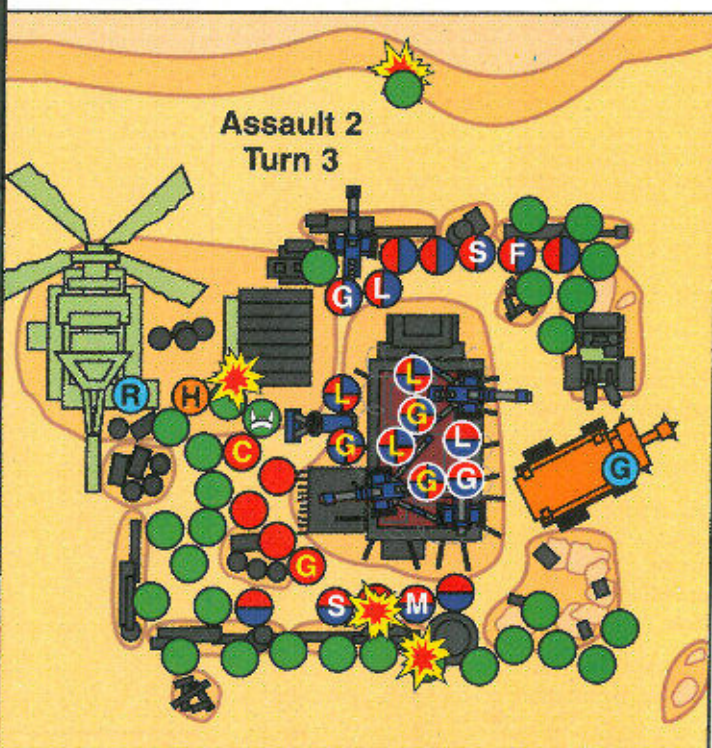
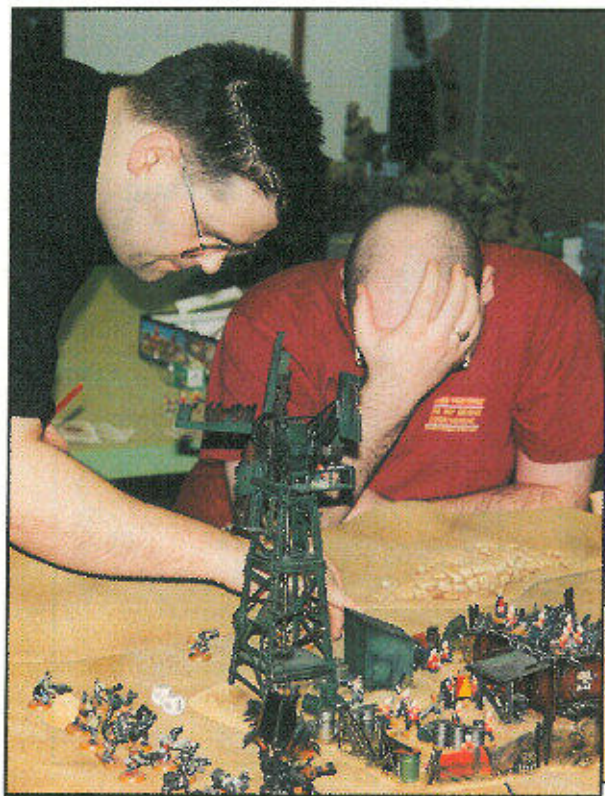
Hmmm, another Dreadnought, eh?

As the Orks close in, seven more of them are shot down, while the Dreadnought is wrecked by the lascannons. Farmer Glazer himself steps forward to man the gun in the bullet-riddled farm truck. Then the Orks charge, breaking through the perimeter fence in a number of places. Ork Warlord Grishnak charges straight at Captain Caine, who sets a brave example for the men under his command and stands his ground, while Squad Jenkins stalwartly keeps the Orks at bay. The greenskins have been reduced to less than half their numbers and the tide of the attack turns in the favour of the defenders. The Orks break and run, leaving the defenders to count the cost.

Paul: That was tense. After a very good round of shooting I thought I had it in the bag, only to be confounded by the low cunning of the Ork Warlord and his decision to once again halt the attack and bring his guns to bear. I lost more defenders than I'd care to mention but looking at the number of Orks I was facing I think I did rather well, old bean.

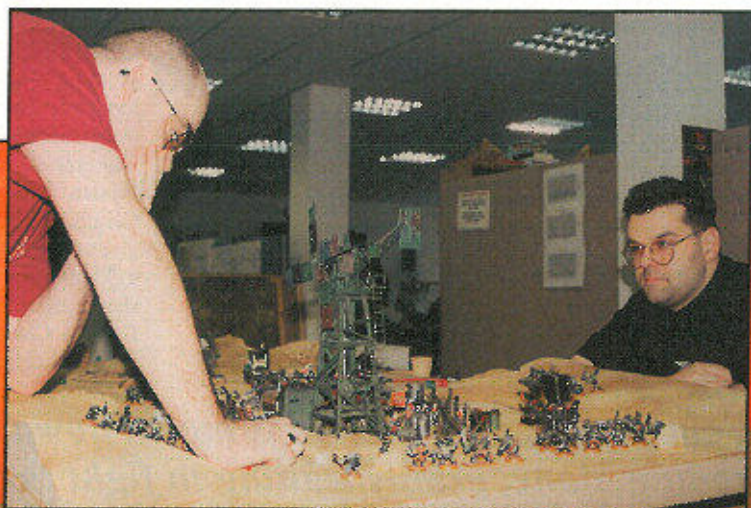
Adrian: Well, at least we made it into close combat, although as expected I suffered enough casualties of my own to force the Orks back. Next turn will be really important, I must hit hard and fast!





Above: Come on Paul, it can't be all that bad. Can it?

Right: Paul ponders his next move while Adrian attempts to outstare the Windmill.



From his perch high above the battlefield, Hooky watches as the Orks break through the perimeter defences.

ASSAULT 3



Paul: With my numbers reduced even more this time, the effect will be twofold: firstly I'll have less guns to reduce the Ork numbers to breaking point and secondly this will mean that they'll almost

certainly over-run the farm defences. To counter this I pull the defences into a tighter ring so that the Orks have further to run to get into close combat.

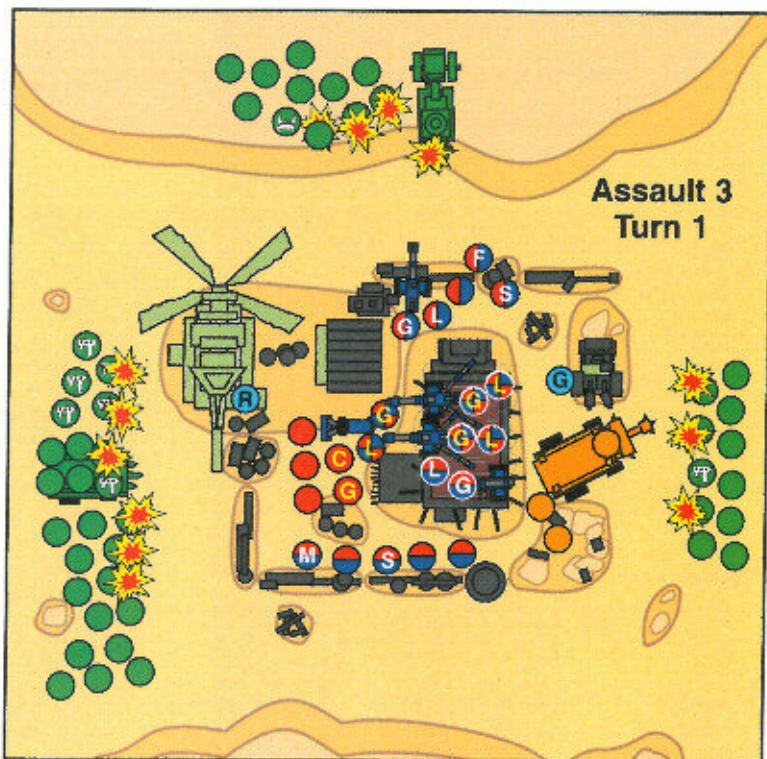
As Adrian rolls for the Ork army my heart sinks – another Scorcher! To make matters worse he rolls up a War Trukk so he'll be speeding his Boyz even faster into the fray. Oh dear.

Adrian: This time Grishnak must have had divine inspiration from Gork and Mork themselves. Not only are the Orks set up in strength, but I've got Grishnak himself, four Boyz mobs with a couple of Nobz to lead them, a Nobz mob into the bargain and a Trukk too. Nice going Grish!

THE ASSAULT

The weary defenders prepare to repulse another wave of greenskins. The makeshift hospital is now full to bursting with the injured and dying, including most of the civilians, while Squads Jones and Jenkins are both down to near half strength.

Another huge horde of Orks charges down from the hills. Roughly a dozen fall to enemy fire as they close in, and more importantly, the Scorcher is destroyed by an autocannon shell before it can get close enough to bring its deadly heavy flamer



to bear. Private Simpson, seeing the Ork threat looming in front of him, scales the fence and advances into firing range. His sergeant leaps forward to stop the foolhardy young guardsman, shouting "Hold your position, laddie!" But it's too late – the foolhardy young Guardsman rushes forward and fire spews from the nozzle of his flamer. The results are less than impressive and the Ork charge quickly reaches the outer fence. Private Simpson is smashed to the ground by Grishnak Grimjaw himself. The farm truck is swamped by the greenskins, its crew butchered. On the other side of the farm a truckful of Ork Boyz leap from their vehicle and blast away at short range. Command Squad Davies is mown down, leaving Captain Caine standing alone, grimly waiting to fight the enemy at close quarters.

Command Squad Davies is mown down, leaving Captain Caine standing alone, grimly waiting to fight the enemy at close quarters.



Private Simpson breaks ranks to burn the Orks! Impetuous boy!

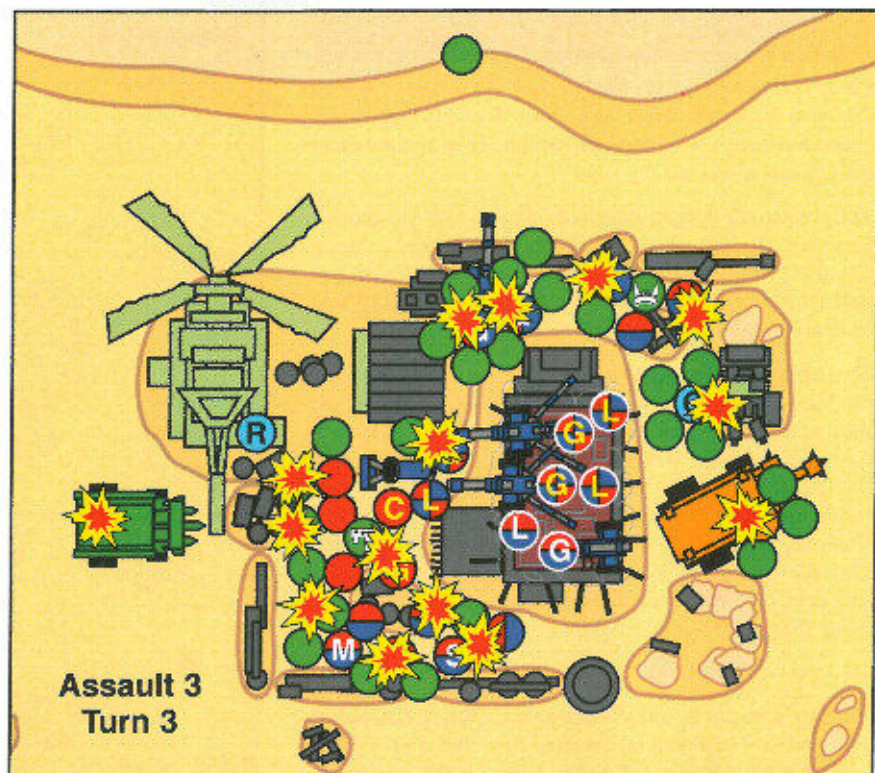
On every side Orks break into the farm compound. Squads Jones and Jenkins are both completely overrun. Farmer Glazer kills one Ork before he succumbs to sheer weight of numbers. At that moment a handful of the wounded emerge from the hospital to join in the battle, barely able to walk, let alone fight! This desperate act of bravery gives the defenders new-found determination, and the Guardsmen on the roof of the hospital shoot into the massed greenskins below them. Captain Caine fights on in the midst of the Orks, still shouting encouragement to his men, as he cuts down an Ork Nob with his chainsword. Orks are clambering onto the roof of the hospital when their truck crashes and explodes. The Orks lose heart and run back to the cover of the surrounding hills,

and leave the defenders to set about the grim task of patching up the survivors and burying their dead comrades.

Paul: I'm in deep trouble now. There are potentially two more assaults to come (Adrian gets to choose how many he'll attempt in secret at the start of the game) and I'm sorely lacking in numbers.

With only my heavy weapons teams, a handful of Praetorian troopers and the odd civilian left to face the next assault, things are looking very grim indeed!

Adrian: Paul has very little left in the way of fighting men, but the last thing I need to be is over confident. With only one assault left and regardless of the reinforcements on the way, I can't afford to lose sight of the objective; to kill the Praetorian scum without losing too many Boyz in the process. I must be real cunning' like...



The Praetorian's draw their defensive ring ever tighter.

ASSAULT 4

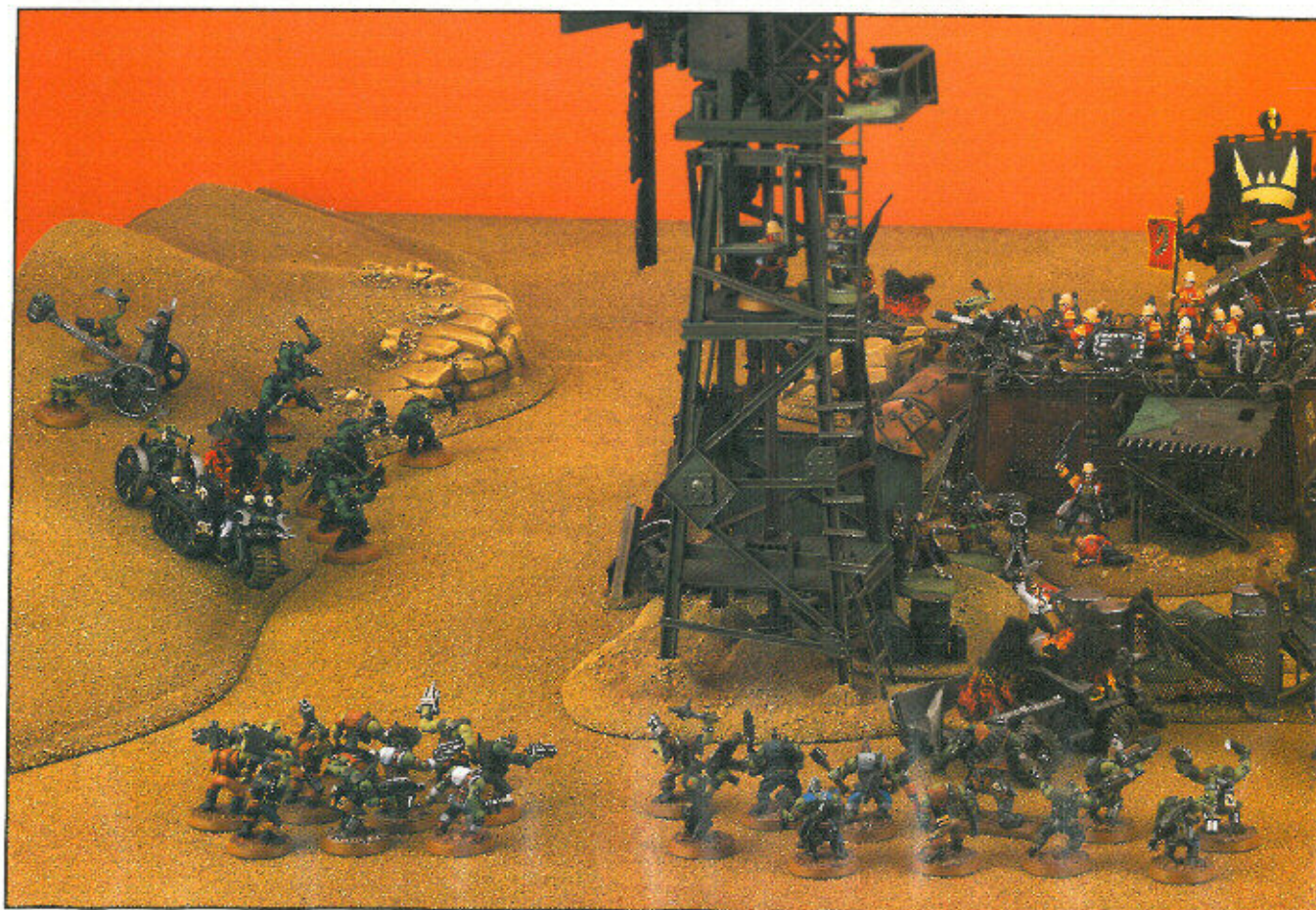
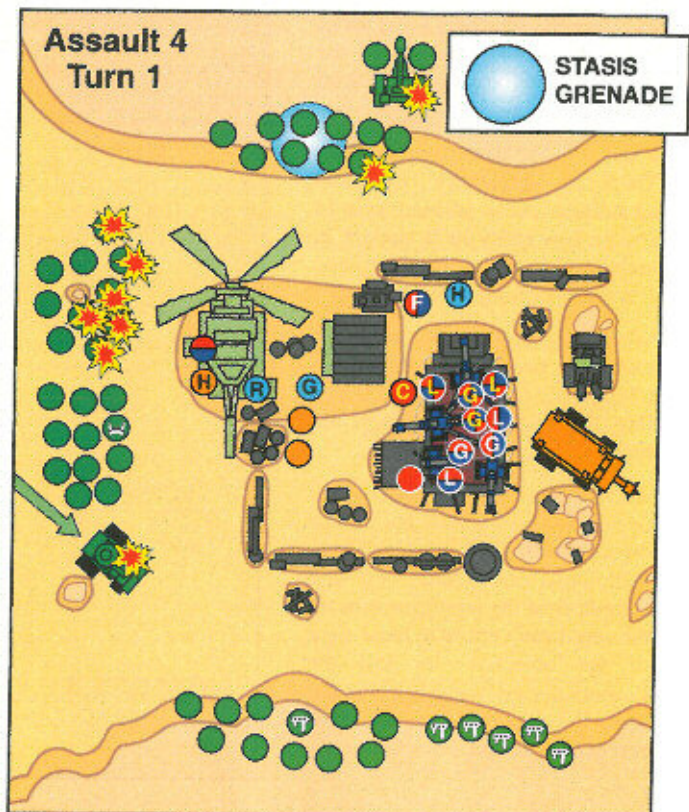
Paul: This is it then – the final assault. If I had been Adrian I'd have kept that quiet until turn 3 and watched my opponents face with smug satisfaction. Then again Adrian isn't as sadistic as me...

The predictable happens again and Adrian rolls yet another Scorchers! To add insult to injury he also gets a Squig Catapult, 40 Boyz and a Nobz mob. Considering what I'm defending with, it looks as if it's all over, but with true Praetorian spirit I will fight on to the last!

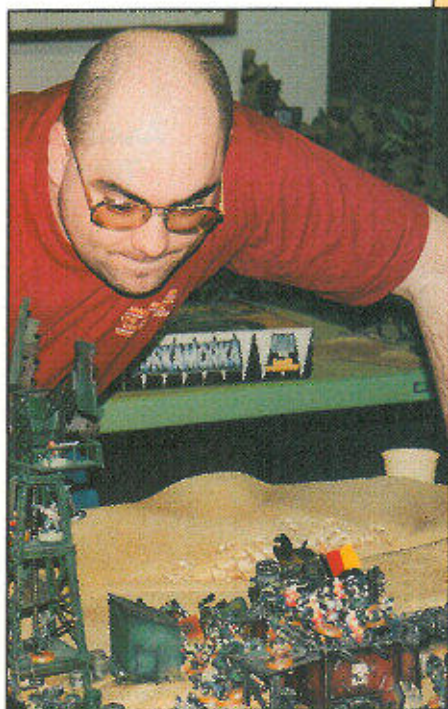
My deployment is easy this time – place a Guardsman and the Menial Champion on the windmill tower so that unless they manage to shoot them in hard cover, the Orks will have to fight them with Queensberry rules (one at a time, like gentlemen). Blikk and the wounded Private Simpson (with his trusty flamer) will defend against the Squig Catapult and the mob screening it. Blikk still has a Stasis Grenade which I've been saving for as long as I can and this seems the right time to use it. Everyone else will blaze away from the hospital rooftop.

Best get on with it then...

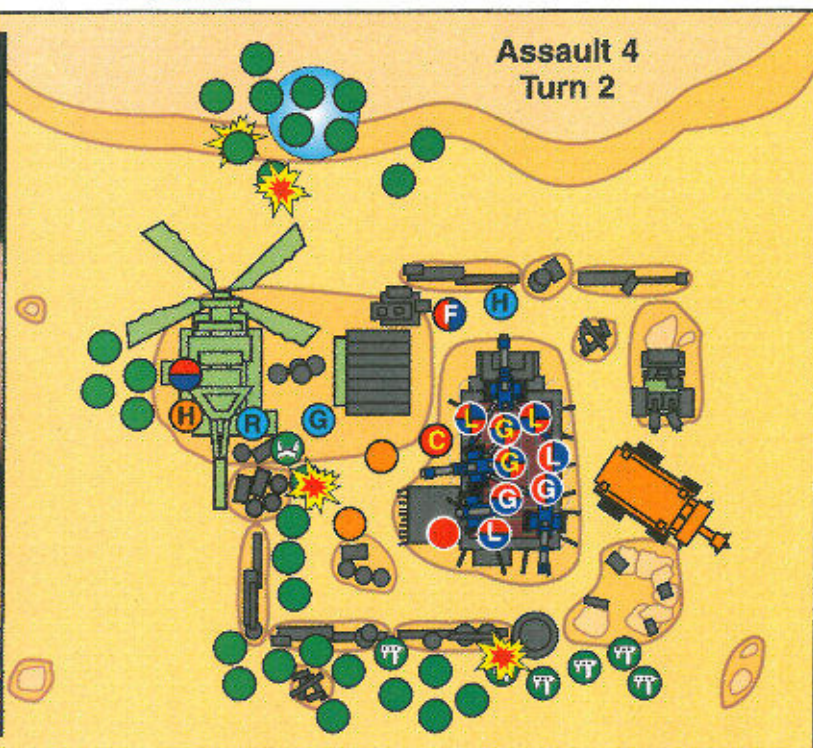
Adrian: I've got Grishnak once again, a Squig Katapult in place of a Dreadnought, another Scorchier and a Nobz mob, but only 40 Boyz this turn. I must really rely on the coming reinforcements to bolster my forces in turn 3. Still, with Warlord Grishnak leading the force I feel confident.



The last stand!



In a last ditch attempt to pull victory from the jaws of defeat, Paul tries to blind Adrian with the glare from his forehead!

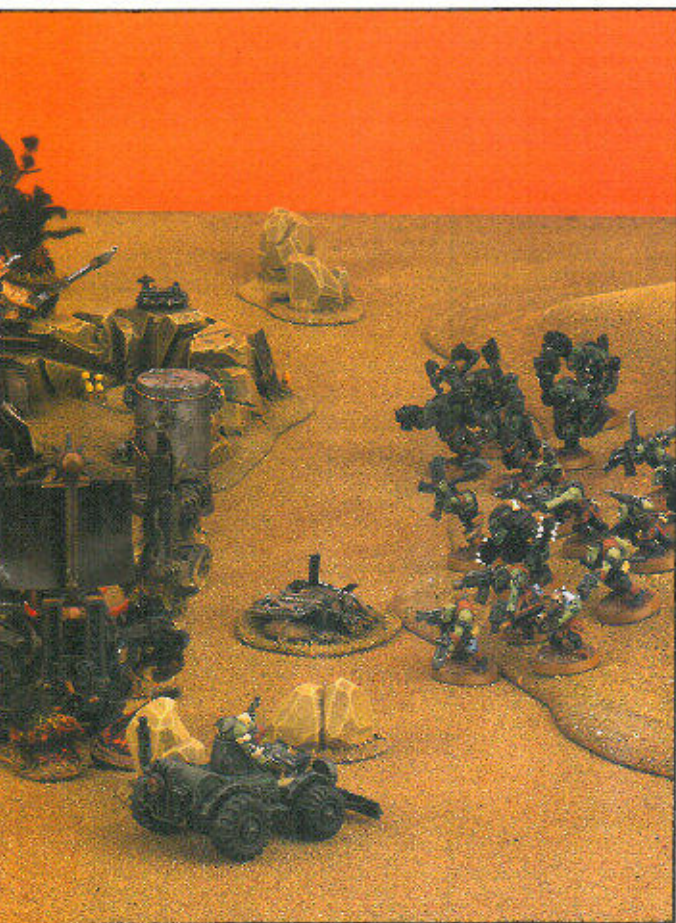


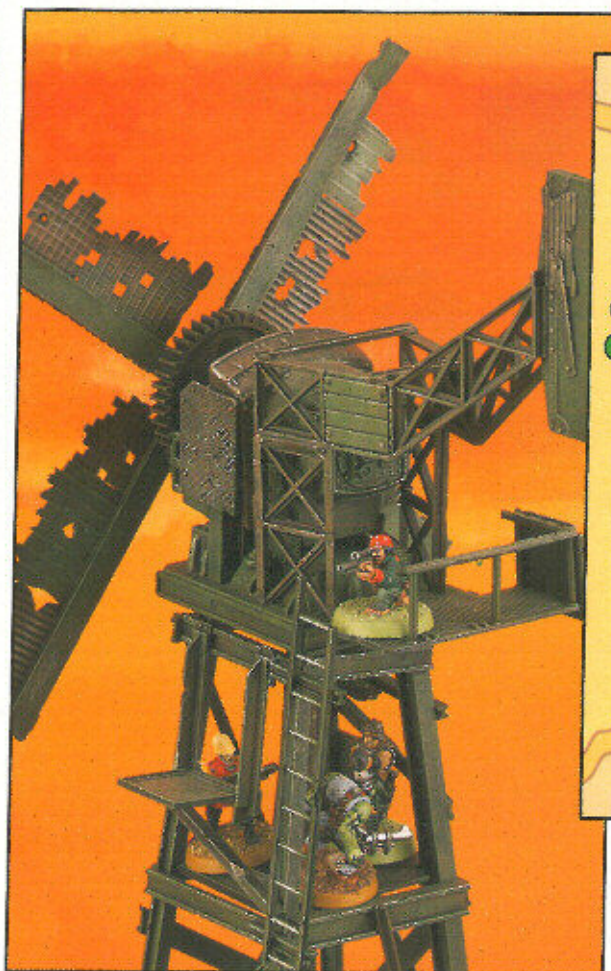
THE ASSAULT

Things look desperate for the beleaguered inhabitants of Glazer's Farm. Only seventeen men remain fit to fight, they are low on ammunition, and the Ork attacks show no sign of abating. All around the farm are the smoking wrecks of vehicles destroyed in the previous assaults. The only bit of heartening news is the recovery of Blikk, the hardy old scout, who emerges from the hospital saying he isn't finished with the Orks and still has a little surprise for them. Also determined to fight on is Farmer Glazer, insisting that he will join the defence of his home, despite his injuries. Private Simpson too is back on his feet, under strict orders not to stray out of the farm compound again. His sergeant unfortunately wasn't so lucky...

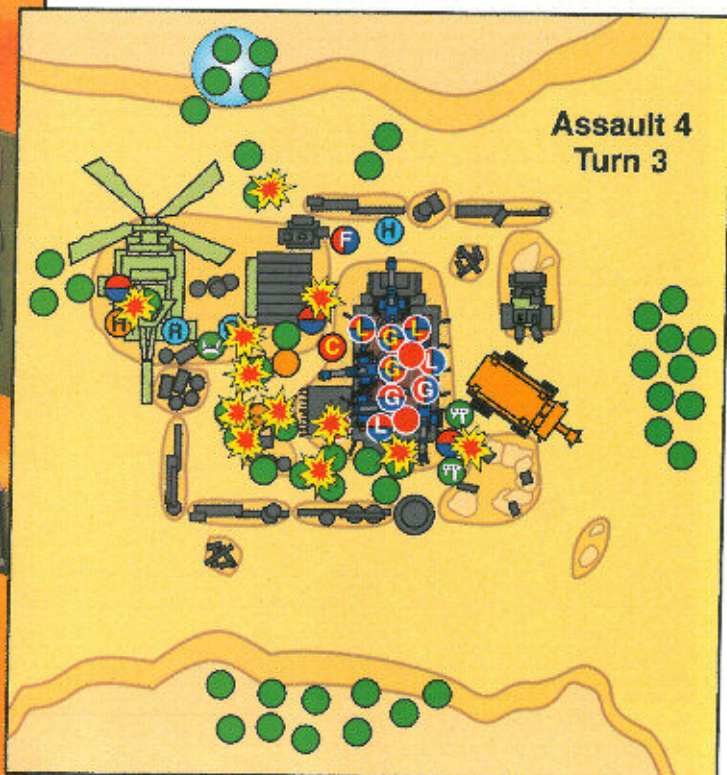
The sound of another Ork attack fills the valley. Captain Caine calls out a last order, "Ready Praetorians. Make every shot count!"

The sound of another Ork attack fills the valley. Captain Caine calls out a last order, "Ready Praetorians. Make every shot count!" The Imperial weapons grow hot as the guardsmen try desperately to whittle down the huge number of Orks. The Scorchers are blown to bits and the primitive Ork catapult is also destroyed while the crew are still pushing it into position above the farm. Blikk hefts an arcane device and, flicking the safety catch off, presses a large, red button. "I've been saving this for a special occasion!" he shouts and hurls it into the mob



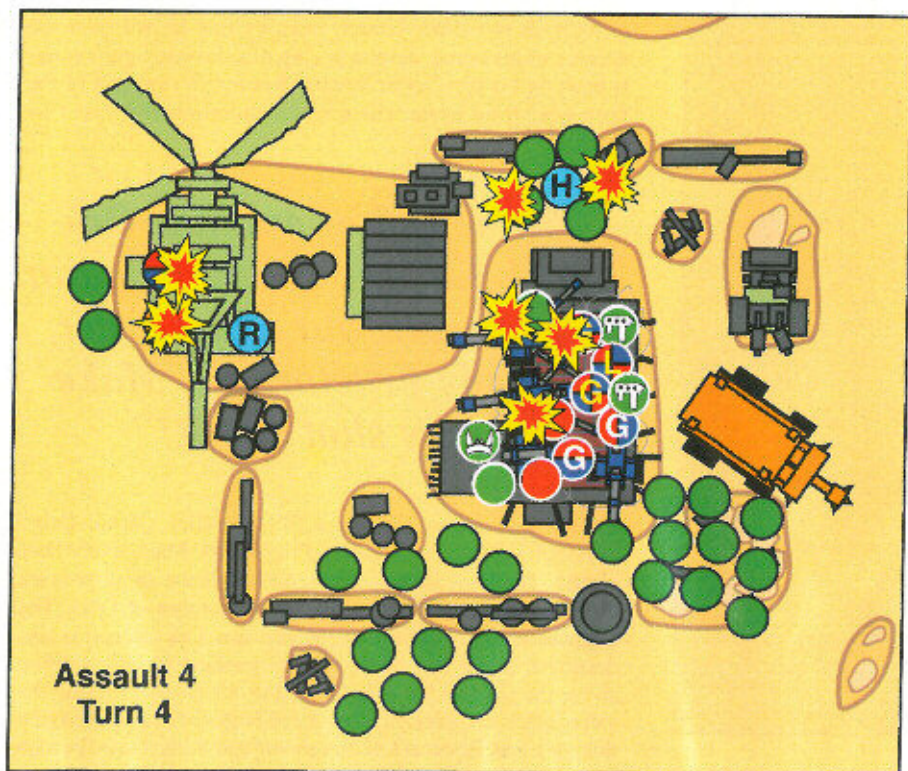


As each Ork scales the tower, the Menial Champion knocks them to the ground!



of Orks bearing down on him and Private Simpson. There is a flash and a swirling vortex engulfs the Orks. Those in the centre are frozen in place while those nearer the edge move in slow motion. Blikk has at least bought them some time.

On the other side of the farm the savage Orks have reached the fence and this time there are no Guardsmen to stop them clambering over. Beneath the windmill a small group of Boyz led by the Ork Warlord, Grishnak, break through into the compound. As if things aren't bad enough, yet more Orks appear out of the hills and swarm down, eager to join in the attack and finish off these weak but stubborn 'oomies.



Greenskins rampage through the farm, as the defenders fire at them from the hospital roof. They start climbing up the windmill towards the Ratling who is still reliably plugging an Ork with every shot. Captain Caine had wisely anticipated this and positioned a couple of men on the level below. From their elevated position, these two send each Ork that reaches them tumbling to his death. At the foot of the windmill, Farmer Glazer is savagely cut down by the Ork Warlord and dies defending the home he built all those years ago.

Blikk and Private Simpson are finally attacked at close quarters. The veteran scout fights with years of experience and swiftly dispatches his attackers, but Simpson is not so fortunate and falls beneath the Orks' axes. At the same time, Orks are scrambling up onto the hospital roof to attack the heavy weapon teams, and more are arriving all the time. Each loader defends his gunner so they can carry on firing for as long as possible. Their desperate defence costs three more lives, and even with the aid of the walking wounded, they can not fight the greenskins off. On the ground Captain Caine is backed into a corner, battling against three Orks at once, including the ferocious Warlord, twice the size of Caine. The Captain fights for his life. Valiantly he slays the first two Orks, but the Warlord waits for his moment and rains down blows with a brutal power sword. Captain Caine's last words are shouted to his men, "Praetorians! We fight to the last man!"

With the death of their commanding officer, things look bleak for the defenders. And yet the Orks' numbers are thinning – if they can just hold out a bit longer...

The Ork Boyz give up climbing the windmill, choosing to shoot instead. This is much more devastating, killing the two defenders to leave the sniper unguarded. All the soldiers on the hospital roof are now battling with greenskins, and still

they proudly wave their regimental banner. Meanwhile Blikk is the last man left standing on the ground. Surrounded by five Orks, he fights with the assurance of a man who has faced these odds before and survived with plenty of scars to prove it. Felling two of his attackers, he swiftly gains the upper hand, and it is this combat that turns the tide. The ragged handful of Imperial defenders have reduced the Orks to a fraction of their original numbers, and Blikk is still cutting down more, laughing maniacally with every blow. The Warlord has reached the roof now and surveys the state of the carnage. He gives the red-uniformed body lying at his feet one last kick and grudgingly decides he can't afford to lose any more Boyz. It's an insignificant farm anyway...

As the Orks run, the defenders give thanks to the Emperor for their lives. Four Guardsmen remain fit, along with Hooky and Blikk, and ten others also recover from their injuries.

Private Llewelyn relays the final list of casualties to Sergeant Shard, who, as the highest ranking guardsman still standing, has assumed command of the survivors. The new NCO pulls himself up tall and yells, "Private, your uniform is a disgrace! Get yourself straightened up at once, you 'orrible little man!" It is all over, bar the screeching of the carrion crows circling expectantly overhead.

Captain Caine's last words were shouted to his men, "Praetorians! We fight to the last man!"



STRETCHER BEARERS!

Paul: Phew! That was too close for comfort. I was convinced that the Orks had it in the bag at the start of the final assault and that I was simply fighting out the last moments of a brave defence. It just goes to show that you should keep on going until you've lost and never throw the towel in.

This is by far the best battle I have ever had the fortune to play in and am looking forward to playing it again soon, this time trying the Orks out.

This was actually the third time we'd fought the 'Last Stand at Glazer's Creek'. The first time the table was 8' x 4' and Orks entering from the 4' edges had too much ground cover to get in close. There was also the problem of the Orks standing and shooting. This just didn't fit with the 'Zulu!' theme, so Jerv introduced the feral Ork ruling which meant it was in the Orks best interests to get in close and attack rather than shoot. The Orks were winning hands down by the second assault so we decided to start again.

In the second game we were playing on a 4' x 4' table and Jervis suggested the Praetorians (not the civilians though) should have the Dead Eye Shot veteran ability (allowing them to re-roll missed shots). This swung the balance too far the other way and by the end of the first Overwatch phase the Orks were vanquished and the Guardsmen hadn't taken a scratch. The scenario you see here is the result of these games. It just goes to show the benefit of thoroughly playtesting your ideas!



I'LL KILL YA NEXT TIME!

Adrian: This has to be the biggest, most gruelling game I've ever played. After all those assaults I'm completely drained. Well done Paul, that was a great fight.

Everything seemed pretty well sewn up by the last turn, so what turned the game in Paul's favour? Funnily enough, I forgot to do what I did in

the first assault; I should have shot Blikk rather than trying to take him down in hand-to-hand combat. I was so close combat-minded by the last turn that the idea of shooting didn't enter my mind, I just wanted to fight! In this last assault it didn't help that I rolled up so few Ork Boyz mobs. Although I had more Boyz turn up as reinforcements, things were slipping away much faster than I realised and before I knew it, victory had eluded me.

This scenario is great and can be refought again and again. In order to make the game a little different Jervis came up with the feral Ork rule, where the Orks had increased WS and decreased BS. This is a nice idea, but you could try refighting the battle with the Orks having the psychology of Hatred or Frenzy. Reintroducing Break tests would put a different slant on the battle, particularly if you fought each assault to the death rather than until thirty Orks were dead. As these are meant to be feral Orks, you could make the force really barbaric by taking Boarboyz instead of the vehicles and Dreadnoughts. These are just my thoughts, why not have a go using your own ideas?

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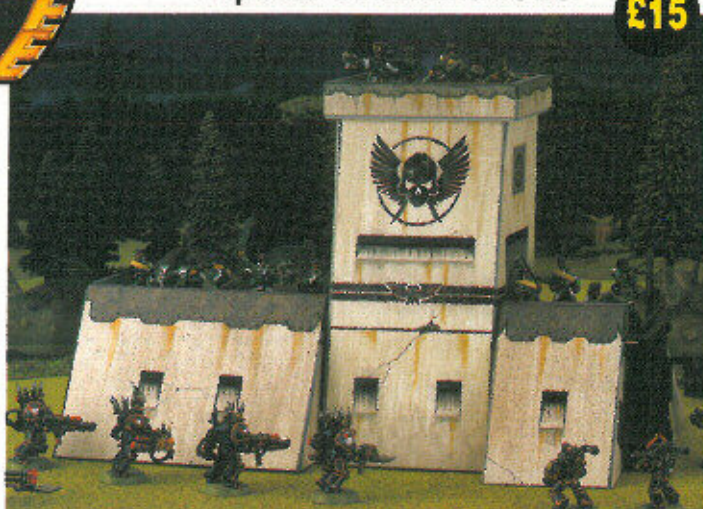
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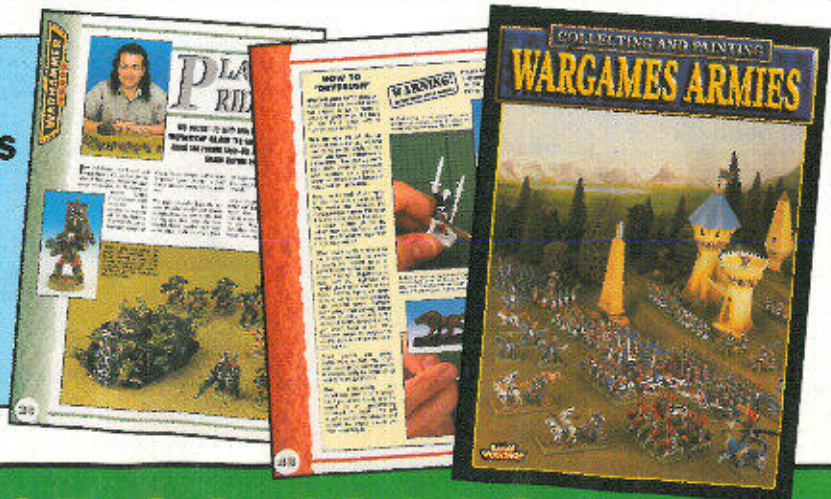
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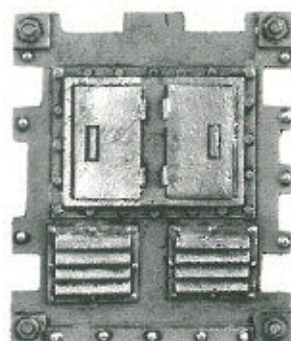
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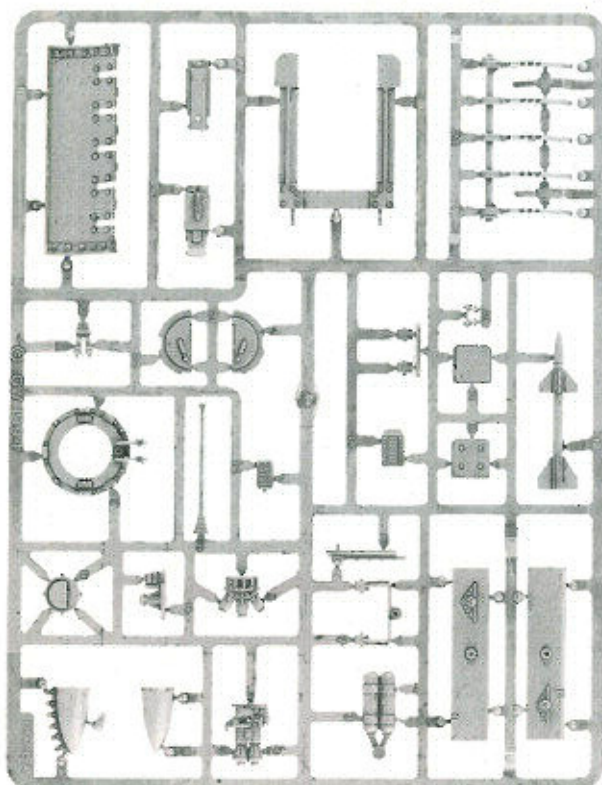
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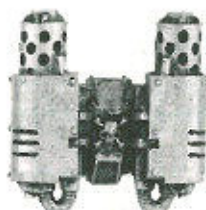


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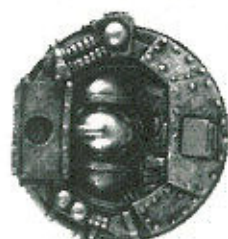
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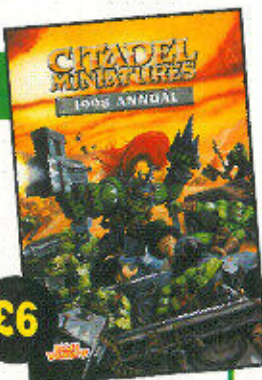
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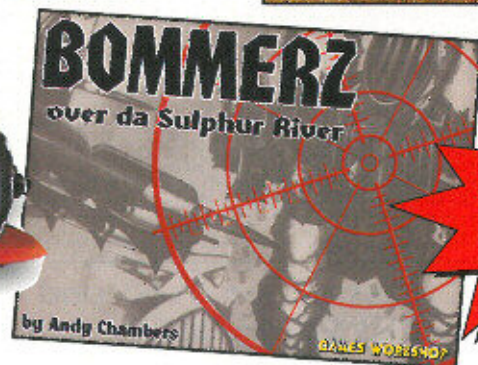
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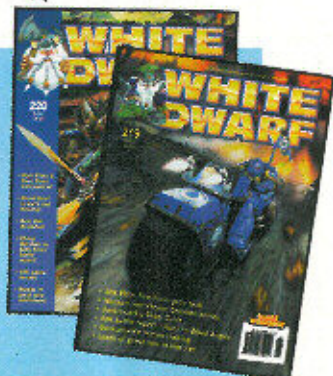


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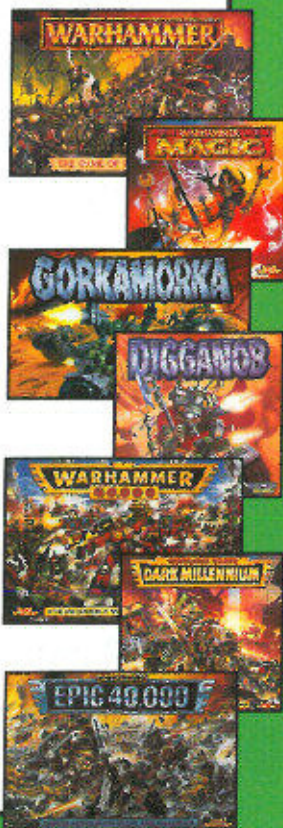
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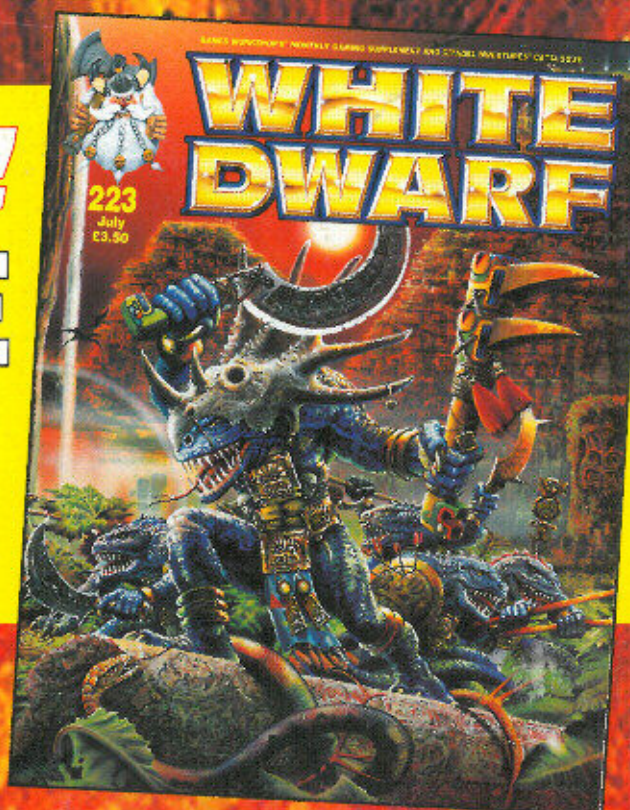


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