

WARHAMMER DWARF

226

October

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WARRIOR



If there isn't a plastic miniature attached to the front of this magazine, your retailer needs to be asked some very odd questions indeed...



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• COLLECTING A
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• AND STACKS OF
AMAZING NEW
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**GAMES
WORKSHOP**

ISSN 0265-8712



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WARHAMMER

The Game of Fantasy Battles

DOGS OF WAR 40

More Regiments of Renown for hire.

SKELETON WARRIORS 49

You've seen the Chaos Warriors and the Soldiers of the Empire, now you can really raise an army, with the new Skeleton Warriors Warhammer Regiment!

COLLECTING AN UNDEAD ARMY 51

We talk you through collecting an Undead army from the ground up!

HOW TO PAINT SKELETON WARRIORS 58

A step-by-step guide to painting Skeletons.

DEM BONES 60

You'll be amazed how many different things you can use Skeletons for...

MORDHEIM 71

This month Tuomas has not just one but three Mordheim scenarios for you to fight, the Skirmish, Street Fight and Treasure Hunt.



CHANGING FORTS 75

After last month's article about his Lizardman fortress, Nick Davis talks about what you can achieve with the new Warhammer Fortress.

THE BATTLE OF IRONAXE RIDGE 83

Are you strapped for space in which to play your games of Warhammer? Mike Walker shows how you can get a great game out of a small battlefield.

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By John Blanche.

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White Dwarf and Warhammer Monthly join forces to bring you this great competition with amazing prizes.

CHAOS GATE 46



Mindscape/SSI have just released their new Games Workshop computer game, Chaos Gate. You command a squad of Space Marines as they seek to destroy the forces of Chaos.

GAMES WORKSHOP STORES 62

Look out for another superb store army, this month from Cardiff, as well as new events to participate in.

MAILBOX 74

Your very own letters page. Oooh!

FORGEWORLD 80

Like the idea of large-sized Citadel Miniatures? Go on, we know you do! Take a look at what Forge World have got planned...

MAIL ORDER 113

More Deals! More Deals! More Deals! More Deals! More Deals! More Deals! And yet more deals, especially for Warhammer 40,000!

WARHAMMER 40,000

IN THE GRIM DARKNESS OF THE FAR FUTURE THERE IS ONLY WAR!

HOW TO PAINT DARK ELДАР 8

You can't have failed to notice the free, plastic Dark Eldar Warrior on the front cover, the first model for the new race in Warhammer 40,000. Here's a step-by-step guide to painting your fearsome Dark Eldar Warrior.

WARHAMMER 40,000 10

Something new is afoot on the war-torn battlefields of the 41st Millennium. Huge games of Warhammer 40,000 are now easier and more exciting to fight. Here's a whole bunch of articles looking at every aspect of the new game and we kick off with Andy Chambers spotlighting the new rules.

ART SHOWCASE 18

Wayne England shows off some of the new art.

IN THE PIPELINE 28

What's coming up for Warhammer 40,000? Andy Chambers tells us about a few of the amazing new models and Codex books set for release over the coming months.

AIN'T SPACE MARINES BRILLIANT! 32

Space Marines are the ultimate warriors against which all others are measured. These super-soldiers are abnormally ferocious and dauntless in the face of overwhelming odds. The new, plastic models are suitably fantastic!

CLEANSE AND BURN! 88

To really appreciate the new game, this Battle Report is a must read! Gav Thorpe and Adrian Wood battle it out in this, the first of the new Warhammer 40,000 battle reports.



Warhammer 40,000 by John Blanche

Product Code: 60249999226



WHITE DWARF

THE WHITE DWARF BLOKES



Paul Sawyer:
Fat Bloke
(Oh, and Editor)



Adrian Wood:
Orky Bloke



Graham Davey:
Wordy Bloke



Nick Davis:
Lizard Man



Andrew Sharman:
Very worrying

It could be you:
Check out the
ad, opposite

?

Letters Page

Our letters page makes its first appearance in this issue, thanks to so many of you writing in. Keep the letters coming! We want to hear your opinions, ideas and questions on Games Workshop games...

Write to: *White Dwarf Letters Page*, Games Workshop Ltd, Willow Road, Lenton, Nottingham, NG7 2WS.



NEW RELEASES THIS MONTH

WARHAMMER

This month's Warhammer releases:

Wood Elf Legends (Miniatures catalogue) £1.00

UNDEAD

Skeleton Warriors (Warhammer Regiment boxed set) £10.00

DOGS OF WAR

Golgfag's Ogres (Metal boxed set) £28.00
Golgfag's Ogres (One model per blister) £7.00
Leopold's Leopard Company (Metal boxed set) £20.00
Leopold's Leopard Company (Three models per blister) £5.00
Mydas the Mean (Metal boxed set) £13.00
Braganza's Besiegers (Metal boxed set) £10.00
Braganza's Besiegers (Three models per blister) £5.00
Birdmen of Catrazza (Metal boxed set) £20.00
Birdmen of Catrazza (One model per blister) £4.00

WARHAMMER 40,000

This month's Warhammer 40,000 releases:

Warhammer 40,000 (Complete boxed game) £50.00
Warhammer 40,000 Rulebook £25.00
Warhammer 40,000 Templates £2.00
Warhammer 40,000 Ruined Buildings £5.00
Warhammer 40,000 Trees £3.00

SPACE MARINES

Space Marine Codex £8.00
Space Marine Battle Force (Plastic boxed set) £40.00
Space Marine Tactical Squad (Plastic boxed set) £10.00

Black Library

This month from the Black Library:

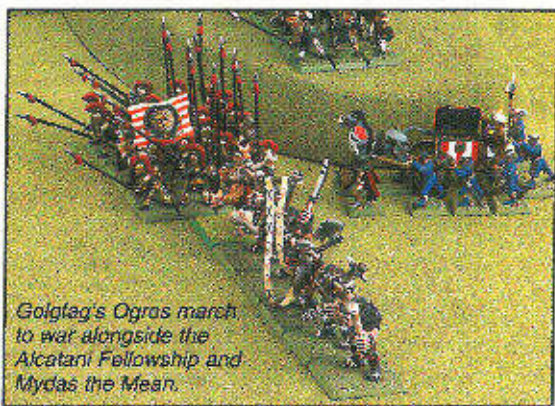
Warhammer Monthly 8 £2.00
Journal 28 £5.00
Calendar 1999 £8.00

WARRIORS FOR HIRE

In need of some seriously tough troops for your army? Golgfag's Ogres are just the job to terrify your enemies (and your army's cook).

Hulking and brutish, Golgfag and his Ogre warband don't care who they are fighting for, as long as they are fighting.

Apart from Asarnil the Dragonlord they are the most expensive Dogs of War regiment to hire (although they will accept the majority of this payment in food). You only need to read last month's battle report, Cry Havoc, to find out just how destructive they can be – they single-handedly finished off a unit of Dragon Ogres, a regiment of Gors and a chariot!



Golgtag's Ogres march to war alongside the Alcatani Fellowship and Mydas the Mean.



Golgtag, Ogre Mercenary Captain.

WARHAMSTER



KILLER RODENT ATTACK

Tristan Nicholls sent us this photo of his hamster, which, believe it or not, is a Russian White Dwarf hamster. This ball of psychopathic, furry death (known to her friends as 'Millie') can be seen here ferociously defending her home against an Ork invasion force. Note that hamster wheels count as defended obstacles.

WHITE DWARF IN NEED OF DWARFERS!

We need enthusiastic gamers with skills relevant to a professional publishing environment, to help produce our monthly magazine.

The successful applicant will have the opportunity to work on White Dwarf. This will require dedication, perseverance and above all an almost unhealthy love for, and knowledge of, our products (simply knowing the difference between an Ork and an Orc isn't enough).

Applicants must have an extensive working knowledge of both AppleMacs and Quark

Xpress (Aldus Freehand and Adobe Photoshop would also be helpful). If you think you'd fit the bill in any or all of these key areas and want nothing more than a career at Games Workshop, then drop us a line.

Send your details to: Human Resources Department, Games Workshop Ltd, Willow Road, Lenton, Nottingham, NG7 2WS.



WARHAMMER 40,000

**OUT 10TH
OCTOBER**

A WHOLE NEW GAME

Of course the biggest event this month is the release of the new Warhammer 40,000 game. And it really is a new game, not just a slight modification of the old rules – as you'll realise as you read

through the magazine. The details of the game have been a closely guarded secret during the months it has taken to develop and produce the game, but finally all is revealed...

The plastic miniatures that you get in the box are simply fantastic. You've already seen one of the sinister Dark Eldar Warriors, armed with a deadly splinter rifle, on the front of this issue. This can be assembled in a variety of poses, so it is worth experimenting a bit before you glue the model together. There are four different Warrior bodies, six heads, various weapon arms and loads of extra spiky bits that can be stuck on wherever you like.



Space Marines, Land Speeder and ruined gothic buildings – all out of the new game!

Then there are the remarkable, new Space Marines, designed by Jes Goodwin. Again there are loads of different, interchangeable parts, all

beautifully detailed, featuring the new boltgun, flamer and missile launcher, along with extra equipment like pouches, pistols and holsters, telescopic sights, knives,

grenades, scanners and even purity seals. More about the new Marines later in the issue.

Supporting the Space Marine tactical squad is the new, plastic Land Speeder (and there are also other new vehicle kits planned – hurrah!).

The box also contains some rather tasty plastic terrain, in the form of a ruined Imperial building and the new jungle trees (as you will see in the battle photos throughout the magazine, our model-makers are already putting the terrain to good use).



Jungle Trees and Gothic Ruins – terrain for Warhammer 40,000.



Nick Davis (before he moved to White Dwarf) makes it very clear that the new game is top secret!

ARMY PAINTING



Painter Dave Thomas has painted up an entire Valhallan army on ice-world bases.



To make sure all the battle photos looked really dynamic, a number of new armies were painted up by the Studio painters. The armies include Orks, Tyranids and Valhallan Ice Warriors.

ARTWORK

As well as John Blanche's stunning box lid art, dozens and dozens of new pictures have been drawn and painted for the rulebook and new Codex books.

Here Paul Smith is working on a Space Marine picture. Note how he has photos of the new, plastic Marines to ensure all the details are accurate, and various reference pictures of medieval architecture to get the right gothic look.



Later this issue we take a look at a selection of the new art, in a special feature put together by Wayne England.



PLAYING THE GAME

Want to find out how the new rules work? Well, the first thing to do is to read this month's battle report, 'Cleanse and Burn', which is a clash between Orks and Imperial Fists Space Marines. The next thing to do is rush to your nearest Games Workshop store and try out the game for yourself – the staff will be only too pleased to teach you.

ALIEN PIRATE RAIDERS

Reported incidents of Eldar pirate raids are increasing at an alarming rate. Striking with deadly speed, these aliens are especially bloodthirsty and vicious, even by the standards of their race.



Early design ideas for the Dark Eldar Reaver jetbike, by Dave Andrews.

The Dark Eldar are the sinister, new army that has been created for the new edition of Warhammer 40,000. Once it was decided to do a Dark Eldar army, the idea was then taken and developed into a finished army list with a detailed (and rather unpleasant) background, by the twisted imaginations of the Games Design team. The Dark Eldar Codex is out next month, so we'll have more information then. Suffice to say the Dark Eldar are probably the most evil force in the entire galaxy!



The task of designing the bulk of the Dark Eldar range fell to Gary Morley and Chris FitzPatrick. Central to the design was the use of curved blades, which you'll see throughout the range.

News from the

Black



Library

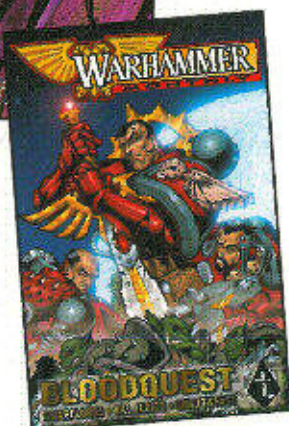
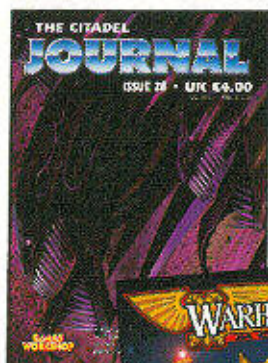
We are proud to announce that the very first Games Workshop Calendar goes on sale later this month. Each month in the calendar shows off one of our best pieces of artwork, shown as big as we can get it. We've got pieces from all your favourite artists from the Design Studio, plus the likes of Kev Walker, Karl Kopinski and Wayne Reynolds from the Black Library. We've even dug up an old favourite from the Games Workshop archives (we'll keep exactly what a secret for now).

There's more to the calendar than just great art – we've been digging through the mist of times to fill the calendar with all sorts of interesting dates from the worlds of Warhammer and Warhammer 40,000. So, now if you want to, you can celebrate Emperor's Ascension Day with a huge party for all your friends, or perhaps your beauty is

waning and feel your skin could do with refreshing, in which case Death Night is the date you need to look out for. Lots more special days and celebrations like these can be found throughout the new calendar.

Whether you're a Warhammer or Warhammer 40,000 fan, the calendar will look great on your wall. So when Mum (or the missus!) says 'don't you want anything other than those toy soldiers from Christmas' you can reply 'Yeah, one of those 1999 GW Calendars will do nicely!' Beats slippers and scarfs any day.

Unfortunately we've been so busy with all this calendar stuff that we haven't had a chance to do a new comic or a Citadel Journal... Hah, only kidding, Warhammer Monthly 8 and Citadel Journal 28 will be hitting the streets as usual. In fact, look out for a great competition later in this issue of White Dwarf.



GW NOTTINGHAM EXHIBITION CENTRE

MUSEUM & NEW DUNGEON VAULT

Work to refurbish the **GW Museum** at Nottingham HQ continues apace, and by the time you read this it will be finished! The new-look museum is twice as large, with room for all our mega-displays, artwork and miniatures from the early days of Games Workshop, and an awesome, new dungeon vault containing life-size exhibits including Space Marines and Orks, Terminator armour, weapons and other artefacts. We'll feature photos of the museum as soon as they are available, in a future issue.

Please phone the Lenton store on (0115) 916 8410 to check that the museum is open, before you visit.

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. For example, at the moment they have a whole range of Skeletons, the 'Robin Hood Dwarf', Snake Warriors, Space Undead and classic Thrud the Barbarian miniatures, to name just a few! Coming soon, camels – perfect for an alternative Tallarn Rough Rider squad! We'll be changing the stock on a regular basis, so telephone the Lenton shop to see what they have available.

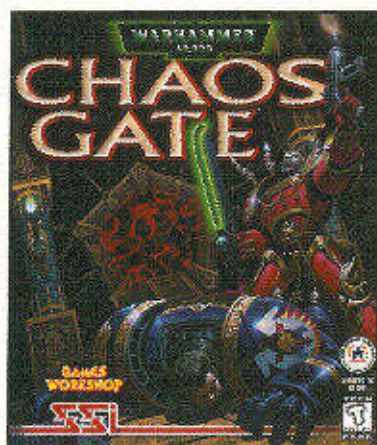
NOTTINGHAM HQ STORE

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 in our HQ's exhibition hall, 6-10pm.

Our address is Willow Road, Lenton, Nottingham, NG7 2WS (look out for the huge Space Marine guarding the entrance).

WIN CHAOS GATE! COPIES OF THE NEW PC GAME



Annihilate Chaos Cultists! Battle against Chaos Space Marines! Avoid having to pay for your copy of the game!

If all that appeals to you, then read on – it might just be your lucky day...

Later in the issue you will find full details of the awesome new Warhammer 40,000 computer game Chaos Gate, from Mindscape. The best news is you could win one of twenty-five copies in our competition! All you have to do is tell us the names of the Ultramarines Captain and the Chaos Lord around whom the Chaos Gate campaign is set. Answers on a post card to: Chaos Gate Competition, White Dwarf, Games Workshop Ltd, Willow Road, Lenton, Nottingham, NG7 2WS. Closing date for entries: 30th October 1998.

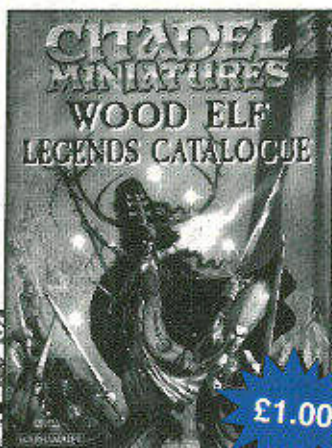
SALES HOTLINE

To be certain of getting your copy of Chaos Gate as soon as possible, you can order it by ringing Mindscape's hotline on 01444 246 333 (office hours only).

WOOD ELF LEGENDS

COMPLETE MODEL LISTING

Also available this month is the Wood Elf Legends catalogue. This is the definitive catalogue of all the Wood Elf miniatures available in the shops and lots more that are now only available from Mail Order...



...there are classic Wardancer models, superb archers, spearmen, scouts and cavalry, some distinctive musicians (with harps and pan-pipes) and the essential Wood Elf Attack Chariot.

CAREERS AT GAMES WORKSHOP, DEVELOPING OUR JAPANESE BUSINESS



We are currently expanding our hobby into Japan and are looking for Japanese speaking sales people and translators to help us develop the business further.

For Sales, the requirements are:

- Japanese speakers
- People motivated and driven by results
- Commitment and desire to win
- Good sales and communication skills
- Understanding of the Games Workshop hobby

For translators, we are looking for:

- People motivated and driven by results
- Good sales and communication skills
- Japanese speakers
- Desktop Publishing knowledge if possible
- Understanding of the Games Workshop hobby

An understanding of the Games Workshop hobby is desirable but not entirely essential. If you are familiar with fantasy and science fiction, whether it be through novels or films, and have the will to learn, please get in touch.

Interested? Send your C.V. to:

Human Resources Department, Games Workshop Ltd, Willow Road, Lenton, Nottingham, NG7 2WS

HOW TO PAINT DARK ELДАР

Here we explain how to assemble and paint a Dark Eldar Warrior (such as the one you got free with this issue!) for use on the battlefield. The techniques used are pretty straightforward, so even if you have never painted a Citadel miniature before, there's no reason why you can't follow the steps detailed here.

We're showing you the steps needed to paint a single model here, but we suggest you paint in batches of five to six models. Painting in batches has a number of benefits. Firstly, you can get into a steady routine so that you don't start from scratch for each model. Secondly, by the time you've painted a colour on the last model, the first model should be ready for the next colour, so you're not literally sitting around watching paint dry! It is also important to remember that you're painting an army to play games with – each model doesn't have to be a masterpiece! On the tabletop, the overall impression of a unit will count for more than any amount of individual highlighting and attention to detail. If you follow the steps below, you should be able to paint a perfectly acceptable Dark Eldar squad without too much difficulty and within a reasonable amount of time.

If you have a Games Workshop store nearby, you can ask the staff to show you any of these steps – they are always happy to help.

ASSEMBLY



First clip all of the parts you need from the sprue and clean off any mould lines with a modelling knife or file.

Once the parts have been cleaned, you can start experimenting with different combinations and poses to find the ones you like best. Blu-tack is very useful to hold bits together while you decide.

The models can be tilted and turned at the waist with the ball-and-socket joint. The heads can be turned to either side, and the arms positioned at a variety of angles.

Finally, once you're happy with the pose, glue the model together using polystyrene cement. This is the best time to add any extra spikes to the arms, legs, helmet or anywhere else for that matter.



After cleaning up your Dark Eldar models and assembling them, the first thing to do is give them an undercoat. The best way of undercoating these models is to use black aerosol spray. Spray undercoating is a real time-saver, as you can spray a whole batch of models in one go, rather than having to paint each one individually with a brush. Once the models are undercoated, set them aside for a while to dry.

Now you're ready to paint the first coat of colour onto your Dark Eldar. Using red paint and a standard brush, carefully paint all areas of the model except the helmet, splinter rifle and the blades protruding from the armour (you may need a second coat of paint to get a nice, smooth finish). Paint the blades, the helmet and on the rifle with silver. Leave the rifle itself and the helmet plume black for now. Don't worry if you make mistakes, as you can always paint over them later.

Now you can paint the details of your Dark Eldar. Paint the armoured joint at the hips silver. Next, carefully paint the eyes of each model red.

At this point, you can base your model with flock, using the technique shown opposite, or with sand as follows: paint on a layer of PVA glue (thinned down with some water), and dip the base into a pot of sand. Shake off any excess, then when the glue is completely dry, paint the base Goblin Green.

Now it's time for the last few finishing touches. Use some light grey paint to pick out the raised edges of the helmet's plume. Finally, if you used sand, you can paint another layer of Goblin Green on to the top surface of each model's base, this time with a bit of white paint mixed in with the green, so that the sandy texture is slightly lighter than the rest of the base. Your Dark Eldar are now finished and ready for battle – hurrah!



BASING WITH FLOCK

You can finish off a base quickly and simply with modelling flock. Paint the base with Goblin Green and allow the paint to dry. Then paint on a layer of PVA glue thinned down with some water. While the glue is still wet, dip the base into a pot of flock and then shake off any excess.

Although we've used red paint in the stage-by-stage example, the same basic principles apply whatever colour you use. So for example, if you wanted dark purple warriors, simply substitute purple for red in the example given. Check out some of the other possible colour schemes below.

A finished squad of Dark Eldar Warriors, painted using the method described.



DARK ELDAR COLOUR SCHEMES



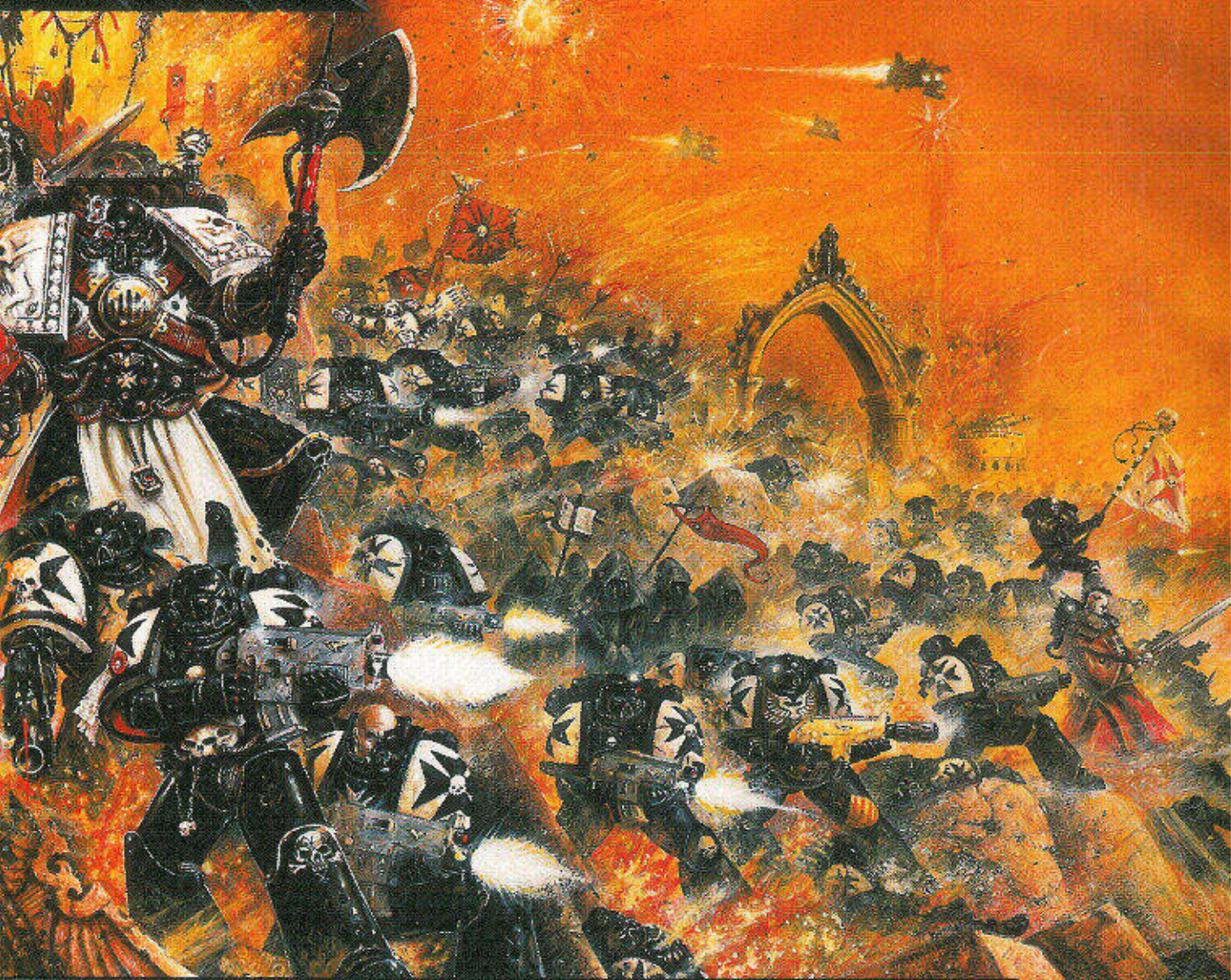
WARHAMMER 40,000



IN THE GRIM DARKNESS OF THE

HAMMER

000



WAR FUTURE THERE IS ONLY WAR

WARHAMMER 40,000

WHAT'S IT ALL ABOUT THEN?

By Andy Chambers

After months of toil and hard work the third incarnation of Warhammer 40,000 is finally here! Forget the rumours. Do not believe the lies. We ask Andy Chambers the important question... What's it all about then?



Inquisition file X55041-22/Chambers, Andy

+++++ recording begins +++++

Inquisitor: ...so, the subject has recovered consciousness. Let us begin again.

Subject: AAAAAAARGH! What do you want from me! I haven't done anything wrong!

Inquisitor: Everyone is guilty of something my son, and from this firm axiom, it only remains to determine levels of corruption and culpability. So tell me, what made you think you could get away with rewriting the Warhammer 40,000 game?

Subject: We...we were careful to find out what everyone wanted before we even began! All the commanders I spoke to wanted to be able to fight with bigger forces. The Imperial Guard Colonels all complained that they couldn't deploy all of their tanks on the battlefield at once. All the other commanders couldn't use their entire armies at once either. They were limited to skirmish actions and even they were often time consuming, sluggish affairs. Also, the old game has had so many extra troops and vehicles added to it over the years that it was hard to keep track of everything without an entire battalion of Administratum scribes helping out. All we wanted to do was give them a better tool for fighting out seriously big engagements, something fast-playing but still rewarding for skillful generals and tactical thinkers.

Inquisitor: And how have you achieved this apparently laudable aim?

Subject: We streamlined the game so that squads of troops are the main fighting elements of an army. We kept all the best elements of the old game and the main mechanics of it - roll to hit, roll to wound, take armour saves.

Inquisitor: Yes, yes, these things are familiar to us, get on with it.

Subject: But that's the beauty of it, the game will be familiar to anyone that's played it before. It's easy to learn but difficult to master. Especially since we've worked hard on making sure that characters and vehicles aren't excessively powerful, the way they could be in the old rules.

Inquisitor: You dare to reduce the power of the Inquisitors!

Subject: Don't worry, the erm...deviants are still no match for the ability of powerful individuals such as your good self. It's just that we've taken steps to make sure victory can be won by using troops, not just super-characters equipped with Vortex Grenades, Daemon weapons or similar horrors. With vehicles it's the same, they're powerful on the battlefield because they can do things which troops can't, like move quickly, carry men into forward positions, bombard the enemy with their huge weaponry and shrug off hits from bolters and lasguns. However, vehicles have to trade off moving with firing even more than infantry, and one good hit with the right weapon will blow a vehicle to pieces, so they need to be wary as well.

Inquisitor: Very well, I've heard enough to assure myself that your crimes are real. Take him away.

Subject: NOOOOO! Not back to the pit! NOOO- [subject's voice is cut off by the slamming of a heavy door]

+++++ recording terminated +++++



IN THE BEGINNING

"BLESSED IS THE MIND TOO SMALL FOR DOUBT"

Well that's almost what it's like when I explain the new edition of Warhammer 40,000 to anyone. As you can probably gather, the new game is not so very different to the old – the biggest difference is one of philosophy. The last two editions of Warhammer 40,000 have been very much skirmish games. The first edition, *Rogue Trader*, was orientated towards small actions; a few squads investigating some alien threat, capturing an outpost or something similar.

Second edition Warhammer 40,000 adapted the original rules for larger actions, introduced victory conditions, working rules for psychic powers and vehicles, plus full army lists for different races in the form of Codex books. Nonetheless, the second edition was really a reworking of the *Rogue Trader* version of the game, orientated towards skirmish level combat rather than full-on battles. Not that anybody was put off trying to fight big battles of course, but the rules tended to emphasise the power of characters and individual vehicles against a backdrop of massed troops dying in droves and achieving very little.

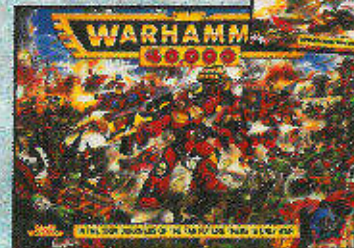
And so it came to pass that we started the third edition of the rules wanting to make it a game for fighting dirty, great battles. As an interesting aside we had published *Necromunda* and *Gorkamorka* in the intervening time, both skirmish games which amply illustrated the strengths of the 40K rules for fighting out small scale fights between gangs. We also produced *Epic 40,000*, the game of really, really huge battles, which included lots of innovative rules. These new games all helped to make it apparent that Warhammer 40,000 needed to have some major reconstructive surgery if it was going to comfortably handle battles between the kinds of armies we saw players using in their games. Players weren't using skirmish forces, they were using *armies*. We decided they deserved a set of battle rules to play with.

ROGUES GALLERY



The second incarnation of Warhammer 40,000 and the wargear & psychic power supplement – *Dark Millennium*.

A quick tip down Memory Lane – *Rogue Trader* 1st edition Warhammer 40,000! (Nick Davis brought his own personal copy in and he was very nervous about having it scanned in case we damaged it – he loves it that much!).



Blood Angels Commander Dante leads the charge.

NEW RULES

"EXCUSES ARE THE REFUGE OF THE WEAK"

The main key to streamlining the new Warhammer 40,000 has been to remove most of the dice roll modifiers from the system. For example, under the older version of the game, a soldier firing his gun at a target which was in cover behind a wall would suffer a -2 on their dice roll to hit. Fair enough you might think, and perfectly appropriate.

The problem is that when you have a squad of soldiers firing, and some of them have modifiers to hit and some don't, the process of calculating all the modifiers starts to get lengthy and time consuming. Multiply this by several squads of troops, add in the fact that the soldiers would also get other to hit modifiers at different ranges and you can see you're spending more time working out modifiers than actually working out the firing. The fact that all those soldiers need different numbers to hit means you need to roll dice for them one at a time, slowing things down further.

Ideally what you want to do is bring in the effects of cover and range in other ways so that you can roll all the dice for a firing squad at once. So that's what we've done! The protection from cover is represented by the target getting a saving throw and range affects the number of shots you can take. Everything still has its effects but in terms of actually playing the game they are accounted for far more smoothly.

New 40K also switches back to resolving hand-to-hand combat in the same way as Warhammer. Attacking models roll to hit, then wound and the defender takes armour saves just like shooting. The alternative system used in the last edition of 40K – resolving hand-to-hand combat with opposed dice rolls and a big set of modifiers – is good fun for skirmish games like *Necromunda* but hideously time-consuming for a larger battle.

Oooh! That's Changed!

In the new edition of Warhammer 40,000 armour saves work differently from the previous edition. Each weapon has an armour piercing value which tells you what armour it can penetrate. For example, a bolter has an armour piercing value of 5 so saves of 5 or 6 are automatically ignored. Saves of 4+ are taken as normal and no modifiers apply to the save. This means that Space Marines with their mighty 3+ power armour save get a 3+ UNMODIFIED saving throw against pretty much anything smaller than a krak missile! Models in cover get a 5+ saving throw regardless of the armour piercing value of the weapons firing at them – great for Imperial Guard and Eldar Guardians but of little consequence to troops in power armour unless they're under lascannon fire.

Similarly, in the old game psychic powers were given an entire set of rules in their own right and these were published in the Dark Millennium supplement. New 40K embodies psychic powers as part of the main game. Basically, characters with psychic powers (Space Marine Librarians, Eldar Farseers, etc) have abilities which are included as part of their special rules in the new army lists.

This philosophy of improving the speed and fluidity of the game without detracting from its tactical nuances applies throughout the new Warhammer 40,000. The smoother game makes it practical to handle larger forces, so whereas a game with, say, two squads of Space Marines a side would take an afternoon in the old system, now you can handle a battle with five squads a side in the same time. You can find out more about the game itself in this month's battle report, so I'm going to move on to army lists and what we've got planned for the future.

NEW ARMY LISTS

"SUCCESS IS COMMEMORATED, FAILURE MERELY REMEMBERED"

So, an inquisitorial question on all your lips, what happens to my current collections of armies, books and miniatures? Well, the new game completely overhauls and replaces the old set of rules and Codexes (more on Codex books later), although the background and painting information the Codexes contain will continue to be extremely useful. The best news on this front is that the new Warhammer 40,000 book will be sold separately as well as in a big boxed game, so you can pick up the book without the attendant plastic miniatures and terrain if you want to (though that would mean missing out on some awesome new stuff, including clear plastic blast markers and flamer templates and some truly remarkable plastic terrain).

On the miniatures front we've taken great pains to ensure that armies for the old edition of Warhammer 40,000 should translate



Ultramarines Assault Squad



Eldar Rangers



The Ultramarines Commander Marceus Calgar



Dark Angels Predator

across into the new one with nothing more than some minor reorganisation. Space Marine squads are still Space Marine squads, Eldar Aspect Warriors are still Eldar Aspect Warriors and so on. Probably the best news for existing players is that nearly all squads are of flexible size – five to ten models as a rule of thumb, although armies like Orks and Tyranids tend more towards the ten to thirty models mark. The one exception to this is the Imperial Guard, who stick rigidly to their ten-man squads (it just seemed more appropriate to leave them like that). Imperial Guard aside, being able to vary squad size should make any reorganisation you need to do that much simpler.

The new Warhammer 40,000 book includes full army lists for all of the major armies – Space Marines, Eldar, Dark Eldar, Imperial Guard, Chaos Space Marines, Orks, Tyranids, Sisters of Battle and Heroes of the Imperium (basically an allied list for the Imperials which includes Assassins, Preachers, Inquisitors etc). Now I can't guarantee that someone, somewhere won't have a specially converted Aspiring Champion of Khorne riding a unicycle with warp banner that they can't use in the new lists, but 99% of the miniatures people have already collected will still be usable. By way of an example, you can find a translation of the Space Marine force from the WD219 battle report 'Ambush at Volsci Gorge' into an army for new Warhammer 40,000 later in the magazine.

FORCE ORGANISATIONS

It's probably worth describing the way the new army lists work at this point, because they are rather different to the ones we've

produced previously. The new lists came about from the realisation that the older lists tended to restrict a player's choice of what to have in their army in two ways. Firstly by placing a limit on the percentage of the army's points which could be spent on characters, troops and support (tanks etc) – usually 50%/25%/+50%. Secondly, certain units in the army list were restricted – an army could have a maximum of one commander for example. Unfortunately we were often horrified by all the armies people used which "didn't include the right proportions of troops to tanks", or were "far too character-heavy".

Of course most of the reason people ended up with armies like these was because they had no guidance as to what a more balanced force would look like. The new army list uses a 'fill-in the blanks' organisational structure, based on the way real military units are put together.

Oooh! That's Changed!

Sustained fire dice have been completely eliminated from the new edition of Warhammer 40,000 (a big relief to anyone who's sick of their weapons jamming at every opportunity). Instead, weapons are rated according to the number of shots they get, so for example heavy bolters get 3 shots when they fire, storm bolters and shuriken catapults get 2 shots and so on.



Eldar Warp Spiders



Cadia Shock Troopers



Valhallan Ice Warriors



Tallyn Leman Russ Battle Tank

Oooh...That's Changed

The new 40K turn sequence is Move, Shoot, Assault. In the Assault phase, troops in a position to charge the enemy get an extra move to get into contact. Unlike Warhammer, the charging troops don't automatically strike first in hand-to-hand combat – combat is fought in Initiative order with the highest Initiative models striking first, then the next highest and so on. Instead of striking first, charging models gain an extra attack in the first round of combat. This can get really scary when creatures have multiple attacks and additional close combat weapons. For example, ten Ork Slugga Boyz (armed with Orky pistols, Sluggas and close combat weapons) get 2 attacks basic, +1 for additional close combat weapons, +1 for charging – that's 40 attacks! Now you know why I'm collecting an Ork army (heh, heh...). Mind you, Terminators get 2 attacks each in new 40K too, and that's with power fists (ouch!).

The force organisation is split between different categories of units, which are:



HQ



ELITE



TROOP



FAST ATTACK



HEAVY
SUPPORT

HQ units: These are characters which can lead an army, like Space Marine commanders or Ork Warbosses, generally with an accompanying bodyguard of elite warriors.

Elite units: Rare and valuable warriors, generally with superior equipment and training to the bulk of the army. A good example of an Elite unit is Space Marine Terminators.

Troops units: This is the main bulk of any army, squads of soldiers flexibly equipped to undertake a variety of battlefield tasks.

Fast Attack units: This category includes units which are generally lightly armed and fast moving. Examples include Space Marine bikers, Eldar jetbikes and Imperial Guard Rough Riders.

Heavy Support units: Everybody's favourite, this category includes units of foot troops armed with a plethora of heavy weapons, pieces of artillery and individual battle tanks.



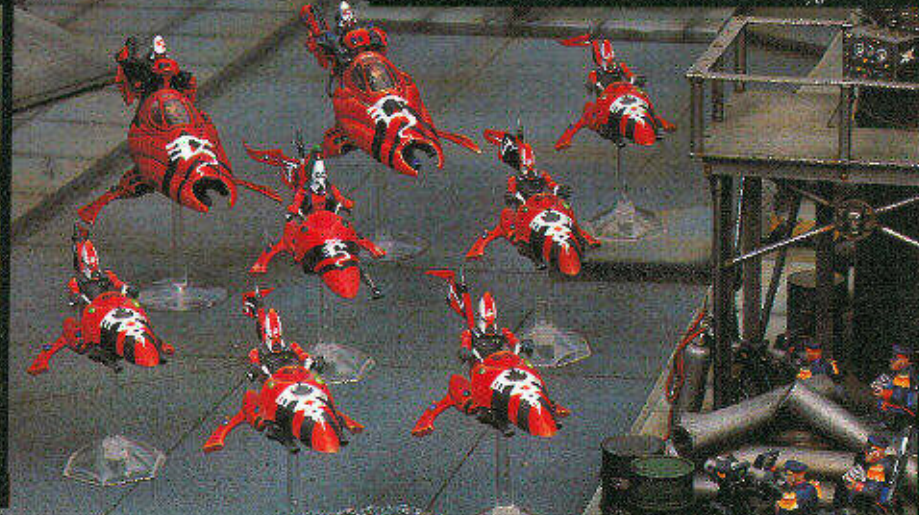
Ork Trukk & Wartrak: Fast Attack



Sisters of Battle Canoness with her Celestian bodyguard: HQ



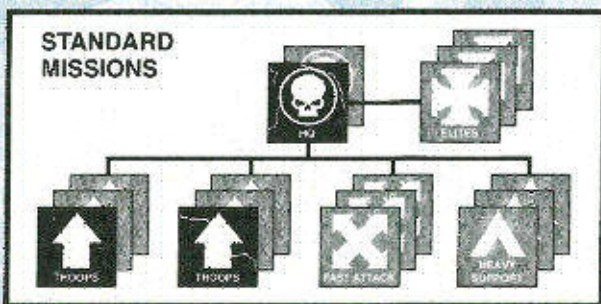
Eldar War Walker: Heavy Support



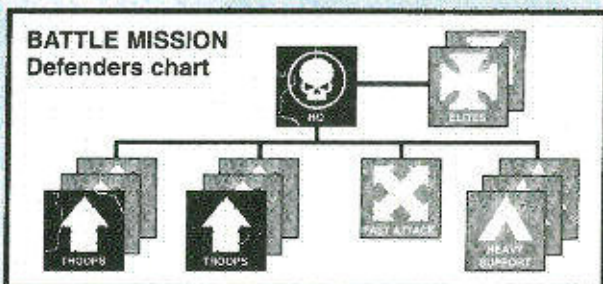
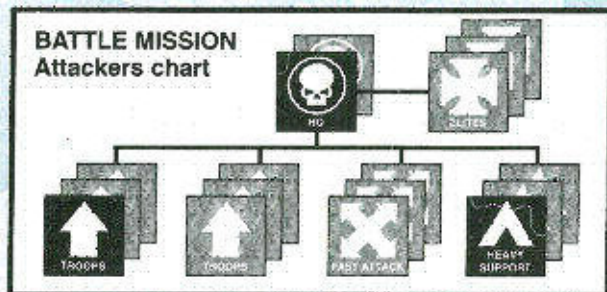
Saint-Hann Jetbikes & Vypers: Fast Attack

There are fourteen different types of battle to fight in the Warhammer 40K book, grouped into scenario types known as Raids, Battles, Breakthroughs and Standard Missions. Each scenario grouping has its own force organisation charts.

Each box on the force organisation represents a unit you could take in your army, assuming you can afford the points cost for it. Hence for a Standard Mission you could choose up to 2 HQ units, 3 Elite units, 6 Troop units, 3 Fast Attack units and 3 Heavy Support units. You'll notice that some of the boxes are dark grey and others light grey. This is to show that some choices are compulsory. So on a standard mission your army must include an HQ unit and two Troop units.



Standard Mission organisation chart – we recommend that you play the Standard Missions first, as they are easiest to learn. The missions gradually get more complex and introduce more special rules as you go along.



These organisation charts are for the Battle scenarios. They differ from the Standard Missions as you can choose to be the attacker or defender, with your own organisation chart.

Of course, new Warhammer 40,000 is fully illustrated with loads of stunning artwork. Over the page there is a showcase of some of the art from the book. Keep a look out in future issues of White Dwarf for further Warhammer 40,000 artwork showcases.



Ork Mob: Troops



Dark Eldar Warriors: Troops

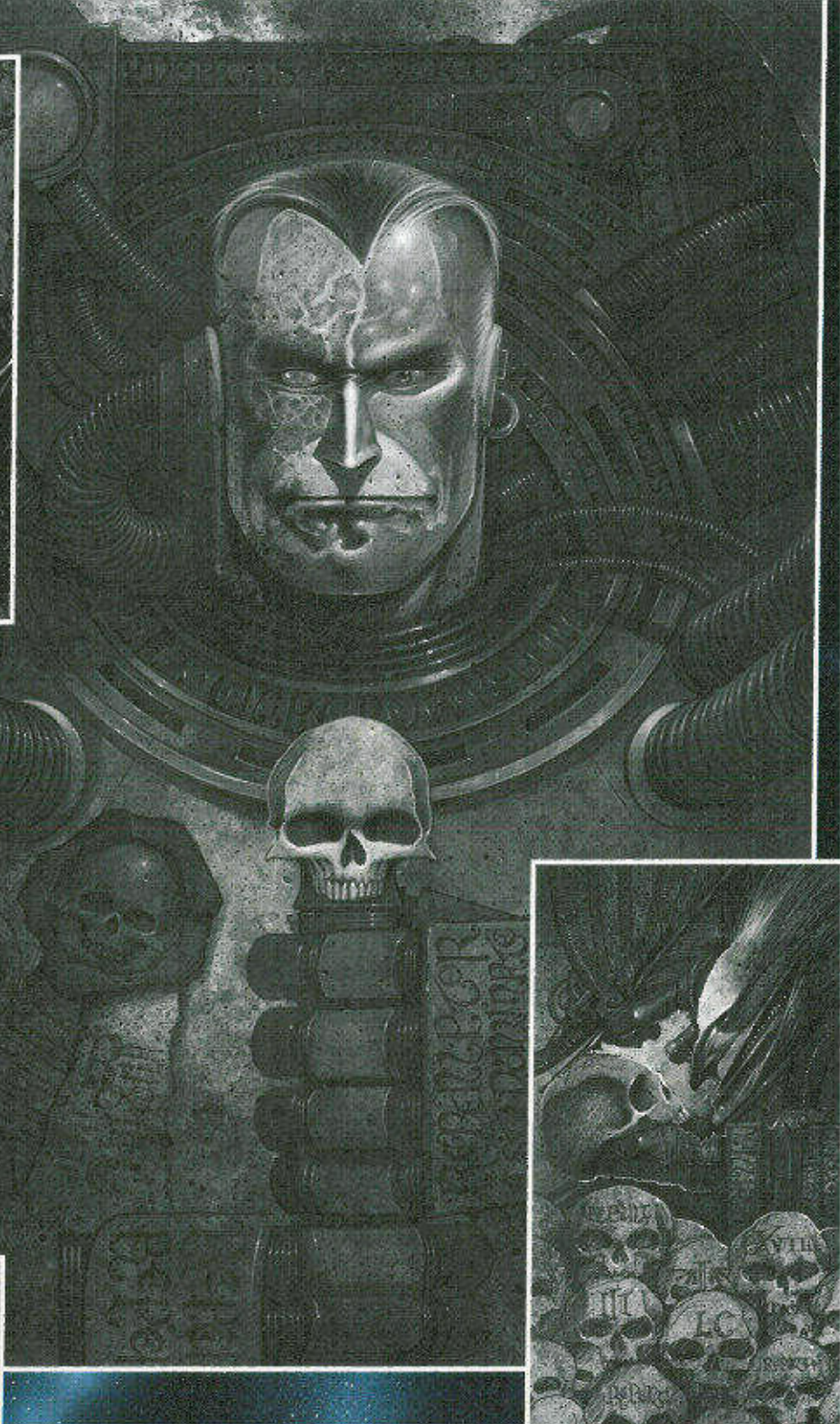


Land Speeder: Fast Attack



Night Lords Chaos Marines attack an Ultramarines position








to the great distance of the last letter, there is only one



Contents and components may vary from those illustrated. Models supplied unpainted and unassembled. Glue and paints not included.



There is no
time for peace.
No respite.
No forgiveness.
There is only
WAR!

Warhammer 40,000 is a tabletop wargame for two or more players where you command the forces of the Imperium or one of its deadly enemies. The game provides you with all the rules, scenarios and army lists you need to fight a battle, and guides you through how to paint the detailed plastic Citadel miniatures in the box and then how to collect together your own army.

The Warhammer 40,000
Boxed Starter Game contains:

- 10 plastic Space Marines
- 1 plastic Land Speeder
- 20 plastic Dark Eldar Warriors
- 288 page Rulebook
- 2 Card Playsheets
- 1 set of Gothic Ruins
- 3 Plastic Weapon Templates
- 7 Assorted Game Dice
- 2 Range Rulers
- 4 complete Jungle Trees
- Assorted Barricades

IN THE GRIM DARKNESS OF THE FAR FUTURE THERE IS ONLY WAR

WARHAMMER 40,000

CAN I USE MY EXISTING ARMY?

By Andy Chambers



Andy Chambers

We know what you're all thinking – "I have to change my entire army to fit into the new system!" Well don't panic! Andy Chambers explains how, with a tiny bit of modification, you can get your existing army to fit the new army lists...

We designed the new Warhammer 40,000 so you can use your old army with very minor changes. To illustrate this we are going to do a little experiment, using a second edition army and showing how it fits into the new army lists using the Standard Mission chart (see opposite).

For the experiment we will use the Space Marine army Jim Butler used in the WD219 battle report 'Ambush at Volsci Gorge'. You will note that Jim split his marines into five-man battle squads (sensible fellow that he is...).

2ND EDITION WARHAMMER 40,000 BLOOD ANGELS ARMY

Characters

Captain, armed with a combi-weapon, Conversion Field and Haywire grenade.

Codicier, equipped with a Force Rod and Refractor Field.

Tech Marine, equipped with Servo Arm.

Squads

Terminator squad (5 strong), Sergeant armed with a power sword, 1 with assault cannon, 1 with lightning claws, 2 with thunder hammer and storm shield.

Assault squad (10 strong), all with jump packs, Veteran Sergeant with power sword, 1 with power axe, 1 with power fist, 1 with power fist and hand flamer, 1 with plasma pistol and chainsword, 1 with plasma pistol and chainsword, 1 with plasma pistol and power axe, 2 with power swords, 1 with chainsword.

Tactical squad (10 strong), 1 with melta-gun, 1 with heavy bolter, 8 with boltguns.

Scout squad (5 strong), Sergeant with chainsword, 1 with heavy bolter, 3 with swords.

Support

Dreadnought, armed with a multi-melta and power fist.

Predator, armed with an autocannon and heavy bolter sponsons.

Land Speeder, armed with a multi-melta and heavy flamer.



The Blood Angels army from the Battle of Volsci Gorge, chosen using the old, second edition Warhammer 40,000 army lists.

Translating the army

In new 40K this army translates to the following force:



HQ choice 1. Space Marine Hero, armed with combi-weapon. Plus command squad with one Sergeant and five Space Marines, one Marine is armed with a melita-gun, I have upgraded one Marine to a Techmarine with servo arm.



HQ choice 2. Space Marine Librarian, armed with a force weapon.



Elite choice 1. Terminator Assault Squad (5 strong). Original equipment except that we've decided that Terminator Assault squads should not have heavy weapons, leaving assault cannons, heavy flamers and Cyclone missile launchers for standard 'tactical' Terminators – the best bet would be to count the assault cannon as a storm bolter until a suitable replacement can be found.



Troops choice 1. Tactical squad (5 strong) armed with bolters and a heavy bolter.



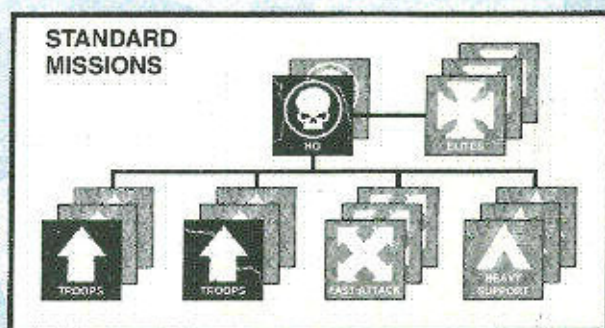
Troops choice 2. Scout squad (5 strong), bolt pistols and close combat weapons plus a heavy bolter.



Fast Attack choice 1. Assault squad (5 strong), Veteran Sergeant armed with power sword. Three Space Marines with bolt pistols and close combat weapons, one with plasma pistol and close combat weapon. All have jump packs.



Fast Attack choice 2. Land Speeder Tornado. Armed with multi-melta and heavy flamer.



The Standard Mission organisation chart



Fast Attack choice 3. Assault squad (5 strong), Veteran Sergeant with power fist. Three Space Marines with bolt pistols and close combat weapons, one with plasma pistol and close combat weapon. All have jump packs.



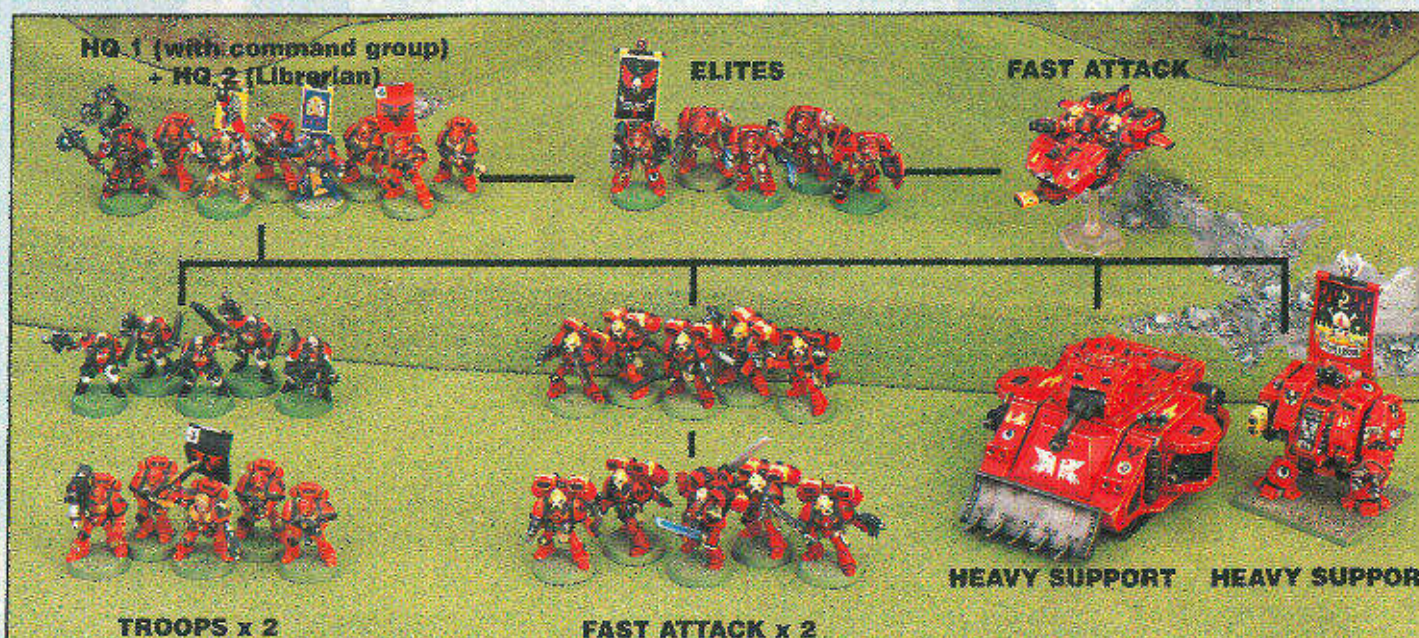
Heavy Support choice 1. Predator Destructor armed with turret autocannon and heavy bolter sponsons.



Heavy Support choice 2. Dreadnought armed with multi-melta and Dreadnought close combat weapon.

As you can see, the only real problem is some rejigging of weapons in the Assault squads, because power fists, power swords, power axes etc are now limited to use by characters and only one plasma pistol is permitted per squad. However the 'close combat weapons' category includes swords, chainswords, axes, hand flamers etc. so most of the weapons carried by the Assault squad can be redefined easily enough.

So the old army does translate into the new – now stop worrying and get fighting!



The Blood Angels army, organised using the Standard Mission chart in new Warhammer 40,000.

WARHAMMER 40,000

WARHAMMER 40,000

SPACE MARINE BATTLE FORCE

So you think you're worthy enough to command the might of the Space Marines? So you want to build a Space Marine army but you don't know where to start? Or maybe you're already the proud owner of the Warhammer 40,000 boxed starter set and want to expand your Imperial force? Look no further - the Space Marine Battle Force has arrived!

So, what's inside the box?

10 plastic Tactical Space Marines,
5 plastic Terminator Space Marines,
1 plastic Land Speeder,
3 plastic Space Marine Bikes
and a set of ruined gothic buildings.

Fear not...

The Emperor knows.
The Emperor is watching.



Space Marine models designed by Jes Goodwin.

The Age of Battle Has Begun

Available now for £40

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WARHAMMER 40,000

New for Warhammer 40,000! We have put together a great range of exciting products for the new edition launched this October!

• **Warhammer 40,000.** A huge 288 page book in a superb presentation slip-case. It's got everything you need to know about the war-torn universe of the 41st Millennium. The book is crammed with the complete rules, exciting background, great art, hobby information and full army lists for all the major forces of the 41st Millennium!



• **Space Marines.** A great, new set of detailed, plastic kits that build up into Space Marine warriors armed with bolters, including optional parts for a Sergeant, flamer and missile launcher. Jes Goodwin has really gone to town with these new miniatures and they are quite simply the best Space Marine plastic models we've ever produced.

• **Space Marine Land Speeder.** A detailed, plastic kit of the Space Marines' primary war machine. The kit can be assembled with either heavy bolter or multi-melta as its main armament.



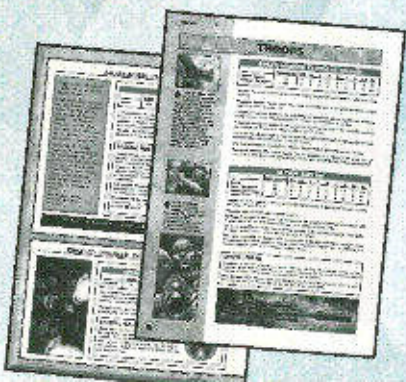
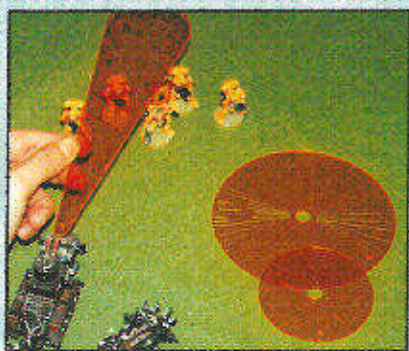
• **Dark Eldar Warriors.** The deadly, new race for Warhammer 40,000, the Dark Eldar have been sculpted by Gary Morley and are a fitting opponent for the forces of the Imperium. Evil through and through, the Dark Eldar care only for their own selfish motives. The models are moulded as kits so that they can be assembled in an almost infinite variety of poses and combinations. There are options on the sprues to build Dark Eldar Warriors with heavy weapons (splinter cannons) and as leaders (Sybarites).

• **New Plastic Wargames Terrain.** Brilliant models of gothic-style ruins and jungle trees provide the enthusiast with a wide choice of battlefields over which the armies of the 41st Millennium can fight. We really like these new terrain pieces and want to make loads more in the future. These are only the beginning, so watch this space!



• **Plastic Templates.** Blast markers and flamer template. Moulded in tinted perspex, these sturdy game aids are designed to stand the rigours of many battles. Why haven't we thought of these before?

• **Codex Space Marines.** 48 pages of power armoured fury, this is the essential purchase for any Space Marine player. The definitive guide to collecting, painting and gaming with a Space Marine army.

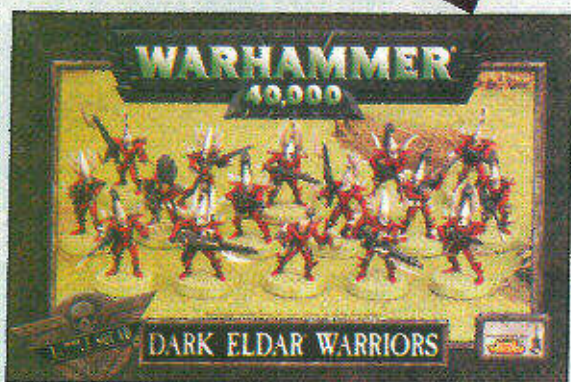


We have put together a number of different ways for you to get your hands on the new Warhammer 40,000.



Warhammer 40,000 – The 288 page book in its own special slip case is available separately from the Warhammer 40,000 starter boxed game. It has all the rules, scenarios, army lists and a guide to collecting your own army of Citadel miniatures.

Space Marine Tactical Squad – A ten-man Space Marine squad, including parts to make a Sergeant, heavy and assault weapons.



Dark Eldar Warriors – Sixteen Dark Eldar Warriors, including parts to make heavy weapons and a leader model.

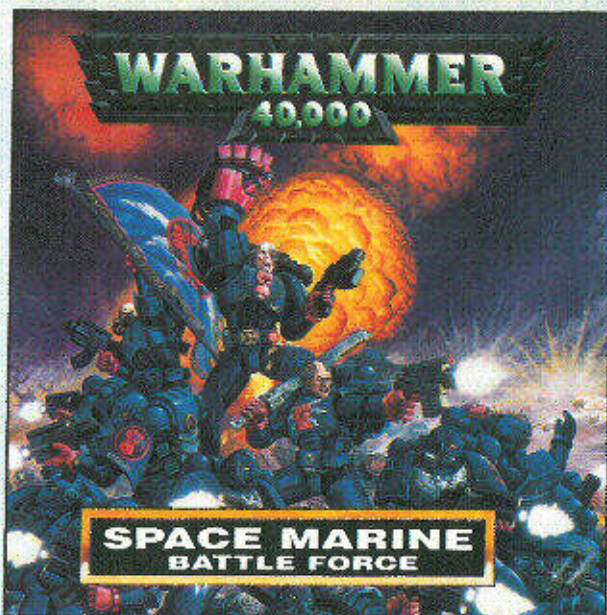


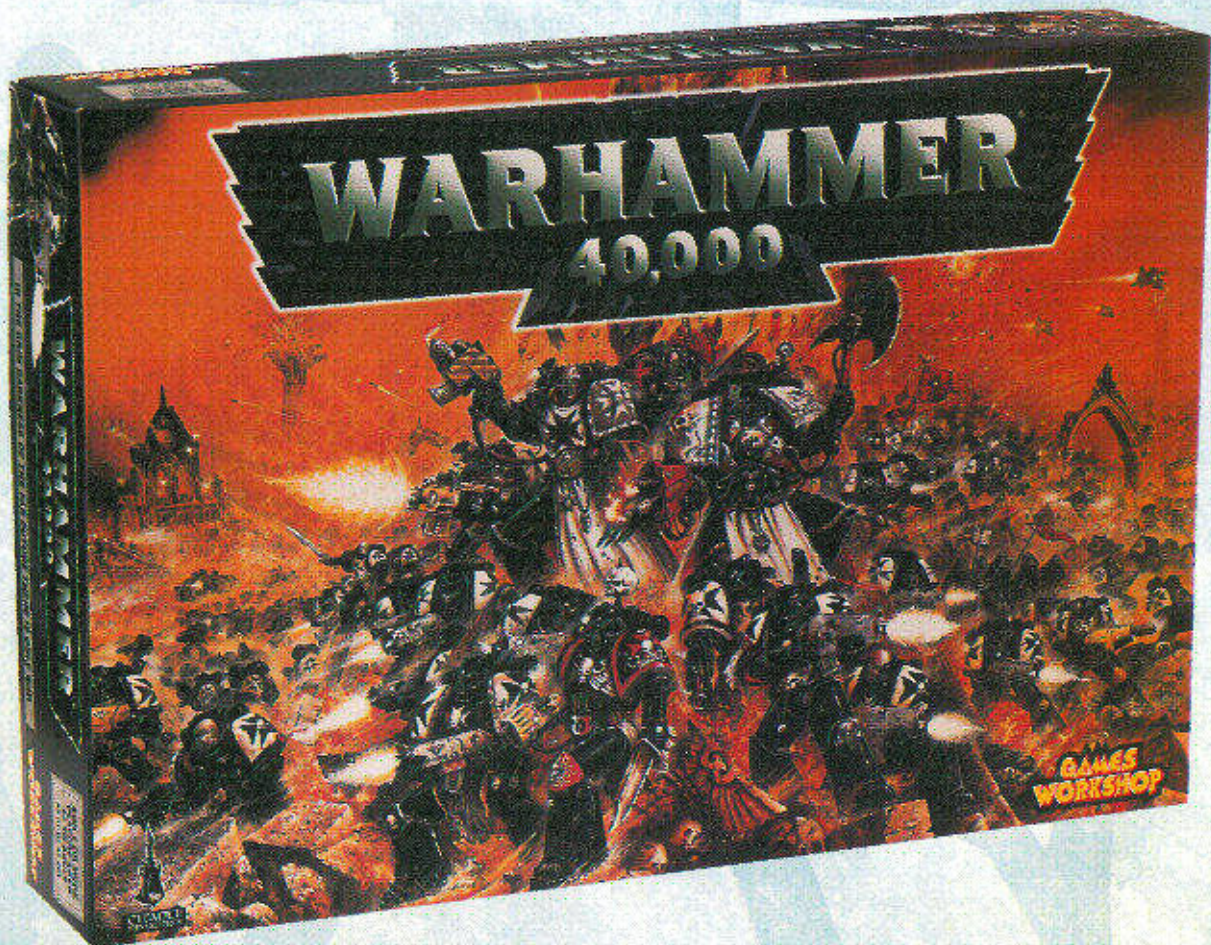
Warhammer 40,000 Wargames Terrain – Jungle Trees and Gothic Ruins.



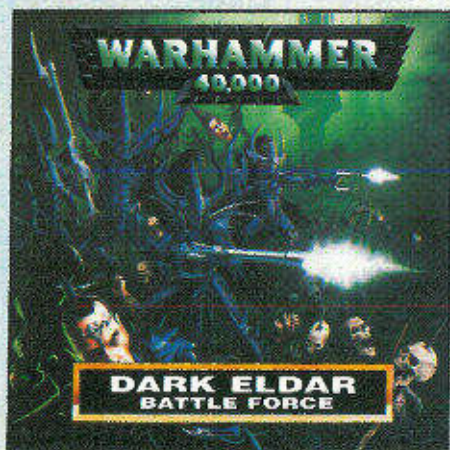
Space Marine Codex – The new Codex book for all Space Marine commanders, with full rules, new wargear for your Space Marine characters and loads more besides.

Space Marine Battle Force – This big box allows you to either start a new Space Marine army or expand an existing one. It has a ten-man Space marine squad, a five-man Terminator squad, three Space Marine bikes, a Land Speeder and a set of Gothic Ruins.



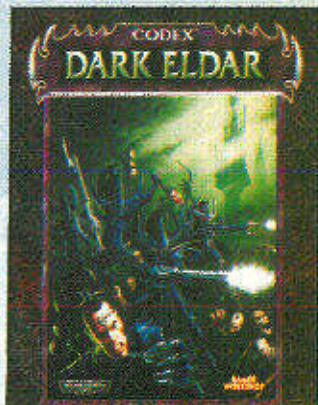


- Warhammer 40,000 Starter Boxed Game** – everything you need to get playing.
- 10 Space Marines
 - 1 Space Marine Land Speeder
 - 20 Dark Eldar Warriors
 - 288 page Rulebook
 - 2 Card Playsheets
 - 1 Gothic Ruin
 - 3 Plastic Weapon Templates
 - 7 Assorted Game Dice
 - 2 Range Rulers
 - 4 complete Jungle Trees



Dark Eldar Codex – This new Codex book contains everything you need for using Dark Eldar armies, including rules, background, special new wargear for your characters and much more.

Dark Eldar Battle Force – This huge box allows you to either expand an existing Dark Eldar army or start a new one. It contains twenty Dark Eldar Warriors, five Reaver jetbikes, a Raider and four Jungle Trees.



Coming soon!
There's loads
more stuff due for
release over the
coming months...

Space Marine Land Speeder
 – This plastic, multi-part kit allows you to expand the fast attack capabilities of your Space Marine force.



WARHAMMER 40,000

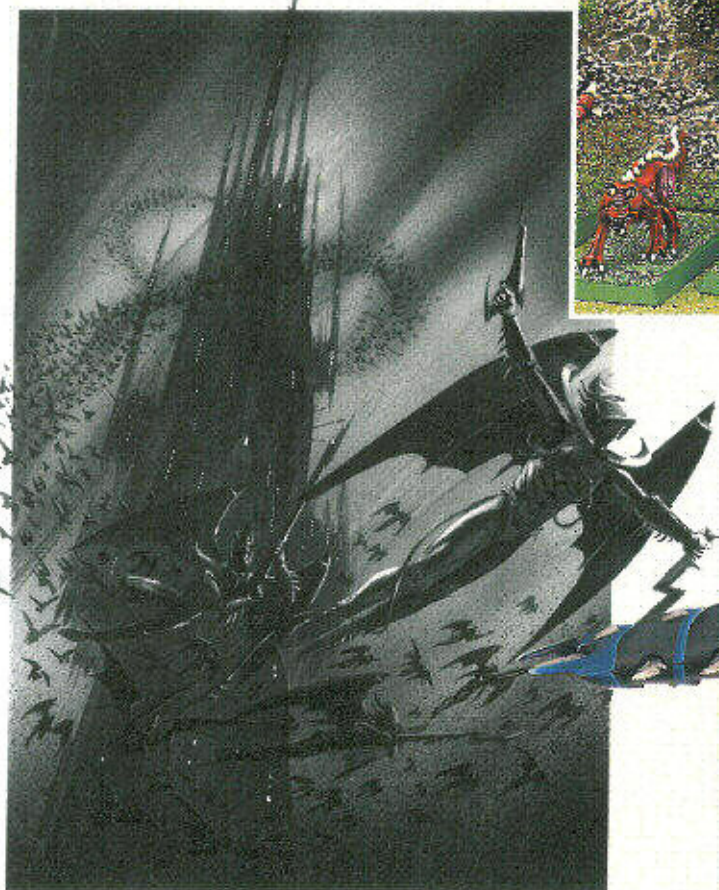
IN THE PIPELINE

Andy Chambers gives us a quick look at some of the cool stuff coming soon for Warhammer 40,000.

As I mentioned earlier (in "What's It All About Then?") a new set of Codex books is underway to accompany the new 40K book. The new-style Codex books are shorter and punchier than the old ones, making it possible for us to bring out far more than ever before. The new format Codex books are packed to the gunnels with background information, painting and tactics, new wargear and troop types, special characters and the all-important updated army list.



• A selection of the exciting new range of Dark Eldar miniatures.

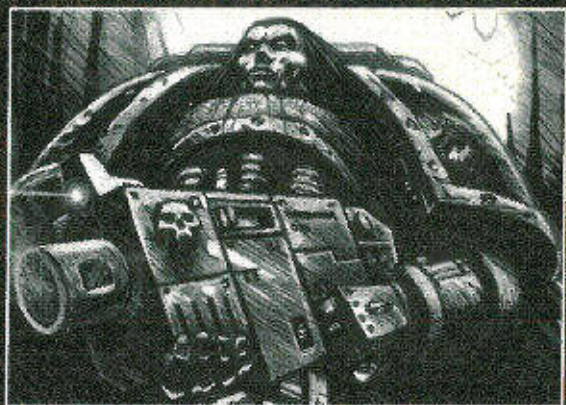


• Check out the forthcoming plastic kit, Dark Eldar Reaver jetbikes!




Some of the most exciting Codex books we are working on are dedicated to renowned Chapters of Space Marines such as the Blood Angels, Dark Angels and Space Wolves. These will be shorter books, around the size of the current Assassins Codex, but even more finely honed, to be the essential guide to collecting and painting one of these forces. In the long term we hope to produce more short Codex books for special armies, such as Ork Speed Freaks, Ekklar Harlequins and specific Imperial Guard Regiments.

We've been working on these new books at a ferocious rate and the plan is to publish nine (yes nine!) in the first year. The first of these, Codex Space Marines, is available now and the second book, Codex Dark Eldar, will be released soon! These will be followed by the perfidious Blood Angels and then the supreme evil of the Chaos Space Marines.



● These Space Marines with heavy weapons are from the new boxed set of Devastators, available soon!





As you can imagine, there are absolutely loads of new miniatures lined up to accompany this deluge of Codex books. First of all there are the new plastic Space Marines and Dark Eldar. These multi-part marvels use all the best tricks from the plastic Gorkamorka Orks and Warhammer Regiment sets to give them stunning potential for poses and extra detail like blades, packs, grenades and so on. These two sets of troops are discussed elsewhere in more detail so I'll curb my slubbering for now.

The Space Marines and Dark Eldar Warriors are but the tip of the proverbial iceberg, as other plastic troops are being planned for all races in Warhammer 40,000. A source of particular excitement for me since I've started collecting Orks, are the plastic Ork warriors being worked on by the grand Ork-meister Brian Nelson.

A whole series of new plastic vehicle kits is also on the way, of which the Space Marine Land Speeder is already complete, along with the Dark Eldar Reaver jetbike and Raider transport. More plastic vehicle kits are also on the horizon, including the much-anticipated (and suitably awesome) Land Raider. If everything goes according to plan, these will be battling plastic Imperial Guard Sentinels and the enigmatically titled B.O.V. (Big Ork Vehicle!).

Last, but by no means least, are the metal miniatures. An entirely new range of Dark Eldar miniatures is on the way to supply those nasty decadents with their full range of equally nasty troop types. In addition to this, all the major armies will be getting new models. Some of these are cool new versions of old favourites, like the fabulous, new Space Marine Devastators. Others are brand new ideas that expand and enhance the range of choices for each of the armies. Chaos Space Marine Obliterators are just one of the exciting new troop types for the Chaos army.

CHAOS



• Some work-in-progress shots of the new Chaos Space Marine Obliterators by Dave Andrews.

DARK ELДАР



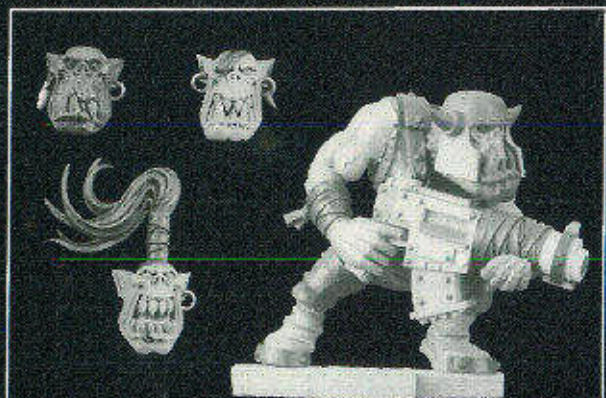
• Work-in-progress shot of the new Dark Eldar Scourge by Gary Morley.



• Dark Eldar Wych from the Wych cult of Strife by Chris FitzPatrick

Well, I've been bubbling for long enough now, but don't think you've heard the last from me! Over the coming months we intend to start a column in White Dwarf entitled (fanfare, lights dim, deep booming voice announces...) CHAPTER APPROVED. Chapter Approved will be a column dedicated to Warhammer 40,000 in all its glory, compered by my good self. Amongst other things, I hope to run a regular Question and Answer section, include new rules and scenarios, preview experimental material stolen from work in progress, background info and anything else I can think of. One of the most important things I'll need to make Chapter Approved really work is letters, suggestions, house rules, questions and general stuff from you lovely people out there in the real world. So, if anything (and I mean anything) pops into your head, write in to me:

Andy Chambers (Chapter Approved), Games Workshop, Willow Road, Lenton, Nottingham, NG7 2WS, England.



A sneak preview of the brilliant, new plastic Ork warrior kit by Brian Nelson. This is a photo of the 3-up master model. The finished plastic models won't be available for a few months but we thought you'd enjoy a peek at this new design.



WARHAMMER 40,000

AIN'T SPACE MARINES BRILLIANT!

By Jes Goodwin & Nick Davis



Jes Goodwin takes a well earned rest

It all began with the RTB01 Space Marine plastic sprue. Ever since then our Space Marine miniatures have been constantly improving on the previous generation. Now, with the release of the excellent, new plastic Space Marines, Nick Davis tracks down Citadel Designer Jes Goodwin to find out how the Emperor's finest just got a whole lot finer...

The awesome, new plastic Space Marines are the latest stage in the ongoing saga of the Space Marine. The miniatures come as multi-part modular kits, with loads of extra accessories. These are amongst the most highly detailed miniatures Games Workshop have ever done, and being plastic, these new Space Marine kits open up loads of modelling options. To find out about these splendid new miniatures we spoke with Jes Goodwin, the driving force behind the the Space Marines evolution, and got him to tell us all about the possibilities this new plastic kit presents.

R.I.P RTB01

For all those who do not remember the famous RTB01 Space Marines (God bless 'em! - Paul Sawyer), they were the first ever boxed set release for 'Rogue Trader', the 1st edition of Warhammer 40,000. (RTB01 simply stands for Rogue Trader box 1!) They came in a multi-part kit form and had loads of little extras like ammo clips on the sprue. They set the standard for all the Space Marine kits that followed.



SPACE MARINE



FLAMER



RTB01 Imperial Space Marines - gone but not forgotten

THE NEW SPACE MARINE SPRUE

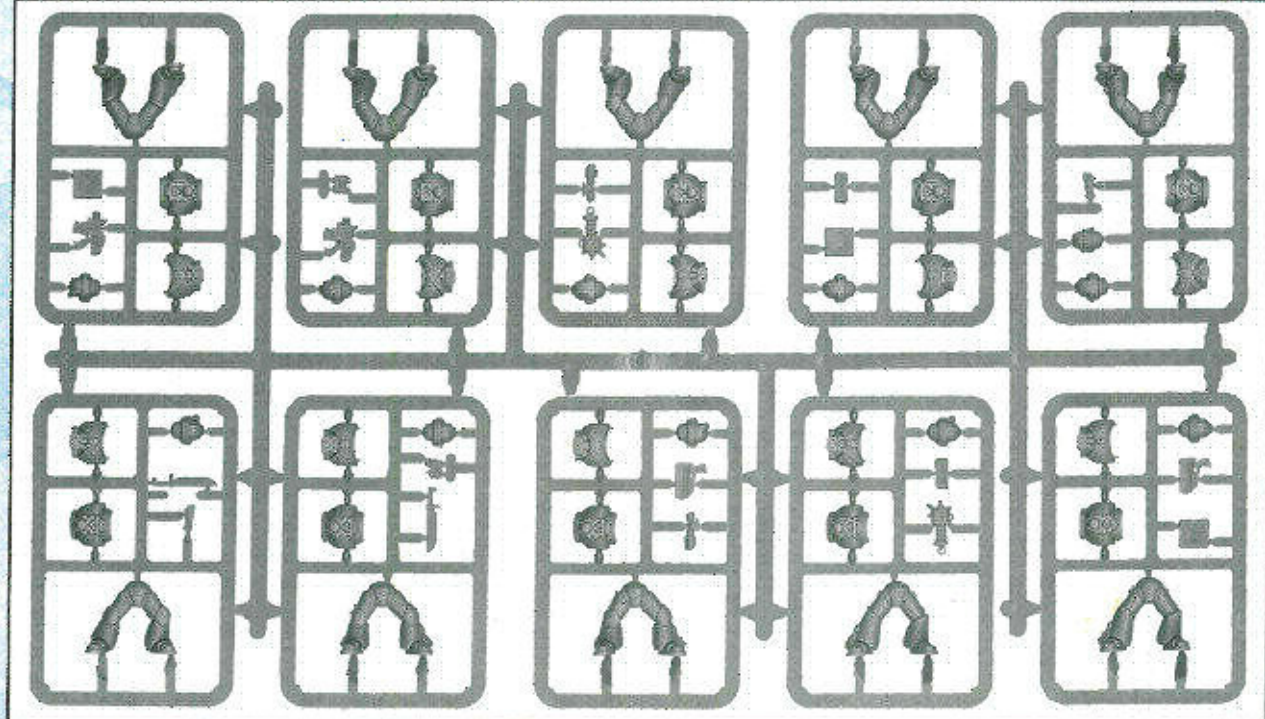
Jes: I've worked on every plastic Marine we have ever done, and every time we have developed a new Space Marine plastic sprue we have tried to improve them. The main thing that we had on the very first 'Womble' Marine sprue (commonly known as RTB01 to us nostalgic types) was the facility to put them together in lots of different poses. We didn't actually have that with the last two Space Marine sprues. We did the one piece Marine sprue in the last Warhammer 40,000 box set and a multi-part sprue in the Warriors of the Imperium box. Both kits, however, had heads moulded on. After talking to a lot of people, the real reason they liked our old RTB01 sprue was not necessarily because of the models themselves, but because of what you could do with them.

Bearing this in mind, when we set out to design the new sprue, we tried to include as many modelling options as possible. For example, I made five different breastplates to be included on the sprue, based on all the different Space Marine armour designs the Imperium has used throughout its history. So you've got the more recognisable Mk7 breastplates and one that corresponds to the very early Mk3 Iron armour. We have even included the latest Mk8 Errant design on the Special Accessory sprue. Doing this, we have spread the armour style out a little bit. You might think that having these different types of breastplate would give a squad a non-unified look, but as it turns out, when you assemble and paint them up, it actually enhances their look.

You could put your Space Marine together randomly and just use bits and pieces as you find them on the sprue or you could mix them up a little bit. For example, on the sprue there are the old Mk6 Corvus style helmets - the ones that we call 'Womble helmets' (these infamous helmets gave the Space Marines the nickname of 'beakies'). But we have included bare heads, and you could also use the extra Sergeant's head from the Special Accessory sprue, so you can replace the Womble marines completely if you want. You could even swap them with somebody who really likes the beakie marines, because there are always people who remember them with a nostalgic tear in the eye (if you don't want yours there is always a home for them in my White Scars army - Paul Sawyer).

As I mentioned before, the old RTB01 Space Marine sprue had load of opportunities for modelling. The RTB01 sprues were covered in loads of little extras like pouches, holsters and even ammo clips, all of which opened a wealth of

THE NEW SPACE MARINE SPRUE



opportunities to detail the model. That's another idea that's returned to the new Space Marine sprue; we've tried to give loads of options so that if you buy the same sprue or the same boxed set two or three times, you will always get a different Tactical squad out of it – not just with different painting techniques, but in the way you put them together. Whether you put lots of accessories on the Marines or none at all, it's just a matter of preference. The new Space Marine sprue will make up a Tactical squad which you can do anything you like with.

THE SPECIAL ACCESSORY SPRUE

In addition to the 10 Space Marines we have made a Special Accessory sprue, allowing you to add 3 different models, one with a missile launcher, one with a flamer and one squad Sergeant.

We have raised the collar on the Sergeant's breast plate, with which you can use either a helmet or the bare Sergeant's head from this sprue. We have also included the standard Sergeant's armament of chainsword and bolt pistol.

(a quick tip – if you glue a helmet onto the sergeants body, you can make a Mk8 armour Space Marine).

The missile launcher also includes a separate missile and a clip of three missiles. I've seen a conversion in which Aly Morrison has glued the missile to the end of a wire and wrapped the wire with Kapco (a sort of fluffy packing material), so it looks like it's launching. You can just chop the nose off the missile and glue that into the barrel of the launcher, so it looks like it's ready to fire. Or you can use one of the open hands from the bolter sprue, and squeeze the hand shut around the missile. In this way

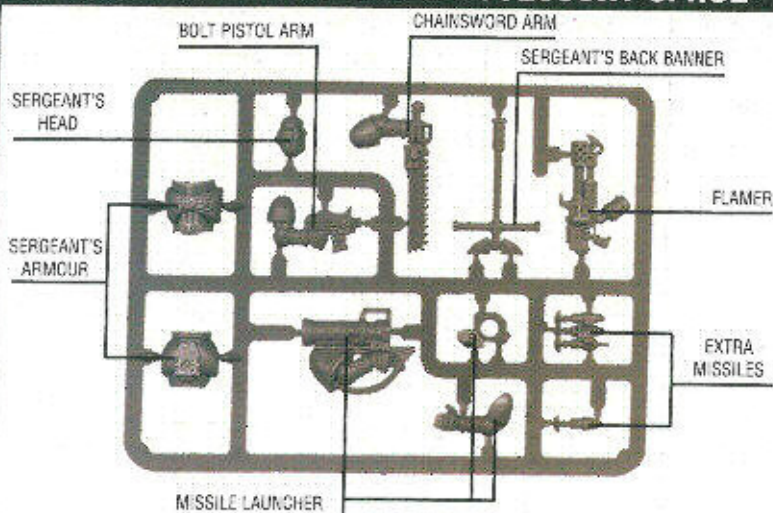


Aly Morrison's converted Space Marine firing a missile launcher.



An Ultramarines Tactical Squad built from the new plastics.

THE SPACE MARINE SPECIAL ACCESSORY SPRUE



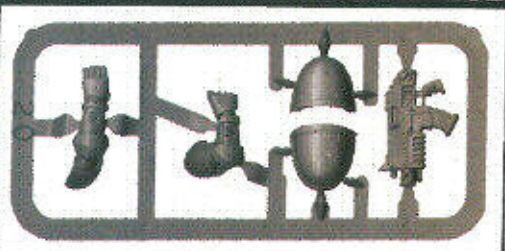
you can have your Marine standing with the rocket in his hand, looking like he is about to reload the missile launcher. We have deliberately made the missile launcher look like a one shot weapon rather than giving it a magazine.

The flamer uses the same fitting as the boltgun, and if and when we make a melta-gun or plasma gun in plastic, they will have the same fitting too. We will work using the same arms, so the basic three gun-holding poses that you can get will work with any special weapon we care to give them. Another good trick I have seen is using the bare head with the respirator and the flamer gun as a combination. This looks like the Marine has got a gas mask on.

THE BOLTER SPRUE

With the bolter sprue I set out for a gripping hand (the old hand looks like it is holding a tea tray!). I have already had

A SPACE MARINE BOLTER SPRUE



lots of feedback from people saying that you can actually just fit the bolter into place without gluing it – so you can lift it out, paint the bolter

separately and then drop it back in again. This means you can get at the chest plate detail as well.

You will notice that the bolters are a lot taller, but thinner than the old boltguns. This is a step towards a more natural sort of high-tech weaponry.

In terms of detail there are three different bolter designs on the sprue, and this is where the level of detail goes a bit insane! There is a two digit round counter on the back of the bolter, while on the bolt pistol there is a one digit round counter, as it only takes ten rounds. Check out the information in the Warhammer 40,000 book for a full spec! We have put the ejection core on both sides, the idea being that the boltgun senses which hand the marine picks it up with and shifts the ejection core to the outer side. We wanted to go back to the bolter and the rest of the weapons and try to give them a level of detail that we did not have before. There is also a magazine catch and stuff like that, tiny details that add an extra layer of realism.

The flamer is pretty much the same; it takes a lot of elements from Science Fiction movies. People appreciate technical stuff because they are used to seeing high-tech guns and things these days, and you can't let them down in terms of the level of detail.

THE ARMS, ARMOUR & BACKPACKS

We've pushed the level of detail on the actual armour itself to new heights, adding things such as panel lines – we've even detailed the inside of the shoulder pad. There are actually now four different shoulder pads to use.

Here's another quick tip – if you cut the arms off the sprue and you muddle them up on your modelling table, you can now tell which pair goes together. If you look at the arms they will have the same detail on the forearms. One has vents, one just has panel lines and the third one has little sockets.

The hand that grips the bolter is a standardised fit and there are other pieces of the sprue that can go in there as well. The Auspex scanner for instance has a grip made from the grip of one of the bolt guns, so it fits into that hand perfectly. This is one of a myriad of modelling options the sprues present if you get the set. You can make a Sergeant holding the bolt pistol, put the Auspex in his other hand and angle the head down so he is looking at it.

There are 3 different patterns of backpacks, one of which is very similar to the previous one, one is a new design and one of which is deliberately blank on the back. The blank

Anthony Bath repositioned this Marine's bolter arm at the shoulder, added arials made from guitar strings and a bolter strap from plasticard.



Mark Bedford replaced the standard biker torso with one of the new Marines.



These models show a few of the endless possibilities that the new plastic Marines provide.

Paul Sawyer repositioned this Sergeant's chainsword arm so he was pointing with it, and twisted his bolt pistol arm away from the body.



This Marine was built by Anthony Bath. The Heavy Bolter is from a Scout model and the ammo feed was blagged from the GW Modelmaking department.



THE SPACE MARINE BACKPACKS



for the missile launcher, because it's good for putting the rockets on) or Imperial icons. The missiles are deliberately designed so you can glue them on the backpack and with their tails up they just show over the top. You can also glue the rockets to the thighs or calves or anywhere else you like. If you wanted you could build a separate loader marine as well.

THE EXTRA BITS

We have made ten different accessories and actually managed to put two accessories with each Space Marine. The idea is that you buy ten Marines and get twenty accessories. Now, you may not want two scanners in your squad, but you can always slap one in a hand or have it hanging off a belt or just stick it in your bits box. I'm going to run through some of the accessories and the options they open up.

The first one is the purity seal. You can stick it on a shoulder pad or on a breast plate, and on the forearm looks really good. Plus it does give your Sergeant a special bonus in your games (check out Codex Space Marines). One of the things I have seen around the Studio is that people are not putting that many accessories on marines, but when they get to the sergeant they whack everything they've got left onto him, so the Sergeant looks really tooled up. It's a pretty cool way to make your Sergeant stand out.

You can either glue the knife onto a thigh or use it as a bayonet (cut off the bayonet hilt and glue it under the barrel of the boltgun). You've also got a pair of grenades on the sprue and a gun sight that will go on the top of either a boltgun or the bolt pistol.

Of course, the bolt pistol holster goes without saying and you'll find that there's a curve which allows you to glue it onto the thigh properly. There are also little pouches on the sprue, curved to go around the waist. I find that the pouches are very, very good for actually filling out the waist. The larger pouches are the actual size of boltgun ammunition clips. There are also two bolt pistols on the sprue and you could attach one to the thigh or at the waist (it could be hanging from a D-Ring at the belt).

one can be used either for putting equipment on (most people use this one

IN THE FUTURE

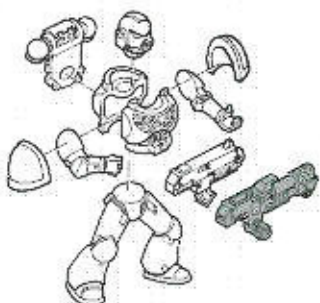
We have loads of stuff in the pipeline. We have just sent off the new plastic Assault Marines to be tooled up, and just like the Tactical Marines there will be a whole host of accessories for them to use - we've done a Melta bomb and a hand holding a Krak grenade. All the new plastic Space Marines will be interchangeable, so in effect we are building a range of modular Space Marine kits.

We are also finishing off the new Devastator Marines which will be a metal and plastic hybrid. Using the body of the plastic Space Marine with metal heavy weapons and backpacks that hold power sources or refrigeration units.

These plastic Space Marines are opening up a number of avenues for us. We can produce metal shoulder pads like we did with the Imperial Fists, plus loads of other metal extras which you can add to your Marines - we are just beginning to explore the possibilities.

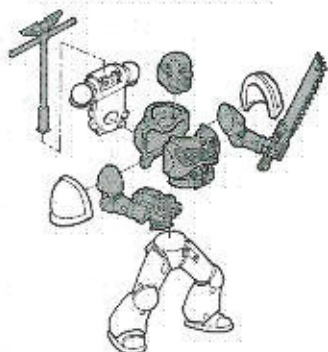
Far into the future we are looking at producing a brand new Land Raider kit, but right now I believe we have finally got a set of Marines that combines the best of all the old Marines and brings the level of detail to an all time high.

HOW TO ASSEMBLE YOUR SPACE MARINES



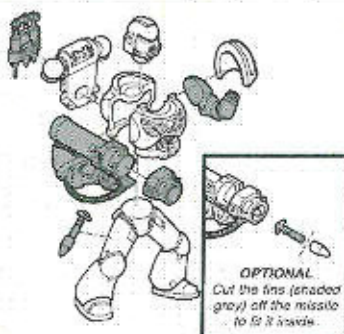
ASSEMBLING THE SPACE MARINES

One of your Space Marines can be equipped with a flamer instead of a boltgun - see shaded flamer shown above.



ASSEMBLING THE SPACE MARINE SERGEANT

Instead of a boltgun the Sergeant carries a bolt pistol and a chainsword. He also has a special breastplate, a bare head and a banner pole on his backpack (all shaded).



ASSEMBLING THE SPACE MARINE WITH A MISSILE LAUNCHER

You may equip one of your Space Marines with a missile launcher - see shaded missile launcher and accessories shown above.

Mark Bedford's Sergeant has been heavily repositioned at the arms, body and legs. Plastic is by far the easiest material to convert, as it's easy to cut.



It's that bloke Bath again! This time he's stuck with a standard assembly but attached the missile rack to the launcher rather than the backpack.

Aly Morrison has really gone to town on this one! He's repositioned the arms, added an Auspex and numerous pouches, grenades, missiles and even added aials made from thin brass rod. Nutter!



Another one from Mark Bedford. He's added an Auspex and repositioned the body so the Marine seems to be reading the Scanner.



CODEX SPACE MARINES



This is the book no Space Marine Commander can afford to be without. It's absolutely crammed full of special rules and background information for the legions of the Adeptus Astartes.

This invaluable 48 page book contains:

The complete Space Marine army list, with the full low down on the troops, weapons, vehicles and awesome wargear available.

Full rules and background for some of the most famous Space Marine heroes in the Imperium (wait until you see the Emperor's Champion!).

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COMPETITION!

Well the good news is that we've got together with the robed acolytes from the Black Library and put together this splendid competition. What better way to celebrate the release of the new Warhammer 40,000 than with a competition where you can win this awesome game?

**WIN
WHITE
DWARF
SUBSCRIPTIONS!**

Read on to find out how you can get your hands on some of these great prizes.

25 winners will each get a big boxed game of their choice, signed by the writers and designers, AND a 1 year subscription to White Dwarf.

The first 500 correct entries will each get issues 1, 2, 3 and 4 of Warhammer Monthly.

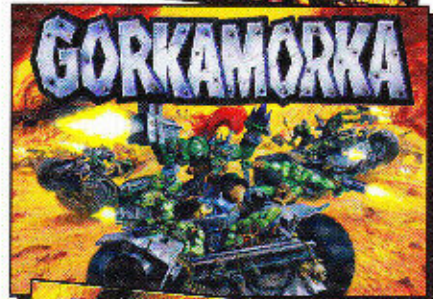
HOW TO ENTER

We've created seven mad statements, each of which has a start, a middle and an end. We've jumbled them all up so that they make even less sense than they did to start with.

All you have to do is look at the starts, middles and ends, and decide which goes with which. We've even done No.1 for you. Just to make things tricky, half of the jumbled phrases are in Warhammer Monthly issue 8, together with the entry form, and closing dates.

- 1) We like...
...White Dwarf and Warhammer Monthly...
...cos they are brilliant!
THAT'S THE FIRST ONE SORTED, NOW HERE ARE THREE MORE JUMBLED UP PHRASES...
- 2) Paul Sawyer likes eating...
...Scabbs...
...renowned the world over for being at the core of Warhammer.
- 3) The strangely determined (demented?) chap who edits our very own Citadel Journal is...
...the Black Templars...
...the one thing he'd never leave lying around.
- 4) Mordheim looks to be the next mad invention, sorry, brilliant game inspired by...
...bacon butties...
...cos they are brilliant!

NOW PICK UP A WARHAMMER MONTHLY 8, FOR THE REST OF THE BITS YOU NEED TO COMPLETE ALL SEVEN PHRASES, PLUS YOUR ENTRY FORM



25

**BOXED GAMES
UP FOR GRABS!**

WIN!! - AWESOME BOXED GAMES, PLUS HUNDREDS OF OTHER PRIZES!!



In this month's
awesome issue...

BLOODQUEST

Script: Gordon Rennie Art: Colin MacNeil

At last, the final showdown, as Captain Leonatos confronts Ork Warlord Garshul the Destroyer. Will Leonatos defeat the mighty Ork warrior and recover the lost Sword of Belarius? Find out in the last episode of Bloodquest.

KAL JERICO

Script: Gordon Rennie Art: Karl Kopinski

Kal Jerico finds himself in a sticky situation as he is cornered by some professional killers from uphive. But as a strange and enigmatic figure comes to Kal's rescue, our hero is left to...

DWARFLORDS

Script and Art: Paul Davidson

This issue sees the start of a great, new comic strip by newcomer Paul Davidson. The first episode sees our intrepid Dwarf heroes rescuing their companion from the clutches of an evil Tzeentch sorcerer. Murder, mayhem and lots of big axes. Great!

SHADOWFAST

Script: Michael Browne Art: Simon Harrison

The second instalment finds Wood Elf wardancer Shadowfast on the assault, riding the sacred glades of Athel Loren of a foul Beastman warband. But is something more sinister afoot...?

"RIGHT YOU 'ORRIBLE LITTLE DWARFERS, IF YOU WANT TO STAND A CHANCE OF WINNING ANY OF THESE LOVELY PRIZES, YOU BETTER LISTEN UP."



"DON'T MISS THIS AWESOME ISSUE OF WARHAMMER MONTHLY. NOT ONLY IS IT FILLED WITH GREAT ACTION-ADVENTURE COMIC STRIPS, BUT IT HAS THE SECOND HALF OF THIS COMPETITION IN IT."

2000
WARHAMMER
COMICS



Available from all good newsagents,
hobby shops, comic shops and Games
Workshop stores across the planet.

ISSUE 8 OUT OCTOBER 8TH

Last issue we released the new Dogs of War book which allows you to either add mercenaries to your existing army or hire a complete Dogs of War army. This month we bring you even more Regiments of Renown to add to your force, including rules for the infamous Paymaster, Mydas the Mean...

MYDAS THE MEAN

Sculpted by Michael Perry and Norman Swales

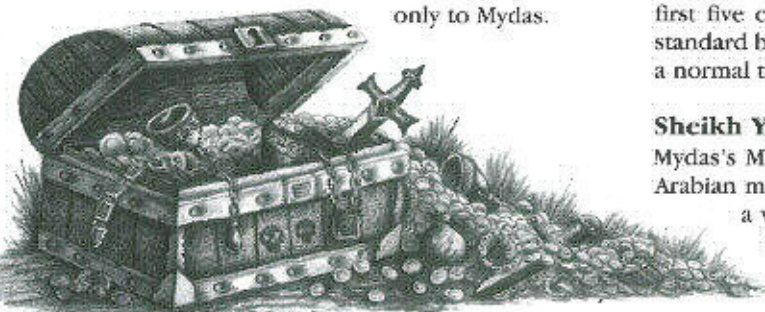
Mercenary Paymaster

Mydas the Mean, Sheikh Yadosh, the pay chest and 5 bodyguards cost 210 points including magic items.

Your Dogs of War army may include Mydas the Mean and his retinue of bodyguards. If so, he replaces the Paymaster in the main army list.

The most notorious Paymaster ever to come out of Tilea is Mydas the Mean. His origins are obscure. Some say he was the sheikh of Araby who embezzled a fortune from the sultan and had to flee. Whatever his origin, he first rose to prominence in Sartosa. Here he was put in charge of guarding the treasure stash of the Dwarf Pirate Gridi Scumbeard. The renowned Dwarf leader quickly began to appreciate and admire Mydas's incredible meanness and reluctance to part with gold, even to the extent of refusing to tell the Dwarf where his own stash was. Fortunately for Mydas, Gridi came to a bad end in a fight with the Corsairs before he realised that Mydas had relocated his stash with the intention of keeping it.

Mydas next turned up in the service of Groccolo, Prince of Verezzo, once again in charge of the gold which was to pay a vast mercenary army. Mydas defended the pay chest valiantly in several hard fought battles, assisted by his hand-picked henchmen. When the time came to pay the mercenaries, Mydas somehow managed to part with so little gold that he caused a mutiny in the camp. The Prince was promptly deposed and fled back to Verezzo. In the confusion Mydas remembered his duty to defend the pay chest and conducted a fighting retreat, fighting off entire companies of enraged mercenaries seeking their arrears of pay. As it happened, Mydas managed to retreat in a totally different direction to Verezzo, and so neither the Prince nor the mercenaries ever got the pay chest. To this day, its whereabouts is known only to Mydas.



Since then Mydas has turned up in many lands safely beyond the bounds of Tilea, offering his services as Paymaster for mercenary armies or such tasks of tax gathering, gold counting or treasure hiding that might be required by various mighty lords. Although many of his masters have been horribly defeated due to their own dubious qualities of leadership, Mydas has never let any of the pay chests in his charge fall into the hands of the enemy; nor for that matter into the pillaging hands of fleeing mercenaries who don't deserve to be paid for losing a battle!

	M	WS	BS	S	T	W	I	A	Ld
Mydas the Mean	4	5	5	4	4	2	5	3	8
Sheikh Yadosh	4	2	2	3	3	1	2	1	6
Bodyguard	4	4	2	4	3	1	4	1	8

Weapons/armour: Mydas is armed with a mace, heavy armour and shield.

Armour Save: 4+

SPECIAL RULES

Bodyguard

Mydas's bodyguards are hand-picked from among the galley slaves of the pirates of Sartosa. Every one has been personally redeemed from captivity by the generous expenditure of gold by Mydas himself, and so they are all deeply grateful and utterly loyal to their master. As well as this, they are all big, muscular, bronzed men hardened by years labouring at the oars. Mydas may be accompanied by between 5 and 20 bodyguards, forming a regiment of which he is the leader. The bodyguards are equipped with a halberd and light armour. Each extra bodyguard after the first five costs 12 points. The bodyguard may include a standard bearer and musician at double the points cost of a normal trooper.

Sheikh Yadosh the Money Lender

Mydas's Money Lender is none other than the notorious Arabian merchant Sheikh Yadosh. The Sheikh lent Mydas a vast fortune many years ago in Sartosa and has faithfully accompanied him ever since in the hope of repayment. In the meantime, the Sheikh earns a nice return in

interest, lending money to mercenaries who are easily parted from their cash in gambling dens and other temptations and are always asking to borrow more. Sheikh Yadosh is immensely fat and his girth is greatly increased by the long cummerbund wrapped around his waist which contains many gold coins within its folds. This acts as armour and gives the Sheikh a save of 5+. He is armed with a hand weapon in the form of a curved dagger.



Paymaster

Mydas, along with his pay chest, is the army's Paymaster and the special rules for Paymasters apply to him – any unit within 12" of the pay chest can re-roll a failed Break test, if the pay chest is captured or lost the entire mercenary

▲ *This is a very rare sight indeed – Mydas the Mean, possibly the most miserly man in the Old World, is seen with his moneylender Sheikh Yadosh and an open paychest!*

army must take a Panic test, and if the pay chest is captured all mercenary units *bate* the enemy unit which has captured it.

MAGIC ITEMS

Mydas the Mean carries a single magic item – a *Treasure Map*. You may not equip Mydas with any more magic items as he is far too tight-fisted to part with enough money to buy them.

Treasure Map

Enchanted Item 25 points

Mydas has a treasure map on which are marked the hiding places of several pay chests which he has heroically rescued from the confusion of battle when defeat seemed inevitable. He keeps the map stuffed down his leggings. The map is drawn on an old scroll which he found in Gridi's treasure chests. On the reverse of the parchment are a number of strange Lizardman glyphs. Mydas does not know or care what these are and thinks they are meaningless doodles by some demented wizard. In reality the scroll is a magical 'warrant of trust' carried by Skink interpreters to give them an aura of credibility when dealing with or misleading outsiders. Some adventurer long ago must have acquired this in Lustria, thinking it was worth something to a wizard, and eventually it found its way into the Dwarf pirate's chest.

The effect of the scroll is that any mercenaries, including the general, will believe whatever Mydas promises at the start of the battle. Their trust in Mydas will be complete. Needless to say, Mydas and the generals who employ him attribute this miraculous effect to Mydas's inspiring qualities of leadership!

After deployment, but before the first turn of the game, roll a dice to see what Mydas promises the army:

D6 Mydas's promise and its effect on the mercenaries

- 1-2 *'A bonus for all my loyal and trusty benchmen!'* This is a promise which Mydas often makes to his pay chest bodyguards. The bodyguards become even more determined to defend the pay chest and Paymaster to the death and count +1 to hit throughout the battle.
- 3-4 *'The pay chest is safe with me lads!'* The mercenaries become confident that Mydas will look after their pay beyond the call of duty. Mercenary units may re-roll Break tests if they are within 18" of the pay chest instead of the usual 12".
- 5-6 *'If we win the battle, all mercenaries will receive a bonus!'* This encourages all mercenary regiments to fight harder and with more determination. All mercenary regiments may add +1 to their combat resolution bonus.



WARHAMMER

LEOPOLD'S LEOPARD COMPANY

Sculpted by Alan Perry

► Captain
Leopoldo di Lucchi:
Leader of the
Leopard Company.



Initially formed to protect the temple of Lucan and Luccina (the founders of the city of Luccini), the pike-armed Leopard Company swore to protect the acropolis with the ferocity of the mythical leopard that adorns the city's emblem.

Unfortunately factions loyal to either Lucan or Luccini were constantly at each other's throats and when the faction that the Leopard company was behind was defeated, the Leopard company was 'persuaded' to leave the city for a life in exile. So started the Leopard Company's service with various Tilean princes.

WARHAMMER

UNIT: LEOPOLD'S LEOPARD COMPANY

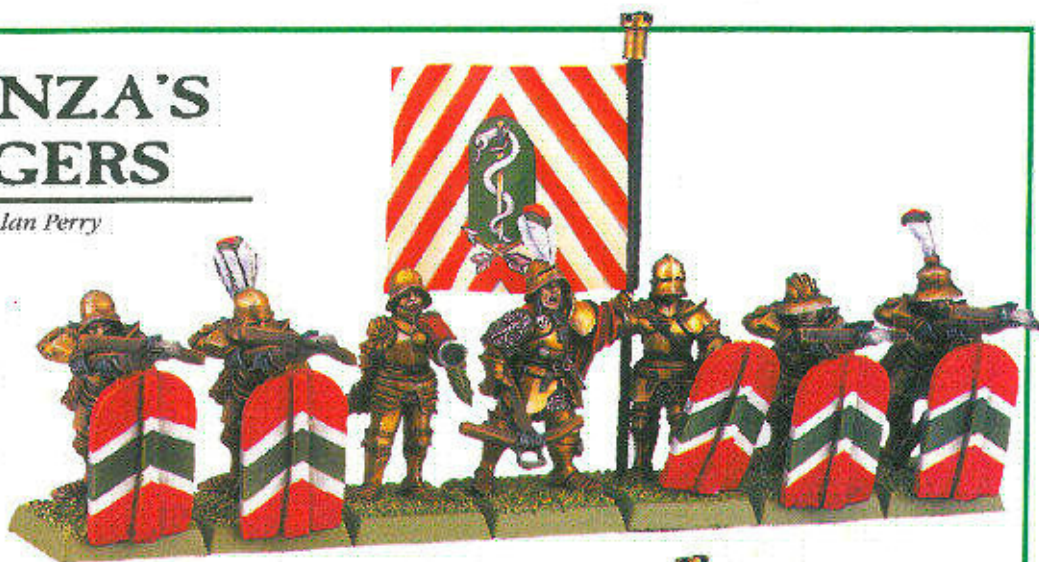
POINTS: 240

ARMOUR/WEAPONS	HEAVY ARMOUR & LONG Pikes @ 10 Pk									
CHAMPION	LEOPOLDO DI LUCCHI @ Pk									
TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE
LEOPOLDO	4	5	5	4	4	2	5	2	8	5+
PIKEMEN	4	3	3	3	3	1	3	1	7	5+

NOTES: 16 MODELS IN UNIT INCLUDING STANDARD BEARER AND MUSICIAN

BRAGANZA'S BESIEGERS

Sculpted by Alan Perry



▲ Captain Luka Braganza.



WARHAMMER									
UNIT: BRAGANZA'S BESIEGERS									
ARMOUR/WEAPONS	BY	ARMOUR	WEAPONS	BY	ARMOUR	WEAPONS	BY	ARMOUR	WEAPONS
CHAMPION	LUKA BRAGANZA								
TROOP TYPE	M	WS	RS	S	T	W	I	A	LD
BRAGANZA	4	5	5	4	4	2	5	3	8
BESIEGERS	4	3	3	3	3	1	3	1	7
NOTES: 7 MODELS IN UNIT INCLUDING BRAGANZA, HORNBLOWER AND STANDARD BEARER									
* PAVISES (3+ SAVE)									

With their motto of 'invincibility at no extra charge', Luka Braganza and his heavily armoured crossbowmen are, without a shadow of a doubt, one of the best mercenary regiments ever to come out of Tilea.

Originally employed by the rightly feared Borgio the Besieger, Braganza's Besiegers took to life as mercenaries after Borgio was treacherously assassinated. They were immediately hired by the Prince of Luccini and sent to battle the many pirate bands on the Isle of Sartosa. The Besiegers have since fought for many masters in many sieges and open battles, always standing behind their pavises like a wall of steel, shooting at all who oppose them.



GOLGFAG'S MERCENARY OGRES

Sculpted by Trish Morrison



▼ The mighty Golgfag himself.



▼ Skaff, Golgfag's loyal standard bearer.

For Ogres, nothing matters more than a good fight and a full belly and Golgfag's favourite food is most definitely fresh Halfling.

Golfag rose to prominence during a 'dispute' between the Orcs of Gnashrak Badtooth and the Dwarf Lord of Karak Kadrin, Ungrim Ironfist. After swapping sides following a 'disagreement' with the Orcs (fighting his way out of the camp

armed only with one of Gnashrak's arms), Golgfag and his Ogres set off on a mercenary career which would take him across the Empire and Tilea, making him very rich and very fat in the process.

After a further altercation with Ungrim Ironfist, Golgfag, his trusty standard bearer, Skaff (whose leg Golgfag ate while they were imprisoned by the Dwarfs, but

that's another story...) and their

Ogre warband crossed the Grey Mountains, where they had the first of many run-ins with the Knights of Bretonnia...



bearer, Skaff (whose leg Golgfag imprisoned)

WARHAMMER

UNIT: GOLFGAG'S MERCENARY OGRES

POINTS: 500

ARMOUR/WEAPONS: NONE ARMOUR, TWO HAND WEAPONS @ 44 Pts.

CHAMPION: GOLFGAG

TROOP TYPE

@ Pts

GOLFGAG

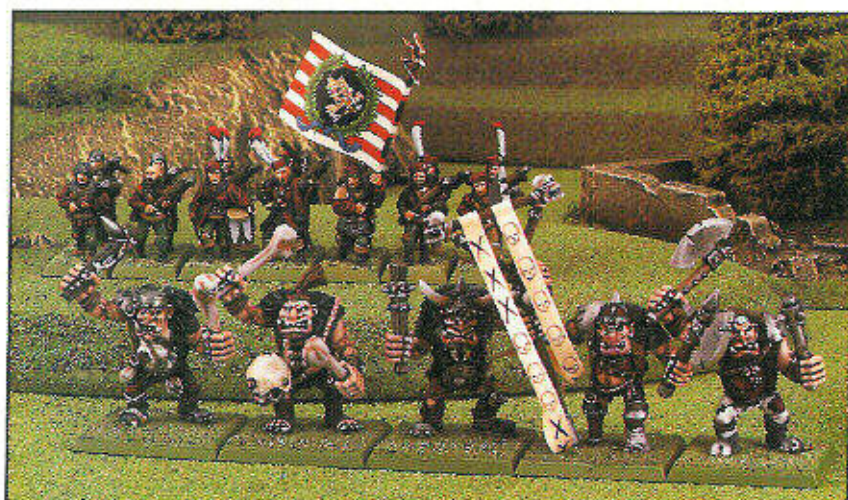
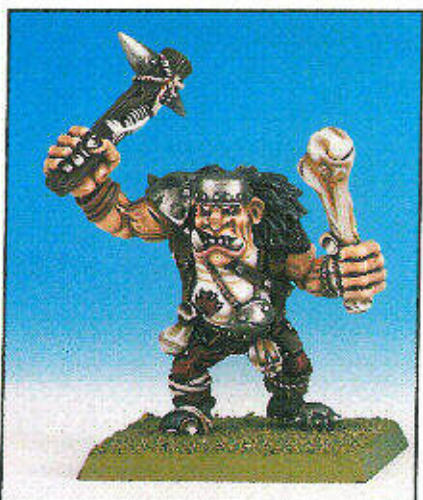
SKAFF

OGRE

M	WS	BS	S	T	W	I	A	LD	SAVE
6	6	2	5	6	6	5	5	9	5
6	3	2	4	5	8	3	3	7	5
6	3	2	4	5	8	3	3	7	5

NOTES: 5 MODELS IN UNIT INCLUDING GOLFGAG, SKAFF AND DRUMMER

CAUSE FEAR



THE BIRDMEN OF CATRAZZA

Sculpted by Dave Andrews



◀ Daddallo, Captain of the Birdmen of Catrazza.

Born of the obsession with flying of their leader, Daddallo, the Birdmen of Catrazza are a magnificent sight to behold during a battle as they swoop over the enemy, strafing them with bowfire.

Able to fly and still shoot their arrows, due to the unique construction of their 'wings', the Birdmen of Catrazza are rightly feared by all who oppose them. Not even those who fly high above the battlefield in apparent safety can escape the attentions of this remarkable Regiment of Renown.

WARHAMMER

UNIT: BIRDMEN OF CATRAZZA

POINTS: 170

ARMOUR/WEAPONS Two hand weapons and shields @ 20 Pts

CHAMPION: DADDALLO

TROOP TYPE	M	WS	BS	S	T	W	I	A	LD	SAVE
DADDALLO	4	5	5	4	3	2	5	2	8	-
BIRDMEN	4	4	4	3	3	1	3	1	7	-

NOTES: 5 MODELS IN UNIT

MAY SKIRMISH. SHOOT AT HIGH FLYERS
FLY. SHOOT ON THE WING.

REGIMENTS OF RENOWN AND LIZARDMEN

To add Regiments of Renown from the Dogs of War book to your existing army, you simply pay their points cost from your army's Allies allowance.

But, when we wrote the book, we forgot that Lizardmen have no allowance for allies. Oops.

Well Lizardmen are allowed to hire mercenaries. If you wish to do so, you can add up to 25% of the army's total points cost as Regiments of Renown. Easy isn't it?



▲ Having hired both the famed Marksmen of Miragliano and the Birdmen of Catrazza, this Lizardman army is ready for battle.

WARHAMMER**40,000**

CHAOS GATE

Chaos Gate is the latest computer game from Mindscape/SSI, the people who brought us *Epic 40,000 Final Liberation* and *Warhammer Shadow of the Horned Rat*. This time you get to fight squad level battles between the Space Marines of the Ultramarines Chapter and the vile hordes of Chaos.



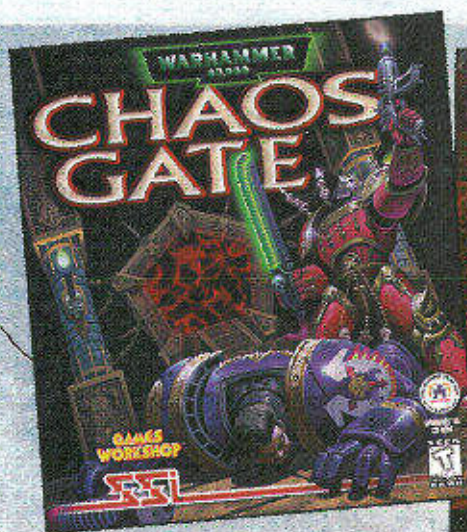
The story of *Chaos Gate* is based around the bitter enmity between Captain Krueger of the Ultramarines Chapter and Lord Zymran of the Word Bearers Chaos Space Marine Legion. The game features a series of linked missions and sub-missions that form an entire campaign, while giving you strategic and tactical decisions to make at every stage, which will affect your progress.

Chaos Gate is a turn-based, squad-level combat game, so you will usually be commanding around twelve Marines, at times

supported by vehicles like Land Speeders or Dreadnoughts. For each mission it is crucial to select the right troops and characters, and arm them effectively, as you will have individual control of each one during the game.

The mission builder that was used to create the campaign has been included, so you can design your own scenarios by setting troop numbers, enemy forces, terrain, objectives etc, or simply generate these randomly. It is possible to play the game with up to four players (linked up over the internet if you wish), allowing you to control the Space Marines or the forces of Chaos!

So if exciting game play, tough strategic problems, amazing animated sequences and utterly annihilating all those unpleasant Chaos chaps appeals to you, look out for *Chaos Gate*, due for release (for PCs only at this stage) in October this year.



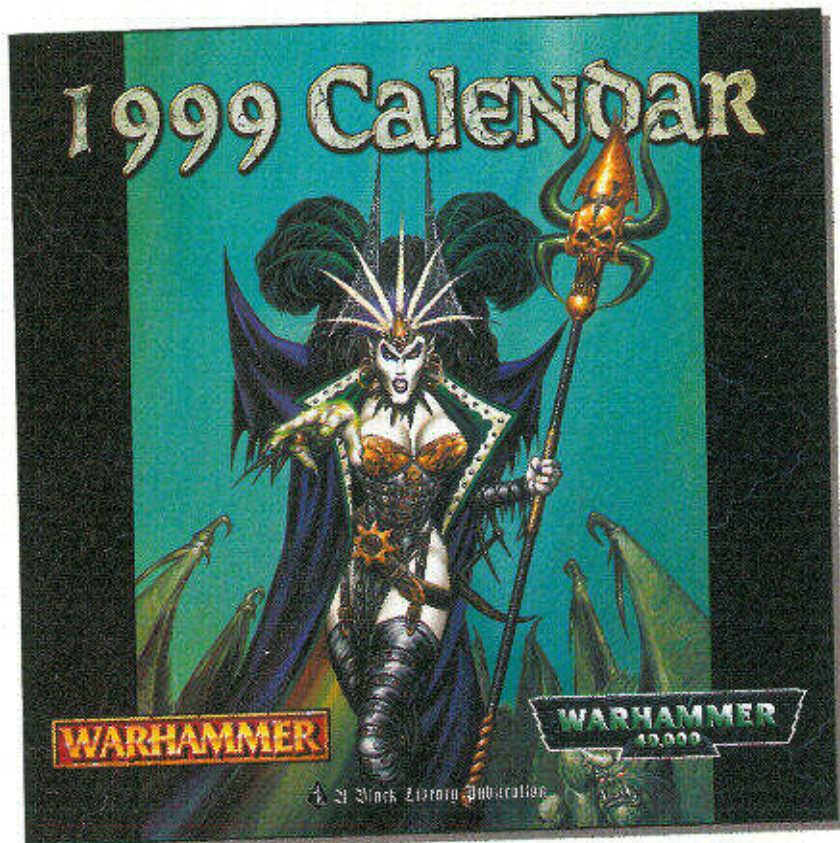
Check out these amazing screen shots of a game of Chaos Gate in progress.

The News pages in this issue tell you how you can get your hands on a copy of this ace new game.



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PRESENTS



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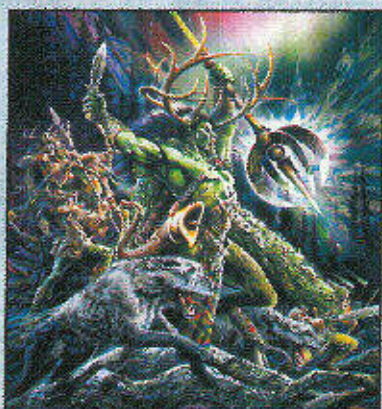
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SKELETON WARRIORS



This month we cornered Citadel Miniatures Designer Aly Morrison, the man behind the Skeleton Warriors Warhammer Regiment, and got him to tell us all about these ace plastic Skellies.



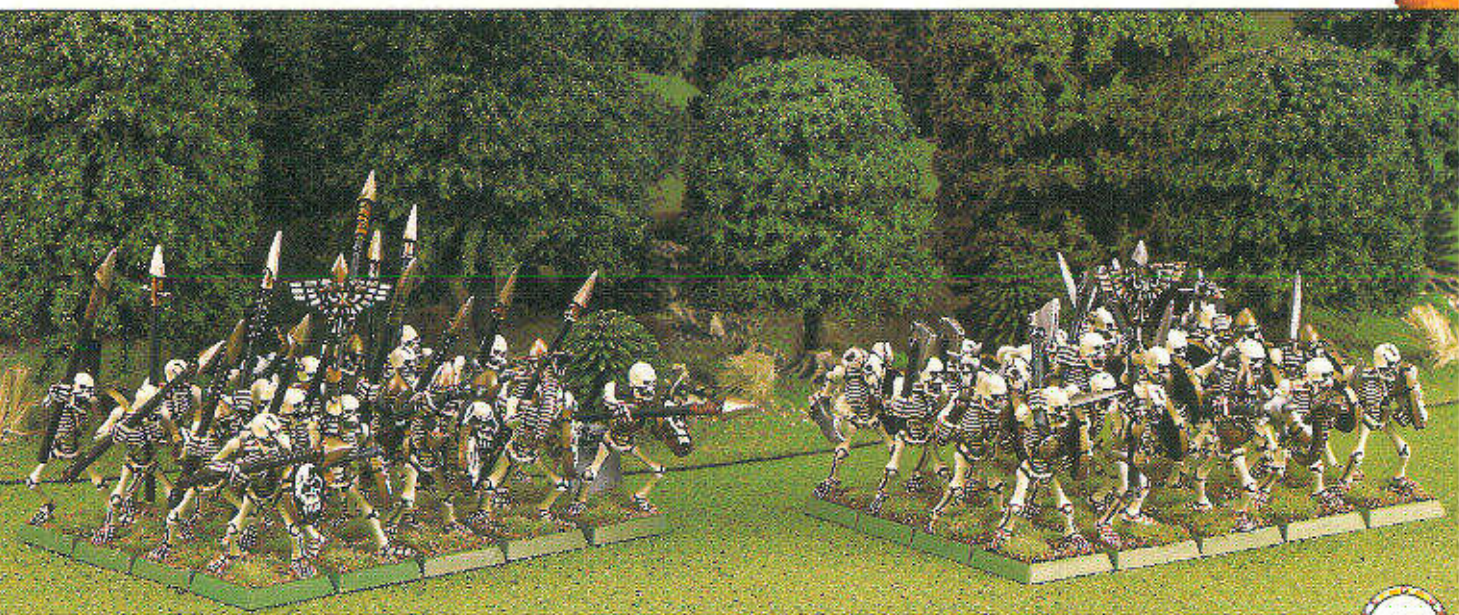
After 10 years of sterling service, the old Skeleton Horde sprue is being retired, to be replaced with the excellent Skeleton Warriors Warhammer Regiment. The sprue comes with loads of different parts, so you can make two different troop types out of what you get in the box – Skeleton Spearmen and Swordsmen. The new sprue has a large mixture of heads, bodies and weapons. Unlike some of our earlier plastics, we are now putting accessories on the new sprues, which allows you far more variation in your unit.

Unlike on the previous Skeleton Horde sprue, we've separated the new Skeletons at the waist so you can turn them, giving you much more flexibility of pose. Also on the sprue you get six skull heads and one Beastman skull head. This bestial skull is one of our favourites and it was just a wacky idea, originally intended as a piece of scenery which you could glue to one of

the bases. But then we gave the head a neck fixing, and the regiment looks really good with a Beastman Skeleton in the ranks. The sprue also contains separate horns which fit very nicely onto the helmeted Skeleton head or even on the side of the Beastman skull.

We've also included an arrow on the sprue, but no bow. The idea is that with all the missile fire the enemy are chucking at the Skeletons, some of it is going to stick into their bodies. The arrow looks really good stuck to a shield, base, or in one of the eye sockets – anywhere you want, really. It just adds that little extra detail to bring your regiment to life.

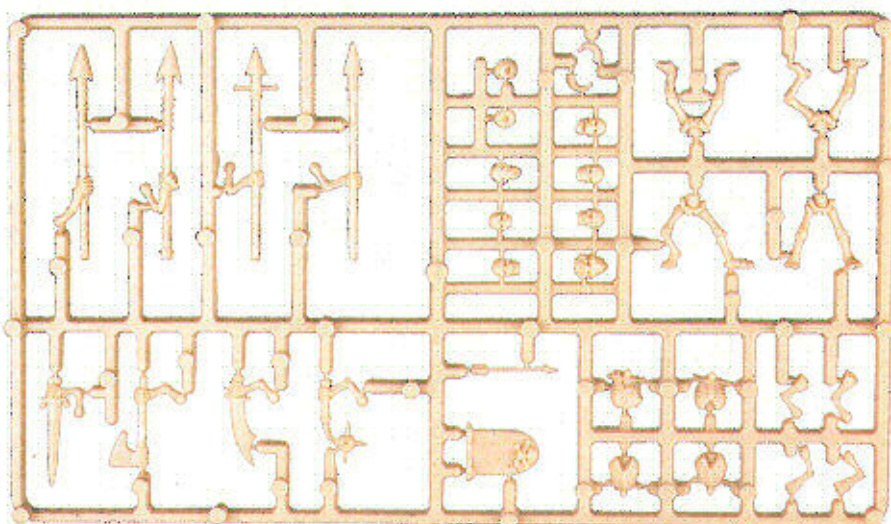
The same thing could be said of the grave stone which we included on the sprue. Again, it's something that can be put on a base, or if you've got lots of sprues, you could make yourself a graveyard to go with your Undead army.



You can build your regiment armed with spears or hand weapons as seen here.



The new Skeleton sprue.

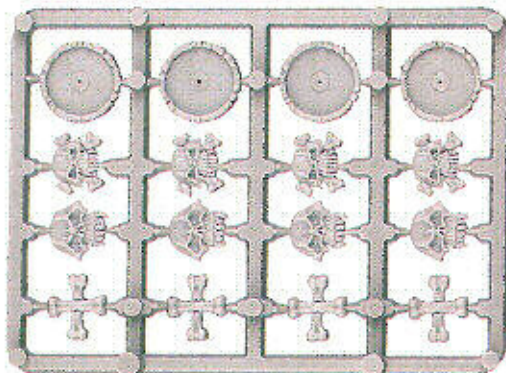


All our plastic models start life as three-up scale models.

The main idea with this new sprue, and with all the regimental box sets, is to provide you with the most flexible unit possible. If you want, you can make these figures as wild and as crazy as possible, with arms flailing about all over the place. Or you could stick them together as a nice regimented unit, with the spears all standing upright, perhaps pointing forward in the front rank. We have included enough spears for an entire unit but if you don't want spearmen, there are enough hand weapons to make a completely different regiment. You can chuck the spears and any spare bits into your bits box, or swap the bits with a mate.

As with the previous Warhammer Regiment box sets, we have also included metal parts in the box, to make up your command group. Having the command pieces made of metal frees up the sprues for the little accessories and again adds variety to the unit. By putting in metal arms and stuff, we can make a new unit just using the basic sprue, like we did with the Chaos Halberdiers – plastic bodies and metal arms. A natural progression for the Skeletons will probably be Skeletons with bows or maybe even double-handed weapons like scythes.

This Regiment box set also sees the debut of our new plastic shields. This is a completely new concept for us. Each sprue has three different shield bosses for every blank shield. This allows you to use the same design on all your shields, or you can mix them up if you wish.



The new shield sprue.

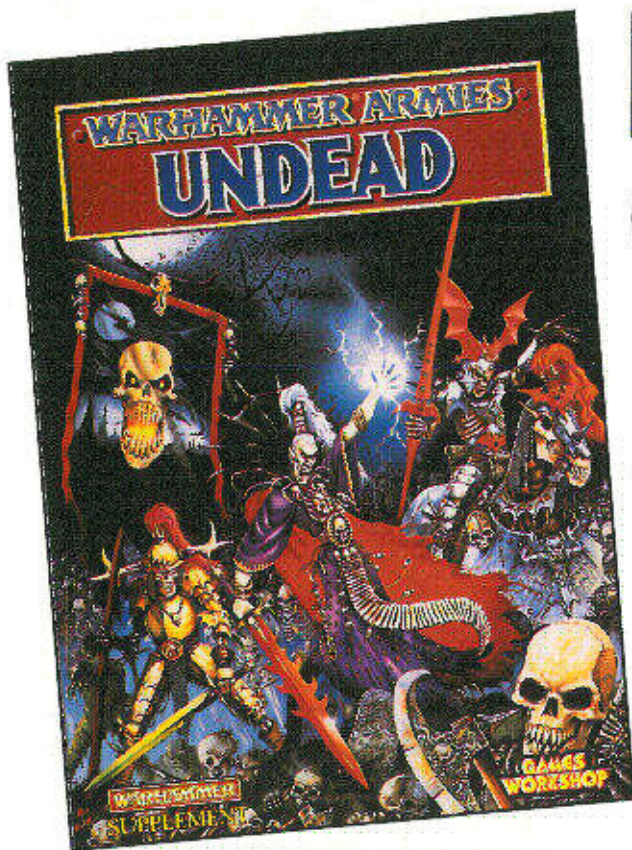
All the Regimental box sets open up loads of different modelling options. All the bits you've got left over from the sprues can be placed into your bits box. With the Skeleton sprue you are guaranteed to have extra skulls left over and these could go on absolutely anything, from Space Marine shoulder pads to the top of a banner pole. For a bit of cross-Regimental fertilisation, if you've got any of the Empire Regiment box sets, there is nothing to stop you from swapping the weapons with the Skeleton sprue. Just cut weapons off the hands and swap them with other weapons. You could, with a little work, make an entire unit of Skeletons with halberds and an Empire regiment with spears. You could use some of the Empire hats and place them on the heads of the skeletons, or even swap around torsos and legs.

Easy conversion work is the joy of plastic miniatures. You have the bare bones here, all you need to do is flesh them out (there was no need for those now was there? - Fat Bloke).



The arrow, the Beastman skull and the gravestone can be used to add variety to your regiment.

Andy Wootton



WARHAMMER

COLLECTING AN UNDEAD ARMY

So, you've seen the new Skeleton Warriors Warhammer Regiment and now you're thinking about collecting an Undead army. The question you're asking yourself is, "Where do I start?" Well, over the next few pages is a guide to help you collect your own Undead horde.

COLLECTING AN ARMY

Collecting an army is actually relatively simple. The first thing you should do is plan out your force, so you can build up your army in small manageable steps. A good starting size for any army is 1,000 points, as this will not take too long to collect or paint, and once finished it will provide a good force, ready for battle.

Your first 1,000 points should include one or two core regiments which will form a solid centre for your army. These core regiments can be built up easily and cheaply using the new Warhammer Regiment boxed sets.

The next thing your army needs is a general to lead it. He's the only model that *must* be included in the army. You'll need to buy a suitable character model to represent your general. When you expand your army to 2,000 or even 3,000 points you can keep him as your general or even use him as a hero and replace him with another character model as general.

Remember when you are assembling your models, it is a good idea to make sure that all your miniatures are carrying the right weapons and equipment, as this helps to avoid confusion during games.

THE NEXT STEP

Once you have your core units and general, you are ready to begin looking at the more exotic elements of the Undead army. The Undead have some fearsome troops such as Wraiths and mounted Wights. Equally, fear-causing war machines such as chariots and Screaming Skull catapults are good choices. This is where choosing an army becomes more challenging and more a matter of personal preference.

On the other hand, you could choose to continue expanding your core units, by adding more rank and file troops plus a standard bearer, musician and champion (a Wight or Wraith) if the unit has not already got them.

Duke Harkon leads the Undead charge right into the heart of the enemy battleline.



WARHAMMER ROSTER SHEET

DUKE HARKON'S UNDEAD

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points Value
DUKE HARKON REDTHIRST Vampire Lord Army General Sword	6	8	6	7	8	4	9	4	10	5+	MAGIC Level 3	381
Barded Skeleton Steed	8	2	0	3	3	1	2	1	5	-		
LORD VALKAR Wight Champion Light armour, shield & Wight Blade	4	3	0	3	4	3	3	1	8	4+	Wight Blade causes D3 wounds	42
Skeleton Steed	8	2	0	3	3	1	2	1	5	-		
VALKAR'S LANCERS 4 Skeleton Horsemen Shield, lance, hand weapon	4	2	2	3	3	1	2	1	5	5+		96
Skeleton Steed	8	2	0	3	3	1	2	1	5	-		
LORD GORATH Wight Champion Light armour, shield & Wight Blade	4	3	0	3	4	3	3	1	8	4+	Wight Blade causes D3 wounds	40
GORATH'S SPEARS 19 Skeleton Spearmen Shield, spear	4	2	2	3	3	1	2	1	5	5+	Unit contains musician and standard	210
LORD THAIN Wight Champion Light armour, shield & Wight Blade	4	3	0	3	4	3	3	1	8	4+	Wight Blade causes D3 wounds	40
THAIN'S WARRIORS 19 Skeleton Warriors Shield & hand weapon	4	2	2	3	3	1	2	1	5	5+	Unit contains musician and standard	169
TOTAL												998

THE ARMY ROSTER

If you use the Warhammer Armies: Undead book as a guide, you can start plotting what forces to collect and plan your battlefield tactics for when your army is completed. So grab a roster sheet and start working out your 1,000 point army now! The roster sheet opposite shows a 1,000 point army we've worked out as an example of the sort of force you could start with.

For our 1,000 points we have managed to get a good, balanced force to start playing with. For our general we have chosen a Vampire Lord. Not only is he a very good fighter, but he is also a Level 3 magic user! All his statistics and equipment are noted down on the roster sheet.

Next came the regiments. A unit of Skeleton Horsemen will shield the Vampire from missile fire and aid him in combat. Two units of 20 Skeleton Warriors flesh (*oh dear, oh dear, oh dear... - Fat Bloke*) out the army, giving it some fighting strength. Each one of our Skeleton regiments will also have a Wight Champion to lead it. We have put down the damage the deadly Wight Blades can do in the notes section of the roster sheet for quick reference. Finally, each regiment in our army has a standard and musician and is named after the Wight that leads it.

Right then, on to collecting the army itself...



THE UNDEAD GENERAL

Our initial 1,000 point army is ideal to represent the personal retinue of a Lord of the Undead. These debased individuals raise their armies for conquest. The Undead are spoilt for choice when it comes to choosing an army general. The army can be led by a Necromancer, an evil human wizard whose powers enable him to extend his own life for centuries and raise the dead straight out of the ground. The Vampire Lord is also a good choice for an army general. They are mighty warriors, able to break stone with their bare hands! However a downside to choosing a Vampire Lord is that he is a weaker wizard than a Necromancer. The final option for an army general is the evil-hearted Liche Lord, an Undead Necromancer. He costs less points than both the Vampire and Necromancer Lord and has the same Magic level as the Necromancer. Unfortunately he can only be a maximum magic level of 3 and is not as good in combat as the Vampire Lord.

Our general will be a Vampire Lord, who we have named Duke Harkon Redthirst. He will represent one of the dark lords of Sylvania, an old province of the Empire, infamous for its infestation of Vampires. He wears no armour to battle, relying only on his own supernatural energy to protect him. He rides a Skeleton Steed with heavy harding into battle, and carries a

*Vampire Lord
Duke Harkon Redthirst*



sword to fight with. When in battle he will join Lord Valkar's Lancers, making the regiment even more potent in combat. The army we chose to accompany him is his own personal retinue. Harkon is utterly dedicated to the conquest of the living world.

SKELETON HORSEMEN

Skeleton Horsemen are the Undead army's shock troops, capable of sweeping away their opponents with a determined charge. They have the ability to ride straight through obstacles without penalty, which is a big advantage. These Skeleton Horsemen will be the personal bodyguard of Duke Harkon, so when they charge they should prove to be more than a match for most opposition.

We have armed our horsemen with lances, giving the unit a considerable advantage when charging. To help protect them from missile fire we have also given them shields.

This regiment has a dreaded Wight champion as its leader, who we have named Lord Valkar. He probably led them when the horsemen were still alive and along with his horsemen he has been raised from the grave to do his master's bidding.

Wights are excellent fighters, who wield a Wight Blade that causes multiple wounds when it hits, so they can kill an enemy character with one blow. Valkar's presence will help bolster the fighting strength of this unit considerably.

Later on, you might want to expand this regiment or even include more than one of these units in your army. Adding a standard bearer to this unit would increase its effectiveness in combat, and you could choose a magical standard such as the *Doomrider Banner* (this allows the Skeleton Horsemen to hit automatically when charging).

The Skeleton Horsemen have lots of different options for equipment, so you might want to experiment with these until you find the combination which suits your style of play.



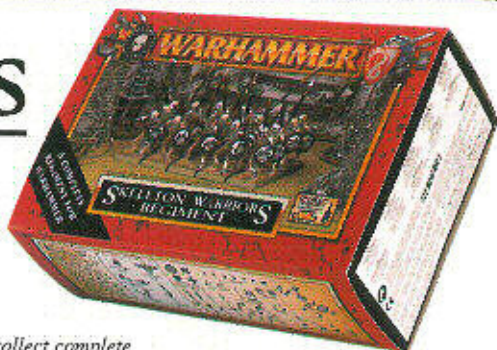
Lord Valkar and his Lancers

SKELETON WARRIORS

The bulk of many Undead armies is made up from regiments of Skeleton warriors. These fear-causing warriors obey every whim of their master, fighting until they are destroyed or the opposition is defeated.

The next two regiments will form the core of our army. These are the units which we will base the army around. Using the new Skeleton Warriors Warhammer Regiment we built a regiment of 20 Spearmen. The box also contains a complete

The Warhammer Regiment plastic boxed sets are an excellent way to collect complete regiments for your army at a great price.



Lord Gorath and his regiment of Skeleton spearmen

command group for the regiment – the musician, standard and Wight champion, who will give the unit an extra edge. Our spearmen will be used in a defensive role, protecting the centre of the army as it advances. We will deploy this regiment five wide and four ranks deep, so they will have an excellent rank bonus and be harder to beat in combat.

Our second core regiment will be used more offensively than the first. Using a second Skeleton Warrior Warhammer Regiment boxed set we built a unit of Skeletons with hand weapons. The unused spears went straight into our bits box for future use.

This unit's role is to guard the flank of Lord Gorath's spear regiment as both units advance towards the enemy battleline. Again we have given this unit the full command group, and to distinguish them from the spearmen we have used a different design on the shields.

We can add more troops to both these units if we wish, with additional boxes of Skeletons Warriors. There is no reason why we could not split a box between the two regiments – say an additional fifteen in the spear regiment and the remaining five in the hand weapon unit. Again this is down to your own personal taste.



Lord Thain and his regiment of Skeleton warriors

EXPANDING YOUR ARMY

Our 1,000 point army is already an effective force, which should do well against an equivalent size army – especially if you don't hold back with your Vampire Lord and his Skeleton cavalry.

Once you have played a few games you will have a firmer idea of what you want in your army, and you can start to expand it. The next step is to build another 1,000 points of Undead. This will bring your force to a sizeable 2,000 points.

You could start by adding more characters to your army. A Vampire Count to do the Vampire Lord's bidding is a good choice, having considerable prowess in combat and the ability to cast spells as well. Of course, there is nothing to stop you adding a Necromancer. He could support the Vampire Lord's magical attacks and lead a regiment of Undead himself.

The first regiment you may want to expand is Lord Valkar's Lancers. An extra 5 models with a standard bearer is a good start; this will add a rank bonus and the option to take a magical banner for the unit. Also, if you upgrade Lord Valkar to a Wight Lord, the regiment will be able to defeat even tougher opponents. You might want to support the cavalry with the hitting power of a Skeleton chariot or two. The Skeleton chariot is one of the deadliest weapons in your arsenal. When the cavalry and chariots charge simultaneously at a single unit, the results are devastating.

The infantry, being the core of the army, is also worth reinforcing. The humble Skeleton Warrior has loads of equipment options (all of which can be found on the Skeleton Warriors sprue) and you can customise your unit so it fits your style of fighting. You could split the forces in the box between the two units you have already or you could build another regiment. This unit could be armed with spears for a defensive role or you could build a second more offensive unit, using the hand weapons. Another option to add to the core of the army is Skeletons with halberds. Halberdiers are a potent fighting force, able to hurt enemy troops with a high toughness. Give them a magical banner and a Wight Lord and they will take on the best your opponent can throw at them.

Of course, Skeletons are not the only troops you could include in your army. The Undead have access to maggot ridden Zombies and loathsome Ghouls. Zombies are the cheapest fear-causing troops you can buy for any army. Large units of

them are good at breaking opponents in combat – remember, if your enemy loses a combat to a fear or terror-causing unit and is out numbered, they will automatically break. As for Ghouls, they are perhaps the most overlooked regiment in the Undead army. They are the only unit that can march move without the aid of magic, they have a high toughness and two attacks, making them considerably hard-hitting combat opponents.

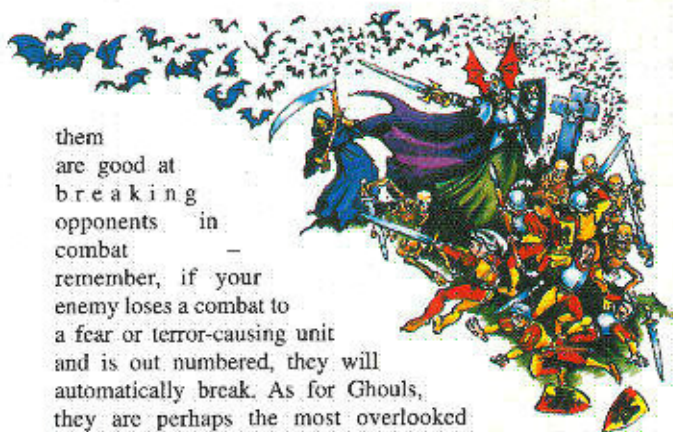
The Undead can also field regiments of Wights. These are the elite troops of an Undead army. They all come with the lethal Wight Blade and can be mounted on Skeleton Steeds, allowing you to take a heavy cavalry unit. A regiment of five or ten are exceptional as a heavy shock force.

The Undead also have Wraiths – dark shades of Necromancers who have been consumed by their art. Wraiths cause terror and cannot be harmed by anything other than magical weapons. Wraiths are really good at holding up infantry units that have few (if any) magical weapons.

Other potent combat troops are Mummies – they are amongst the most powerful of the Undead. In fact you could take Mummy Tomb Kings as Undead heroes and place them in your Undead units. All Mummies have a high toughness and multiple wounds. You can give them double handed weapons and they can slice their way through anything, whilst having real staying power! Then there are the useful Carrion, who can fly and cause fear! A unit of five are useful to have in your battleline. They can take out enemy war machines and small units of archers.

The Undead do not have to advance through the constant battering of enemy war machines without any reply. They can use the Screaming Skull catapult. No Undead army over a 1,000 points should go into battle without one of these fear-causing war machines. When enemies are wounded by one, they have to take an automatic Panic test, which can make a mockery of even high price, elite troops like Chaos Warriors.

The Undead have loads of different options and troops to choose from. This means you can build the army to fit your own personal fighting style. Over the page is an example of Duke Harkon Redthirst's retinue, expanded by an extra 1,000 points.



Carrion excel at picking on small units of archers.



▲ Wielding their cruel halberds, armoured skeletons are a formidable proposition to face on the field of battle.



▲ Vampires once ruled the lands of Sylvania in the Empire, and even to this day the region is said to be cursed by their memory.



▲ Skeletons make up the bulk of most Undead armies. They are obedient to the will of their necromantic master, fighting until they are either destroyed or victorious.

▲ Skeleton Horsemen ride ghostly Skeleton Steeds which can gallop straight through physical obstacles in their path, such as walls, trees, buildings and, if their charge is hard enough, straight through enemy regiments!

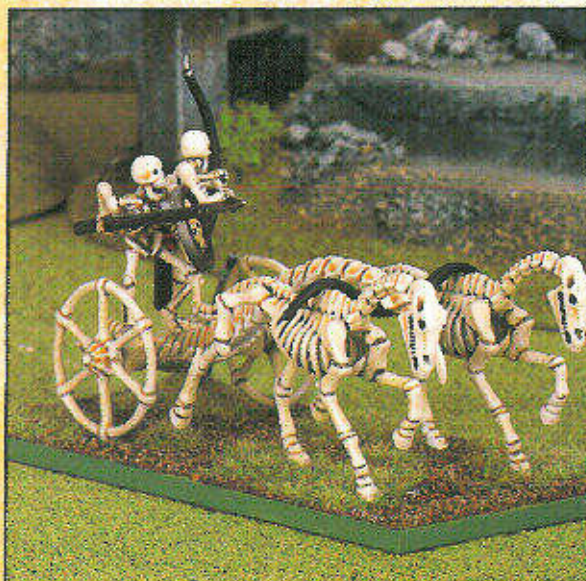


WARHAMMER

DUKE HARKON'S UNDEAD HORDE



▼ Undead Chariots are amongst the most potent and dangerous parts of the Undead army, as they crash into the horrified massed ranks of enemy units.



▲ Hurling burning skulls high into the air, Screaming Skull catapults cause terror and destruction as their salvos fall with an unearthly scream onto unlucky enemy units.



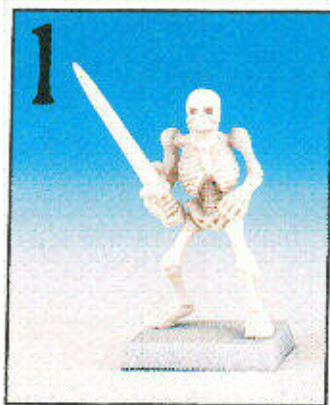
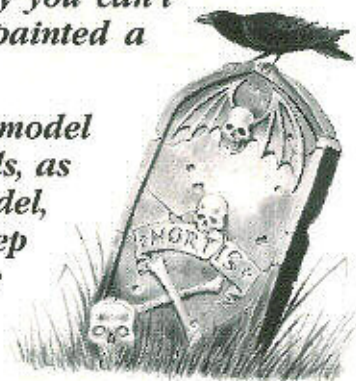
HOW TO PAINT SKELETON WARRIORS



A regiment of Skeleton Warriors ready for battle!

This month we explain the bare bones (you can stop that right now! – Paul Sawyer) of painting a regiment of Skeleton Warriors. The tips and techniques used in this article are pretty straight forward, so, just like the 'How to paint Dark Eldar' article previously, there's no reason why you can't follow the steps detailed here even if you've never painted a Citadel miniature before.

We're showing you the steps needed to paint a single model but we suggest you paint in batches of five or so models, as by the time you have completed a step on the fifth model, the first will be dry and you can carry on to the next step without having to wait. This makes painting the regiment much quicker, so you can field it in your games, which is what it's really all about!



First construct your Skeleton Warrior using polystyrene cement and then stick it to its base. We undercoated ours with white spray paint (using spray paint is quicker, and you can do several models at once, but you could paint on an even coat of Skull White as an alternative). We chose to use a white undercoat because we are painting the model bone coloured and you generally get a better result painting light colours over white.



The next thing is to assemble the shield, although you might want to leave the shield itself attached to the sprue for the moment, as this will give you something to hold it by while you paint. This time we undercoated with black, as it is the colour we are going to paint the flat of the shield and it helps to speed the process up.



Next we painted all the bone with an even coat of Bubonic Brown, though you can try using other shades of brown if you want. At this point any leather items, like pouches or belt straps need to be painted with Bestial Brown.

We also painted the weapon the Skeleton is carrying with Chaos Black, readying it for the coat of Chainmail which we'll apply at the next stage.

Next we decided to paint the base with Goblin Green. If you are in a hurry to get the unit finished and into battle, you can stick the shield on now, as a unit of Skeleton Warriors painted like this will look fine on the battlefield.



The blade of the weapon was painted with Chainmail. To emphasise the shadows on the Skeleton we painted over all the bone areas (that we painted Bubonic Brown) with Flesh Ink. You can vary the tone of the shadows by thinning down the ink to suit your own preference. We wanted a dark tone for maximum contrast, so we added just a little water to the ink. As ink flows into all the model's nooks and crannies, it instantly creates shadows that help to show up the sculpted detail. Inks take a little longer to dry than paint, and you probably find that after you have finished your fifth Skeleton, the first one still isn't dry, so now it's time to take another look at the shields...



The next step is to paint the shield rim with Beaten Copper. Don't worry if you get paint on the flat of the shield, you can always paint over it with Chaos Black later. Next we painted the bone icon with Bestial Brown.

Once the ink is dry, you can bring out the detail of the model with Bleached Bone. Dip your paintbrush into the Bleached Bone then lightly draw it over the surface of the model, so only the raised areas pick up the paint, leaving the Flesh Ink shadow in the recesses. We then painted the blade of the weapon with thinned down Black Ink.

Finally we covered the top of the base with PVA glue, thinned with a little water (half and half is about right), and then dipped the whole thing into modelling flock.

To finish off the shield, paint Bleached Bone onto the bones, leaving Bestial Brown in the recesses. Then it was time to glue it to the freshly painted Skeleton. At this stage it is worth varnishing your Skeleton Warriors with Citadel Matt Varnish spray, as this will protect them against the rigours of battle.



For a more detailed guide you could take a look at Matt Parkes' article on painting a Skeleton regiment (see WD211).

If you have a Games Workshop store nearby, you can ask the staff to show you any of these steps - they are always happy to help.



WARHAMMER

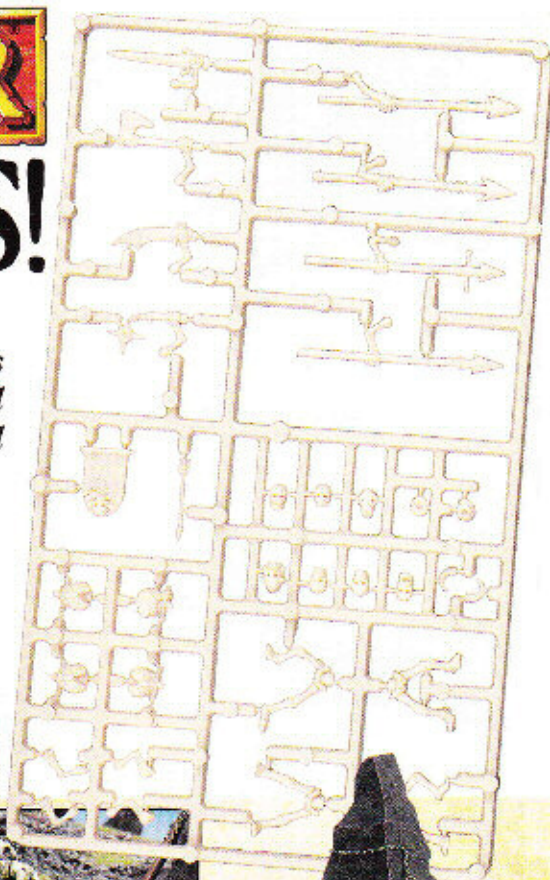
DEM BONES!

By Nick Davis

The new Skeleton Warrior and shield sprues have started a wave of modelling and conversions. We dispatched Nick Davis to find out all about it...

Since the new plastic Skeleton sprue appeared here at the GW Studio, it has been employed in many different kinds of projects – from terrain to skeletal Imperial soldiers! We have barely touched the surface of what you can do with the Skeleton sprue here. It has hundreds of uses, like using the skulls to decorate bases or gluing tattered skeletons to banner poles and trophy racks.

In fact skeletons have been an invaluable modelling tool since the birth of the Skeleton horde sprue all those years ago. Just look at all the projects in which we have used the humble plastic skeleton...



MAKING TERRAIN

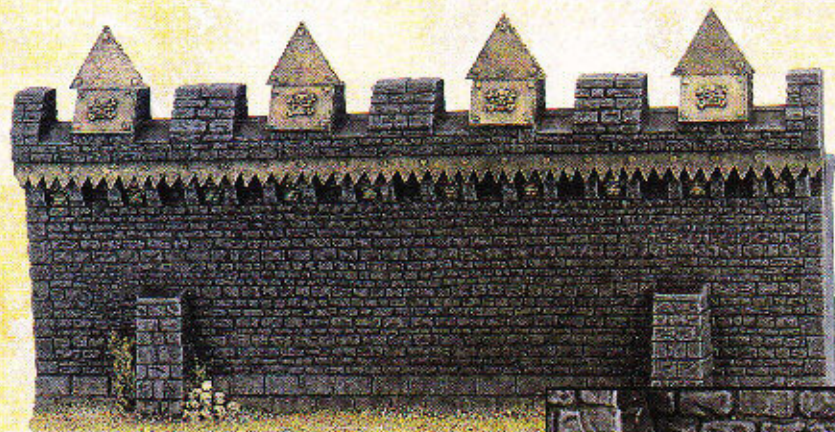
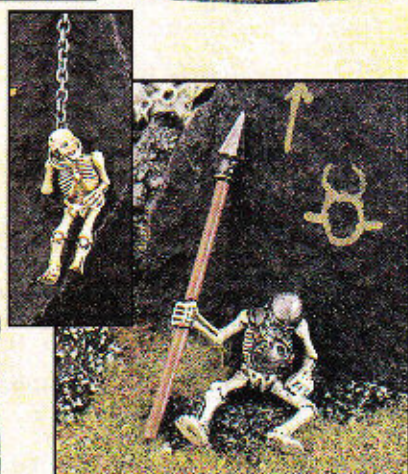


► Paul Sawyer used bits and pieces (literally) from the Skeleton sprue to decorate his Beastman herdstone.

◀ The escape pod from Owen Branham's Warhammer 40,000 crashed spaceship table (see WD202) features the skeletal remains of two crew members who appear to have died under suspicious circumstances.



► A hanging skeleton is a very effective and grisly decoration.



▲ Look carefully at this Chaos castle wall. We have used the plastic shield bosses from the Skeleton shield sprue on the battlements.

► At the foot of the Chaos wall we have made a little cairn using the spare plastic skulls off the Skeleton sprue.



▲ Beastman herdstones are littered with the wargear and skeletons of defeated enemies.

▲ Not all enemies of Beastmen are human. A herdstone would also be covered with the bodies of those Beastmen who have challenged their chief and failed.



◀ This Legion of the Damned Dreadnought uses a number of items from the Skeleton Warrior sprue. An entire skeleton makes up the grisly icon that the Dreadnought carries, while on the front armour plate there is a shield boss from the Skeleton shield sprue.

Large vehicles like Dreadnoughts look great adorned with skulls. How about an Ork Dread with a trophy rack, or a Chaos Dreadnought with a skeleton impaled upon its banner pole.



▲ The Legion of the Damned Rhino is a great example of using the Skeleton Warrior sprue to customise a vehicle. Check out the exhaust pipes and the skulls on the chain on the front of the vehicle. For the hatch door, the back of a skeleton was filed flat and glued into place.

► Aly Morrison, one of the Citadel Miniatures Designers (and one of the people responsible for the Skeleton Warriors sprue), has decided to base his Skeletons on a 40mm base. He says it saves ranking up all those single 20mm bases and allows him to arrange his units into dramatic positions like this impressive shield wall.



◀ These Skeletons were built by Dave Andrews. Take a look at the scratch-built coffin lid shield and the Skeleton rising out of the grave modelled on the base!

▼ Dave Andrews also likes to put his miniatures on unusual bases. Note the arrows sticking out of the shields.



▲ These Skeleton Warriors were converted by Colin Dixon. They were built by mixing parts from the Empire Soldier sprue and a metal Empire soldier with the Skeleton Warrior sprue.

◀ The Skeleton horseman (again by Colin Dixon) was built in the same way as the Skeleton Warriors. The pistol is from one of Long Drong Slayer's Dwarf pirates



► These Skeletons have been built by Mark Bedford. Again he has opted for the classic Skeleton rising from the grave. On his scratch-built shields he has used the shield boss from the Skeleton shield sprue.



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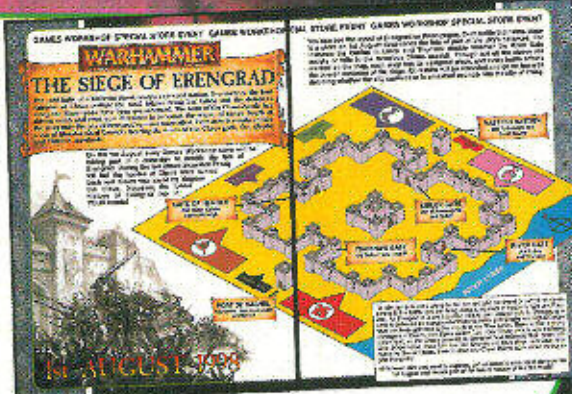
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The Siege of Erengard Warhammer Event took place on the 1st August in all our stores around the country. Every Games Workshop store fought a siege battle, the result of which decides if a tower or wall on the map remains standing or is destroyed. The overall result of the battles decides whether Erengard falls to the massed hordes of besiegers or survives. Find out what happens to the City of Erengard in WD227.

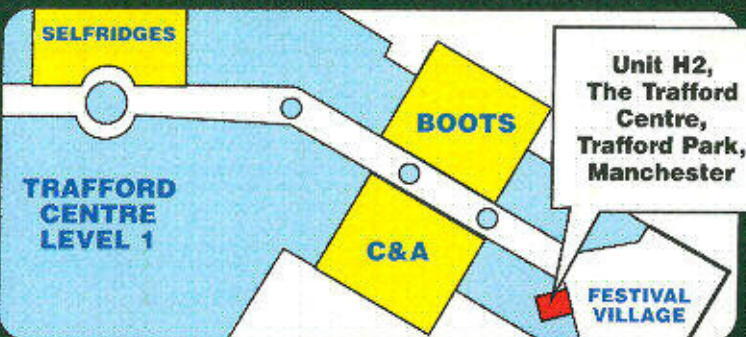


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Shop 7, Lancer Square, Kensington Church Street, London.

From the High Street Kensington Tube Station, cross Kensington High Street and head towards Kensington Gardens. Head up Kensington Church Street and enter Lancer Square. Games Workshop is clearly visible towards the rear of the development.

STORE EVENTS STORE EVENTS STORE EVENTS

These are just a selection of the exciting events being run in our stores. Taking part in these events is easy – simply give the store a call for more details. Don't forget, all our stores run events just like these, so give your local store a call.

BELFAST BEAST CRUSADE

(26th September). On the very edge of the stark Northern Wastes, an army of Bretonnian Questing knights continue their endless search for ancient, lost Bretonnian artifacts. Coming across a lone Beastman herdstone they decide to brave the wrath of the Children of Chaos and begin to rifle through the grisly trophies. Suddenly there is a mighty roar as the Beastman horde returns and attacks the desecrators of their mighty totem! Bring a regiment of Beastmen or Bretonnian troops and join in the battle!

LEICESTER STORMING OF MAISON TALL

(26th September). The forces of the Undead have surrounded and laid siege to an ancient monastery. The monks who dwell there have a mysterious item in their care which contains potent magic power. The Undead horde must take possession of it and will stop at nothing to achieve their aim. Can the valiant Monks hold off the Undead until the Bretonnian army arrives to relieve them? Bring a regiment of Bretonnian or Undead troops and join in the siege!

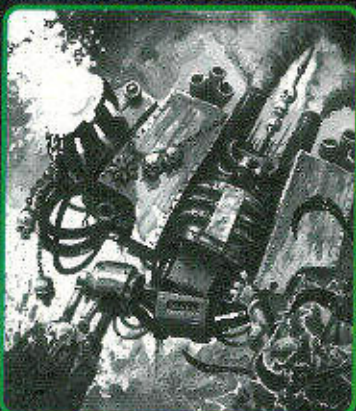
DONCASTER NIL ILLIGITIMO CARBORUNDUM

(17th–18th August). On the distant world of Ballag VII, Eldar Rangers have discovered a lost web gate. A single Ranger remains behind to deter anyone foolish enough to investigate the gate. Meanwhile Imperial forces land on Ballag VII and an Imperial Guard squad is soon sent to investigate the surrounding area. The Ranger and the Guardsmen are on a collision course and only the strongest will survive! Come along and take part, all models are provided.

HULL TIDES OF CHAOS

(17th & 18th October). Sweeping out from the Eye of Terror, Abaddon and his Chaos horde have joined forces with the Ork Warlord Biggus Snatspew. After a series of ferocious battles spanning the surrounding star system, the 'unholy alliance' has halted at Arx. The Imperial outpost on Arx have their orders, "No quarter. Trust the Emperor's Light."

Bring a squad of Imperial, Ork or Chaos troops and get fighting!



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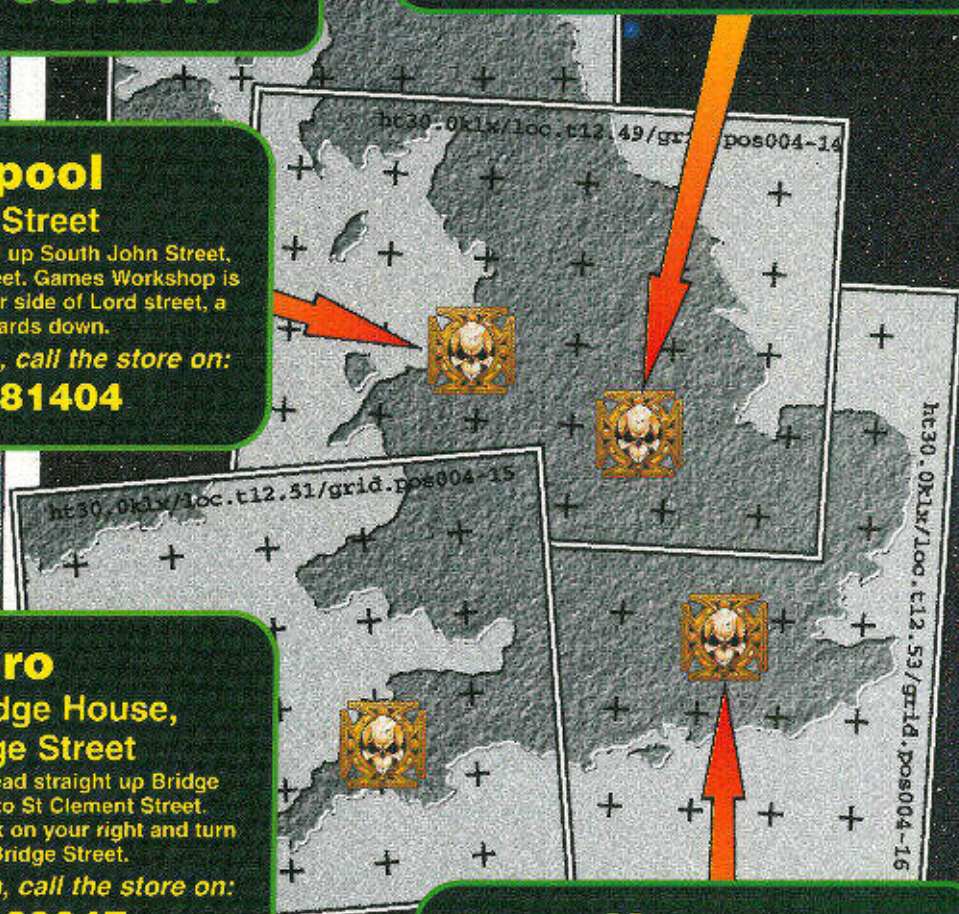
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Stuart McCorquodale,
Cardiff Manager

GAMES WORKSHOP CARDIFF

Look out for
more armies
from our
stores over
the next few
months.

STUART MCCORQUODALE'S BEASTMAN ARMY

Stuart McCorquodale decided to collect his Beastman army because of one model, the enormous Minotaur Lord! "Beastmen troops are so big and brutal that there's nothing better than to hack, slay and rend your foes in a mindless, barbaric frenzy of blood lust!"

Stuart's Beastman army took four to five months to paint from beginning to end. That's not bad considering its size and the high standard of painting involved. Stuart took great care at every

stage to make sure his army was painted in just the style he wanted, and this began with his choice of undercoat. Most of the models were undercoated Chaos Black except for the Gors, who were undercoated with Bestial Brown. He used the black and the brown as base colours for all the fur. The skin colour on the models was made by adding Codex Grey to Bestial Brown. After painting this mix onto the skin he then added a small amount of white to this grey-brown colour. Instead of painting the new colour onto the model, he carefully drybrushed it on,



► The Chaos Hounds in Stuart's army are probably his favourite models and he's got two large regiments of them. The hounds are a mix of old and new models with a lot of conversions, like the hound with the claws from a Zoanthrope. One model he couldn't resist using was the Scyla miniature, which fits in really well with the rest of the regiment.



▲ Another feature of Stuart's paint scheme is the use of war paint on the Ungors. Warpaint is great to paint onto models using whatever colour you like; just paint on simple, flat colours. War paint unifies all the different models in a regiment.

adding more and more white until he was drybrushing on pure Skull White. The bases themselves are quite unusually finished. Sand is glued to the top of the base as usual, then they are painted all over with Shadow Grey, then drybrushed with Space Wolf Grey and Skull White. Finally they have Flesh Wash painted on.

"My favourite miniatures include all the awesome character models: the Minotaur Lord (because of his big, nasty tusks), Gorthor and Khazrak the One Eye (he's massive). To finish the army off I'm painting four more Minotaurs, another unit of Gors, a unit of Harpies and one more chariot! That'll keep me going for a while, making the army a whopping 4,000 points.

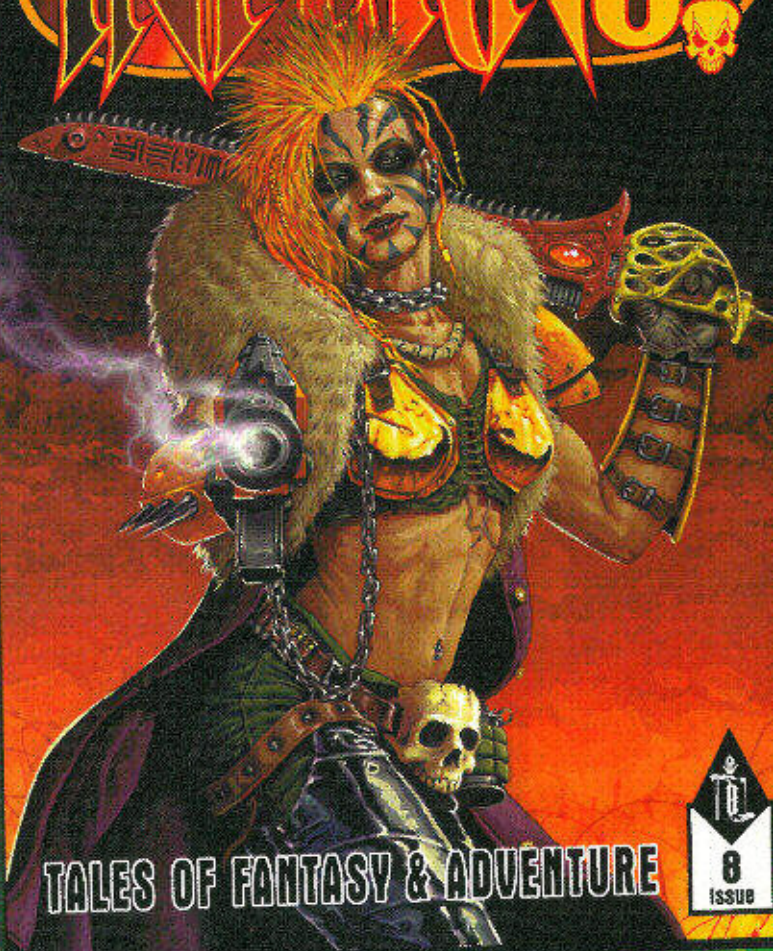
So far I've fought ten games and only lost one, which was my first against the ultra-sneaky Dark Elves, who spent the game skulking around, avoiding my troops (sounds just like Dark Elves to me - Paul Sawyer)! I usually fight my battles at the Wednesday night Games Club, run jointly by the Newport and Cardiff stores."



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WARHAMMER

MORDHEIM

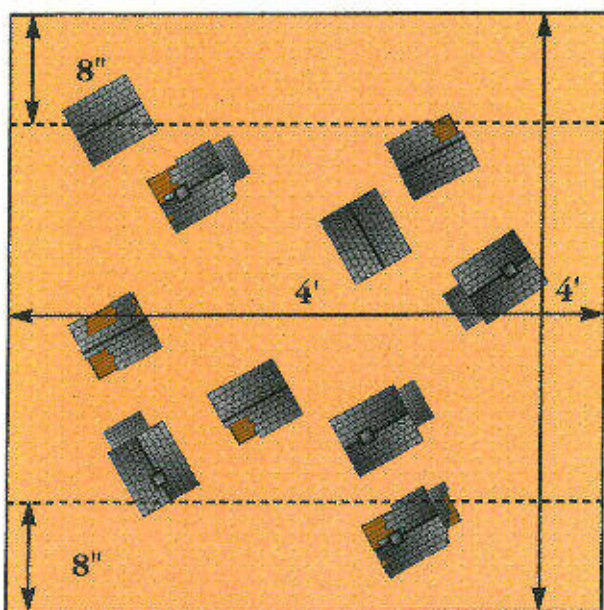
CITY OF THE DAMNED



By *Tuomas Pirinen*

Welcome once again to the grim streets of the City of the Damned! During the last few months we have detailed rules for special weapons and equipment and told you how to build warbands. This month we present three Mordheim scenarios, namely *Skirmish*, *Street Fight* and *Hidden Treasure*...

Of all the scenarios you can fight, *Skirmish* is the simplest encounter between two rival warbands. It is a head-on clash, where both groups try to defeat their rivals directly by combat. There are of course many other encounters which can occur in the dark alleys of Mordheim! *Street Fight* and *Hidden Treasure* are just two of the many I am currently working on. I have written rules for raids, breakthroughs and many others which we'll be publishing over the coming months. If you have scenario ideas of your own, why don't you let me know? I'm always looking out for new ideas.



Deployment map for the Skirmish and Hidden Treasure scenarios. Set up whatever terrain you have however you like within this area.

Before playing these scenarios, my final piece of advice is **use a lot of terrain!** Warhammer cardboard buildings suit these scenarios fine – any ruined buildings you have will create the right terrain for the battle, and give the players interesting tactical options. Such scenery also suits the atmosphere and background of Mordheim perfectly. Happy gaming!

SCENARIO 1: SKIRMISH

In the vastness of Mordheim there is always risk of running into a rival warband. While sometimes two groups pass each other without hostilities, more often than not a vicious battle breaks out amongst the ruins. If a warband can drive its rivals away, it will have a larger area in which to search for Wyrdstone.

TERRAIN

Each player takes it in turn to place a piece of terrain, either a ruined building, a tower, or another major piece of terrain. It is suggested that the terrain is set up within an area roughly 4' x 4'.

WARBANDS

Each player rolls a D6. Whoever rolls the lowest chooses which table edge he wishes to set up on, and places all his warriors within 8" of that edge. His opponent then sets up on the opposite side.

STARTING THE GAME

Both players roll a D6. The highest scoring player takes the first turn.

ENDING THE GAME

When one of the warbands has lost half of its models it routs, and the game ends. The routing warband loses and the other warband wins.

SCENARIO 2: THE STREET FIGHT

You have come to a street with only one way out – and that is the other end of the street. Unfortunately there is another warband coming the other way. Your only option is to fight your way through.

TERRAIN

Set up all the buildings you've got into a single street, with no gaps along the side. Behind the buildings are impassible ruins and pits of foulness. The only way out is along the street. The street may be as winding as you like and should not be too narrow to fight in, but can have narrow bottlenecks at some points. The playing area should be about 4'x4'.

DEPLOYMENT

Roll a dice to see which warband deploys first. The warbands are deployed at either end of the street, within 8" of their own table edge.

SPECIAL RULES

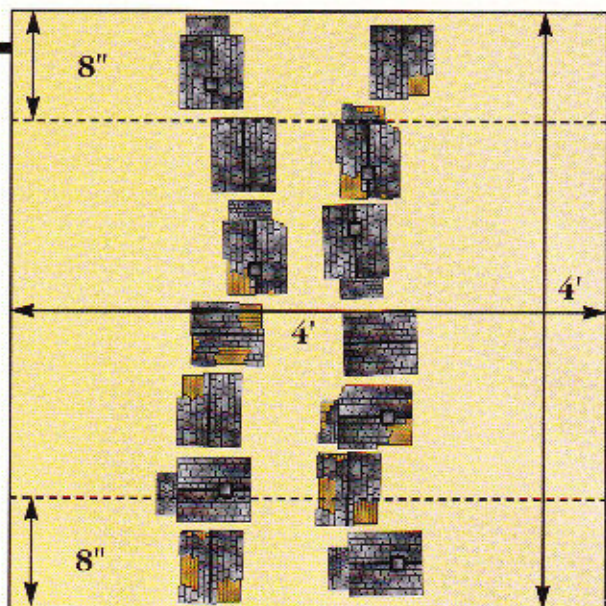
Neither warband can backtrack down the street to leave via their own edge because their way out lies in the other direction.

STARTING THE GAME

Roll a dice to see who has the first turn.

ENDING THE GAME

When one of the warbands manages to exit all its models (which have not fallen casualty) from the street via the opposing edge, the game ends and that player is victorious.



Deployment map for the Street Fight scenario.

SCENARIO 3: HIDDEN TREASURE

There is a rumour that one of the ruined buildings has a cellar filled with treasure underneath it. Two rival warbands have heard about the cellar and are now searching the area. Who knows what forgotten treasures may lay waiting to be found?

TERRAIN

Each player takes it in turn to place a piece of terrain, either a ruined building, a tower, or another major piece of terrain. It is suggested that the terrain is set up within an area roughly 4' x 4'.

DEPLOYMENT

Roll a dice to see which warband deploys first. The warbands are deployed within 8" of their own table edge.

SPECIAL RULES

All the Heroes in both warbands know roughly what they are looking for and must inspect the buildings to find the secret passage to the cellar. Each time a Hero enters a new building roll 2D6. On a score of 12 he has found the treasure. Add +1 to the dice roll for each building you have searched before. A Hero may not search buildings in his own deployment zone. After finding the treasure, the Hero must then take it to safety via his own table edge. If he is put out of action, place a counter (a good counter to use is one of the Warpstone counters from Warhammer Magic) in the spot where he fell. Any warrior may pick it up by moving into base contact with the counter.

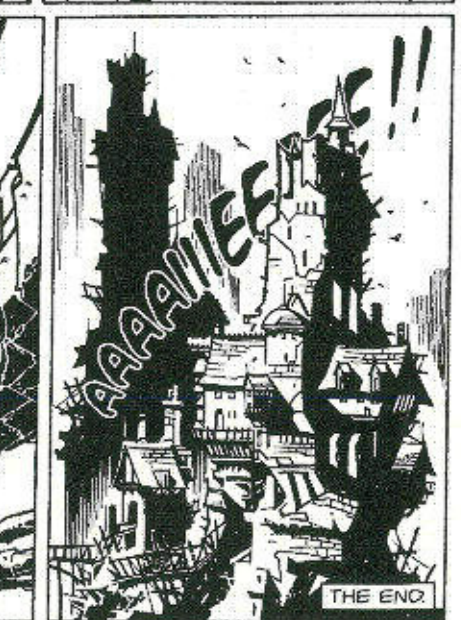
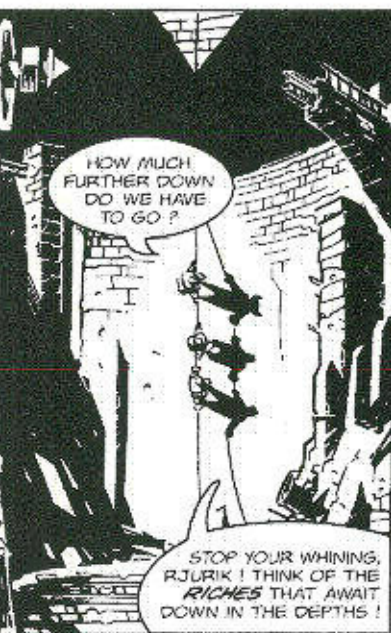
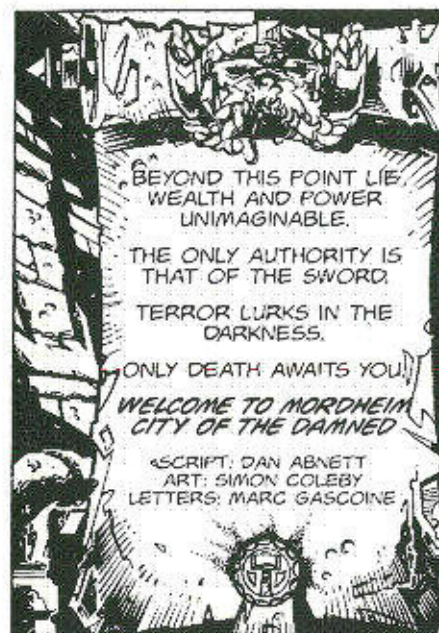
STARTING THE GAME

Roll a dice to see who has the first turn.

ENDING THE GAME

When one of the Heroes gets the treasure to safety, the game ends.

Thomas





Mailbox

This feature is yours – all yours! It's your chance to have your say on the topics that you are passionate about – be they gaming, painting, other gamers, White Dwarf or Games Workshop's games. All you have to do is drop us a line at the address at the bottom of the page...

When you receive mail from Hampton Court Palace, Hampton Court Road, London, you know it's going to be a bit out of the ordinary...

I write this letter concerning your Editor, Mr Paul Sawyer, who, in the pages of your hallowed magazine, is frequently referred to as 'Fat Bloke'. I am sure some of your readers may find this nickname slightly amusing, however I myself am offended. Being the original and best 'Fat Bloke' England has ever known I am offended that such a sylph-like figure as Mr Sawyer could be even remotely considered to be a 'Fat Bloke'. Perhaps a more appropriate name would be 'Incompetent Bloke' considering the spelling errors that were to be seen in WD222, namely the misspelling of the word 'Siege' ('i' before 'e' except after 'c', Mr Sawyer).

Yours Sincerely,

King Henry VIII

Ah-ha. Take it easy mate – it's not something I'm going to lose my head over – Paul.

Dave Cain's 'Spirit of the Game' article in WD221 stirred up quite a bit of emotion on both sides of the argument. Tuomas Lähdeoja often attends tournaments. This is his story...

Win! Win! Win! Always win!

Lately there's been a lot of talk about the Spirit of the Game, about why not to field the most devastating magic item combinations possible and about using house rules and special scenarios. All this is very important as I believe that very few people would want to play the same battles on the same table over and over again. However, there's more...

Competitive play! Nothing stirs up peoples' spirits like fighting for a prize – be it the proverbial maiden's kiss or a couple of vouchers for the local games store. The need to win is imprinted into the human genes, so why should wargamers be any different?

Much of the fascination of tournament play comes from the dilemma of choosing the most powerful, yet versatile force you can possibly get for your points – and for your money. At home you probably know what you're going to face and how to deal with it, but in tournaments you'll probably face players you've never seen before. If you cannot let go of your usual tactics and methods, you will probably lose – adaptability and quick thinking are the keys to victory.

Tournaments also pose an opportunity to create, within the tournament limitations, the most horrific,

killer armies seen under the sun. This alone is quite a lot of fun. Many a night has seen players talking about how THIS ARMY will decimate anything in its path, only to see it beaten by something completely unexpected the following day.

Tournament rules often require you to score a lot of points, not just win the games, to rank high in the end. This favours fast attack armies because you need a lot of firepower to wipe out an army in four turns. On the other hand, if the enemy goes first you must be able to withstand the first round without too many casualties.

While army choice plays an important role in Warhammer, the skill (and luck!) to use it is not to be forgotten. During the later rounds of a tournament you'll meet gamers who are at least as good as you are and who have at least as maxed-out armies as you have. Here the game evolves into a real test of skill and wits (and luck) – you either beat the opposing general or learn for the next time you cross swords.

On top of bashing peoples' armies, tournaments are the ideal places to meet new people, sometimes from other countries, with a similar addiction to little men made of plastic and metal. Tournaments are also a convenient and very unforgiving deadline for finishing armies. For me it's the only way to get a real army painted, otherwise I end up painting the cool characters and vehicles, not the regiments and squads.

Neither Warhammer nor 40K was (I hope!) really designed for tournament play, which is important to keep in mind. Large prizes, say hundreds of pounds, would probably produce a tense atmosphere with a lot of nasty rules arguments. Flexible games rules with a lot of room for interpretation are simply not suitable for gaming for money. Warhammer is not a big money sport, it's fun between consenting adults or youngsters.

If the dangers are avoided, tournaments are one of the best ways to get new vigour into the hobby. New ideas can be gathered from other participants, new friends made and new grudges (to be settled next time) gathered.

See you soon (at the next 40K Grand Tournament),

Tuomas

Well, did any of this month's letters stir you to reply, or have you got a new point to raise?

Send your letter to:

'Mailbox', White Dwarf, Games Workshop Ltd,
Willow Road, Lenton, Nottingham, NG7 2WS

WARHAMMER SIEGE

CHANGING FORTS

By Nick Davis

Fortresses by Owen Branham and Mark Jones

After touring the fortresses of the Warhammer world in WD225, Nick Davis discusses the finer points of Warhammer Fortress exterior decorating, using the new metal architecture extras released this month.

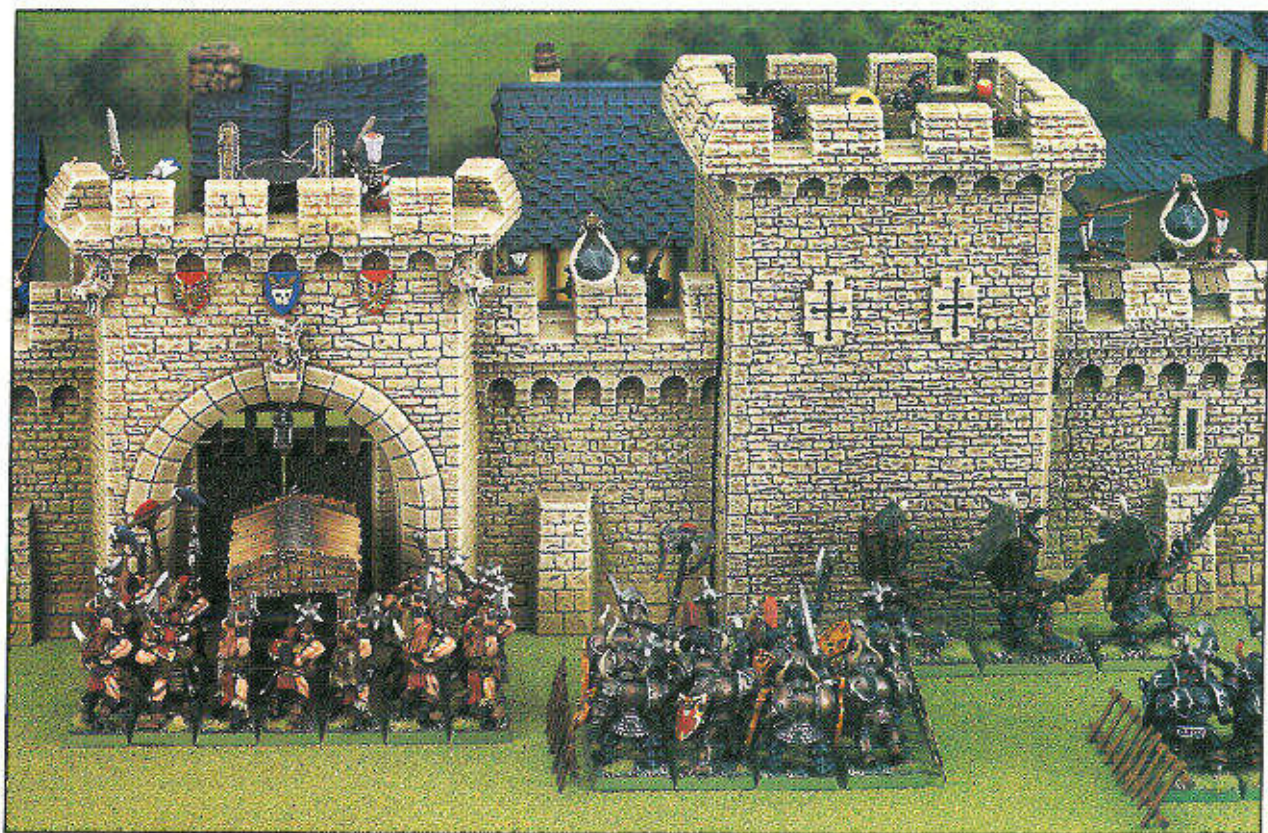
IT'S YOUR FORTRESS!

The fabulous Warhammer Fortress plastic kit provides a wealth of opportunities for small modelling projects. Maybe you feel it's just a little too sturdy looking for an Orc fort, or perhaps it's not spiky enough to be a Chaos lord's fortress. After all, you want your fortress to fit the character of your army, don't you?

This month Mail Order releases loads of extra metal architecture bits which were originally made for our GW Modelmakers, Owen Branham and Mark Jones. These extra bits are only available from Mail Order, so give them a ring.

These metal extras are perfect for adding a little more character to your fortress (arrow slits, new doors, wooden shutters, etc). Owen and Mark have been busy using these metal pieces, as well as other scraps of modelling material, to customise the Warhammer Fortress for other races.

Over the next few pages you will see several styles of castle, using the Warhammer Fortress model as a template to build on. The conversions are really simple and use easy to get hold of materials, such as thick card, plastic shields and balsa wood. We hope it inspires you to have a go at adding to your own Warhammer Fortress.

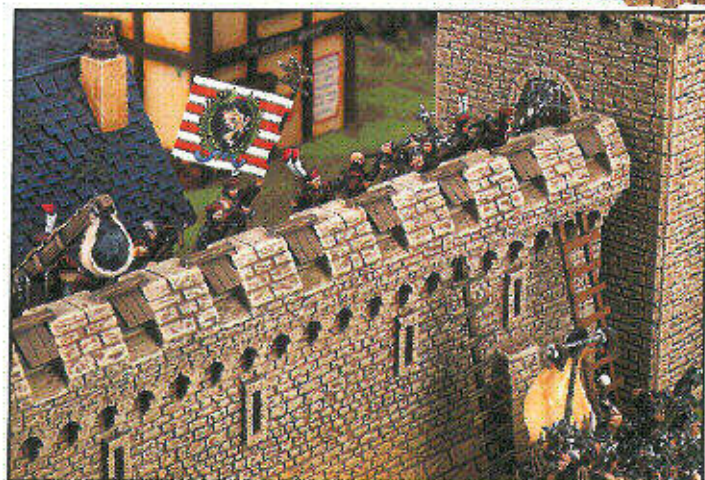
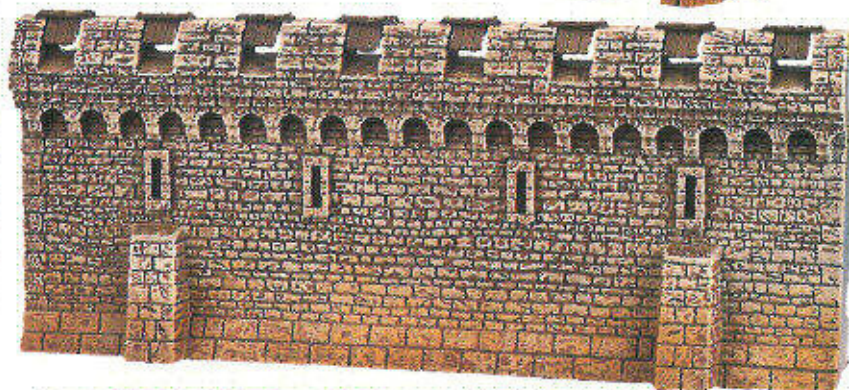


A Chaos Warband assaults an Empire Castle.

EMPIRE CASTLES

Castles of the Empire are renowned for their square towers and solid, no-nonsense architecture. Often the castles are built on the foundations of an ancient Dwarf stronghold and many are situated on clifftops or by the banks of one of the mighty rivers that run through the Empire. Indeed, the entire city of Middenheim is encircled in a huge fortress, built on top of a sheer-sided pinnacle of rock, with the only access by viaducts and chair lifts. The Empire also maintains several smaller fortresses and watchtowers, dotted along its borders, coasts and the entrances to passes through the mountains.

This is the gatehouse from the Warhammer Fortress boxed set. To give it more character we have added Empire shields to the wall. The heraldic device above the gate is clipped from the top of an Empire banner pole. For the decoration on the gate we cut a shield boss in two and glued each half to the door. The gargoyles on the side of the gatehouse, which are used by the defenders to pour oil onto besiegers, are the heads cut from an old Citadel monster (the Citadel Chimera).



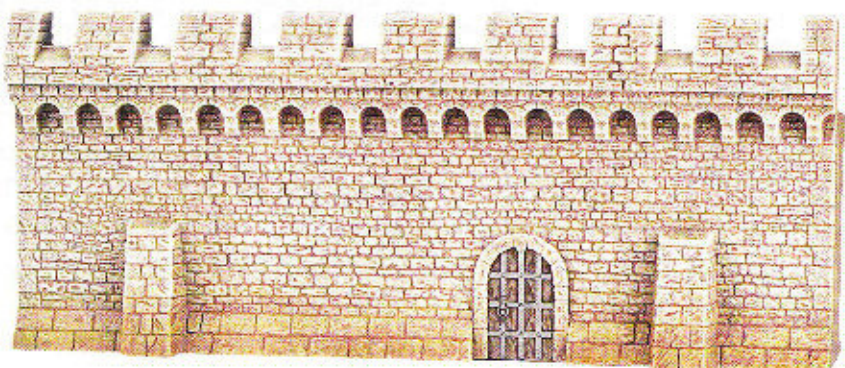
The Empire, like most races, builds its castles from available materials, so we painted our castle as if it had been built out of sandstone. We started with a base coat of Bestial Brown spray paint, followed by drybrushing on Bubonic Brown and a final highlight of Bleached Bone.

The wall section uses the new metal extras. We have added arrow slits, and to protect the archers on the wall, we have glued shutters in-between the crenellations in the battlements (these wooden shields protect the archer as he leans over the parapet to shoot). For more detail we have glued doors onto the back of all the walls – after all, the soldiers must have some way to move between the walls and the inside of the fort.

The Marksmen of Miragliano defend an Empire castle against Chaos Marauders.

One of the main features of Empire Castles are secret passageways and sally ports, which the besieged army use to mount surprise attacks, burning siege engines and scattering the enemy troops.

A sally port has been built into this wall using one of the plastic doors from the boxed set. First the shape of the door was cut out of the wall. Then the door was glued into place. The gaps around the edge are filled in with modelling putty.



Other distinguishing features of Empire castles are their square towers and large keeps.

The keep above is still an ongoing project and has been made from several tower sections. For added sturdiness the keep has been mounted on hardboard. The model was then painted with textured paint (masonry paint does the same trick) to fill in any gaps. The platform will lead up to the door and form the basis of a balcony that will run around the keep, connecting all the doors. It is made out of strips of balsa wood.

Above right: After we added arrow slits to the outside wall and a fashionable picture window to the inside wall, our castle towers were then painted the same way as the walls.

Right: As well as castles, the Empire also employs defensive watchtowers. These fortifications are dotted around the Empire on the borders, coasts and in wilderness areas. A watchtower's job is to dispatch riders with warning messages or light warning beacons to signal the arrival of invaders, while its garrison tries to stave off the enemy attack until help arrives. The doors in such towers are normally built halfway up the tower wall and can be accessed by a wooden ladder or steps that lead onto a balcony.

If a tower is besieged, the captain will burn the ladder, forcing the attacker to destroy the tower and lose valuable time or suffer constant attacks in his flanks from its garrison. These towers also act as staging posts for Empire armies on campaigns and many of the greatest Empire castles have grown from the simple origins of a watchtower.



The garrison of an Empire watchtower forms up in its defence.

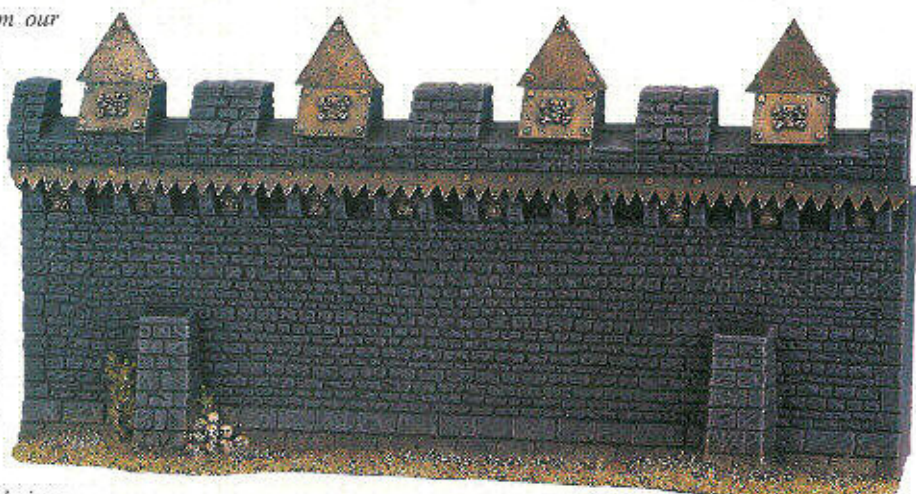
CHAOS FORTRESSES



The castles of Chaos warlords often defy the laws of nature and sanity. Their castle walls are decorated with leering daemonic faces and are covered in baroque and grotesque carvings, glorifying the Chaos god that the inhabitants worship. The walls are often made from black stone, or even bronze or iron. Protected by his walls the Chaos warlord broods, plotting his conquest of the Old World.

This is one of the wall sections from our Chaos fortress. We have added a jagged, metal strip to the underside of the battlements, which we made out of thick card. The extra spiky crenellations are also made out of thick card, cut to shape. The skull and crossbones are plastic shield bosses from the Skeleton Warriors Warhammer Regiment.

To finish off, we added rivets to the card spikes, as this gives them a heavier, metal look. The rivets are made from thin slices of round, plastic dowel (available at any good model shop), glued into position.



The model was then sprayed black, and given a light drybrush of Fortress Grey. The spikes and shield bosses were painted a mix of colours for a weathered bronze look (check out the 'Painting Bronze' tip below).

PAINTING BRONZE

1

1. Spray or paint the area to be bronzed with black. When the undercoat is dry, paint the area with Jade Green.

2

2. To give the bronze a weathered look, drybrush the area with Tin Bitz.

3

3. To finish off the bronze look, a final drybrush of Shining Gold is applied to the entire area.



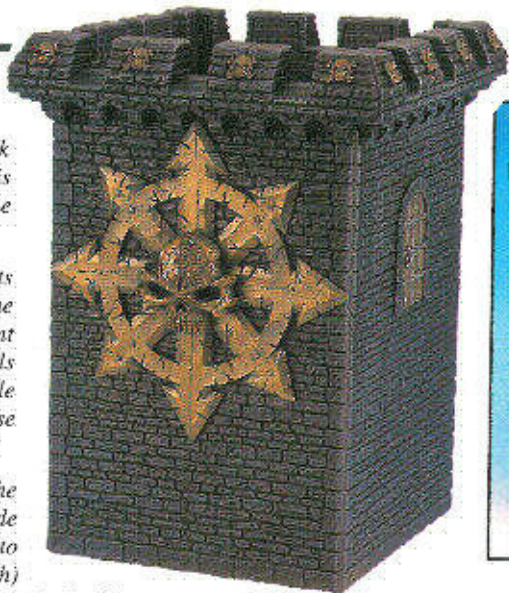
Deep in the Chaos Wastes, a rival Chaos warband assaults a warlord's fortress

Towers have a large empty section of wall on each side. Adding little details like arrow slits (see far right) helps to break up this surface. The huge Chaos star extra is perfect for this. It also proclaims the warlord's loyalty to the Chaos gods.

The skull and crossbones on the ramparts are again plastic shield bosses from the Skeleton Warriors Warhammer Regiment glued into position. You could also add skulls to the ramparts, large spikes or even whole skeletons, swinging from gibbets – all these will give the castle a more foreboding look.

On our second tower we have used two of the large daemonic head plaques. We have made these into buttresses (large supports built to give walls and towers additional strength) although the plaques would look equally good glued flat onto the wall. First we cut four pieces of thick card into right-angle triangles, making sure the long edges are the same length as the plaques.

We then glued the triangles to the wall and left them to dry. The plaques were then glued to the triangles to complete the buttresses.



Of course this is merely what we have chosen for our Chaos fortress. For your Chaos fortress the possibilities are endless. You can add extra spikes, skulls and even daemon heads and arms looming out of the walls. The Realm of Chaos does not hold to the physical laws of nature, so the only limit is your own warped imagination!

OTHER FORTS

Every race in the Warhammer world builds fortresses for protection, from crudely patched up Orc castles to stout Dwarf fortresses.



Dwarfs place a great belief in defence. They build huge strongholds in their mountain domains, many of which have endured for centuries. In fact many human castles are built on the remnants of old Dwarf forts.

Our Dwarf wall is built out of stone from an iron-rich mountain. The undercoat is Scorched Brown, followed by a drybrush of Dark Flesh for a highlight. We also added arrow slits to the walls so the Dwarfs can bring more crossbows to bear on their attackers.

So the Dwarfs can move from the castle walls to the inside of their stronghold, we have glued the Dwarf door onto the back of all the walls.



our wall so it fits in with our scratch-built Orc fort, which we featured in WD 225.

Keep an eye out for more articles on siege modelling and tactics, and above all have fun!



Orcs use abandoned castles for their fortresses (often after they have killed the occupants) so they usually patch up the structure, using broken timbers or large boulders fill the breaches in the walls. You can, if you wish, chop large chunks off your Warhammer Fortress and replace these areas with balsa wood patches. Or you can glue scraps of balsa wood directly onto the wall in a haphazard fashion and add large spikes to taste. We have built

Empire soldiers storm an Orc Fortress.



Forge World

Forge World is an entirely new venture for Games Workshop. It aims to create loads of groovy bits and pieces for the GW games systems as well as producing collectable, large-scale sculptures. Forge World is headed by Paul Robins, the man who twice lifted the Golden Demon Slayer Sword. Read on and we'll tell you about all the goodies due to come from Forge World over the coming months...

Returning from an overseas trip, one bleak April morning, GW's manufacturing supremo, Steve Godber and Sales Director John Stallard summoned Paul Robins to their collective lair. Unsure of his fate, Paul duly obeyed and sat pensively while the pair explained their cunning plan...

And so Forge World was born. John has had many conversations in the past from enthusiastic Games Workshop fans who have consistently asked when we were going to produce large scale models (like a 120mm Space Marine, for

instance). John, being the clever chap he is (*is that enough sucking up now, Mr Stallard? - ever your humble servant, Paul Sawyer*), took careful note of this and he started to put his plans into action. This is where Paul Robins comes in.



Ork Warboss

Simon Egan, one of the Forge World sculptors, produced this piece to show what he could do. It was so impressive that they have decided to produce it in the near future as a limited edition bust. Waaaagh!

Most of you will have seen our formidable Warhammer 40,000 scale Thunderhawk Gunships, a project co-ordinated by Mr Robins himself. This has been such an outstanding success that there really was only one man for the job of producing large scale models.

So off he went, scouring the country for talented sculptors, capable of the high

Warhammer Earthworks

A big part of Forge World's work will be producing terrain for use on the battlefield. Enter Warhammer Earthworks! These are a must for any besieging general and are a great looking addition to anyone's terrain collection.



The Lichemaster

This impressive chap is a 120mm sculpture of Heinrich Kemmler, the dreaded Lichemaster, by Mark Towler. This will be one of the first large scale models to be produced by Forge World and will be set in the Lichemaster's lair, full of macabre atmosphere, featuring Kemmler's gruesome lectern and even a Skeleton wearing his hat!





standards you've come to expect from Games Workshop. Why didn't we ask the Citadel Designers? They're far too busy making the 28mm miniatures you know and love!

Well, that's how it all came about, but what are they going to be producing?

Forge World isn't only going to be selling large scale models. Oh no. They'll also be making loads of terrain pieces and gaming accessories. Here are just some of the things in the pipeline:

- A proud 120mm Bretonnian Grail Knight on foot.
- An awesome 120mm Space Marine.
- Sculpted 40K Craters.
- Road sections for both Warhammer and 40K.
- River sections.
- A Keep (ideal for use with the Warhammer Fortress!).

By the time you read this we'll know more about Forge World releases. So, why not give Mail Order a call for all the juicy details? Go on, you know you want to!

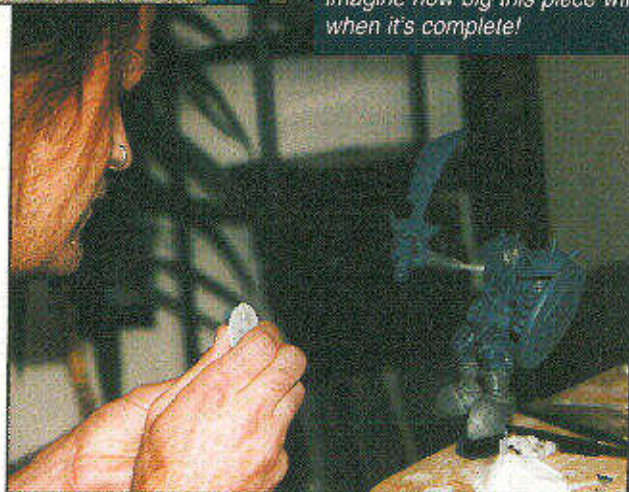


New Golden Demon

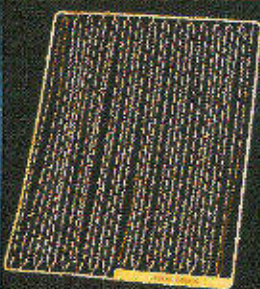
Standing at over 200mm tall, this sculpture will be the new Golden Demon trophy. Sculpted by Craig Davidson, the only way to get your hands on one of these is to be one of the talented winners at the Golden Demon awards – so get painting!

Orc Warlord

Sitting astride his monstrous warboar, this menacing Orc Warlord really is a spectacular model. The Orc himself is over 120mm tall so you can imagine how big this piece will be when it's complete!



BARBED WIRE



The first Forge World project to see the light of day is these funky, new, etched-brass barbed wire sheets, which are available for £5 per sheet (Mail Order only).

Each brass sheet will give you three 6" sections of barbed wire and as you can see here, it's a good way to make more great terrain for your games of Warhammer 40,000.



All you need to do is paint the sheet and then clip the wire from it. Wrap it tightly around 3 pens/pencils (try to overlap a bit as this makes it look more authentic). Then slide the pencils out and there you are – a section of barbed wire!

We've taken the process a step further by adding a modelled base, with posts for the wire to sit on.

IT'LL RIP YER FACE OFF!

JOURNAL

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FEATURING...

Archery... Learn how to shoot straight in Warhammer – missile troop tactics by the 'pointy eared' David Cain.

'It's only a game...' Special plays and dead cunning Blood Bowl tactics for Wood Elf and Orc teams.

Attack on Doran VI An action-packed, plague-ridden scenario for Warhammer 40,000.

BladerZ Orks with rocket-propelled roller-blades in Gorkamorka... Need we say more?

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WARHAMMER

THE BATTLE OF IRONAXE RIDGE

by Mike Walker

Those of you who remember Mike's first article, 'First Encounters of the Warhammer Kind', in WD 224, will no doubt be eager for another dose of his inimitable writing style. In this issue Mike talks about playing games on smaller than usual battlefields.

What do a Mini Cooper, Kylie Minogue and the Battle of Ironaxe Ridge have in common?

They are all small, look good and are very exciting.

The reason I design a battle is sometimes obvious. The Battle of Ironaxe Ridge came about because I moved house.

I have recently moved from a small flat, to a roomy four bedroom house. For three cramped years I occupied that flat. All that time without anywhere to accommodate a Warhammer battle. I promised myself that when I moved I would establish a proper wargames room.

**I wanted to play Warhammer at home.
I wanted a wargames room of my own.**

I spent three long years fighting battles in less than ideal locations. I combated in a dining room populated by three screaming infants and a mad budgie that could

impersonate machine gun fire. I battled in a recently creosoted shed, and was forced to surrender before I was overcome by noxious fumes. I contested in an unheated cellar, lit by a 5 watt light bulb, with the battlefield supported by two wobbly paste tables, during an intermittent shower of plaster caused by workmen enlarging the kitchen upstairs.

I wanted to play Warhammer at home. I wanted a wargames room of my own.

In my new house I expected there to be a room. I needed there to be a room. But there wasn't.

Plans were started to convert the double garage, until my wife communicated somewhat forcefully that garages were only for garden furniture, lawn mowers, frozen food and in some circumstances cars. Even the cat got

half a worktop, two chairs of his own and a padded window ledge.

I got a corner. A small one.

Disappointment soon turned to determination. I realised there was an urgent need to claim my corner for wargaming before the cat attempted to extend its territory or some visiting relative established a camp bed there. I found a 4' by 2' table. It just fitted in.

To ensure it was understood this was my wargames area, onto the table I scattered a few pieces of terrain: two sheer cliffs, a swamp, a privy and a couple of spiky hedges¹.

At last I had my own battlefield.

Ironaxe Ridge was one of the first battles fought there.



¹ It has been suggested that this terrain would provide quite a challenge for some of my armies, without any opposing force deployed on it.

THE BEAUTY OF BEASTMEN

It was the pictures in White Dwarf of the Beastman chariot and the skirmishing Ungors that started me thinking. Along with many hundreds of other Warhammer players, the first thing I look at in my freshly bought White Dwarf are the new Warhammer figures. Mentally I divide the new releases into three categories. Those that I want, those that I must have and those that are needed so badly that fighting another battle without them is unthinkable².

This is followed by a full and frank review of my fiscal position. Inevitably this reveals insufficient funds. A desperate search of all available pockets will yield a Curly Wurly wrapper, an old style 50p and an accumulation of fluff. My finances having failed to improve significantly, a bout of depression sets in. Eventually I rationalise that there is only one way to cure the depression and that is to buy something, to cheer myself up. Which leads to one final decision. Whether to place an order with Mail Order³, or buy the figures from the local Games Workshop Emporium.

So it was that I found myself walking home with a carrier bag containing two Beastman chariots, a regiment of Ungors, a Beastman shaman, Beastman champion,

Beastman command group and an intent to use them.

As I painted, filed, glued, filled, cut, based, varnished, drilled, shaded, inked, cleaned and admired my new figures, ideas for their first encounter whizzed around in my head.

The fully assembled chariots looked magnificent. The Beastmen proud and dangerous, the Ungors... well to be honest they looked a bit skinny. Great teeth though.

From one of my older tool boxes, that houses far too many fantasy figures, I summoned forth a hoard of ancient Beastmen⁴, easily 3,000 points worth. These would be the attackers.

What was needed now was some worthy opposition. Some stubborn, tough and resolute defenders. Dwarves were the obvious choice.

Having decided on a 2,000 point army for the defenders, all that was left was to find a way that the two armies could fight on a 4 foot by 2 foot battlefield. 5,000 points of troops in an area a third of that used for my regular 2,000 points-a-side encounters. Mad? Me?

Let's see how it was done.

THE BATTLE OF IRONAXE RIDGE

The Dwarves peered out of the trees into the mist and the rain. The stout, bearded and damp warriors gripped their freshly sharpened weapons. No one spoke. Here they would make a stand. Here on Ironaxe Ridge.

Somewhere out in front of them were Beastmen – a filthy horde of ferocious killers. Behind them their families – defenceless, frightened and short.

In the mist Goretooth revelled in sensation. He enjoyed the rain on his snout, the stink of his wet fur, the squelch of the mud under his feet. If his

missshapen mouth had allowed it, he would have grinned.

Grey shapes advanced around him, snorting and sloshing forward. He knew the Dwarves would make a stand. He knew they would be waiting. The mist would hide his force, bide them until they were ready for the rush. Soon he and his force would hurl themselves at their foe. The slaughter would begin.

Goretooth loved the taste of warm blood in the morning. If he could he would have smiled, instead he just dribbled.

SCENARIO RULES

Ironaxe Ridge is designed to be fought on a 4' by 2' battlefield.

Terrain

The hills and the wood all count as difficult terrain.

Armies

The troops that were used to fight the Battle of Ironaxe Ridge are listed opposite. Lord Greybeard's Dwarves are the defenders and Goretooth's Beastmen are the attackers.

If you wish to use your own armies, feel free to do so. The attacking force is 3,000 points strong and the defenders should cost 2,000 points.

Note that the Dwarf Bodyguard consists of Long Beards armed with two pistols. These troops are not exactly in the Dwarf army lists, but you can still get the figures. I bought them ages ago in a Regiment of Renown boxed set called Prince Ulther's Imperial Dwarves. If you consult Citadel Journal issue 24 you will find them listed there. They are some of my favourite figures and I waste



² My wife would claim that any figure that appears in a glossy colour photograph in White Dwarf falls into this last category.

³ Quick tip here. I have always found that ringing Mail Order five minutes before they close at midnight ensures that your order is processed with great speed and efficiency.

⁴ Some of these figures were acquired in the mid-eighties and actually have round metal bases.

no opportunity to use them. We cost them at 19 points each (15 points for a Longbeard and 2 points for each pistol). Their pistols make them extra nasty in melee and allows the Dwarf general to cock his thumb, point his finger, and shout bang in an unrealistic manner.

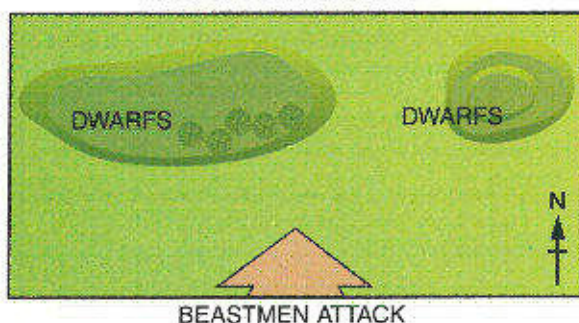
The Beastmen shamans used Dark Magic spells in the actual battle. You are welcome to use the spells of your favourite foul entity of Chaos, if you wish.

You are welcome to use the spells of your favourite foul entity of Chaos, if you wish.

Deployment

The attacker deploys in a special way. Every unit he deploys must be placed so that only the front rank appears on the south edge of the battlefield. The rest of the unit is placed when the unit moves forward. Chariots (and any other war machines) are placed so the back of their bases touch the south edge of the battlefield.

DEPLOYMENT MAP



The defenders can deploy anywhere north of the front edge of the hills.

The attacker deploys a unit first, then the defender. They place units alternately until all are deployed. No units can be left off the battlefield. All of a side's characters are deployed at the same time after the final unit. If you use the historical armies, both the Beastman chariots are deployed at the same time, but they do not have to be put together as a single unit.

Turns

The battle lasts four turns. The defenders go first.

Victory

The battle is scored in the normal way with Victory points for destroyed and routed units, but not for table quarters.

If there are any unbroken defending models on the largest hill at the end of the battle, the defenders score an extra 2 points. Otherwise the attacker scores 2 points. The same applies to the small hill, except that only 1 point is scored.

WARHAMMER ROSTER SHEET

BORETOOTH'S BEASTS OF WAR

Model/Unit	M	WS	BS	S	T	W	I	A	Ld	Sec	Notes	Point Value
LORD BORETOOTH Beastlord Heavy armour, 2-handed axe	4	7	8	4	5	4	8	4	8	5+	POTION OF ENRAGE	280
ARTILLERY STANDARD BEARER Light armour, hand weapon	4	6	4	4	4	2	4	3	7	8+	STANDARD OF BARE	177
BEASTMAN CHAMPION Beastman Master Shaman Hand weapon	4	4	3	4	5	4	5	2	7	None	STAFF OF FLAMING DEATH	275
20 BEASTMAN BORDS Light armour, 2-handed weapons	4	4	3	3	4	2	3	7	3	8+	Unit contains machines (see Designer's notes)	264
BEASTMAN CHAMPION Light armour, shield, hand weapon	4	5	4	4	4	2	4	2	7	5+		69
20 BEASTMAN BORDS Light armour, shield, hand weapon	4	4	3	2	4	2	3	1	7	5+	Unit contains machines and standard	264
CORPSEBANE BEASTMAN SHAMEN Hand weapon	4	4	3	3	5	2	4	1	7	None		68
6 ENRAGED HOUNDS	6	6	0	4	4	1	4	2	6	None		72
RAGGED MISTWALKER BEAR Light armour, 2 hand weapon	6	6	5	5	5	4	5	4	10	5+		253
8 ENRAGED Light armour, 2 hand weapon	6	4	3	4	4	3	3	2	8	6+	Unit contains standard - BANNER OF MIGHT	405
BEASTMAN CHAMPION Shield, hand weapon	4	5	4	4	4	2	4	2	7	8+		81
15 UNBORN Shield, hand weapon	4	5	3	3	4	7	3	1	8	6+	Unit contains machine and standard	300
CHAMPION BEASTMAN CHIEF Light armour, 2 hand weapon	4	6	5	4	5	3	5	3	8	8+	Charm 6th: BREATH FIRE	184
20 BEASTMAN BORDS Hand weapon	4	4	3	3	4	2	3	7	7	None	Unit contains standard	240
2 BEASTMAN CHARIOTS TWOBOSS OUR EYES Hand weapon	7	3	0	4	4	2	2	1	3	4+		224

TOTAL 2,982

WARHAMMER ROSTER SHEET

LORD GREYBEARD'S DEFENDERS

Model/Unit	M	WS	BS	S	T	W	I	A	Ld	Sec	Notes	Point Value	
LORD GREYBEARD DWARF LORD Heavy armour, shield, 2 pistols, 2-handed axe	3	7	8	4	5	3	5	4	10	4+	RING OF LUCK	180	
BATTLE STANDARD BEARER Heavy armour, shield, 2 pistols, 2-handed axe	3	5	4	4	4	1	3	3	8	4+		90	
12 BODY GUARDS (LONGBEARDS) Heavy armour, shield, 2 pistols, 2-handed axe	3	5	3	4	4	1	3	1	8	4+	Unit contains machine	247	
OLDFATHER BUNGSMITH Axe	3	6	4	4	5	2	3	2	8	None	2 Magic of Spellbinding	128	
75 SHARPMEN Light armour, shield, spear	3	4	3	3	4	1	2	1	8	5+	Unit contains machine and standard	219	
WILDAKE DEATH SLAYER 3-handed axe	3	6	5	4	5	2	4	3	10	None		138	
18 SLAYERS 2-handed axes	3	4	3	3	4	1	3	7	3	None	Unit contains machine and standard	144	
BURGLAR BUNNAN WARRIOR Light armour, shield, 2-handed axe, crossbow	3	6	5	4	5	2	4	3	10	5+	BURGLAR'S TANKARD	187	
15 GREYBORN Light armour, shield, 2-handed axe, crossbow	3	4	3	3	4	1	2	1	8	5+	Unit contains machine and standard	272	
BURGLAR BUNNAN WARRIOR Light armour, shield, axe, crossbow	3	6	5	4	5	2	4	3	10	6+		118	
15 GREYBORN Light armour, axe, crossbow	3	4	3	3	4	1	3	1	8	5+		195	
HYDROSCOPIC PILOT	24	3	4	3	3	4	1	2	1	8	5+		320

TOTAL 1,998

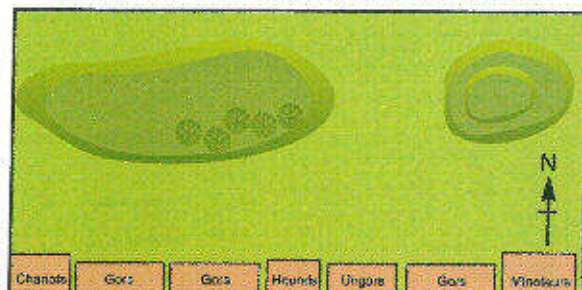
DESIGNERS NOTES

During playtesting we discovered three things about this scenario:

1. The result is always close.
2. Huge numbers of figures will get removed.
3. The Beastmen only just fits along the board edge.

Below is a diagram of my preferred deployment for the Beastman army.

SUGGESTED BEASTMAN DEPLOYMENT



You need to examine the diagram now or you will not fully appreciate the wisdom contained in the next few sentences.

Most playtesters choose to set up their weaker units first.

Goretooth should be placed with the middle Gor unit. This will enable Goretooth's leadership to extend over all of the Beastman units and reduce the effect of infighting. Put the army Standard Bearer holding the *Banner of Rage* with the Gors facing the toughest opposition.

Khorne must have loads of better things to do.

The best units are set up ready to advance up the hills. They should do so as rapidly as possible. This is where the important fighting will take place. Usually the extra three points gained for control of the hills is enough for victory.

You can swap the starting positions of the Minotaurs and Chariots if you wish.

If you get the opportunity to deploy the chariots within charge range of one of the units of Dwarves, do it. Especially if it is a unit of Crossbowmen.

Okay. You can stop consulting the diagram now.

Everyone who has played this battle found it an interesting challenge.

I hope you will too.

Mike Walker



Dwarf Tactics...

There are many options for the set up of the Dwarven army. Here are a couple you might like to consider:

Plan one is to deploy all the Dwarves on the big hill. The Beastmen will have difficulty getting the troops deployed opposite the small hill into the battle. This may give you sufficient time to destroy his units attacking your hill and ensure you get the two points.

Plan two is to create a super unit, to launch a devastating counter-attack on turn two or three. Put the general, battle standard, Wildaxe and Bugman with a single unit. Set it up behind the wood. Wait for a Beastman unit to get in range and charge. The victory points you gain from any unit you beat up, plus the panic caused by a routing unit may be enough to swing the battle.

Plan three is to set up the Dwarves in a single line right across the table. This is really only for those who do not properly appreciate the rank bonus rule. Or anyone who needs to leave early because they forgot to set the video to record 'Friends'.

Here are a few tips learned from mistakes made during our playtests.

The Dwarves should put Oldthought with a unit that cannot get easily routed. Taking care of the Runesmith and his *Runes of Spellbreaking* is essential in preventing excessive arcane carnage.

Do not waste quarrels firing your crossbows at the units of Gors. They can take so many hits that almost everything else in Goretooth's army is a better target.

The Gyrocopter did little to enhance its reputation as a weapon of terror. During our playtests not one flying machine survived beyond the third turn. I still think one of the best uses of the Gyrocopter might be for it to fly out in front of the Beastman army on the first turn so that it prevents a number of march moves. Even though I thought this would be a good idea it was never tried in any of the test games. Instead the Gyrocopter was saved for either an ineffective bombing run, or an attempt to steam-clean the Minotaurs. In every case these attacks were followed, within a few dice rolls, by the one to determine where the machine ploughed into the ground. More figures have been removed as a result of being struck by exploding flying machine parts, than by being attacked by one of its 'awesome' weapons systems.

Beastman Tactics...



An aspiring Goretooth might like to consider the following thoughts...

Even if you have messed up your deployment of the Beastman force (I did tell you to look at that diagram, so there really is no excuse), don't muck

around trying to sort it out. Move swiftly towards the enemy and get stuck in.

Ignore troops in the valley. You must take the hills. Denying 3 points to the Dwarves and scoring them yourself is the equivalent of destroying 600 points of the enemy.

A Dwarven army is usually beaten by out manoeuvring it. This is not possible here. You will need to take it on by frontal assault. You need to make sure that you are the favourite to win each combat fought. You need to balance the chances of

victory with the consequences of waiting for a better unit to charge with. Do not underestimate the effect of losing a couple of fights: the panic that could result, the lost Victory points and time.

During the playtests, not one Chaos commander used the Eye of God Chaos gift when he was granted it. Hardly very chaotic! This immense being, of almost limitless power, goes to all the trouble of giving them a nice present and none of them use it. Khorne must have loads of better things to do – souls to farm, dimension twisting schemes to hatch, lottery tickets to check on Ceefax. I think from now on anyone who wishes to command a Chaos horde at one of our playtests will have to show some chaotic tendencies. Wearing odd socks or his tee shirt inside out, that sort of thing⁵. Where is Darren⁶ when you really need him?

Because of the restricted space this battle will always be won by a combination of sensible deployment and controlled aggression.

⁵ Thinking about it, using these indicators will not work. All of our gaming group frequently demonstrate a lack of fashion sense and the inability to dress themselves properly.

⁶ Darren is our local bringer of Chaos, complete with a Mark of Chaos tattoo.

WHAT ACTUALLY HAPPENED

Grimley Roundboy stood in the garden of his newly acquired home. Rushing down the road towards him was the first indication that things had not gone well on Ironaxe Ridge.

It was a group of half a dozen wounded and slightly inebriated soldiers, dressed in the uniforms of the Bugman's Brewers regiment. They were unarmed and fully coated with the stains of battle.

One of the soldiers approached Grimley and asked for water. Grimley scooped some liquid out of his water butt and poured it into the warrior. When he had finished he asked "What happened?"

Between gasps for breath the soldier explained. "They came out the mist... took the small hill straight away. The Slayers got stuck in the valley and couldn't help. We were on the big hill. They charged us with two chariots... Bernard, our leader, saw them off. Then we were attacked by a bunch of Gorgs in a mad blood frenzy. They tore into us... we stood no chance... we got away... most of the others are dead."

"Are you hurt?" said Grimley, indicating the blood and bodily fluids spattered on the brewer's uniform.

"Gyrocopter pilot," the brewer offered by way of explanation.

His breathing now less ragged, he glanced back down the road and began running again. "They'll be close behind us. You ought to get out of here," he advised as he went.

A second soldier, who had had access to rather more alcohol, swerved, swayed and then unexpectedly embraced Grimley and smiled a mouthful of mostly absent teeth. His foul, beer-soaked beard mingled with Grimley's carefully combed one.

Grimley pushed him away. The soldier flailed his arms, defied gravity and remained upright. He looked round, located Grimley and then loudly proclaimed in beer flavoured words. "WELOSH! ALLSMASH AN' BASHUP!" He lurched, staggered forward and vomited over Grimley's boots.

A bestial howl caught the attention of both the Dwarves. Charging down the road were a group of completely unhygienic Minotaurs. Their teeth and fur covered in dried blood, they had already indulged in a number of Dwarf shaped snacks. Grimley decided not to stand around and become their next treat.

Grimley ran, his boots leaving a horrid steaming trail. As he went, he cast one last look back at his home. He reflected sadly on how one never knew what might happen when you moved house...

WARHAMMER 40,000

CLEANSE AND BURN!

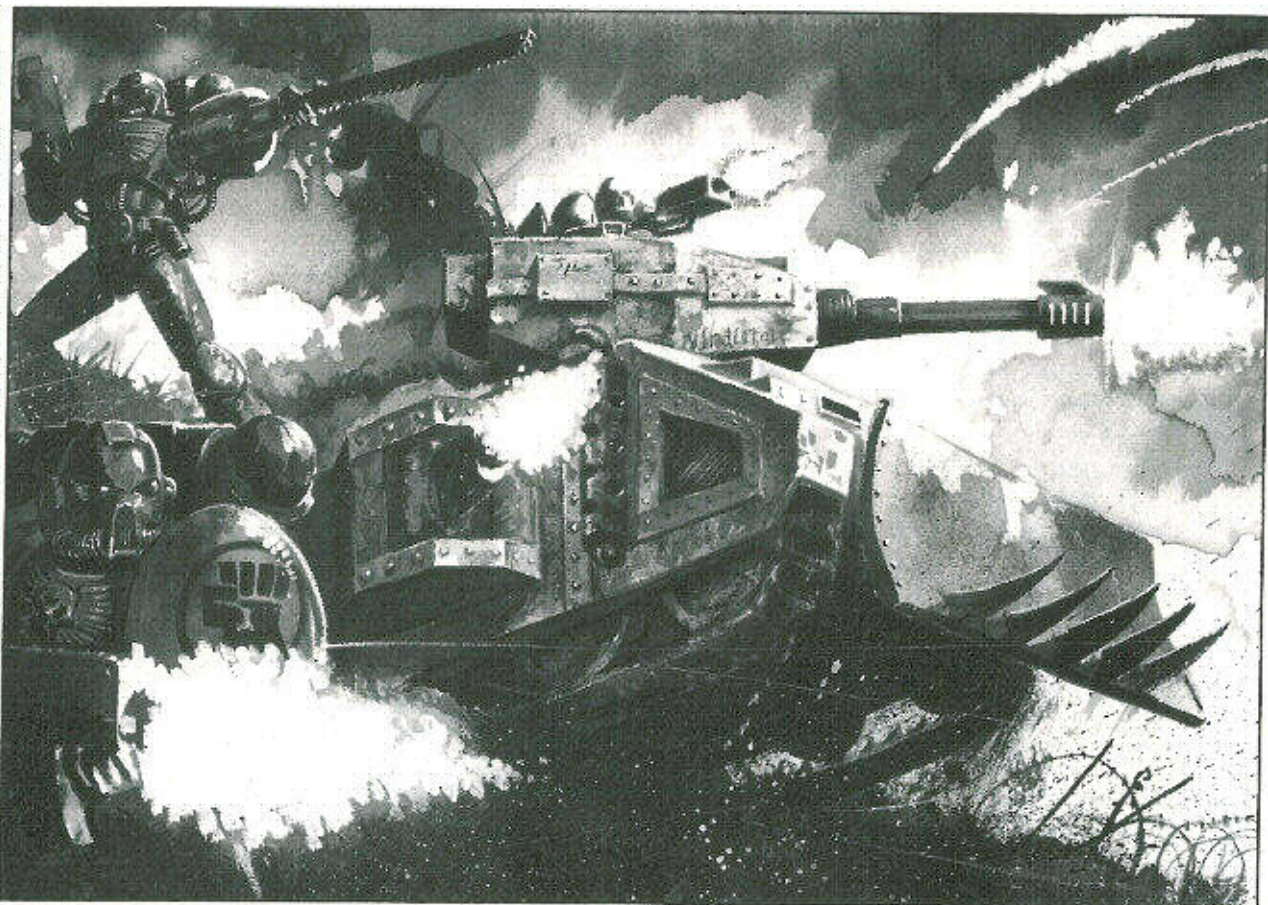
A WARHAMMER 40,000 BATTLE REPORT BETWEEN ORKS AND THE IMPERIAL FISTS SPACE MARINES

BY JERVIS JOHNSON, ADRIAN WOOD & GAV THORPE

Our first Warhammer 40,000 battle report using the new rules features old adversaries Gav Thorpe, commanding the valiant Imperial Fists Space Marines, against the might of Adrian 'Grand Warlord' Wood's Waaagh! Grishnak Grimjaw.

Jervis: Just to get things clear right from the start, this isn't so much a battle report, as an explanation of how the new game works. It's probably best read in conjunction with Andy's article about the new 40K rules. To keep things simple I've kept army selection and tactical notes to a minimum, and I'll concentrate mainly on describing how the Space Marines work in the game. Hopefully, by the time you get to the end of the battle report you'll have a pretty good idea of how the new game works, and how it differs from the last version. First of all though, if you haven't read Andy's article you'd better read it straight away!

When people ask me about the new 40K rules I usually say that at its heart the mechanics are the same. Thus the 'sequence of play' for the new rules is still that the players alternate taking turns (often referred to as an 'Igo Ugo' system), and in their own turn the players still move their troops first, then shoot with them, and then fight hand-to-hand combats with them. In addition, when you shoot or fight you still roll to hit, roll to wound, and then the target takes its armour save. So, fundamentally the 40K rules are the same as ever before. However, the detail of how these rules work has changed a great deal – as the rest of this battle report will show!



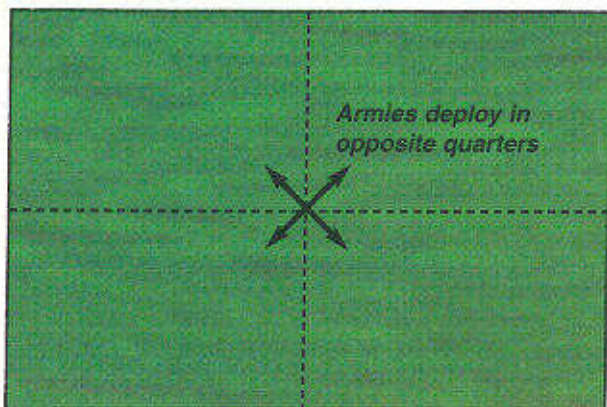
CLEANSE MISSION SET-UP

1 Divide the board into quarters. Both players roll a dice, the player with the highest score may pick which quarter to deploy in. The other player's deployment zone is the opposite quarter.

2 The player that scored lowest now deploys one unit in his quarter of the board. His opponent then deploys a unit in his own deployment zone. The players take it in turns deploying a unit at a time until both their entire forces are on the table.

No unit may be deployed with 18" of the enemy. The players must deploy their units in the following order: Heavy Support first, followed by Troops, Elites, HQ and finally Fast Attack units.

3 Roll for who gets first turn. Highest score may choose whether to go first or second.



Divide the table into quarters and dice for choice of quarter as deployment zone.

MISSION OBJECTIVE

Both forces are seeking to clear the area of all enemy forces, securing ground as they go. The player that occupies the most quarters of the board at the end of the game wins.

To claim a table quarter as occupied there must be no enemy units of troops, bikes or cavalry over half strength or mobile vehicles in the area. You must have a mobile vehicle, or at least one unit of troops, bikes or cavalry with more than half their original number of models in the area. Note that individual characters do not count as units and so may not secure table quarters on their own.

GAME LENGTH

The game lasts for six turns.

LINE OF RETREAT

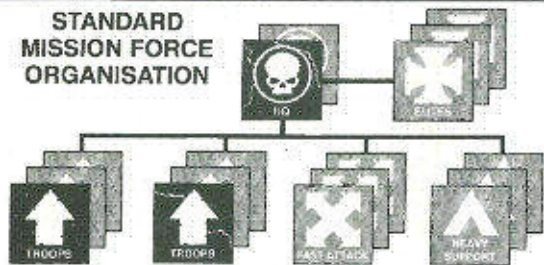
Troops which are forced to fall back will do so towards the nearest board edge of their deployment zone, using the normal Fall Back rules as detailed in the Warhammer 40,000 rules.

THE PRELIMINARIES

For this first battle report using the new rules we decided to keep things as simple as possible and play a Cleanse mission. The new 40K actually includes fourteen different missions, each of which has its own victory conditions, deployment instructions and special rules, but of these Cleanse is the most straightforward. For a start it doesn't include any special rules at all (which saves me having to explain them!), while its deployment and victory conditions are equally straightforward; the armies deploy in opposite table quarters and at the end of six turns the side that has managed to capture more table quarters than their opponent (by having only their own troops in the quarter) is the winner.

The mission chosen, we then picked the armies. We decided to play to 1,500 points using the army lists included in the rules (the Codex Space Marines list is slightly different to the one in the rulebook). While writing the rules we settled on 1,500 points as pretty much a standard size for a 'good, quick game' that can be played to a conclusion in a couple of hours or so. Cleanse is a standard scenario, which uses the force organisation chart shown on the right. As already noted, I won't go into too much detail about why Adrian and Gav took what they took, other than to say that I insisted that the

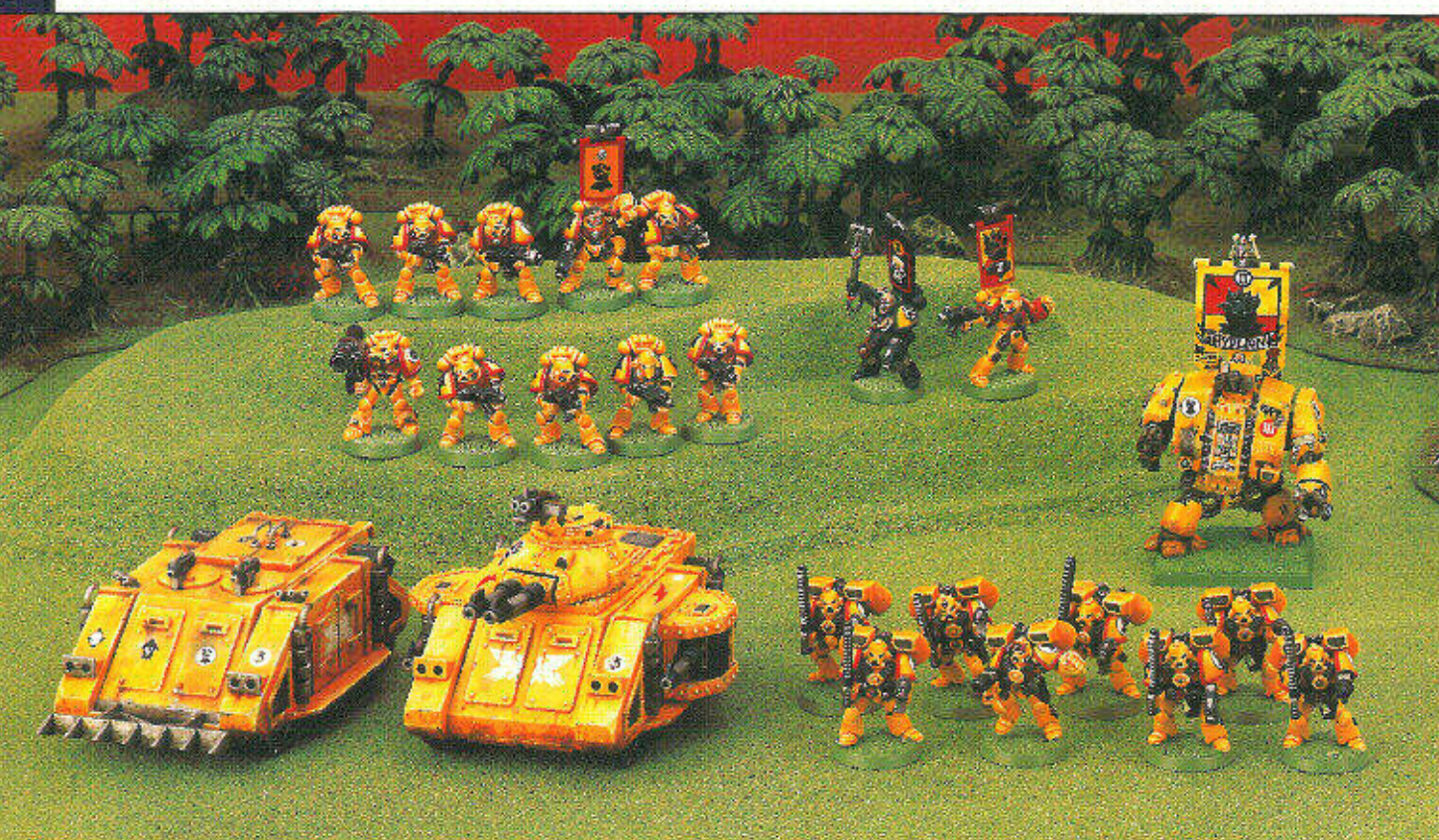
STANDARD MISSION FORCE ORGANISATION



This chart shows the types and numbers of troops available to each player for a standard mission. You must choose at least one HQ unit and two troop choices.



Space Marine army included a wide variety of different troop types so that I could explain how they worked in the battle report. Adrian, meanwhile, could take pretty much whatever he liked. The armies that were used are listed on the following pages.



COMMANDING THE SPACE MARINES



Gav Thorpe

Gav: Fighting with Space Marines in the new Warhammer 40,000 can be as simple or as complex as you like. On the one hand, each Space Marine is rock hard and can be expected to perform well whether he's on the move or standing still, shooting or getting

into an assault. This means you can sit tight and pound the enemy as they approach, or advance into the heart of the opposing army with their shots bouncing harmlessly off the Space Marines' power armour. On the other hand, the army also has access to a wide variety of specialist troops and vehicles such as Scout squads, Bike squads, Dreadnoughts and Land Speeders. These give you units which can make swift attacks, infiltrate into or around the enemy army and that can be used in many different plans and ploys.

I find a mix of these units works best, with some solid stuff like Tactical squads and a Dreadnought or two, and some fast moving units such as bikes or a Land Speeder squadron to really take the fight to the enemy. I also like Space Marine Assault squads a lot, as they are quick over the ground and can deliver a real punch in close combat.

SPACE MARINE FORCE HYPERION



1st five-man Tactical squad with Veteran Sergeant



2nd five-man Tactical squad with Missile Launcher



Eight-man Assault squad



Five-man Terminator squad



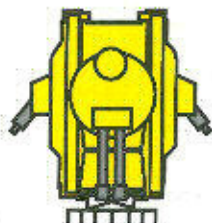
Five-man Scout squad



Three-man Bike squadron



Land Speeder armed with heavy bolter



Predator Annihilator armed with twin-linked lascannon and lascannon side sponsons



Rhino armed with storm bolter



Dreadnought armed with assault cannon and power fist with storm bolter



The Space Marines' power armour also saves them from suffering too many casualties as they close in on the enemy, unlike the assault troops of other races who can be obliterated by enemy firepower if your opponent turns his army against them.

For this Cleanse mission, my plan was to hold my starting table quarter with the Predator Annihilator and the Tactical squad with missile launcher. My bikes and Land speeder would race to my left to take that quarter of the board, while the Tactical squad in the Rhino and the Assault squad would try to capture the table quarter containing the bunker complex. My really hard stuff, the Terminators, Captain and Dreadnought, would push forward into Adrian's deployment zone. If my flanking forces (the ones heading off to each side) encountered little resistance, they could swing behind the Orks so that the greenskins would be caught between them and my Terminators and Dreadnought. The missile launcher squad and Predator would concentrate on any vehicles in Adrian's army, and then move on to obliterating his mobs once all armoured resistance had been destroyed. Sounds like a good plan, doesn't it? Let's see how it turned out...





WAAAGH! GRISHNAK GRIMJAW

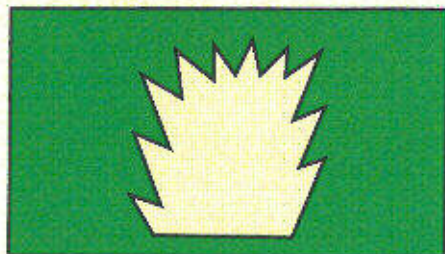


Adrian Wood

Adrian: Whether I'm fighting against heavily armoured Space Marines, the fragile but fast Eldar (or Dark Eldar for that matter, us Orks can't tell the difference between the two, you know!) or those damned nuisances the Imperial Guard, I usually take roughly the same army. This means my opponents always have a good idea what they are going to be facing, but it rarely helps them. Orks are good at one thing and that's duffing people over. They aren't half bad at shooting either, when there's enough Boyz firing that is! This makes the Orks either predictable or just plain fun to lead, depending on your point of view. As far as why I've chosen this army, it contains everything that makes the Orks strong in combat: numerous mobs, lots of vehicles and of course my warboss Grishnak. This 1,500 point force is pretty much what I would take against anyone, with at least one exception...

WAAAGH BANNER

A Waaagh Banner is a really useful addition to a Warboss' retinue. It increases the Initiative characteristic of everyone in a mob within 6". Really useful if you are fighting troops with low Initiative like Imperial



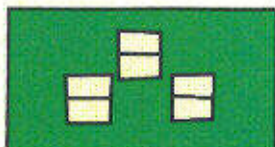
Badrot's Blastaz
Shooty Boyz



Skarsnik's Sluggas
Slugga Boyz



Bommsnikk's Bommerz
Ork Stikk Bommerz



Grimgrot's Grots
Gretchin Mob



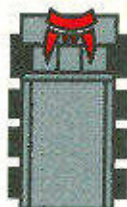
Guard or other Orks that is. It's handy when fighting Space Marines (though not Marine characters) as it at least means that the Nobz will be fighting simultaneously with their foes. It is of course completely useless against Eldar, who outstrip everyone for Initiative. Still, Eldar are only Strength 3, so wounding Orks with Toughness 4 is usually quite difficult. Unfortunately my Boyz are fighting Space Marines today, who are strong, tough, fast, heavily armoured, good at shooting... the list goes on! Having made this small change to my army choice, I turned my attention to the battle itself.

GORKAMORKA!

My one and only real battle tactic (everything else is a variation on this idea) is called 'Gorkamorka'. I split the army into two forces, the first is called the Gorkers, which includes all my Boyz and Gretchin mobs on foot, together with any Big Gunz and Dreads. The second is the Morkers (Surprise, surprise! - Paul Sawyer) and contains all my vehicles as well as Warboss Grishnak. Basically, the Gorkers advance up the middle of the battlefield and the Morkers dash round the side to encircle the enemy. Simple but effective. It's a very old battle tactic really, but it suits the Orks who have both the speed and numbers to make it work.



Warboss
Grishnak and
retinue of Nobz



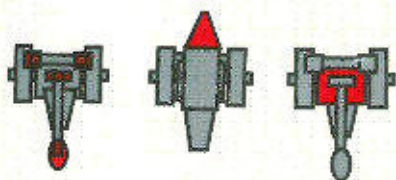
Warboss
Wartrukk



Da Trukkers
Wartrukk Mob

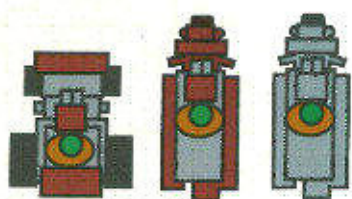


Wartrukk



Da Lobbas
Ork Big Gunz

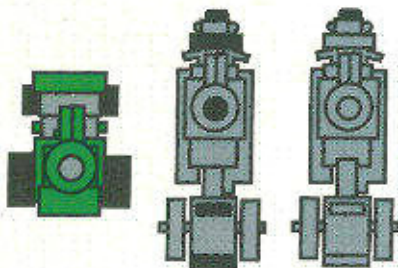
WAAAGH! GRISHNAK GRIMJAW



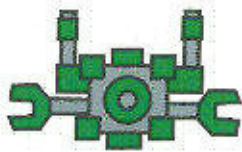
Da Shooterz
Warbuggies and Wartraks



Da Fighta
Ork Dreadnought
armed with
big shoota and
rokket launcha



Da Scorcherz
Warbuggies and Wartraks



Da Basha
Ork Dreadnought
armed with
two big shootas

Unit	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points
Force Commander	5	5	4	4	3	5	3	10	3+	Bolter, power fist, frag/krak grenades	93pts
Chaplain	5	5	4	4	2	5	3	9	3+	Crozius arcanum, rosarius frag/krak grenades	73pts
5 Terminators	4	4	4	4	1	4	2	9	2+	Heavy flamer	220pts
Tactical Squad:											
1 Veteran Sergeant	4	4	4	4	1	4	2	9	3+	Power fist	55pts
4 Space Marines	4	4	4	4	1	4	1	8	3+	Flamer	66pts
Tactical Squad:											
5 Space Marines	4	4	4	4	1	4	1	8	3+	Missile Launcher	85pts
Scout Squad:											
5 Space Marine Scouts	4	4	4	4	1	4	1	8	4+	1 sniper rifle, heavy bolter	85pts
Assault Squad:											
1 Veteran Sergeant	4	4	4	4	1	4	2	9	3+	Power fist, plasma pistol, meltabombs	80pts
7 Space Marines	4	4	4	4	1	4	1	8	3+	1 plasma pistol, meltabombs	208pts
Bike Squadron:											
1 Veteran Sergeant	4	4	4	4	1	4 (3)	2	9	3+	Power weapon	65pts
2 Space Marines	4	4	4	4	1	4 (3)	1	8	3+	1 plasma gun, 1 melta gun	208pts

Vehicle	Armour			BS	Type & Notes	Points
	Front	Side	Rear			
1 Land Speeder	10	10	10	4	Heavy bolter	50
1 Predator Annihilator	13	11	10	4	Twin-linked lascannon, 2 lascannon sponsons	170
1 Rhino	11	11	10	4	Stormbolter	50

Armour										
Unit	WS	BS	S	Front	Side	Rear	I	A	Notes	Points
Dreadnought	4	4	6(10)	12	12	10	4	2	Assault cannon and power fist	105pts

Weapon	Range	Str	AP	Type	Notes
Bolt pistol	12"	4	5	Pistol	Overheats
Plasma pistol	12"	7	2	Pistol	
Boltgun	24"	4	5	Rapid fire	
Stormbolter	24"	4	5	Assault 2	Overheats
Flamer	Template	4	5	Assault 1	
Plasma gun	24"	7	2	Rapid fire	
Meltagun	24"	8	1	Assault 1	Extra D6 to penetrate armour at half range
Heavy bolter	36"	5	4	Heavy 3	Hits on 2+ and Strength always equals Toughness of target
Missile launcher (krak)	48"	8	3	Heavy 1	
Missile launcher (frag)	48"	4	6	Heavy 1 blast	
Sniper rifle	36"	X	6	Heavy 1	
Lascannon	48"	9	2	Heavy 1	
Assault cannon	24"	6	4	Heavy 3	
Heavy flamer	Template	5	4	Assault 1	

TOTAL: 1,495pts

Unit	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points
Warboss Grishnak	5	2	5	4	3	4	4	9	6+	Big shoota, big choppa	80pts
5 Nobz	4	2	4	4	2	3	3	7	6+	4 big choppas, 1 power claw, Waaagh banner	170pts
Badrot's Blastaz:											
Badrot, Ork Nob	4	2	4	4	2	3	3	7	6+	Power claw	40pts
19 Shooty Boyz	4	2	3	4	1	2	2	7	6+	2 big shootas, 1 rokkit launcha	173pts
Skarskul's Sluggas:											
Skarskul, Ork Nob	4	2	4	4	2	3	3	7	6+	Big choppa	30pts
9 Slugga Boyz	4	2	3	4	1	2	2	7	6+	1 big shoota, 1 rokkit launcha	94pts
Bommsnikk's Bommas:											
Bommsnikk, Ork Nob	4	2	4	4	2	3	3	7	6+		20pts
9 Ork Stikk Bommas	4	2	3	4	1	2	2	7	6+	3 Big shootas	144pts
Da Trukkas:											
Tuffdreg, Ork Nob	4	2	4	4	2	3	3	7	6+	Power claw	40pts
9 Wartrukk Boyz	4	2	3	4	1	2	2	7	6+	1 big shootas	89pts
Grimgrot's Grotz:											
Grimgrot, Slaver	4	2	3	4	1	2	2	7	6+		9pts
11 Gretchin	2	2	2	2	1	2	1	5	-		33pts
Big Gunz Krew	2	2	2	2	1	2	1	5	-		90pts

Vehicle	Armour			BS	Type & Notes	Points
	Front	Side	Rear			
3 Warbuggies	10	10	10	2	Warbuggies/wartraks with scorcher	120pts
3 Warbuggies	10	10	10	2	Warbuggies/wartraks with twin-linked big shootas	138pts
1 Warboss' Wartrukk	10	10	10	2	Armed with big shoota	38pts
1 Wartrukk	10	10	10	2	Armed with rokkit launcha	35pts

				Armour						
Dreadnought	WS	BS	S	Front	Side	Rear	I	A	Notes	Points
Da Basha	4	2	5(10)	12	12	10	2	2(3)	2 big shootas	85pts
Da Fighta	4	2	5(10)	12	12	10	2	2(3)	1 big shoota, 1 rokkit launcha	83pts

Weapon	Range	Str	AP	Type	Notes
Slugga	12"	4	6	Pistol	
Shoota	24"	4	6	Rapid fire	
Gretchin Blasta	12"	3	-	Assault 1	
Big shoota	36"	5	5	Assault 3	
Rokkit launcha	24"	8	3	Assault 1	
Scorcher	Template	5	4	Assault 1	
Lobbas	Guess 4"	5	5	Heavy 1/Blast	

TOTAL: 1,500pts

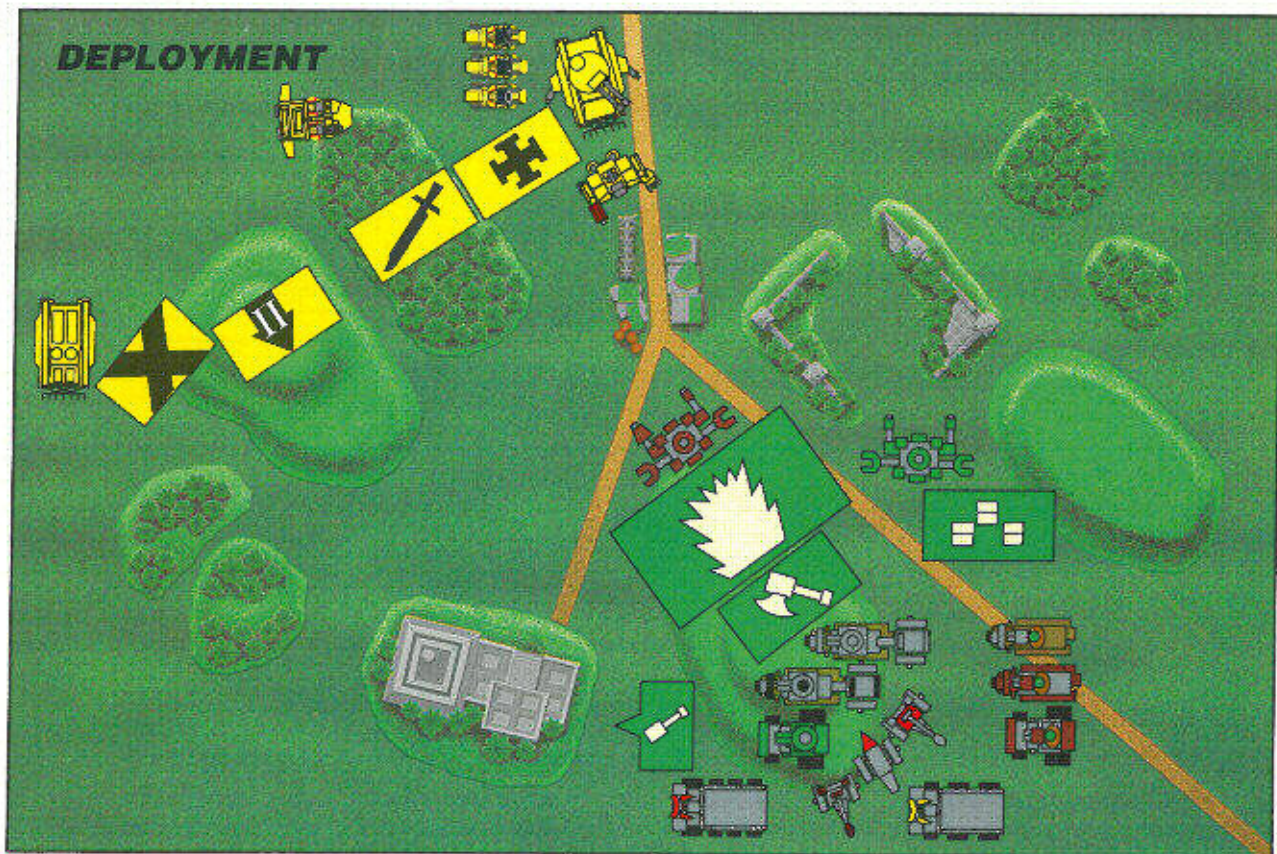
MODEL AND VEHICLE CHARACTERISTICS

In the new Warhammer 40,000 rules, models and weapons are still defined by a set of characteristics. In the case of foot models these are almost identical to those in the last edition of the game. The only real changes are that models no longer have a movement characteristic, as all foot models move 6", and that a model's saving throw is now included as a characteristic. Vehicles are also defined by a set of characteristics in the new rules, which consists of an armour value for front, side and rear and a BS for when they fire their weapons. Take a look at the army roster sheets on the previous pages for examples of this.

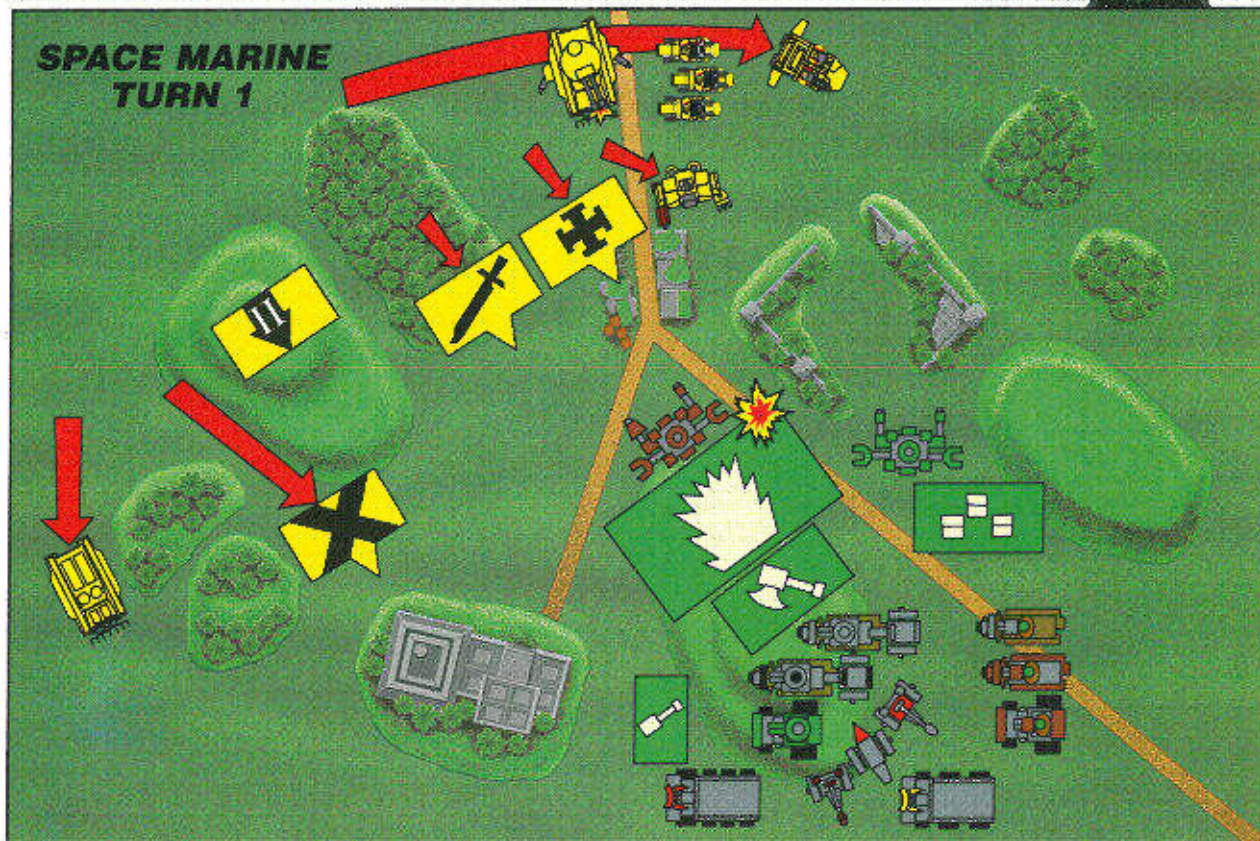
DEPLOYMENT

Our final task before getting down to playing the game was to lay out the terrain and set up the armies. One of the benefits of the new rules is that covering the table with loads and loads of terrain is no longer vital for a good game, and you can actually have a very good game with almost no terrain at all on the table. We've discussed what makes up a 'basic set' of terrain for 40K quite a lot at the Studio recently, and we hope to put together some articles for White Dwarf discussing different types of terrain sets and how to make them. For the time being, however, suffice to say that the terrain we've used for this game represents a good basic quantity of terrain for a game of 40K (although because it's been put together by our Studio Modelmakers it is

anything but 'basic' in its appearance!). As for deployment, in the Cleanse mission the players take it in turns to set up a unit in their table quarter, at least 18" away from the enemy. The deployment that Adrian and Gav chose is shown on the deployment map at the bottom of the page. This step completed, we were ready to start the battle...



SPACE MARINE TURN 1



THE TURN SEQUENCE

MOVE

The player can move any of his units that are capable of doing so (eg they're not stuck in a swamp or something). See the Movement rules in the 40K rulebook for more details of how to move your forces.

SHOOT

The player can shoot with any of his units that are within range of the enemy. See the Shooting rules in the 40K rulebook for more details about how to resolve shooting.

CLOSE ASSAULT

The player can move any of his units in to assault the enemy if they are close enough. Close assaults are bloody, desperate affairs where troops are fighting in hand-to-hand combat and shooting at a very close range. This means that both forces can fight in a close assault phase, but only the player whose turn it is can move troops. The Close Assault rules in the 40K rulebook will tell you more about assaults.

SPACE MARINE TURN ONE

And so began our first battle report using the new rules. Adrian won the dice roll for first turn and elected to go second. With that Gav started to move his troops. One thing you'll quickly learn about Space Marines under the new rules is that, while they are good at close combat, their great strength is their ability to out-shoot just about any opponent – in other words, you can usually rely on them to win a firefight! To this end the bulk of Gav's Space Marines moved into position and prepared to blaze away at the Orks, although on each flank, fast-moving units sped forward to seize the two 'neutral' table quarters (remember, it's the player that captures most table quarters that wins the Cleanse mission).

In the shooting phase Gav concentrated most of his fire on the Big Ork mob on the hill near the centre of the table, gunning down eight of the Boyz (a disappointing result). Gav's Predator Annihilator targeted the Orky Dreadnought at the foot the hill, but failed to damage it at all (a very disappointing result!).

WORK TURN ONE

As might be expected, Adrian's first move with his Orks was much more aggressive than Gav's. Orks tend to do best if they can close with the enemy, mainly because they now have a WS of 4, 2 Attacks, but only a BS of 2, which makes them great at fighting and not very good at shooting. So, throwing caution to the wind, Adrian's Boyz in the centre surged forward, while his truck-mounted troops swung off round the flank of the Space Marines. On the other flank one of Adrian's Dreadnoughts moved forward to deal with the Space Marine Land Speeder and bikes, while the Grots mob played safe and hid near the back!

THE BASICS OF MOVING

Movement is the first thing that happens in each turn, and is very straightforward. Infantry have a basic move of 6", while vehicles have a basic move of 12". This is varied for certain units; for example, infantry equipped with jump packs have a 12" move and can jump over intervening terrain as they move, while some vehicles (like the Land Speeder, for example) are known as *fast vehicles* and can move up to 24". All units (infantry and vehicles alike) can freely move in any direction or combination of directions, and vehicles no longer have to make 'turns' as they move. Units always move at their basic rate, so infantry can no longer run or charge in the movement phase (though they do get to make a special 'charge' move in the assault phase, as described later on), and vehicles no longer have different 'speed bands'. All of this makes movement much more straight-forward to perform, and saves the table getting cluttered with all kinds of horrible counters recording what speed a vehicle moved at or if infantry ran, as used to be the case.

THE BASICS OF SHOOTING

Following movement comes the shooting phase. In the shooting phase each character, vehicle or unit may

shoot at one enemy unit. Note that you can no longer split your fire between several target units, which makes picking the right target very important. The effect of shooting is worked out in the time-honoured 40K manner; against infantry, roll to hit, roll to wound, and take armour saves; and against vehicles, roll to hit, roll to penetrate armour, and roll on a damage table. The *to hit* rolls and *to wound* rolls are worked out as before, except that there are no modifiers to the *to hit* roll – the effects of things like cover or range being dealt with in other ways which I'll explain later on, along with the way that armour saves and armour penetration work.

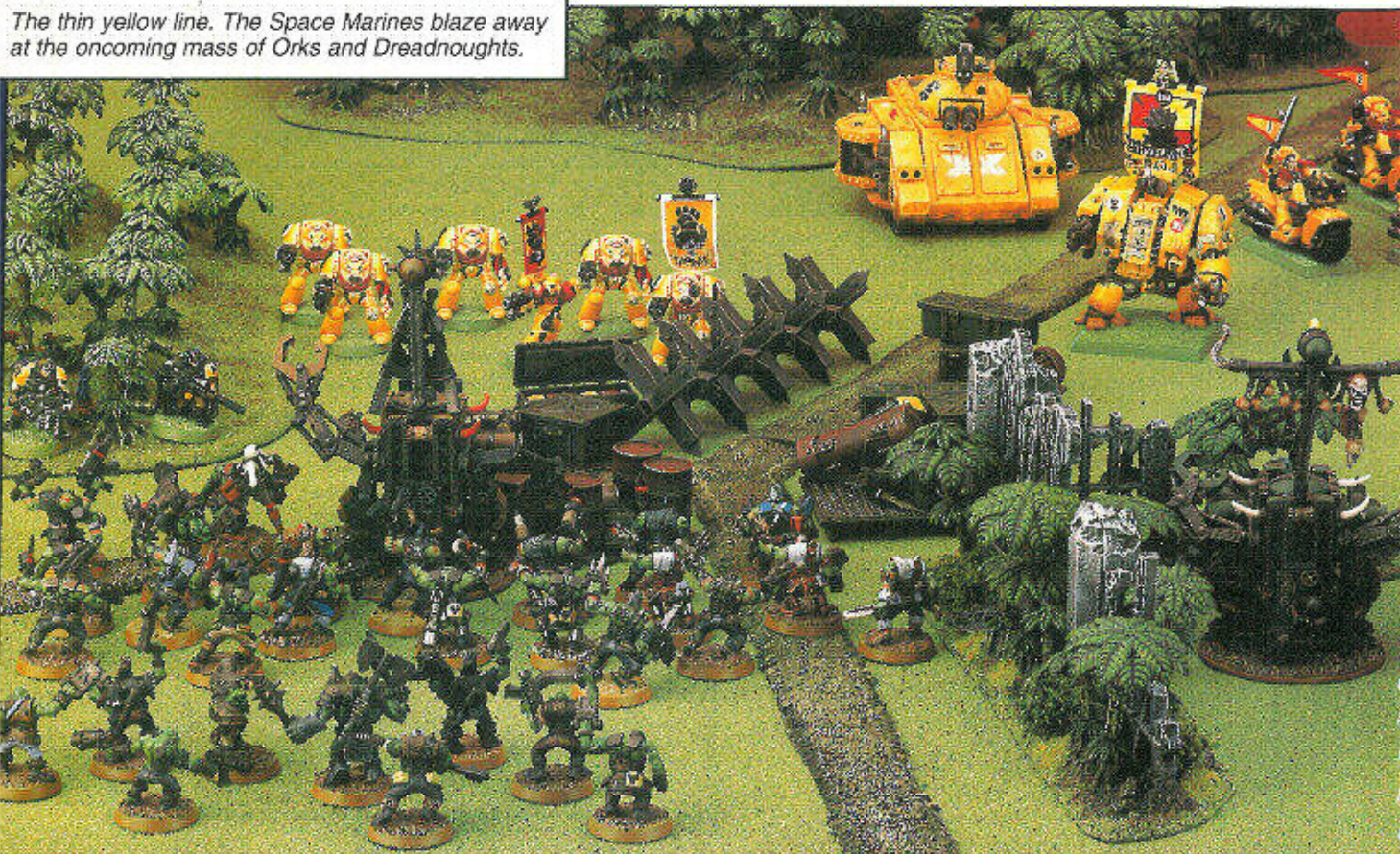
WEAPON CHARACTERISTICS

In keeping with our overall aim of stream-lining the 40K rules to allow players to fight big battles rather than mere skirmishes, the characteristics for weapons have been reduced to Type, Range, Strength, and Armour Piercing. Of these, Range and Strength will be familiar to players of the old 40K rules, but Armour Piercing and Type are new. The weapons used in this battle report are listed with the appropriate army. The Armour Piercing (or AP) value is explained in a separate entry on Saving Throws.

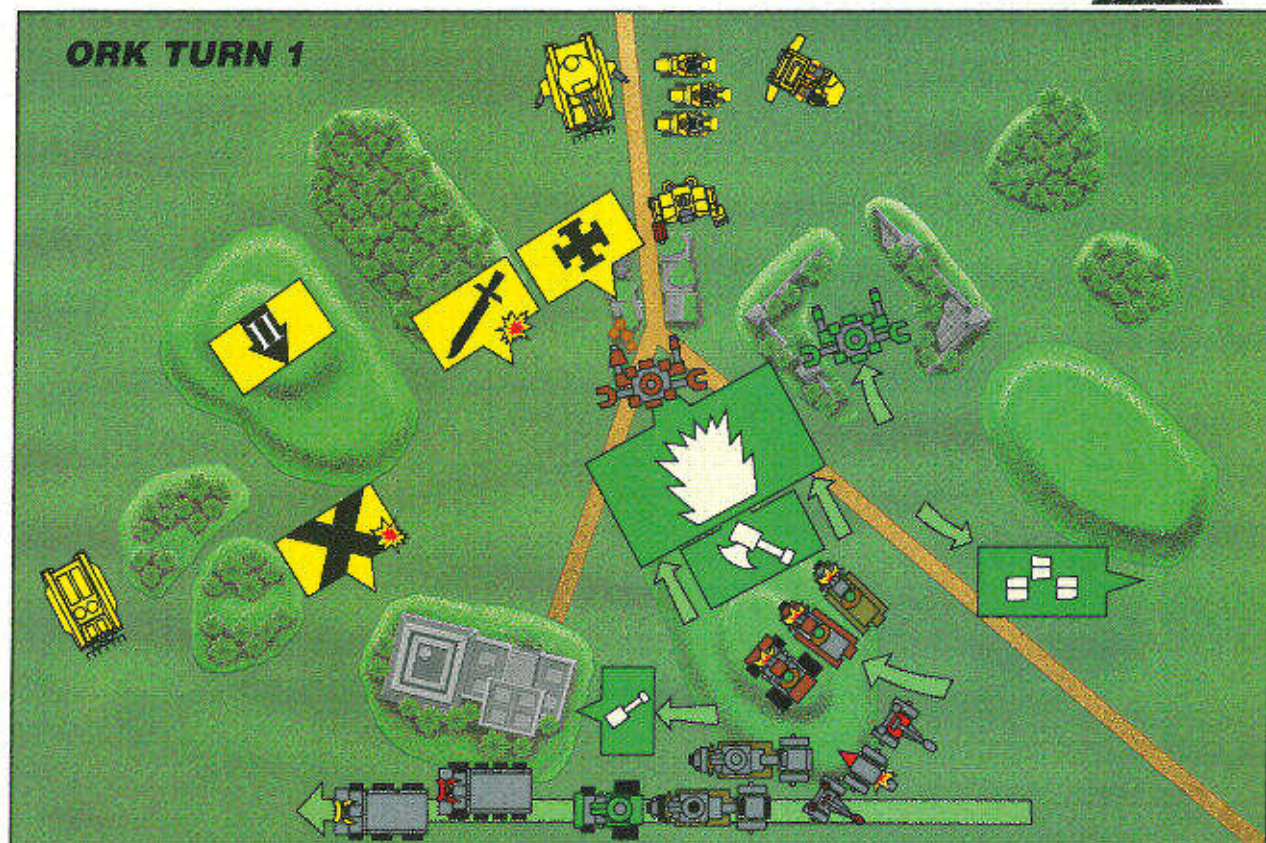
Adrian's shooting was noisy but largely ineffective, in that he got to roll lots of dice to hit, but caused few casualties. This was because most Orks are armed with weapons that allow them to move and shoot, but unfortunately the Orks' low BS combined with the Space Marines' high Toughness and excellent armour meant

that those shots that did hit tended to bounce off. This said, the Ork buggies managed to gun down three of the Scouts with their big shootas (formerly known as 'heavy bolters'), while his Big Lobbas (formerly known as Squig Katapults and Pulsa Rockets) killed off a whole Assault Marine.

The thin yellow line. The Space Marines blaze away at the oncoming mass of Orks and Dreadnoughts.



ORK TURN 1



"So, throwing caution to the wind, Adrian's Boyz in the centre surged forward, while his truck-mounted troops swung off round the flank of the Space Marines."

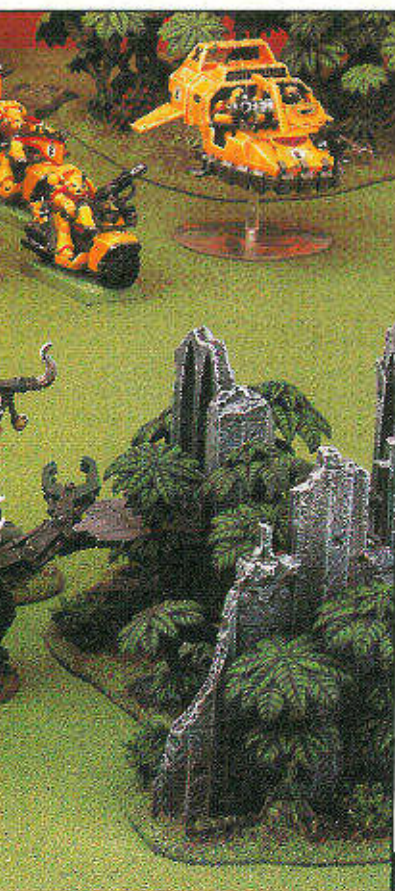
SAVING THROWS

There are two main types of saving throw a model can have: armour saves and cover saves. Armour saves are included as one of a model's characteristics. For example, a Space Marine has an armour save characteristic of 3+, meaning that they need to roll 3+ on a D6 to make their armour save, while an Ork has an armour save characteristic of 6+, meaning he needs to roll a 6 on a D6 to save.

These armour saves are no longer modified by a weapon's 'saving throw modifier', as used to be the case. Rather, all weapons have an Armour Piercing value, and if this is the same or better (ie, lower) than the target's saving throw, then the save is lost. If the AP value is not as low as the save then the target gets its unmodified save. For example a bolter has an AP value of '5', which means that armour saves of 5 or 6 are automatically ignored, while saves of 4+ or better are taken without modification.

Models that are in cover receive a 'cover save', usually of 5+. Unlike armour saves, cover saves can't be negated by a weapon's AP value, and can always be taken. However, you can't take both a cover save and an armour save; if a model could use both, you must pick which you'd like to take (which will always be the best one of course).

Of all of the changes to the 40K rules, the changes to the way armour and cover saves work have the most profound effect. For a start they make models with a saving throw of 3+ or 2+ like Space Marines and Terminators much tougher to kill off, as very few weapons have AP values high enough to punch through such thick armour. In addition you'll find that because you can't combine armour and cover saves, troops with good armour are less likely to spend the whole game cowering behind a rock, which makes for a more fluid game where the strategy and tactics consist of more than finding the best bit of cover to shoot from!



VEHICLES

The vehicle rules in the new 40K have undergone a major over-haul, as they were undoubtedly the weakest element in the old version of the game. As already noted, vehicles move 12" (or 24" if 'fast'). The distance they move effects their ability to shoot; if they remain stationary they may fire all of their weapons, if they move up to 6" they can fire one weapon, and if they move over 6" they can't shoot at all (fast vehicles can shoot all weapons and move up to 6", one weapon and move up to 12", and no weapons if they move over 12"). This is why Gav's Predator has not moved, as he wanted it to be able to fire all its weapons at the Dreadnought – not that this did him any good, of course!

If a vehicle is hit by enemy fire you simply look up the armour value for the facing side and then roll a D6 and add the attacking weapon's Strength value. If the score is less than the armour value it bounces off, if it equals the armour value, a glancing hit is scored, and if the score beats the armour value a penetrating hit is scored. Assuming a glancing or penetrating hit is achieved then the tables below are used to see what happens to the vehicle.

DREADNOUGHTS

Dreadnoughts move in the same way as an infantry model, and are able to shoot two of their weapons even if they make a full 6" move. However, rather than having a Toughness and Wounds like an infantry model, they have a set of armour values, and are damaged in the same way as a vehicle.

GLANCING HITS

D6	RESULT
1	CREW SHAKEN - May not shoot next turn
2	CREW SHAKEN - May not shoot next turn
3	CREW STUNNED - May not move or shoot next turn
4	IMMOBILISED - May not move for entire game
5	WEAPON DESTROYED - One weapon chosen by opponent
6	VEHICLE DESTROYED!

PENETRATING HITS

D6	RESULT
1	CREW STUNNED - May not move or shoot next turn
2	IMMOBILISED - May not move for entire game
3	WEAPON DESTROYED - One weapon chosen by opponent
4	VEHICLE DESTROYED!
5	VEHICLE DESTROYED! - Scatters D6 inches
6	VEHICLE DESTROYED! - D6" explosion. Any models under are wounded on a 4+, normal armour saves apply

SPACE MARINE TURN TWO

Seeing the the Orks in the centre surging towards him didn't worry Gav, who's played enough games with the new rules to know just how deadly Space Marine bolters and storm bolters can be. So, in the centre his Terminators and his Space Marine Dreadnought calmly moved towards the Ork horde, while on the flanks his bikes and assault troops moved round to encircle the enemy. The Rhino moved forward its full 12" move and the Space Marine Tactical squad and Chaplain who were inside disembarked, in order to block the move of the Orks mounted in the trucks.

This turn's shooting was much more to Gav's liking. In the centre eighteen Boyz were shot down by a hail of Space Marine fire, the only fly in the ointment being the Predator Annihilator's failure, once again, to damage the Ork Dreadnought. To some extent this was made up for by the Chaplain, who managed to hit an Ork truck with his bolt pistol, and then roll two sixes in a row in order to blow it up, killing five of the Boyz inside! In addition, the horrendous casualties caused on the Orks in the centre destroyed the morale of both mobs, the survivors falling back towards the Ork table edge with no hope of regrouping.

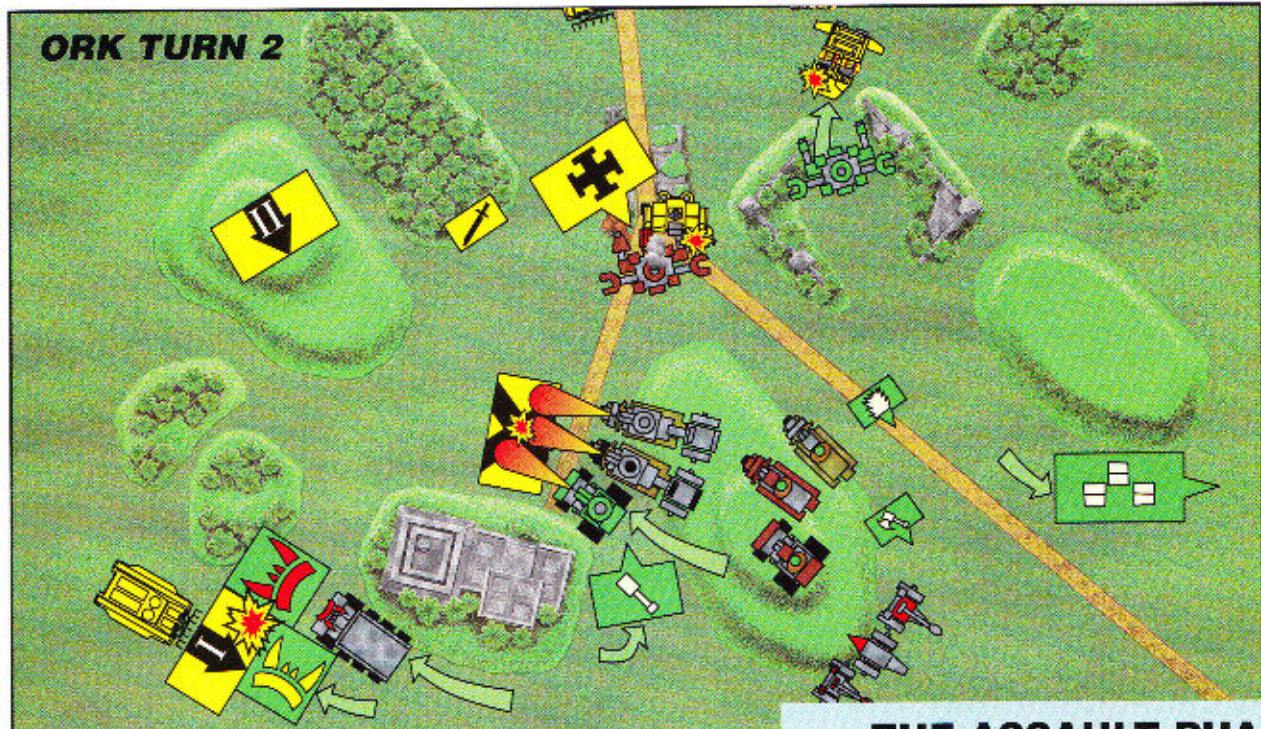
In the Space Marine assault phase Gav's Dreadnought charged its Orky counterpart. The resulting exchange of blows left the Ork Dreadnought immobilised, and the Space Marine Dreadnought stunned.

ORK TURN TWO

Although he'd lost two big mobs of Boyz in the centre, Adrian was not down-hearted ("plenty more where they came from", he was heard to mutter). In the centre his Stikk Bomma Boyz, buggies and scorchers moved into position to attack the Assault Marines, while his Nobz mob and survivors of the truck mob moved up towards the troops that had deployed from the Rhino. On the other flank, the mobile Dreadnought worked its way through the ruined buildings in order to attack the Land Speeder and bikes that were moving round that flank.

SPACE MARINE TURN 2

ORK TURN 2



The Orks waded into the Space Marines, chanting, "Ere We Go! 'Ere We Go!"

Unfortunately for Adrian, his shooting proved every bit as ineffective as the Space Marines' had proved effective. Although rolling bucket loads of dice to hit, almost all the shots that hit pinged off the Space Marines' thick, ceramite armour, and in the end only two of the Assault Marines fell to the Orks' shooting.

Still, Adrian is a highly experienced Ork commander, and he knew that the Orks' main strength lay in the assault phase. So, pausing only to shout "Ere we go!" he hurled his Nobz mob and trukkers into combat on his left flank, and the mobile Dreadnought into an attack on the Land Speeder on the right flank. The Nobz and trukkers smashed into the Space Marines, hacking down all of the tactical squad and leaving only the Chaplain alive, for the loss of just two Boyz. The Chaplain passed his morale check for losing the combat, but was quickly surrounded by the Orks – it was very unlikely he'd survive another turn. Meanwhile the two Ork Dreadnoughts managed to damage their opponents but, much to Adrian's disgust, didn't destroy either of them. Still, the Space Marine Dreadnought was immobilised and lost its power fist, while the Land Speeder lost its heavy bolter. Things were starting to look better for the Orks!

THE ASSAULT PHASE

Another important change to the 40K rules is the replacement of the old hand-to-hand combat phase with the assault phase. As already noted, models can only move 6" in the movement phase, and they are not allowed to charge into contact with the enemy. Instead, if any models from a unit are within 6" of an enemy at the start of the assault phase, then you may declare a charge with the unit and it may move again! Charge moves obey the normal movement rules, except that models from the unit must move towards the enemy, and must get into base to base contact with the enemy if at all possible. Vehicles apart from Dreadnoughts can't make assault moves, though they may be attacked by an enemy that can.

Once all charge moves have been made, close combats are fought. All models in base contact with an enemy may fight, as can models that are within 2" of an enemy model (it is assumed that they join in with ranged weapons, throw rocks, or whatever). The combat system is the same as that used in the Warhammer Fantasy Battle rules, with each model getting a number of attacks equal to its Attacks characteristic, and then rolling to hit and to wound, and the victim getting an armour save. The most important benefit of this system is that it allows you to roll a whole bunch of attacks together, rather than having to resolve each close combat on a model by model basis as used to be the case, and this greatly speeds up play.

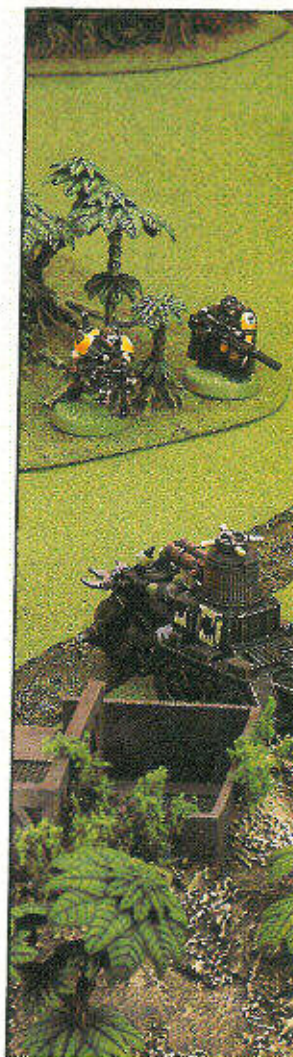
Once both sides have fought, the side that suffered the most casualties must take a morale test or be forced to fall back. Assuming it passes then any unengaged models are moved into contact with the enemy, and the combat will continue in the next assault phase.

Although the Orks had smashed up one flank, things were looking pretty good for the Space Marines elsewhere. However, Gav knew that he needed to finish off the Orks in the centre to free up some troops to deal with the rampaging Nobz mob. To achieve this he moved his Terminators forward to get round behind the immobilised Ork Dreadnought, and used the jump packs on his assault troops to leap over the Orks in their way and get behind them. Meanwhile the Space Marine bikes and Land Speeder carried on moving away round the Ork flank.

In the shooting phase the bulk of the Space Marine's fire was directed at the buggies and scorchers in the centre of the Ork line. The Predator finally managed to get a kill, blowing up one of the buggies, while bolter fire from the Terminators, Scouts, Assault Marines and surviving Tactical squad succeeded in damaging several others

(one scorcher was immobilised, one stunned and one lost its gun, while a buggy lost its big shoota).

In the assault phase the Assault Marines charged the Ork Stikk Bommas, while the Terminators charged the immobilised Dreadnought. The Assault Marines hacked down six of the Orks for the loss of only one of their own. Not surprisingly the Orks failed their morale test and promptly fled off the table edge, leaving the Assault Marines to consolidate their position. Meanwhile the Terminators' power fists finished off the Ork Dreadnought, although it did manage to crush one of the Terminators before it went down. The Chaplain managed to kill off a single Ork Nob before being



There are four main categories of close combat weapon used in the new rules: pistols, close combat weapons, power weapons, and power fists. Pistols and close combat weapons (which includes things like chainswords, hand flamers, knives, etc.) do not give troops any additional benefit, unless you are armed with two of them, in which case the additional weapon allows you to roll an extra *to hit* dice when you attack. A

power weapon negates an opponent's armour save (very useful against Space Marines and Terminators!). Power fists also negate armour saves, but in addition they double the attacker's strength at the cost of always attacking last in the assault phase. As you can see, power weapons and power fists are very desirable, but are very rare, normally only being carried by characters. The reason that Adrian's Nobz were so effective against the Space Marines was because all of them were armed with big choppas (which count as power weapons) and power claws (which count as power fists).

**SPACE MARINE
TURN 3**

Space
Marine
Chaplain

MORALE

If a unit takes 25% or more of its strength in a single turn, or it loses a leader, it must take a morale check (the number of other units in the unit's command, casualties and losses are the most common). The test is against the Leader's morale, modified by a number of other factors. If the test then it must move to the edge of the table, and 2D6" each movement point to regroup by passing the test or until it leaves the table. Interesting new tactics are falling back are allowed to count as moving in the reduced to less than the regroup. This is the Ork mobs that suffer from the right off the table. The check for taking 25% or more reduced to less than the regroup.

Space
Marine
Chaplain

If a unit takes 25% or more casualties in a single turn, or it loses an assault, then it must take a morale check (it also has to do so in a number of other circumstances as well, but casualties and losing an assault are by far the most common). The test is taken on 2D6 against the Leadership characteristic of the unit in question, with the dice roll being modified by a number of factors. If a unit fails the test then it must 'fall back' 2D6" towards its own table edge, and will carry on falling back 2D6" each movement phase until it manages to regroup by passing another morale check, or until it leaves the table. A couple of interesting new twists are that units that are falling back are allowed to fire, although they count as moving if they do so, while units reduced to less than half strength may not regroup. This is the reason that the two big Ork mobs that suffered such heavy casualties ran right off the table – they failed the morale check for taking 25% casualties, and as they'd been reduced to less than half strength they couldn't regroup.



The centre of the Ork attack is smashed as the Terminators and the Assault squad charge in!

overwhelmed himself. Having finished off the Chaplain the Ork Nobz consolidated back onto their wartrukk, ready to find some more victims in their next turn!

ORK TURN THREE

Although his centre had been all but crushed, Adrian was still not deterred. His Nobz mob zoomed off towards the second Tactical squad on the hill and dismounted from their truck, clearly intent on giving this squad the same treatment they'd dealt out to the last lot. The Ork Boyz left behind by the Nobz moved off to try to deal with the Rhino, while the surviving Ork Dreadnought chased after the Land Speeder.

In the shooting phase the



Even Space Marines are no match for a Warboss and his retinue armed with big choppos!



CROSSFIRE

One very important new rule is the Crossfire rule. Basically, when a unit falls back and is forced to move too close to an enemy unit as it does so, then it is caught in a deadly crossfire and wiped out. This almost happened to Gav's Assault Marines, who were nearly caught in a crossfire from the Ork buggies behind them as they attempted to fall back. Fortunately for Gav he was just able to avoid the trap, otherwise the whole of the unit would have been wiped out – a serious blow. The importance of the Crossfire rule is obvious – if you can encircle an enemy then you can destroy them as they attempt to fall back!

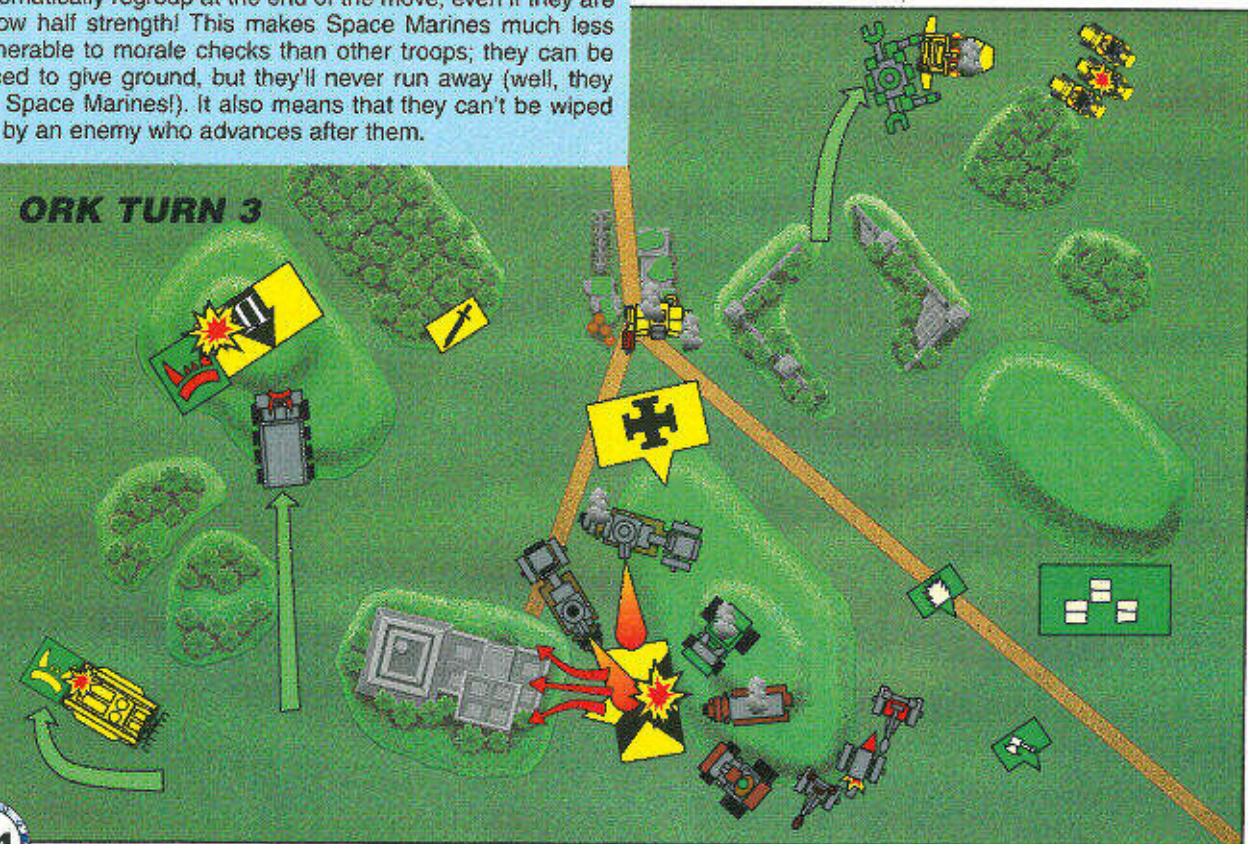
THEY SHALL KNOW NO FEAR

Space Marines benefit from a special rule called 'They Shall Know No Fear'. This means that when they fall back they automatically regroup at the end of the move, even if they are below half strength! This makes Space Marines much less vulnerable to morale checks than other troops; they can be forced to give ground, but they'll never run away (well, they are Space Marines!). It also means that they can't be wiped out by an enemy who advances after them.

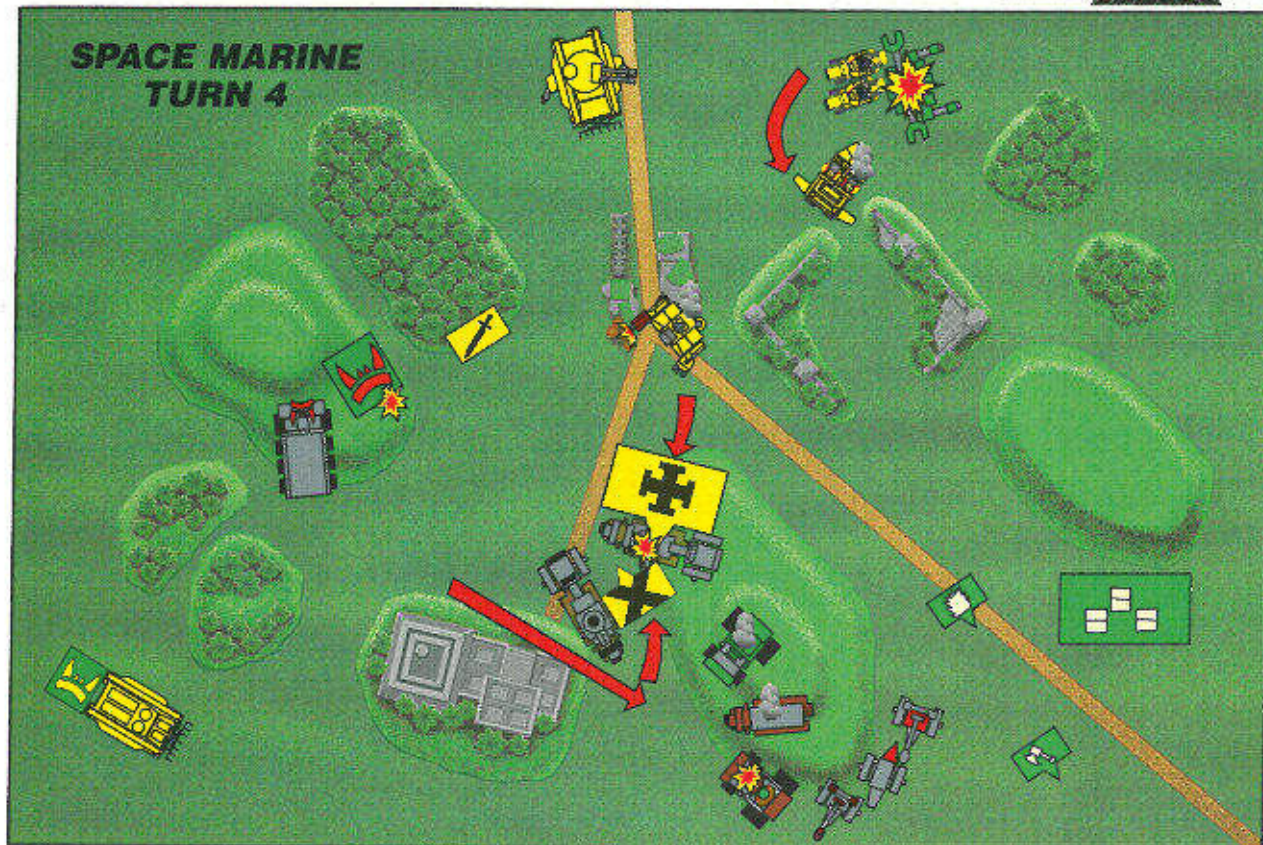
Nobz killed two Space Marines in the tactical squad, while the Big Lobbas managed to squish one of the Space Marine bikes (Big Lobbas don't need a line of sight in order to fire), and the surviving buggies and scorchers managed to kill off an Assault Marine. As there were only four Space Marines left this caused a morale check, which the Space Marines failed. Narrowly avoiding a deadly Ork crossfire, the Assault Marines fell back towards their own lines, regrouping at the end of the move thanks to their 'They Shall Know No Fear' special rule.

In the assault phase the Nobz charged the Tactical squad, the Trukker Boyz charged the Rhino, and the Dreadnought charged the Land Speeder. Although the Dreadnought failed to damage the Land Speeder (you have to roll a '6' to hit a skimmer in close combat), the Boyz managed to immobilise the Rhino, while the Nobz mob made short work of the Tactical squad.

ORK TURN 3



SPACE MARINE TURN 4



SPACE MARINE TURN FOUR

Both sides had suffered very heavy casualties over the first three turns, but at the start of the fourth turn Gav was quite pleased with the way the battle was working out. Although his right flank had been crushed by the Ork Nobz, in the centre and on the left his position was very strong. Unfortunately he hadn't quite finished off the Ork buggies and scorchers, so he moved up his Assault

Marines and Terminators to complete this task, while on his left he manoeuvred his bikes and lined up his Predator to deal with the Ork Dreadnought.

In the shooting phase the Scouts, Dreadnought and Terminators poured fire into the Ork Nobz on the hill, but only succeeded in killing one and wounding another. Ork Nobz have two wounds each (stop that snickering at the back, Sawyer – there's nothing funny about Ork Nobz, I'll

have you know!). The Assault squad managed to finish off one more of the buggies, while the bikes and the Predator managed to damage the Dreadnought but not destroy it.

In the assault phase the bikes charged the Dreadnought and the Assault Marines charged the last scorchers. Both managed to destroy their respective targets, the bikers by rolling two 6s on the trot to blow up the Dreadnought.



Da Basha is destroyed by the Space Marine bikers in a lucky assault!

[illegible]

SPACE MARINE TURN FIVE

Although the Space Marines had won the battle they could still lose the war (and the game!) unless they were able to hunt down the surviving Orks. In order to achieve this Gav sent his Terminators and Predator after the Nobz, his Assault Marines after the Big Lobbas, and his bikes and Land Speeder after the Grots (the Land Speeder couldn't do any damage, of course, having lost its only weapon, but could still be used to claim a table quarter).

In the shooting phase the Space Marine Dreadnought, Predator and Terminators poured fire into the Ork Nobz, gunning down the last three left alive. Grishnak himself took three wounds, but Adrian managed to roll all three cover saves (of 5+) for his Warboss, who emerged unscathed, with a big, malevolent grin on his face! Meanwhile the Assault Marines blew up one of the Big Lobbas with a hit from a plasma pistol, and the bikers managed to gun down one of the Big Lobba krew with a long range shot from their bike-mounted bolters.

In the assault phase the Assault Marines charged the remaining Big Lobba krew, killing all of them apart from one who, not surprisingly, scarpered off the table as quickly as his little legs would carry him!

"Although the Space Marines had won the battle they could still lose the war..."

ORK TURN FIVE

Things were desperate for the Orks now, but Adrian wasn't ready to give up just yet. Grishnak, clearly enraged by the loss of his Nobz mob stormed through the wood (rolling a '6' for the distance he could move) and headed towards the Predator. The Ork Trukkers moved round the side of the building to try to get a lucky kill on the Terminators, while the Grots moved out from the hill they'd been hiding behind, in order to attack the bikes.

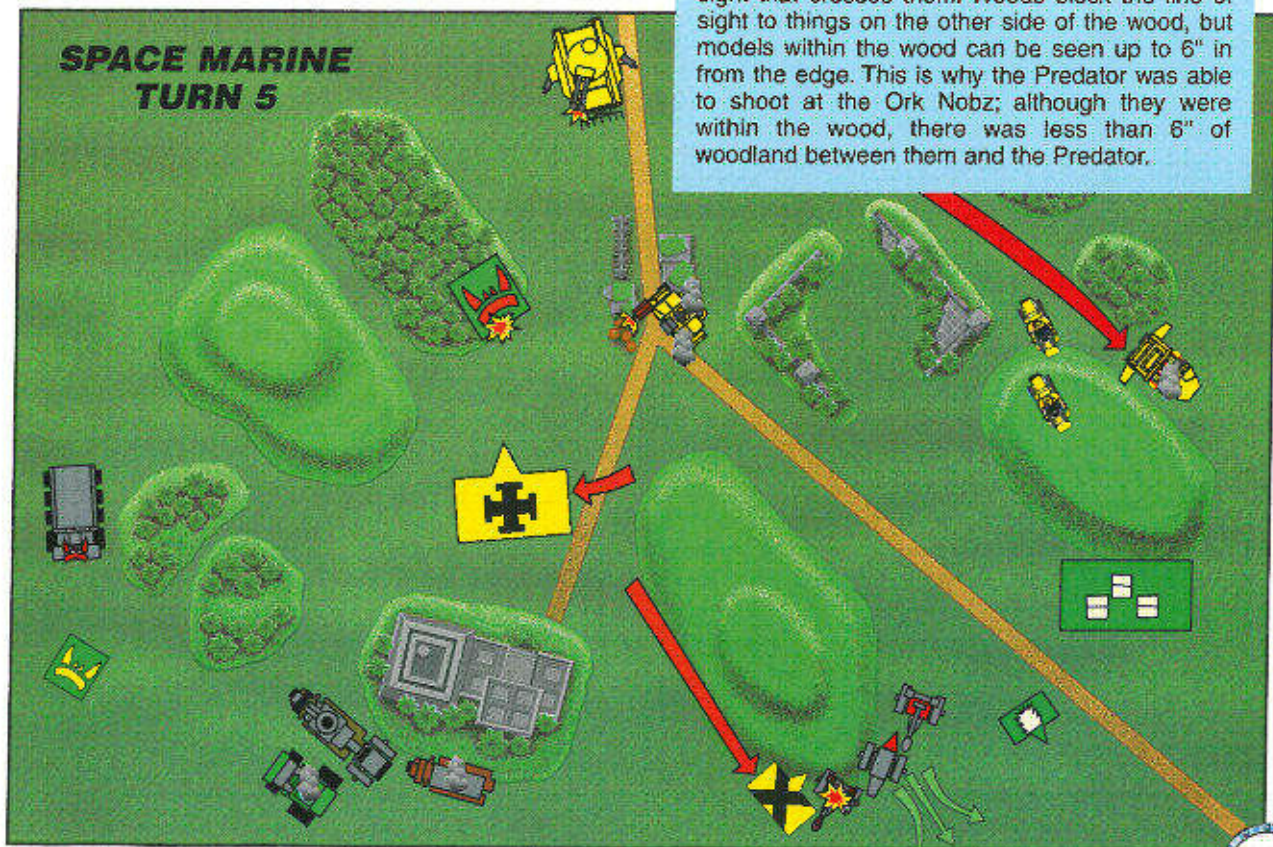
THE EFFECT OF COVER

As already noted, cover provides a saving throw for models that are in or behind it. This is normally a 5+ save, but can be higher or lower. For example, a model taking cover in a normal building gets a cover save of 5+, while one in a bunker gets a cover save of 4+ and one in a straw hut gets a cover save of 6+.

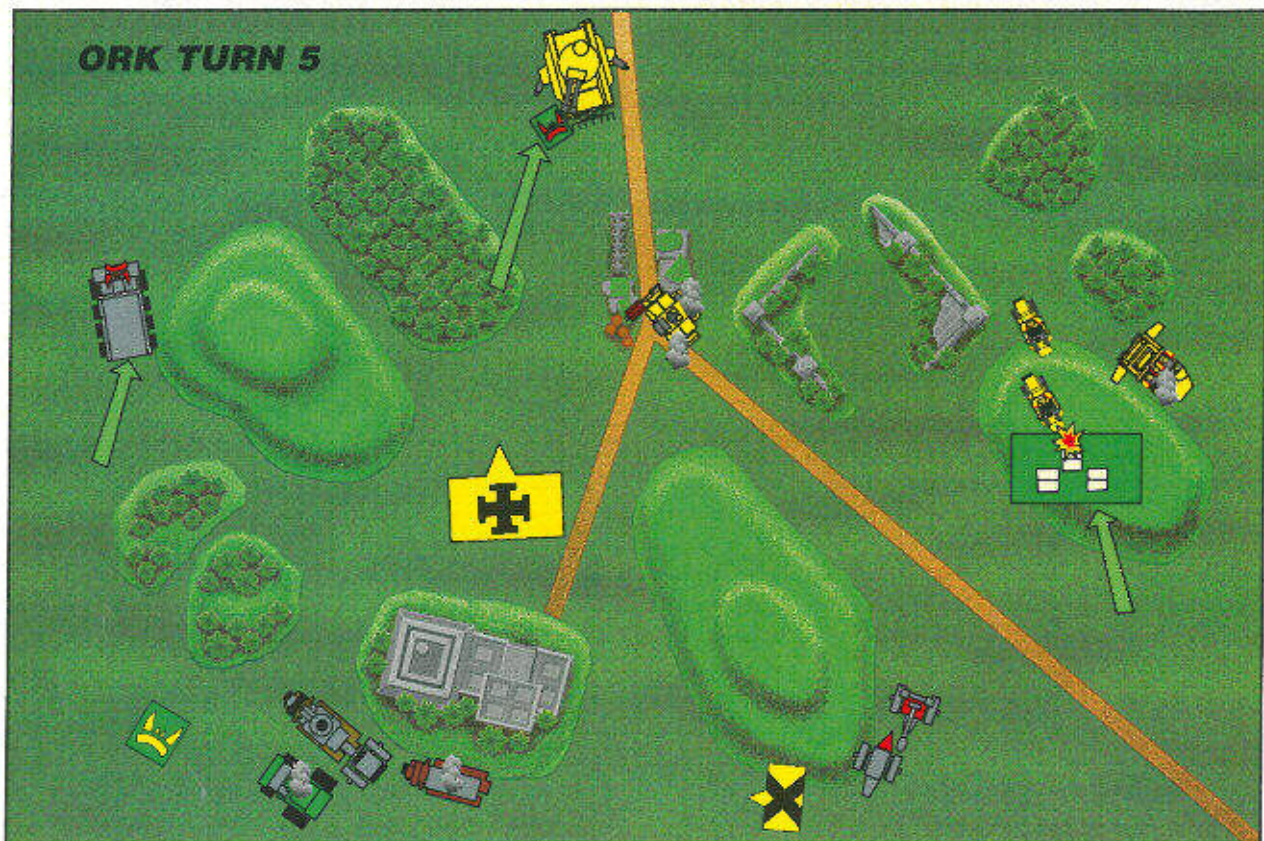
In addition, cover effects movement. Units that want to move through difficult terrain must roll 2D6, and the result on the dice with the highest score is the distance they can move through the difficult terrain that turn. When the Ork Nobz charged the Scouts who were in the wood, for example, they had to roll 2D6 to see how far any models that entered the woods could go. Fortunately for the Orks one of the dice came up with a '6', otherwise they might not have been able to move far enough to reach the Scouts.

Finally, cover can block the line of sight. Buildings and hills, and other solid objects, block a line of sight that crosses them. Woods block the line of sight to things on the other side of the wood, but models within the wood can be seen up to 6" in from the edge. This is why the Predator was able to shoot at the Ork Nobz; although they were within the wood, there was less than 6" of woodland between them and the Predator.

SPACE MARINE TURN 5



ORK TURN 5



With so few Orks left to shoot it wasn't surprising that they caused no casualties in the shooting phase. In the assault phase Grishnak piled into the Predator (his Strength of 5 was just strong enough to give him chance of a glancing hit on the tank's side armour), while the Gretchin went after the bikes. Grishnak did

magnificently, getting a glancing hit on the Predator which shook the crew. The Gretchin did less well, losing two Grots for no loss to the Space Marines, but miraculously they managed to pass their morale check and didn't run away! The Orks still had a chance!

ASSAULTING VEHICLES

As already noted, vehicles can be attacked by enemy infantry, although the vehicle can't 'fight back' itself. Infantry attack vehicles using the normal rules, but as vehicles don't have a Weapon Skill the infantry's to hit roll depends on how fast the vehicle moved in its last turn. If the vehicle was stationary or is immobilised, then the infantry hit automatically, if the vehicle moved up to 6" the infantry hit on a 4+, and if the vehicle moved over 6" or is a skimmer then the infantry only hit on a roll of 6. Assuming the infantry manage to hit, they must roll to penetrate the vehicle's armour normally, by adding the roll of a D6 to their Strength. As most infantry only have a Strength of 3 or 4 they need to be lucky to damage a vehicle, and often have no chance of doing any damage at all. However, infantry with krak grenades, melta bombs or power fists can seriously damage any vehicle they can hit.



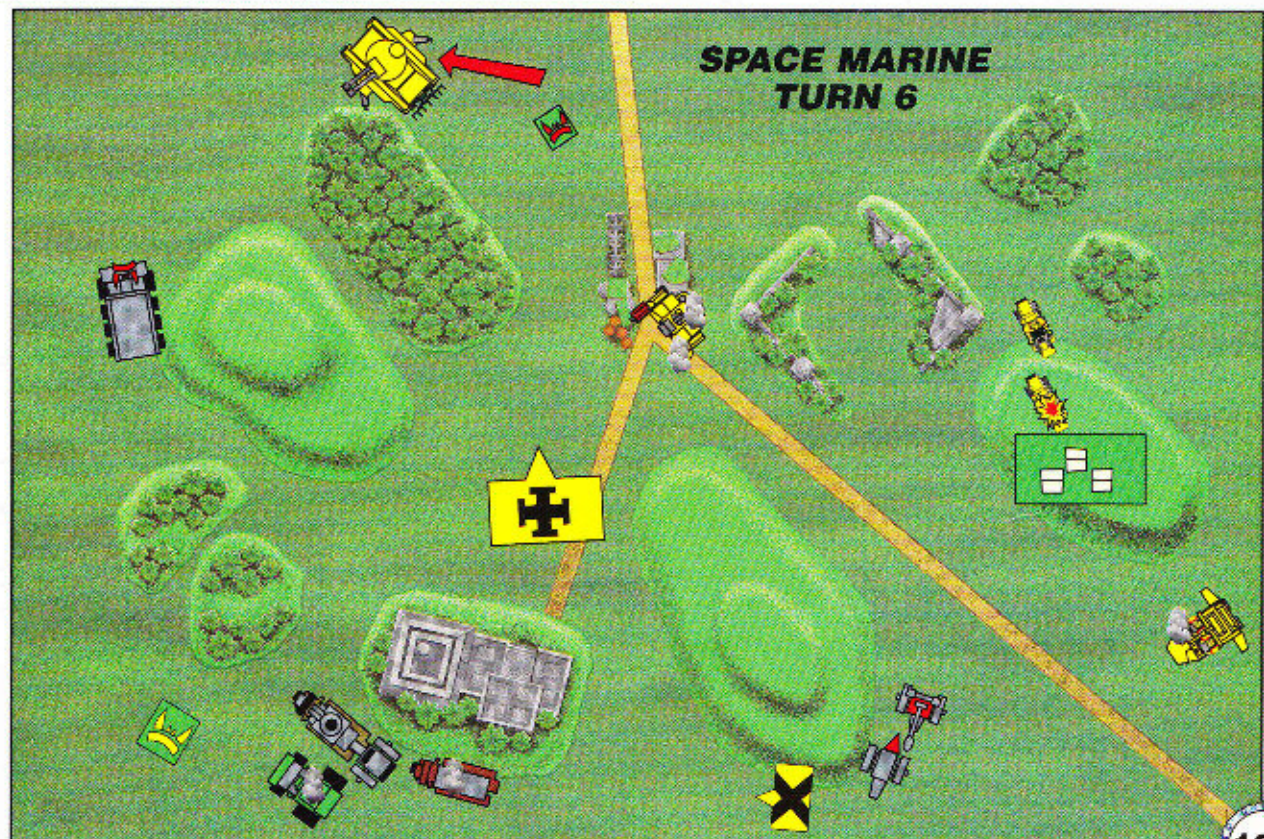
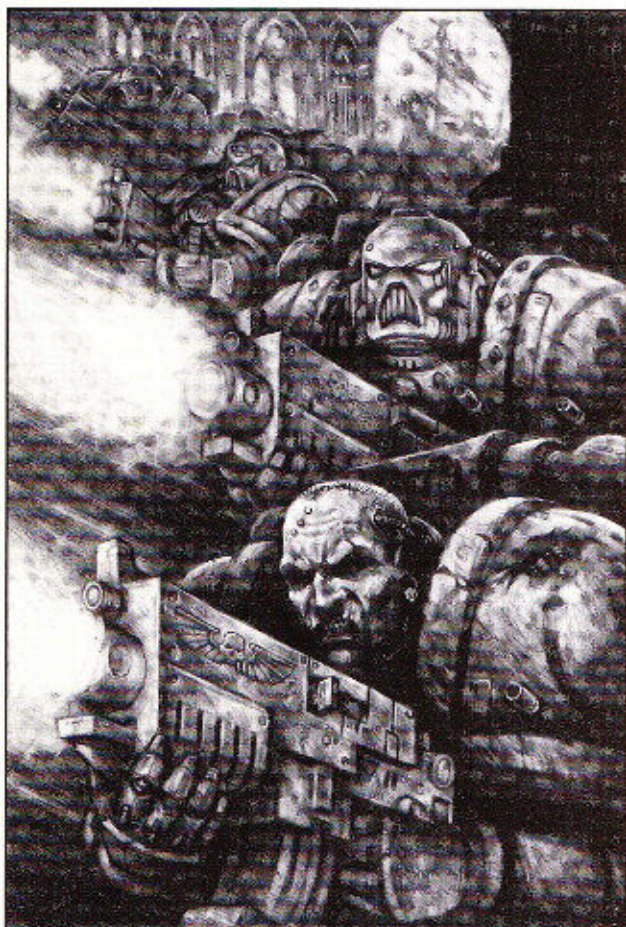
SPACE MARINE TURN SIX

As we entered the final pair of turns the game was still very close. Gav knew he had a good chance of winning, but there was little he could do to effect the outcome in the final turn. In the shooting phase the Dreadnought and Terminators were able to fire at Grishnak, but failed to kill him. Then in the assault phase disaster struck, as Adrian's brave Grots, no doubt inspired by passing their morale test, managed to pull down and kill one of the Space Marine bikers. The Space Marines also killed a grot, but this was little recompense for Gav, because with the bike unit reduced to under half strength he couldn't use it to claim a table quarter. His only hope was to break the Grots and chase them off the table in the final assault phase!

"Gav knew he had a good chance of winning, but there was little he could do to effect the outcome on the final turn."

REMOVING CASUALTIES

When a unit suffers casualties it is up to the player who commands it to pick which models are removed. The only restrictions are that models killed by 'template' weapons like flamers must come from under the template, and that models killed in close combat must come from those in base-to-base contact with the enemy first. This tends to mean that heavy weapons or characters are the last models in a unit to fall.



ORK TURN SIX

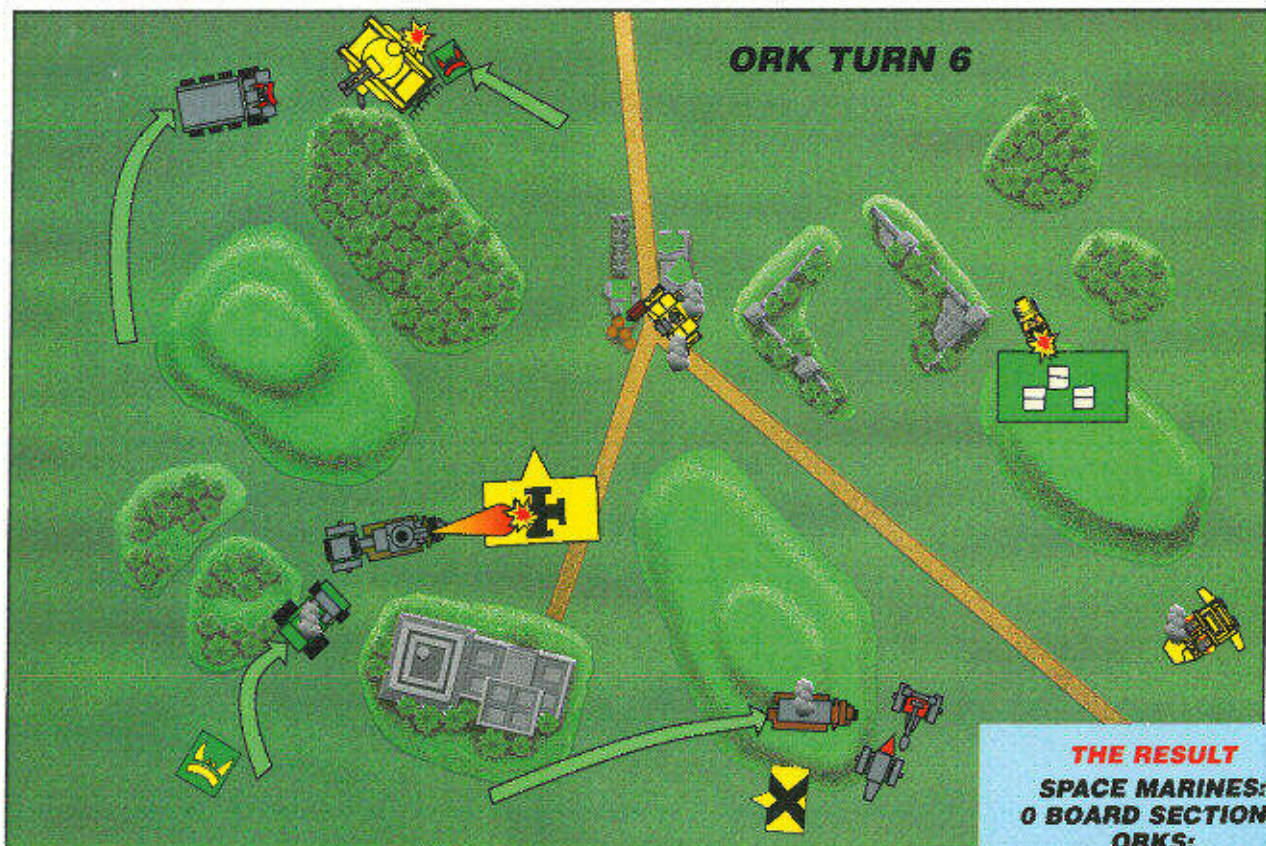
Having lurked under cover until the last possible moment, Adrian's surviving vehicles roared out to seize or contest as many table quarters as possible. At the same time Grishnak went bounding after the Predator, because if he could destroy or immobilise the vehicle it would win Adrian the game.

In the shooting phase the scorchers managed to inflict a single wound on the Space Marine Force Commander (he was under the flamer template, and Gav chose to take the wound on him rather than risk losing a Terminator), while Grishnak's shots bounced harmlessly off the side of the Predator.

As we entered the assault phase, the game hung in the balance. If Grishnak could immobilise or destroy the Predator, the Orks would win the game. Grishnak did his best, scoring a glancing hit on the vehicle – unfortunately, rather than a track, he pulled off one of the Predator's lascannons! Everything came down to Adrian's Gretchin, if they fled, the game would be a draw... The biker went first, hacking down a Grot. Then the Grots struck back causing a single wound. Gav just needed a 3+ to win the combat and draw the game – and rolled a 2! The last biker went down, giving the Orks control of one more table quarter than the Space Marines. Adrian's brave Grots had won the day for the Orks!



ORK TURN 6



THE RESULT

SPACE MARINES:
0 BOARD SECTIONS
ORKS:
1 BOARD SECTION





the battle off the tabletop...

Anyone who saw my army in White Dwarf 222 will know that I've been doing a lot of re-modelling and repainting just recently. When I have an idea I go back over a mob, adding, for example, banner poles, warpaint, waterslide transfers (the next job for my army) and trophies. The Grots in particular are getting a couple of Space Marine helmets to add to their banner poles! What I want to add next to my army are some large Boyz mobs. I have lots of vehicles but not many troops. However I am holding on because I know that there are a load of new Ork models in the pipe line...

Still, it is an Ork victory from a tactical point of view. Having the last turn means being able to do clever stuff with what remains of your forces, taking board sections and denying others if possible. If I have any criticism of myself in this battle, I think there were moments when I hesitated to charge into combat or wondered whether to consolidate or advance. There can be only one answer, CHARGE! It's always preferable to charge rather than be charged, especially if you are Orks!

Adrian: Well, I never doubted for a moment that I would win... not it could have gone either way until the very end. It was a great scrap against a great Skumgrod (favourite enemy, hated friend in Ork speech). I have to say that the Space Marines really won the battle from a moral point of view. Grishnak looked mighty lonely smashing up the Predator Annihilator with only a bunch of Grots, last seen jumping up and down on the corpses of a couple of Space Marine bikers, over the other side of the battlefield. The Imperial Fists were still there in force, a virtually full squad of Terminators and a Predator Annihilator.

WAAAGH!

It's hard to decide what I should change in my army (apart from the crew of that Annihilator). First of all I thought of swapping the bikes for another Tactical squad in a Rhino, but then I thought of what the bikes could do to enemy vehicles with the meltagun and plasma gun. In the end I decided I would keep things pretty much as they were, except I would probably leave the Chaplain behind in favour of more bikes or another Land Speeder. Of course, that's from playing a Cleanse mission where mobility is very important, and I look forward to trying out the army in one of the more 'stand up and fight' missions such as Recon or Patrol.

All in all, I can't think of a better battle to demonstrate why the new Warhammer 40,000 rules are better than the old ones (I'm biased, I know, but I still think it's true). The new system is a lot faster and enabled us to play the game in about half the time it would have taken before, which of course means that you can fight even very large battles over a single day. Just looking at the maps shows that battles have a much more visible dynamic - you can see where units have made advances and sweeping attacks, where the enemy have been held back or broken through. In my mind, this all adds to the visual spectacle and tests your tactical skills, which can only be a good thing.

Adrian explained his 'Gorkers' and 'Workers' plan to me after the battle, and I must say that it worked very well. I felt like I was fighting two armies - I destroyed one of them pretty quickly, but I was fairly helpless to stop Grishnak and his Nobz from rampaging through the two Tactical squads. Again, however, once I had a clear target it was a shooting gallery for my Space Marines, even though the Nobz tried to skulk into the woods. Grishnak himself was only saved from death by making three covers saves at once.

My firing in the first couple of turns was everything I could have hoped for (Predator Annihilator excepted). It was an ample demonstration of the damage you can do if you concentrate the fire of several units onto one or two targets. By the end of the fusillade, Adrian's centre had collapsed, and it looked as if taking out the buggies, traks and scorcher wouldn't present too much of a problem. In the end, it turned out that I wasn't quite mobile enough to hunt them down, which again contributed to my defeat.

All in all my plan worked well, and the units in my army performed admirably, with the exception of the Predator Annihilator which had a perfect target in the form of an Ork Dreadnought. It hit several times, but I couldn't get anything more than a glancing hit on the stupid thing! In the end, that was to lead to my own Dreadnought being immobilised and my well have actually lost me the game. I can even forgive my Bike squad being wiped out by Grots as they had already destroyed Adrian's other Dreadnought.

Gav: Victory (or at least a draw) swiped from my grasp by a handful of pesky Grots! Oh, the humiliation of it! Still, this is one of the best Cleanse missions I've played (and believe me, I played quite a few during the development of the new system). Both Adrian and I had clear ideas about what our forces were going to achieve, and it ended up as a real slaughterfest on both sides.

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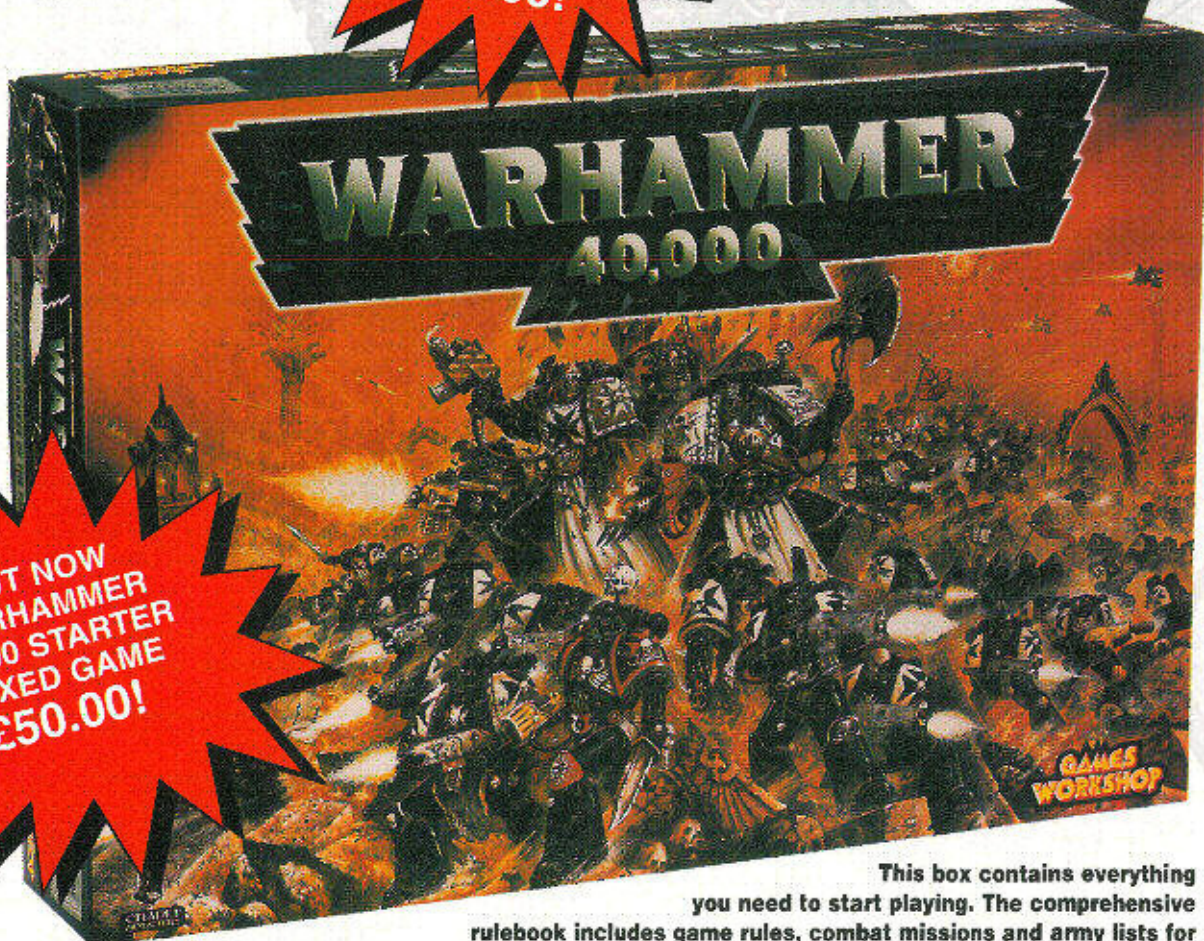
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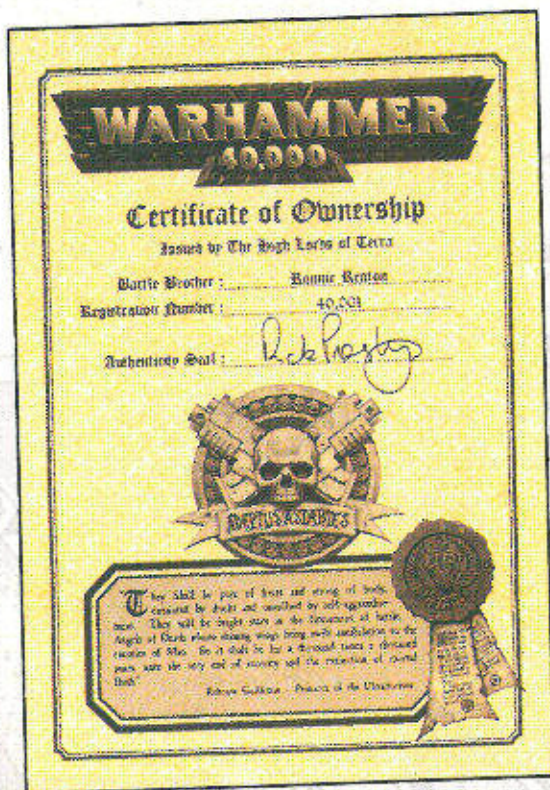
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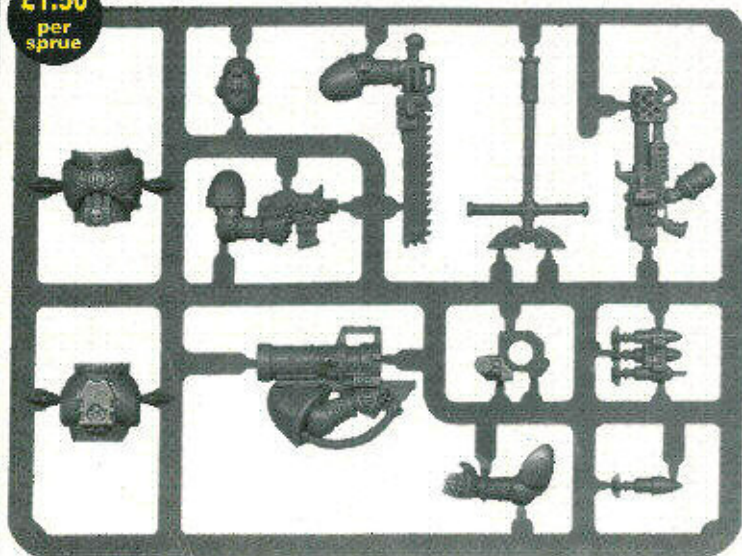
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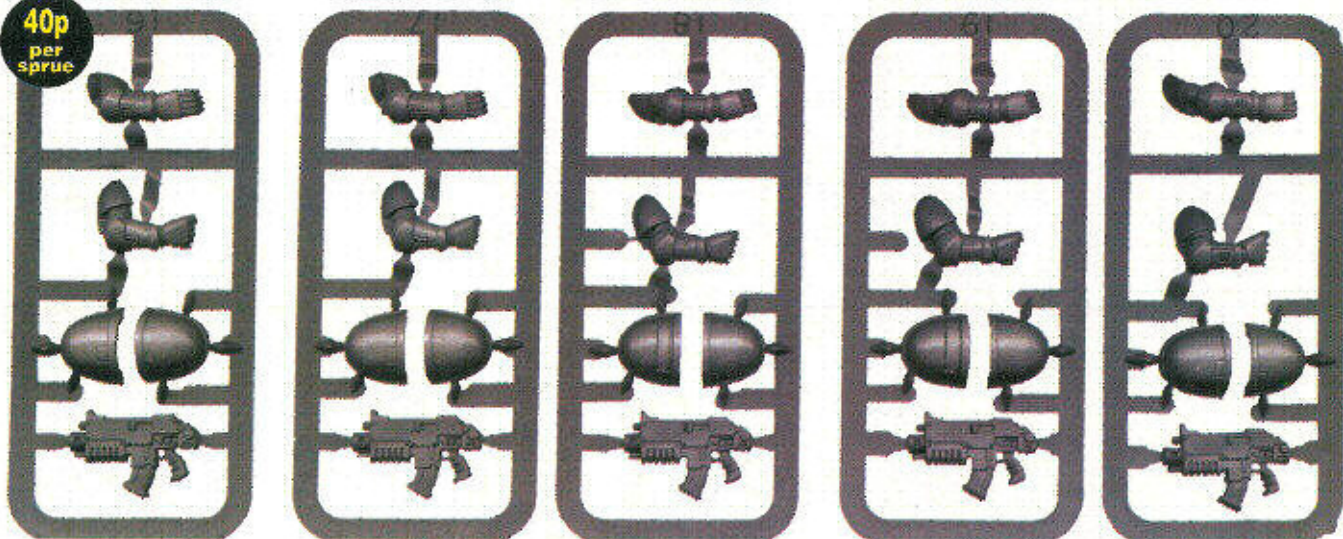
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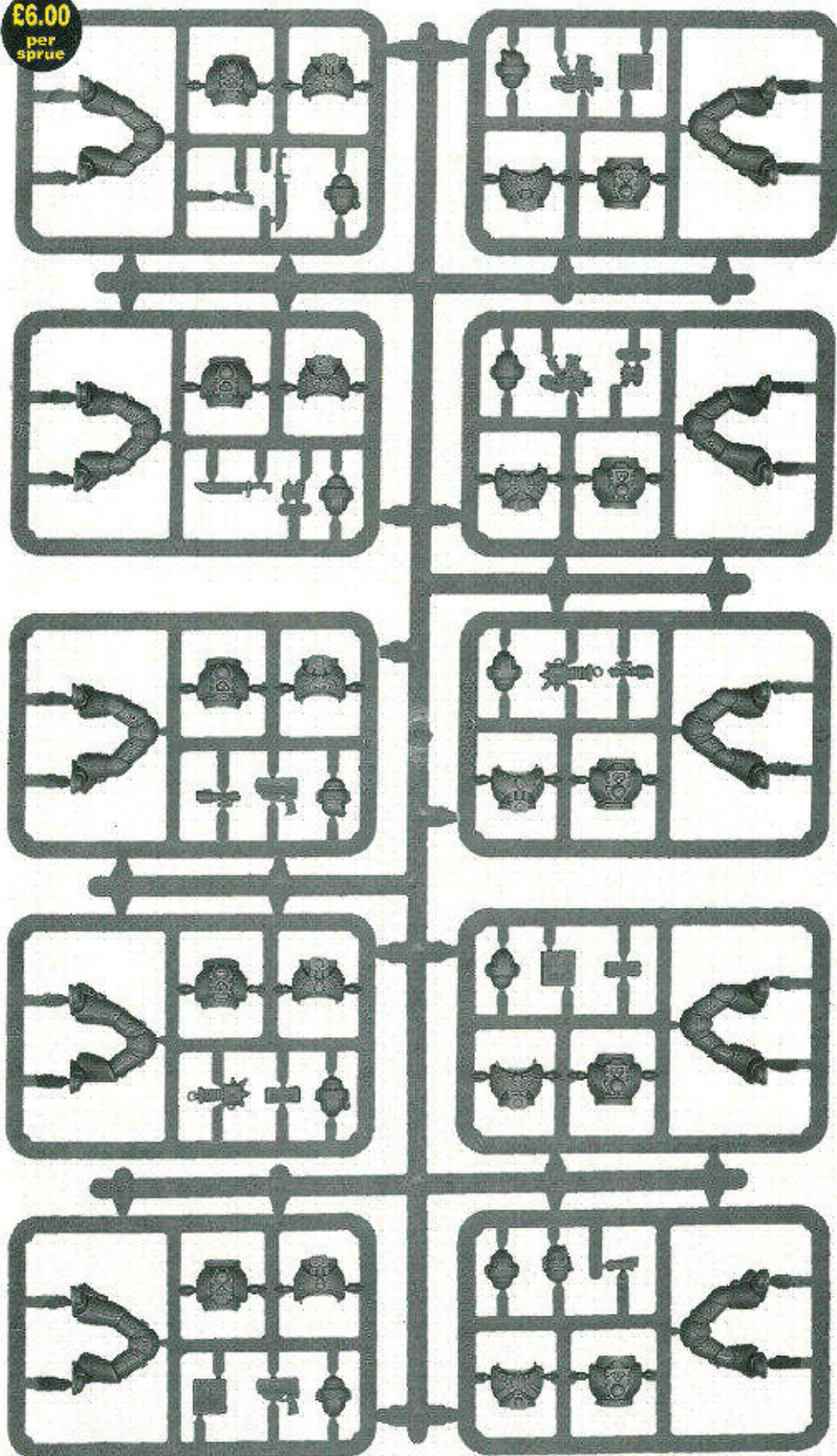
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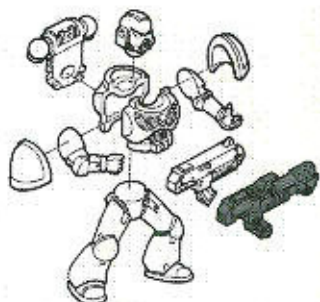
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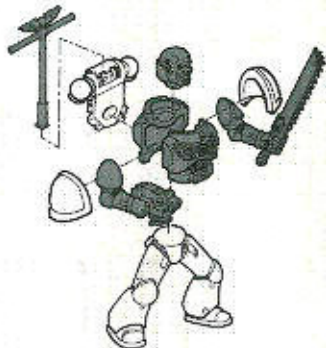
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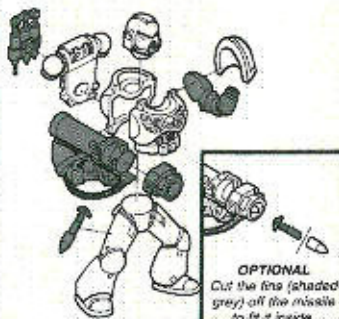
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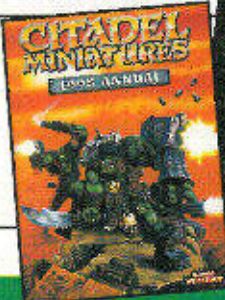
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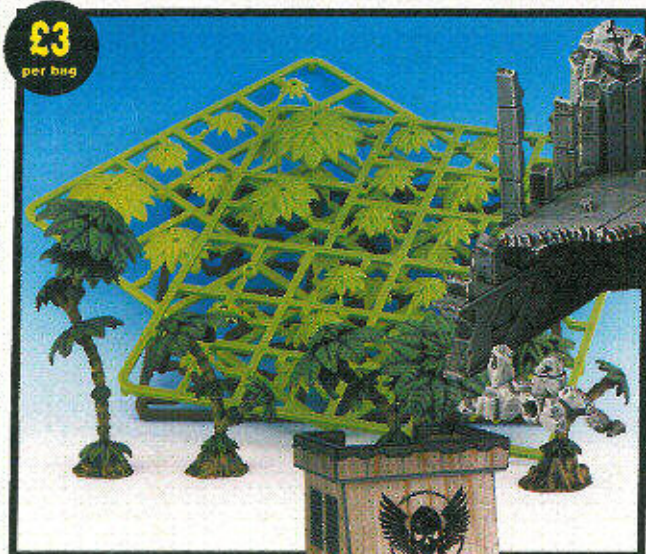


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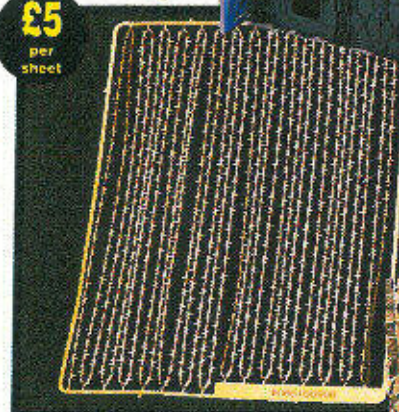
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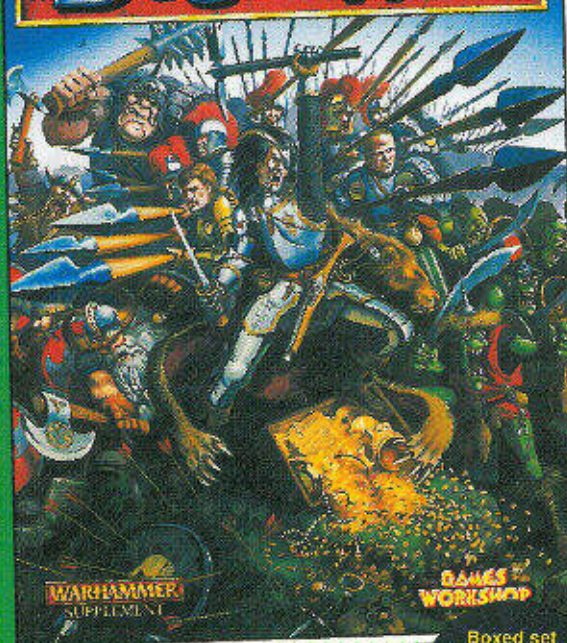
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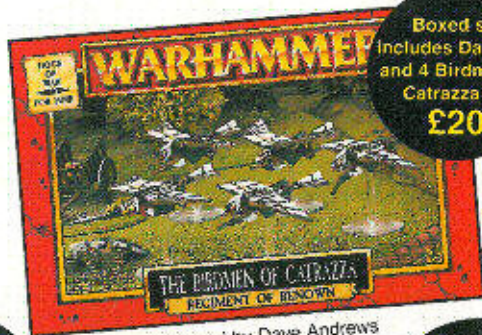
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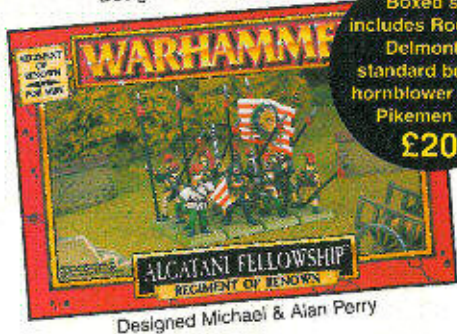
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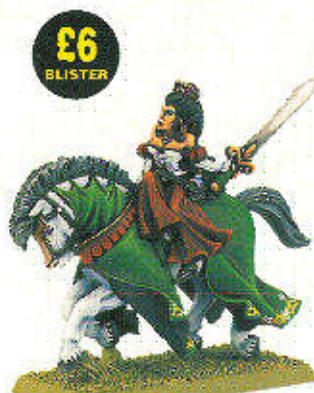
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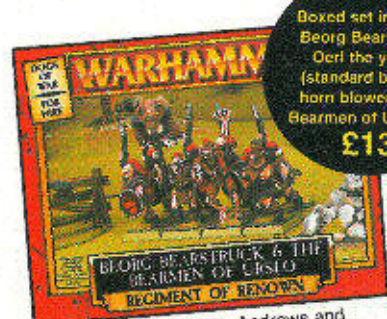


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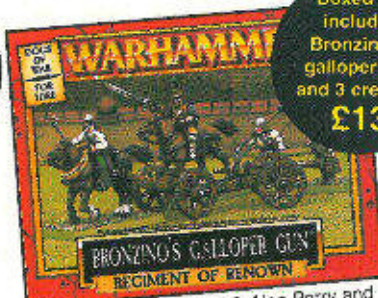
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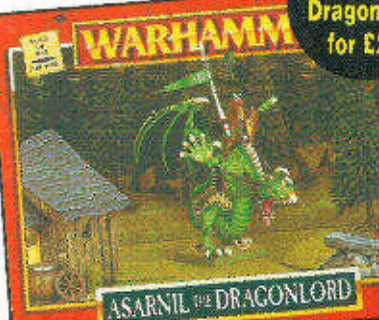
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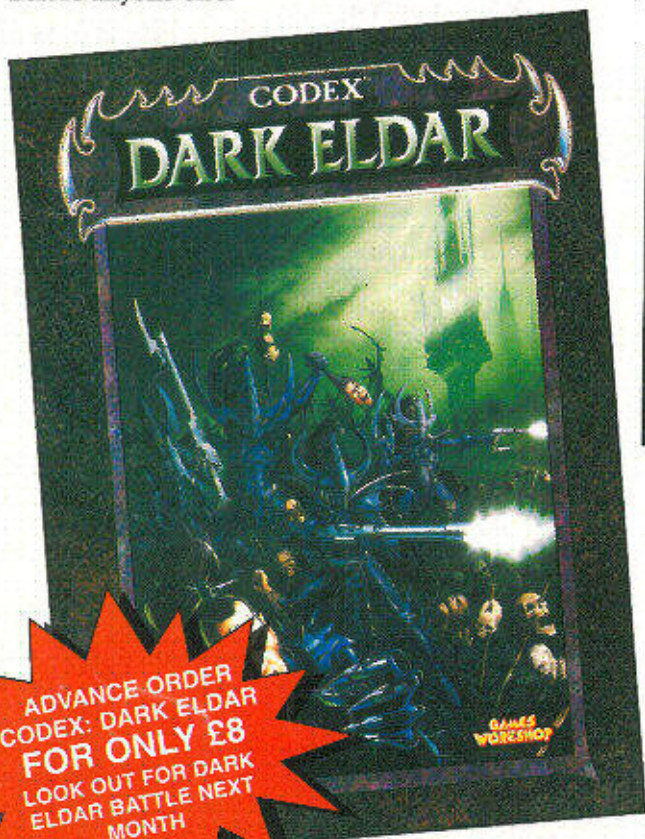
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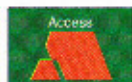
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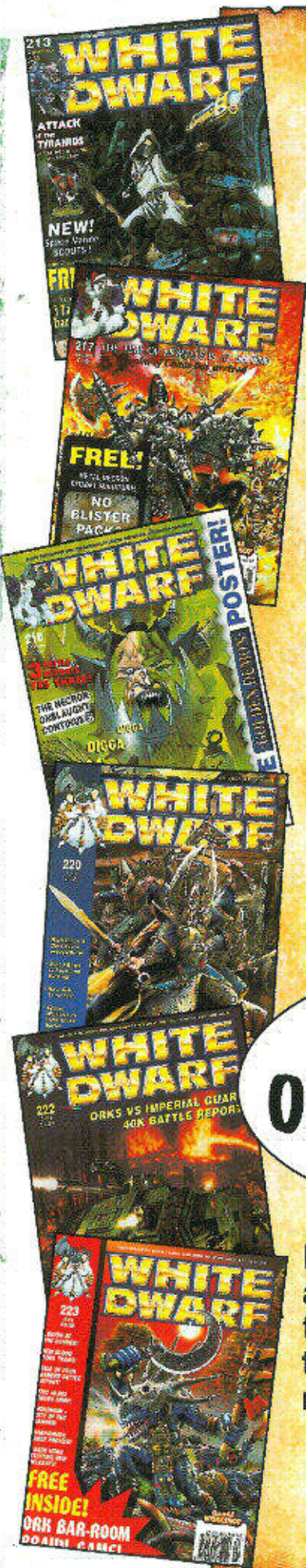
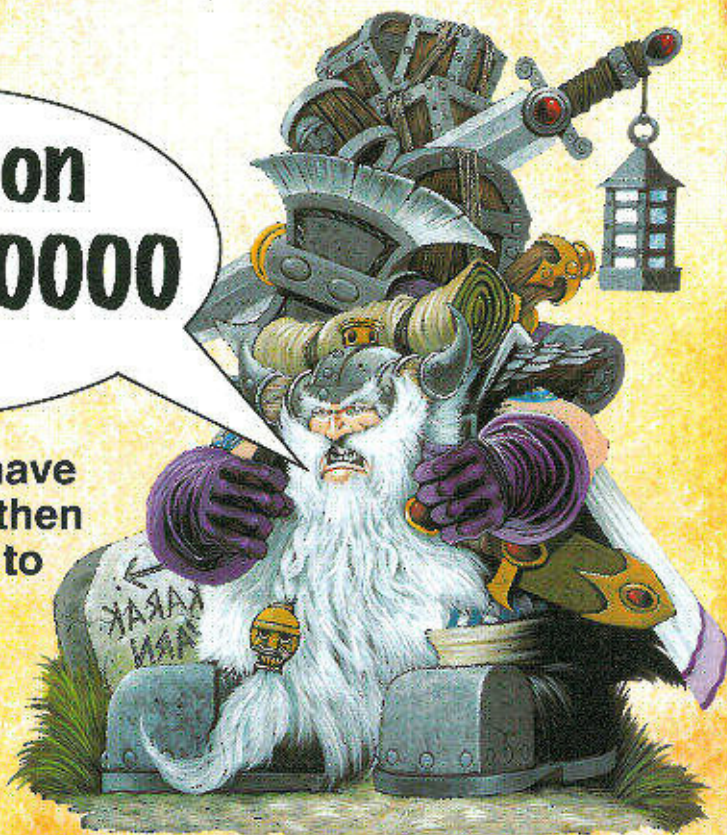
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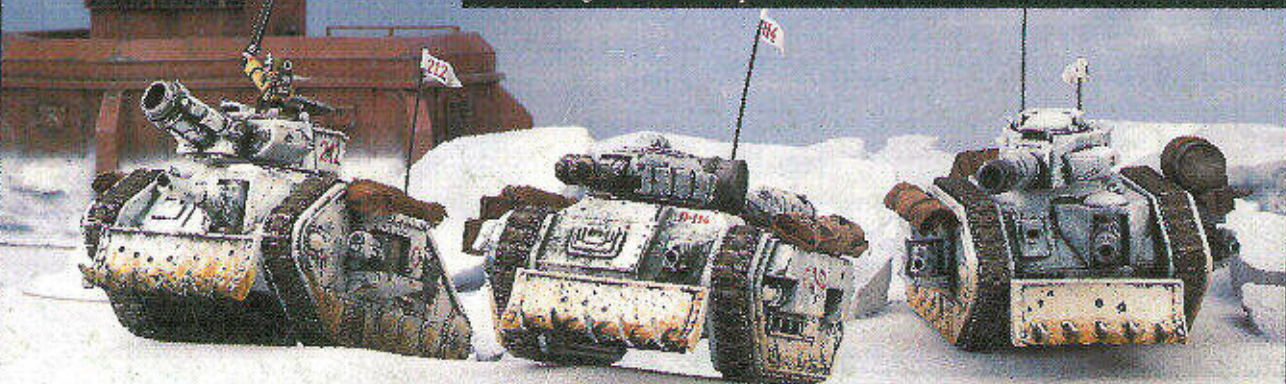
Eldar Wraithlord and Wraithguard



Chaos Lord vs Ork Warboss



Blood Angels Tactical Squad



From left to right: Demolisher, Hellhound & Leman Russ Battle Tanks