GAMES WORKSHOP'S MONTHLY GAMING SUPPLEMENT AND CITADEL MINIATURES® CATALOGUE

White War™

Jungle Hell!

CATACHAN JUNGLE FIGHTERS

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GAMES WORKSHOP

WHITE DWARF



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By Karl Kopinski.

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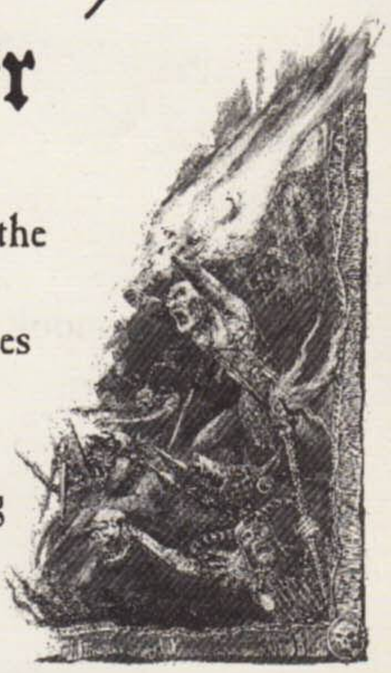
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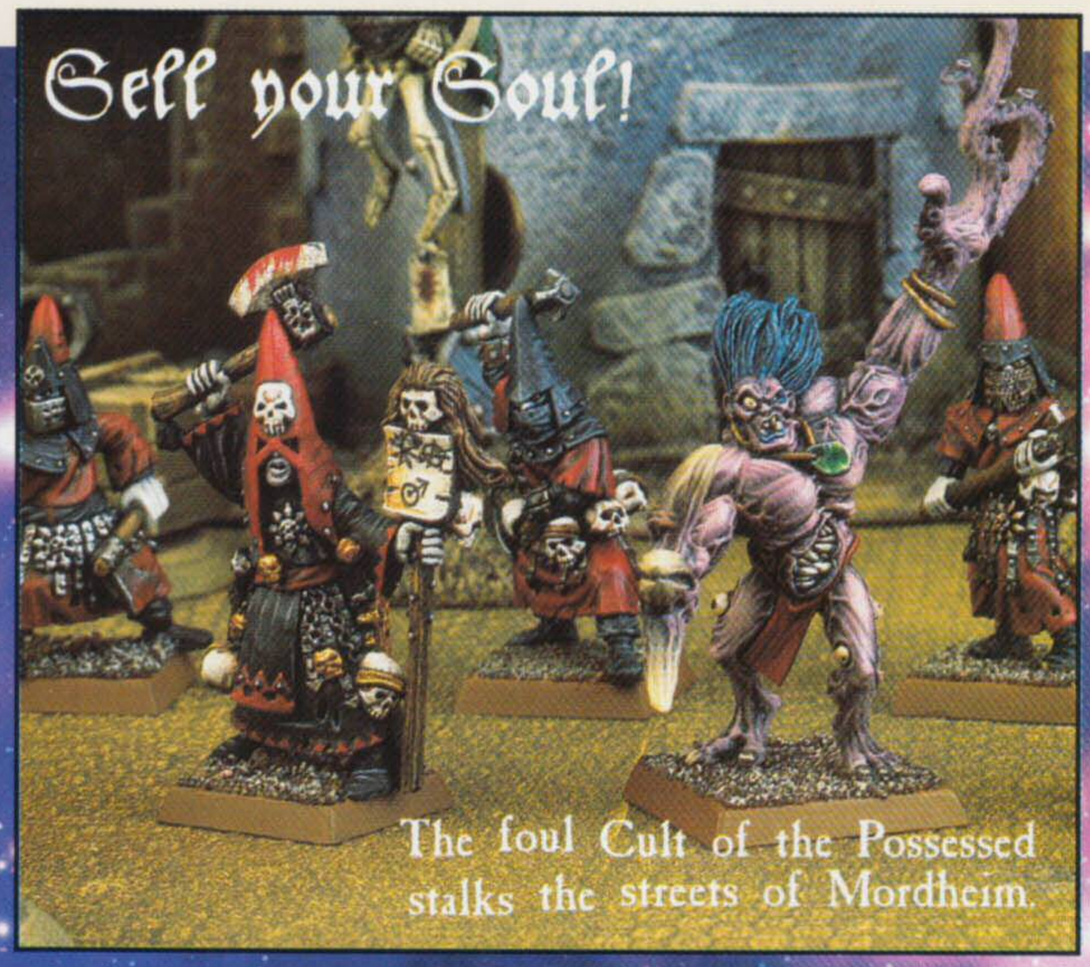
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MORDHEIM

Hear ye! Hear ye!
Town Cryer
published within

Read dark tales of the foul Cult of the Possessed that haunts our once proud city. Reports are in on huge skirmishes taking place on our streets involving multiple warbands. We investigate rumours of the Witch Hunters taking action against the foul brethren of the Possessed.





The foul Cult of the Possessed stalks the streets of Mordheim.



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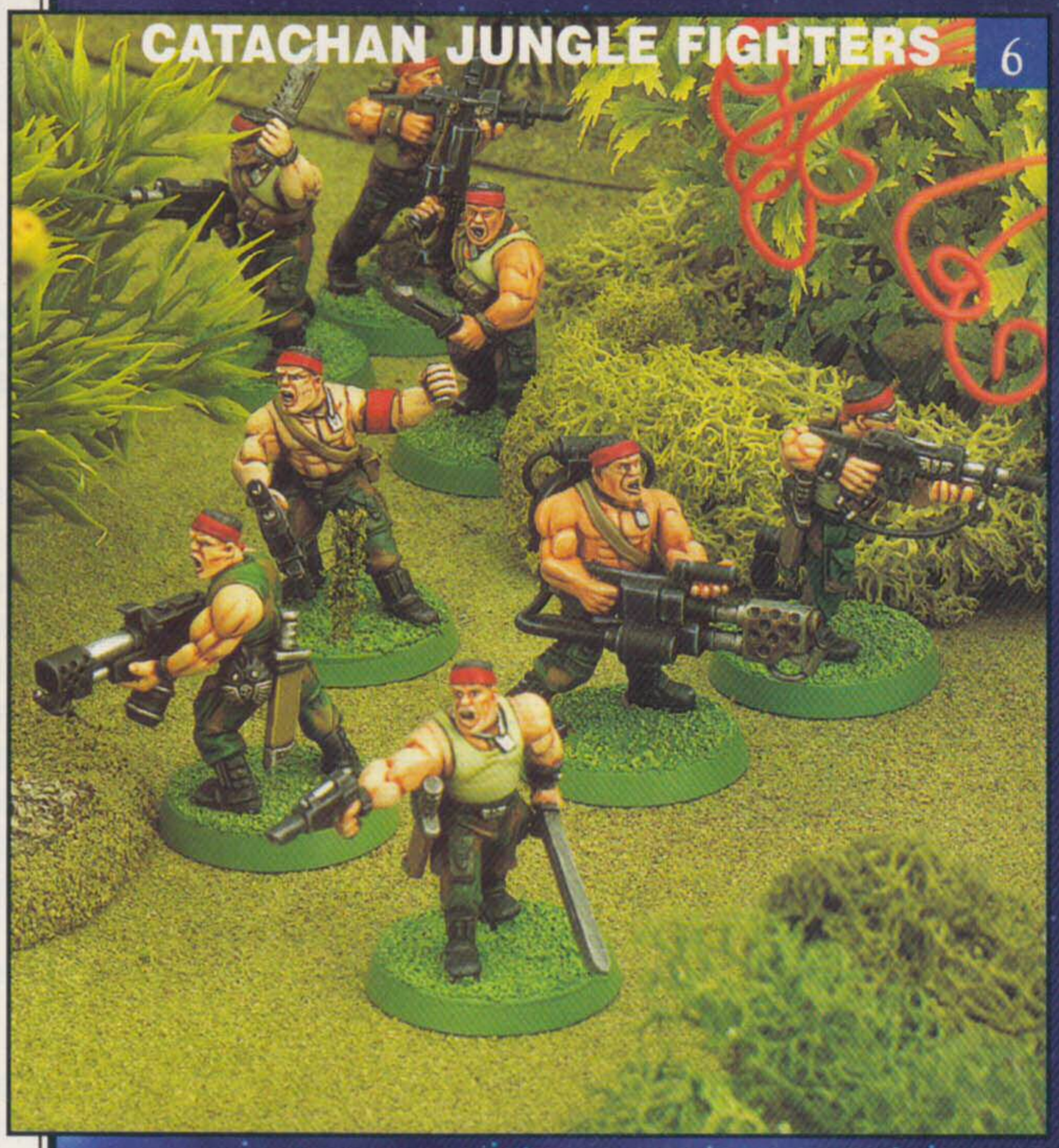
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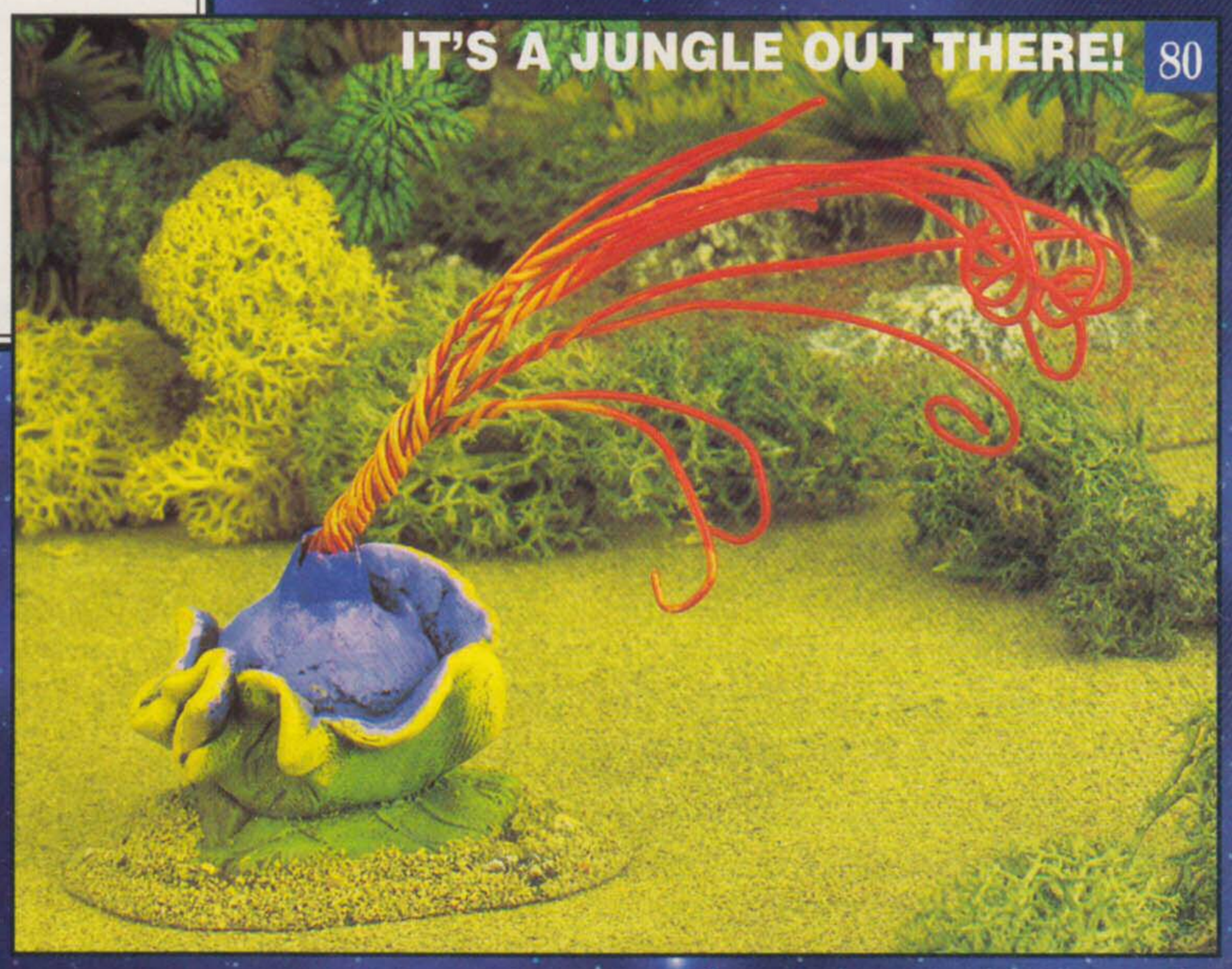
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WHITE DWARF™

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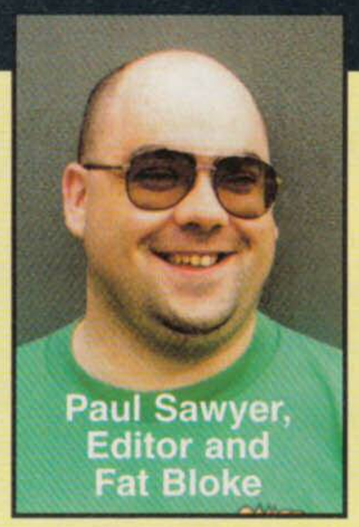
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NEWS

The Fat Bloke Editorial


Paul Sawyer, Editor and Fat Bloke

When I'm out and about at tournaments and conventions I meet a lot of enthusiastic gamers interested in writing for White Dwarf. I also receive sack-loads of manuscripts every week from budding writers eager to see their work published in these hallowed pages. Suffice to say that I currently spend a lot of time reading through page after page of articles rather than what I'm really good at (sloping off to the canteen for a crafty bacon butty, throwing things at the WD lads – you get the picture).

So to help you help me you'll find our Writer's Guidelines later in this issue. Have a good look at them and please, please send me in your synopses rather than completed articles (I simply can't keep reading through entire 24 page epics!). By sending in a synopsis I can see your writing style as well as the general content and tone of the proposed article. Then if it's the sort of article we want to publish we'll agree for you to commence with the work at hand. This prevents you submitting your entire article only to have me point out that we can't use half of it for one reason or another and wasting your precious time (which could have been spent playing games!).

So to recap: read the guidelines, submit synopsis, wait for confirmation of proposed article, write like crazy and send it in!

I look forward to reading your synopses and I'll see you again next month,

FAT BLOKE

GAMES WORKSHOP STORES

FRONT LINE NEWS

A new country joins the Games Workshop fold! And our Bristol store gets a cool new look...

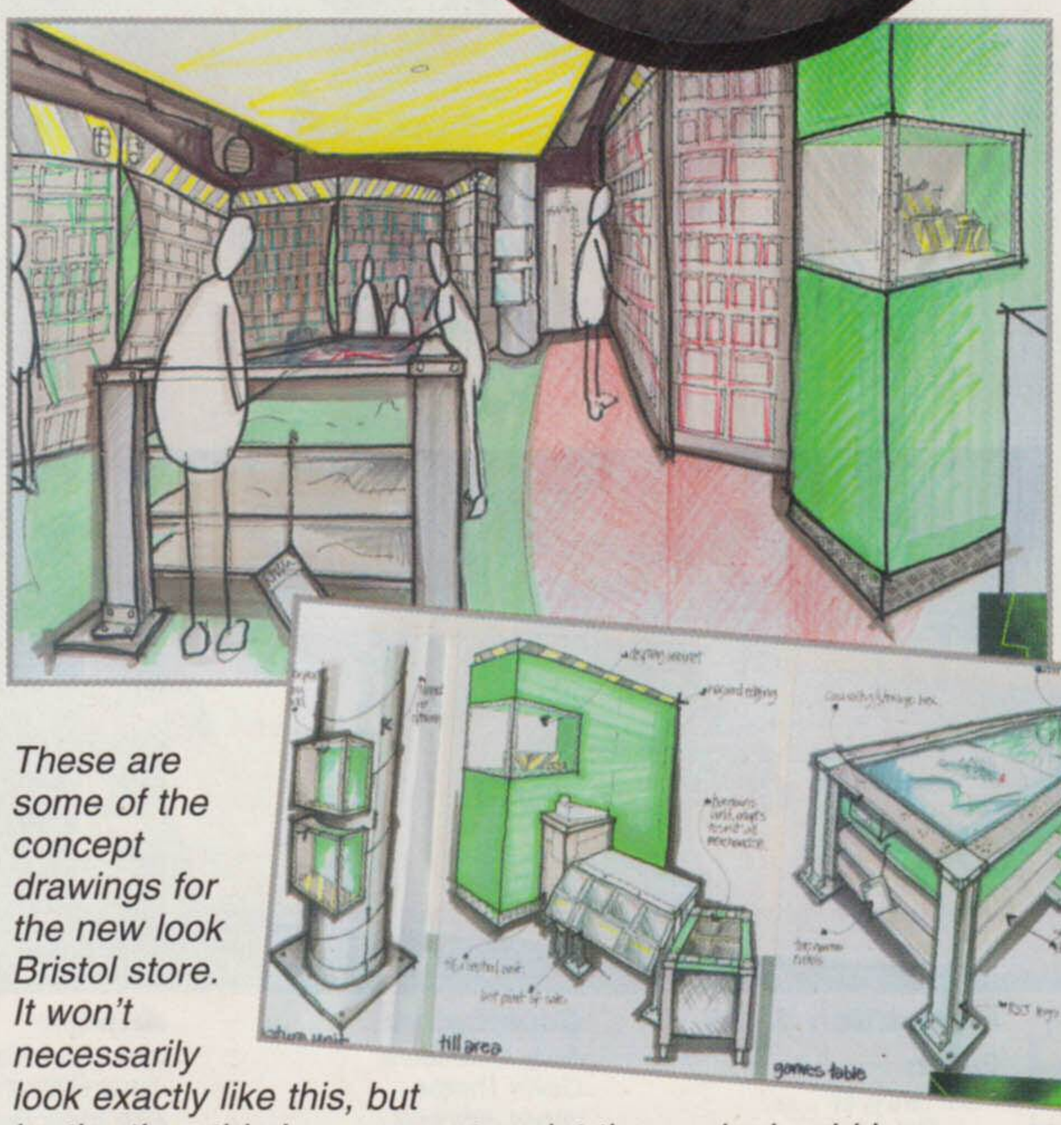
Sweden is the latest country to host a Games Workshop store! Games Workshop Stockholm is now open, and the Swedish capital resounds to the crack of bolter fire and the clash of good Reikland steel on foul Skaven metal.

You'll find a map for the new store in this issue, so if you live in or are visiting Sweden's biggest city make sure you pop in.

Games Workshop Bristol is to become the very first Games Workshop 'elite' store. This store offers much more than a normal store, in a completely different environment. So if you live in the South West, or have already visited Warhammer World ten times, check out the latest in the world of Games Workshop at Bristol.

There are now 117 stores in England, Scotland, Wales and Northern Ireland, so no matter where you live, an outpost of gaming activity lies near you. Add to this stores in Eire, Holland, Belgium, France, Germany, Italy, Spain, Sweden, Denmark, Canada, Australia, New Zealand, Hong Kong and the US, and you have well over 200 stores across the globe!

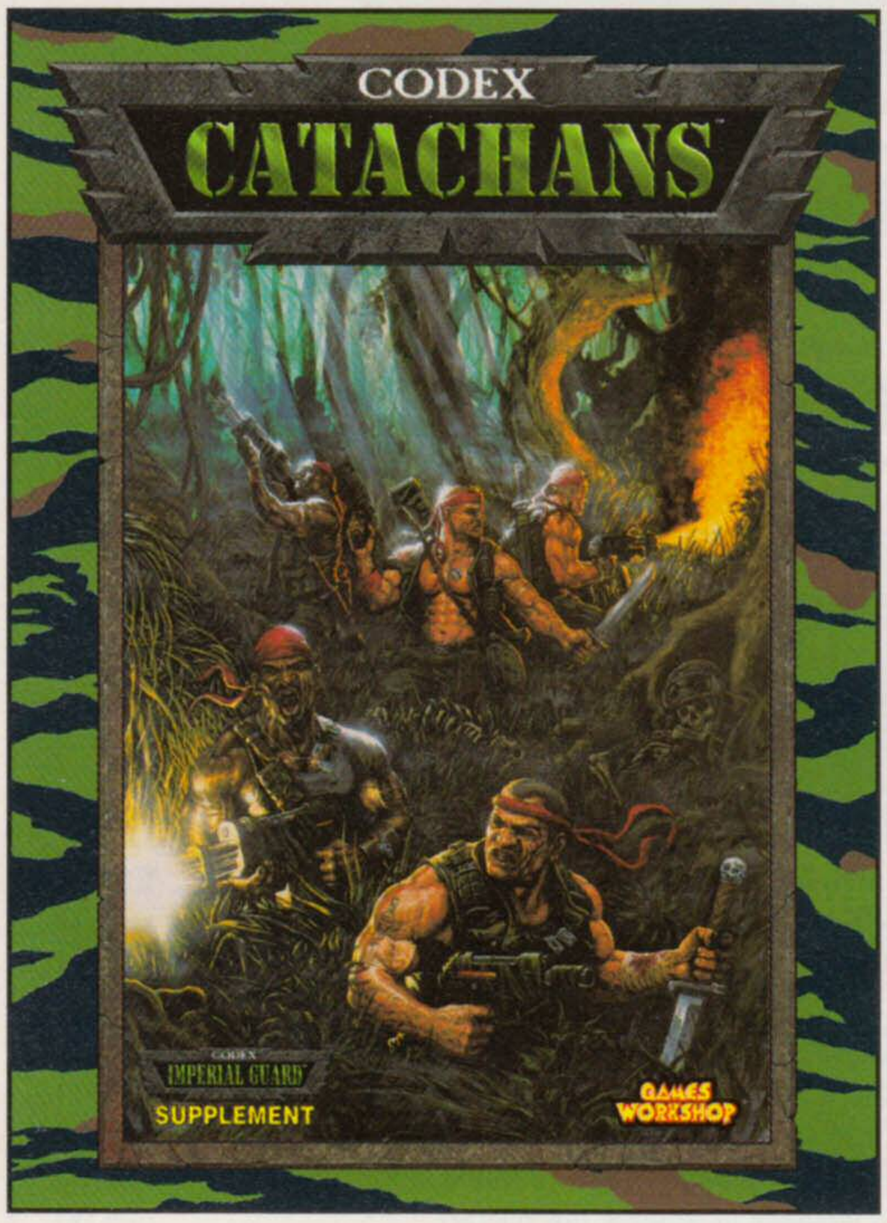
The light of the Emperor is now truly international.



These are some of the concept drawings for the new look Bristol store. It won't necessarily look exactly like this, but by the time this issue goes to print the work should be finished, so you can go and see for yourself!

NEWS

CODEX CATACHANS
DEADLY DEATHWORLD JUNGLE FIGHTERS



The Catachans are some of the toughest Imperial Guard soldiers to be found. Brought up on the nightmare deathworld of their home planet, merely surviving to adulthood requires immense skill and resilience.

The new Codex contains a completely new army list for Deathworld Veteran forces, as well as rules for including Deathworld Veterans in a normal Imperial Guard army. There is also a section about fighting battles in dense jungle terrain. Codex author Jervis Johnson explains it all later this issue.



Deathworld Veterans appear out of the jungle to assault Eldar invaders.

CHAOS BATTLE FORCE

From this month it will be even easier to collect an army of Chaos Space Marines, as the new Battle Force is released.

The Battle Force contains ten Chaos Space Marines, twelve Khorne Berzerkers, four Chaos bikers, a Rhino to carry one of your infantry squads into battle and finally some gothic ruins to give your troops some cover as they charge forward into combat.

This is an easy and cost effective way to build the core of a Chaos Space Marine army.

NEW IN TOWN

The streets of Mordheim are awash with some of the most vile beings to be found anywhere in the Empire. The warbands of the Cult of the Possessed openly declare their worship of the Chaos gods, and they are not the only new arrivals...

The Cult of the Possessed worships the powers of Chaos, in particular the terrible Shadowlord who, it is said, dwells in the huge crater made by the impacting comet. Many members of the Cult's warbands exhibit strange mutations and some are actually half beast, half man – known in their own tongue as Gors. Some of the Chaos worshippers have even given their bodies over to Daemons, becoming twisted and warped, with immense strength.

Also arrived in the ruins are new hired swords, the Pit Fighter and the Elf Ranger.



Possessed Beastman



Elf Ranger

NEWS

Rumours from the Black Library

THERE'S A WARP STORM BREWING!

In the spirit of millennial collaboration, the Black Library and White Dwarf are proud to announce the eagerly awaited Battlefleet Gothic compilation, Warp Storm, which bursts onto the shelves this month. This hefty tome is packed with all the essential White Dwarf articles, covering a whole range of advice, tips, tactics and battle reports, together with a host of new and unseen stuff too. Some of the highlights in what promises to be an epic release include; new scenarios, the devastating Chaos Planet Killer, tactics on how to achieve the best from your torpedo salvoes, and much, much, MUCH more.

And this is just the first of what promises to be a healthy run of White Dwarf/Black Library team-ups, which will be continuing next month with the first issue of Mordheim Town Cryer as a separate, stand-alone magazine. Stay tuned!

IT'S A MOOT POINT!

This month the incumbents of the Journal Bunker have decided, against the better judgement of their peers, to focus on that most maligned of all the fantasy races, the Halfling. These innocent little bun-munchers have come in for a right load of stick over the years, and now it's time to put the record straight! Also packed into issue 36 of the Games Workshop hobby's own fanzine are the usual horde of scenarios, rules, Doc Butcha's awesome conversions, Imperial Armour and a whole load more.



COMIC MAYHEM!

The carnage and mayhem continues in Warhammer Monthly #27 with a whole heap of new stories and some of your firm favourites too. Bloodquest sees Leonatos and the Blood Angels battling their way across the Daemon world of Eidolon; this episode they must enter the plague city of Nurgle! Meanwhile, Mike Perkins and Mitchel Scanton bring us more tales of the mysterious Hellbrandt Grimm. We have the debut of a brand new character from Dan Abnett; Crusader follows the adventures of a Bretonnian knight as he seeks to slake his blood lust and desire for battle. And finally, we also have a superbly out-there new Kev Walker story, Pariah: The Daemon Heart. This stunning saga tells of a lone Eldar warrior who quests in the depths of space – but in search of what, and who is the mysterious Sister of Battle who haunts his visions? All this plus features, reader offers and (here we go again!) much, much more...

NEW THIS MONTH

Mordheim™

Possessed

Possessed warband (metal boxed set)	£15.00
Possessed Beastmen (3 model per blister)	£5.00

Undead

Undead Vampire (1 model per blister)	£4.00
Undead Necromancer (1 model per blister)	£3.00
Undead Dregs (2 models per blister)	£4.00

Hired Swords

Pit Fighter (1 model per blister)	£4.00
Elf Ranger (1 model per blister)	£4.00

Warhammer 40,000®

CHAOS

Chaos Battle Force (plastic boxed set)	£40.00

IMPERIAL GUARD

Storm Troopers with assault weapons (2 models per blister)	£4.00

CATACHANS

Codex Catachans	£4.00
Colonel 'Iron Hand' Straken (1 model per blister)	£5.00
Catachan Heavy Flamer Team (2 models per blister)	£5.00
Catachan Snipers (3 models per blister)	£5.00

Black Library™

Warhammer Monthly 27	£2.00
Citadel Journal 36	£4.00
Warp Storm (Battlefleet Gothic compilation)	£12.00

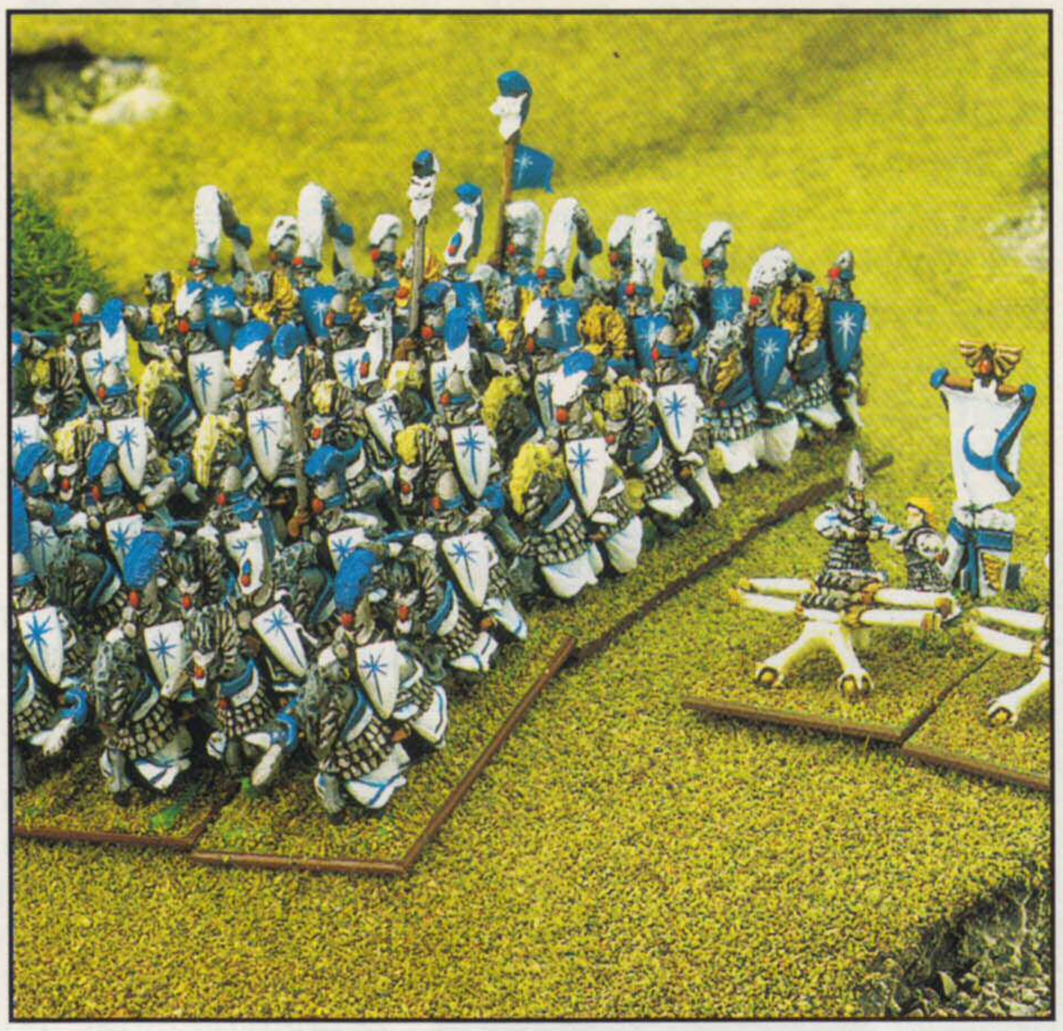
NEWS

NEXT ISSUE...

WARMASTER MASSED BATTLES

Games Workshop's newest game, out next month, is Warmaster. It is set in the fantasy world of Warhammer and uses many of the same armies, but the miniatures themselves are much smaller allowing you to field far bigger armies and fight huge, sweeping battles!

You will find a preview with more photographs of the amazing new armies later in this issue.



A huge regiment of High Elf cavalry charges into battle, supported by Repeater Bolt Throwers.



CODEX™

CATACHANS™

WHAT'S THAT IN THE BUSHES?

by Jervis Johnson

As you have probably noticed, this month's big release is Codex Catachans and here to guide us through the undergrowth of this new Codex is Catachan Captain Johnson.



I'll be honest – of the various Codexes I've worked on so far for the new edition of the Warhammer 40,000 rules, Codex Catachans is the one that has been the most fun. This is surprising, because at the start of the project I really wasn't looking forward to it as much as usual. I'd just finished Codex Imperial Guard and thought that we'd probably done just about everything that could be done with Imperial Guard infantry. Boy was I wrong!

Probably the major reason that Codex Catachans was so much fun to work on is that it's as much a supplement for the Warhammer 40,000 game as an army list, including as it does rules and information explaining how to play games in jungle terrain. The dense terrain used for such battles has made for some very interesting battles, with a very different 'feel' to normal games of Warhammer 40,000. The restricted lines of sight mean that you tend to get a lot of isolated firefights and assaults fought at very short range, which makes for an exciting, fluid game with plenty of movement and manoeuvres.

So how does this show that there is still loads that can be done with Imperial Guard infantry? Well, the answer is that rules for jungle terrain isn't all you get in the Codex, because it also includes a stand-alone 'Deathworld Veterans' army list, which is basically a completely new Imperial Guard list designed to create Imperial Guard armies that can fight in jungle terrain.

Last, but by no means least, the Codex also includes rules for using the unique units from the Deathworld list in a 'standard' army picked from the list in Codex Imperial Guard. So it's really three things in one, all packed neatly into 24 pages. Below, I'll explain what we've done and why we've done it, but for now you should check out the Codex even if you don't play an Imperial Guard army, as the rules in the book for jungle terrain can be used with any of the army lists we've published.

DEATHWORLD VETERANS

Jungle rules aside, the main bulk of Codex Catachans is made up of the Deathworld Veterans army list. Over the last couple of months we've been doing some serious playtesting of the list, and the Catachans have been up against all the other major races. They've acquitted themselves well so far, though the Tyranids did give them a very tough time. (The Hive Mind gives everyone a tough time, especially now we have Andy Chambers' new Lictor rules in this month's Chapter Approved – Shukes). Aside from the unique terrain, the other thing that has stood out is the Catachans' ability to set up secret booby traps and deploy some of their units in hidden ambushes. As the opponent doesn't know where these things are until they attack him, we've found it creates a suitably paranoid atmosphere.

As I've already mentioned, although Codex Catachans allows you to add some new Catachan units to a standard Imperial Guard army, it also allows you to field a 'Deathworld Veterans' army, made up only of toughened Catachan Jungle Fighters. It's this Deathworld Veterans list that we've been testing and it's been designed to create an army that operates in dense jungle terrain. Because of this, the army is limited to infantry and sentinels – no tanks or vehicles are used at all. In order to make up for their lack of heavy support, Deathworld Veterans benefit from a Weapon Skill of 4 (rather than 3 for standard Guardsmen) and also have a number of special abilities when operating in jungle terrain. The most important of these is their ability to move through jungle as if it were clear terrain and to see up to 12" through jungle if they remain stationary. This last ability can be very useful, as all other troops can only see through 6" of jungle, so it allows the Catachans to fire at enemy troops from positions where the enemy can't see to fire back.

Aside from being better in close combat and benefiting from special rules, a Deathworld Veterans army has access to a number of new types of unit which can also be used in 'normal' Imperial Guard



A unit of Deathworld Veterans advances through the dense jungle foliage.

armies. Of these, the one that initially caused the most fear and consternation amongst opponents was the assault squads. These small teams are picked from the most 'gung-ho' troopers in a company, and so get to re-roll Morale and Pinning tests if they fail them. Although only six or seven men strong, they have access to heavy flamers and the dreaded 'demolition charge', which gives them outstanding firepower at short range. The demolition charge is, in effect, the equivalent of a hand-held battle cannon round which can be thrown up to 6" at the enemy. However, you have to roll for scatter like you would normally with a battle cannon round, which makes it nearly as dangerous for the guy using it as the enemy (or at least, when I roll the Scatter dice it is).

While the assault squads and their demolition charges are probably the most entertaining new unit in the list, the Catachan Devils units are probably the most dangerous. Catachan Devils are elite combat units that are allowed to set up 'in ambush'. In order to do this, the table is divided into a grid of 1' squares, each of which is given a code number (ie, A1, A2 etc). Rather than being deployed at the start of the battle, the Catachan player writes down which 1'x1' square of the table the Catachan Devil squad is hiding in. This square can be anywhere except in the opponent's deployment zone. Then, at the start of any of his turns, the Catachan player can deploy the squad. Once deployed the squad can shoot and assault, which it will generally do to unleash a devastating ambush on some poor unfortunate enemy unit that has wandered into its square. This rule may sound a bit fiddly but in practice its very easy to use. More importantly, the rule creates a suitably paranoid feeling in the opposing player, who generally ends up viewing every bit of jungle as the potential home of a unit of Catachan Devils.

The same rule of hidden set up is used for two other units in the Deathworld army: Deathworld Snipers and booby traps. Deathworld Snipers work rather differently from Ratling Snipers in that they operate alone rather than in groups. If you decide to take a 'unit' of Snipers, you may hide up to three in different ambush locations around the board. In addition, because the Snipers use deadly toxins from deathworld creatures in their sniper rifles, they can re-roll the 'to wound' dice if it fails at the first attempt.

Booby traps are a special type of Heavy Support choice found only in the Deathworld army list. Rather than being a unit of troops, taking a 'unit' of booby traps for your army allows you to booby trap





Deathworld Snipers use deadly toxins from their home worlds to make their sniper rifles particularly effective.



Deathworld Snipers work alone, taking up position hours or even days before a battle starts.

CODEX

CATACHANS

To accompany the Codex, this month also sees the release of Colonel 'Iron Hand' Straken, the Deathworld Snipers and Heavy Flamer Teams.

COLONEL 'IRON HAND' STRAKEN



Colonel 'Iron Hand' Straken is the gung ho leader of the 2nd Catachan Regiment. After being severely injured by a Miral Land Shark he was fitted with a bionic arm and chest unit that bestows him with incredible strength. He is the embodiment of the Catachan way of life and is an inspiration to all who serve with him.

"What in the seven hells of Chaos are you waiting for? Personal orders from the Emperor himself? When I say take that damned hill, I mean take that damned hill, not damn well stand around and stare at it! I don't care if there's 50 L'Huraxi up there. I don't care if there are 50,000 L'Huraxi up there! Our orders are to take that hill and I'm going to damn well take that hill even if it means I have to kill every last one of the purple-skinned giants myself. Damn it, follow me. I'll show you how it's done. That's it, get stuck in there. Medic! Stop whining, Brook, you've got another damned leg. D'ya think I cried like a damned new-born when I lost my arm? Course I damn well didn't, I upped and ripped that damned Land Shark's damned throat out with my damned teeth! That's it, Sergeant Reed, give 'em some Catachan steel. Emperor's teeth, their blood stinks. Get that heavy flamer into that trench, flush the damned Grox-heads out. That trench, you idiot, not this one! Oh yes, smell those aliens burn. Smells better than breakfast, don't it? Give me that damn grenade. Do I have to do everything myself? See? That ain't proper armour like you'd see on an Imperial tank – no it's flimsy, fall-down-in-a-strong-breeze, I-hope-they-don't-spit-at-me armour. I didn't really mean spit at it! You there! Yes you! Pick up Sergeant Creek's hand. The medics might be able to stick it back on for him later. Don't stop now, you damned work-shy sons of acid grubs, we're only damn well halfway up..."

Colonel Straken at the Battle of Moden's Ridge, Yaquit 27 campaign

DEATHWORLD HEAVY FLAMERS

Formed from the bravest of the regiment's warriors, assault teams take the fight directly to the enemy. They bear the brunt of the bloody combat which often occurs in jungle fighting and so are heavily armed with demolition charges, meltaguns, plasma guns and flamer weapons. Of these the heavy flamer often proves particularly effective, engulfing entire enemy units in burning jets of fuel.



DEATHWORLD SNIPERS

Deathworld Veterans recruit their own snipers from amongst their finest marksmen. A Deathworld Sniper will take up position hours, or even days, before a battle to find the best spot in trees or among roots and will conceal himself fully before the enemy draws near. Concentrated sniper fire can throw enemy units into complete confusion, the Snipers becoming almost impossible to spot in the dense jungle terrain.



up to three of the 1'x1' squares on the table. If an enemy unit moving through the square rolls a 'double' when it rolls to see how far it can move through difficult terrain then it sets off a booby trap and is attacked! The exact form of the attack depends on the type of booby trap that has been used. Several kinds are available, such as plasma charges that target a single model with a powerful attack, or shredder mines that use the Flamer template and so on.

There are a number of other changes to a Deathworld army when compared to a normal Imperial Guard army but these are all fairly minor (platoons don't get Command sections, Commissars aren't made very welcome within Deathworld armies and often suffer 'accidents', Sentinels come with flamers and a rough terrain modification as standard, to name but three). However, the intrinsic character of the army is encapsulated in the units described above. The overall effect is to create an army list that allows you to field a small, elite Imperial Guard infantry force, something that's not really possible with the standard list. What's more is it's an army that is designed to work in jungle terrain and the points cost of each unit in the list is based on this assumption. You can use a Deathworld Veterans army without the jungle rules from the Codex if you wish but it will have a tough time surviving for long without the dense jungle terrain to help protect it. Because of this, we've included options for using the assault units, Catachan Devils and Snipers as specialised units in a normal Imperial Guard army but if you do this, they are not allowed to set up in ambush.

JUNGLE FIGHTING

This leads neatly to the rules that are included in Codex Catachans to reflect the nature of jungle terrain and how it can be represented on the tabletop. As already noted, the terrain rules have a profound effect on the way that the game 'plays' and means that the Codex is as much a supplement explaining how to fight battles in jungle terrain as it is a new army list. In fact we have been having so much fun with the jungle rules that we've been talking about playing some jungle games which don't use Catachans at all!



The bulk of the rules for fighting in jungle are actually descriptions of the types of terrain that can be encountered, and how to represent them on the tabletop. The colour pages in particular include lots of tips on how you can represent jungle terrain on the tabletop.

This said, there are a number of special rules that apply when fighting in jungle terrain which don't apply in normal games. These come about primarily because you assume that the table is covered in jungle and then mark out areas like clearings and jungle trails that are clear and flat. This greatly cuts down the distances that units can see, so generally you can only see an enemy when they are almost on top of you. This in turn encourages a game of movement and manoeuvre. The Warhammer 40,000 rules make it much better to assault rather than be assaulted and this is doubly true in jungle where a unit that stays still will not always get the chance to shoot before it's attacked. In addition, the restricted lines of sight make it possible to bypass tough enemy units. After all, if they can't see you they can't hurt you!

For all of the games that we've played we've used the jungle terrain generator chart that's included in the Codex. To use it you roll 2D6 to determine a piece of non-jungle terrain that must be placed on the table. A roll is made on the chart for each 1' of

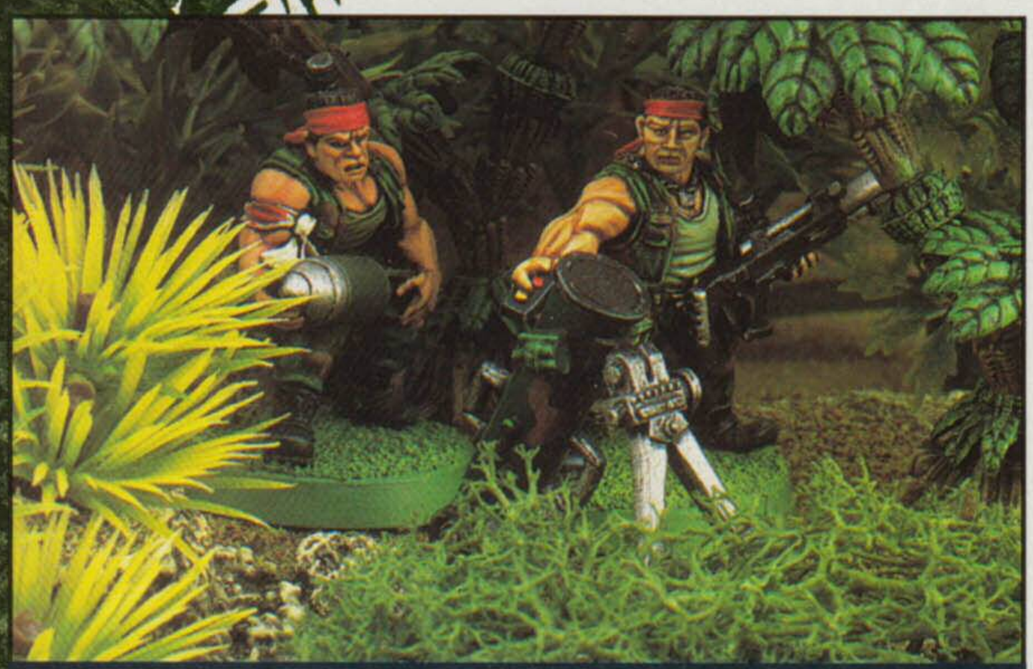


A squad of Deathworld Veterans assaults an Ork held trench.



CODEX

CATACHANS



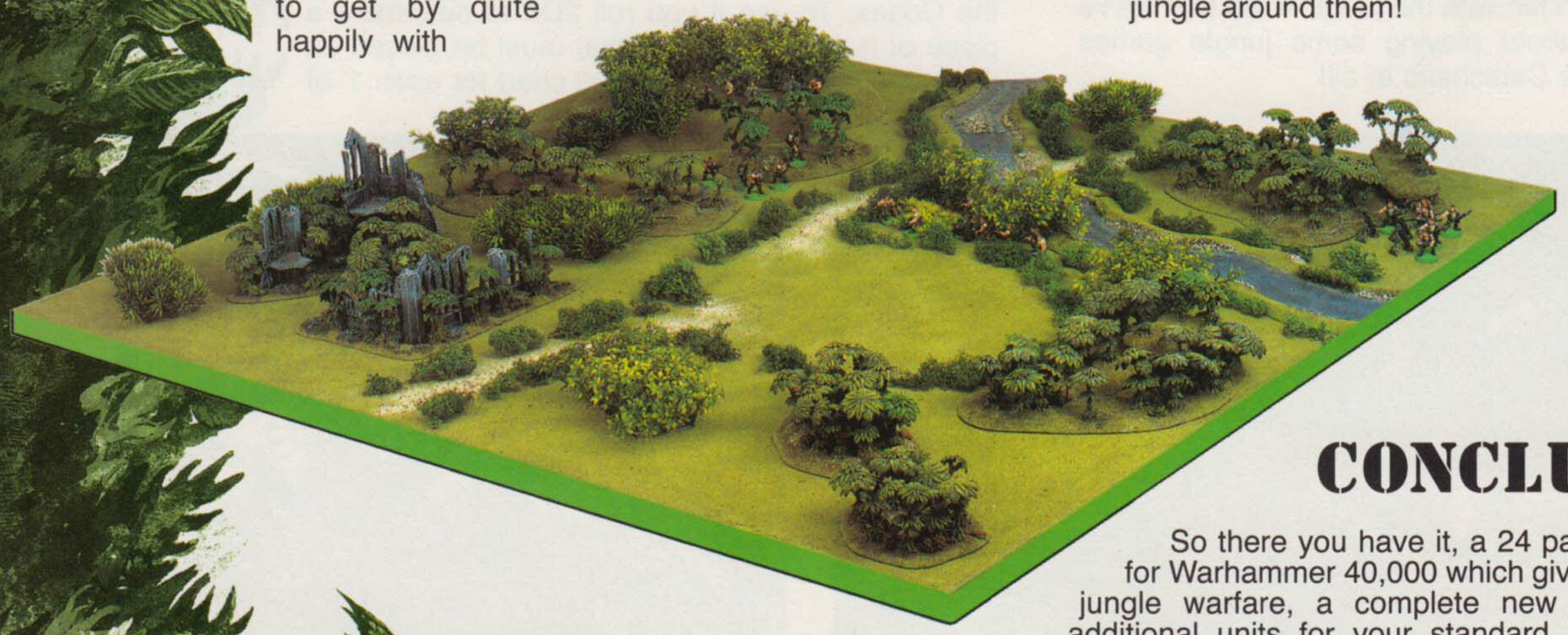
Mortars are one of the preferred heavy weapons used by Deathworld Veterans.



the table's longest edge, so if you were playing on a 6'x4' table, you'd make six dice rolls on the chart. The chart includes all the things you'd expect to find in a jungle, from clearings and settlements through to bottomless ravines. For some reason, I'm not really sure why, this works in a much more satisfactory way than the similar terrain generators in the Warhammer 40,000 rulebook, so where normally we set up terrain by mutual agreement, for our jungle games we've happily used the chart for every game.

Anyway, once you've determined the number, nature and location of the bits of non-jungle terrain, you can 'fill in the gaps' between with jungle. Don't worry, this isn't quite as daunting as it sounds and you don't have to cover all of the table with trees! What we tend to do is mark the edges of the clear areas with lichen or scatter, so that we know where the jungle ends and then place 'decorative' clumps of trees and clumps of lichen in the jungle areas. If you take a look at the example below and the battle report elsewhere in this issue of White Dwarf you'll be able to see what I mean. The bottom line is that we were able to get by quite happily with the number of trees we had already collected for our 'normal' games and so didn't need to get any extra terrain to play jungle battles, other than a couple of bags of lichen.

The rest of the jungle rules basically cover strange situations that can occur in games when playing in such an environment. For example, we've given skimmers the option of 'hovering' above the jungle canopy, rather than having to risk crashing every turn by landing 'in' the jungle, and we've gone into more detail about what happens when line of sight is traced through jungle, out into the open, and back into jungle again and so on. Of these extra rules the one play testers seem to like the most is the rule for getting 'spooked'. Basically, if a unit rolls a double '1' for the distance it can move through jungle then it blazes away at 'something moving in the bushes'. This stops it moving and shooting for the turn (or charging and assaulting if a double '1' was rolled for a charge). For some reason all the play testers really liked this rule, even when it worked against them; I think it's because they've all seen the film Predator and like to imagine the unit blazing away at the jungle around them!



CONCLUSION

So there you have it, a 24 page supplement for Warhammer 40,000 which gives you rules for jungle warfare, a complete new army list and additional units for your standard Imperial Guard army. And to think that when I started out I wasn't sure there was much I could do with a Codex about the Catachans.

Have fun, and don't get spooked!

Jervis Johnson

WOLF PACK

A tale from His Divine Majesty's Ship the Lord Solar Macharius

by

Gordon Rennie

"Maintain formation, *Macharius*. All that matters is that the rest of the convoy makes it safely to Orar. Need I remind you that, as a senior adept of the Departmento Munitorium, the safe delivery of the three Guard regiments this convoy carries is my responsibility!"

Leoten Semper, Captain of His Divine Majesty's Ship the *Lord Solar Macharius*, stared at the flickering green image of the gaunt-faced Adeptus Terra official on the opticon screen for a moment before giving his carefully worded reply.

"Indeed. The cargo may be your responsibility – but the transports carrying them are mine. As commander of the convoy's Navy escort, it is my decision to recover the two lost transports. This system is a pirate nest. We lost four transports here on our last run and five the time before. I'll not lose any more this time. We will leave you the frigate escorts and as many attack craft squadrons as we can spare. Pray that they are enough. *Macharius* out."

Severing the comm-link, Semper turned away to face his senior command officers assembled before him on the bridge deck, catching their approving nods at the manner in which he had dealt with the Departmento Munitorium official.

"Orders, sir?" asked his second-in-command, Flag-Lieutenant Hito Ulanti.

"Bring us about, Mister Ulanti. Set course for the last known location of the *Vanya* and the *Magnar*, and take us there All Ahead Full. We've got two lost sheep to save from the Wolf Packs."

Drifting amongst the cover of one of the system's many scattered asteroid fields, the commander of the pirate scout ship watched in satisfaction as the surveyor screen in front of him showed the larger target icon of the Imperial Dictator Class Cruiser detach itself from the rest of the convoy. As he watched, he saw a swarm of smaller energy readings suddenly appear in the cruiser's wake.

"He's turning back for the stragglers and launching attack craft to guard the rest of the convoy," he noted, picking apart the enemy captain's battle plan. "Starhawk bombers, probably. Even with those three frigates still there, he's not leaving enough firepower to protect the convoy's flanks."

He paused, running a scarred hand over his face, feeling the strange new bone-shapes forming under the splitting flesh. It had only been recently that he and the other pirate pack captains had formally sided with the forces of Abaddon the Despoiler, but already the effects of the Mark of Chaos were starting to manifest themselves on all of them.

"Assemble the pack," he ordered. "By the time that cruiser returns, all that will be left for it to protect will be drifting wreckage and some burned-out hulks."

Captain Madsen Chen of the *Vanya* looked round the battered command deck of his ship, steadying himself against the side of his captain's pulpit as another explosion rocked his ship. Somewhere, thousands of kilometres of space behind them, their sister ship the *Magnar* was in its death-throes, its main drive crippled and its internal atmosphere bleeding out into space as the enemy used lance weapons to punch holes through its hull. Both ships were what were scathingly called 'junkers', ancient decommissioned hulks hastily refitted and pressed back into active service at the onset of the war. A convoy moves at the speed of its slowest ship but, travelling through the pirate-infested wilderness space between the Bhein Morr and Orar Sub-Sectors, the limping speeds of the *Vanya* and the *Magnar* had put the rest of the convoy in too much danger and so they had been left behind as the other transports raced towards the safety of the next warp-jump beacon.

Another impact, stronger this time, rocked the command deck. Captain Chen looked to the tech-adept monitoring the damage control systems. "Damage report!"

The adept checked the runes scrolling rapidly across the screen in front of him. "No incoming weapons fire, Captain, but something just penetrated our hull. One of the enemy ships is launching assault craft. We're being boarded!"

Chen swore, his hand automatically reaching for the hilt of the sabre hanging on his belt, a pointless gesture of bitter defiance. Underarmed and undermanned – most of the other convoy transports had holds filled with thousands of Imperial Guard troops, but his carried only equipment and supplies – the *Vanya* and its crew would be little challenge to any determined attacker.

Still, Chen was a loyal servant of the Emperor, and he knew it was his duty to ensure that his ship and its cargo did not fall into the hands of the Emperor's enemies. He activated a rune on his command lectern, opening a comm-net channel to the engine room sanctum where the tech-priests of the Adeptus Mechanicus nurtured and monitored the beating plasma core heart of the ship's power systems.

"Captain Chen to Magos Hensho. Commence your preparations for the Rite of Self-Immolation. Shut down the coolant systems and–"

WOLF PACK

by Gordon Rennie

He was interrupted by a shout from one of the crewmen manning the surveyor monitors. "Captain! We're reading the energy signals of another ship coming straight towards us. Emperor's mercy, it's the *Macharius!*"

The hard vacuum around the lead Starhawk bomber was filled with bright energy bursts as the squadron commander pilot jinked his craft through the incoming enemy fire. He flinched as, several kilometres off to starboard, one of his wingmen suddenly exploded apart. The servitor behind him, hardwired into the ship's surveyor systems, counted off the range in ten kilometre increments as they closed in on their targets. Latest reports now showed fifteen pirate vessels prowling round the fringes of the convoy. They were keeping a wary distance from the formidable prow lances of the three Firestorm frigate escorts. But the Firestorms couldn't cover the entire convoy, and the pirates were making quick probing attacks up and down the line of transports, testing the four Starhawk squadrons left behind by the *Macharius* as a makeshift secondary line of defence. Now, finding a gap in those defences, one pirate squadron was making a direct attack run on the convoy, and Nemesis Squadron was racing to intercept.

Approaching optimum strike distance the targets came into view through the cockpit's opticon-enhanced viewing ports. They were system-class vessels, too small to be fitted with warp engines, and the pilot's experienced eye picked out the details of half a dozen other vessel types cannibalised in their construction. The remaining Starhawks launched as one, the engine trails of ten plasma missiles streaking away towards the pirate ships. Two of the pirates broke off and retreated, but the third was too slow, a line of missile strikes raking it along its midships. The pirate gunship's hull burst open and seconds later it exploded as its breached reactor went critical. Nemesis Squadron peeled away to avoid the debris cloud thrown out by the explosion. In his cockpit, Nemesis Leader checked his instrumentation, seeing that his bomber's payload and fuel reserves were now at less than fifty percent. Attack craft such as the Starhawks had a severely limited operating capacity, and without mothership support, Nemesis and the other bomber squadrons would soon be unable to protect the convoy from the attacking pirate pack.

The comm-net link crackled into life, his Navigator feeding him the co-ordinates of another reported incoming pirate attack further down the line of transports. Nemesis One relayed the orders to the rest of the squadron, bringing his swooping gull-winged craft round to the new heading. *Vandire's Oath*, he swore to himself, where is the *Macharius?*

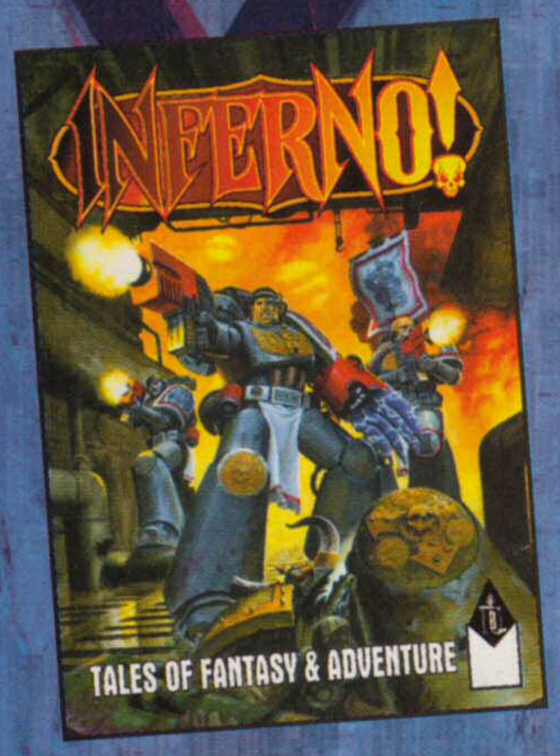
The *Macharius* powered forward, armoured blast doors sliding open along the launch bay sections on either side of its baroquely armoured hull to unleash a wave of the deadly silver dart shapes of its Fury interceptor squadrons. The craft fell upon their targets with merciless abandon, and the void between the *Vanya* and its pirate squadron attackers was lit up by volleys of lascannon fire and the answering flashes of exploding assault craft. In the vanguard of the attack, Storm Leader eased back on the power flow to its engine systems and allowed the armoured limpet shell shape of its target to drift through into its weapon sights. Storm Leader watched a row of runes on his instrument panel flash green – *Lock On!* – and stabbed the firing trigger, sending volleyed streams of lascannon fire from his wing-mounted weapon banks. The pirate assault boat disintegrated and in the flare of burning gases escaping from the destroyed craft the Imperial pilot could see the bodies of the assault troops inside spilling out into space as he peeled away, already in search of his next target.

Aboard the *Macharius,* Leoten Semper watched as the pirate squadron disengaged from the attack on the *Vanya*, abandoning the assault craft wave to the marauding Furies.

"Targets dead ahead," Master of Ordnance Remus Nyder reported. "Torpedoes ready to fire on your command."

"They're too close to the *Vanya*," Semper noted. "We can't risk any stray torpedoes locking on to it as well. Helm, give me ramming speed. All decks, brace for impact!"

The Imperial cruiser's plasma core engines sent it surging towards its target, and in the last few seconds before impact, Semper could clearly see the manoeuvring thrusters studded along the hull of the pirate ship flare into life as it futilely tried to slide out of the path of the oncoming thirty-kilometre long juggernaut. The adamantium-armoured prow of an Imperial cruiser was specifically designed for ramming attacks, although



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tactical orthodoxy, as taught in the naval academies on Cypra Mundi, said that such attacks should only be considered as a last resort. Thrown to the deck by the tremendous impact of the collision, feeling the shuddering tremors of his ship smashing a path through the body of the enemy ship and hearing the exultant cheers of his crew as the *Macharius* carried on through the debris cloud of twisted wreckage of what only seconds ago had been another vessel, Leoten Semper could only disagree with his naval academy tutors.

It was, quite simply, the most satisfyingly effective order he had ever given.

Semper climbed to his feet to find the impeccable and apparently unshakeable figure of his second-in-command waiting for him. "*Vanya* signals her thanks and requests a safe escort back to the convoy. Remaining enemy vessels are escaping but still within range of our portside batteries. Gun crews are ready and waiting. We are also picking up urgent mayday signals from the main convoy. What are your orders, sir?"

+Firedrake reporting. Only two of us left, all payload expended.+

+Harbinger reporting. Payload nil; engine systems are running on vapours and prayers.+

+Mantis reporting. Minimal payload and five percent fuel reserves remaining. Requesting assistance – three enemy vessels incoming on our position.+

Nemesis One listened to the litany of reports from his fellow squadron leaders. Ignoring the flashing red warning runes of his own fuel monitor panel, he keyed open the comm-link channel.

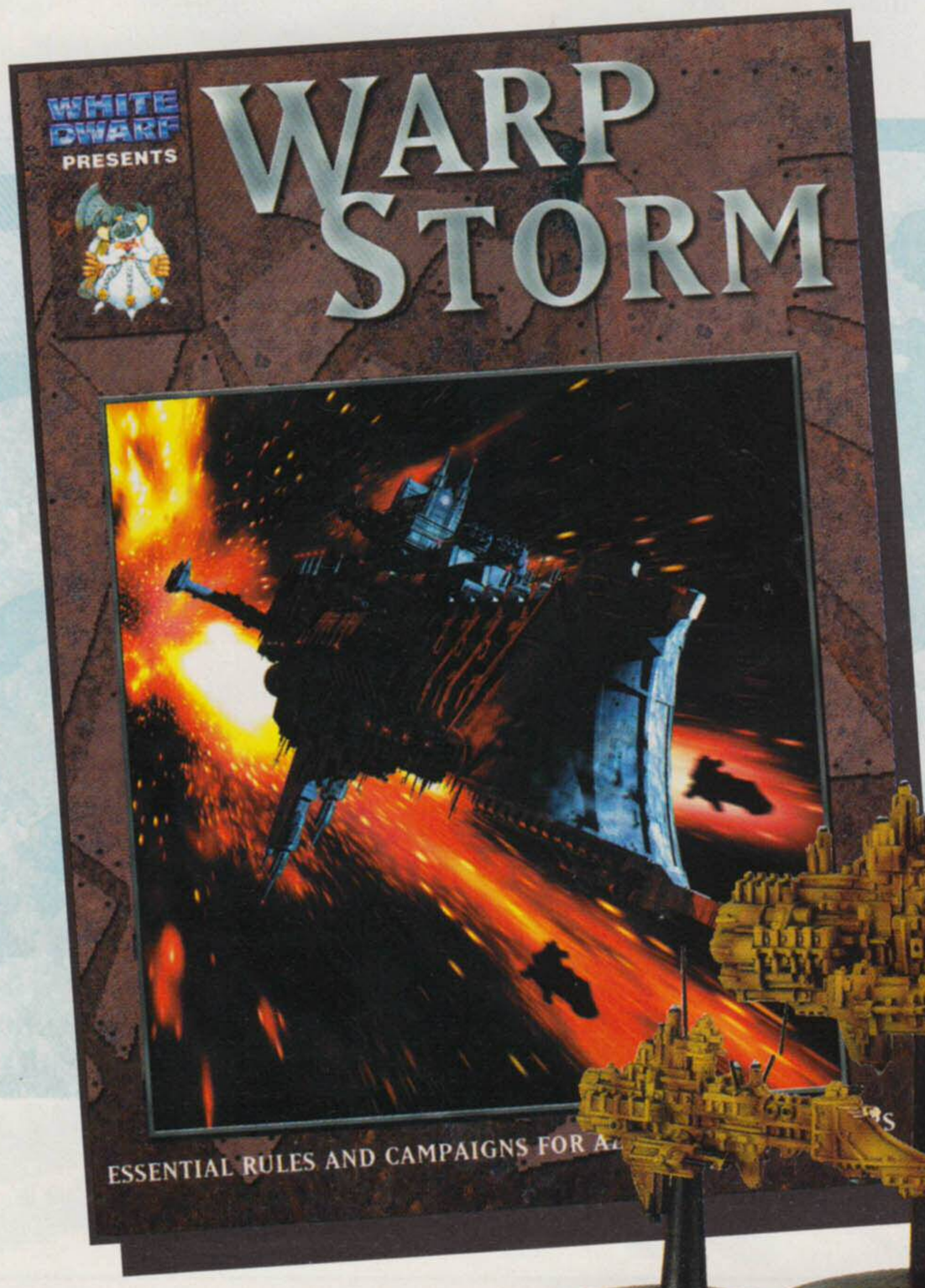
+Nemesis to Mantis. We've just enough fuel left to reach you. We'll join you in a combined attack wave and–+

The comm-link frequency buzzed with static as a powerful new transmission source cut in.

+*Macharius* to all Starhawk squadrons. Stand down. We'll take it from here.+

"Wolf Packs" these pirate groups were called, but to Leoten Semper they seemed more like scavenging jackals, attacking weak and vulnerable prey but fleeing at the approach of any larger predator. The *Macharius* and the Firestorms had pursued the pirate pack to the fringes of the asteroid fields, claiming another four kills along the way, before turning back to rejoin the convoy. Now, with all surviving Starhawks safely recovered and the *Vanya* escorted safely back by four squadrons of Fury interceptors, the convoy had reached the edge of the system and was preparing to enter the warp.

Semper looked out of the viewing port, staring at the pattern of now distant asteroid fields. The Wolf Pack were in there somewhere, hiding in their asteroid lairs and licking their wounds for now, but he knew they would be back again soon enough. *One day*, he promised himself, *one day when we've the time and the ships to spare, we'll be back in force to clean out these pirate nests. Then this scavenger pack and all the others like it will know what it means to face the full might of Battlefleet Gothic.* ●



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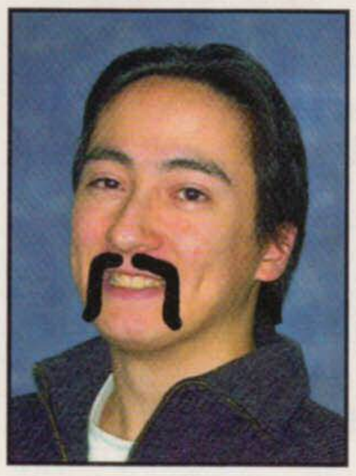


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ETERNAL CHAMPION

By François-Xavier Ngo



Former Mail Order Troll, François-Xavier has been working in the French Studio translating and doing page layout for more than two years now. He also participates from time to time in making the giant displays for French Games Day. Since he started, his desk has been one giant bits box of limbs and heads which have been severed from hundreds of unsuspecting miniatures, all for the glory of one character – his Chaos Lord, Steppenwolf. François has made numerous versions of this character, for different games and with different equipment. We let this dangerous individual explain himself...

MY VERY OWN GENERAL

So, who on earth is this Steppenwolf? Know mere mortals that he is my Chaos Lord for Warhammer, Warhammer 40,000, Necromunda (well, you don't officially get Chaos Lords in that game but it's worth a try) and most recently, Mordheim (yes, my conversion was ready and waiting!). As each game allows several possibilities for the equipment he can have, I had to do several conversions. At present, I must have done at least a dozen different conversions to represent just this one character: Steppenwolf, the Chaos barbarian.

The basic concept was to use the same character in every Games Workshop game. A proud Chaos Lord present in all epochs and on all worlds. A marauder from forgotten ages made immortal by Chaos gods, endlessly roaming the multiverse.



Steppenwolf on throne: *This diorama is of no practical gaming use but François wanted a Steppenwolf-on-throne-with-harem to display on his desk (clearly a fan of Frank Frazetta)!*

Thus, Steppenwolf is a sort of Eternal Champion (acknowledgements to Michael Moorcock) reincarnated in countless planes of existence but always looking the same: a fierce barbarian of the Steppes. He has fought on every battlefield of the Old World, in labyrinthine hive cities in the 41st millennium, on airless moons and even in the centre of the Eye of Terror. He has fought against every army, travelled the entire galaxy and lived a thousand lives. He has died many times and always come back from death to fight again in the name of the Great Hound (as marauders call Khorne). He was present during a number of famous events, such as the epic campaign of Thorskinson's Island (or rather the French Studio's equivalent, which went by the name of Telefonson Island), where he carved out a kingdom of towns, temples, gold mines and mountain passes for himself and joined the ranks of the most successful generals. For now, he is fighting his way through a galactic war where he keeps thwarting Bolo (my regular opponent Stef's enormous Ork Warlord) and defying the Crusaders of Light (the grey and white Space Marines of another old adversary, Lambert) as well as other enemies he intends to crush utterly beneath his iron shod boots.

With such a story, one might think that Steppenwolf is a mighty character with terrible powers. In fact, this is not so. I didn't create a single special rule for him. I just play him with the appropriate standard profile for each game. I just gave him a background and a look. My goal was not to end up with some hero more powerful than a normal Chaos Lord, I just wanted him to be unique.

THE BIRTH

How was Steppenwolf born? Well, it all started when I was looking for a model to represent my Chaos general for Warhammer. He had to be impressive so that no one could question his rank but I didn't want to use an existing champion of Chaos model – I had to have my very own general.

I already knew how I wanted him to look. Anyone who has watched the movie Conan the Barbarian must remember the charge of Thulsa Doom's warriors on the Cimmerian village at the beginning. I really liked the look of these barbaric horsemen with their dark, ornate, heavy armour and fur cloaks. My general just had to be a Chaos barbarian.



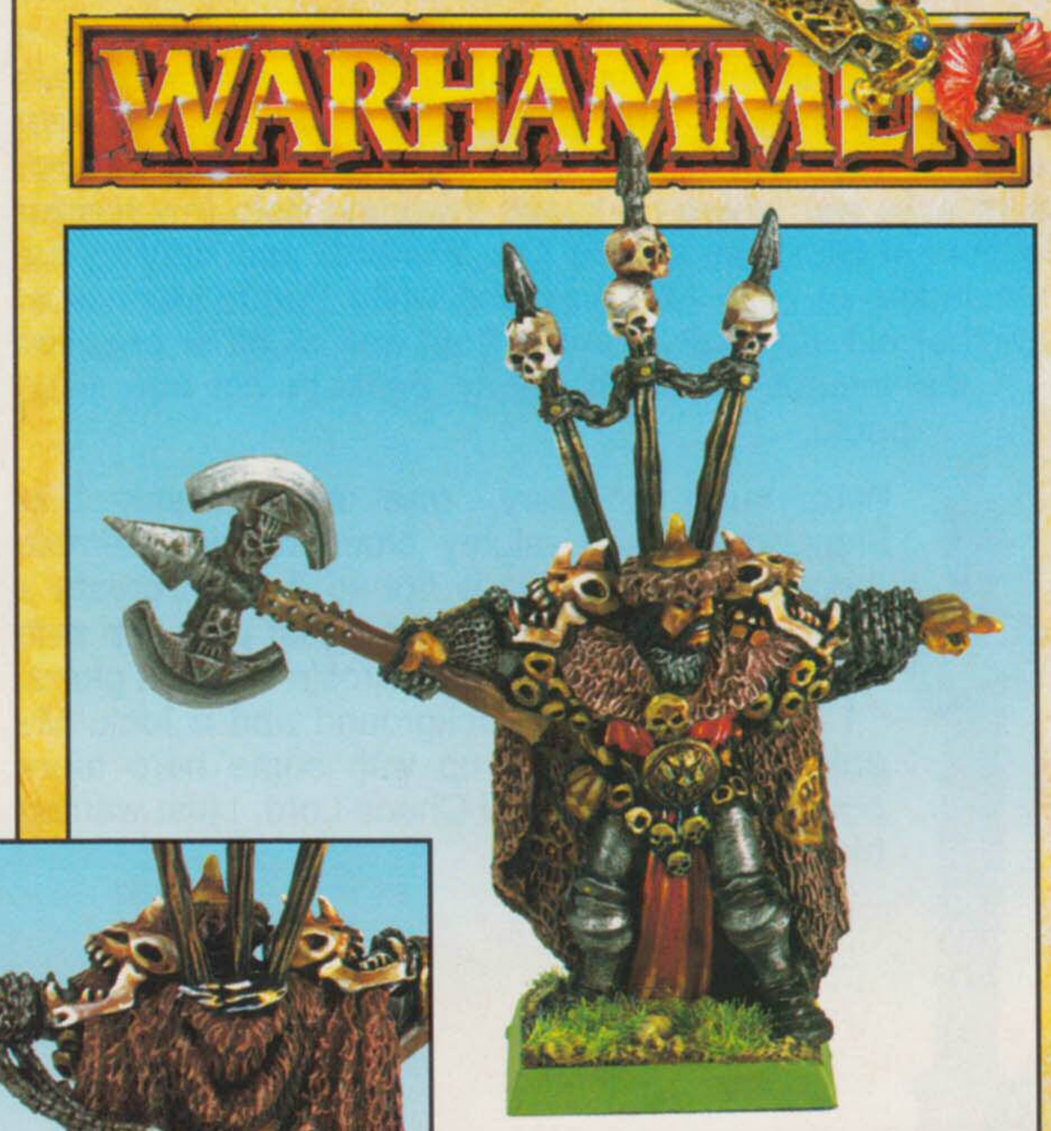
I borrowed the look of Subotai, the thief that tags along with Conan in the movie (the one with the moustache and fur hat). An old Citadel Norse model had exactly the right face but was way too thin to represent a true Chaos Lord. So I cut off his head to put on a proper body, made from a pair of Chaos warriors: one for the legs, one for the arms. Then I attached the different pieces on a metallic structure and sculpted ringmail armour with modelling putty, which made him much bigger into the bargain (don't forget he is a Chaos Lord with Strength 5 and Toughness 5).

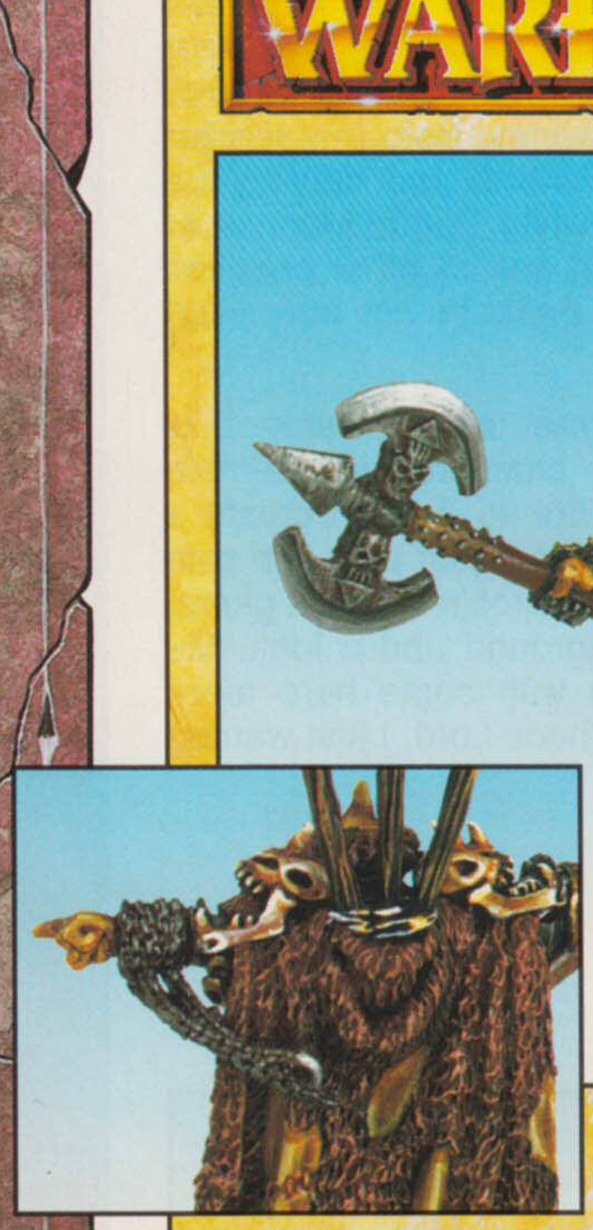
Next, I added some furs, a cloak (also made from modelling putty), a shield and a scimitar that I had taken from the hand of a Tyranid warrior. Then, I painted him. The result was a massive armoured barbarian who was a good head taller than any of his men. His Chaotic nature wasn't obvious but I was quite pleased because he had personality. He just needed to have a name. I used to do a lot of role playing games and one of my favourite characters was called Steppenwolf. It seemed to suit the barbaric aspect of my model so I settled for that as his name.

Steppenwolf, my very exclusive Chaos Lord, was born!

ON FOOT, ON HORSE, BY CAR

During the numerous battles that followed, I noticed that a Chaos Lord on foot wasn't the best option and other players started to call my general 'Steppenwolf the Pedestrian'. It gave them an advantage over me but I still wanted to use him in my games. So I decided to make other conversions allowing me to choose his equipment according to the scenario being played. I found two options particularly attractive: a Steppenwolf on Chaos steed and another on a chariot. For the latter, I wanted to be able to put the models on with their base (this would allow me to use the first version). This way, if the chariot was destroyed, the passengers could continue to fight on foot. The only problem was that no chariot was big enough and I had to seriously widen Grom's so that I could put two models with their infantry bases in it. I cut the chariot in three (one central part and two flank parts), then I added

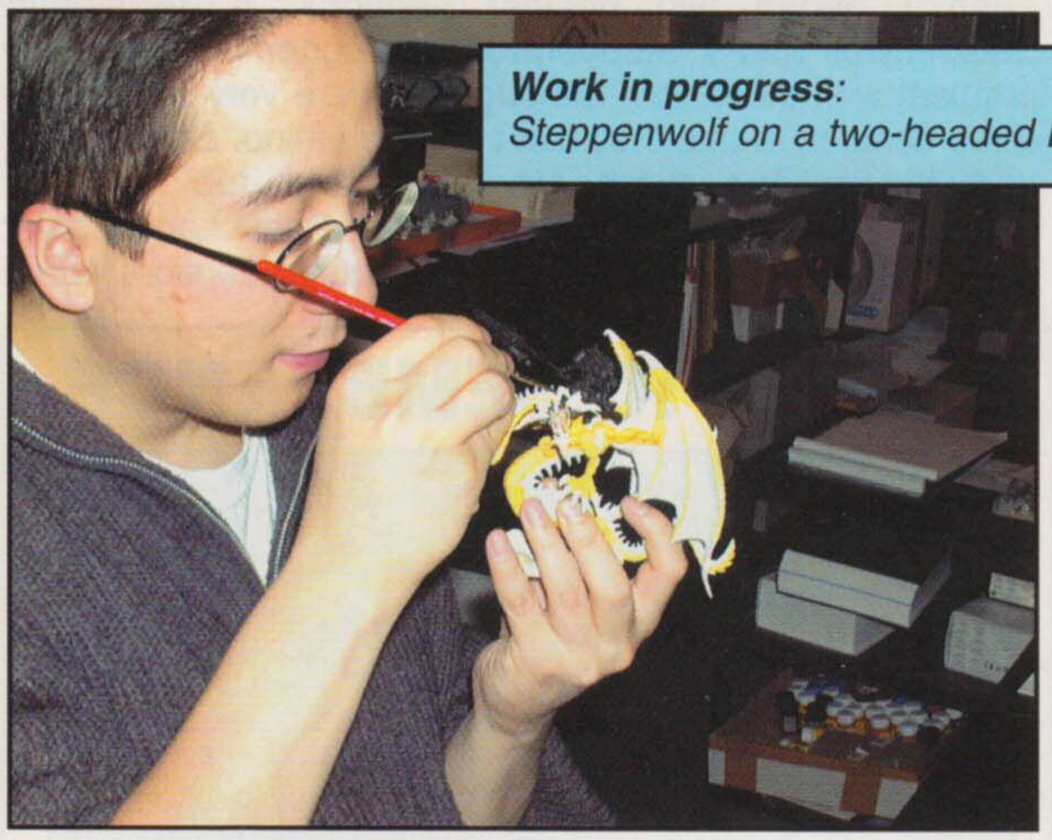




▲ *This Steppenwolf was made for Mordheim but until the game was available, I used it as an alternative Steppenwolf on foot for Warhammer (even if positioning it in a unit is not very easy). The body is almost entirely that of the massive beastman Gorthor. Only the head, hands and legs have been changed.*



▲ *Steppenwolf on Eligor, his monstrous Chaos steed. A model that looks great leading a unit of barbaric Chaos Knights covered in furs. Their charges have left some bitter memories for those few who have survived! A little anecdote on this model; once the conversion was finished and undercoated, François was taking it home in the subway and lost it, so he had to do it all over again. So this model is in fact the second version of Steppenwolf on horse.*



Work in progress:
Steppenwolf on a two-headed Dragon.

plasticard to fill the holes and gave it a wooden texture using modelling putty. I also added some furs and accessories here and there.

About that time, the new Juggernaut model became available and I just had to put two of them on the front of my chariot. It wasn't just their raw strength (a Chaos Lord on chariot was already more than enough to beat almost anything). I liked their massive look. Of course, the whole thing is quite expensive in points cost, especially since I converted an impressive battle standard bearer to accompany him. Actually, the cost of this model is so high (more than 1,000 points!) that I seldom have the opportunity to play it. But hey, I like the model and that's what counts!

The Steppenwolf mounted on a horse is clearly more playable, as well as more interesting tactically. For the conversion, things were easier as Steppenwolf's image was already defined and I just had to use the same pieces I used for the first one, apart from the legs which come from Arbaal. The Chaos steed is an old Citadel model and, for once, I didn't change a single thing on it. The long lance was made from brass tubing, Abaddon's hair and an old Chaos Terminator's sword. With such a weapon, Steppenwolf's charge should hit hard!

This version is the one I use the most, even if the size, pose and lance are quite a challenge when it comes to transportation or putting it in a unit (I always forget that problem when I start a complicated conversion). Unlike the chariot, the Chaos steed allows Steppenwolf to join a cavalry unit and avoid the rain of cannon balls that is bound to fall upon him. It is also good to have a 1+ save and to be able to march. A nice model is cool but if you can play with it, so much better!

Stats and equipment for Warhammer

	M	WS	BS	S	T	W	I	A	Ld
Steppenwolf	4	9	9	5	5	3	9	5	10

Equipment: *Mark of Khorne, Chaos Armour, Chaos Daemon Sword and the Black Amulet.*



The very first Steppenwolf, with his long cloak.



The chariot pulled by Juggernauts, carrying Steppenwolf and his champion bearing the battle standard.

"If there are skulls to be taken, you will find me there."

Steppenwolf

A BARBARIAN IN SPACE

I had almost everything I needed to play Steppenwolf the way I wanted in a game of Warhammer, with the proper model to represent him and his equipment. But what about Warhammer 40,000?

When we started to translate the latest edition of the game, I decided it was the perfect occasion to collect a new army of Chaos Space Marines led by you-know-who. It didn't take long before I started cutting models to pieces again to create Steppenwolf in power armour. Unfortunately, I hadn't read all the rules when I started. I took a Space Wolf model, gave him longer legs (to make him stand out next to the others) and the inevitable furs, cloak and golden rings on his armour. As for the equipment, I followed the old rules and gave him a power fist and a power sword. I learned too late that the parry rule was gone and that the power glove made him strike last! Worse still, the new rules dictated that he could not use both of these weapons at the same time. So much for this one! Still, I learned something; you should always think twice about equipment before making a conversion destined for use in your games.

Then I began two heavier versions: a Terminator Steppenwolf and a Steppenwolf on Juggernaut. The only problem with these two, although they are very effective in close combat, is that they can't enter a Rhino. Steppenwolf and his retinue were too slow and too easy to outmanoeuvre. To keep me going until a new Land Raider is available, I made a new power armoured version, with a

FAMILY RESEMBLANCE



May 1997. For the first French Golden Demon competition, a Mail Order Troll named François entered a conversion for the special staff category and somehow managed to nab third place. Although he pretends that this model is Huron Blackheart, the famous Tyrant of Badab, we can all clearly see that it is none other than Steppenwolf, whose disguise would have been more efficient if he hadn't forgotten to shave! Everything is here: lightning claw, fur cloak and tons of special equipment and other powerful gadgets.

WARHAMMER® 40,000



▲ *This is the first version made for Warhammer 40,000. His equipment is less useful in the current rules.*

This Steppenwolf is the most difficult to recognise because of the green glasses. The short-barrelled reaper autocannon has no particular rules but it makes the model look really brutal and massive. Note the blade is identical to the first Warhammer version. ▶



Converting models is a pleasure but also allows me to adapt characters while gaining experience with the game. Steppenwolf will be far more efficient with a big pair of lightning claws! ▶





power sword and plasma pistol. I even tried a new manga style hat made of an old Dark Elf shield. The armour had to be special, so I cut down a Chaos Terminator and attached the legs to a metal frame. I modified the breastplate using modelling putty and added some Chaos Terminator shoulder pads. To keep the barbarian touch, I opted for the fur kilt (besides, it was easier to do than modelling power armour plates). This new Steppenwolf was cheaper and a lot more mobile as he could move around in a Rhino with his retinue.

But why did I change it? Well, it suffered a little transportation accident and several parts detached themselves and the sword broke in two. So I repaired it and seized the opportunity to swap the funny hat with a Jolly Roger bandana and pilot glasses (I consider the Warhammer 40,000 Steppenwolf as some sort of pirate, like the Tyrant of Badab, and now I think of it, I hope that the corsairs and post-heresy rebels will soon come back in Chapter Approved!). I had to replace the sword so I gave him a pair of lightning claws instead. The pose seemed to fit perfectly with these powerful weapons). Steppenwolf now had no shooting attacks but was a total killing machine in assault, as he could re-roll failed to wound rolls. With a Strength of 5 thanks to the Mark of Khorne, he had become a really dangerous opponent in close combat.

You'll find his Warhammer 40,000 profile below, just to show that you can have really powerful characters without creating special rules. It is the model I use most but I am currently working on a Steppenwolf biker who could be very interesting to use.

Stats and equipment for Warhammer 40,000

	WS	BS	S	T	W	I	A	Ld
Steppenwolf	5	5	4(5)	4	3	5	3(4)	10

Equipment: *Mark of Khorne, Chaos armour, pair of master-crafted lightning claws.*

IT'S NOT OVER YET!

I made other versions for games like Necromunda and even for a racing game using some Gorkamorka rules. We played it during lunch and my hero was racing amongst the other pilots on some sort of jetbike (which in fact used the rules for normal Gorkamorka bikes).

I also made another medieval version to play Mordheim without using the one from the chariot, as it is far too fragile to be laid face-up and face-down all the time.

So there you have it. Steppenwolf is a characterful link between my armies and if this article inspires some of you to put more background into your characters, I'll be happy.

PS. I can't stop there without protesting! I was very upset when I read the Dogs of War army book and saw, on page 89, Steppenwolf's twin brother! I worked hard to create my very own general and then a usurper shows up! Steppenwolf is hungry for this imposter's blood – he can run but he can't hide…

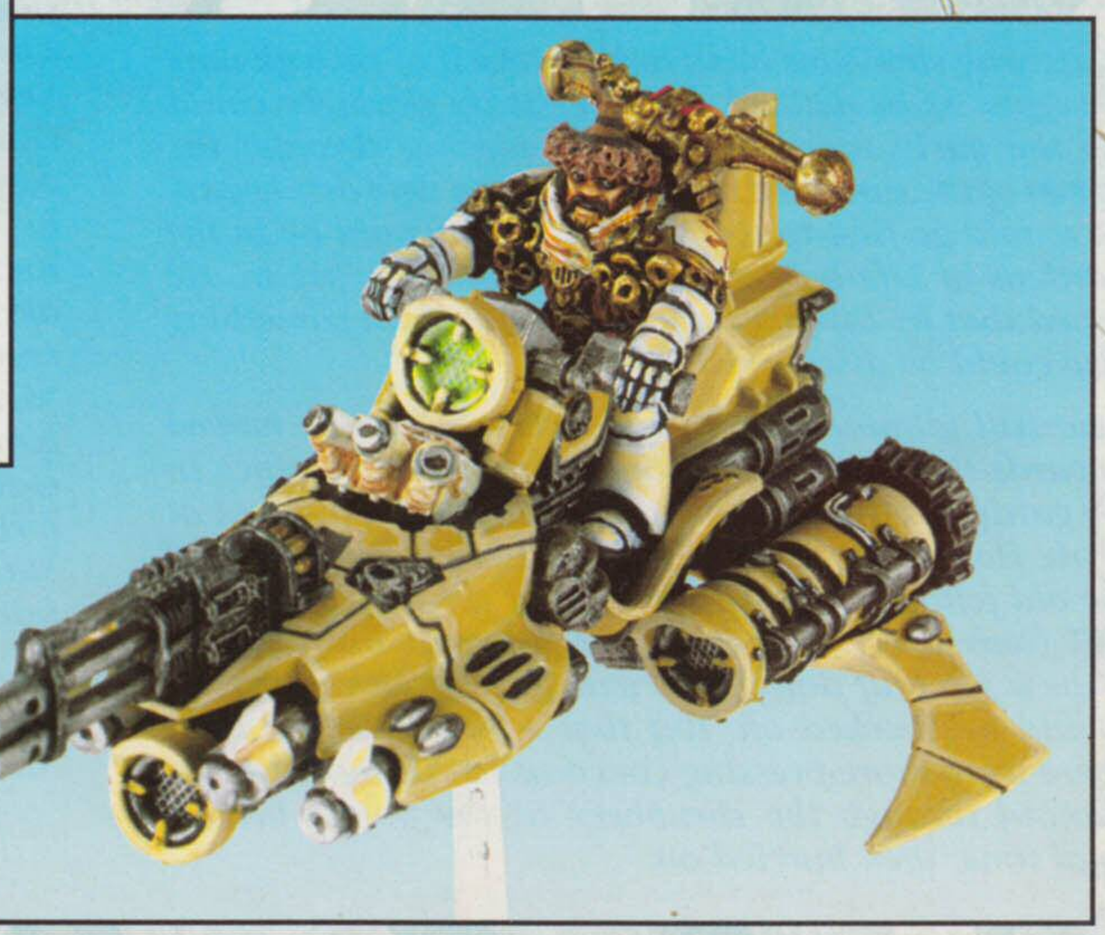


This Necromunda version is the only one to have a different head (an Attilan Rough Rider). The body belongs to a Space Wolves Scout Sergeant. I didn't want to make anything too complicated because Necromunda models have to be resilient for game play and will inevitably be modified when they gain in experience and buy new equipment.



◀ *Now this is one of the most brutal close combat wargear combinations that Chaos can have, except perhaps if you put a Daemon Prince in the saddle instead of Steppenwolf. The Juggernaut's big advantage is the Toughness increase, which is very valuable as Chaos Space Marines have no way to get an invulnerable save.*

This jetbike was made from pieces of a Vyper jetbike, a Space Marine bike and some other vehicle accessories. This machine doesn't look very chaotic but was in fact made for a racing game based on Gorkamorka rules. The observant will recognise a reaper autocannon and four(!) ▼ *lascannons. Don't panic, it's just for the look of it!!*



◀ *The version to the left is the one that François uses the most in games. This conversion has been made with legs and shoulder pads from a Chaos Terminator. The breastplate is made of green stuff, as well as the bandana, the glasses and the fur kilt, which reminds us that Steppenwolf is still a barbarian. The backpack comes from Fabius Bile.*

DEATH FROM THE SHADOWS

By Dave Cain

Few can equal the combat prowess of an Assassin on the battlefield and here veteran player Dave Cain explains how to make the most of these knife-wielding murderers in your games of Warhammer.

Mallenroh, Elder of the Kindred of Wythel, was deeply troubled. It was only a few days since Imedbe, the chief Keeper, had approached him, her young face filled with alarm.

The Keepers were the caretakers of the Wythel trees, the strange and wondrous trees that stood at the heart of the Kindred's existence. Indeed the pine cones and the resin from the bark provided the Elves with nourishment and the wood from the treasured conifers undoubtedly made the best longbows in the whole of Athel Loren. Over the years the magical energies that flowed through the trees had been manipulated by the Keepers to serve as a warning beacon against the encroachment of evil. In this capacity the Elves of the Kindred had been well served by the trees they so revered. Only a week had passed since these magical harmonies alerted the Wood Elves to the presence of Skaven tunnelling deep underground. Forewarned, the Elves waited until the foul ratmen broke through the surface before quickly putting them to the sword.

However, Imedbe had brought bad tidings. The Keepers had discovered a strange wilt on the leaves of the Wythel trees and despite their best attentions all attempts to reverse the sickness had failed. The Kindred were becoming concerned now as their way of life had become inexorably entwined with the existence of these rare trees. Provided for as they were, they had not set out to learn how to make use of the many varied trees in the forest as did the other Kindreds. This did not matter as long as the Wythel trees flourished. But now...

Mallenroh shook his head to rid himself of such gloomy thoughts. As he walked down the leafy glade, he could see the early morning sunlight seeping through the screen of the surrounding forests as the new day began. He would go first to the Keepers. They would be in the Gardens of Life by now, their day already begun. He hoped that by talking once more with them something new could be discovered.

Dew still glimmered on the plush grass as he moved towards the mossy rocks that marked the entrance to the gardens. He was surprised that old Gael was not at work. He was more surprised still to see a scattering of the old fellow's tools at the edge of the rose beds, dirt still fresh upon their metal. It was not like Gael to leave a job half done. If he was feeling poorly then he should be checked on. But that would have to wait. There were more pressing concerns at the moment. He glanced through the shrubbery at the flower beds a final time, then hurried on.

Minutes later he arrived before the Wythel trees. There was no sign of the Keepers. The trees stood alone. Mallenroh stared about in disbelief. It seemed impossible that the Keepers could all have overslept even though their routine had been so upset by the revelation of the Wythel trees sickening. In hundreds of years, the Keepers had never failed to greet the trees at the first touch of morning light.

Mallenroh left the gardens hurriedly and was almost running as he came within sight of the thatched compound of the Keepers. Evergreens surrounded it, flower gardens banked its thorny perimeter and trailing ferns drifted down from the canopy above.

The dwelling itself was shadowed and still.

Mallenroh slowed. By now, the Keepers must surely be awake. Yet there was no sign of life. Something cold seemed to settle into the Elven Elder. He moved ahead, eyes peering inside the shadowy dimness beyond the open door, until at last he stood at the entrance of the dwelling.

"Imedbe?" He spoke the young Elf's name quietly.

No answer came. He stepped through the entrance into the darker shadows beyond. A sudden apprehension swept through him, leaving him cold. Belatedly he thought of the weapons he had left behind.

"Imedbe...?"

Then his sight adjusted to the dimmer interior and the young Elf's name caught in his throat. Bodies lay strewn about the main room like discarded sacks, torn, broken and lifeless. Imedbe, Fynyr, all of the Keepers dead, ripped apart as if by some wild predator. Despair filled him. Now no Keepers remained to find a cure for the ailment cursing the Wythel trees. Sickened by the carnage he staggered outside, retching uncontrollably as he leaned against the briar walls and fought to still his shaking. When at last he had recovered, he set off at once to give alarm to the Waywatchers. Retracing his steps that led past the gardens that old Gael tended, Mallenroh hurried on. Gael was there now, digging and weeding, his wrinkled face obscured by a brimmed hat. In his haste, Mallenroh barely registered the Elf's presence, his mind focused on the job at hand.

Gael's eyes lowered in satisfaction. Hands sifting idly through the black earth, Skreek Tailblade, Assassin Adept of the Clan Eshin, went on with his work.

SILENT, DEADLY & UNEXPECTED

In the harsh, war-torn Warhammer world, life is cheap, particularly in places far from civilisation where law and order are notable only by their absence. Here martial prowess is the only gauge of personal standing and a dagger in the back is a frequent means of advancement.

However, even in the so-called more refined areas such as the great cities of the Empire or the principalities of Tilea, intrigue, treachery and deception are rife. Every official must be vigilant to prevent rivals making clandestine bids to usurp their position. Poisoning, fatal 'accidents' and disappearances are often the fate of those who have been insufficiently wary.

Despite the frequency of assassinations across the breadth of the Warhammer world, there are only two races which have elevated this practice into a valued profession. These races are the Dark Elves and the Skaven.

Dark Elf Assassins have few equals in combat. Their careers begin during the insane revelries of Death Night when the Witch Elves steal away young male children who they raise in the temples of Khaine. As they grow, they learn the dark secrets of Khaine: the deadly martial arts, the power of poisons, how to move without a sound and how to slip through the night unseen. They are murderers supreme, deadly agents of the Witch King.

They become master swordsmen and their weapons are rendered even more deadly by being tipped with Black Venom. In battle, they are secreted amongst the other Dark Elves to hunt down enemy leaders and wizards, pouncing upon them unexpectedly as regiments clash in combat.

Skaven Assassins all belong to a particular sect among Skaven society – the feared Clan Eshin. They are trained from birth to be quick, murderous fighters adept in the use of poisons, garrottes, throwing stars and all manner of exotic weapons. Most Clan Eshin weapons are forged with warpstone so that they constantly weep a potent corrosive venom. Much of the Assassins' training hones their already fast Skaven reflexes to unparalleled heights, enabling them to perform incredible feats like leaping many times their own height, running as fast as a galloping horse or climbing sheer surfaces.

The Skaven of Clan Eshin act as secret police and enforcers for the Council of Thirteen. If the Lords of Decay decide a Warlord or Grey Seer is no longer loyal, Assassins of Clan Eshin are set on their trail, maintaining the Council's rule through murder and terror. Assassins are also dispatched to slay opposing leaders or to sabotage the defenses of towns and cities by poisoning water supplies, starting fires, murdering civic dignitaries, stirring up the rat packs and spreading disease.

In pitched battles Assassins often disguise themselves and lurk in the ranks of ordinary Skaven until they have an opportunity to strike at enemy leaders in the confusion of combat.

Although Dark Elves and Skaven are two completely different races that employ differing methods of warfare, their Assassins share many similarities in the way they operate.

DEPLOYMENT

Assassins from either race, cannot be fielded on their own nor act as independent models. Both types of Assassin must be hidden among their own infantry units at the start of the game, their presence kept secret from the opposing player.

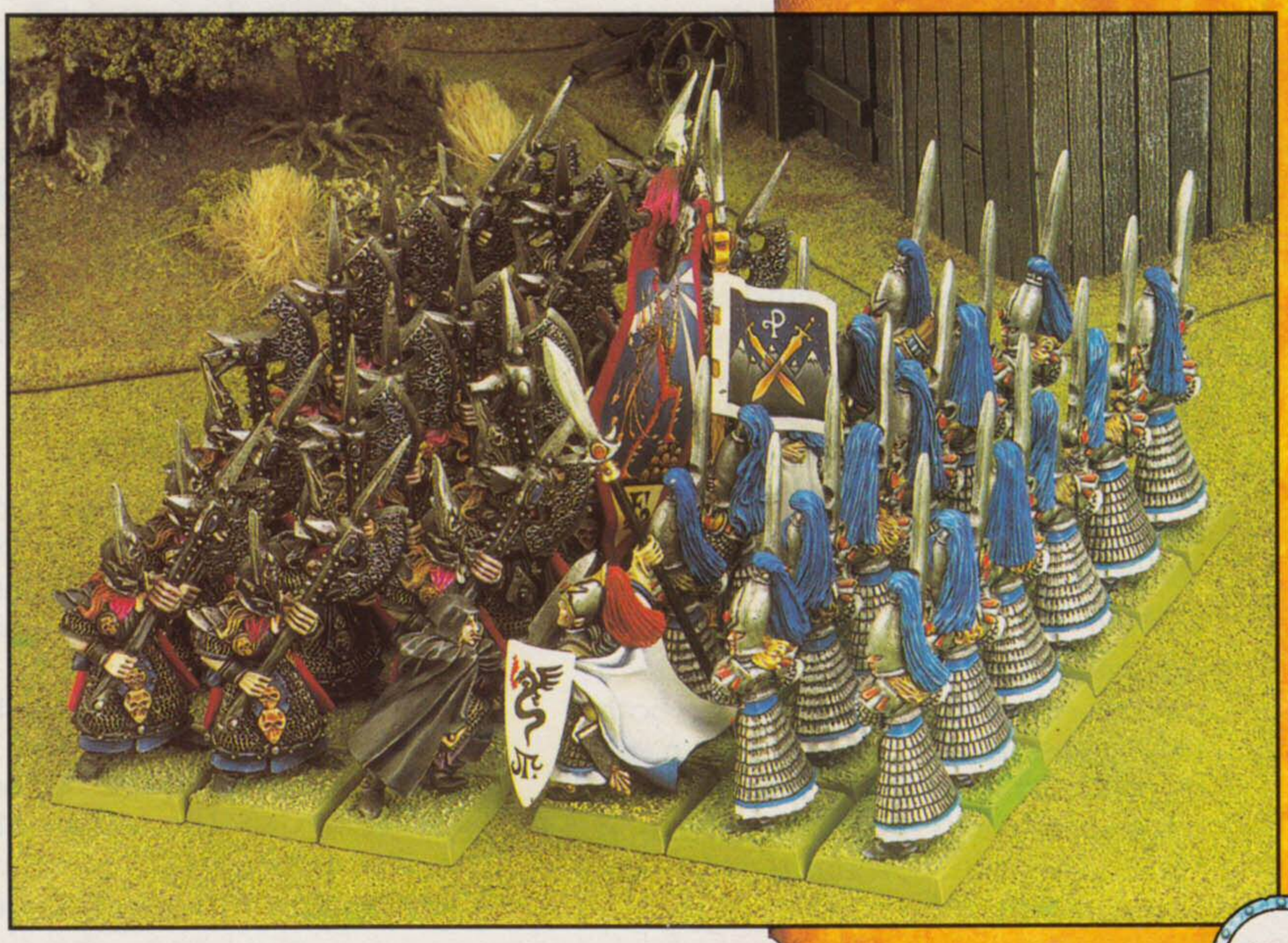
For Dark Elf players, this means that a single Assassin may be included in any unit from their own Regiment section of the army list except for Cold One Knights and Dark Riders (both mounted), Harpies (flyers). Scout units hiding an Assassin cannot infiltrate, as the Assassin does not have that ability.

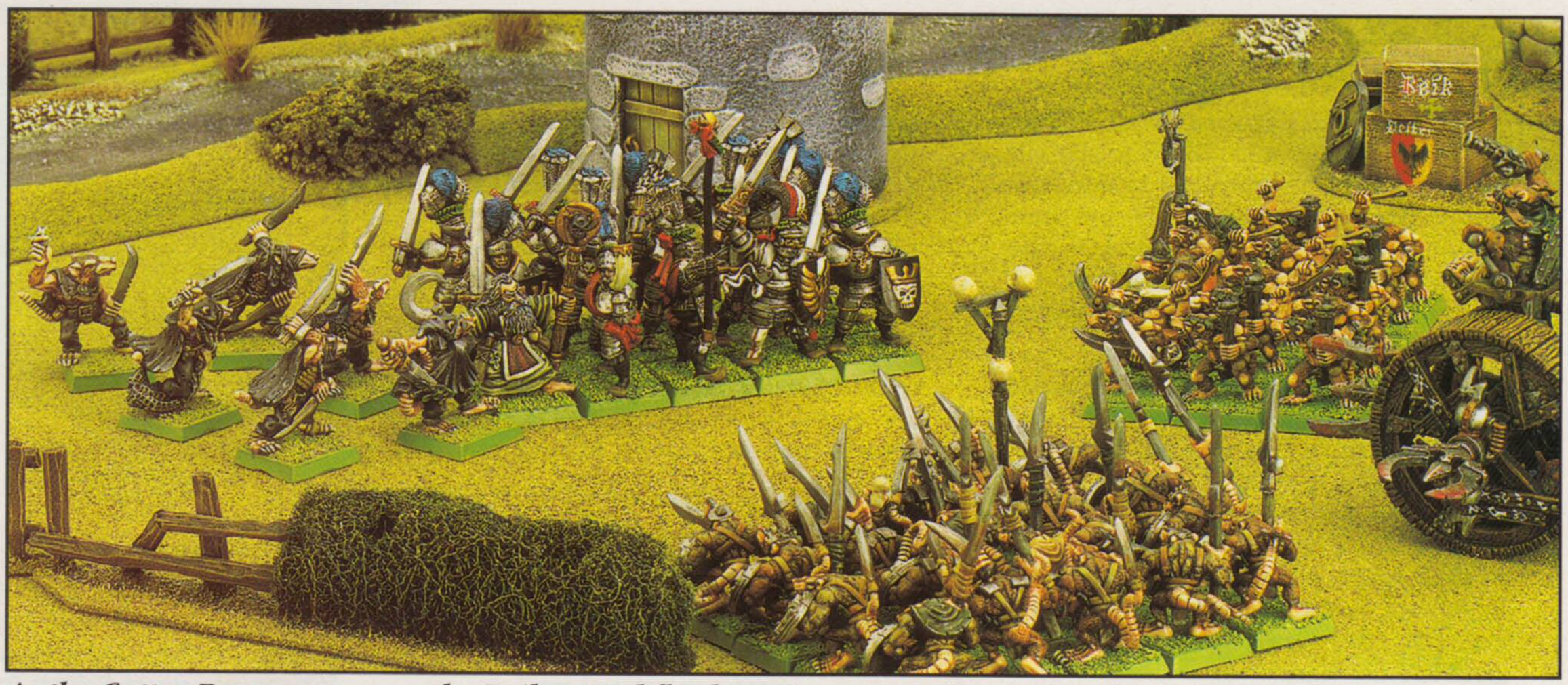
For Skaven, up to two Assassins can be hidden in regiments of Stormvermin, Clanrats and Gutter Runners. It is also worth mentioning that, if hidden in a unit of Gutter Runners, the Assassin **does** benefit from the special deployment rules allowing the regiment to infiltrate.



Dark Elf Assassins are the supreme murderers of Khaine. Stolen away as young children by Witch Elves, they are trained in all the skills of dealing silent death. Deadly martial arts, poisons, silent and unseen movement are all learned within the temple of Khaine.

A Dark Elf Assassin strikes out at a High Elf Hero in the midst of bloody combat.





As the Gutter Runners engage the Reiksguard flank an Assassin strikes out at the Jade Wizard.

COMBAT

The mode of attack for Assassins from either race is again similar. The Assassins are revealed once their host regiment is engaged in hand-to-hand combat. The player declares that his regiment conceals an Assassin (or possibly two in the case of Skaven) and places the model in a rank where they can fight, swapping with other models from the front rank to make room for them if necessary.

As they attack by surprise on the first round of combat, Assassins fight before any other models, regardless of Initiative and which units charged into combat. The Assassins can fight any model their base is touching, so it is usual to place them next to an enemy leader or other important character.

This priceless ability is tempered somewhat if an opposing model is magically endowed with the same ability *(Sword of Swift Slaying, Helm of Many Eyes, Bad Moon Banner, etc)*. The procedure here is to check carefully the description of the item, spell or whatever to see if it refers to such a situation. For example, the Dwarf Master Rune of Swiftness states that *"In situations where both sides are entitled to strike first, the highest Initiative has priority over the lower value"*. If the description does not refer to occasions where both sides are allowed to fight first then players should roll a dice to determine who gets the first strike.

An interesting dilemma arises in a combat involving Assassins in both the opposing units. Firstly, a dice roll is made to determine which player has to reveal and place his Assassin(s) first. This can be crucial since the remaining player then has the option of positioning his model in contact with this newly revealed threat in an attempt to assassinate the Assassin! However this can be a risky ploy since a second dice roll is then made to see which player's Assassin gets to strike first.

CHALLENGES

The existence of the Challenge rule sometimes complicates the use of Assassins, so my gaming group uses a house rule that challenges are issued and accepted before Assassins are exposed.

This house rule means that Assassins cannot take part in challenges on the turn they are revealed and cannot choose to surprise attack any characters that are involved with a challenge either. It also follows that if the only character in a unit is a hidden Assassin then a challenge cannot be issued or received.

In subsequent turns, Dark Elf Assassins (being chosen from the characters section of their army list) are free to issue or accept challenges as normal. Skaven Assassins however are listed in the Regiments section of their army list, so they can never issue or accept challenges.

EQUIPMENT

In terms of equipment, the two types of Assassin differ slightly. Skaven Assassins are purchased from the Regiments section of their army list and are restricted to being armed with weeping blades. Being derived from warpstone, like so many of the Skaven weapons, these blades are considered to be magical and gain the appropriate benefits. For example, they can wound ethereal creatures which are immune to ordinary weapons.

Note however that Skaven Assassins cannot purchase additional weapons, whether they be weeping blades or ordinary weapons, so are limited to two attacks each.

Dark Elf Assassins, on the other hand, are classed as characters and are permitted access to any combination of weapons and armour allowed in the equipment section of their army list. Although this would seem to give such models a free choice of double-handed weapons, heavy armour etc, any such uncharacteristic equipment should be frowned upon. Assassins are based on the concept of stealth and swift movement, so lugging around huge weapons in a clanking suit of armour is really not the idea. If your opponents do use such tactics then feel free to ridicule them.

In addition to standard equipment, Dark Elf Assassins are entitled to a single magic item chosen from the appropriate cards.

Because you cannot guarantee that the infantry regiment containing your Assassin will actually make it into combat, it is prudent not to arm them with expensive items. If your regiment fails to make combat then the Assassin cannot be used and an expensive item such as, for example, the *Frost Blade* is wasted. Cheaper items which will give Assassins an edge in combat are far more cost effective. The *Potion of Strength* is a popular choice and a magical weapon below about 30 points is usually a sound investment.

Note that Dark Elf Assassins cannot apply Black Venom (D3 wounds per hit) onto magical weapons. Magical

weapons can never claim the additional benefits of their respective mundane equivalents.

TACTICS

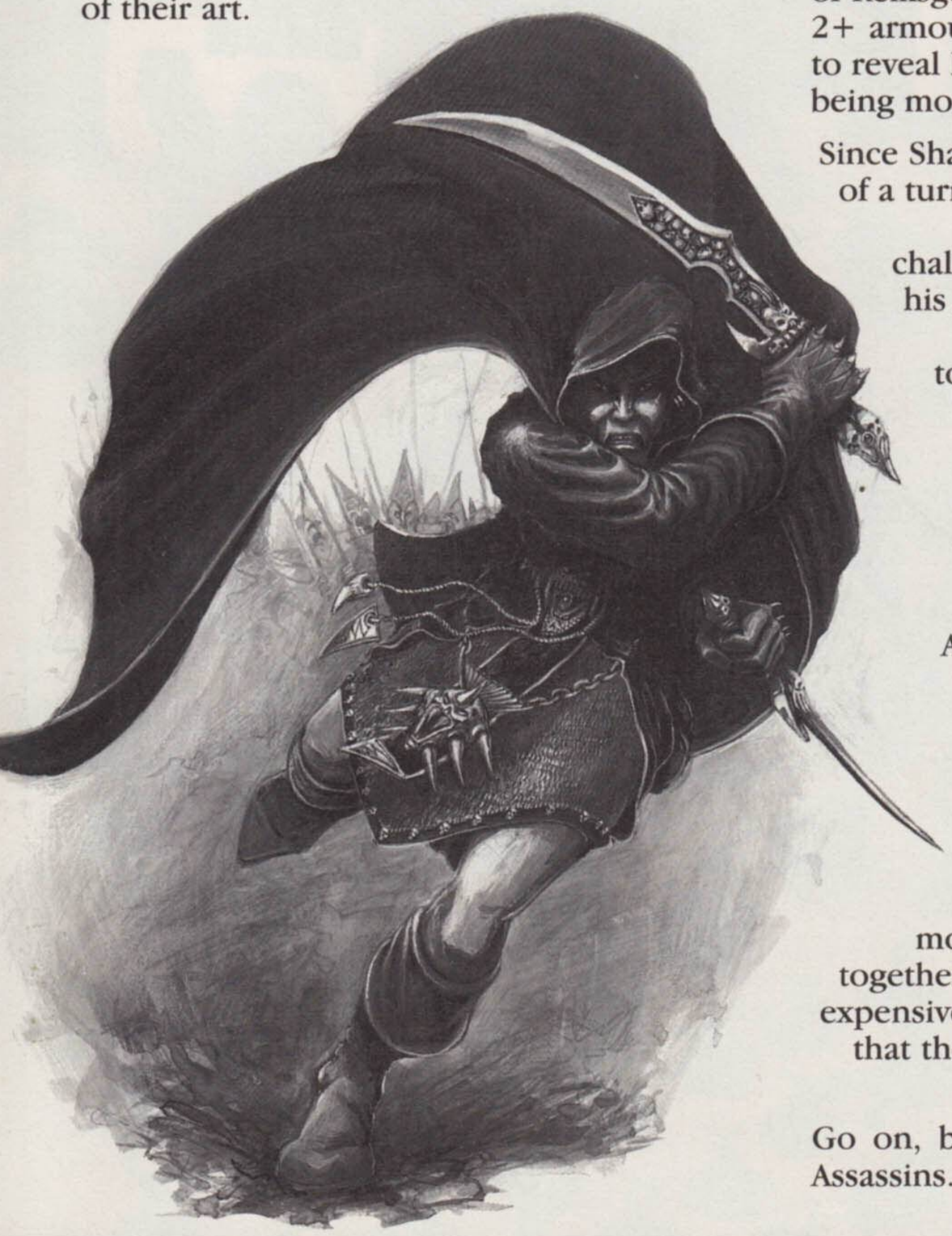
Assassins of both races are somewhat of a gamble. On one hand, a properly executed surprise attack may win you a game by killing off a valuable enemy model like the opposing General or a high level Wizard. However, on other occasions the Assassin may never get to fight, as his host regiment fails to engage the enemy. Not an ideal reward for the points spent.

Both types of Assassin can struggle to injure particularly tough characters or monsters. In such cases it may be prudent to attack lesser characters such as low level Wizards or Champions in a bid to boost your combat resolution score.

Another use of Assassins is to sacrifice them to prevent powerful enemy characters running amok through your rank and file troops. Careful placement of your Assassins can prevent the opposing characters from attacking these more susceptible troops. In this way, your Assassin may well fall but his demise may reduce the overall wounds your side suffers and ultimately may mean you fare better in the combat.

SPECIAL CHARACTERS

Although Assassins of either race are the epitome of stealth and martial prowess, two unique individuals stand out above the rest as the pinnacle of their art.



Deathmaster Snikch is the Chief Assassin of Clan Eshin and prime agent of Lord Sneek, the Lord of Decay. Unlike ordinary Skaven Assassins, he cannot be set up hidden within a Skaven unit. He is an independent character and is deployed on his own.

His *Cloak of Shadows* and 'dodge' ability allow Snikch to happily mill around the battlefield without worrying about being picked off by missile troops or war machines. His *Bands of Power* can boost his Strength, so he is quite capable of taking on and killing tough characters or monsters. Even if Snikch fails to kill such models then he should at least take a few wounds off them, so they become more susceptible to your rank and file. Frequently, opponents are so busy making sure Snikch gets nowhere near their own powerful characters that they fail to utilise their own troops properly.

Shadowblade is the Dark Elf Master of Assassins whose reputation among even this most bloodthirsty of races is legendary.

Shadowblade can be deployed like a normal Dark Elf Assassin but has the unique ability of infiltrating an enemy unit before the game. Although this is a risky gambit (he can be discovered and killed), if successful, he is in a prime position to strike out at the most tempting of targets. Note that regardless of which regiment Shadowblade infiltrates, once he is revealed he remains equipped with his normal array of items/weapons. For example, if he was concealed within a unit of Reiksguard knights he does not boast a 2+ armour save himself when he chooses to reveal himself, neither does he count as being mounted.

Since Shadowblade is revealed at the start of a turn, when it comes to combat he is already visible and so can be challenged as normal. However, with his *Potion of Strength,* Shadowblade has the capability to take on the toughest of opponents but should he fail and be slain instead, his death throes will trigger the *Heart of Woe.* The ensuing explosion will likely take out both his killer and probably a portion of the enemy's army.

All in all, Assassins are a colourful and characterful addition to a Skaven or Dark Elf force and there are some nice models available which can inspire both conversions and painting. All good reasons in themselves for including such models in your army. These factors, together with the possibility of killing an expensive enemy character or two, means that the inclusion of Assassins is usually worth investing some points in.

Go on, be sneaky and underhand – use Assassins. You know you want to!

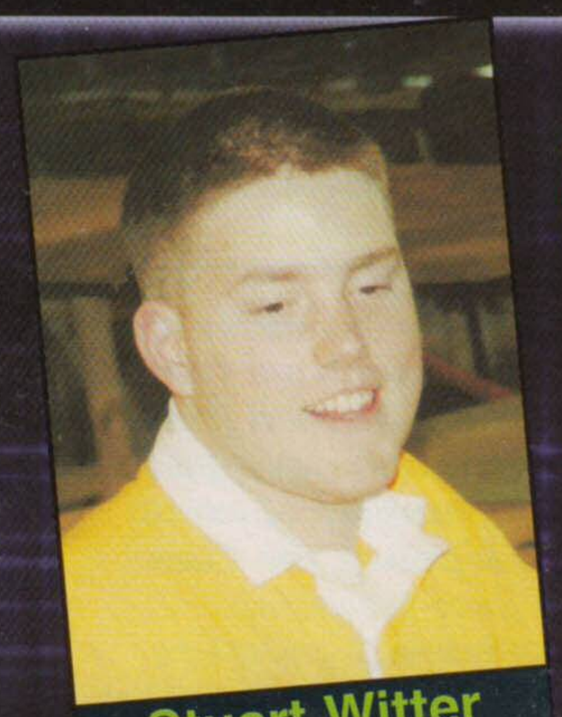


Skaven Assassins all originate from Clan Eshin. Trained from birth and equipped with all manner of exotic weaponry, the Clan Eshin Assassins efficiently complete many varied missions. As well as their battlefield role, they are used as saboteurs, spies and, most importantly, act as the secret police of the Council of Thirteen.

WARHAMMER WORLD

THE GAMES WORKSHOP MUSEUM

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Games Workshop HQ, Willow Road, Lenton, Nottingham.



Stuart Witter

WAAAGH-FINGDUFFA

Orks have been Stuart's favourite army since Warhammer 40,000 first appeared, and he has used various Ork armies of different clans over an eight year period. He originally collected and painted this army to use in a massive participation game held at one of the open days at Warhammer World (where Stuart works). As you can see, it's rather large!



I chose Goffs for this army not only because they look great when painted up, but also because they suit my tactics (or lack of). I wanted a no-nonsense, run across the battlefield as quickly as possible and hit them hard force and this is reflected in its composition. The warband boasts loads of Boyz backed up with the odd Dreadnought, behind a screen of Gretchin, all accompanied by a horde of smoke-bellowing bikes and buggies. However I cannot take all the credit for the army as Andrew Atkins gave me a big hand with the modelling and painting. Due to the tight timescale (all the miniatures here were assembled, converted and painted after work, over a five week period) Waaagh-Fingduffa really turned out to be a joint effort.

Right: *These Kommandos are amongst my favourite conversions in the army, and are made of Warhammer and Warhammer 40,000 parts. They were painted to give an Imperial Guard feel to their clothing and camouflage! As well as looking good, they are very effective in battle, getting straight to the cause of my biggest fear: tanks.*





Above & left: *I saw Adrian Wood's Battle Wagon in Codex Orks and set about building my own with enough room for 30 Boyz in the back. The front is a toilet roll and two remote control car wheels (thanks to Andy Foster!), the cockpit is made from a Leman Russ, the barrel of the kannon was made from barrels and a tank wheel, the battlements are two trukks on battlefield accessory girders, the tracks are from a model tank kit I bought just to hack to pieces and there are Chimera, Warbuggy and Rhino bits thrown in for good measure. The whole thing looks very imposing and usually gets every heavy weapon in my opponent's army trained on it in turn 1, reducing it to scrap before it gets to squish anyone!*





Below: *Andrew converted and painted these Stormboyz, including some in mid-flight (or mid-crash). He loves Brian Nelson's Orks and plans to paint every one Brian sculpts!*

Above: *Andrew made the looted Basilisk complete with Orky crew. For the paint job he went for a battle-worn, ill kept look with loads of rusting armour plates hastily nailed into place.*



Below: *My Nobz mob is made up from the boxed set with the addition of some converted Oddboyz (which were shown in WD238), associated Gretchin assistants and of course Badskull Fingduffa himself. The Ork Warboss miniature is stunning and coupled with the great Ork plastics now available, it convinced me to do another Ork army. Even with the lack of time to paint this army, I still spent ages painting the warboss (and his snot Smakkit) – it wouldn't have been right to field him in base colours! I decided not to give all my Nobz boss poles as I needed the room on their backs for extra equipment, extra close combat weapons and stikkbombz. The mob strikes fear into the heart of my foes and quite rightly so!*

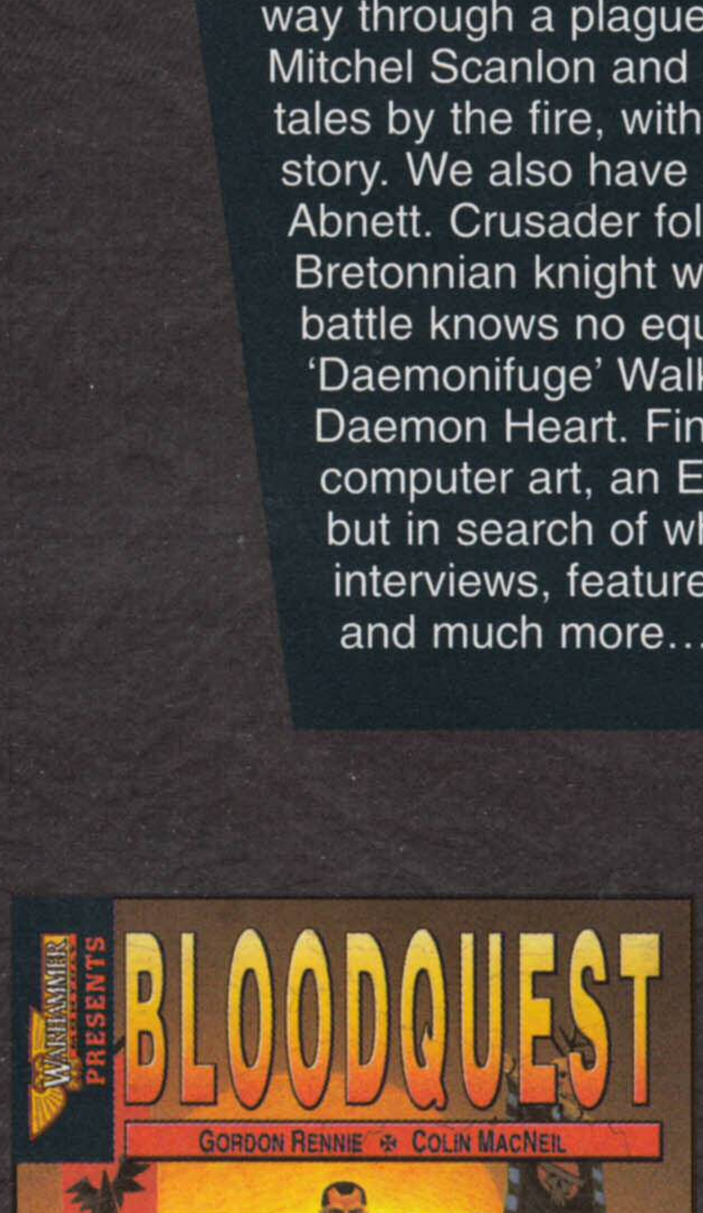


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WARHAMMER MONTHLY #27 £2.00

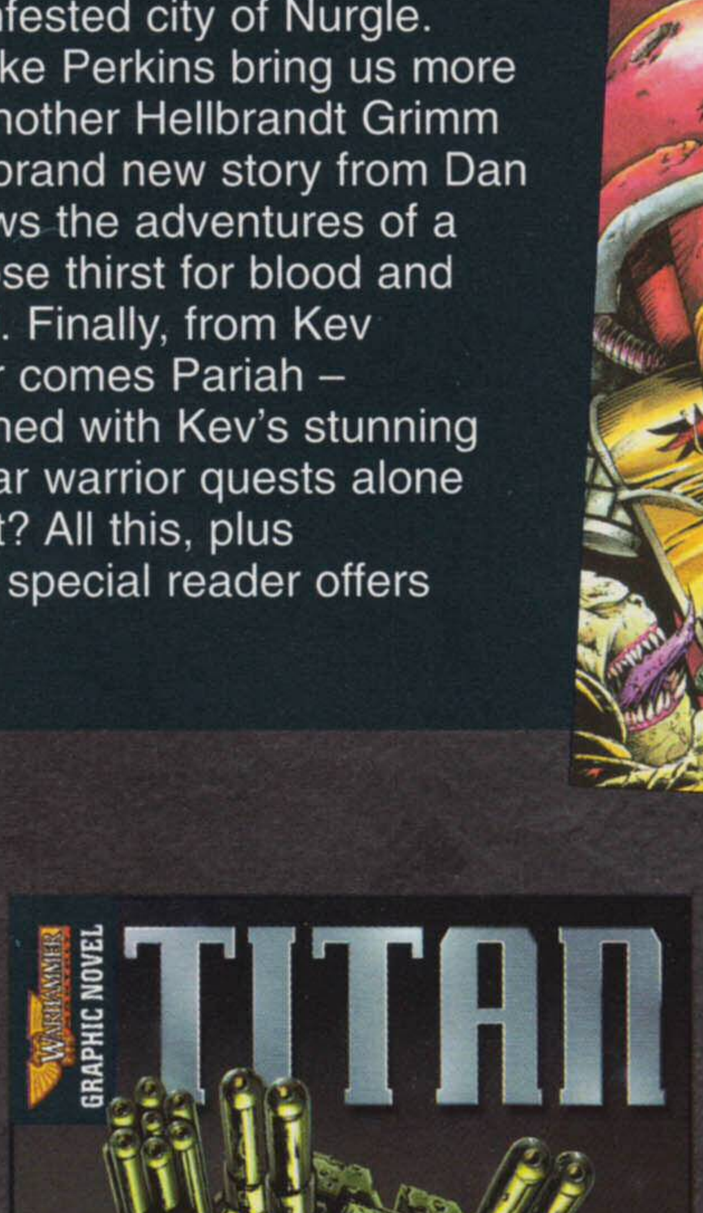
The mayhem and carnage continues in this month's cracking issue of Warhammer Monthly. Bloodquest, by Gordon Rennie and Colin MacNeil, follows the heroics of Captain Leonatos and his Space Marines as they battle across the Daemon world of Eidlon. In this episode our heroes must cut their way through a plague infested city of Nurgle. Mitchel Scanlon and Mike Perkins bring us more tales by the fire, with another Hellbrandt Grimm story. We also have a brand new story from Dan Abnett. Crusader follows the adventures of a Bretonnian knight whose thirst for blood and battle knows no equal. Finally, from Kev 'Daemonifuge' Walker comes Pariah – Daemon Heart. Finished with Kev's stunning computer art, an Eldar warrior quests alone but in search of what? All this, plus interviews, features, special reader offers and much more…





Read how Captain Leonatos began his Bloodquest in this epic graphic novel. This book collects together every episode from Book One, including ones shown in Inferno! and White Dwarf magazine. Plus, don't miss the awesome Sgt Cloten story – 'Red Secrets'.

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Daemonifuge is the fantastic comic strip that everyone has been talking about. Kev Walker's lavish computer artwork fills this graphic novel, which collects together every episode from Book One in a single volume, together with new, never seen before artwork.

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Issue 5

MORDHEIM™

Town Cryer

Published on the first Angestag of each Mannslieb.

3 Groats

CHAOS ON THE STREETS

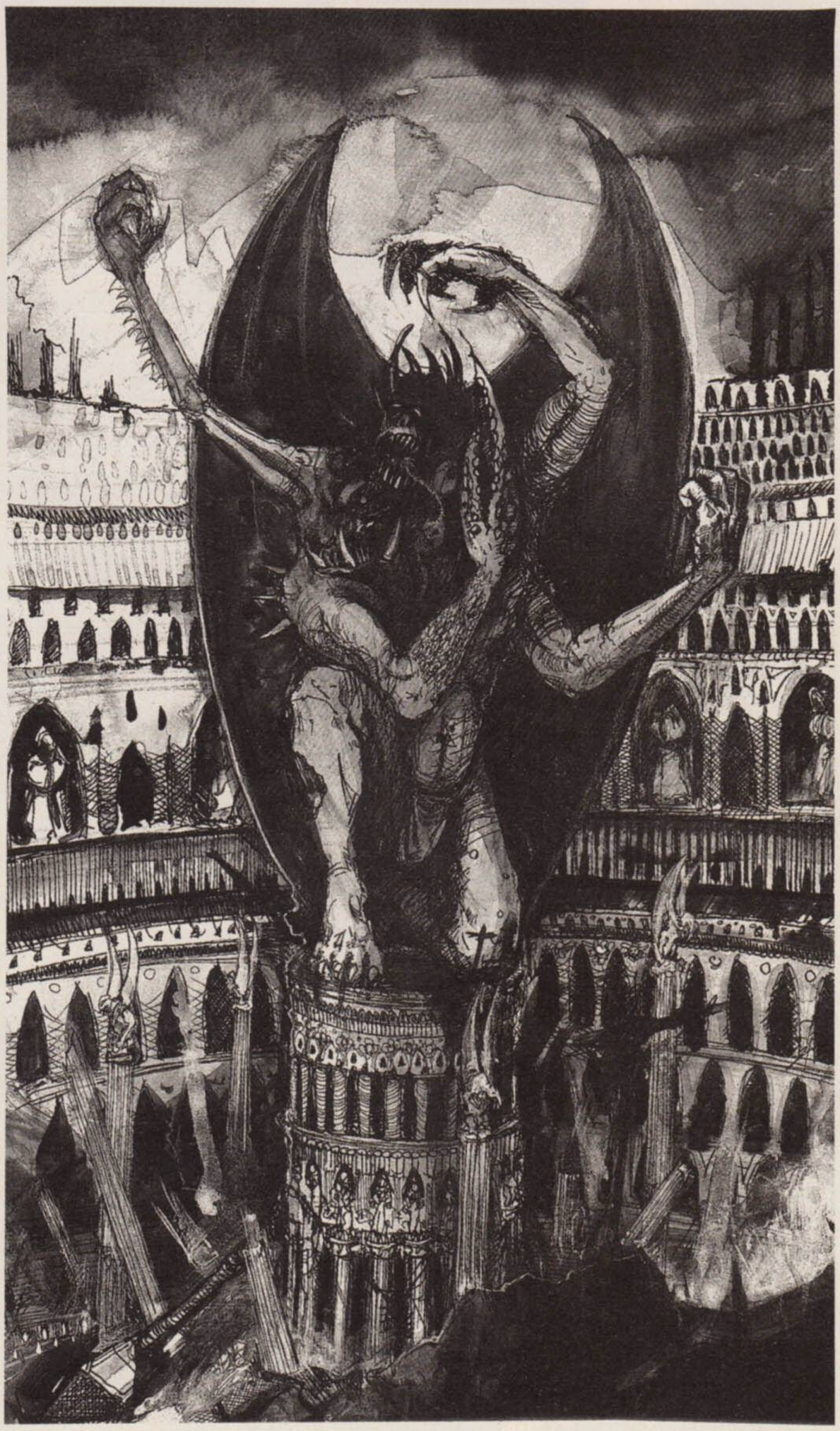
City in chaos as skirmishes between rival warbands increase in size.

Huge battles between masses of rival warbands are taking place all over the City of the Damned. All manner of strange alliances have been reported, one source even claimed that the merchants of Marienburg have allied with the warbands from Middenheim. The biggest antagonists seem to be the Reiklanders, who have formed a massive alliance in an attempt to put an end to the ambitions of the men from their rival states of the Empire.

FOLLOWERS OF THE DARK GODS OCCUPY THE RUINS

The ruins of our once proud city are no longer deserted. The insidious followers of the dark gods have now occupied Mordheim. The cause of the disappearance of several warbands can only be blamed on these most notorious of men. It is even rumoured that the one they worship, the so called Shadowlord, is living in a massive pit in the centre of the city, though this is scoffed at by local sages.

WITCH HUNTERS AND THE POSSESSED CLASH IN THE RUINS.



FULL STORY - PAGE 12

Here Within



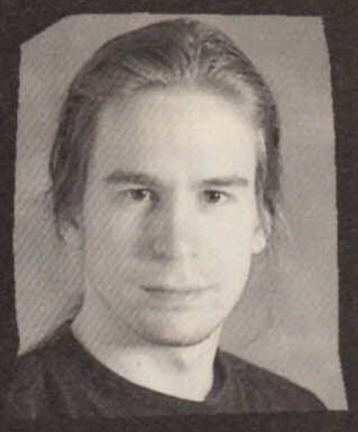
A look at ye alliances and rivalry between the warbands currently scouring the ruins of Mordheim.

Elf Rangers from afar come to Mordheim to sell their services as hired swords.

An investigation into the presence of the foul followers of Chaos, the unnatural Possessed.

A blow by blow account of the bloody skirmish between the zealous Witch Hunters and the foul Possessed.

Ye Editor Speaks



Greetings once again, and welcome to another issue of Town Cryer. This time our scribes have scoured the length and breadth of the Old World to fill the issue with wondrous and frightening articles. These include a treatise on multi-player games and many newcomers to the Dark City. The blasphemous worshippers of Chaos known as the Possessed make their long-awaited appearance, as do brutal Pit fighters and the enigmatic Elf Rangers.

I have spent many moonless nights pondering the rules of the game, and I have couple of suggestions for you to try out.

First, I would recommend that Middenheim warbands should be allowed to make a single one of their members a berserker. This model would be affected by the rules of frenzy – this seems appropriate considering the reputation of the children of Ulric when it comes to ferociousness in combat.

In addition, I feel that should a Vampire acquire a Tome of Magic and the Arcane Lore skill, it is only logical to think that Vampire could study Necromantic magic instead of Lesser Magic. After all, any book of blasphemous sorcery sought after by a Vampire would undoubtedly be a dark book describing Necromantic spells instead of the ramblings of a human warlock.

Enjoy this issue of Town Cryer, and until next time, slumber deeply and fear not the shadows of Mordheim.

Should you have any comments or contributions, Town Cryer welcomes your submissions and queries. Write to the following address:

Town Cryer,
Games Workshop,
Willow Lane,
Lenton,
Nottingham,
NG7 2WS.

See you in thirty nights.

Tuomas

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The wyrdstone has brought a more insidious power out of the shadows of the City of the Damned. The rumour is that a being called the Shadowlord has inhabited the ruins. From the Pit, at the very centre of Mordheim, he sends out his corrupt warbands known to mercenaries as the Possessed.





CHAOS ON THE STREETS 6
Skirmishes between two warbands are a common occurrence but sometimes rival Mercenary Captains will lay their differences aside and ally against a common enemy. The renowned scribe Mark Havener reports on the rules of engagement for these larger confrontations involving several warbands.

IN THE RUINS 17
Creatures from afar come to Mordheim this month. Evil creatures known as Vampires have been seen in the ruins. While Pit Fighters and the enigmatic Elf Rangers can now be called upon to aid any warband wealthy enough to afford these most skilled of hired swords.





WITCH HUNT 18
A blow by blow account of the bloody skirmish between the zealous Witch Hunters, raised by the flamboyant John-Paul Brisigotti, and the foul Possessed, commanded by the infamous Paulus the Fat. Penned by the scribe Matthew Hutson for the Town Cryer.

Followers of Dark Gods

Along with warbands from all over the Old World the wyrdstone has brought a more insidious power out of the shadows of the City of the Damned. The rumour is that a being called the Shadowlord has inhabited the ruins. From the very centre of Mordheim that is known as the Pit he sends out his corrupt warbands known to mercenaries as the Possessed.

There is never any shortage of men willing to risk their lives for a chance of real power; men whose ambitions lie beyond the scope of their birthright, or whose sorcerous skills or physical deformities place them in constant danger of persecution. What do such men have to lose if they pledge their souls to the dark gods of Chaos! In the aftermath of the destruction of Mordheim all manner of mutants have appeared whilst many hitherto unblemished folk feel the stirring of strange powers, the first awakenings of magical gifts destined to bring them to a fiery death at the hands of the Witch Hunters.

It is said that these foul worshippers of the dark gods follow a being that they call the Shadowlord, Master of the Possessed. Though none know whether he is man or Daemon all proclaim him their saviour and eagerly seek to do his bidding.

As all students of the dark arts know, it is by the power of magic that creatures such as Daemons and spirits are able to stalk the mortal world. The wyrdstone that proliferates in Mordheim grants unnatural life to many vile things that by all natural rights should never exist. The Possessed were once men but by surrendering themselves wholly to the dark gods they have allowed Daemons to possess their bodies. Their appearance is horrific – corrupted from within, their flesh is twisted into a new and monstrous form.

With the power of the Possessed behind them the followers of the Shadowlord have grown powerful in Mordheim. In the Massacre of Silver Street the Cult of the Possessed ambushed and destroyed a large force sent in to hunt them down. Now the streets of Mordheim belong to the Shadowlord and his servants. The contaminated air does not affect them at all or, more likely, it nourishes their inner corruption. Men who venture into Mordheim alone are hunted down and sacrificed to the dark gods. All warbands of the Possessed gather wyrdstone for the Shadowlord who remains hidden in the Pit where he is said to be guarded by titanic Possessed the size of houses. A few shards of the precious stone are kept by the warbands and used to create more of the Possessed.

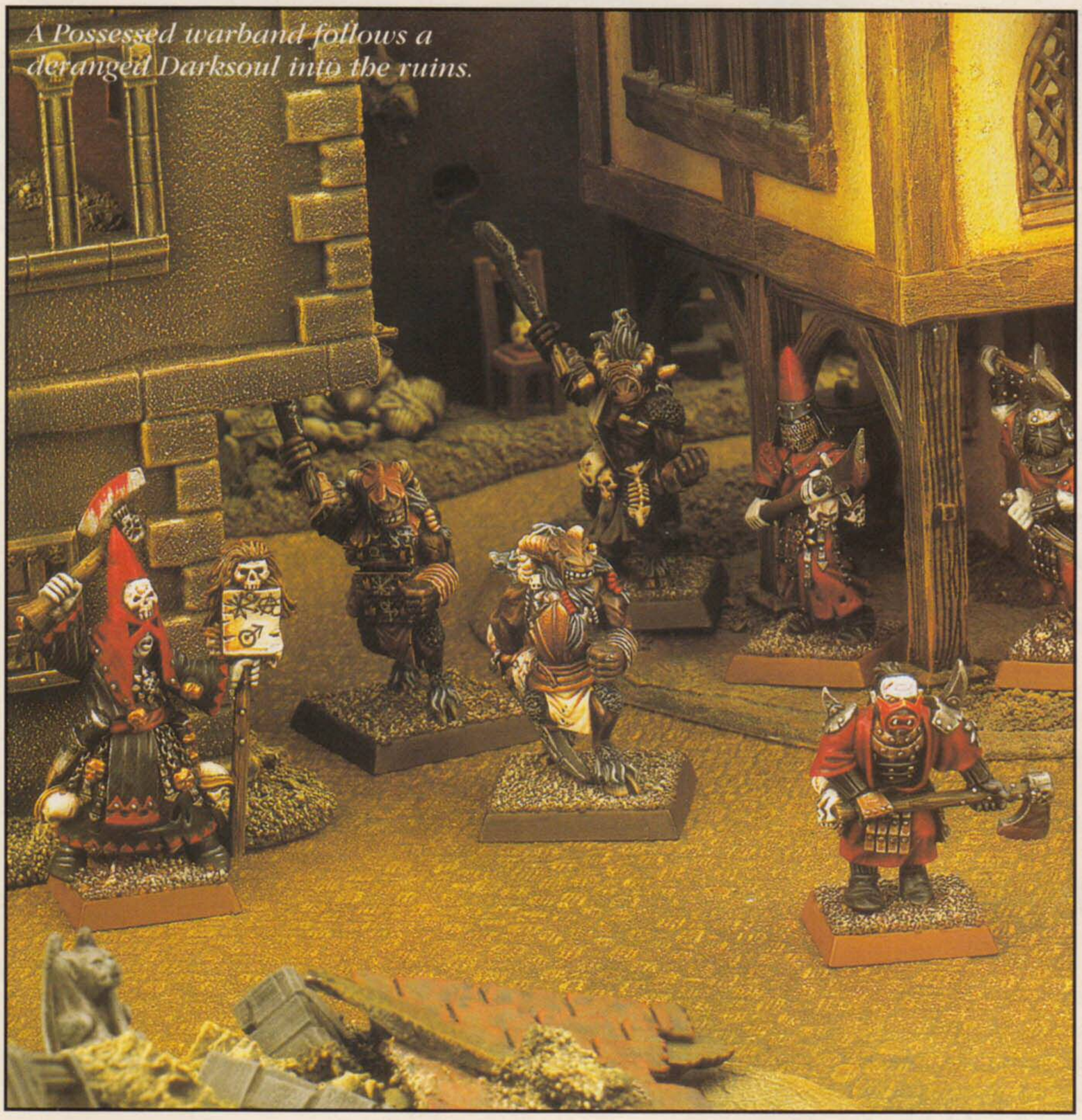
The leaders of cult warbands are called Magisters and each leads a group of cultists: minions of the dark gods of Chaos. These are men whose hunger for power knows no bounds. All take part in the blood sacrifices, dark rituals and worship of Daemons – nothing is too base for them! These degenerate humans are joined by other creatures as vile as they – things half-man half-beast that call themselves Gors, and which men refer to as Beastmen.

A warband of the Possessed



Foul Worshippers

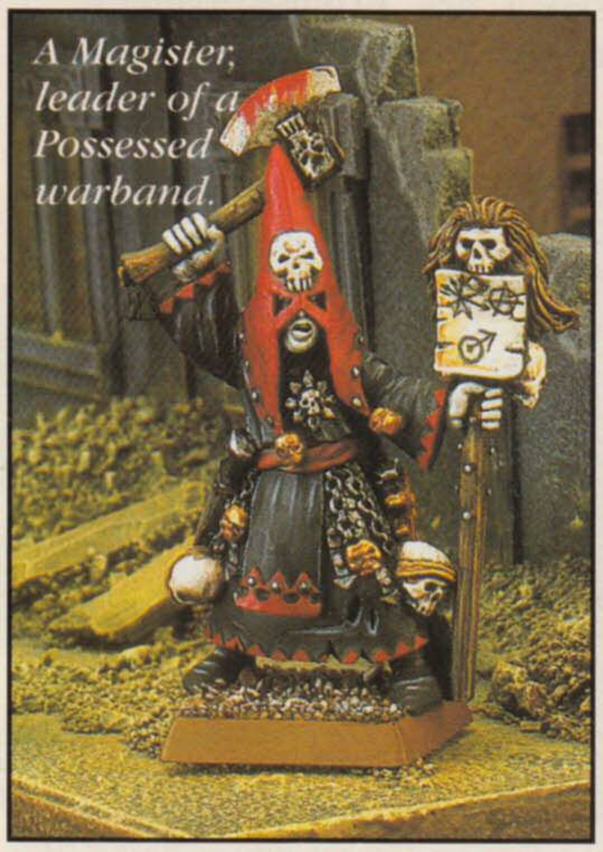
The city has been overrun by insidious followers of the Dark Gods. Where they would have cowered in the shadows before the coming of the comet they now cavort openly in the streets. Rumour has it they follow the one they call the Shadowlord – whether he is human or a spawn of evil, none know.



A Possessed warband follows a deranged Darksoul into the ruins.



A vile Possessed.



A Magister, leader of a Possessed warband.



A dangerously unhinged Darksoul.



Spear wielding Brethren.



Brethren armed with two close combat weapons.



Inhuman Beastmen.

Chaos on the Streets



Skirmishes between two warbands are a common occurrence but sometimes rival Mercenary Captains will lay their differences aside and ally against a common enemy. Mark Havener has written full rules for fighting larger games of Mordheim involving several players, as well as seven new scenarios.

These rules are designed for games of Mordheim that are not restricted to two players. Got an odd number of players one game night? Or just itching for an all-out titanic bash (perhaps the end of a league)? Try multiplayer Mordheim, and see what fun a truly chaotic game can be!

Rules for playing multiplayer games

Size of playing area: Multiplayer Mordheim obviously requires more room to play. While Mordheim normally plays fine in a 4'x4' area, the size of the playing area for multiplayer games should be at least 4'x6'. This is important for set-up as detailed below.

Attackers and defenders: In scenarios where attackers and defenders are defined, the defender is the player whose warband has the highest rating. If more than one warband have the same highest rating, the defender will be the one among them whose warband includes the most models. If there is still a tie, roll a dice to determine who gets to be the defender. There is only ever one defender, all the other warbands are the attackers.

Setting up the warbands: In scenarios where there is a defender, that player sets up his warband first. To determine who among the attacking warbands sets up next (or among all the warbands in a scenario without defined attackers and defenders), each player rolls a D6. The player with the highest roll sets up next and the remaining players set up in order of descending dice rolls.

Example: Phil, Bob, and Devin are playing Scenario 1, 'Treasure Hunt'. This scenario has no attackers or defenders

Reinhold stared down the rubble-strewn street. It looked clear, but in this city looks could be deceiving. He let a minute pass, and then another. It was cold today, and he could see his breath and the breath of his companions hang in the air as they awaited the word that would send them forward to search this area of the city for the precious wyrdstone. Reinhold pondered the vagaries of fate that had led him to this place, in this company. There was Klaus, a huge ox of a man with brains to match the self-appointed champion of the warband. The spearmen Hans, Bertram, Leopold and old Otterman stood or squatted around Klaus. Behind the champion, as if seeking his protection, were the two youngbloods, Anna and Karl. Reinhold wondered if these two would last longer than any of their predecessors. Lack of experience often meant death in this place of the damned. Dorfmann and Dagoberd, the two crossbowmen, crouched behind a pile of stones in the centre of the street, their eyes constantly scanning the ruined buildings for targets. The Snake, their new Warlock hired sword, sat hunched over to one side. None of the men liked the old crone. She was undoubtedly insane and smelled like something had crawled up her skirt and died, but they respected her power.

Reinhold saw nothing and so he waved his band forward. The warriors picked their way cautiously down the street, scanning the ground for wyrdstone shards as they went, but ever-conscious of their surroundings just the same. Sudden movement down the street caught the warband's attention. Three bandy-legged ratmen turned a corner a stone's throw away. The Skaven appeared to be just as shocked at the appearance of the humans as the mercenaries were of them, and all three suddenly stopped in the middle of the street. Behind them their comrades had not noticed the humans and blundered into the lead rats, causing a slight commotion and several chittering shrieks of rage.

"Looks like we're going to have a fight today after all lads." Reinhold muttered to his men. The warriors readied their weapons and prepared for a skirmish.

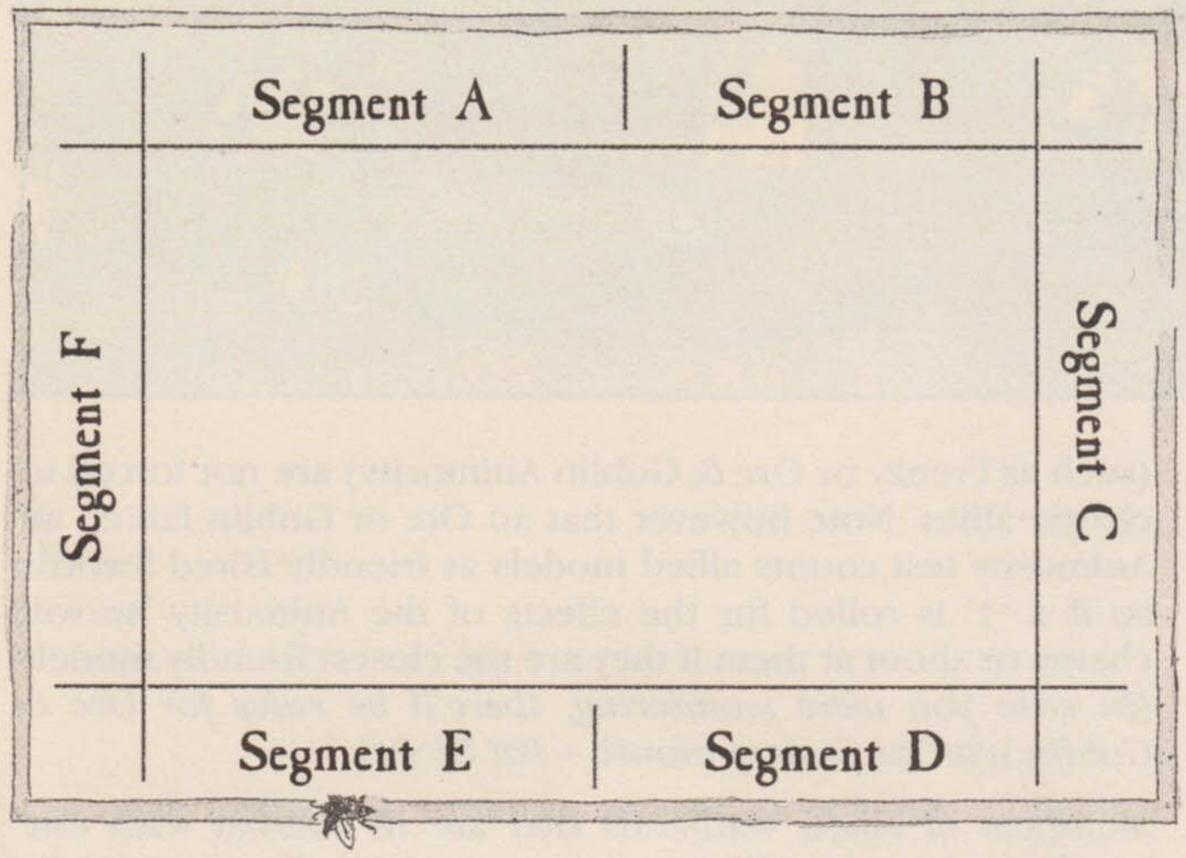
A sharp intake of breath and the clattering of a dropped weapon caused Reinhold to whirl around. Karl's dagger lay on the ground and Reinhold was about to berate him for his carelessness when he noticed that the young warrior was staring open-mouthed at something to the rear of the warband. The mercenary looked to see what had shocked the young man so, and then he saw them, two of the accursed Possessed and an enormous Ogre lumbering down the street towards them, followed by a Magister and several less recognisable members of the blasphemous Cult of the Possessed.

It was unusual, though not unheard of, for Skaven to make alliances with members of one of the dark covens that operated secretly within the cities of the Empire. They were all worshippers of the mad gods of Chaos, after all. However, one look over his shoulder at the furry denizens of the sewers convinced Reinhold that such was not the case this time, for the Skaven seemed surprised to see the cultists as well. The first fragments of a plan began to form in Reinhold's mind. Perhaps he could turn this unexpected situation into an advantage.

defined so all three roll a D6. Phil rolls a 3, Bob rolls a 5, and Devin rolls a 1. Bob must set up his warband first, then Phil, and finally Devin.

When it is his turn to set up his warband, each player must choose one segment of table edge (see the diagram below for what constitutes a 'segment') and set up his warband within 6" of it. No player may start a member of his warband within 6" of a member of another warband.

Diagram 1



Example: Continuing our example above, Bob places his warband first and chooses Segment D (bottom right corner). Phil sets up next and chooses Segment F (left side). Now Devin could choose any of the remaining edge segments, though he would probably be well advised to steer clear of Segment E as this places him right in the midst of his enemies (with a potentially constrained set-up area as well, if Bob and Phil placed any of their models close to that region!). Devin wisely chooses Segment B and sets his warband up there.

Note that some scenarios will have special set-up rules (usually for the defender) which are different from the above. Any such variation will be noted in the rules for that scenario.

Order of play: After all warbands have been set up, players must determine the order of play. Players should be arrayed about the table by their set-up segment (see above). Each player rolls a D6. The player with the highest roll gets the first turn. Play proceeds clockwise around the table from there.

Example: Our three friends have their warbands set up on the table and are ready to determine who goes first. This time Devin rolls a 6, Bob rolls a 1 and Phil rolls a 2. Devin won the roll, so his warband will go first. Devin's models were set up in Segment B and the next warband clockwise is Bob's, so even though Bob got a lower dice roll than Phil, Bob's warband goes second and Phil's will go last.

Underdogs: In multiplayer Mordheim, the underdog is not so clear. Any warband can be an underdog if it is attacked by two or more of its rivals! Still, there may be cases where one warband is simply playing out of its league. To determine if a warband is an underdog in multiplayer Mordheim, simply take the warband with the lowest warband rating and compare it to the warband with the next highest rating. Use the difference in ratings and the chart from the Experience section of the Mordheim rules to determine if any experience bonus is justified for the lower warband, just as you would for the lower of two warbands in a two-player game.

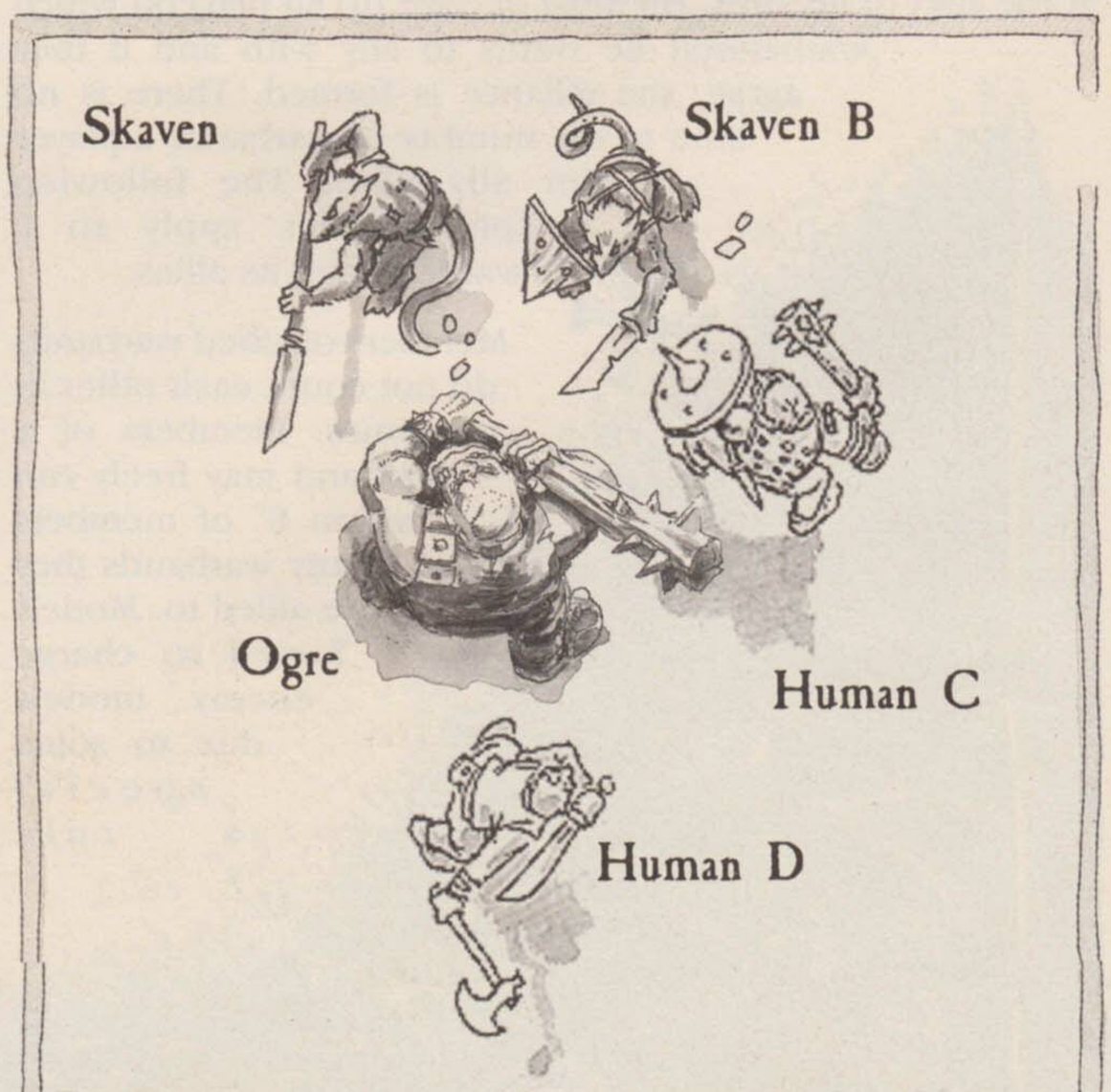
Example: Phil's Skaven has a warband rating of 176, Bob's Witch Hunters a rating of 195 and Devin's Mercenaries a rating of 123. Devin's warband has the lowest rating, so if there is an underdog, his warband will be it. To find out, we compare his rating to the next highest rating, 176 (Phil's Skaven). The difference is 53 (176 - 123 = 53), which according to our chart in the Mordheim rulebook warrants a +1 experience bonus. If any of Devin's Mercenaries survive this fight, they'll have a good chance of gaining an Advance!

Shooting into close combat: Unlike in the regular Mordheim rules, it is possible to shoot into close combat in multiplayer games, just as long as the shooters belong to a different warband than the models involved in the close combat. Shooters must still fire at the closest enemy model as normal (unless they are in an elevated position, as per the normal rules). However, if the shooter hits a model involved in a close combat, the shot may well hit one of his opponents and not the model itself. Randomise any missile hits between the target and any models in close combat with him.

Close combat involving multiple warbands: In multiplayer Mordheim it is quite possible that one warband member gets charged by models from two or more opposing warbands. When this occurs, a model will fight during the close combat phase of each model it is fighting. This can give a model many attacks during a cycle of player turns but any model that has been ganged up on in this way is probably done for in any case!

Example: Bob's Ogre mercenary has been attacked by two of Devin's Humans and two of Phil's Skaven warriors. Phil's Skaven fight during his and Bob's close combat phases, Devin's Humans fight during his and Bob's close combat phases and Bob's Ogre attacks in each player's close combat phases. If one of Phil's Skaven (Skaven B) was in contact with one of Devin's Humans (Human C) (they are at the same corner of the Ogre's base, for example) and one of them decided to attack something a little easier, they could fight in each other's close combat phases as well. Note that a model that is attacking in another player's turn must attack one of that player's models. So in our example Phil's Skaven B could not use his extra attack during Devin's turn to attack Bob's Ogre – he must use it to attack Devin's Human C.

Diagram 2



Routing warbands: Unlike normal games of Mordheim, one warband failing its Rout test (or having all of its models taken *out of action*) does not necessarily end the game. Unless there are special victory conditions noted in the rules for the scenario you are using, a multiplayer game will last until there



The Sisters of Sigmar make a last stand against an evil coalition of Undead and the Possessed.

is only one warband left on the table. The player whose warband stays on the table for the longest is normally the winner, though in some scenarios the winner might be the warband leaving the table first, as it achieves its objective and leaves the scene!

Allies: Normal games of Mordheim involve one warband competing or fighting against another. Obviously, in this environment alliances are not normally possible. However, in multiplayer games, alliances are not only possible, they are a necessity for the completion of some scenarios! A single warband attempting to take out a dragon will find itself fighting an uphill battle with very little chance of success, indeed, it may well find itself lacking a few members after failing to complete its objective! Alliances can last until the end of the game (for example, two warbands can decide to ally against a third, and split whatever booty exists at the end), or they can be very temporary (often falling apart quite suddenly and violently!).

To form an alliance, a player must declare that he is doing so at the start of his turn. He must declare (to all players) which warband(s) he wants to ally with and if they agree, the alliance is formed. There is no limit to the number of warbands a player can ally with. The following special rules apply to a warband and its allies:

Members of allied warbands do not count each other as enemies. Members of a warband may freely run within 8" of members of any warbands they are allied to. Models forced to charge enemy models due to some special rule (such as Frenzy or Orc & Goblin Animosity) are not forced to charge allies. Note however that an Orc or Goblin failing an Animosity test counts allied models as friendly Hired Swords so if a '1' is rolled for the effects of the Animosity he will charge or shoot at them if they are the closest friendly models *(in case you were wondering, there'll be rules for Orc & Goblin warbands next month – Fat Bloke).*

Members of allied warbands that are in combat with one another when the alliance is announced will automatically break from combat. Place the models 1" apart from each other. They can move as normal in their next movement phase (so models *knocked down* or *stunned* follow the normal rules for being *knocked down* or *stunned*, etc).

Initiating close combat with, shooting missile weapons at, or throwing non-helpful spells at a member of an allied warband automatically breaks the alliance with that warband. Note that this includes attacks caused by a failed Animosity test. Your allies aren't going to be as forgiving of such behaviour as your own warband members might be!

Determining the scenario: To determine which scenario will be used for multiplayer games, players may either choose to play a particular scenario or roll on the following chart:

2D6	Result
2	The player with the lowest warband rating may choose which scenario is played.
3	Play Scenario 7: Monster Hunt.
4	Play Scenario 4: The Wizard's Mansion.
5-6	Play Scenario 1: Treasure Hunt.
7	Play Scenario 2: Street Brawl.
8-9	Play Scenario 6: Ambush!
10	Play Scenario 5: The Pool.
11	Play Scenario 3: The Lost Prince.
12	The player with the lowest warband rating may choose which scenario is played.

Scenario 1: treasure hunt

Often, multiple warbands will hear the same rumour about a wyrdstone deposit and decide to explore that section of the city at the same time. A battle often results with the winners taking the lion's share of the shards home with them.

terrain

Each player takes it in turns to place a piece of terrain, either a ruined building, tower or other similar item. We suggest that the terrain is set up within an area roughly 4'x6'.

special rules

Once you have placed the terrain, place D3 wyrdstone shards for each warband involved in the game on the tabletop to represent where the shards are. Each player takes it in turn to place a wyrdstone counter. Each player rolls a D6 to determine who places first, second, third, etc. The counters must be placed more than 10" away from the edge of the table and at least 6" away from each other. Note that counters are placed before deciding which edge the warbands will play from. Warriors can pick up the counters simply by moving into contact with them. A warrior can carry any amount of wyrdstone without any penalty. Warriors cannot transfer their wyrdstone to another warrior. If the warrior who is carrying a counter is taken *out of action*, place the counter back on the table where he fell.

warbands

Players use the normal warband set-up rules (see 'Setting up the warbands').

starting the game

Players each roll a D6 to determine who goes first. Play proceeds clockwise around the table from there (based on where players placed their warbands).

ending the game

The game ends when all warbands but one have failed their Rout test. The routers automatically lose. If two or more warbands have allied, they may choose to share the victory and end the game.

experience

+1 Survives. If a Hero or Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband(s) gains +1 Experience.

+1 Per Enemy *out of action*. Any Hero earns +1 Experience for each enemy he puts *out of action*.

wyrdstone

Your warriors earn one shard of wyrdstone for each counter in their possession at the end of the battle.

Scenario 2: street brawl

Turf wars are a common sight in the ruins of Mordheim. When multiple warbands compete for the same area, a chaotic all-out brawl can ensue, where alliances are quickly made and broken and bleeding bodies litter the street. Whichever warbands win the day will have a larger area to search for the precious wyrdstone.

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4'x6'.

warbands

Players use the normal warband setup rules (see 'Setting up the warbands').

starting the game

Each player rolls a D6. The player rolling the highest has the first turn and order of play proceeds clockwise around the table (based on where players placed their warbands).

ending the game

The game ends when all warbands but one have failed their Rout test. The routers automatically lose. If two or more warbands have allied, they may choose to share the victory and end the game.

experience

+1 Survives. If a Hero or Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy *out of action*. Any Hero earns +1 Experience for each enemy he puts *out of action*.



Scenario 3: the lost prince

Travelling entertainers often tell tales of the ruined city and because of this, sons of the privileged classes often see the city of Mordheim as one big romantic adventure. Sometimes one will run away from home to join a mercenary warband and make a name for himself. Often these individuals are killed before they even get to the city but once in a while one will get lucky and actually make it that far. Sometimes their families are happy to see the young fool go but once in a while, a rich merchant or noble will actually pay to have his son saved from his inevitable fate in Mordheim.

The warbands have heard rumours that a powerful man's son has wandered into the ruins and a handsome reward will be paid for his return.

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4'x6'.

special rules

The merchant's son is initially placed in the centre of the board. He will wander D6" in a random direction at the start of each of the first player's turns, until someone 'rescues' him. If a warband member comes into contact with the merchant's son (through normal movement, NOT through charging – this is an exception to the normal rules and represents that the merchant's son is not the enemy and should not be engaged in combat), the boy will attach himself to that member and follow him around. If the 'rescuer' is taken *out of action*, flees or routs, the merchant's son will attach himself to the next warband member to contact him. Should someone wish to attack the merchant's son, he has the same stats as a Youngblood (see the Mercenary warband in the Mordheim rulebook) and is armed with a sword and dagger. If he is killed, no reward will be issued to the winning warband, of course.

warbands

Players use the normal warband set-up rules (see 'Setting up the warbands').

starting the game

Each player rolls a D6. The player rolling highest has the first turn, and order of play proceeds clockwise around the table (based on where players placed their warbands).

ending the game

The game ends when one warband manages to get the merchant's son off the table. That warband (and any allied warband) is the winner.

experience

+1 Survives. If a Hero or Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy *out of action*. Any Hero earns +1 Experience for each enemy he puts *out of action*.

the reward

The grateful father awards the winning warband with the following treasure. Note that you roll for each item separately, apart from gold crowns, which are always received.

Item	D6 Result Needed
5D6 gc	Automatic
D3 swords	4+
Suit of heavy armour	5+
Suit of light armour	4+
Shield	4+
Helmet	4+
D3 gems worth 10 gc each	5+



The merchant's son gets cornered by three different warbands eager to claim the reward.

Scenario 4: the wizards mansion

Not all of the ruined buildings in the city are ordinary houses. Some notable structures were the abodes of important town leaders or rich merchants. Tales are told of hidden rooms filled with treasure in such homes. The warbands have discovered the location of one such building. Rumours abound that the former owner also dabbled in the arcane arts, which may explain why his home was almost untouched by the devastation.

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4"x6". The first building should be placed in the centre of the table, and the objective of the scenario is to take control of this building.

warbands

One player is the defender, determined as normal (see 'Attackers and defenders' at the beginning of the article), representing the warband that reached the mansion first. The defender is deployed first inside or within 6" of the objective building. Then the attacking warbands are set up as normal.

In addition, for each attacking warband beyond the first, the defender rolls once on the table below to determine the additional equipment his warband gets to start with. Each item may only be found once. If the same number is rolled more than once, re-roll. These items represent the findings of the warband thus far and are meant to give the warband a chance against multiple opponents.

D6 Roll	Item Found
1	Wooden Man
2	1D3 doses of Mandrake Root
3	1D3 doses of Crimson Shade
4	Lucky Charm
5	Holy (Unholy) Relic
6	Cathayan Silk Cloak

All of the above are described in the Mordheim rules except for the Wooden Man. For rules on the Wooden Man, see new items below.

starting the game

Each player rolls a D6. The player rolling the highest has the first turn and order of play proceeds clockwise around the table (based on where players placed their warbands).

ending the game

The game ends when all warbands but one have failed their Rout test. The routers automatically lose. If one of more warbands have allied, they may choose to share the victory and end the game.

experience

+1 Survives. If a Hero or Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy *out of action*. Any Hero earns +1 experience for each enemy he puts *out of action*.

wizard's treasure

At the end of the game the winning warband finds all of the items on the table above which were not found before the battle. In addition, roll on the following chart to see what additional items the warband finds in the mansion. Note that you'll roll for each item separately, apart from gold crowns, which are always found. For example, you will need to roll a 4+ to find a tome of magic. Then roll to see if you find the gromril sword and so on.

D6 Roll	D6 Roll Needed
3D6 gc	Automatic
D3 gems worth 10 gc each	5+
Tome of magic	4+
Gromril sword	5+
Athame	4+
D3 doses of healing herbs	4+
Dispel scroll	5+

new items

Wooden Man: Use the stats and special rules for a zombie with +1 S and +1 T. The Wooden Man is an artificial construct in the shape of a man but made of wood. It will follow the commands of the defending warband but will not leave the wizard's mansion for any reason, even after the game. The Wooden Man may obviously not be traded.

Athame: An Athame is a special silver dagger used in magical rituals. If used in combat, it will not hold its edge. For the first attack in a game, it will count as a normal dagger. However, for the rest of the game it will count as a fist attack. The Athame is worth 10 gold crowns if traded.

Dispel Scroll: This scroll contains a powerful counterspell. It may be read aloud immediately after an opponent has successfully cast a spell (but before results have been determined) to negate its effects. When used roll a D6. The enemy spell is cancelled on a roll of 4 or more. After one use, the scroll will disintegrate and is useless. It may be traded for 25+2D6 gc.



Scenario 5: the pool

Rumours abound about a pool in the city whose waters have magical powers of healing. The warbands' patrons believe the magical properties of the water are due to a large deposit of wyrdstone within the pool. The warbands have been sent to collect as much wyrdstone from the pool as they can.

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4'x6'. The first piece of terrain should be a pool of water roughly 6" in diameter. The objective of the scenario is to gather all the wyrdstone from the pool.

special rules

Roll a D3+3 to find out how many pieces of wyrdstone are in the pool. The pool is shallow and may be entered. Any Hero spending an entire turn within 1" of the pool doing nothing else but searching for wyrdstone may roll at the end of his turn to see if he finds some. On a roll of 1-2 on a D6, that player has found one of the pieces in the pool. No Hero may search within 1" of another model (friendly or enemy), as models that are too close together disturb the waters for each other, so that neither may see the bottom. Only as many pieces of wyrdstone may be found as were rolled at the beginning of the game, any searching after that is useless. A Hero can carry any amount of wyrdstone without any penalty. Heroes cannot transfer their wyrdstone to another warrior. If the Hero who is carrying a counter is taken *out of action*, place the counter on the table again where he fell. Another warrior can then pick up these counters simply by moving into contact with them.

warbands

Players use the normal warband set-up rules (see 'Setting up the warbands', above).

starting the game

Each player rolls a D6. The player rolling highest has the first turn, and order of play proceeds clockwise around the table (based on where players placed their warbands) from there.

ending the game

The game ends when all warbands but one have failed their Rout test. The routers automatically lose. If one of more warbands have allied, they may choose to share the victory and end the game.

experience

+1 Survives. If a Hero or Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy *out of action*. Any Hero earns +1 experience for each enemy he puts *out of action*.

+1 Per Wyrdstone Counter. If a Hero or Henchman is carrying a Wyrdstone counter at the end of the battle he receives +1 Experience.

Scenario 6: ambush!

The defending warband has recently discovered a rich deposit of wyrdstone. Unfortunately, word has leaked out about their find and warbands throughout the city are hunting them, determined to take the treasure for themselves.

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4'x6'.

special rules

One player is the defender, determined as normal (see 'Attackers and defenders' at the beginning of the article). Each of the defending warband's Heroes carries 1D3 pieces of wyrdstone. If a Hero carrying wyrdstone is taken *out of action*, place a number of counters, equal to the amount of wyrdstone he was carrying, on the ground where he fell. Any Hero moving into contact with them may pick up these wyrdstone shards.

warbands

All the models in the defending warband must be set up within 6" of the centre of the board. The attacking warbands are then set up as normal.

starting the game

Each player rolls a D6. The player rolling highest has the first turn, and order of play proceeds clockwise around the table (based on where players placed their warbands) from there.

ending the game

Do not roll for Rout tests during this game. Instead, the game will last 10 turns or until all the wyrdstone shards have been carried off the board, whichever comes first. The warband that gets the most wyrdstone shards off the table (or held by one of its Heroes when the game ends) is considered the winner.

experience

+1 Survives. If a Hero or Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy *out of action*. Any Hero earns +1 experience for each enemy he puts *out of action*.

+1 Per Wyrdstone Counter. If a Hero is carrying a Wyrdstone counter at the end of the battle he receives +1 Experience.

Scenario 7: monster Hunt

The warbands have heard rumours that a terrible monster has come up out of its lair beneath the city following the recent devastation, and established a new home in the ruins. You have heard stories of such creatures and the treasure they accumulate is the stuff of legends. You have decided to see for yourself if the rumours are true.

terrain

Each player takes it in turn to place a piece of terrain, either a ruined building, tower, or other similar item. We suggest that the terrain is set up within an area roughly 4'x6'. The first building should be rather large (at least 6"x6") and open-topped, preferably ruins. This building should be placed in the centre of the table, and this is where the monster's new lair is located.

warbands

Players use the normal warband set-up rules (see 'Setting up the warbands').

special rules

The monster's lair is located in the central building and this is where the beast will be. The monster is young for one of its kind and its profile reflects this. In addition, a lifetime of living in caverns beneath the city has kept the creature from learning to use its wings. Therefore, unlike most monsters, this beast cannot fly. The monster will not leave its lair for any reason, though it will use its breath weapon against any model in range that it can see and will of course attack any model entering its lair. It will charge all models entering its lair if possible. Its 'turn' is performed before whichever player won the dice roll to go first, though it will do nothing until someone comes near its lair. For the monster's stats, see 'Great beasts in Mordheim' over the page.

starting the game

Each player rolls a D6. The player rolling the highest has the first turn, and order of play proceeds clockwise around the table (based on where players placed their warbands).

ending the game

When one warband (or more than one, if the players have agreed to share the monster's hoard) is the only one to have any models within 6" of the monster's lair, and the monster has been put *out of action*, that warband is victorious and gets the monster's hoard. If two or more players have decided to share the hoard, they must decide how to split it up. If they cannot determine this peacefully, their warbands will have to decide it un-peacefully!

experience

+1 Survives. If a Hero or Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy *out of action*. Any Hero earns +1 Experience for each enemy he puts out of action.

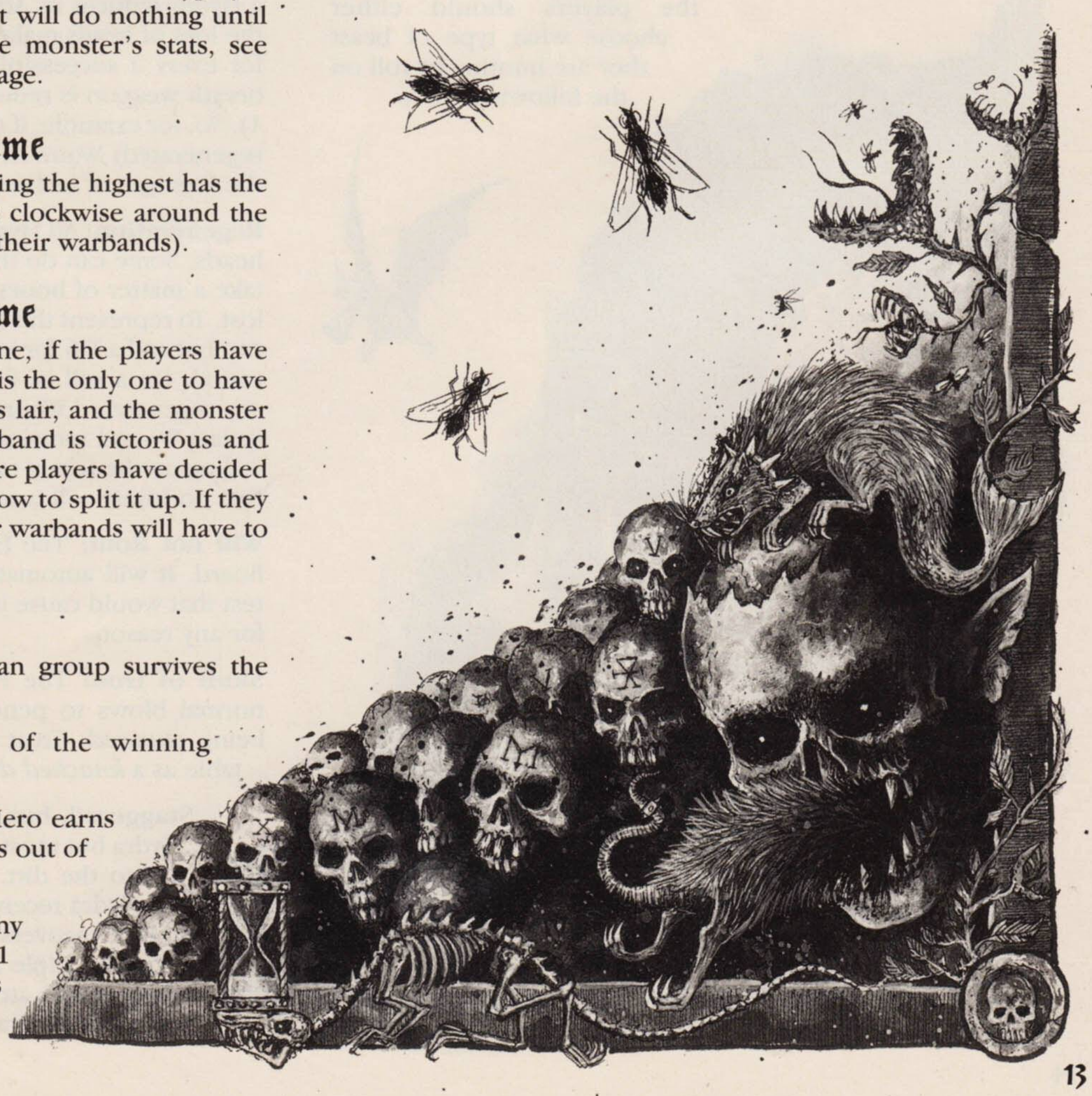
+1 For Wounding the Monster. Any Hero or Henchman earns +1 Experience for each wound he inflicts on the monster.

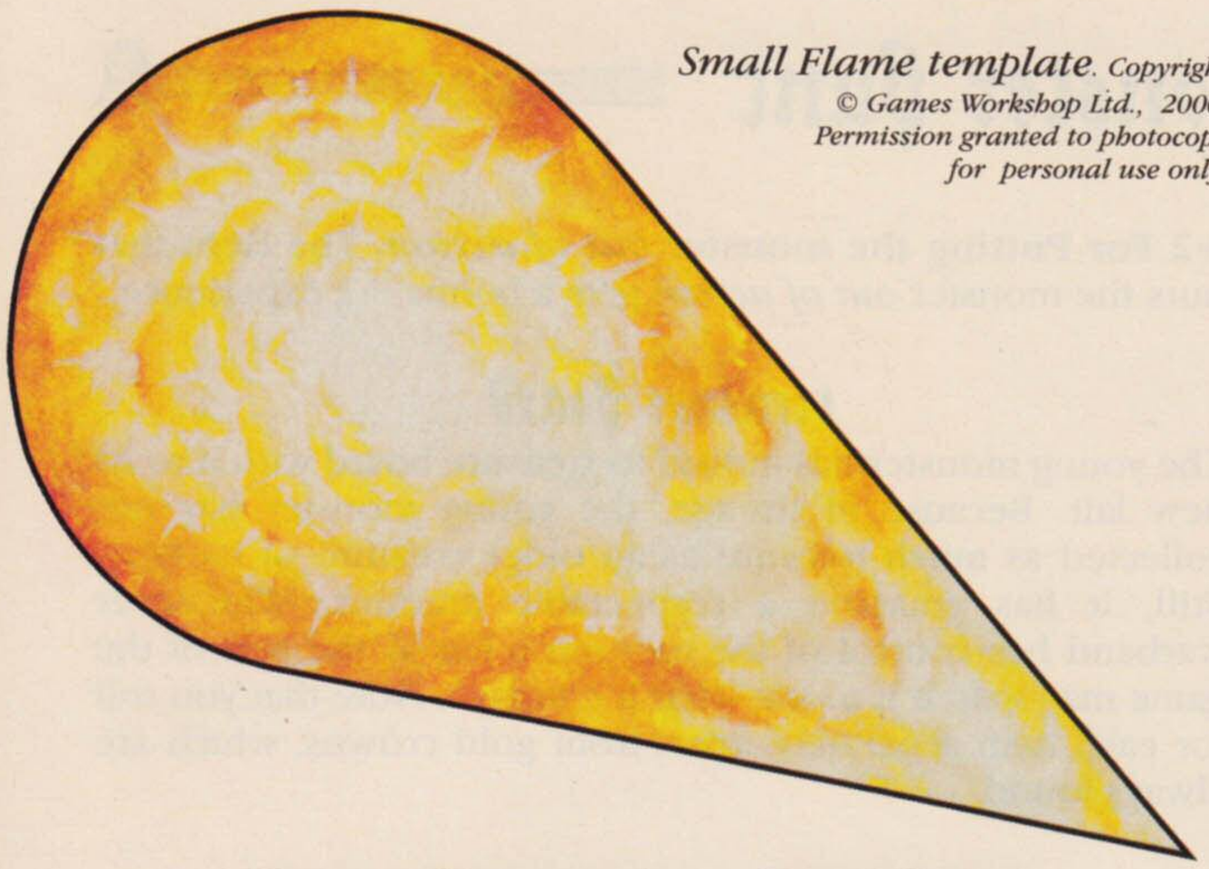
+2 For Putting the monster *out of action*. The Hero that puts the monster *out of action* gets a bonus +2 experience.

treasure hoard

The young monster has moved its treasure hoard with it to its new lair. Because of its age, the young monster has not collected as much treasure as an older creature of its type. Still, it has amassed a respectable amount. Whichever warband has control of the monster's lair at the end of the game may search it to see what it contains. Note that you roll for each item separately, apart from gold crowns, which are always found.

Item	D6 Result Needed
5D6 gc	Automatic
Magical artefact (roll on artefact table)	6+
D3+1 pieces of wyrdstone	4+
Gromril axe	5+
Suit of heavy armour	5+
Suit of light armour	4+
Suit of light armour	4+
Shield	4+
Helmet	4+
D3 swords	4+
D3 gems worth 10 gc each	5+
Jewellery worth 10x60 gc	5+





Small Flame template. *Copyright © Games Workshop Ltd., 2000. Permission granted to photocopy for personal use only.*

Great beasts in Mordheim

Regular games of Mordheim are not really suitable for the introduction of the larger monsters that roam the Warhammer world. Even a small Dragon, for example, would eat the average Mordheim warband for lunch! Due to the nature of multiplayer Mordheim, however, with its alliances and generally broader emphasis, such creatures may well make an appearance without overly upsetting the game. Monsters in Mordheim are a bit smaller than their Warhammer counterparts – they represent creatures that have lurked underground in the caverns beneath the city, are former denizens of Mordheim's world-famous Imperial Zoo, or are young members of their species who have recently been forced out of the nest and have decided to set up a new lair in the ruined city. Players who wish to include monsters in their games of Mordheim can do so using Scenario 7: Monster Hunt, or may wish to create their own scenarios using these rules. If a monster is desired, the players should either choose what type of beast they are hunting or roll on the following chart:



D6 Roll	Result
1	Young Hydra
2	Young Dragon
3	Young Wyvern
4	Young Griffon
5	Young Hippogriff
6	Young Chimera

Young Hydra

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	4	4	5	3	5	8

Fear: Despite its smaller size, the young Hydra is still a fearsome opponent. It causes *fear*.

Save: The young Hydra's scales aren't as strong as a normal Hydra's, but they are still as strong as metal. The Hydra has an armour save 6+ that is not modified by the strength of attacks against it (or by other save modifiers).

Breath Weapon: When the young Hydra breathes, flames leap from its mouths. It can use these flames as a weapon if it wishes. This attack is made in the shooting phase and may be made even if the Hydra is involved in close combat. Simply place the small teardrop-shaped template with the narrow end at one of the Hydra's mouths; any models under the template will be hit by flames on a dice roll of 4+. A model hit by flames takes a single S3 hit. Normal armour saves apply. Do not worry about any buildings the template may cover; the Hydra's fire is too weak to set them alight without prolonged exposure.

Loss of Heads: Each wound suffered by a Hydra represents one of its many heads getting taken *out of action*. Because of this, any successful (unsaved and un-regenerated) Wound to a Hydra reduces its Attacks characteristic by one. In addition, the loss of heads makes for fewer flames when it breathes, so for every 2 successful Wounds, the strength of the Hydra's breath weapon is reduced by one (to a minimum Strength of 1). So, for example, if the Hydra has taken 3 (unsaved and un-regenerated) Wounds, it would have 2 attacks remaining and the Strength of its breath weapon would be reduced to 2.

Regeneration: All Hydras have the ability to regrow damaged heads. Some can do this immediately, while for others it may take a matter of hours or even days to replace a head that is lost. To represent this ability, at the end of each round of close combat roll a D6 for each Wound the Hydra has suffered that round. On a roll of 4 or more that Wound has regenerated; any regenerated Wounds are reinstated. If a Hydra is down to its last Wound remaining, make this roll to regenerate before rolling on the Injury table; a successful Regenerate roll means that no Injury roll is made.

Will not Rout: The Hydra is far too greedy to abandon its hoard. It will automatically pass any Rout test or any other test that would cause it to leave its lair. It will not leave its lair for any reason.

Skull of Iron: The Hydra's skulls are much too thick for normal blows to penetrate. It is immune to the effects of being *stunned*. Treat any *stunned* results from the Injury table as a *knocked down* result instead (see below).

Staggered, but not down: Mighty blows will rock the Hydra but most creatures lack the ability to truly knock it into the dirt. Therefore, any *knocked down* result the Hydra receives will instead cause it to lose 1 Attack until it recovers (during the recovery phase of its next turn). Multiple *knocked down* results will cause it to lose multiple attacks in this way (if taken to 0 Attacks or fewer, the Hydra may not attack until it recovers).

Young Dragon

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	5	5	5	6	4	7

Fear: Despite its smaller size and useless wings, the young Dragon is still a fearsome opponent. It causes *fear*.

Save: The young Dragon's scales aren't as strong as a normal Dragon's, but they are still as strong as metal. The young Dragon has an Armour save of 5+ that is not modified by the strength of attacks against it (or by other save modifiers).

Breath Weapon: When the young Dragon breathes, flames leap from its mouth. It can use these flames as a weapon if it wishes. This attack is made in the shooting phase, and may be made even if the Dragon is involved in close combat. Simply place the small teardrop-shaped template supplied opposite with the narrow end at the Dragon's mouth. Any models under the template will be hit by flames on a dice roll of 4+. A model hit by flames takes a single S3 hit. Normal armour saves apply. Do not worry about any buildings the template may cover; the Dragon's fire is too weak to set them alight without prolonged exposure.

Will not Rout: The Dragon is far too greedy to abandon its hoard. It will automatically pass any Rout test or any other test that would cause it to leave its lair. It will not leave its lair for any reason.

Skull of Iron: The Dragon's skull is much too thick for normal blows to penetrate. It is immune to the effects of being *stunned*. Treat any *stunned* results from the Injury table as *knocked down* results instead (see below).

Staggered, but not down: Mighty blows will rock the Dragon, but most creatures lack the ability to truly knock it into the dirt. Therefore, any *knocked down* result the Dragon receives will instead cause it to lose 1 Attack until it recovers (during the recovery phase of its next turn). Multiple *knocked down* results will cause it to lose multiple attacks in this way.

Young Wyvern

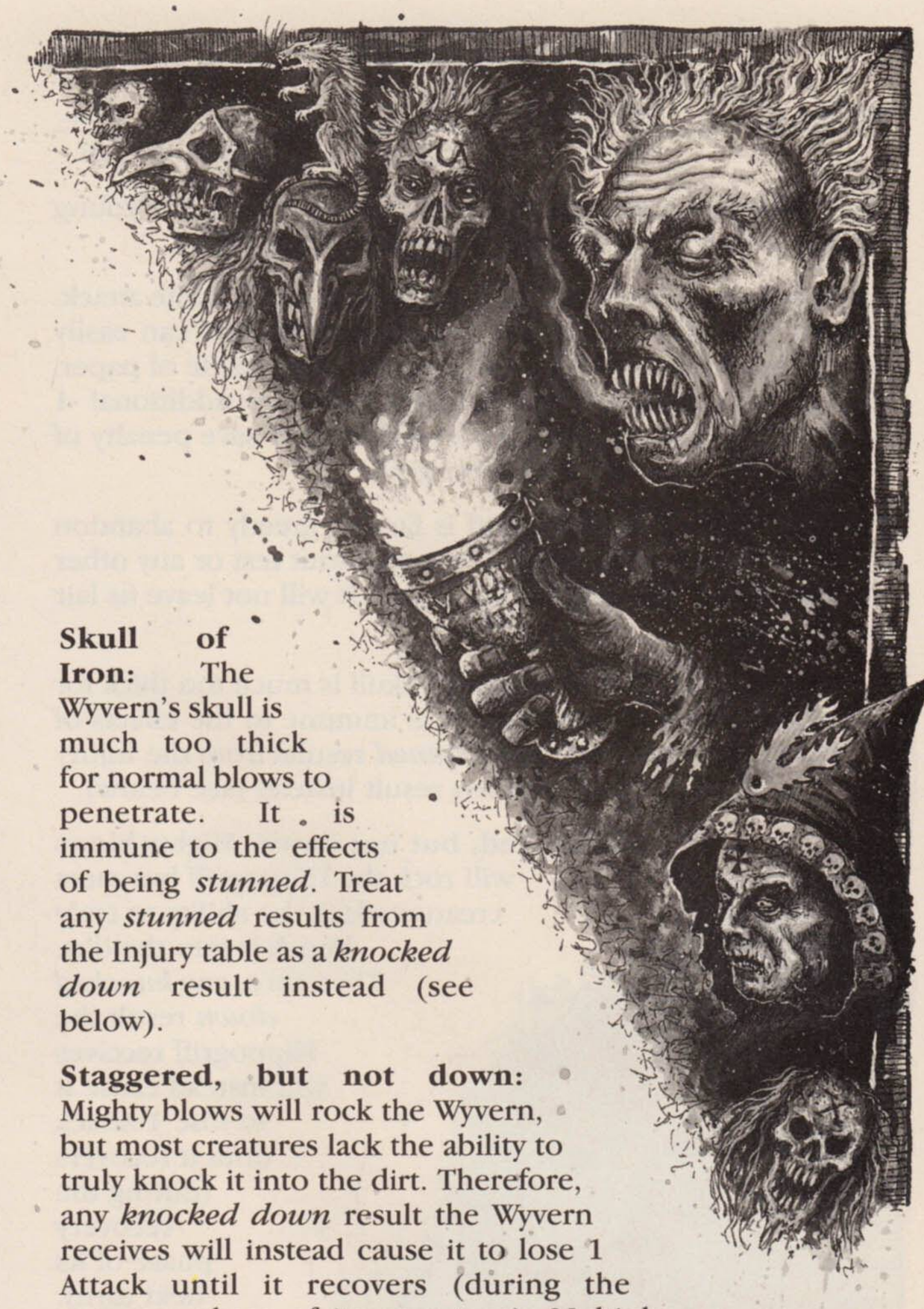
Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	4	5	3	4	2	5

Fear: Despite its smaller size and useless wings, the Wyvern is still a fearsome opponent. It causes *fear*.

Save: The Wyvern's scales aren't as strong as a normal Wyvern's, but they are still as strong as metal. The Wyvern has an armour save 6+ that is not modified by the strength of attacks against it (or other save modifiers).

Envenomed Tail: The Wyvern has a whip-like tail that is tipped with a deadly stinger. In combat it thrashes this tail forward among its enemies, either injecting them with its deadly venom, or simply clubbing them into submission. In game terms this is represented by a special tail strike that the Wyvern makes before its normal attacks in close combat. Roll a single D6. Any enemy models that are in base contact with the Wyvern and that it may attack in the close combat phase (eg, it is either the Wyvern's 'turn' or the model's turn) that have a lower Initiative than the dice score are automatically hit by the Wyvern's tail. Models with Initiative equal to or higher than the D6 roll have successfully dodged the tail and are not affected. Each model struck by the Wyvern's tail takes a Strength 4 hit.

Will not Rout: The Wyvern is far too greedy to abandon its hoard. It will automatically pass any Rout test or any other test that would cause it to leave its lair. It will not leave its lair for any reason.



Skull of Iron: The Wyvern's skull is much too thick for normal blows to penetrate. It is immune to the effects of being *stunned*. Treat any *stunned* results from the Injury table as a *knocked down* result instead (see below).

Staggered, but not down: Mighty blows will rock the Wyvern, but most creatures lack the ability to truly knock it into the dirt. Therefore, any *knocked down* result the Wyvern receives will instead cause it to lose 1 Attack until it recovers (during the recovery phase of its next turn). Multiple *knocked down* results will cause it to lose multiple attacks in this way (if taken to 0 Attacks or fewer, the Wyvern may not attack until it recovers).

Young Griffon

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	5	4	4	4	3	8

Fear: Despite its smaller size and useless wings, the Griffon is still a fearsome opponent. It causes *fear*.

Massive Beak: One of the Griffon's attacks is a bite attack. Its maw is a massively sharp, iron-hard beak that can easily slice through the thickest armour as if it were made of paper. An opponent damaged by this attack suffers an additional -1 penalty to his armour save, for a total armour save penalty of -3 (-1 for the bite and -2 for Strength).

Will not Rout: The Griffon is far too greedy to abandon its hoard. It will automatically pass any Rout test or any other test that would cause it to leave its lair. It will not leave its lair for any reason.

Skull of Iron: The Griffon's skull is much too thick for normal blows to penetrate. It is immune to the effects of being *stunned*. Treat any *stunned* results from the Injury table as *knocked down* result instead (see below).

Staggered, but not down: Mighty blows will rock the Griffon but most creatures lack the ability to truly knock it into the dirt. Therefore, any *knocked down* result the Griffon receives will instead cause it to lose 1 Attack until it recovers (during the recovery phase of its next turn). Multiple *knocked down* results will cause it to lose multiple attacks in this way.

Young Hippogriff

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	4	0	5	4	4	4	2	8

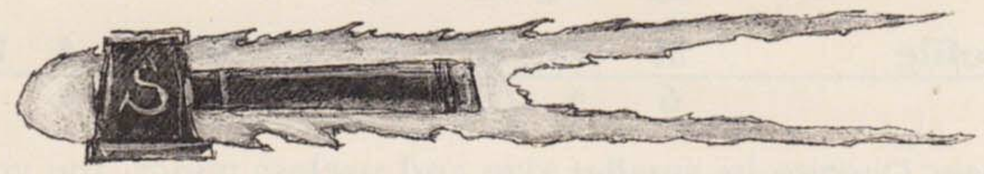
Fear: Despite its smaller size and useless wings, the young Hippogriff is still a fearsome opponent. It causes *fear.*

Massive Beak: One of the Hippogriff's attacks is a bite attack. Its maw is a massively sharp, iron-hard beak that can easily slice through the thickest armour as if it were made of paper. An opponent damaged by this attack suffers an additional -1 penalty to his armour save, for a total armour save penalty of -3 (-1 for the bite and -2 for Strength).

Will not Rout: The Hippogriff is far too greedy to abandon its hoard. It will automatically pass any Rout test or any other test that would cause it to leave its lair. It will not leave its lair for any reason.

Skull of Iron: The Hippogriff's skull is much too thick for normal blows to penetrate. It is immune to the effects of being *stunned*. Treat any *stunned* results from the Injury table as a *knocked down* result instead (see below).

Staggered, but not down: Mighty blows will rock the Hippogriff but most creatures lack the ability to truly knock it into the dirt. Therefore, any *knocked down* result the Hippogriff receives will instead cause it to lose 1 Attack until it recovers (during the recovery phase of its next turn). Multiple *knocked down* results will cause it to lose multiple attacks in this way.



Young Chimera

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	5	5	4	4	4	8

Fear: Despite its smaller size and useless wings, the Chimera is still a fearsome opponent. It causes *fear*.

Dragon Head: One of the Chimera's three heads is that of a Dragon. When the Dragon head breathes, flames leap from its mouth. It can use these flames as a weapon if it wishes. This attack is made in the shooting phase. Simply place the small teardrop shaped template with the narrow end at the Dragon head's mouth; any models under the template will be hit by flames on a dice roll of 4+. A model hit by flames takes a single S3 hit. Normal armour saves apply. Do not worry about any buildings the template may cover; the Chimera's fire is too weak to set them alight without prolonged exposure.

Ram Head: The second head is that of a massive bloody-eyed ram. One of the Chimera's attacks is a head-butt made by the ram head. If this attack hits but fails to do damage, the target must make an Initiative test or be *knocked down*.

Lion Head: The last of the Chimera's heads is that of a ferocious golden-maned lion with jaws of steel and razor-sharp teeth. One of the Chimera's attacks is a bite by the lion head. An opponent damaged by this attack suffers an additional -1 penalty to his armour save, for a total armour save penalty of -3 (-1 for the bite and -2 for Strength).

Will not Rout: The Chimera is far too greedy to abandon its hoard. It will automatically pass any Rout test or any other test that would cause it to leave its lair. It will not leave its lair for any reason.

Skull of Iron: The Chimera's skulls are much too thick for normal blows to penetrate. It is immune to the effects of being *stunned*. Treat any *stunned* results from the Injury table as a *knocked down* result instead (see below).

Staggered, but not down: Mighty blows will rock the Chimera but most creatures lack the ability to truly knock it into the dirt. Therefore, any *knocked down* result the Chimera receives will instead cause it to lose 1 Attack until it recovers (during the recovery phase of its next turn). Multiple *knocked down* results will cause it to lose multiple attacks in this way.



Reinhold pulled his blade out of the body of the Black Skaven lying at his feet. He looked up to see the remaining ratmen scurrying away as quickly as their stunted legs would carry them. The bodies of dead and wounded Skaven and Chaos Cultists littered the street. Reinhold's band had escaped the battle with little more than a few scrapes and bruises, thanks largely to his quick thinking. The wily veteran had assessed the situation and forged a hurried alliance with the Skaven against the Cultists. Then as soon as the members of the coven were put down or fleeing, Reinhold's men quickly turned on the surprised ratmen, easily driving off the cowardly abominations as well. It was not a tactic he would have used against anyone other than the unclean, but blasphemers deserved no mercy. It was not an heroic victory certainly, but it was victory nonetheless. And victory was something to be proud of in this dark city.

In the ruins

TERROR STALKS THE STREETS

New sightings of evil creatures that stalk the ruined streets of Mordheim

The evil creatures of the night known as Vampires are stalking the ruins. During dark, moonless nights, black coaches have been arriving at the gates of Mordheim carrying coffins. Strange men who hide in the shadows and crave human flesh greet them before disappearing into Mordheim. It is alleged that they are followers of none other than Vlad von Carstein, Elector Count of Sylvania, who is said to be the first and most powerful of their kind.





SAVAGE PIT FIGHTERS COME TO MORDHEIM

Professional Pit Fighters from such settlements as Cutthroat's Haven and Black Pit are hiring their services out to warbands in the city. Their skills gained in the confines of the pits are ideal for fighting in the ruined streets. Selling their services to the highest bidder, many a prospective client who couldn't outbid a rival has met his end at the hands of the warrior he so eagerly sought to employ.

MYSTERIOUS ELVES FROM AFAR ROUGH IT IN THE RUINS

Even though their numbers in the Old World are dwindling with every passing year, a few of this mysterious race can still be found in our settlements. It is rumoured though that an Elven kingdom does exist somewhere in an ancient forest in the Old World. Though they would normally shun a city as corrupt as Mordheim, a handful of the most adventurous rangers can be hired. Few can match their skill with the bow, so they are much sought after by warbands who can afford their considerable fee.



Witch Hunt

What better way to showcase the new Possessed warband for Mordheim than to pitch them against their most deadly enemies, the Witch Hunters. This game would be fought between two warbands who already had two games under their belts.

Game 1: Chance Encounter

This game was a bit of a disaster for the Possessed. The game started uncharacteristically with the Witch Hunters advancing forward and the Possessed standing back. When the Witch Hunters got close enough the Possessed charged them. This is where it went badly for Paul, as firstly Gheelann the Possessed was taken *out of action* by Tuomas Ulrecht and then the Warrior-Priest used *Soulfire* which easily dealt with the Blood Helms and Blood Horns. After losing these warriors the Possessed voluntarily routed.

After the game everybody made full recoveries and with the gold crowns earned the Witch Hunters hired an Ogre bodyguard and the Possessed hired a Warlock.



"I have a cunning plan!"

Game 2: Surprise Attack

Being the defenders, only the Warhounds, Warrior-Priest and a single Witch Hunter started in the ruins. The game was shaped by John-Paul's poor dice rolls for his warband turning up. When his models did start arriving they appeared on the table side furthest away from the fight. After what he did in the first game, Paul decided that the Warrior-Priest must die. The Warlock targeted him with his spell *Silver Arrows of Ahra* and on turn two managed to take him out, hoping that he would die after the game. The game went poorly for John-Paul. The Witch Hunters spent the game running away from the Possessed and were finally caught by the Magister using his *Wings of Darkness*. The Magister managed to single handedly take Verner Brenner *out of action* and *knocked down* Tuomas Ulrecht. Unsurprisingly the Witch Hunters routed. After the game the only injury was Verner Brenner getting a hand wound. The experience gained was just enough to give increases to most of the warband members, setting them up nicely for the next game. With the money earned, John-Paul hired a Trollslayer and a Pit Fighter while Paul added a Beastman to his Blood Horns.



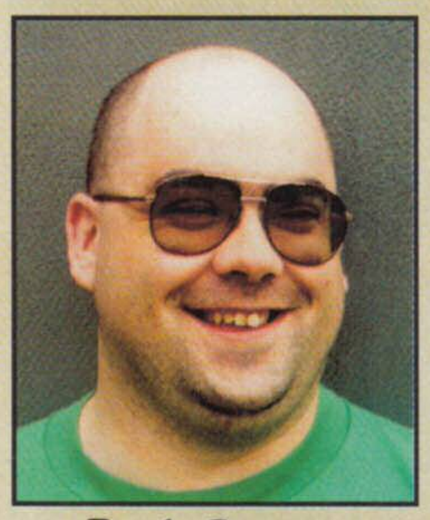
"Mmm, where shall this one hide."

Game 3: Occupy

With a win apiece the third game was set up perfectly for a titanic battle. The fact that the game would be Occupy meant that both warbands would have to fight to the end as neither side would need to take Rout tests.

A blow by blow account of the bloody skirmish between the zealous Witch Hunters, raised by the flamboyant John-Paul of Brisigotti, and the foul Possessed, commanded by the infamous Paulus the Fat. Penned by the scribe Matthew Hutson for the Town Cryer.

The Possessed



Paul Sawyer

RAAAAGH! With a couple of games under my ever-straining belt the scene was set for an epic clash of the old adversaries, the zealous Witch Hunters and the corrupt cultists of the Possessed. Not content with a simple skirmish between the two warbands, we managed to roll up 'Occupy' and therefore no Rout tests would be required. This would be a bloody encounter indeed!

As far as tactics went, I intended to use a refused flank tactic and hit John-Paul hard on one side, hopefully leaving his other flank high and dry. In addition to this, I intended to destroy his Warrior-Priest who has the capacity to cause untold damage to the Possessed with his vile spell, *Soulfire* – he has to die! The only other ace I have up my sleeve is my Warlock Merritt Ragefast who will cast doom onto the hapless Sigmarites from the tower in the centre of the ruins – an excellent vantage point for the battle.

That was the plan anyway. Lets see how it went in practice...

The Witch Hunters

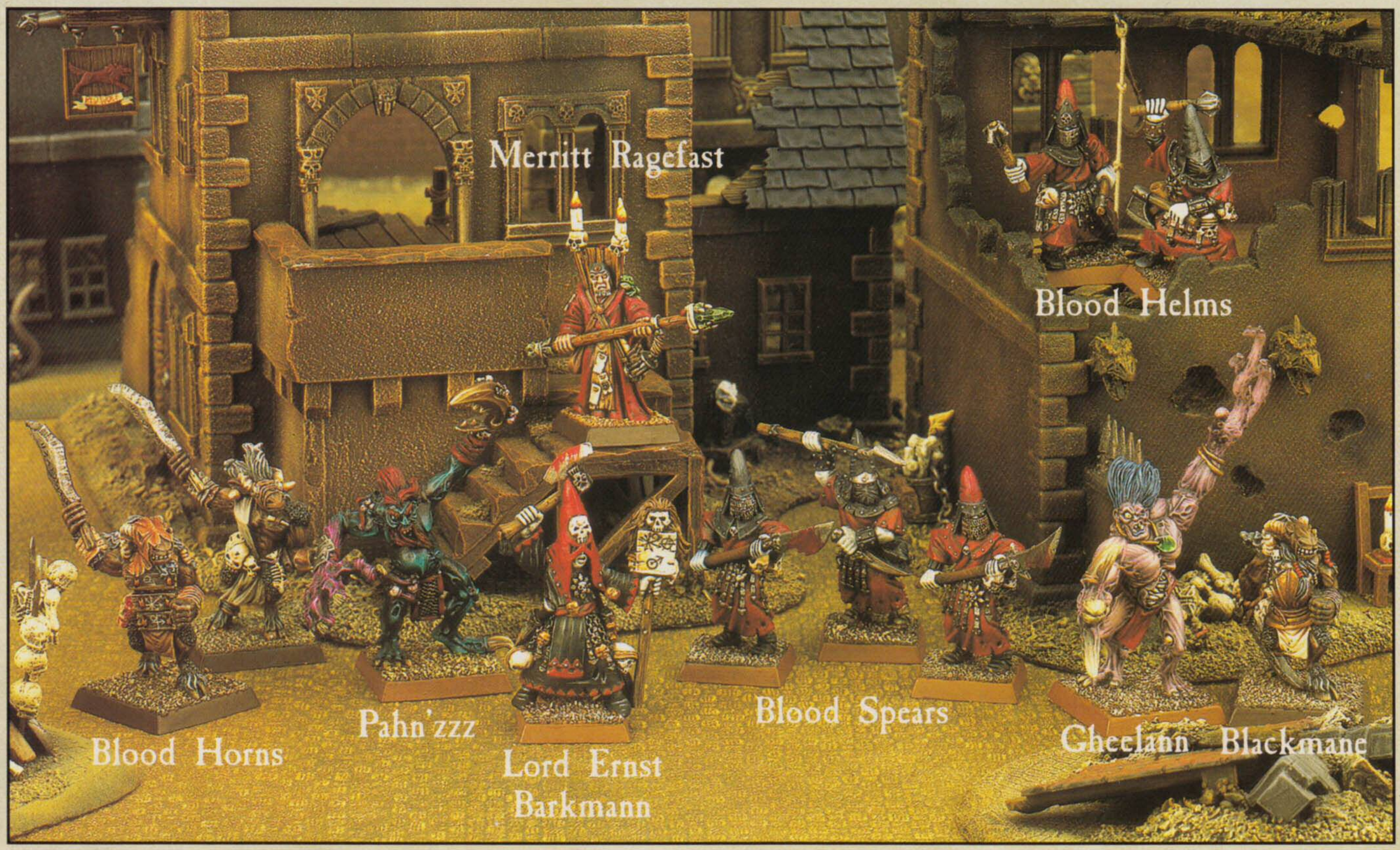


John-Paul Brisigotti

My two initial forays against the servants of Chaos had allowed me to prepare well for the main event. Having been blessed by Sigmar, my financial status was buoyant and my warband had suffered few casualties leaving me able to recruit some Hired Swords for the final showdown and bring my warband to a fifteen strong group.

Despite knowing I was on the side of truth and justice, I still felt compelled to contrive a battle plan of some sort. Knowing my enemy and having bloodied their noses already I was determined to use my numerical advantage to best effect. Unfortunately, Sigmar was testing me that day and decided to allow a stray Ogre bodyguard to join the Chaos host, evening up the odds a little. Still convinced I was on a mission from Sigmar I set about to overwhelm the enemy and use Father Schrover and his *Soulfire* spell to best effect. Well that was the plan.





Henchmen

WARBAND NAME: **CABAL OF THE SCARRED PIT**

WARBAND TYPE: **Possessed**

TREASURY:
Gold crowns: **53**
Wyrdstone shards: **0**

WARBAND RATING:
Total experience **56**
Members x 5 **71**
Rating: **127**

STORED EQUIPMENT

NAME BLOOD HELMS
NUMBER: **2** TYPE **Brethren**

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

EQUIPMENT: **Helmet, Mace, Axe, Dagger**
SPECIAL RULES
Group experience:

NAME BLOOD SPEARS
NUMBER: **3** TYPE **Brethren**

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

EQUIPMENT: **Spear, Dagger**
SPECIAL RULES
Group experience:

NAME BLOOD HORNS
NUMBER: **2** TYPE **Beastmen**

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

EQUIPMENT: **Sword, Dagger**
SPECIAL RULES
Group experience:

NAME MERRITT RAGEFAST
NUMBER: **1** TYPE **Warlock**

M	WS	BS	S	T	W	I	A	Ld
4	2	3	3	3	1	4	1	8

EQUIPMENT: **Staff**
SPECIAL RULES: **Spells- Silver Arrows of Arha, Dread of Aramar**
Group experience:

NAME
NUMBER TYPE

M	WS	BS	S	T	W	I	A	Ld

EQUIPMENT
SPECIAL RULES
Group experience:

NAME
NUMBER TYPE

M	WS	BS	S	T	W	I	A	Ld

EQUIPMENT
SPECIAL RULES
Group experience:

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Heroes

NAME LORD ERNST BARKMANN
TYPE **Magister**

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	1	3	1	8

EQUIPMENT: **Axe, Dagger**
SKILLS, INJURIES, ETC: **Spell- Wings of Darkness, Dodge**
Experience:

NAME PAHN'ZZZ
TYPE **Possessed**

M	WS	BS	S	T	W	I	A	Ld
5	4	0	4	4	2	4	2	9

EQUIPMENT: **None**
SKILLS, INJURIES, ETC
Experience:

NAME GHEELANN
TYPE **Possessed**

M	WS	BS	S	T	W	I	A	Ld
5	5	0	4	4	2	4	2	8

EQUIPMENT: **None**
SKILLS, INJURIES, ETC
Experience:

NAME BLACKMANE
TYPE **Beastman**

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

EQUIPMENT: **Sword, Dagger**
SKILLS, INJURIES, ETC
Experience:

NAME
TYPE

M	WS	BS	S	T	W	I	A	Ld

EQUIPMENT
SKILLS, INJURIES, ETC
Experience:

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Henchmen

WARBAND NAME: **THE UNFORGIVING**

WARBAND TYPE: **Witch Hunters**

TREASURY:
Gold crowns: 3
Wyrdstone shards: 0

WARBAND RATING:
Total experience 71
Members x 5 99
Rating: 170

STORED EQUIPMENT

NAME DIE GRIBEBRUDERS
NUMBER: 3 | TYPE: Flagellants

M	WS	BS	S	T	W	I	A	Ld
4	3	3	4	4	1	3	2	10

EQUIPMENT: Flail, Dagger
SPECIAL RULES: Fanatical
Group experience:

NAME DIE FISCHERSLAPPERS
NUMBER: 2 | TYPE: Zealots

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

EQUIPMENT: Mace, Dagger
SPECIAL RULES:
Group experience:

NAME DIE WULFENEATERS
NUMBER: 2 | TYPE: Warhounds

M	WS	BS	S	T	W	I	A	Ld
6	4	0	4	3	1	4	2	5

EQUIPMENT: Jaws, Brutality
SPECIAL RULES:
Group experience:

NAME KLAUS THE BEAST
NUMBER: 1 | TYPE: Ogre

M	WS	BS	S	T	W	I	A	Ld
6	3	2	4	4	3	3	2	7

EQUIPMENT: Sword, Club, Light armour
SPECIAL RULES: Fear
Group experience:

NAME HEINRICH THE GOUGER
NUMBER: 1 | TYPE: Pit Fighter

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

EQUIPMENT: Morning Star, Spiked guantlet, Helmet
SPECIAL RULES:
Group experience:

NAME GRUNGI THE MAD
NUMBER: 1 | TYPE: Dwarf Trollslayer

M	WS	BS	S	T	W	I	A	Ld
3	4	3	3	4	1	2	1	9

EQUIPMENT: 2 Axes
SPECIAL RULES: Deathwish, Hard to kill, Hard head
Group experience:

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Heroes

NAME KLINT VON OSTERWALD
TYPE: Witch Hunter Captain

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	1	4	1	8

EQUIPMENT: Crossbow, Pistol, Sword, Dagger, Helmet
SKILLS, INJURIES, ETC: Burn the witch
Experience:

NAME VERNER BRENNER
TYPE: Witch Hunter

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

EQUIPMENT: Pistol, Sword, Dagger
SKILLS, INJURIES, ETC: Burn the witch, Step aside
Experience:

NAME TUOMAS ULRECHT
TYPE: Witch Hunter

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

EQUIPMENT: Pistol, Sword, Dagger
SKILLS, INJURIES, ETC: Burn the witch, Expert Swordsman
Experience:

NAME JANICH KATCHEN
TYPE: Witch Hunter

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

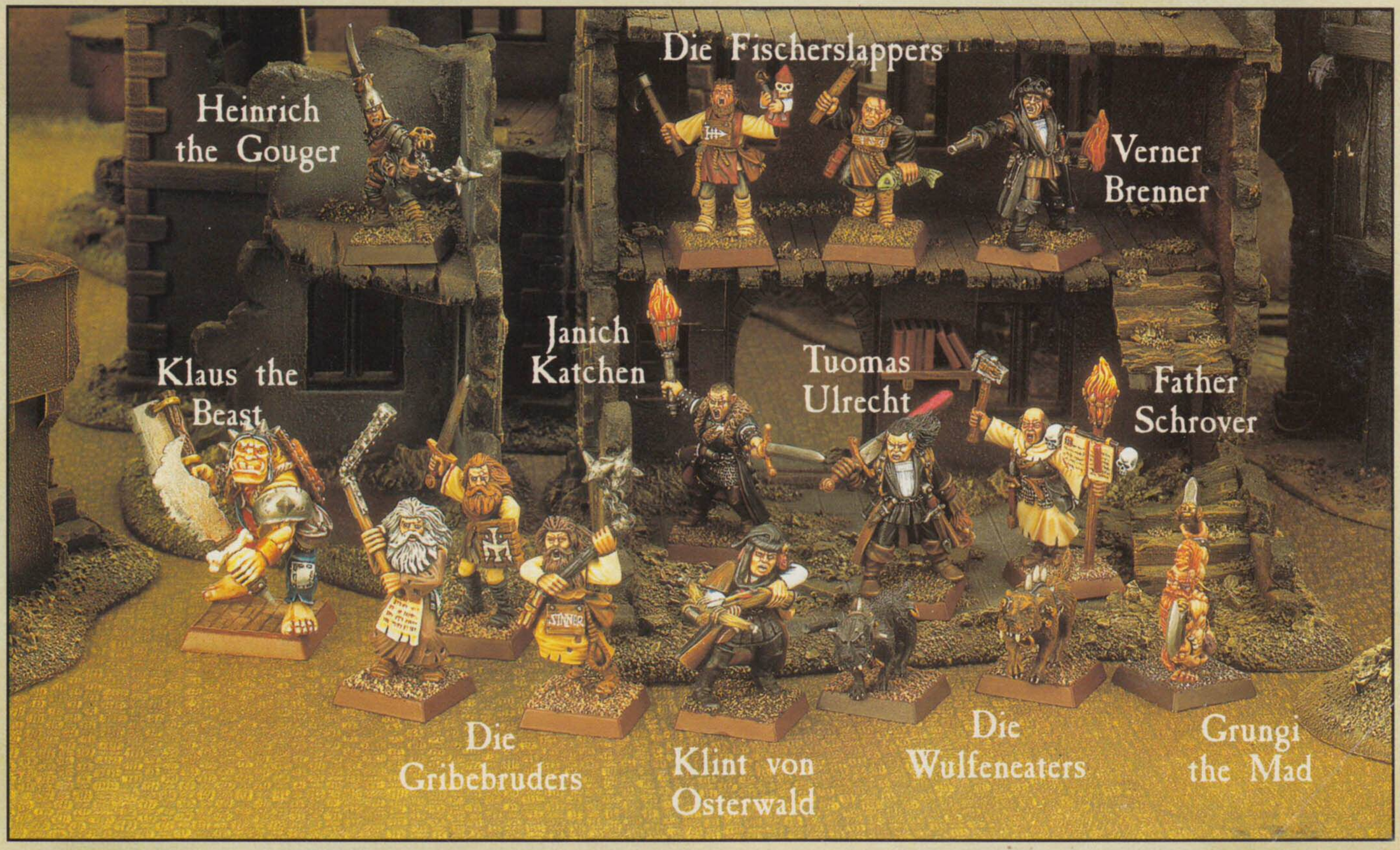
EQUIPMENT: Pistol, Sword, Dagger
SKILLS, INJURIES, ETC: Burn the witch, Strike to Injure
Experience:

NAME FATHER SCUONOVER
TYPE: Warrior-priest

M	WS	BS	S	T	W	I	A	Ld
4	4	3	3	3	1	3	1	8

EQUIPMENT: Warhammer, Dagger
SKILLS, INJURIES, ETC: Prayer- Soulfire
Experience:

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Deployment

Pahn'zzz

Merritt Ragefast

Blood Helms

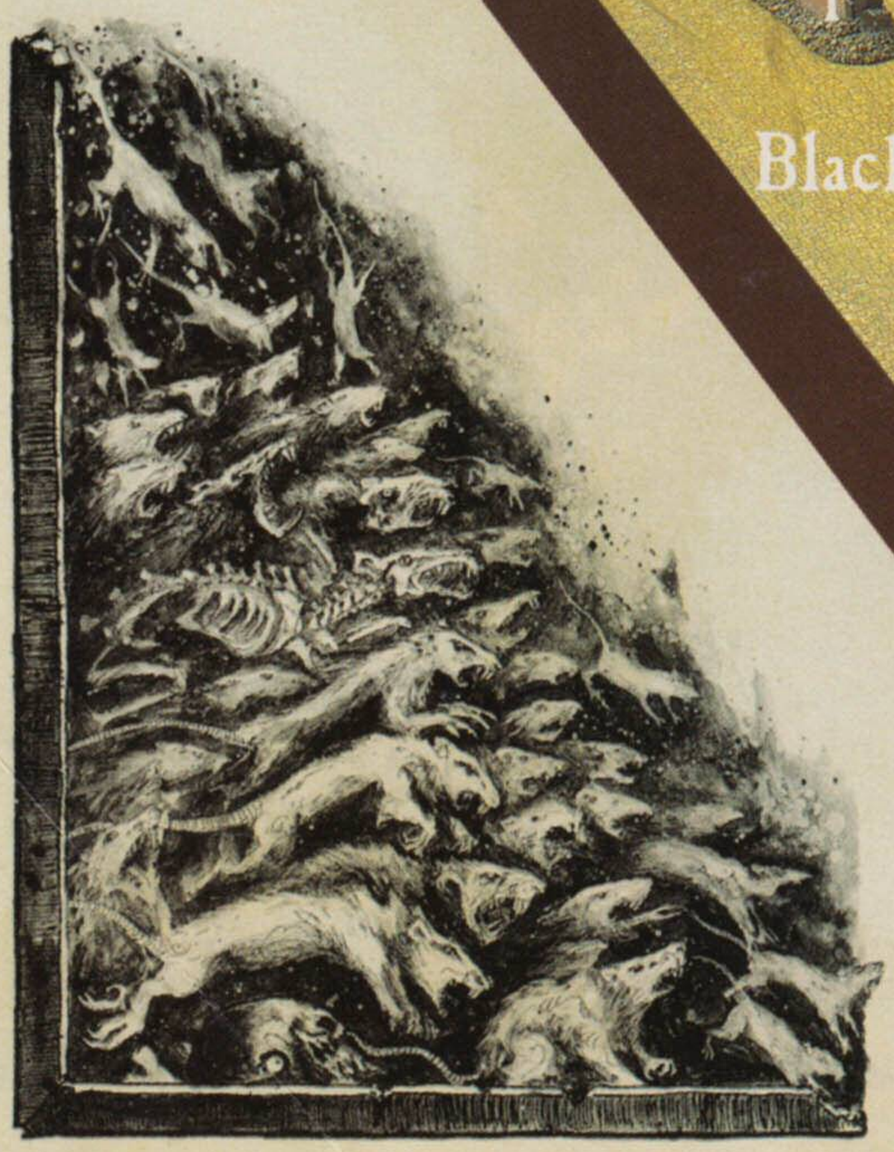
Blood Horns

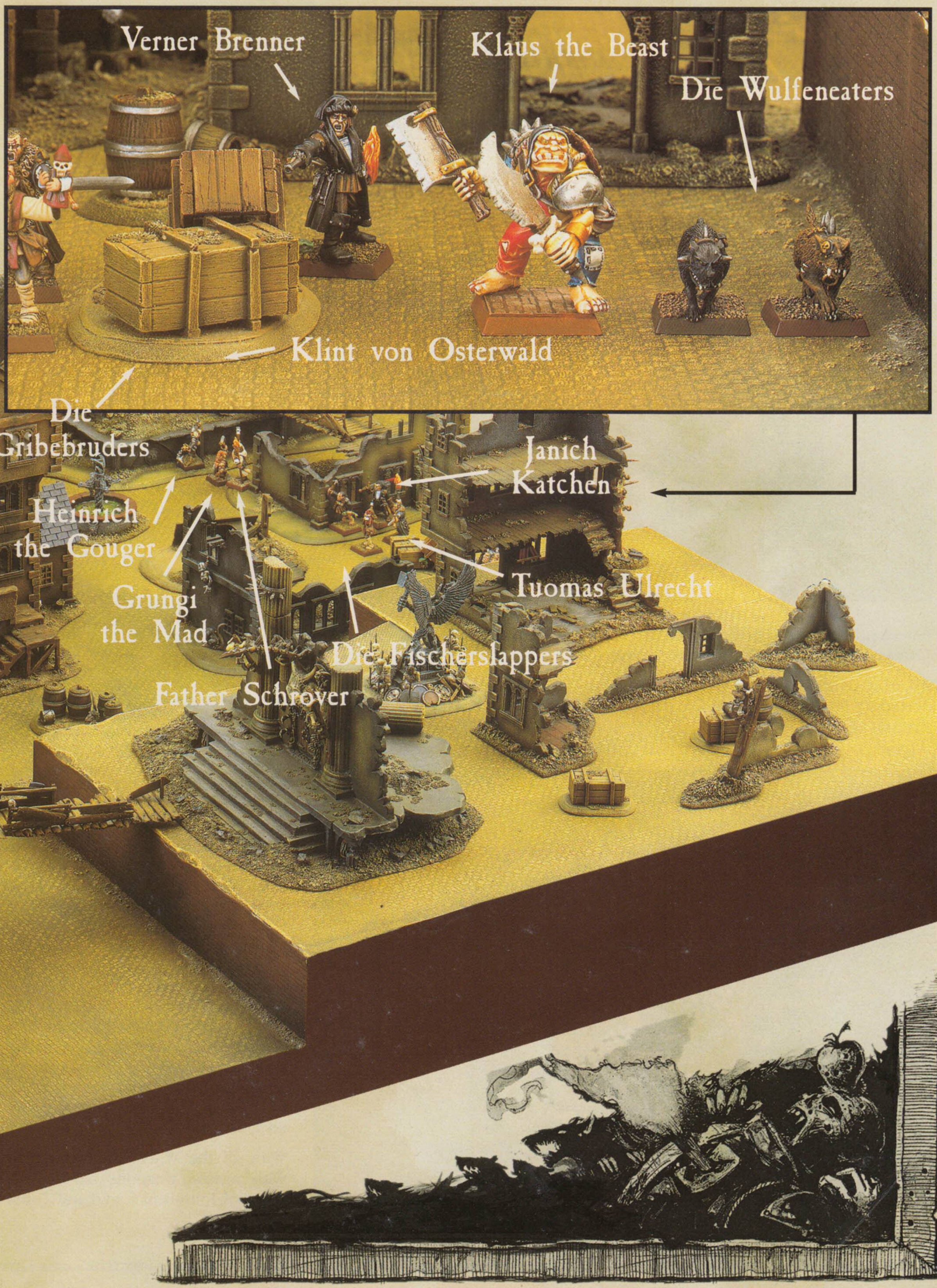
Blood Spears

Blackmane

Gheelann

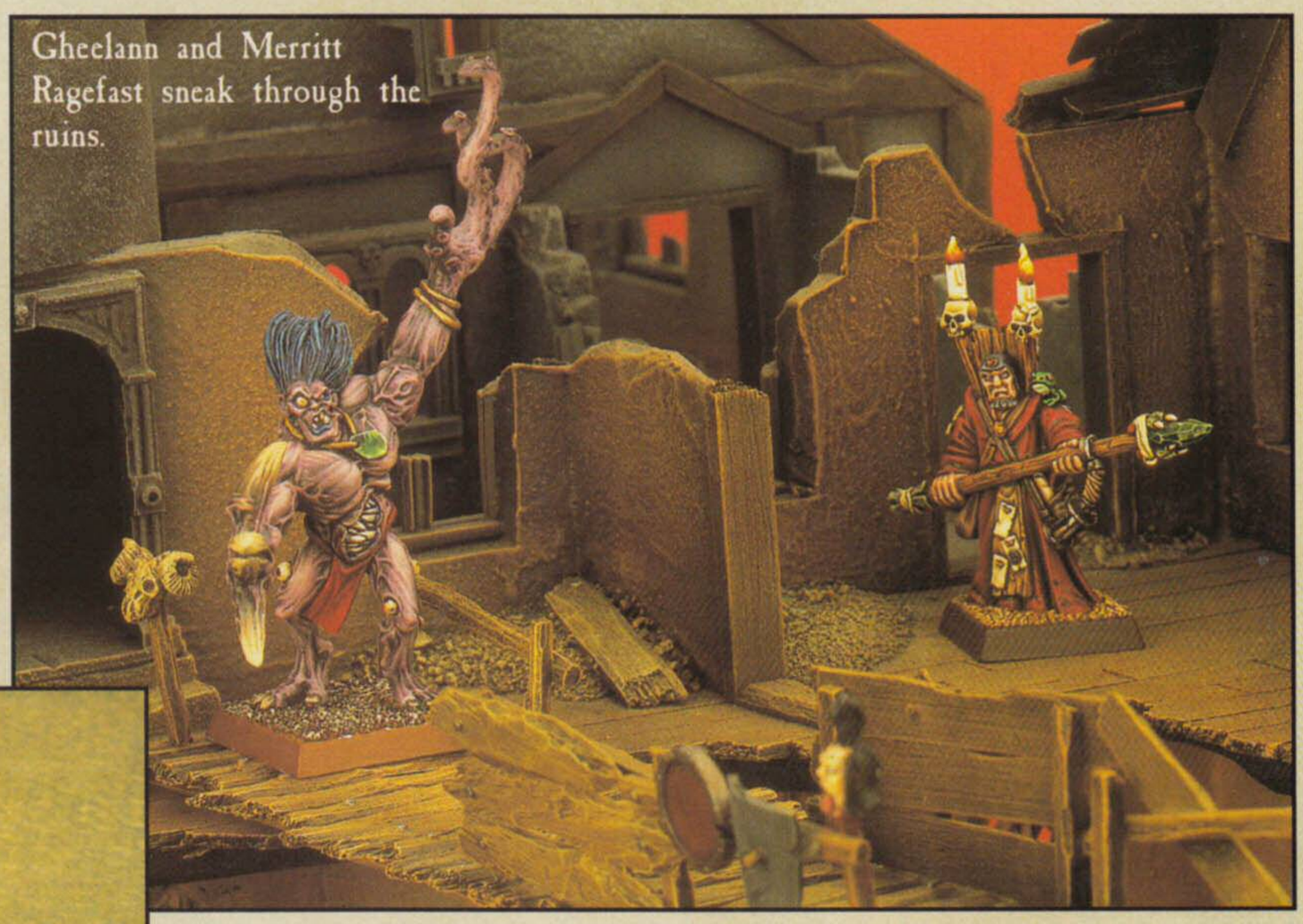
Lord Ernst Barkmann




Verner Brenner
Klaus the Beast
Die Wulfeneaters
Klint von Osterwald
Die Gribebruders
Janich Katchen
Heinrich the Gouger
Grungi the Mad
Tuomas Ulrecht
Die Fischerslappers
Father Schrover

Possessed Turn 1

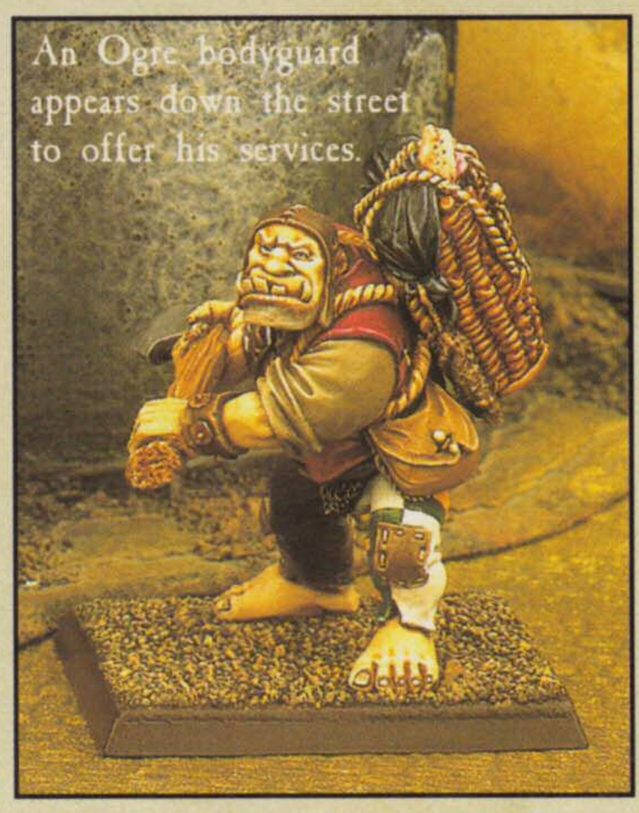
Winning the dice roll for the first turn meant Paul would have to move the Possessed first, but before he could do this he had to roll the dice to see if a Random Encounter would occur. On the very first roll of the game Paul rolled a 1. Anxiously looking on, both players watched to see which Random Encounter would happen. Paul promptly rolled another two 1's meaning that an Ogre bodyguard appeared down the street offering his services to the Possessed.

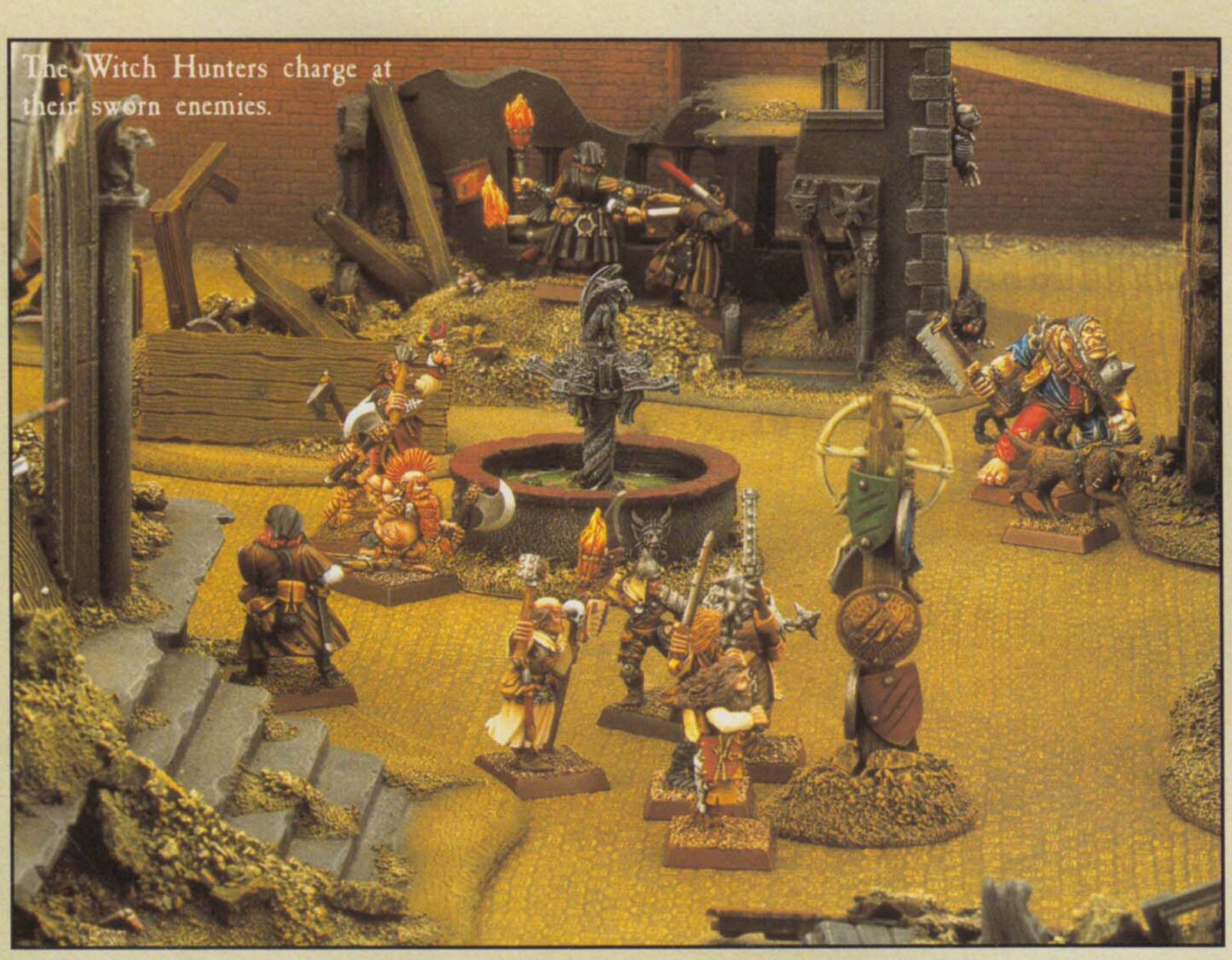

Gheelann and Merritt Ragefast sneak through the ruins.


The Blood Spears and Blood Horns move down the centre street.

Buoyed up by getting an extra model for his warband, Paul moved the Possessed forward as fast as possible to close the distance between them and the followers of Sigmar. On their left flank, Merritt Ragefast the Warlock closely followed the Possessed Gheelann across the bridge towards one of the objective buildings. The rest of the Cabal advanced through the ruined centre street towards the Witch Hunters.

Spotting the Witch Hunters in the ruins, the Warlock attempted to unleash the *Silver Arrows of Arha* against them. He passed the Difficulty test but the Witch Hunters were just out of range.

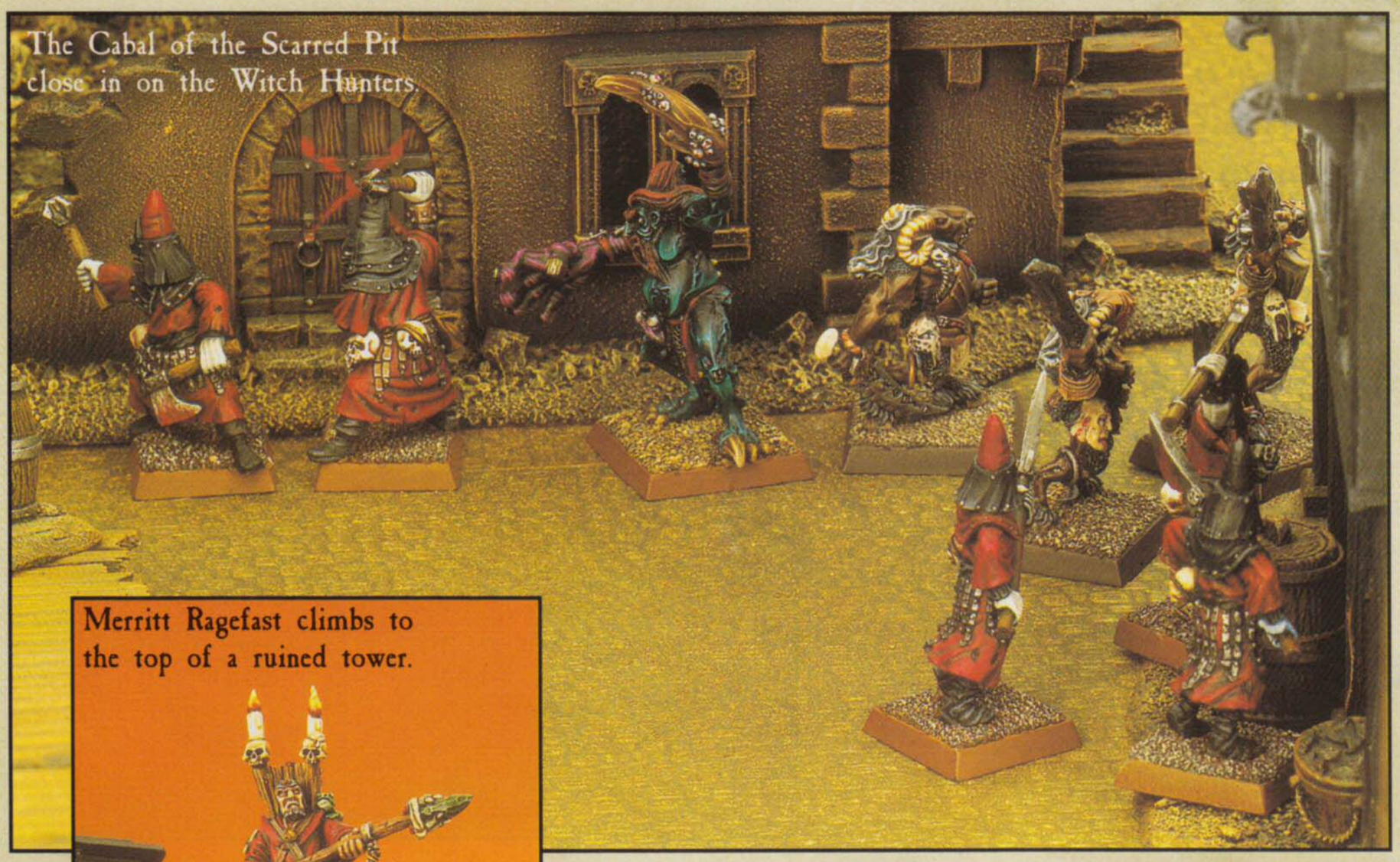

An Ogre bodyguard appears down the street to offer his services.

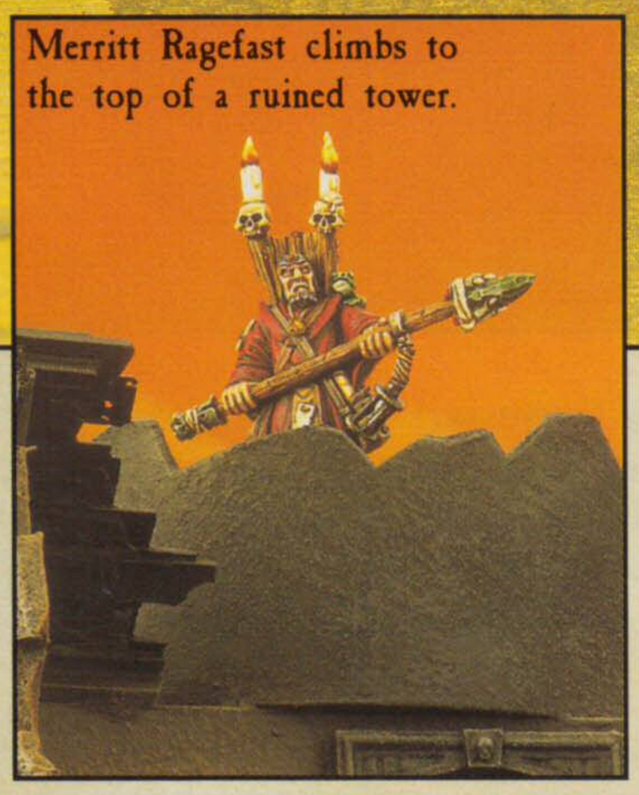

The Witch Hunters charge at their sworn enemies.

Witch Hunters Turn 1

Seeing the vile Possessed moving towards him, John-Paul sent the Witch Hunters venturing forward into the ruins. On their right flank the fanatical Flagellants accompanied Father Schrover the Warrior-Priest. The Ogre, Klaus the Beast and the two Warhounds ran forward and took cover by the wall of the ruined central building. The Witch Hunter Captain, Klint von Osterwald, moved forward so that he could find a firing position from which he could rain bolts down on the enemy. The rest of the warband advanced steadily.

With all the Witch Hunters armed with missile weapons having ran, none of John-Paul's warband could shoot.


The Cabal of the Scarred Pit close in on the Witch Hunters.


Merritt Ragefast climbs to the top of a ruined tower.

Possessed Turn 2

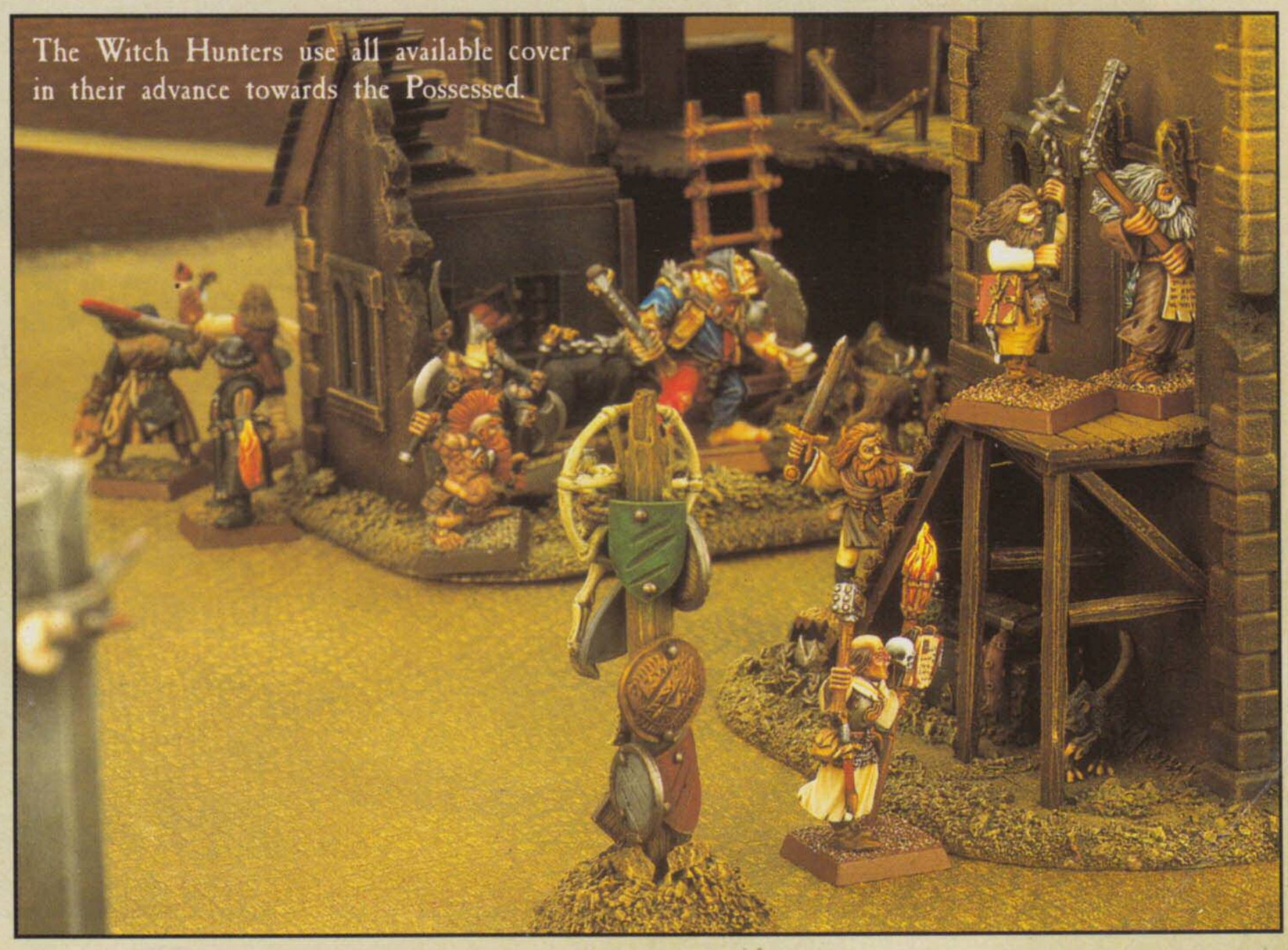
The Possessed continued their rush towards the Witch Hunters. The Blood Helms, Pahn'zzz and Blackmane took cover at the opposite side of the ruined building that the Ogre and Warhounds were hiding behind. The Blood Spears and Blood Horns advanced behind this main group ready to support them if need be. The recently arrived Ogre ran towards the centre to catch up with the rest of the warband. Gheelann ran at great speed across the walkway into the tall tower. He was now in a position to charge anything entering the ground floor next turn. Looking for a better position to unleash his magic from, Paul climbed Merritt Ragefast to the top of the ruined tower, from where he could see the entirety of the tabletop.

In the shooting phase, Lord Ernst Barkmann the Magister cast his *Wings of Darkness* spell and hurtled across the ruins just behind his warband. With a clear line of sight to a Warhound the Warlock attempted to cast his spell but failed the Difficulty test required to do so.

Witch Hunter Turn 2

Not wanting to get charged, John-Paul moved the Witch Hunters more cautiously towards the Possessed. The Ogre and Warhounds edged forward. Although they were in charge range at the start of the turn, John Paul didn't wanted to charge them into the centre of the enemy's line as it meant they would get outnumbered in the following Possessed turn. Still looking for a good firing angle, the Witch Hunter Captain took up position behind the fountain, from where he had line of sight to any enemy models moving around the ruined buildings in the centre. The Flagellants and Warrior-Priest continued their move on the right in an attempt to outflank their enemies while the rest of the warband moved around the ruined building on the left.

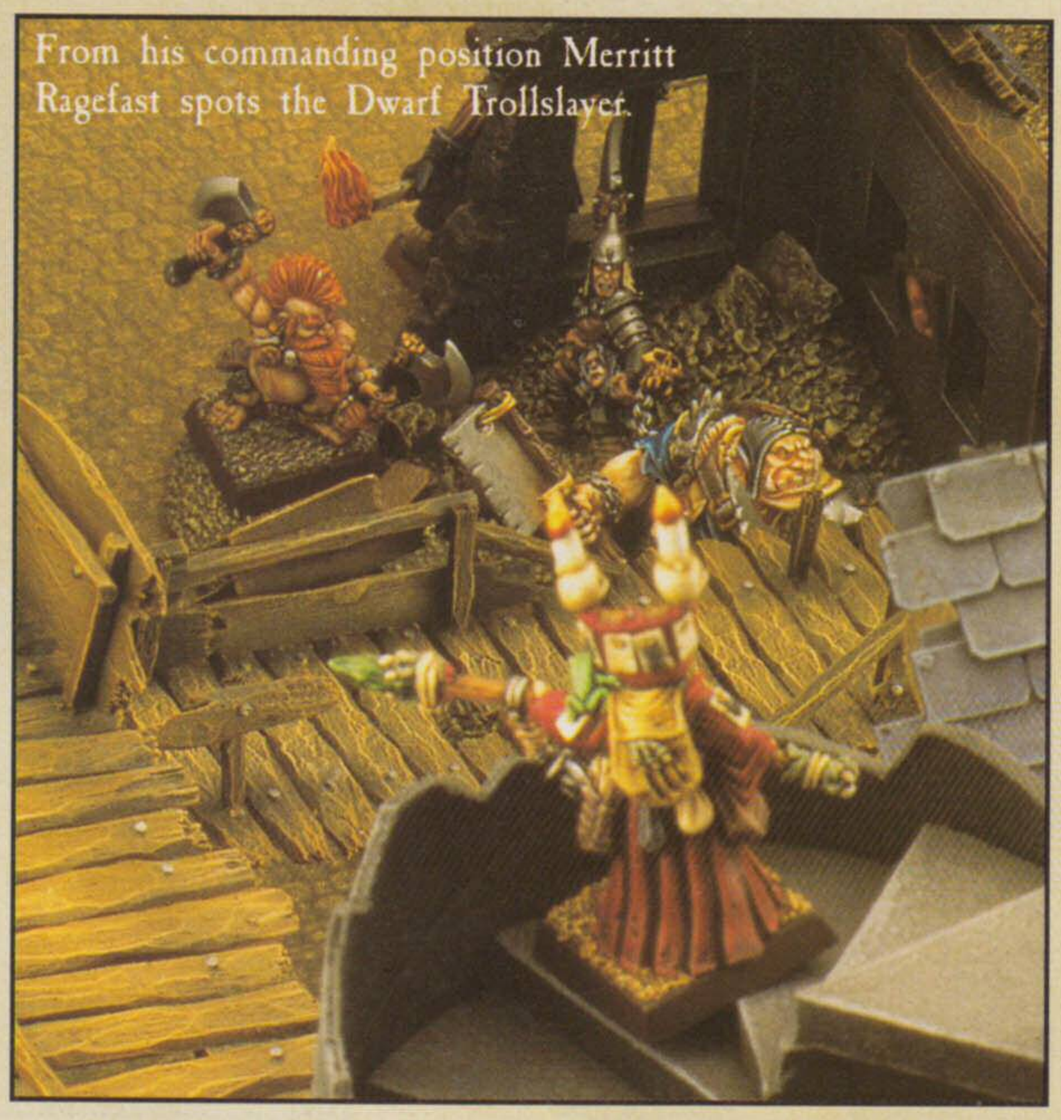
Again there was no shooting as the Witch Hunter Captain had moved and nothing else had line of sight.


The Witch Hunters use all available cover in their advance towards the Possessed.

Possessed Turn 3

Seeing that he had been presented with the ideal opportunity to kill the accursed Warrior-Priest, Paul sent Pahn'zzz, Gheelann and the Blood Helms towards the isolated Warrior-Priest and Flagellants. The Blood Spears moved to the front of the warband ready to receive any charge that the Witch Hunters might throw at them.

With a clear line of sight to the Trollslayer, Merritt Ragefast prepared to cast the *Silver Arrows of Arha.* Passing the Difficulty test he unleashed five of the deadly missiles but the Dwarf was just too tough and didn't take a single wound.



From his commanding position Merritt Ragefast spots the Dwarf Trollslayer.

Witch Hunters Turn 3

John-Paul decided that it was charge or be charged so two of the Flagellants declared a charge against Gheelann the Possessed. With no line of sight to the monstrous creature they would have take an Initiative test. Needing to roll a 3 or under John-Paul rolled a 4 and 5 leaving them in a dangerous position just in front of the Possessed. In a risky move to stop Gheelann and the Blood Helms from charging them next turn, John-Paul moved the Warrior-Priest forward. If he could just cast his deadly spell *Soulfire* he could kill the huge Possessed and stop them from being charged by the deadly creature. The Warhounds moved right under the noses of the enemy to support the Warrior-Priest. On the right flank the Witch Hunters Tuomas Ulrecht and Janich Katchen moved into a position where they could shoot the Beastmen with their pistols. The rest of the warband moved up to support them.

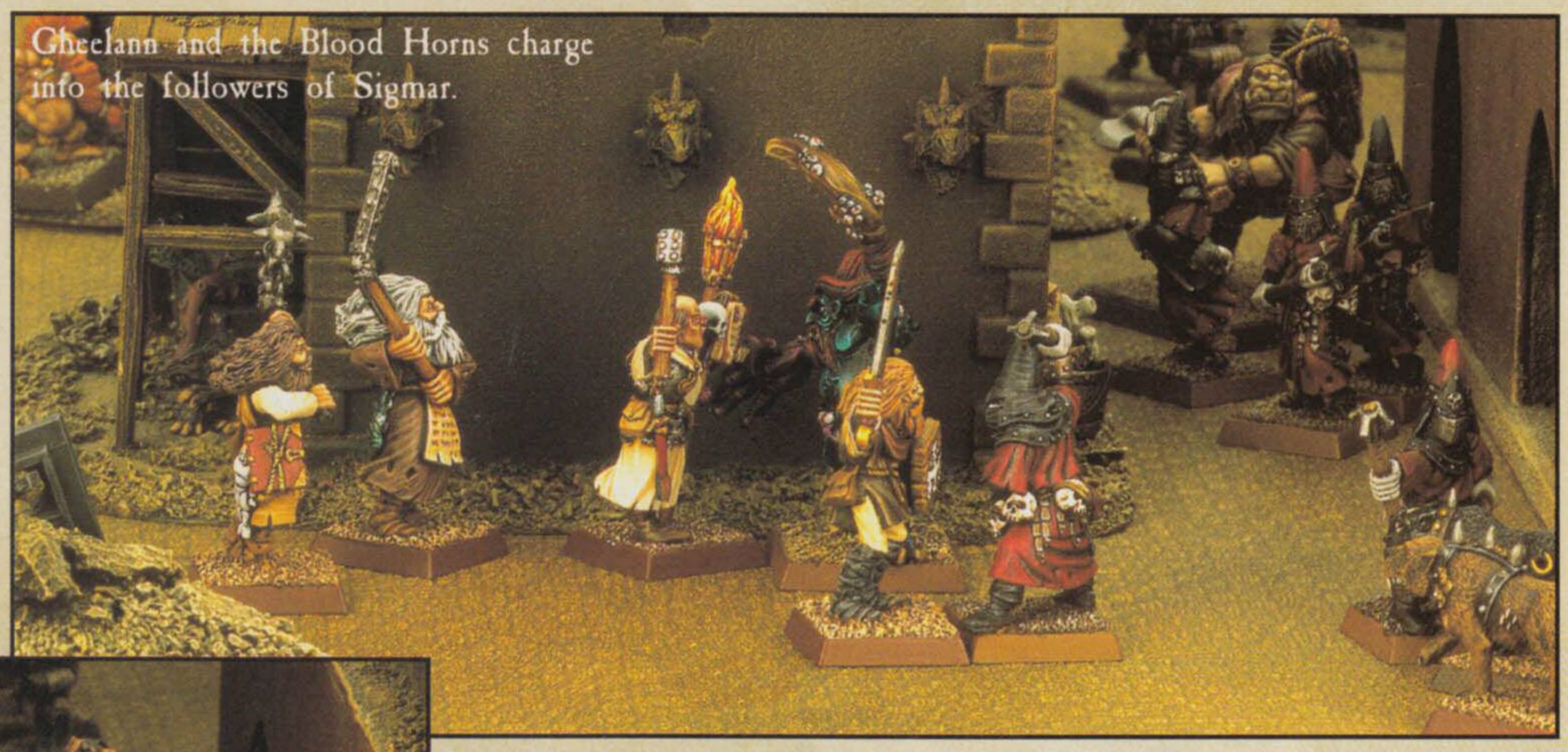
In the shooting phase, the two Witch Hunters fired their pistols at the Beastman Hero, wounding him. The Witch Hunter Captain took a shot at the Warlock high up but failed to hit. It was now time for the Warrior-Priest, Father Schrover to cast *Soulfire* but he failed the Difficulty test. The Witch Hunters on this flank were now in a bad position to say the least as they would have to face the charge of Pahn'zzz and the Blood Helms in the next Possessed turn.

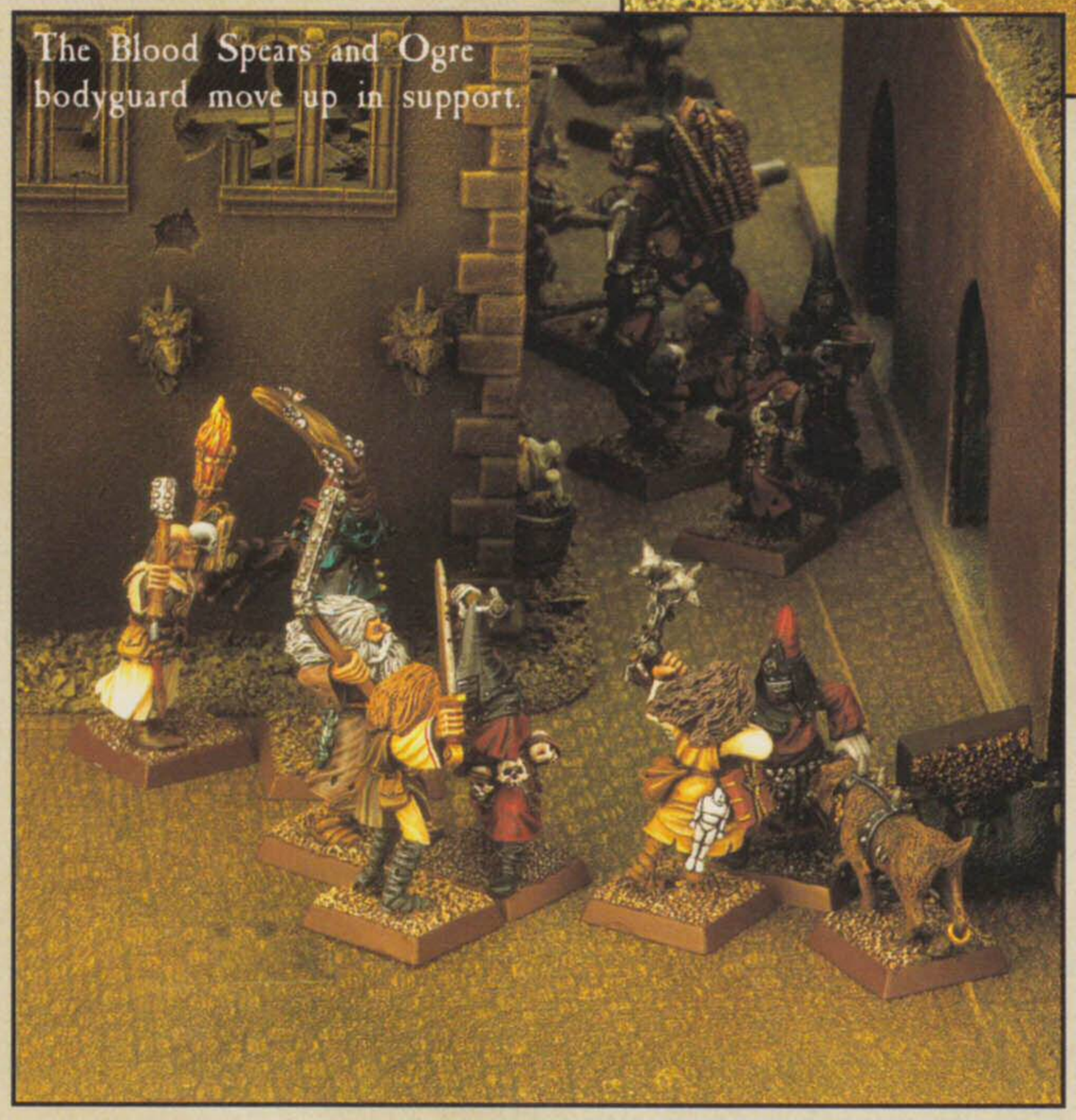


Father Schrover readies himself to cast 'Soulfire.'

Possessed Turn 4

After the Flagellants' failed charge and the Warrior-Priest's failure to cast *Soulfire,* Pahn'zzz and the Blood Helms were now in a position to charge. To rid himself of the Warrior-Priest and his dangerous spell Paul charged Pahn'zzz into him while the Blood Helms charged a Flagellant and a Warhound. The Ogre also attempted to charge in but was just out of range. The Blood Spears moved toward this fight so that they would be in a position to charge next turn. The rest of the warband held position.


Gheelann and the Blood Horns charge into the followers of Sigmar.


The Blood Spears and Ogre bodyguard move up in support.

From his vantage point the Warlock could just see the Witch Hunter Captain but only managed one hit which failed to wound him.

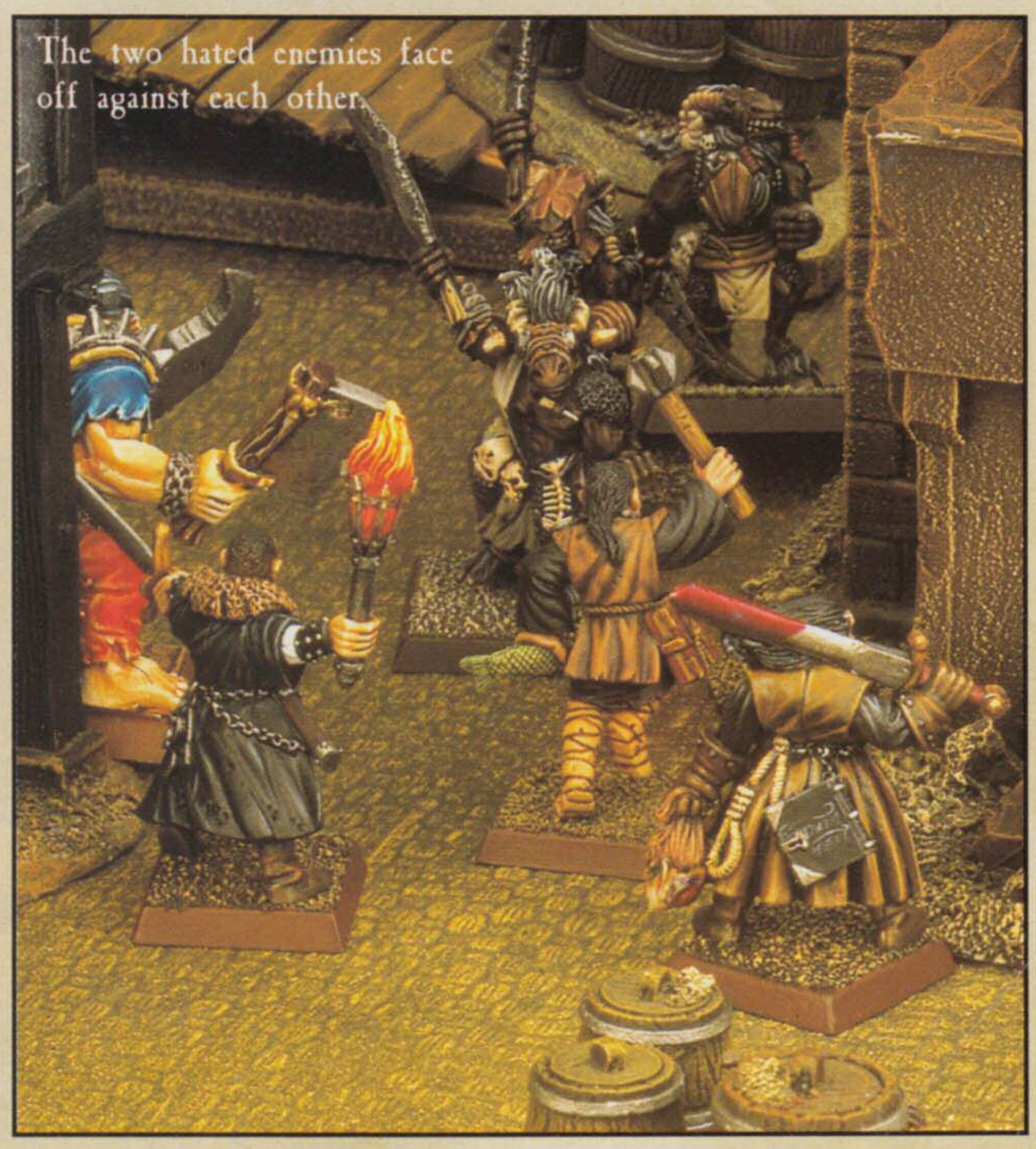
The first hand-to-hand combat started well for the Possessed as Pahn'zzz managed to hit and wound the Warrior-Priest three times but only managed to knock the holy man down. Paul had managed to roll three 1's for injury meaning that the Warrior-Priest would stand up at the beginning of the Witch Hunters next turn. The Blood Mace did a bit better against the Warhound managing to stun his opponent. The other Blood Mace fighting the Flagellant only managed to knock down his opponent. Although none of the Witch Hunter members could strike back, two of them would stand up at the beginning of their turn.

Witch Hunter Turn 4

The Possessed warband's charge had not been that effective and it was now time for the Witch Hunters to strike back. The fearless Flagellants and Warhound charged the hulking Possessed and Blood Helms. Passing their Fear tests the Witch Hunter Verner Brenner and the Pit Fighter charged the Ogre, in an attempt to stop him from reaching the fight between the Flagellants and the Possessed.

Father Schrover once again attempted to cast *Soulfire.* Passing the Difficulty test, the spell was cast. The Blood Helms and the Possessed were all hit by the spell taking a wound each. Both Blood Helms were *knocked down* and the Possessed was left with a single wound.

The Warhound attacked the Blood Helm who was *knocked down* by the spell but just could not wound him. The Flagellants though made no mistakes and put both Blood Helms *out of action*. In the combat with the Possessed Pahn'zzz, the Flagellant managed to *stun* the inhuman beast. Defenceless and on the ground he was easily taken *out of action* by Father Schrover. The fight between the Witch Hunter, Pit Fighter and Ogre ended in a stalemate with the Ogre suffering a single wound.


The two hated enemies face off against each other.

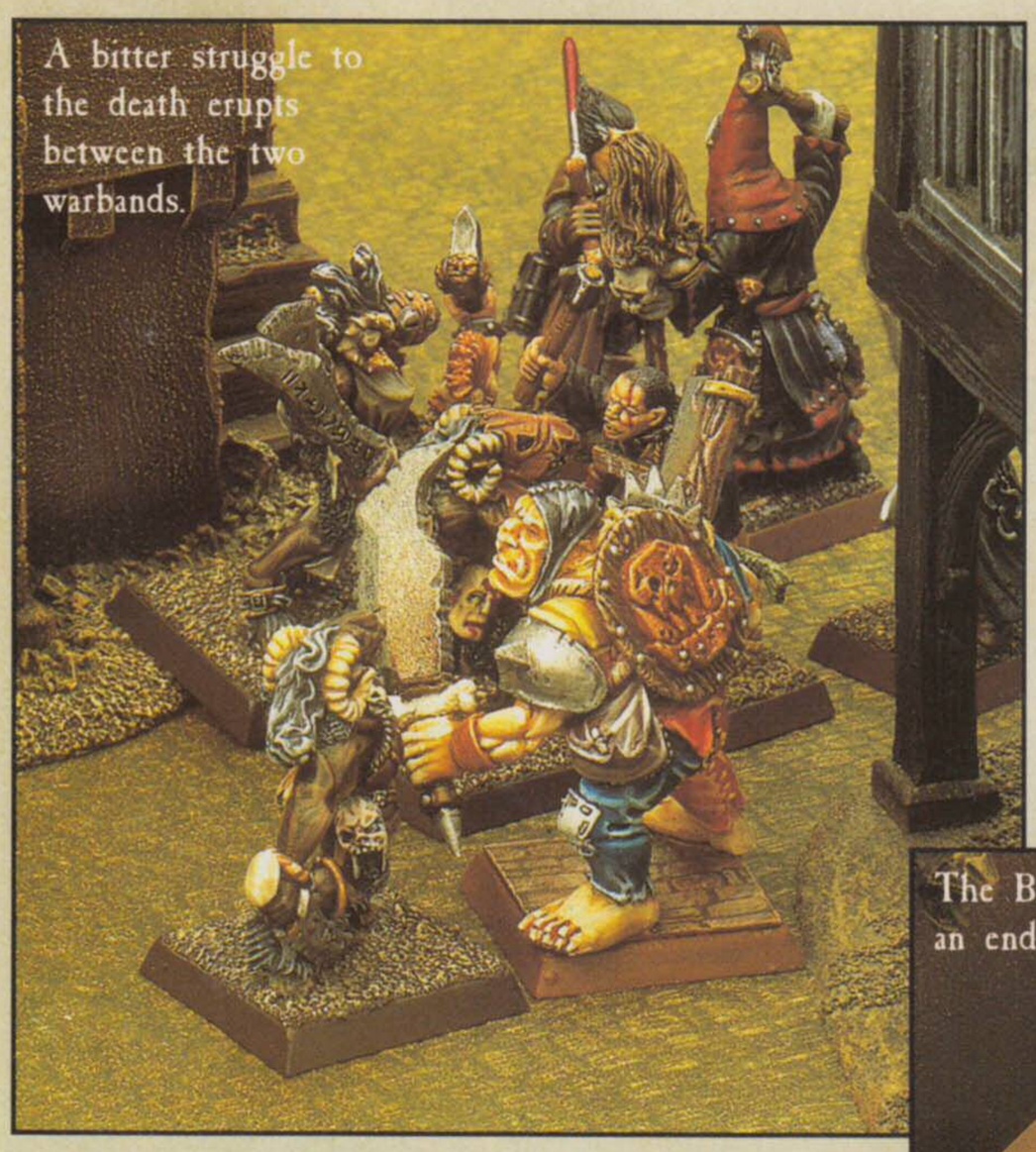

The Blood Spears charge into the fray.

Possessed Turn 5

It was now time for the rest of the Cabal to charge in. The Blood Spears charged the Warhounds, Flagellants and Warrior-Priest but Gheelann the Possessed stayed where he was (Paul actually forgot to move him!). The Beastman Hero charged the Ogre and the Blood Horns charged the weak Zealot and the Dwarf Trollslayer.

Whispering oaths to the Shadowlord, Paul cast *Wings of Darkness* with the Magister who charged into Janich Katchen the Witch Hunter. The Warlock cast *Silver Arrows of Arha* at Tuomas Ulrecht taking him *out of action*.

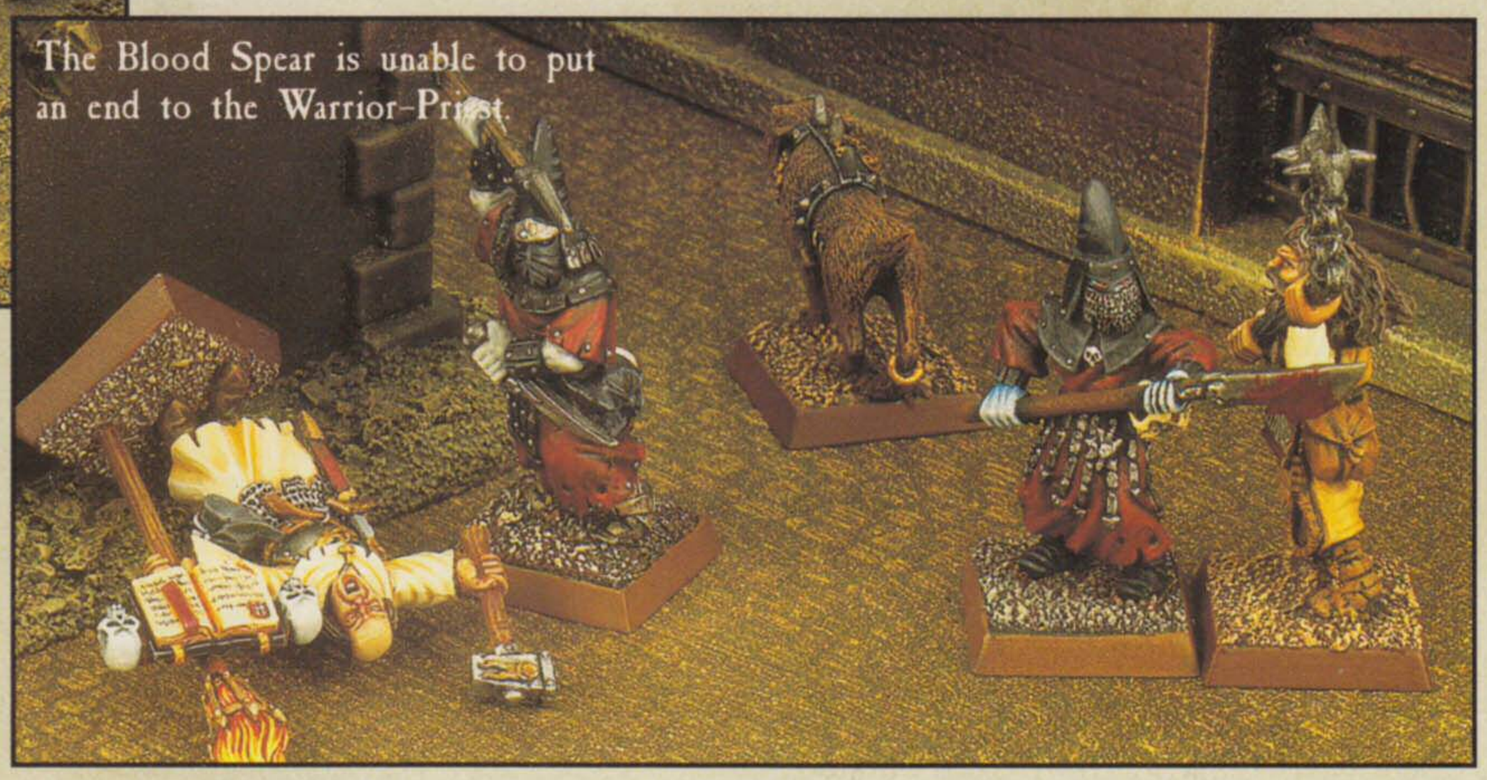
The Magister hit Janich Katchen, who failed to parry and was *knocked down*. The Blood Spears did well against their opponents, knocking the Warhound down, *stunning* the Warrior-Priest and taking a Flagellant *out of action*. Blackmane the Beastman Hero caused a single wound on the Ogre Klaus and the Blood Horns *stunned* the Zealot and Trollslayer. The Dwarf was just too hard to kill. The Possessed's Ogre didn't fair as well and was *stunned* by the combined efforts of the Witch Hunter and the Pit Fighter. Apart from this victory it had been a bad turn for the Witch Hunters.


A bitter struggle to the death erupts between the two warbands.

Witch Hunter Turn 5

Needing to swing the battle back in their favour, the unengaged Flagellant and Warhound charged the Blood Spears. Ignoring the *stunned* Ogre, the Pit Fighter charged a Beastman from the Blood Horns. The only other movement this turn was the Witch Hunter Captain who advanced looking for a better firing position.

The Blood Spear fighting the Warhounds managed to take one of them *out of action* before being *stunned* by the other. The other two Blood Spears took a single Flagellant *out of action*. The Possessed warband's Ogre was finally taken *out of action* by the Witch Hunter, Verner Brenner. The Blood Horns *stunned* the Zealot whilst avoiding the attentions of the Pit fighter. Once again the Dwarf Trollslayer proved too tough to take *out of action*. With savage ferocity Blackmane the Beastman Hero caused two wounds on the Ogre, knocking him down. The Possessed Magister didn't fair very well though, missing with all of his attacks before being taken *out of action* by Janich Katchen. John-Paul managed to roll three 5s on the Injury table, well and truly putting an end to the Magister.


The Blood Spear is unable to put an end to the Warrior-Priest.

Possessed Turn 6

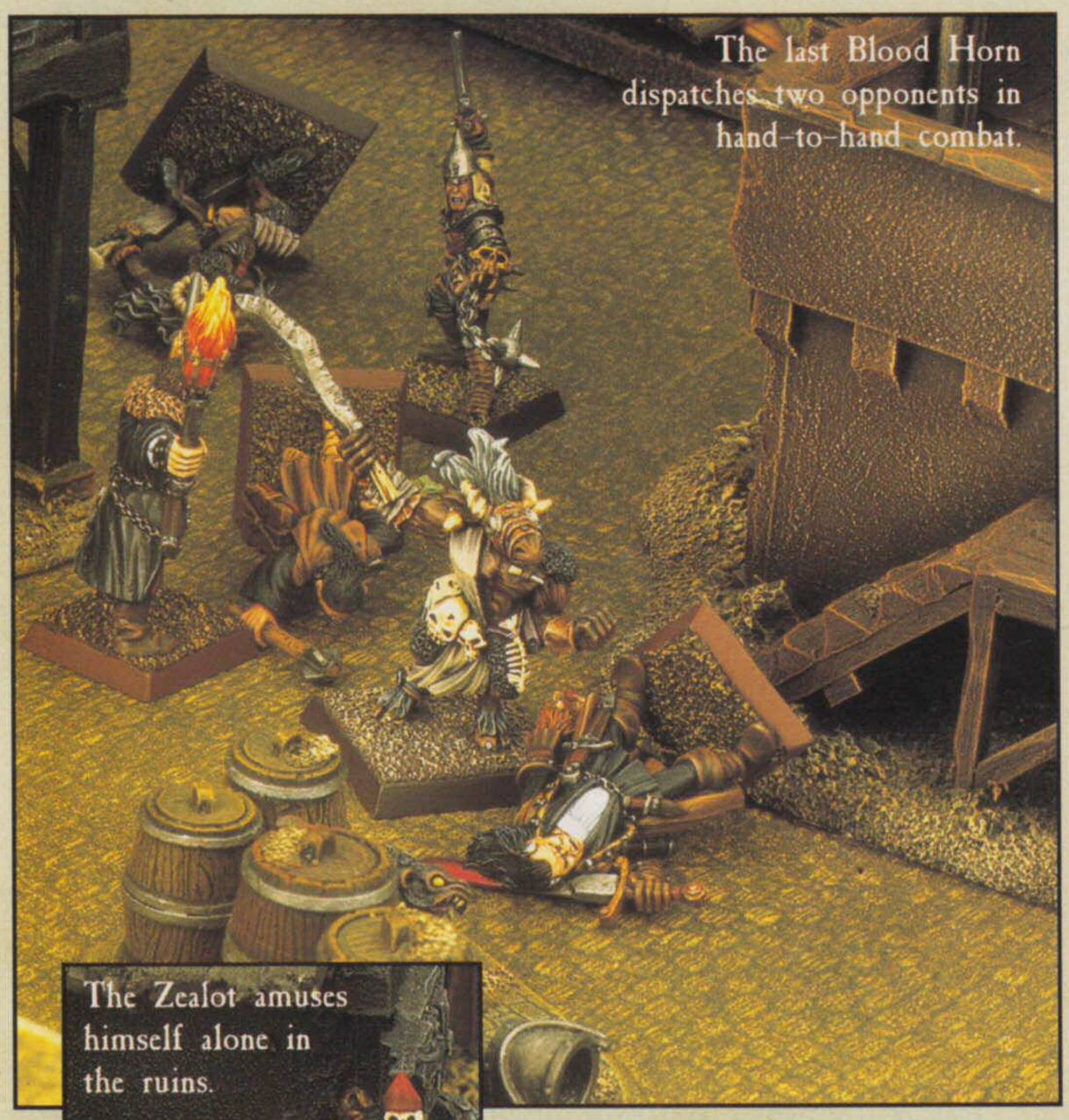
Both warbands had suffered horrendous casualties and the game could still go either way. Gheelann finally charged in, attacking the last Warhound. The second Blood Horn charged the Witch Hunter Tuomas Ulrecht who had just taken out the Magister, Lord Ernst Barkmann.

Standing in the open, Verner Brenner was wounded four times by the *Silver Arrows of Arha* cast by Merritt Ragefast, putting him *out of action*.

The struggle in hand-to-hand combat raged on. The fights between Gheelann and the Warhound, and the last Flagellant and Blood Spear both ended in a draw with neither side inflicting any Wounds. The Blood Spear couldn't wound the *knocked down* Warrior-Priest who survived for another turn. Blackmane the Beastman Hero easily took out the *stunned* Ogre. The Blood Horns enjoyed mixed fortunes, one *knocked down* the Witch Hunter Janich Katchen but the other was *stunned* by the attacking Zealot and Pit fighter.



The Warrior-Priest survives yet again.



The last Blood Horn dispatches two opponents in hand-to-hand combat.



The Zealot amuses himself alone in the ruins.

Witch Hunter Turn 6

There were no charges this turn as everyone who could was already engaged.

With much relief from Paul, the Warrior-Priest failed his Difficulty test to cast his spell. The Witch Hunter Captain Klint von Osterwald managed to *stun* the Beastman Hero with a bolt from his crossbow though.

The fight between the Warrior-Priest and Blood Spear ended in another stalemate as neither could wound the other. The Pit Fighter finally wounded the tough Blood Horn, taking him *out of action*. The Blood Horn *stunned* his Witch Hunter opponent and put the bothersome Trollslayer *out of action*. Gheelann the Possessed managed to hit the Warhound twice but couldn't wound him. In return though the Warhound caused a critical wound and took the monster *out of action*. The turn ended with the last remaining Flagellant *knocking down* his Blood Spear opponent.

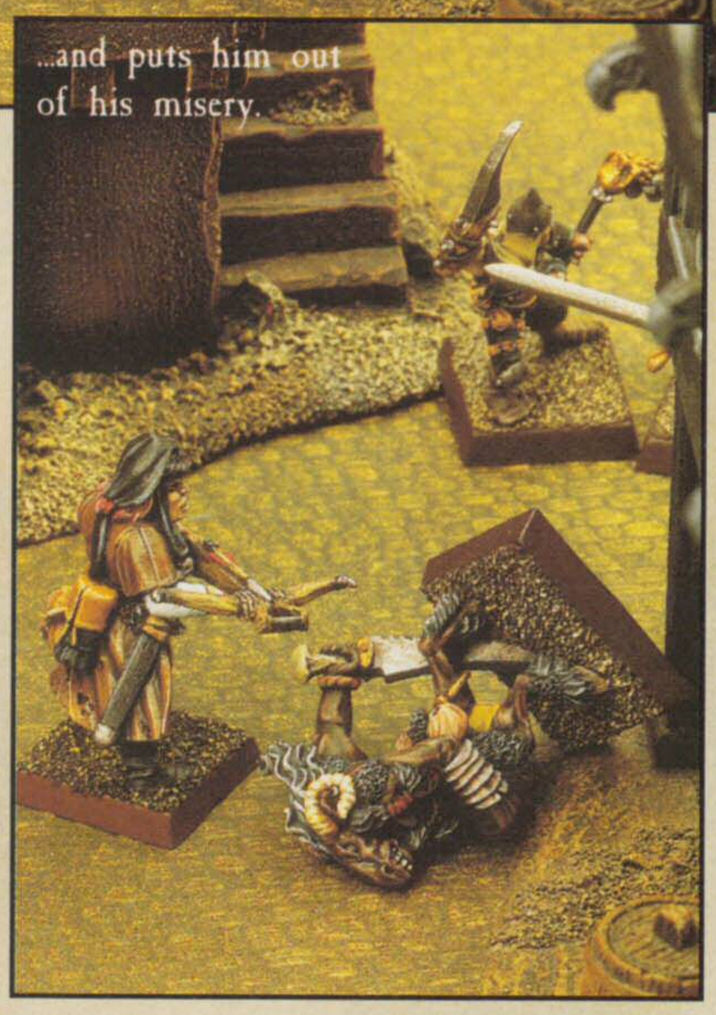




Possessed Turn 7

All those who could climbed back onto their feet. Both sides had suffered horrendous casualties but it was still very close. The Warlock could just get line of sight to the Witch Hunter Captain Klint von Osterwald but could only hit him twice causing no wounds.

In hand-to-hand combat the Blood Horn *stunned* Janich Katchen. The Beastman Hero was knocked senseless by the Pit Fighter though and lay *stunned* on the floor. The Blood Spears couldn't wound their opponents.





Witch Hunter Turn 7

The Zealot staggered into the ruins of a building to avoid the combat raging outside. John-Paul decided to go on the offensive. The Witch Hunter Captain charged the *stunned* Beastman Hero while the Pit Fighter charged the Blood Horn. The two Blood Spears were charged by the Warhound and Flagellant.

The Flagellant wounded and *stunned* one Blood Spear but the Warhound couldn't harm the other. The Witch Hunter Captain put the Beastman Hero *out of action*. The Pit Fighter pathetically failed to hit with any of his attacks and to add insult to injury was taken *out of action* in return.

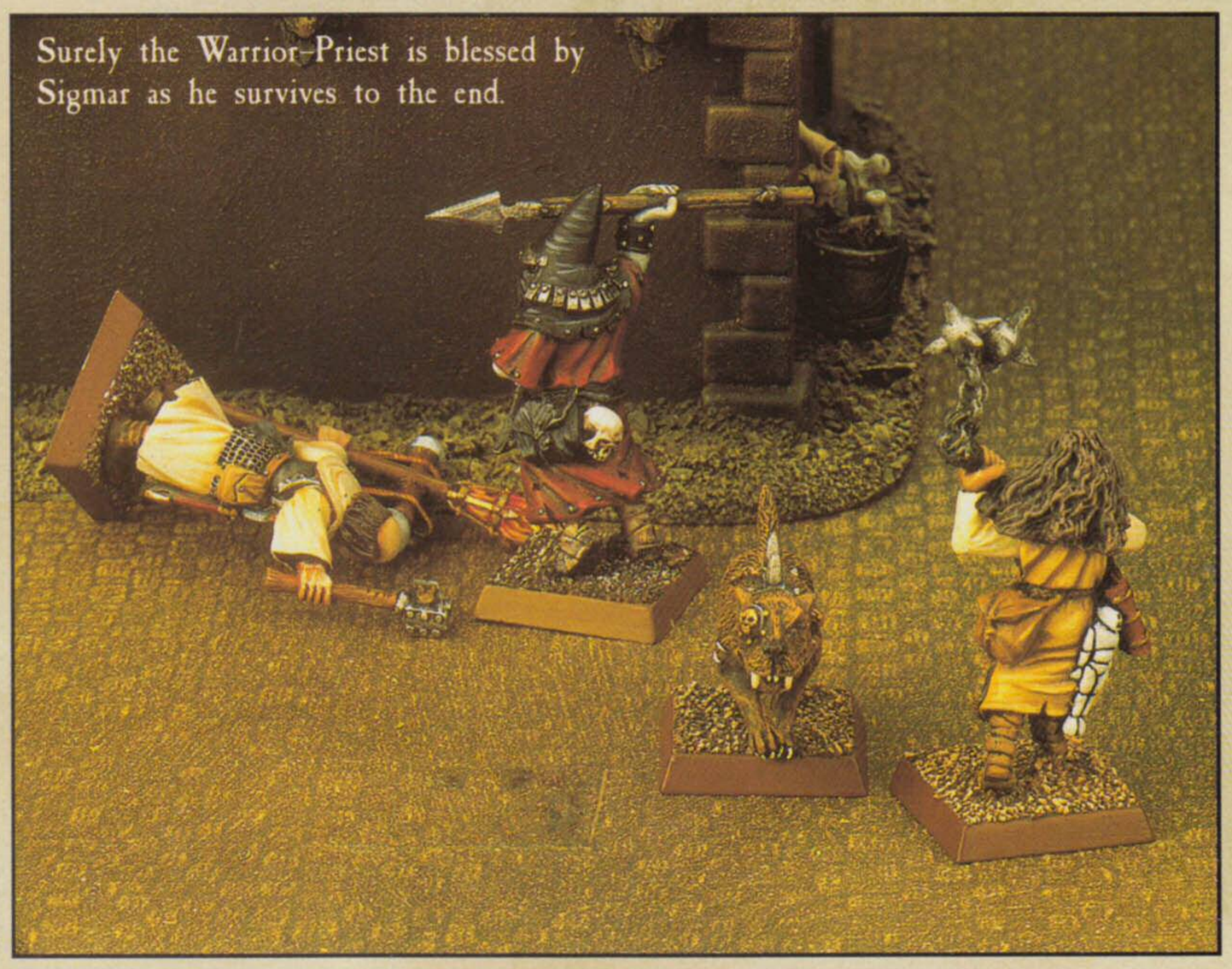


Possessed Turn 8

Seeing that the Zealot was trying to sneak away from the fight, Paul charged him with the last Blood Horn, leaving the *knocked down* Janich Katchen.

The Warlock, after making a dash across the parapet in an attmept to take control of the next building, again managed to cast his spell at the Witch Hunter Captain. This time he managed to wound his hated enemy but he only *stunned* him.

The Warhound and Flagellant were victorious as they managed to take their opponent *out of action* between them. The Blood Spear fighting the Warrior-Priest once again managed to wound him but still couldn't finish him off. The fight between the Blood Horn and Zealot ended in stalemate as neither side could hit the other.



Surely the Warrior-Priest is blessed by Sigmar as he survives to the end.

Witch Hunter Turn 8

It was now or never. To win the game John-Paul had to get his warband to occupy as many of the objective buildings as possible. Janich Katchen stood up and immediately moved into the nearest building. The last Flagellant climbed up into the tall tower.

There was only one fight to resolve. Neither the Zealot or the Blood Horn could hit each other, and with that the game ended. The Witch Hunters occupied three of the four buildings so John-Paul was the winner!



The Aftermath

Carnage!



Paul Sawyer

That was one of the bloodiest games in the ruins of Mordheim I've had the pleasure to play in. Admittedly, the scenario dismissing the need for those girly Rout tests had a lot to do with it but nonetheless there was blood on the streets!

So how did it go for the insidious forces of darkness? Well, it all started so very well with the use of Random Encounters leading to the fortuitous acquisition of a wandering Ogre mercenary (the look on John-Paul's face…). This made a big difference as John-Paul had the edge with his three Hired Swords and the Ogre helped redress the balance.

'Occupy' is a tricky but predictable scenario as both warbands tend to gain possession of a house each and then meet in the middle for the right to the others. This game was no different after the first couple of turns posturing and manoeuvring.

I don't think I'd change all that much as I'm quite pleased with the way my warband performed. The only real downer were the Possessed themselves who let themselves down so badly in an area they usually excel at – close combat. Still, they are relatively inexperienced and with the experience of a few more battles they should pick up a skill or two and pose some serious problems for any opponent.

The other area of concern was over the Warlock, Merritt Ragefast. This is an odd thing to complain about as he did untold damage to the misguided Templars of that weak fool, Sigmar. No, the blame lies solely with me. As the slaughter continued unabated on the cobbled streets of Mordheim, I lost track of which turn we were on and left it too late for the Warlock to peg it across the gantry and into the next building – thus denying me a prospective building – doh!



"Hurry John-Paul, it's time for my tea."

Ordinarily, with the growing list of casualties the thought of a voluntary rout might have crossed my mind but with the Cabal facing their most hated enemies, the Witch Hunters, I just couldn't face the thought and would battle to the end in the service of the Shadowlord!

Once the dust had settled and we had time to lick our wounds, the full impact of such a bloody encounter became clear.

• Both of the Blood Helms had been purged by the righteous Witch Hunters.

• A Beastman of the Blood Horns hadn't made it back to the warband's hideout and was last seen being bludgeoned to the floor in a surprise attack from the mercenary Pit Fighter.

• Continuing with their poor showing during this battle, both of the Possessed picked up debilitating injuries; Gheelann would carry his old battle wound into coming fracas and Pahn'zzz's leg was badly lacerated and would only be able to move at the same speed as the Brethren.

• Only one member of the Cabal of the Scarred Pit came away with anything positive from the confrontation; Blackmane, my Beastman Hero would be more deadly when fighting in houses as he acquired the *Pit Fighter* skill (+1WS and +1A in houses).

Luckily, despite the casualties, I managed to find an extra shard of wyrdstone through exploration and also picked up three from trading. So with the sale of all of these, I could afford to replace the dead Beastman henchman and will still be able to field a dangerous warband in my next game.

Until then I will bide my time and wait for those pious weaklings of Sigmar to lower their guard… Then they will feel the wrath of the Cabal of the Scarred Pit!

Sigmar be Praised



John-Paul Brisigotti

Truly one of the bloodiest battles this wretched city has ever seen. Out of an initial 28 men who entered the arena, only eight were left standing.

Having picked the 'Occupy' scenario it was evident from the start that it was going to be bloody, as both warbands did not have to test to rout. Despite having two more men, the six models Paul had with more than one wound really had me worried, as these guys can really take a beating and still fight back.

After the obvious initial moves towards the two buildings neither of us had attempted to engage each other in hand-to-hand combat. The cowardly servants of Chaos were skulking in the ruins, obviously worried about the might of Sigmar. Believing I was blessed, I pushed the issue and leaped into action sending the entire band forward. Much to my surprise, the servants of Chaos fled on one flank and attacked the vulnerable Father Schrover and his warhounds. Obviously the *Soulfire* had left its mark from our earlier encounters and they feared the cleansing flame.

After several bloody rounds, Paul's Warlock finally woke up causing me no end of problems, as he managed to blast two Witch Hunters into unconsciousness from his protective nest at the top of the ruined tower.

In all, I think the Witch Hunters performed heroically and even a couple of the unfaithful Hired Swords did well. Grungi the Mad had obviously been drinking excessively before the battle, making his aid in the battle less than admirable. Witch Hunters really have the edge, with troops like Flagellants who can take a hit as well as dish out some serious damage. Warhounds proved a good addition and, despite not being able to improve, are great in the early stages of your warband's rise to fame. Despite the obvious vulnerability of Father Schrover, the fear his prayers caused to the Chaos host was worth it as they expended unnecessary energy trying to remove him from the field of battle. Obviously Sigmar had other ideas. In all it really did come down to sticking with it and not fearing the *fear*-causing Possessed. Battles such as these become part of the teachings of the faithful, as Chaos once again was forced to bow to the one true god. Definitely the best game of Mordheim I have ever had. I am sure this is not over.

Even with ten men out at the end of the battle, all my Heroes survived with only a minor inconvenience as one of the Witch Hunters was robbed whilst lying unconscious on the battlefield. Such godless people are numerous in the ruins of Mordheim.

Several of my loyal followers went to a better place, with two Flagellants and a warhound succumbing to their injuries. Blessed are those who give themselves to defeat Chaos.



Paul tries to distract John-Paul with a performance of the chicken dance.

Even with these losses we still found five shards of wyrdstone as well as a Mordheim map and some prisoners, one of which became a new Flagellant for the righteous. After re-equipping my Witch Hunter and recruiting another Flagellant, I kept both Klaus the Beast and Heinrich the Gouger as worthy additions to 'The Unforgiving'.

Town Cryer

ASSISTANT
Required
For menial tasks including digging
Must be willing to work the
Night Shift
Apply to
Cedric the Scholar
at the ruined
Library Vault

PROBLEMS
SOLVED IN ONE BLOW



· Fee dependant on job ·

CONTACT
Jarak Blackblade
through word of mouth

FINE LANCE
Finest Bretonnian Lance hand crafted in Brionne from finest wood from the forest of Arden.

Contact Jacques at the Inn of the Red Moon.

BLACK ARROW
Marksman of the highest quality.



'One shot – one kill'
Lodged at the
Red Wolf tavern.

FOR SALE OR TRADE
Johann's Emporium has the following goods for sale or trade.

Hochland long rifle, small damaged iron kettle, double-handed sword, Elf boots, fine silk shirt, spear, Dwarf axe, salmon, anvil, jewelled sword, unlucky charm, buckler and rusty rake.

Why not call in at ye olde gate keeper's cottage?

Lucas Borcht
PIT FIGHTER
Expert at close quarters
Services to the highest bidder

Apply at the
Blind Beggar Inn

PUBLIC NOTICE
Hangings
This month's attractions:

Mandred the Jester for Witchcraft most foul.

Helger Ridebek for blasphemy.

Max Reinholdt for horse theft.

Christopher Sachs for the theft of the Tears of Shallya.

To take place on the ninth day of Festag

The Work of
PICO GIACOMETTI
War Artist Extraordinaire

Will be on show at the
Griffon Gate market
on the
Fifth of Angestag

Ye
FINEST WINE AUCTION
The Golden Griffon Inn
Ye finest collection of wines from around the known world.
Including the vintage
MARIENBURG 1832
Auction to be held on the third day of Festag

For Sale
THREE LEGGED DOG
Excellent sniffer dog and guard dog. Answers to the name of Tripod.

10 Gold Crowns.

REWARD
For ye safe return of
ANNA
precious daughter of ye venerable Burghermeister, Otto von Verbeeck.



500
Gold Crowns

· Expert ·
PHYSICIAN
Arturo Burelli

Illnesses purged, Stitches sewn, Veins bled, Boils lanced, Amputations performed, Mutations removed.

Reasonable Prices
Leeches supplied by the great Hoffman

Try my new scientific technique of scalding to drive out fevers and ailments

OBITUARIES
Gerhard Wiess, drowned.

Eugene Bruhl, consumed by a mutant snake.

Pieter Gelder, killed by the claws of a Possessed.

Ernst Franz, shot in the back by an Elven arrow.

Lucas von Rubens, poisoned in his sleep.

Karl Struddelhoffen, found frozen to death.

Hans Simler, eaten by a squig.

Mataus Hopkingz
of the
Witch Hunter warband
WARRIORS OF LIGHT
Needs men of Sigmar to join the war of righteous fire upon the depraved ruins of Mordheim.
Come to Sigmar's Temple on
Sigmarzeit

CHAPTER APPROVED

By Andy Chambers

Something a bit different for this month's Chapter approved, a preview of some work I've been doing on Codex Tyranids (steady, steady, the Codex is still a long way off). The Tyranid Lictor has been begging for some improvements so that it can actually carry out its insidious mission of terrorising opponents of the Hive Mind. With these extra rules I've tried to make them capable of striking from ambush and retreating to cover in an appropriate fashion (appropriate for a terrifying alien monstrosity that is). Any comments about these rules, or other elements of the Tyranid army, are welcome, although I would beg you to play a game or two before putting pen to paper or finger to keyboard.

XENO REPORT

Tyranid Lifeform 01044310/A/Sub34.1
Identification code name – Lictor

<<<<<<<<<<<< By edict of the Ordo Xenos >>>>>>>>>>>>

For distribution to:

Departmento Munitorium Imperial Guard command staff of Emeritar level clearance and above.

Adeptus Arbites Precinct houses, investigative and judicial courts.

Planetary Defence Force commanders subject to governance audit 896



TRANSMITTED: ..... Talasa Prime
RECEIVED: ..... Macragge
DESTINATION: ..... Kar Duniash
DATE: 3203993.M41
TELEPATHIC DUCT: ..... Astropath-terminus Halreisian
REF: Inq.XR.01044310/A.sub34
AUTHOR: ..... Inquisitor Kryptman
THOUGHT FOR THE DAY: ..... See the alien, kill the alien.

The following briefing has been prepared to raise awareness of the need for vigilance against the Tyranid 'Lictor' lifeform, in particular on frontier worlds of the Ultima Segmentum. Recipients of this report are ordered to disseminate its content in appropriate cultural fashion to Imperial forces in their area of operation (Inquisition Order HA/3210/44NK.00021234). The contents of this report may, by necessity, need to be modified or in part omitted to prevent Alien-panic or Xeno-shock responses. It is the full responsibility of the recipients of this report to avoid terminology and imagery which will induce fear, cowardice, defeatism and anti-Imperial sentiments while disseminating its contents. Individuals who betray their loyalty to the Emperor in this matter will be subject to summary Inquisitorial punishment.



Behavioural Index - Stalker/Predator

Lictors are an infiltration/reconnaissance lifeform most commonly dropped via Mycetic spore ahead of Tyranid main force hive fleets. They are delivered by quasi-independent seeker drones which jump ahead of the main fleet swarm, in all probability to assess life bearing worlds and their autochthonous inhabitants prior to the arrival of the hive ships (typically a four to twelve week delay). The Lictors perform a similar function to the seeker drones on the planet itself. They rove ahead of the Tyranid ground swarms seeking out pockets of enemy resistance and native lifeforms to be absorbed.

Lictors are often referred to by Imperial troops as Spooks or Mantis Stalkers because of their unnerving behavioural patterns and combat techniques. It is believed that stalking Lictors exude a pheromone trail which draws other Tyranid creatures in their wake and it is likely that a larger concentration of prey stimulates a stronger pheromone response

and brings a larger group of trailing Tyranids. It is difficult to assess whether all Tyranid attacks are preceded by Lictor activity as their adaptions make them extremely difficult to detect.

However, where reports of Lictor activity have been filed they are invariably followed by a Tyranid main force attack within two to forty eight hours. With the approach of a ground swarm, the Lictors revert to a predatory role and conduct independent attacks on patrols and outposts. Hence there is a strong likelihood that an overdue patrol or unresponsive outpost will be due to Lictor attacks. Regular reporting and sharp vigilance is strongly recommended in any area where Tyranids are known to be active.

Xeno Type - Tyranid Warrior Genus

Lictors appear to be a stable mutation of Tyranid Warrior genus which is heavily adapted for survival in hostile environments and a stalker/predator role. They are intelligent and capable of independent action. They possess highly developed sensory organs which enable them to see, smell, hear and taste prey long before it becomes aware of a Lictor's presence.

Lictors are covered with tiny chameleonic scales which shift their colour and texture to match their surroundings. These make Lictors exceedingly difficult to spot except at very close ranges (typically one to three metres according to reports from survivors of Lictor attacks). In close quarter combat, Lictors revert to their normal colouration in accordance with their 'parent' hive fleet (information on hive fleet colouration is detailed in the Alien Recognition Index Volumes XI to XIX). A Lictor's body gives off little heat and the creature is apparently capable of remaining completely motionless for days at a time, so even energy and motion surveyors are of little use in divining their presence.

Combat Abilities

Lictors are highly evolved for dealing death with a whole arsenal of bio-weaponry. These include mantis-like upper claws, envenomed lower talons, feeder tentacles and barbed flesh hooks. The powerful upper claws form their primary weapons and are edged with a fractal chitin compound. A Lictor's upper claws have been noted as being capable of penetrating up to 80mm of Armaplas and shattering up to twentyfold ceramite sheathing. The lower talons are used for 'silent kills' on lifeforms and include venom channels containing a deadly haematoxin.

The Lictors' feeder tentacles are tipped with sharp, bony plates which are used to lobotomize immobilised victims. The Lictor will then use the most foul of its abilities, the omophaegic practice of directly absorbing a victims genetic data and immediate memories by consuming their brains.

The flesh hooks are the most unusual of the Lictor's weapons. They are formed out of carbon-based chitin with a monomolecular edge and attached to lengths of tough muscle fibre situated between the ribs. The hooks are fired by a sharp intercostal muscle spasm and allow Lictors to snare their victims from a distance. The flesh hooks are also sometimes used as grapnels which allow Lictors to scale vertical surfaces at speed.

Conclusion

The Lictor xeno-type has undergone few observable adaptations since it first appeared in the Imperium. The earliest autopsies of Lictors from Hive Fleet Behemoth at the Battle of Macragge are entirely consistent with those from Hive Fleet Kraken on Ichar IV. This indicates that the Lictor is as well adapted to its function as can be, unlike the more fluid, unfixed xeno-types which appear to undergo almost continuous gene-splicing and forced evolution as the Tyranids attempt to 'grow' extra advantages for their predatory conquest.

It is imperative that Lictor activity is looked for and where found it should be vigorously suppressed. Concealment and undergrowth should be cleared for a distance around strongpoints and fortifications. Active patrols must be used to sweep wilderness areas, with pre-planned routes and regular report times organised so that casualties can be quickly located. Alert drills must be practised so that garrisons can be promptly organised for the Tyranid main force arrival. Deathworld veteran troops should be employed to meet the threat of Lictors wherever possible as their natural fieldcraft and hunting abilities are likely to succeed where orbital surveyors and other devices fail.

Inquisitor Kryptman



During a recent campaign game Rowland Cox's Imperial Guard suffered several fearsome attacks from Simon Shuker's brood of converted Lictors *(we'll be showing more of Simon's immense swarm in a future issue – Fat Bloke).*

0-1 LICTORS

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Lictor	65	6	-	6	4	3	6	3	10	5+

Weapons: Claws and flesh hooks.

SPECIAL RULES

Scything Claws: The powerful, mantis-like claws of a Lictor can easily cut a man in half with a single sweep. Therefore, any of a Lictor's attacks which roll a 6 to hit will inflict a wound automatically and ignore armour saves just like a power weapon. Other attacks which hit on a roll other than 6 must roll to wound as normal and the victim receives their normal armour saving throw.

Flesh Hooks: The Lictor's flesh hooks mean it counts as being equipped with frag grenades in close combat. In addition, due to these special adaptations, a Lictor effectively has built-in grappling hooks, hence a Lictor treats 'vertical impassable' terrain such as cliffs, high walls etc, as difficult terrain instead.

Secret Deployment: Before either side deploys their armies at the start of a battle, the Tyranid player may deploy any of their Lictors secretly to represent them creeping into position. A Lictor may only be secretly deployed in cover which is outside the enemy's deployment zone. Record the position of the hidden Lictors by writing down coordinates for each one. For example- "Lictor 1 is hidden 28" from my right hand table edge and 22" from the near table edge". The Tyranid player can reveal the location of a Lictor at the start of any Tyranid assault phase and place the model on the tabletop. It can (and probably will!) charge into close combat on the turn it is revealed. Once the Lictor has been placed on the tabletop it is allowed to move and fight normally in future turns.

Independent Character: You may include between 1 and 3 Lictors in your army as a single Elites choice. Lictors operate independently and so follow the rules for independent characters given on page 74 of the Warhammer 40,000 rulebook. However, Lictors can never join another unit and they always fight individually. Note that for the purposes of mission objectives Lictors cannot capture table quarters, hold objectives or count as surviving troops in a Meat Grinder battle.

Stealth: The Lictor's chameleonic scales make it an extremely difficult target. A Lictor always counts as being in cover against shooting and consequently always receives a 5+ cover save. If the Lictor is actually in cover, its cover saving throw is improved by +2, so for example it would receive a 3+ cover save in woods or jungles instead of the usual 5+ save. A Lictor gains no benefits from its stealth while in close combat, reverting to its natural 5+ armour save for its chitinous armour. Sentries killed by a Lictor in close combat will only raise the alarm on a D6 roll of 6 instead of a 4 or more.

Fearless: Lictors are driven by the implacable alien will of the hive mind. A Lictor never has to fall back and is assumed to automatically pass any Morale checks it is required to take, even against attacks which normally force their target to fall back, with no test taken. Lictors cannot be pinned.

Fearsome Charge: If a Lictor wins an assault in the same turn it charges, its opponents automatically fall back without a morale check being taken. Opponents that never fall back or ignore Morale checks ignore this effect and will not fall back.

Hit and Run: Lictors may choose to leave close combat. Declare this at the end of any close combat phase, after all Morale checks have been taken. The Lictor immediately falls back 3D6" and regroups at the end of its move. Enemy models may not pursue the Lictor but may consolidate.



A Lictor springs upon an Ultramarines Scout squad.

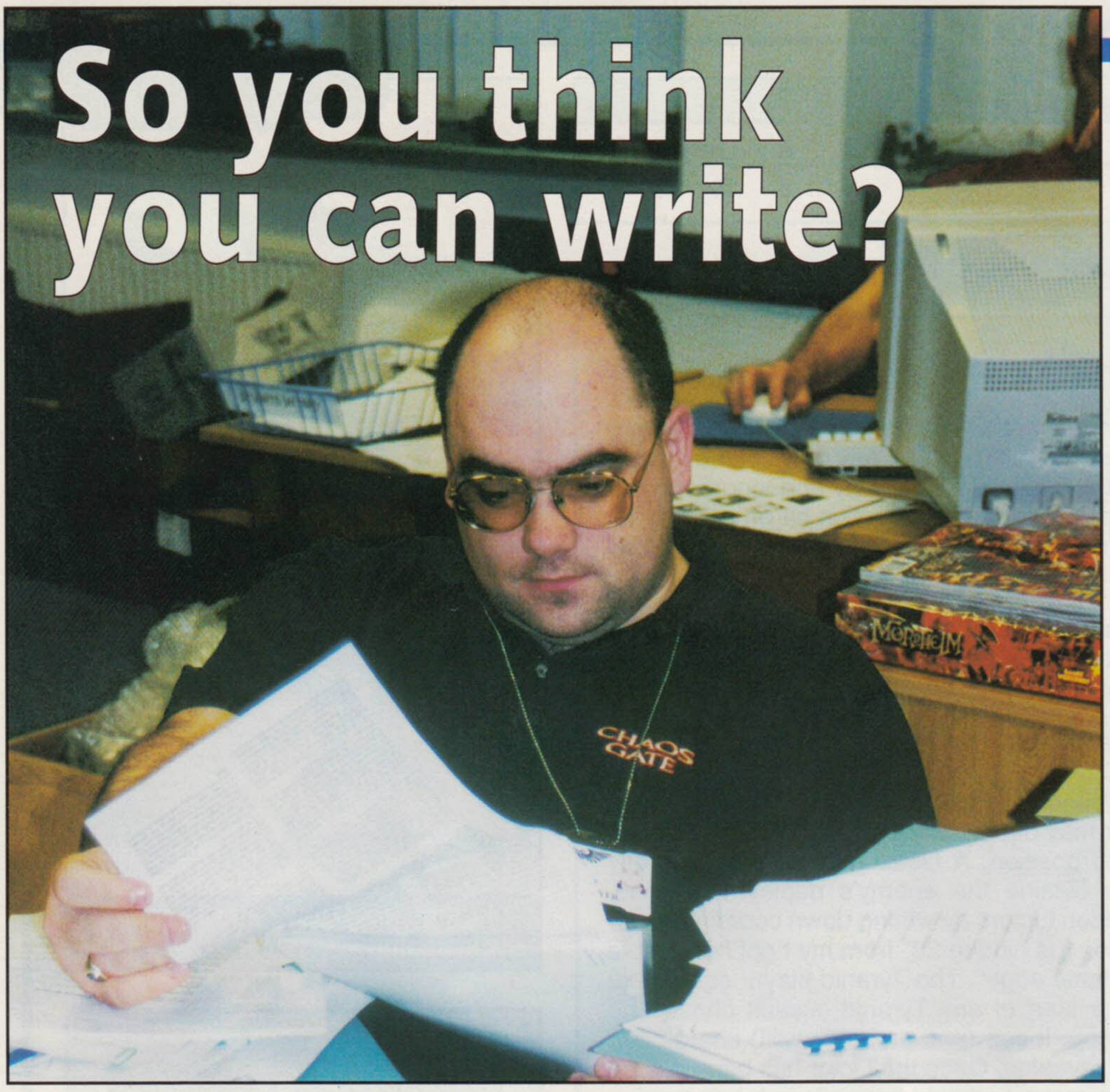
WHAT'S CHAPTER APPROVED ALL ABOUT?

Each month, Chapter Approved takes a look at the Warhammer 40,000 game and its rules, introducing new scenarios, weapons, rules and army list entries of all types, frequently stolen from Codexes in progress here at the Studio. It also acts as a forum for dedicated players of Warhammer 40,000 who have produced inspired, well thought out and just plain brilliant additions to the game (as arbitrated by that well-known model of fairness and balance – me). If you've got something good for Chapter Approved then write to me at the address given here.

Note: Please don't include rules queries etc, with your letters, as the volume of mail (and the fact that I'm lazy) means that in most cases I won't be able to send individual replies.

Andy Chambers
(Chapter Approved),
Games Workshop,
Willow Lane, Lenton,
Nottingham,
NG7 2WS, UK

So you think you can write?



In this month's editorial, our rotund editor, Paul Sawyer, discusses the oft considered practice of writing articles for White Dwarf.

As promised, here are the definitive guidelines you'll need to bear in mind to get your ideas published...

Where do you start?

A brief synopsis. Firstly (and most importantly), we will need a one-page synopsis, to make sure that we know how your article is going to pan out. With this, enclose a few sample paragraphs of text (to demonstrate that you can write in an appropriate style) together with any suitable examples of work you have had published elsewhere, if appropriate. We will take up to **four weeks** to assess your work; feel free to hassle us after that point but not before. Once the synopsis is approved, it's onwards to a first draft, rewrites and eventually a finished article.

Don't write anything you wouldn't want to read yourself and be prepared to rewrite your work (maybe more than once!).

Who are you? In order to get your article in print, we need to know all about you, the hobbyist. Not just your name and address but which games you play, which armies you have painted and what, if any, conversions you've done. And yes, no matter what spawn of Chaos you are, we need a photograph of you to inflict on the readers!

Send your synopsis to:

Paul Sawyer,
Games Workshop Ltd,
Willow Road, Lenton,
Nottingham, NG7 2WS, UK

What are we looking for?

We need a publishable article. The basic outline of an idea extending to only a few paragraphs will not constitute a usable article. If we receive good, original ideas that are incomplete or too vague (and we do receive a lot), then you'll recieve an encouraging reply, asking you to work your article to a more finished state. The other BIG factor in what makes an article publishable is whether it is a REAL hobby article or just words on a page. Anyone can sit down and write but a true hobbyist will playtest the scenario or will have actually done that figure conversion he's telling us about and show us the photographs.

Please bear in mind that we only have a limited number of pages each month, so please avoid 30 pages epics. Below are some of the more suitable subjects although this list is not exhaustive.

A scenario or campaign for one of our game systems. This should be a scenario that you have playtested a number of times. We'll need any maps, conversions, etc.

Ideas for collecting, modelling, converting and painting Citadel Miniatures. Naturally, an article of this nature should always be accompanied by photographs of your figures (if unsuitable we'll ask you up to the Studio so we can use our cameras to good effect). Remember, the painting doesn't have to be showcase standard (if it is then great, if not, it stills shows a 'real' gamer's army!). We are just as interested in the make-up of your army, your ideas for conversions, the army list you use regularly, etc.

Tips and tactics. This should be an article based on an army and a games system that you are familiar with. It's no good writing down

theoretical tactics, they must be tried and tested strategies, hopefully accompanied by battle reviews and diagrams illustrating their use.

All about your army. Almost a biography of the creation of your army along with conversions, army lists, tactical advice and battle history. Only try this one if you have a relevant army and play with it regularly!

Painting/terrain making articles. Tricky one this as it depends on your angle. Send us a synopsis and we'll discuss it from there!

All of these areas should be from **your** point of view and **NOT** from Games Workshop's perspective.

Get writing!

As a guide, there are two kinds of submission that we can work with:

1. A good article with some sound ideas which needs moderate editing. It is more than likely we'll return this type for reworking.

2. An excellent article which is also typed (double-spaced!) with maps, conversions, etc. where necessary and supplied on disk as a text document. This needs very little editing and is our favourite kind of submission!

We are more than happy (delirious even) to read all your synopses, no matter how weird, but if you really want to get into print, there are three of areas to steer clear of:

New Rules, army lists and battle reports. Our games designers furnish us with all the rules we could possibly want so you would be better served steering your talents in another direction.

Special characters. Always the first place new writers start for some reason! That is not to say that you shouldn't include special characters in your scenarios or campaigns. On the contrary, these give flavour to the article, but try steer clear of rules that would make Abaddon seem like a Girl Guide! If you have tips for an appropriate conversion, so much the better.

Check your work

Everything that goes into White Dwarf is carefully checked but it makes our lives a lot easier if you check your work over – or, better still, get a friend to check it for you! It is also essential to playtest your ideas.

Things to keep in mind are:

Is it Games Workshop? Everything that goes into White Dwarf is connected with at least one of our games. The Warhammer world and the universe of the 41st Millennium have been thought out in great detail and our armies books and games give you all the history and background you'll ever need to give your ideas life.

Is it interesting? The people who will read your article are fanatical hobbyists just like you – if you really enjoy writing it, chances are they'll enjoy reading it. Get your friends to give you their opinions!

Spelling and grammar. You don't need to be a language professor but a well structured, spell-checked article is guaranteed to earn you a place in our good books and will certainly improve your chances of getting published because we are, at heart, lazy gits!

Techno-babble

We want don't want to constrain the size of your articles but please take into consideration that we don't have unlimited space in the magazine! A maximum of 5,000 words is about right, although it will vary depending on the type of article, so make sure when writing your synopsis that you can deliver the article in that space. Think in terms of 700 words per page.

On the technical side, we use Word 6 on Macs but can handle most file formats from Macs and PCs. Mark any questions about this on your synopsis.

Check your spelling before you send anything in. We can put in our own typos, thank you very much!

The legal bit

Be aware that to work with Games Workshop you will have to sign a contract with us. There will also be a commissioning form for each specific story. Any work which you then generate specifically for Games Workshop under the terms of that agreement will belong to Games Workshop, together with all of the publishing rights. For all manner of complicated reasons, this is the only way in which Games Workshop can work.

QUILL FOR HIRE

Already writing for White Dwarf are such luminaries as Mike Walker, Dave Cain, Jonathan Green and Mark Havener, all of whom went through the process outlined here to get their work published



Dave Cain



Mike Walker

What's in it for you ?

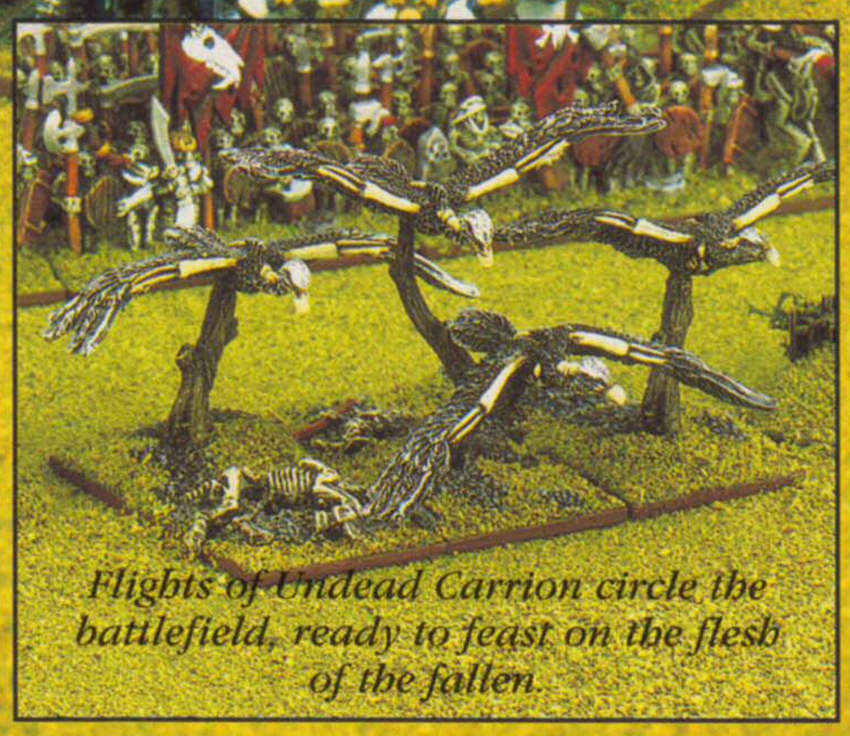
White Dwarf is read by thousands of hobby enthusiasts worldwide and is translated into a number of foreign languages, so there is no better way to share your views and ideas with the global gaming community. In exchange for your article appearing in the best magazine in the Multiverse, we'll pay you by the published page. This will be dealt with on an individual basis so I'll not go into it here.

So what are you waiting for? Get writing!

FAT BLOKE

Paul Sawyer,
Editor, White Dwarf Magazine

WARMASTER®



Flights of Undead Carrion circle the battlefield, ready to feast on the flesh of the fallen.

LET BATTLE COMMENCE!



A column of Khemrian Undead march from their tombs to bring death to those who dare oppose them.

Control mighty armies thousands strong, backed by huge batteries of devastating war machines and led by the most valiant of heroes as they clash with your mortal enemies across vast expanses of terrain.

For years now, Rick Priestley has been beavering away at a set of rules for massed combat based in the Warhammer world, sustained only by endless cups of tea and a mountain of bacon butties. Well, he's finally ready to unleash it upon the world and next issue we're delighted to be able to release WARMASTER!

Warmaster enables you to re-enact awesome fantasy battles on the tabletop with massed ranks of breath-taking miniatures.

In Warmaster, victory is decided by the quality of generalship and so strategic decisions, the tactical use of your army's commanders and the manoeuvrability of large bodies of troops play a vital role.

Over the coming months we will be introducing a stunning range of Warmaster miniatures, each superbly detailed to capture the character of each army.

So, don't miss next issue in which Rick introduces this veritable extravaganza of massed combat!



Flagellants, maddened by battle, hurl themselves towards the enemy, eager to die for the Empire.



An Undead Hero leads his necrotic charges into battle.

WARHAMMER® 40,000

There is no problem that cannot be solved by the tanks of the Imperial Guard!

Attributed to Warmaster Solan



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LEMAN RUSS BATTLE TANK £17



LEMAN RUSS EXTERMINATOR £20



BASILISK £17



LEMAN RUSS DEMOLISHER £25



HELLHOUND £20

IMPERIAL GUARD TANKS AVAILABLE NOW!

GREEN STUFF

Anyone who's read White Dwarf for any length of time will have noticed all those lovely conversions that often emanate from the Studio. All these conversions use Green Stuff modelling putty to some degree or other. It's not as hard to do as it looks either, as Gorka Conde from GW Spain found out. Here he explains how to use Green Stuff to best effect.



by Gorka Conde

BASIC PRINCIPLES

Before we start explaining how to convert miniatures, we should establish some basic principles.

When mixing it up, make sure the putty goes completely green – if you can still see blue and yellow bits it won't harden properly.

Whenever you work with Green Stuff you have to keep your hands and tools wet. If not, the Green Stuff will stick to everything and will ruin your work. This applies for the whole process, from taking it out of the plastic wrapping, to mixing it, right up until the final touches. Anyway, don't worry, you will learn with practice. All of us have bodged it up at some point!

I recommend metal tools as the Green Stuff is less likely to stick to it. For all the conversions in this article I have used engraving tools and a modelling knife.

HOW TO FILL GAPS IN A MINIATURE

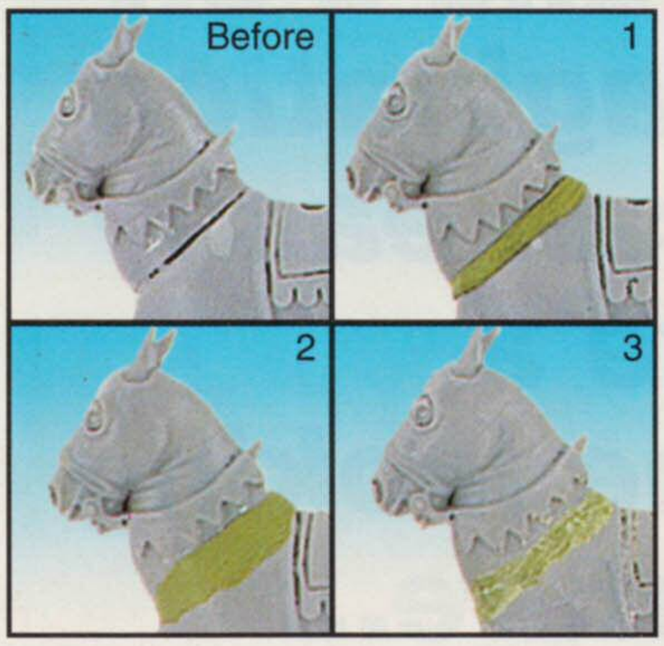
You can make wonderful conversions with Green Stuff but you can also use it to mend minor defects in your miniatures, for example, parts that don't fit very well or are broken. A good way to practise using Green Stuff is to make these kinds of repairs.

SMOOTH CRACKS

As you can see, the neck of this horse doesn't fit perfectly. Well, let's sort it out!

1 Make a small roll or 'sausage' *(it's a technical term, so bear with us – Fat Bloke)* with the Green Stuff and position it over the crack.

2 Extend the roll with your finger, so it covers all of the crack.



3 Trim away the excess Green Stuff and smooth the surface with a file to eliminate any finger marks.

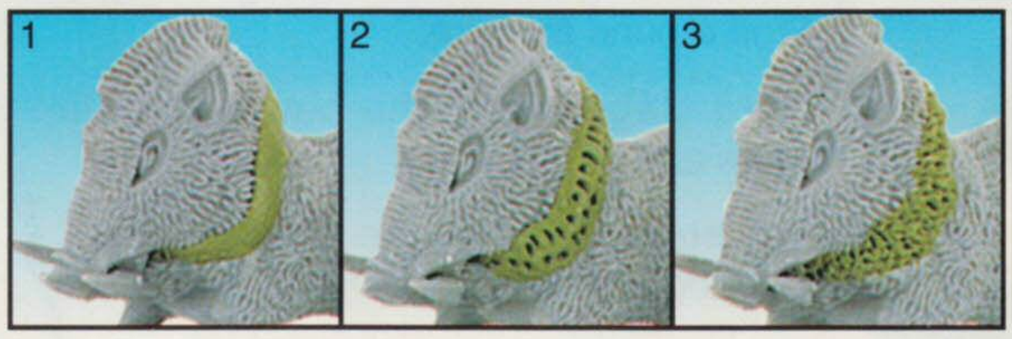
IMITATING FUR

The next example will deal with textured surfaces. If we don't remedy it, our boar will look as if he has a deep wound across his neck.

1 Exactly the same as for the horse previously.

2 Stipple the Green Stuff with an engraving tool (or any other tool with a rounded end) all over.

3 Make even more small holes. The more you make, the furrier it will look.

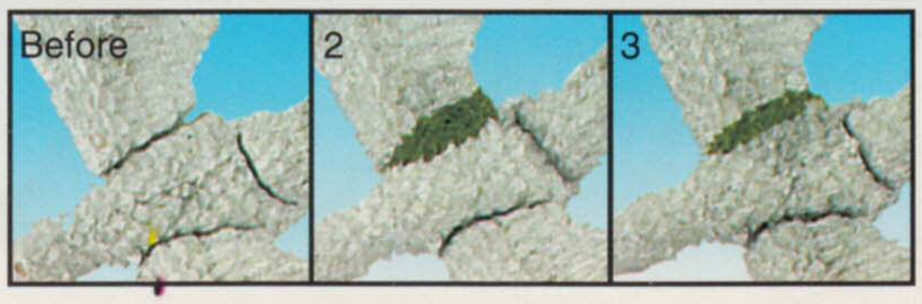


IMITATING FEATHERS

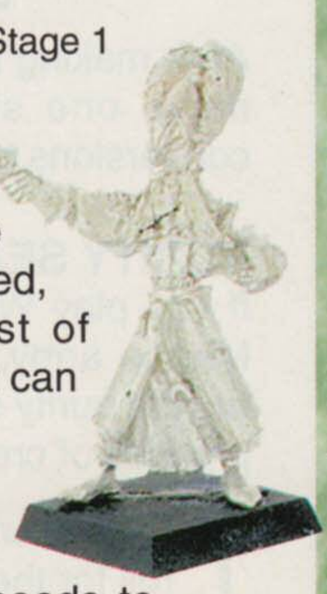
The process is similar to the fur but you have to make fewer holes.

1 Fill the crack with Green Stuff and make triangular indentations with the tip of a modelling knife or similar tool.

2 Trim the excess Green Stuff with a modelling knife.

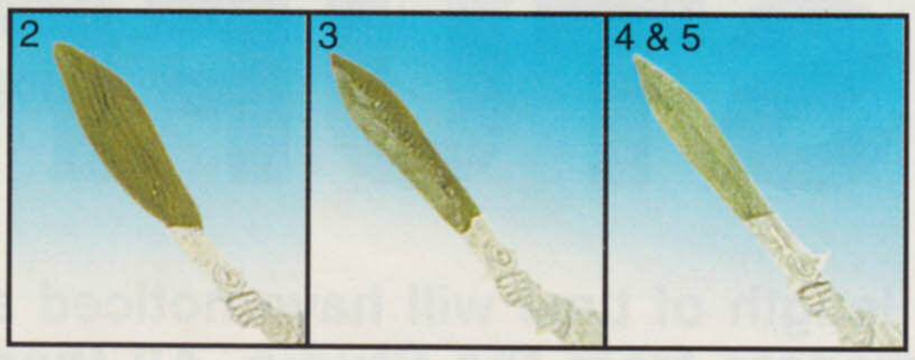


BROKEN MINIATURES!



There is nothing worse than a miniature falling off the tabletop and breaking. It feels like the end of the world, especially if it was lovingly painted, not to mention the prospective cost of buying another one! But wait, maybe it can be saved...

Let's start with something that looks difficult – a broken sword. Our High Elf must reforge his sword because he needs to fight with a proper weapon, so:



1 Drill into the sword and insert a wire. This way the Green Stuff will stay in shape while it dries.

2 Stick a roll of Green Stuff around the wire.

3 Use your fingers to create the form of a sword (more or less). Let it dry.

4 Use a modelling knife to create a sharp edge to the sword and give it its finished form.

5 Using a file, eliminate the marks made by the modelling knife.

MENDING A BOW

The process of mending a broken bow is very similar to the one we used for the sword.



First stage: Drill through the bow and insert a wire, like we did for the sword.

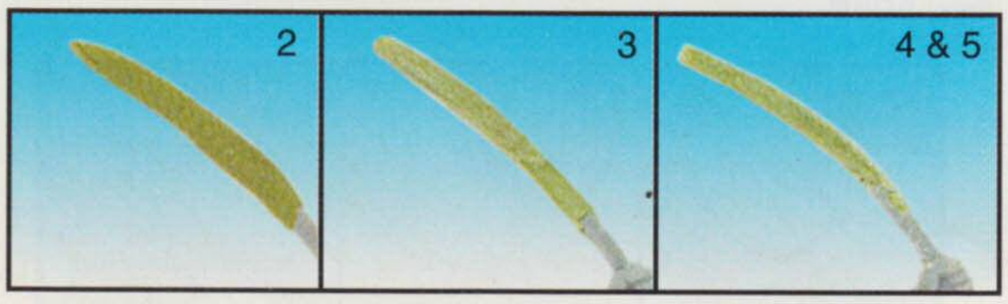
Second stage: Stick a 'sausage' of Green Stuff around the wire.

Third stage: Form the bow with your fingers and let it dry.

Fourth stage: Sculpt the bow with a modelling knife.

Fifth stage: Use a needle file to get rid of any marks made by the modelling knife.

With this technique you can lengthen your miniatures' bows. This way, nobody can moan that your bows aren't big enough to be longbows (a certain person is always pestering me with silly details like this)!



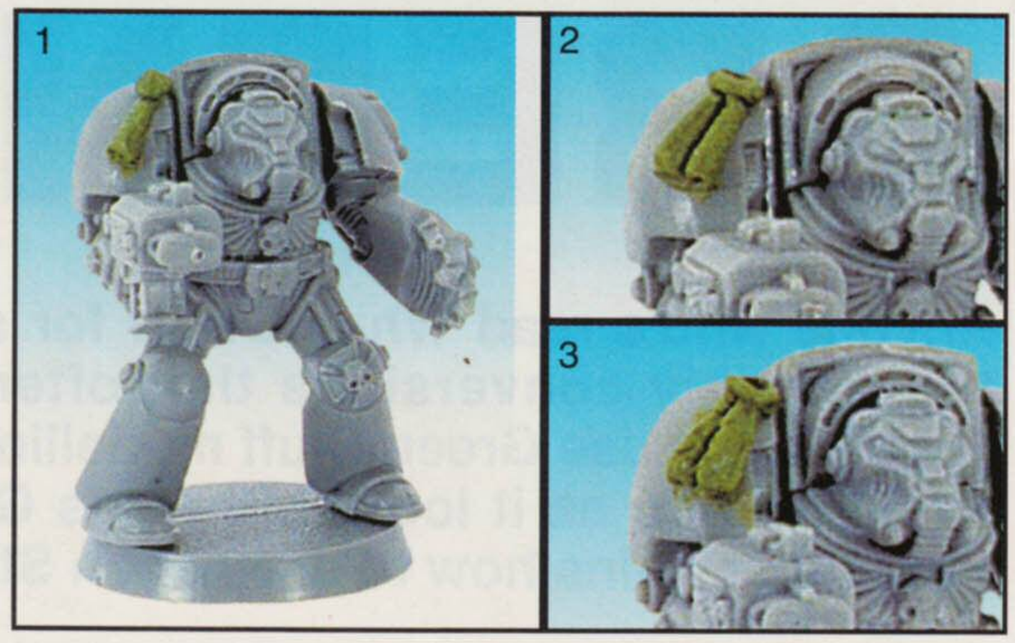
EXTRA DETAILS

After making all those minor repairs, you are ready to move one step further and start making minor conversions to your models.

PURITY SEALS

If you play Warhammer 40,000 and collect a Space Marine army, there's a good chance you'll want to have a purity seal for one of your Space Marines. The process of creating one is fairly simple.

1 Take a small quantity of Green Stuff and form a roll for the scroll and a small ball for the seal.



2 Make a small indentation in the ball and enlarge it to form the seal.

This Terminator has two scrolls on his purity seal but the technique is the same for both of them. With the flat part of the modelling knife, smooth out the scroll roll. If you can't get it really flat, wait until it is dry and use a file *(an alternative to this method is to cut two small strips of paper, glue them on and then add the seal as described above – Fat Bloke).*

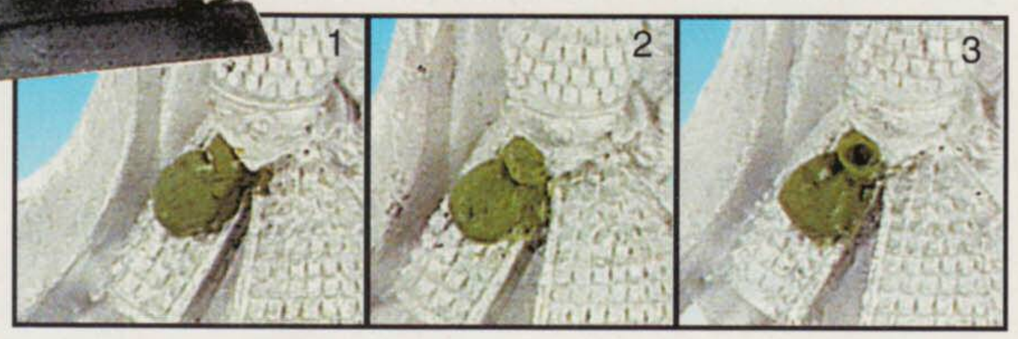
POUCHES

The type of pouch carried by medieval and fantasy figures is very easy to make and adds character to the model. Bags are made in a similar way to the purity seal.

1 Make a ball of Green Stuff and let it dry. Next, using a modelling knife, sculpt the ball into a bag shape.

2 Add another smaller ball of Green Stuff on top of the neck of the bag.

3 Make a hole in the small ball to represent the open top of the bag.



With Green Stuff and a bit of imagination you can easily create a unique looking miniature...



HAIR

By following the next few stages you can add crests and hair to any of your miniatures.

1 The Orc's arm has been twisted slightly to give him a more aggressive pose. Drill a hole into the model's head and glue in a length of wire wherever you want his crest to be.

2 Add two small balls of green stuff to the base of the crest and shape them to form the device (metal ring, leather band, etc.) that holds the hair in place. Make a thin 'sausage' of Green Stuff and place it along the wire. Let everything dry.

3 Next place a little more green stuff on top of the hardened 'sausage'. Now carefully start carving along the covering of the wire with your modelling knife. The more carvings you make, the finer the texture.

You might ask why we shouldn't carve the Green Stuff before it is dry. Well, if the Green Stuff is not hard enough, it will deform when you carve it and you won't be able to work on it properly.

4 When everything is hardened, carefully twist the crest to give the shape you prefer, so it looks more dynamic.



CONVERTING A BRETONNIAN SORCERESS

Here's a good example of what you can achieve with a little Green Stuff. You can easily change the look of a miniature with a bit of imagination and Green Stuff.

1 Cut off the left arm of the Sorceress with modelling clippers. Use a needle file to give a new angle to the shoulder and glue the arm in its new position *(you may want to pin this with brass wire for increased strength – Fat Bloke)*.

2 Surround the hem of the dress with a roll of Green Stuff and texture it as previously shown with the example of the boar. Remember to create a very fine texture as this will represent an ermine lining to her gown. Repeat this around her neckline, to make a fur collar.

3 With the addition of a bit of Green Stuff flared at the base of her wrists she can be wearing gloves.

Now our Bretonnian Sorceress just needs a lick of paint and she can take to the battlefield in almost any kind of weather!

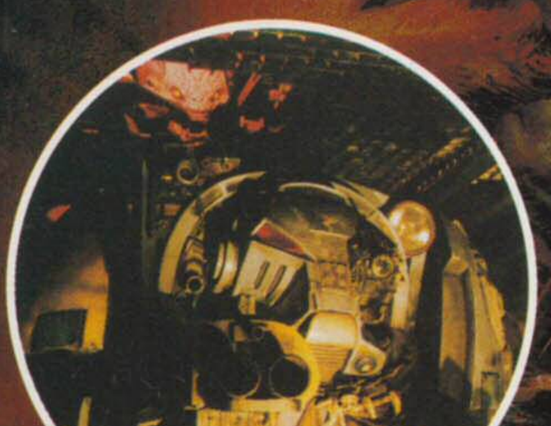
Well, I hope that after reading this article you launch yourself into a frenzy of miniature conversions. These are just a few examples. You can do a lot more with a bit of thought. There are almost infinite possibilities with a little imagination and some chunks of Green Stuff!

CITADEL OPEN DAY









Here are some of the highlights:

- Meet the Studio miniatures and games designers!
- Take part in exciting participation games from the universes of both Warhammer Fantasy and Warhammer 40,000!
- Another chance to see the awesome 'Vengeance of the Vampire' mega-display from Games Day '99!
- Bargains galore!
- Free entry to Warhammer World with your Citadel Open Day ticket!
- Sneak previews of upcoming games and miniatures!
- Meet the Forge World team and get your hands on their latest products!

... and much, much more!

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The Warhammer World Exhibition Hall hosts the Nottingham Gaming Club on Wednesday nights between 6pm and 10pm and all visitors are welcome to join in. During the school holidays we often run extra Gaming Club activities too. For details of these activities phone the staff at Warhammer World.

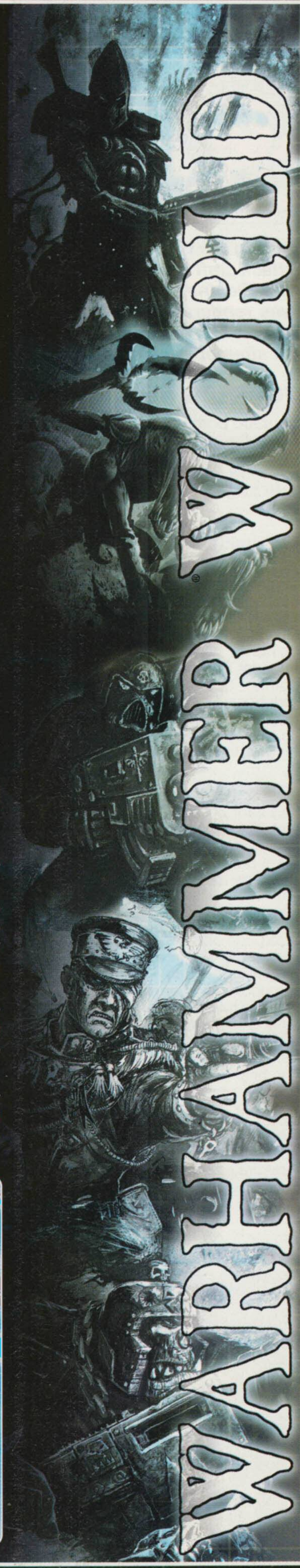
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BATTLEFLEET GOTHIC™

ADVANCED RULES

New ordnance rules by Andy Chambers

During the Gothic War, ordnance was often deployed by all sides on a massive scale. Waves comprising hundreds of attack craft were launched for the first time in the sector since Vandire's Reign of Blood four millennia before. At Skargul and Electris, the rings of gas giants became cluttered with the debris of massed ordnance battles. The Orar passage was rendered unnavigable at certain points due to the numbers of drifting orbital mines and unexploded torpedoes strewn along its path. In the latter stages of the war, a number of old practices were revived from the history scrolls in an attempt to gain an advantage in battle.

TORPEDO BOMBERS

Torpedo bombers were ordinary bombers reconfigured to carry a payload of (relatively) small anti-ship torpedoes. This gave them the ability to stand off from their target at greater range and launch an attack.

Acquisition

Any ship with launch bays can be upgraded to carry torpedo bombers at an additional cost of +10 pts per Strength point of the launch bays on the vessel. For example, a Chaos Styx class heavy cruiser would pay 60 points to carry torpedo bombers, while an Imperial Dictator class cruiser would pay 40 points. Due to the superiority of Eldar ordnance, Eldar vessels must pay +15 points per launch bay, so an Eldar Eclipse class cruiser carrying torpedo bombers would cost an additional 60 points.

Launching

Torpedo bomber squadrons are launched just like other attack craft squadrons, they are simply differently armed. Torpedo bombers have a speed of 20cm and count as bombers for interception purposes.

Attacks

A torpedo bomber squadron can be replaced with a Strength 2 torpedo salvo at the beginning of any ordnance phase. The torpedoes function according to the standard torpedo rules once launched but have a more limited fuel supply, so they are removed at the end of the same ordnance phase they are launched in. A wave of torpedo bombers can combine their salvoes together in the same way as a squadron of ships.

Note that Ork torpedo bombers cannot intercept in the same way as their fighter bombers can (they are far too slow and lumbering while carrying torpedoes).

ORBITAL MINES

During the Port Maw blockade, Chaos Raiders used Devastation and Styx class vessels to make rapid attacks to seed the primary biosphere with orbital mines fired from specially converted launch bays. Carrying mines in combat proved exceptionally dangerous and the Chaos Devastation class cruiser Unforgivable was eventually crippled by Sword squadrons of the Port Maw patrol when its own orbital mines detonated within its launch bays. This allowed Captain Grenfeld's Hammer of Justice to catch the vessel and complete its destruction at long range with nova cannon fire.

Acquisition

Any ship with launch bays can be refitted to carry orbital mines instead of attack craft at a points cost of +5 points per launch bay. Only cruisers may be refitted to carry orbital mines; battleships are considered too rare and valuable to use in this way.

Launching

One orbital mine can be launched per bay, just like attack craft squadrons. Note that orbital mines cannot be formed into waves.

Attacks

Orbital mines are ordnance which attack using the standard rules on page 142 of the Battlefleet Gothic rulebook. Note that turret defences can be used against either attack craft or torpedoes and mines in a single ordnance phase, not both.

If a ship carrying orbital mines suffers a critical hit which affects the launch bays, it will take an extra D3 damage as some of the mines detonate! A vessel which has run out of ordnance is not subject to suffering extra damage.

Designer's note: *This is really intended as a surprise tactic rather than a staple part of a fleet. As such, players should limit themselves to using at most one or two mine-armed ships in their games.*

CLARIFICATION: FIGHTERS SUPPORTING SHIPS

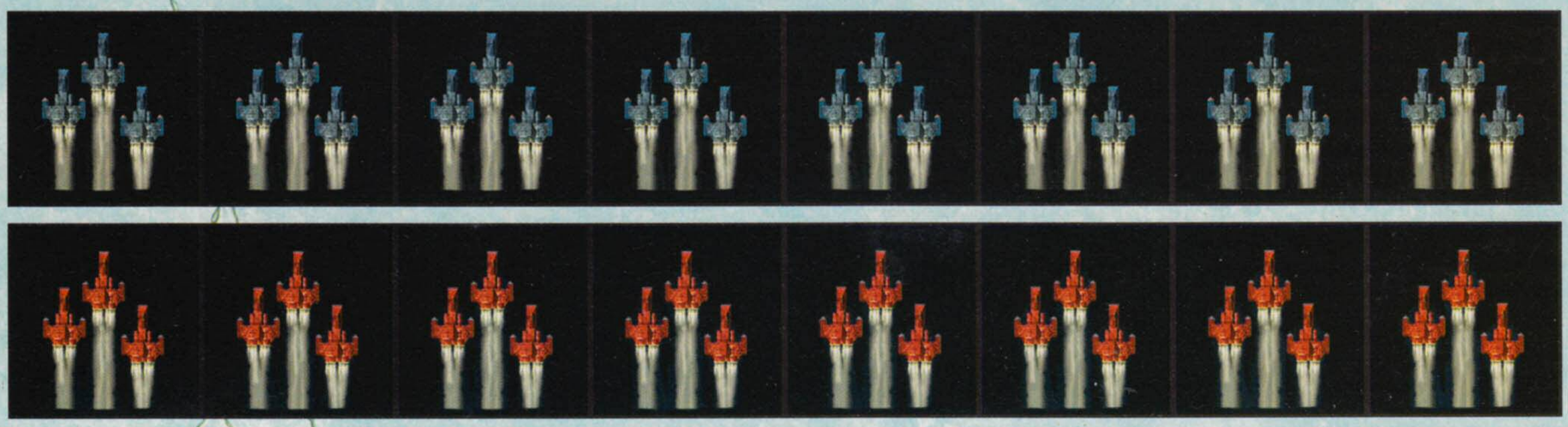
If a fighter marker is on a ship's base it is considered to be in close support of that vessel. The fighter marker will intercept an enemy ordnance marker as soon as it contacts the ship's base and before an attack is made. The normal rules for fighters making an intercept apply, so the fighter marker and the Ordnance marker are both removed immediately. Note that the intercept is made before defensive fire from the turrets is resolved.

The Downside

Fighters in such close proximity to ships are in danger of being hit by hard radiation and debris patterns if the ship is hit. Roll a D6 each time a Blast marker is placed in base contact with a ship with fighter markers on its base. On a roll of 6 all the fighter markers on the ship's base are removed from play.

Designer's Note: *I experimented with a number of special rules to enable fighters to cover ships against ordnance attacks launched at point blank range where there's normally no opportunity to intercept. In the end, I plumped for the simplest solution, which is to clarify that a fighter marker sitting on a ship's base is ready, able and willing to intercept anything that tries to get at the ship.*

"Red leader to Canticle of Pain, we've taken up position five zero zero beyond your turret range. If they want to get to you they'll have to come through us first."
Rebel comm-intercept, Blight Shoal 144.M41



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FIGHTERS SUPPORTING BOMBER WAVES

Just as ships learned new tricks to offset the power of ordnance, attack craft squadrons evolved new tactics to press home their attacks against ships. Early in the Gothic War, the practice of accompanying bomber waves with supporting fighter squadrons fell into disfavour as commanders found it more effective to keep their fighters separate to hunt down opposing ordnance and perform long range intercepts. However, with experience, fighter squadrons perfected a technique for using their lighter weapons to strafe and suppress turret emplacements on target ships, leaving the bombers free to deliver their payloads without having to dodge incoming flak.

Fighter Support Rules

Fighter markers can be launched as part of a wave of bomber markers as per the standard rules. When the combined wave attacks a ship, any turret casualties are scored on the fighters first, then bombers if there are no fighters left in the wave. In addition to this, the total number of attacks the surviving bombers make is increased by +1 for each fighter squadron in the wave, regardless of whether or not it was destroyed by turret fire.

The maximum total bonus that can be accrued from supporting fighters is equal to the number of turrets on the target ship (ie, supporting fighters could add up to +2 vs a Murder class cruiser, or +3 against a Styx). Bear in mind that this is a bonus, so if no bombers are attacking the target, no damage is done regardless of how many fighters attack. Fighter armaments are too lightweight to cause any real damage to a ship.

For example: A wave comprising two fighter squadrons and two bomber squadrons attacks a Murder class cruiser. The Chaos player rolls two dice for his turrets and gets two hits, knocking out both of the fighter squadrons. The bombers then roll a D6 each for their number of attacks, getting a 5 and a 6. This is reduced to 3 and 4 respectively because the Murder class has two turrets. However, the Imperial player then adds +1 to the total for each of his two supporting fighter squadrons (remember they add +1 whether they are shot down or not), making a total of 9 attacks (3+4+1+1).

Ork Fighta Bombers. Ork fighta bombers can act as either fighters or (rather unreliable) bombers. This means that in a wave attack the Ork player can decide on how many fighta bombers will strafe turrets and how many will attempt to bomb the target at the point when the attack is delivered.

Designer's notes: *The original rules for using mixed waves of fighters and bombers worked by stacking up the counters. This meant that opposing players didn't know the contents of a stack/wave until it attacked or was intercepted and even then the fighters had to remove counters from the top of the stack first. This made it possible to use 'dummy' stacks of fighters to sucker in the opposition, slip in a bomber squadron at the bottom of the stack and so on. However, when we decided to make miniatures for attack craft this technique became impractical as it would place players who used miniatures at a disadvantage. However, the rule about mixing fighters in bomber waves stayed in the game as a hangover of the old rules. When Battlefleet Gothic was published many players pointed out that placing fighters in the wave was fairly useless, so I developed this supporting technique to make fighters a bit more useful.*

MASSED TURRET FIRE

As ordnance became more and more prevalent in the Gothic War, ships began to adapt to the new environment where attack craft and torpedoes were often as great a threat as enemy guns. Some vessels like the Battlecruiser Cypra Probati were upgraded with additional turret systems, but lack of refit time and dockyard space made the mass conversion of ships impractical. Instead, hard-pressed captains developed a tactic of manoeuvring close to each other and massing their turret fire together to present a wall of fire to incoming ordnance. While this tactic was effective at stopping ordnance, it presented a marvellously close-packed target for enemy gunners to range in on. This ensured it was mainly used only when ordnance was a considerably greater threat than direct fire weapons.

Massed turret fire rules

A ship with friendly vessels in base contact can gain supporting fire from their turrets if it is attacked by ordnance. Add +1 to the turret value of the ship under attack for each friendly ship in base contact which is not:

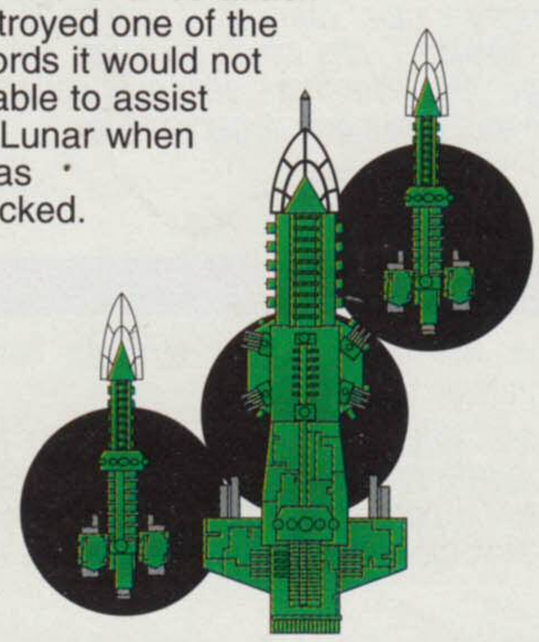
Using Special Orders
(other than Reload Ordnance or Lock On).

or

Crippled

For example,in the diagram below two Sword class escorts have manoeuvred on either side of a Lunar class cruiser to mass their turret fire together. All three ships are uncrippled and none are using special orders. The Lunar class cruiser would count as having a turret value of 4 (its own 2 turrets +1 for each of the Swords). Each of the Swords would count as having a turret value of 3 (their own turret value of 2+1 for the Lunar class cruiser). Note that if the Lunar class was crippled, it could not mass its turret fire to help the Swords, but the Swords could still mass their fire to assist it and add +2 to its turrets' value.

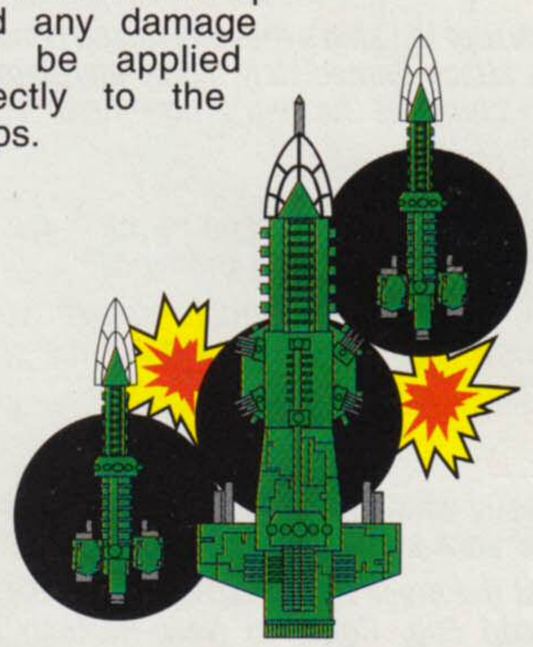
Note that the turret bonus is calculated at the point the ordnance attacks, so if an earlier ordnance attack destroyed one of the Swords it would not be able to assist the Lunar when it was attacked.



The Downside

The downside to massing turret fire is that the ships doing so are horribly close together and will be affected by the residual blasts and energies of other ships having their shields knocked down. If any of the ships in base to base contact suffer damage which places blast markers against its base (from shooting, celestial phenomena, ordnance etc.) the opposing player is permitted to arrange the blast markers so that they touch one or more of the other ships, hence affecting their shields too.

For example, a Lunar class cruiser has base to base contact with two friendly Sword class frigates. The Lunar comes under fire and suffers four hits. The opposing player knocks down two shields and scores two points of damage against it, resulting in two blast markers. Now the Lunar and both Sword class frigates have their shields knocked down by the Blast markers. If either the Lunar or the Swords are fired at now they will have no shields up and any damage will be applied directly to the ships.



Designer's Note: *I've added in this rule for several reasons. Firstly to allow escort ships to act in direct support of the ships they're supposed to be escorting. Secondly to balance off the enhanced capabilities of ordnance which the extra rules for mines, torpedo bombers, fighter support and special torpedoes has introduced. Thirdly it allows escort ships to clump for mutual support when they're in danger of being eaten alive by assault boats. Although two of the reasons given above involve escorts, this rule is not limited to escorts only, any ships can mass their turrets in this way, it's just that it's a lot easier to achieve with escorts than capital ships.*

Lieutenant Korsan's voice crackled over the internal comm "Auspices show bomber waves incoming! Port quarter bearing 125 by 80 range 4,000, estimated 50 plus craft." Captain Lefevere was pale and drawn. "Fifty?" He asked of no one in particular "Emperor's teeth, where do they get them from?" He gazed across the tactical slab at the red darts of the renegade ships which were now departing the tumbling ruins of Kilrath Station, their work already done. Nothing was in range except the red swarm of attack craft rapidly closing on the port quarter. Small flares of energy showed that the squadron's gunners were trying to break up the waves before they arrived but there were simply too many. "Bring the squadron into close formation for massed turret fire" he said "And prepare to brace for impact, we'll give them a welcome they'll never forget"

"BRACE FOR IMPACT!"

Questions and answers for Battlefleet Gothic

Ordnance

Q If a ship moves into contact with ordnance in the movement phase when does the ordnance attack, immediately or in the ordnance phase?

A *Interrupt the ship's movement and conduct the attack immediately, apply any damage and then complete the ship's movement.*

Q Can you use a command re-roll if you roll a double for reloading ordnance?

A *Yes, even if the double rolled would normally be a success against the ship's Leadership.*

Q Exactly what special orders cause a ship's ordnance armament to be at half effect?

A *Just the Brace for Impact special order. All Ahead Full, Come to New Heading and Burn Retros do not halve ordnance (however note that being crippled does halve ordnance armament too).*

Q When are ordnance attacks resolved within the ordnance phase?

A *Once a player has moved all of his ordnance, conduct any attacks for markers which make base contact with enemy ships. (Note that it is often convenient to interrupt the movement of torpedoes in order to calculate their effects so you know the resulting salvo size that carries through to potentially attack other ships). Once the phasing player completes his ordnance moves and attacks, the other player then makes their ordnance moves and attacks.*

Q When do hit and run attacks from boarding torpedoes or assault boats take effect?

A *Hit and run attacks from boarding torpedoes and assault boats are conducted in the ordnance phase but do not take effect until the end phase.*

Q What happens when a wave of attack craft is hit by long range fire, does it simply lose a single marker or is the whole wave removed?

A *The entire wave is removed.*

Q If enemy ordnance moves into my fighter markers, can I choose not to intercept that ordnance in favour of waiting for a juicier target later on? For that matter, could ordnance choose not to attack a ship which moved into contact with it during the movement phase?

A *No in both cases. I imagine ordnance to have exceedingly short range detection systems which mean they are normally guided towards their target by other ships, inspired navigation, gut feeling and so on. This, along with their limited fuel and ammunition, means that they will seize on 'targets of opportunity' as soon as they are available. If this seems inefficient, read up on some World War 2 aircraft carrier battles and you'll soon see what I mean!*

Q Given the previous question, am I allowed to move my ordnance into opposing fighters to clear them out of the way before continuing my ordnance moves and then making attacks?

A *Yes, the fighter intercepts are executed immediately with both markers being removed.*

Leadership

Q Escorts are always fielded in squadrons, so should Leadership be rolled separately for every ship in the squadron or is a single roll made to determine Leadership for the entire squadron?

A *In the case of escort squadrons, just one roll is made for the squadron's Leadership. Capital ship Leadership is always rolled individually and in a capital ship squadron the highest leadership present is used for the squadron's command and Leadership checks.*

Q When do you make the decision to place ships in squadrons – when the fleet is chosen, the Leaderships rolled for, the table set up or what?

A *Escorts must be placed in squadrons when they are chosen from the fleet list. Capital ships are placed in squadrons after Leadership has been rolled for individual ships but before they are deployed on the tabletop.*

Ramming

Q Does a ship stop moving if it rams something?

A *No, the ship continues to move whether it hits or not. This avoids the whole 'battleship being brought to a halt by an escort' thing and, for the velocities and momentums involved, prevents anything too outrageous happening – most rams are going to be pretty much 'glancing' hits which do a few points of damage. Also note that a ship may not attempt to ram more than one target per turn.*

Shooting

Q Can lances split their strength between multiple targets?

A *Yes, although remember that the target priority rules mean a Leadership test will need to be passed in order to target anything other than the closest enemy ship or squadron.*

Q Do the target priority rules apply to nova cannon shots?

A *Yes, although targets which are within 24cm (30cm minimum range -6cm for the width of the template) can be ignored. If you're in doubt as to what may be within 24cm, get your opponent to check this for you while you look the other way.*

Eldar

Q Do holofields give a saving throw against Nova cannon hits? If so, do you just make one saving throw against all D6 hits, or a saving throw against each hit individually?

A *Make one saving throw against the D6 hits – either the Nova cannon gunners were fooled by the Eldar holofield and dropped the round in the wrong place, or they weren't.*

Q Do Eldar receive a holofield save against exploding ships, solar flares and other 'natural' damage?

A *Nope, a good rule of thumb to use with holofield saving throws is that they will work against attacks which must be targeted at the Eldar ship (including boarding, hit and run attacks, ramming for example) but not against 'natural events' like ships exploding.*

Q Can Eldar ships attempt to ram?

A *No, they cannot use All Ahead Full orders and would find such an inelegant tactic horribly primitive in any case.*

Q Does an Eldar ship on *Lock On* orders get to re-roll to hit with Pulsars on just the first shot, or on every shot (presuming the one before scored a hit)?

A *It may re-roll to hit with each shot, but remember that if you miss, re-roll for the shot and then miss again, no further shots are fired.*

Scenarios

Q In the Exterminatus scenario (Scenario 9) is the Exterminator ship a free extra vessel or modified from one of the ships in the attacker's fleet?

A *It is modified from one (or more) of the ships in the attackers fleet.*

Worthy Websites

First off, thanks to all the good folks on the BFG mailing list who've given me feedback on Battlefleet Gothic in general and these expansions in particular. If you're interested in seeing the BFG List , which is an excellent source of ideas, clarifications and general BFG chat, you can find it at:

bfg-list@egroups.com

There are also many particularly fine websites dedicated to Battlefleet Gothic to check out too. So, what are you waiting for, get out there and surf the Eye of Terror!

"Let the galaxy burn!"

"Let its charred, smoking husk join that of the corrupt Imperium of the false Emperor as it falls beneath the tracks of our all-conquering legions.

"No-one can stand before us as we rip the still-beating hearts from star systems and watch victoriously as they weep their last pain-ridden tears. Debase yourselves before us for we are the Legions of Chaos – rightful masters of the galaxy!"

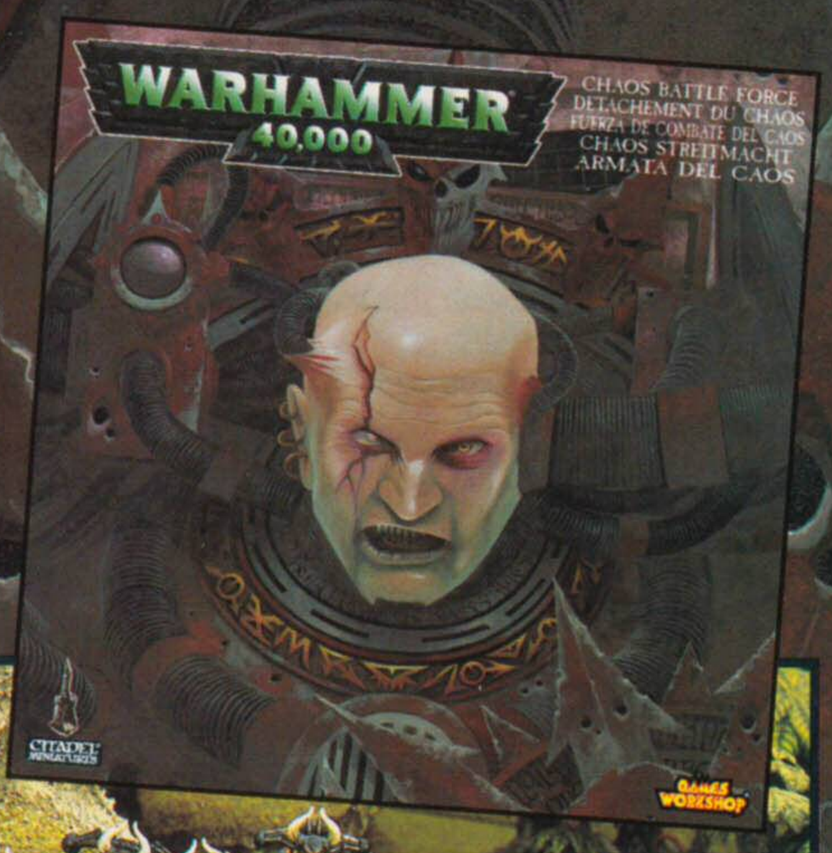
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HOSTILE TERRAIN IN WARHAMMER 40,000

By Gav Thorpe and Nigel Stillman

The galaxy in the 41st Millennium is a dangerous place to be – even the vegetation can be lethal! Gav takes a look at some of these predatory plants and Nigel explains how easy they are to make.

Making Jungle Plants

You will need:

Card or hardboard for bases
Wire (several thicknesses are useful)
String
Twigs
Bits of model trees
Paper, tinfoil or plasticard
Masking tape or similar
PVA glue and tacky glue
Plastic tubing, such as straws
Sand (to texture the bases)
Modelling putty

Basic Techniques

Trunks are made either by using twigs or by twisting wire together and covering with tape or modelling putty. These can later be covered with textured paint to add texture before final painting.

Plant leaves can be made using masking tape. Start with a piece of wire to make the stem, then sandwich this between two lengths of masking tape, so that the adhesive sides stick together. Then just cut the leaf into shape.

Modelling putty can be used to build up the bases, helping to fix plants in place or to make cactus-like plants and huge, thick, succulent leaves.

Painting

Try to paint the plants in various lurid shades of green or more bizarre colours, such as red or vivid blue. Bright contrasting colours in nature are often a warning to would be predators of their poisonous/ dangerous nature. You could also try using existing patterns in nature to make your plant look even more weird.

The main purpose of this article is to allow players with a Deathworld Veterans army to add a bit more 'meat' to their jungle. However, there is no reason why anybody shouldn't make the carnivorous floral delights in this article. For this reason, here are a few ways to include hostile terrain on your battlefield:

1. Plonk it down.

Most simple of the alternatives, simply put one or two dangerous plants on the battlefield after you've set up the rest of the terrain (perhaps the players can place one herbaceous nasty each).

2. Include on the terrain generator.

If you have some vengeful vegetation in your terrain collection, create a terrain generator which includes an entry (or entries if you're particularly mad) which will generate the leafy devourers.

3. Deathworld Veterans.

If you are using a Deathworld Veterans army, then use the following rules for including them in the army. This represents your army locating the carnivorous vegetables and then luring the enemy into a battle near to where they are growing.

Each plant type includes a points cost with its rules and is paid for just like any other unit. Hostile terrain does not take up any 'slots' on the Force Organisation chart, but you cannot include more hostile terrain choices than you have units in your army which can ambush; each Catachan Devils, Snipers or Patrol unit can locate one malignant bush (treat all Snipers from a single choice as one unit for this purpose). Note that the unit does not have to deploy in ambush if you don't want it to, it just needs to have the ability to do so. For example, if you had a Sniper and two units of Catachan Devils, you could pick up to three hostile terrain choices.

When used as part of a Deathworld Veterans army, the hostile terrain is secretly allocated to a square on the table in the same way as a booby trap, but cannot be placed in a square containing another dangerous plant, ambushing unit or booby trap. An enemy unit cannot detect hostile terrain with an auspex or similar device. You can just imagine the conversation:

"Sir! I've detected a plant lifeform!"

"Really? In the middle of a jungle!"

When an enemy unit sets off a booby trap in the square where the hostile terrain is found (rolls a double on a Difficult Terrain test within the square) then you can place the hostile terrain in that square. Place the model anywhere within the square. The plant's exact position is D6" in a random direction from this point. The plant must be placed in jungle terrain and so if the scatter would take it out of jungle terrain then it is placed at the edge of the jungle – note that trails do not count as jungle terrain.

Placing the model on the table shows the plant 'waking up' when disturbed by the enemy. If possible, the plant will attack the unit immediately (ie, if there are models within range). Note that units in the Deathworld Veterans army won't wake the plant up, even if they have to take Difficult Terrain tests (such as Ogryns and Sentinels). However, once in play, the plant will attack any model that gets within range, regardless of which side the model is on.

Once in position on the table, follow the rules given below for the individual plant type placed.

General Rules

Unless otherwise noted in their individual rules, all hostile terrain makes its attacks at the end of any movement phase, after units have moved but before the shooting phase begins.

Units may attack the hostile terrain with shooting (it would be suicidal to attack them in close combat). All plants have Toughness 4 and 3 Wounds, and count as having a 4+ cover save. If a plant is reduced to 0 Wounds, remove it from the table. In the case of the Canak Floater, if it is destroyed then it will immediately explode with the same effect as if it had moved within 2" of a model.

Unless otherwise noted, hostile terrain attacks have no effect on vehicles.



Spore Tree – 35pts

These plants launch a cloud of spores when they detect something moving close by, to carry their seeds to other fertile areas. The spore cloud is so dense, the creature which disturbed the tree often chokes and dies. This is also useful for the spore tree as its victim's decaying body will enrich the ground around its roots.

If, at the end of a movement phase, there is a model 5" or closer to a spore tree, test to see if the plant detects their presence (if more than one target is within range, the plant will attack the closest). To do this, roll a D6 and compare it to the distance from the tree. If the roll is greater than the distance, then the spore tree will shower the area with spores. If it does this, place the Flamer template so that its narrow end is touching the tree and the template is centred on the model it detected (see the diagram below). Any model touched by the template must pass an armour saving throw immediately or lose a wound from spore inhalation (cover has no effect). The spore tree contains many spore pods and so there is no limit to the number of times it might burst within a game. Vehicles hit by a spore tree are unaffected, unless they are open topped in which case they take a glancing hit.

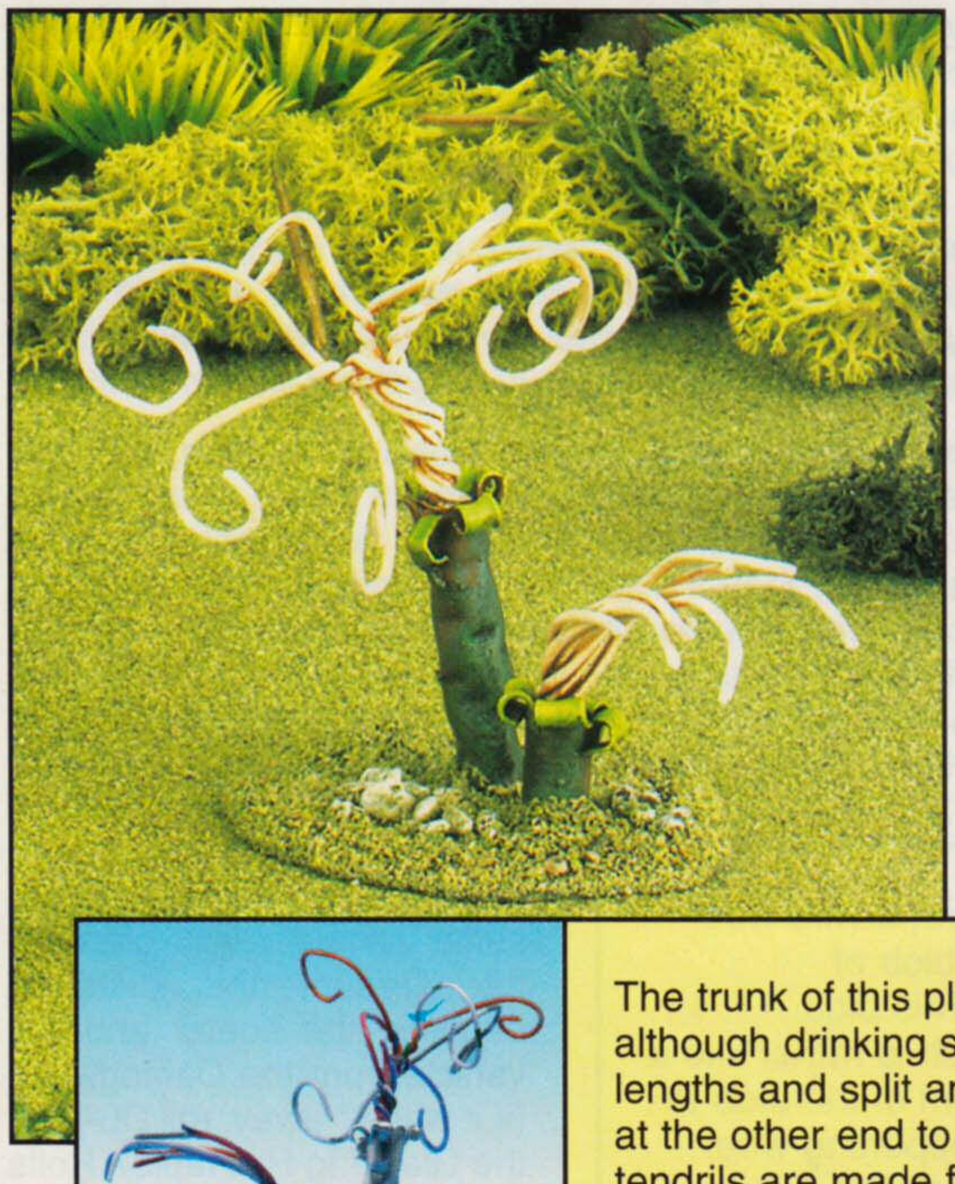


The trunk of the tree is made by twisting together wire to form an armature. Then modelling putty is put on the armature and scored to give a bark-like texture. Small model conifer trees are fixed to the ends of the armature wires and hung upside down to represent huge dangling flowers loaded with deadly spores.





In this example one Eldar Guardian has moved within 5" of the spore tree and has been detected. The tree fires its spores directly at the unfortunate individual, with another Guardian behind also being hit. Both must make a normal armour save or lose a wound.



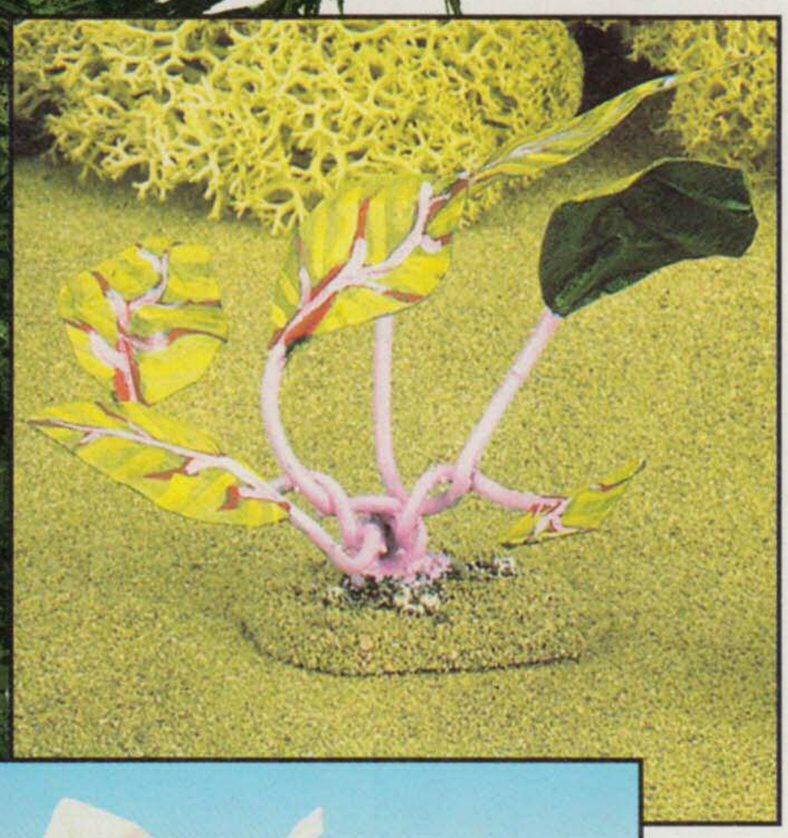
Strangleplant – 25pts

Strangleplants prefer shady spots to grow in, where their distinctive tube-like trunks are hidden from view. When they detect the disturbance caused by a passing animal, their long, highly adhesive stamen uncoil, wrapping themselves around their prey and dragging them back to die of dehydration.

If there is a model within 6" of a strangleplant at the end of a movement phase, it will be attacked by the plant (it will attack the closest target if there is more than one possible target). The model must roll equal to or under its Strength on 2D6 or be removed as a casualty. The model may add the distance from the strangleplant to its Strength when making the test. A Strength 3 model that is 5" away must roll 8 or less to avoid capture, for example.



The trunk of this plant is made from an aluminium tube, although drinking straws will also do. These are cut in short lengths and split and fixed to the base. They are then split at the other end to look like woody leaves opening up. The tendrils are made from wire twisted together at one end and inserted into the tube. The exposed end of the wire is then wrapped around a paintbrush handle to give it its curl.





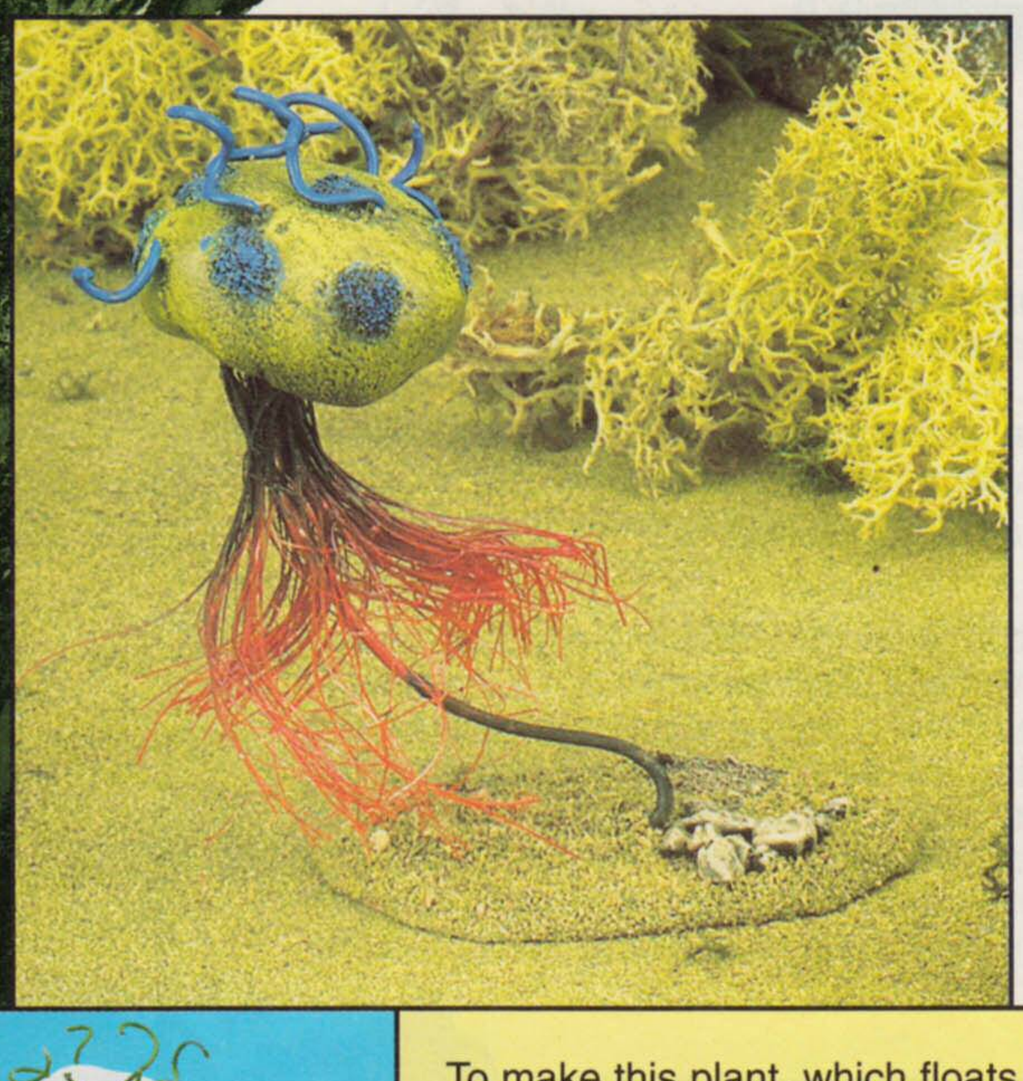
To make this plant, wires are twisted together at one end and glued to the base. The wires are splayed out at the other end and leaves made out of tape, paper, plastic card or tinfoil are added to the ends of the wire. These can be painted in a suitably lurid colour to represent leaves which detach and attack the prey.

Brainleaf – 40pts

The brainleaf, native to Catachan but now found on other worlds, is one of the most horrifying plants in the galaxy. It appears to have a rudimentary intelligence, albeit on an instinctual level only. Its leaves can detach themselves and fly short distances, embedding themselves into the nervous system of their prey. These leaves rapidly grow fibrous tendrils into their victim, allowing the brainleaf to control its prey's actions to some degree.

At the end of a movement phase, roll a D6 for the closest model within 6" of the brainleaf, on a roll of 1 it has been infected and taken over by the brainleaf. This model counts as a casualty for all victory points, morale checks and any other purpose. Models that are controlled by the brainleaf act randomly. Roll for each model on the following table at the start of each of its subsequent turns. The model's actions take place right at the start of the turn, before any movement, rolls for reserve or anything else. Whilst controlled by the brainleaf, the model automatically passes any Leadership tests it is required to make and will never fall back. If the brainleaf is destroyed, any models it is currently controlling immediately die and are removed from the game as well.

D6	RESULT
1	***Urgh!*** The brainleaf loses control of the model leaving it to collapse to the ground and die – remove the model as a casualty.
2	***Duh!*** The brainleaf cannot make the model attack this turn. If the model is not in contact with the brainleaf, it moves into contact with it.
3-4	***Raargh!*** The model charges towards the model closest to the brainleaf and within the model's charge range (normally 6" – there is no need to roll for difficult terrain). Move the model into base contact with its target if possible and resolve its attacks as if it had charged into an assault. The target may not attack back. Once the model has attacked it is moved into contact with the brainleaf.
5-6	***Blam!*** The model opens fire on the closest unit it can see with a model within 6" of the brainleaf, following all of the normal shooting rules.





To make this plant, which floats in the atmosphere, a wire was fixed onto the base to support the plant. Then a blob of modelling putty was put on the end of the wire. This blob represents the balloon-like body of the plant which is rather like a jellyfish. Unravelled string was glued to the bottom of the blob to represent stinging tendrils and to disguise the supporting wire. Small bits of wire were pushed into the blob to look like sensor tentacles. Finally the spots are added by randomly applying blobs of PVA glue to the body and covering them with flock.

Canak Floater – 40pts

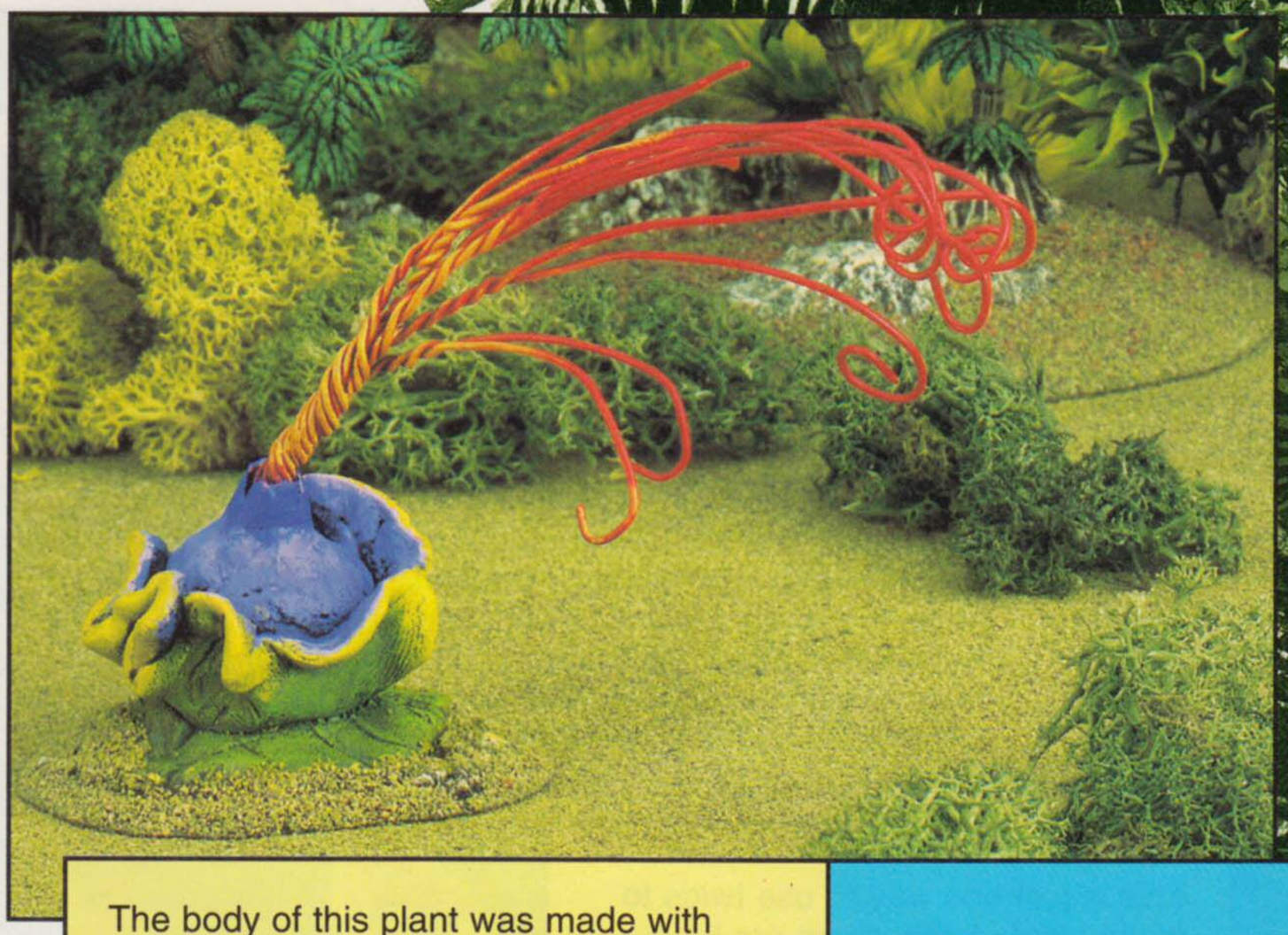
Floaters are filled with lighter-than-air gases, and drift across the planet with the vagaries of the wind. They have sensitive feeler tentacles, which detect warmth and moisture above the normal local levels. This is usually to detect streams, hot springs and so forth, but unfortunately is also sensitive enough to detect the temperature and moisture changes caused by, let's say, a human... When it finds such a place, the floater explodes, scattering its seed pods over a wide area. These seed pods have a diamond-hard outer casing with razor sharp edges, and will scythe through anything within range.

Floaters do not remain in their original position. Instead, they will drift D6" at the end of every player's movement phase, in a direction generated by a roll of the Scatter dice. If the floater ends its move within 2" of a model, then it explodes. Any model within 6" of the floater (measure from the rough centre of the model) suffers a Strength 3 hit. The hit has an AP value equal to the distance the model is from the centre of the blast. For example, a model 3" from the centre is hit with AP 3, while a model 5" from the centre is hit with AP 5. Once it has exploded the floater is removed from play. Vehicles hit by a floater suffer an automatic glancing hit. Deduct the distance between the floater and the vehicle from the Damage roll (if it was 4" away, roll D6-4 on the Glancing Hits table). Rolls of less than 1 are considered to have bounced off the armour and have no effect.

Miral Catcher – 25pts

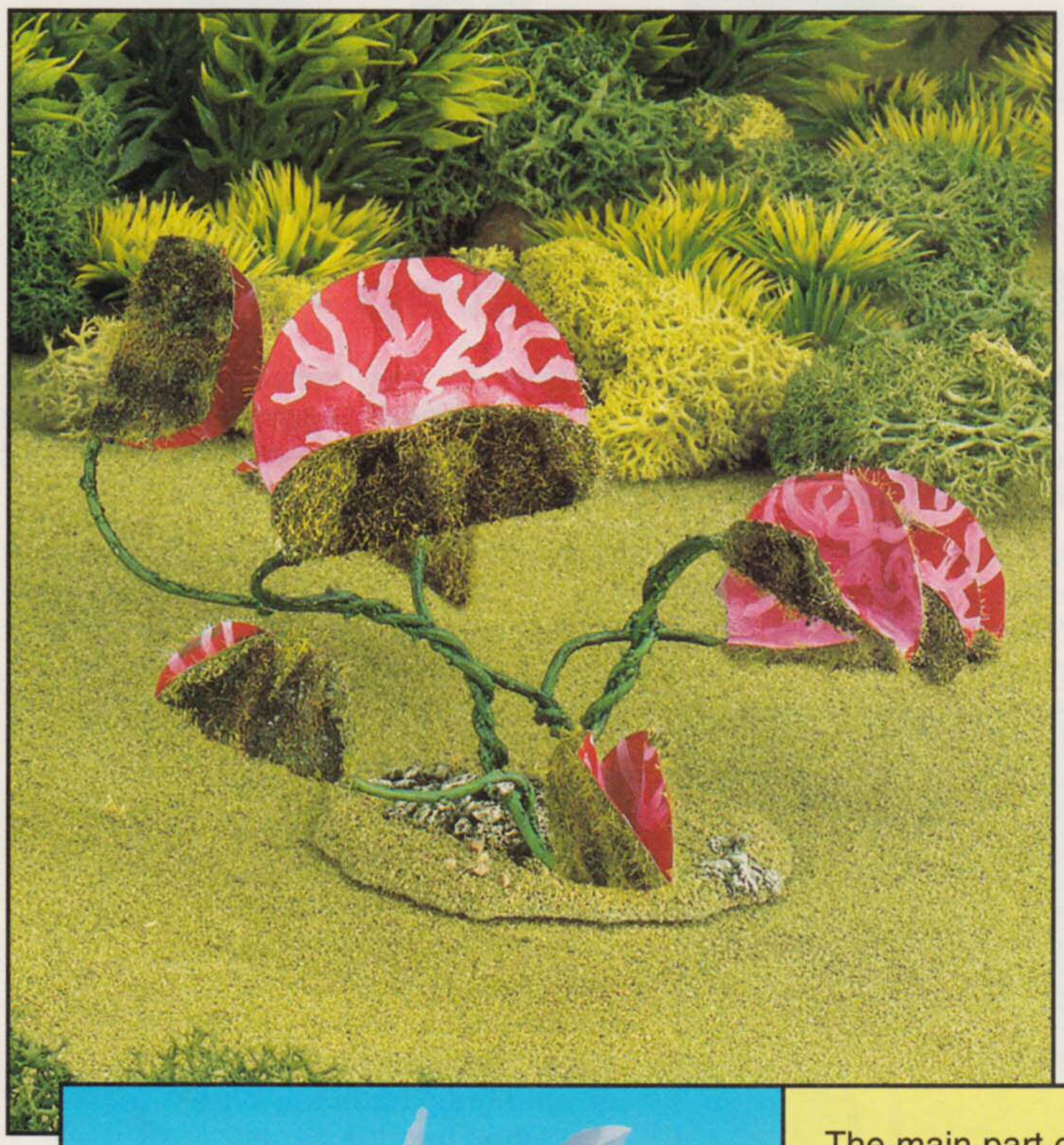
A Miral catcher is a ground-hugging vegetation which has roots that are extremely sensitive to vibrations in the ground, such as might be caused by an animal wandering past. It looks innocuous enough when dormant, but when it attacks, huge tentacles whip from its many frilled maws and lash out. They carry a paralysing toxin, which acts almost instantaneously.

If there is a model 12" or closer to the catcher at the end of a movement phase, its tentacles will attempt to strike (if more than one model is 12" or closer, it will attack the nearest). Roll 2D6 and compare the score to the distance the target is from the catcher. If the score is less, the catcher misses. If the score is equal to or greater than the distance, the catcher hits home. The model suffers a Strength 6 hit, with no AP. Vehicles take a Strength 6 hit, resolved as normal.



The body of this plant was made with modelling putty to represent a ground-hugging cactus or cabbage-like structure. Then wire is twisted together at one end and pushed into the putty. The other ends of the wire are spread out and coiled around the end of a paintbrush to create a mass of stinging tentacles as if shooting out of the plant to catch its prey.





Venus Mantrap – 20pts

The Venus mantrap is so-named due to its similarity to an ancient Terran plant, rather than because it is native to Venus. It emits a pungent aroma that most creatures find highly stimulating, and as they investigate the source of the exotic scent, its jaw-like leaves snap forward to devour them.

The scent of the Venus mantrap extends 2D6" from the plant, rolled at the end of every movement phase after it is placed. Starting with the closest model within this area, each affected model must pass a Leadership test immediately or be devoured and removed as a casualty. Once one model has been devoured, the mantrap will not attack any more that turn (it is too busy munching the unfortunate victim!).

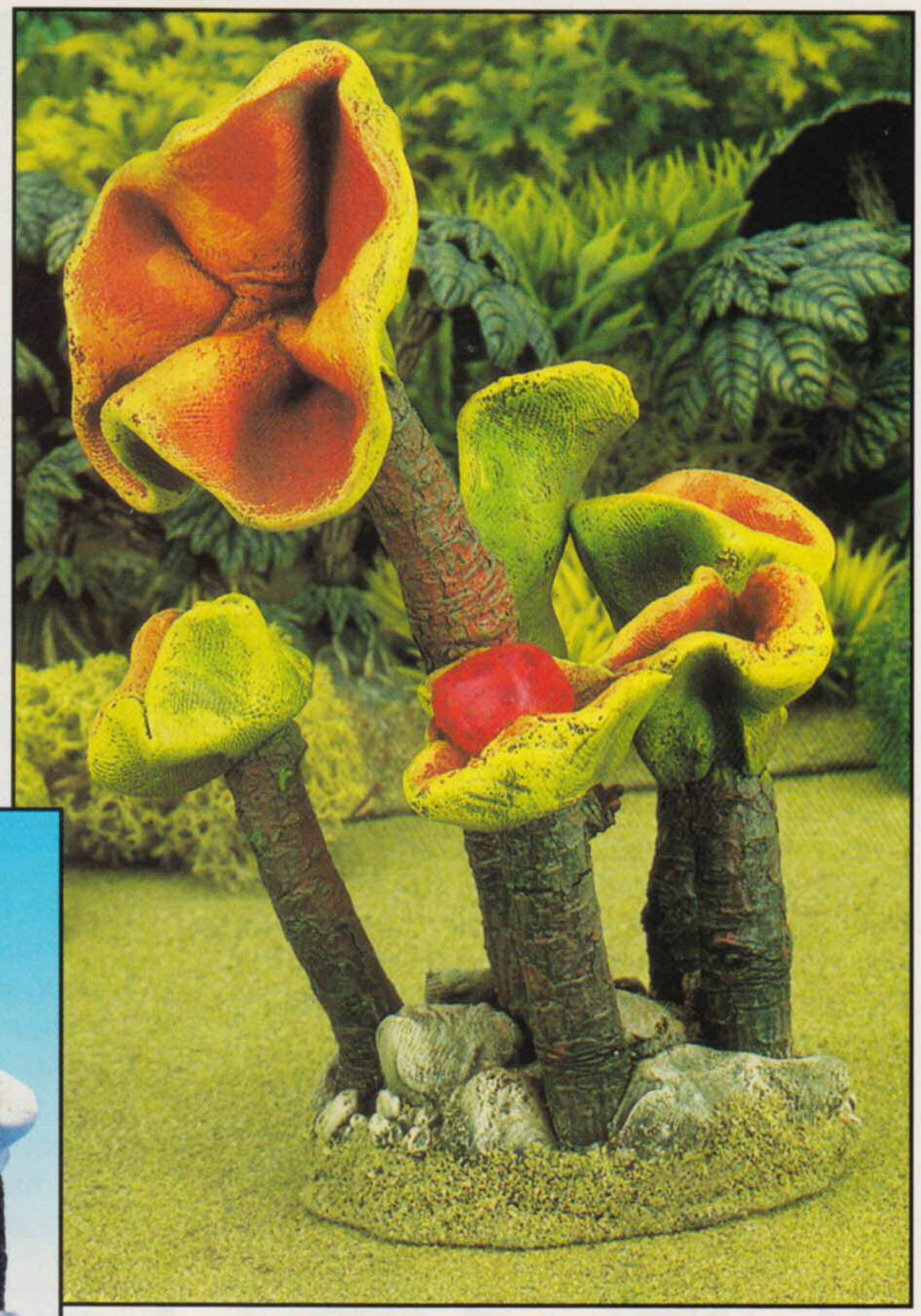


The main part of the plant is made by twisting wire together to form an armature. This can be left bare or covered by tape or putty. Oval shapes are then cut from card, paper, tinfoil or plasticard and bent in half. These are glued to the ends of the wires.

Sucker Tree – 35pts

The sucker tree looks fairly innocuous to the untrained eye; it is simply a fungal-like growth on top of a seemingly normal trunk. However, the trunk can twist and turn when it detects prey, bending over to drop its suckers on top of the heads of its victims. It quickly drains them of their life fluids and then flings the corpse away, to ensure that future victims are not made suspicious by a pile of bodies.

The sucker tree has a range of 3" for its attacks, which it will make against the closest model within range at the end of any movement phase. Roll a D6 to attack the model. If the roll is equal to or more than the model's Strength, the model is devoured and removed from play.



This is just one way to use twigs to make jungle trees; there are loads of others! Several twigs are stuck into putty which is left to dry. Then more putty is put on the ends, crudely shaped into fleshy, sucker-like fungus in various stages of opening up. These suckers devour the prey and so can be further embellished with plastic arms and skeletons embedded between the folds of putty.





Catachan Mantrap – 30pts

Although having a similar name to the Venus mantrap, the Catachan mantrap uses a much more aggressive hunting technique. It can move its leaves around, actively searching out prey and clamping its jaw-like leaves around its victims.

At the end of any movement phase, the Catachan mantrap will make D3 attacks against the closest model within 6" of it. These attacks have Weapon Skill 3 and Strength 5, resolved like any other close combat attack.



This plant shows another way to use putty to create fleshy, mouth-like plant fronds, rather like clams. Sea shells could easily be used to similar effect, as could leaves cut out of thin card. This time it's a ground hugging plant. Wire is pushed into the centre blob to represent a sensory tendril, which can itself be a further means of trapping prey.

Spitting Cactus – 25pts

Most cacti can be pretty dangerous, especially those with toxin-coated thorns. The spitting cactus is even more lethal, able to fire its spines at nearby prey.

At the end of any movement phase, the spitting cactus will fire its spines at any unit which has a model within 6" of it (if more than one unit is in range, it will fire at the unit which has the closest model). It fires D6 times at the model's unit, hitting and wounding automatically. Hits are worked out against the closest models, so if there are three hits, the three closest models in the unit will be the ones wounded. If there are more hits than models in the unit, the excess hits are ignored – no model can be hit more than once. Models that are hit must pass a saving throw or lose a wound.



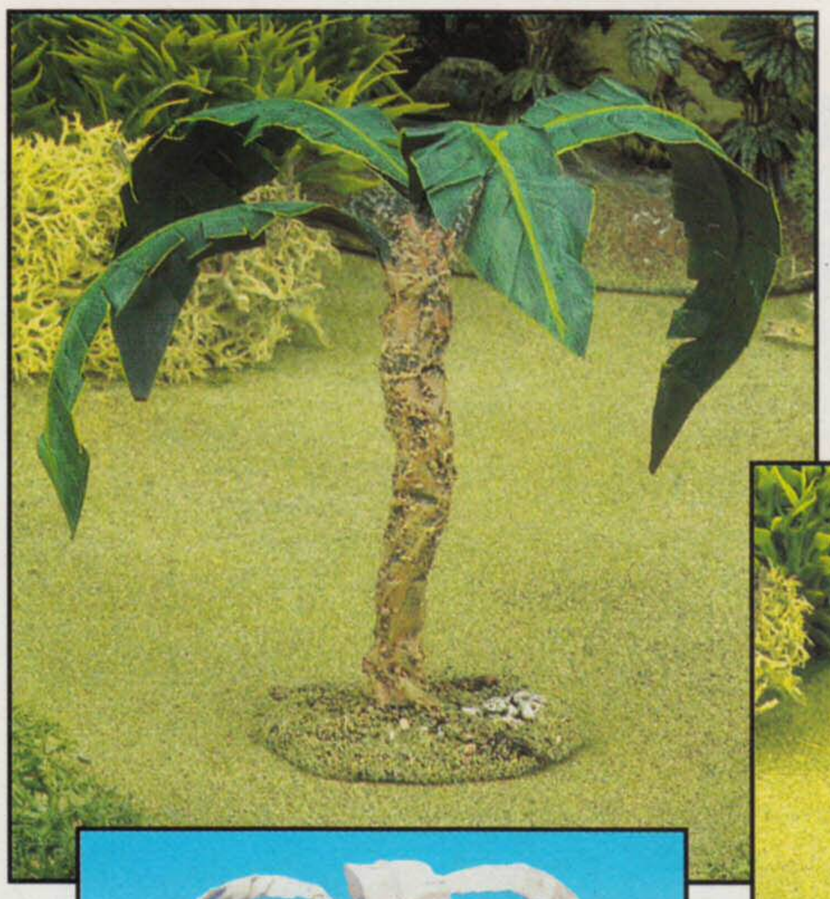
The cactus is simple to make. Modelling putty is rolled into long sausages and wound around a wire armature fixed to the base. This gives the cactus an interesting shape, although a blob of putty would be just as good. Then short bits of wire or plastic rod are stuck into the putty to represent venomous spines which are shot into the flesh of passing prey.



Jungle Trees

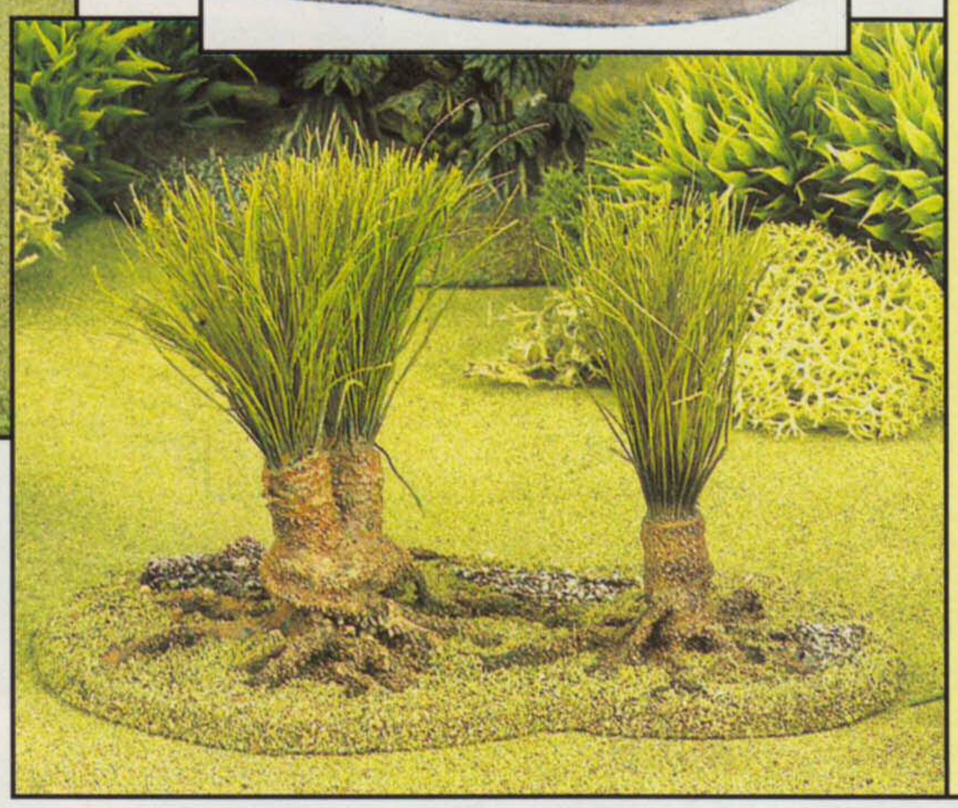
Although deathworlds contain many species of hostile and dangerous vegetation, much of it is in fact harmless (though the fruits are often poisonous).

Not all of your jungle terrain needs to be hostile (and if it was I wouldn't land on your deathworld) and so you will also need to make (or buy) some standard jungle vegetation. The two examples below show how simple it is to make your own. You could of course make them look really bizarre, it's up to you. After all, it is your deathworld.









The harmless looking tree (far left) is made by twisting wire into an armature and splaying out the ends to form roots and fronds. Then masking tape is stuck to the fronds so that the sticky sides stick to each other with the wire in the middle, forming the spine of the leaf. Then the tape is trimmed to shape and the wire is bent in a suitable way. The trunk can be further textured with putty or tape wrapped around it or left as it is. The tree can remain as it is to represent typical jungle vegetation, while vines, fruits and other things can be added to give it character and turn it into some more dangerous species.

The second plant (left) is made in a similar way. The trunk is made using the same method but made shorter. The grass-like leaves were made from the bristles of a standard household broom.

Finishing Touches

The plants will benefit from the addition of flock or static grass and this doesn't have to be just on the bases. Model insects, snakes and lizards from the Swarms sets will look good randomly stuck on the bases as will fragments of skeletons representing the remains of the plants' previous meals. You may want to have one of each type of plant or you may prefer areas filled with just one species, it's completely up to you.

New this month...

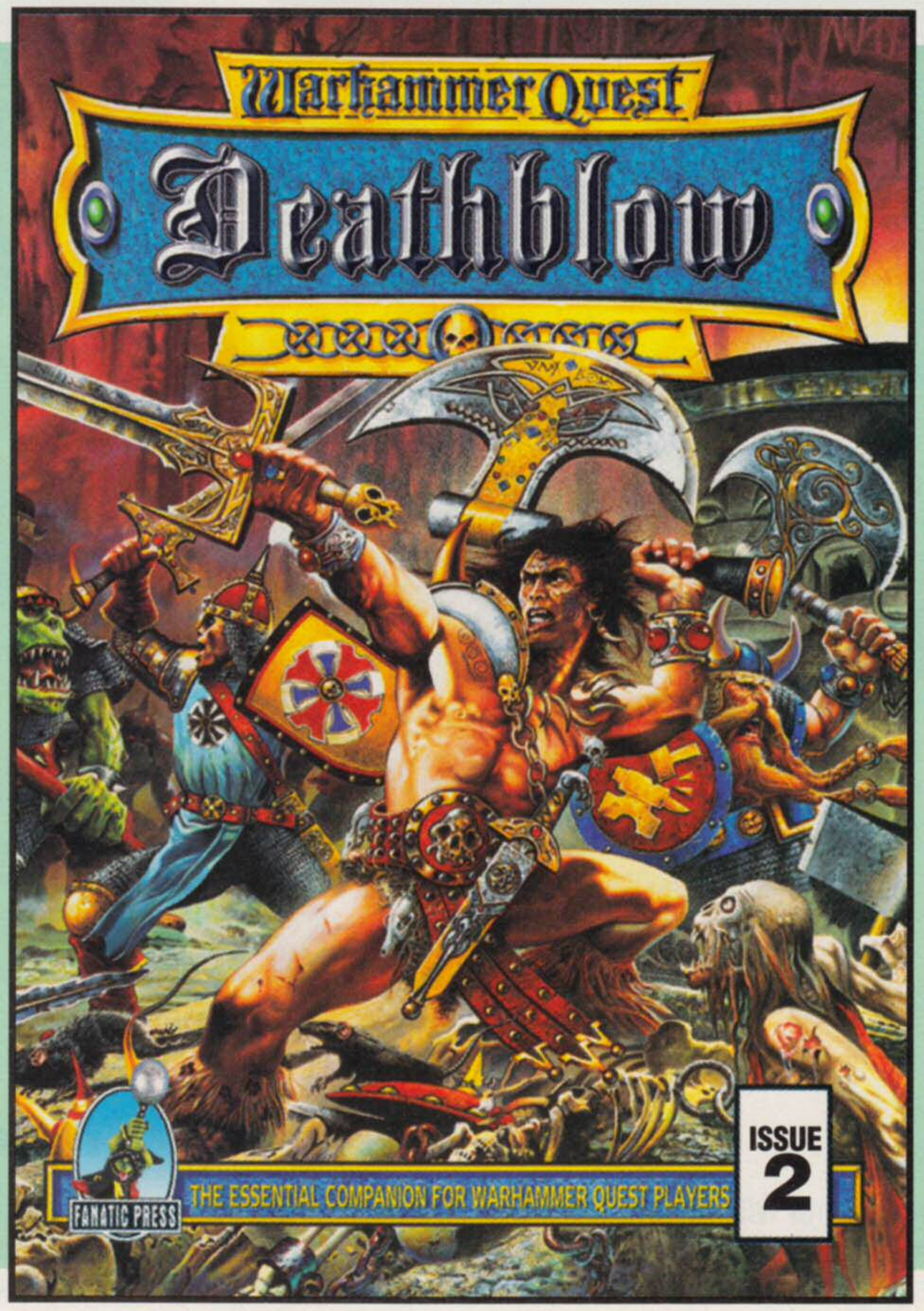


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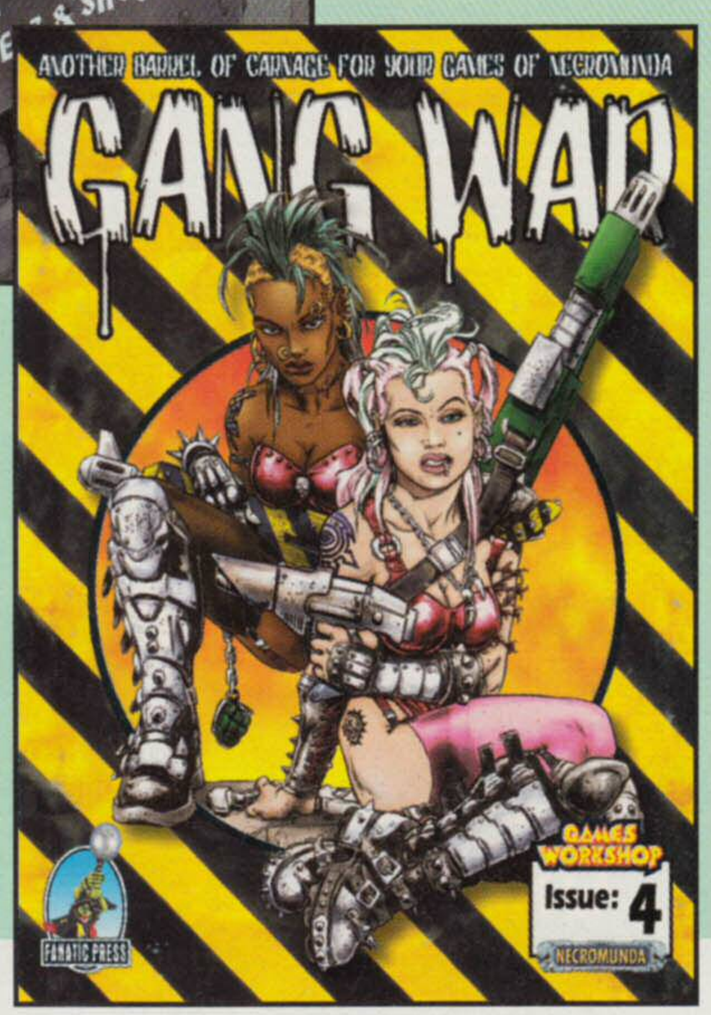
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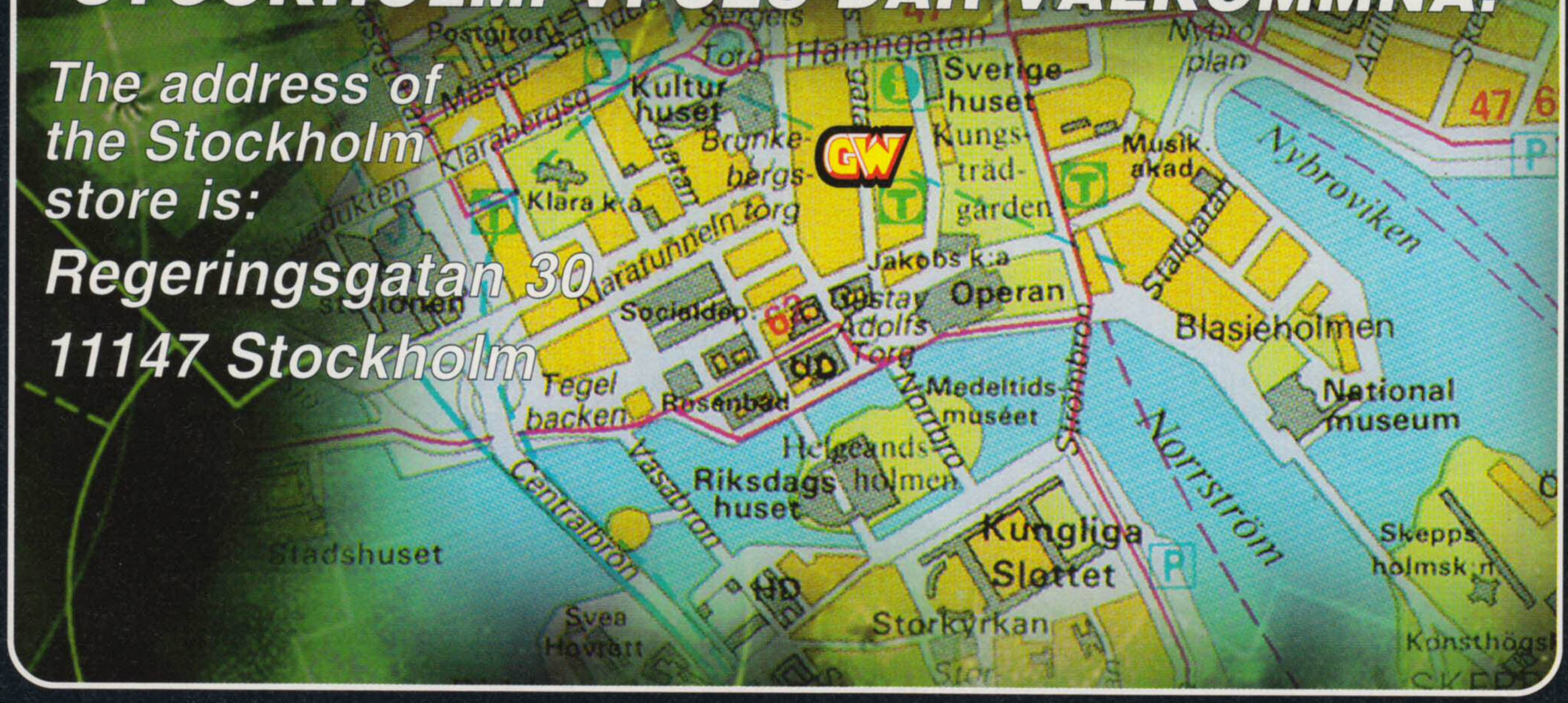
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GAMES WORKSHOP RICHMOND

WHITE PANTHERS

WORK IN PROGRESS



Mark Edwards
GW Richmond

I have been working for Games Workshop for just over four years and have a huge Wood Elf army (all painted), Empire and Dogs of War armies and of course, my beloved Space Marines (all of which are being painted as we speak) .

I wanted my army to be a close combat monster – I've seen too many gamers take Space Marine armies full of Devastator squads! Space Marines are just as hard in close combat and can still hurl out awesome amounts of firepower, even if only armed with pistols. I saw the White Panthers Chapter in an old White Dwarf and loved the colour scheme so much I decided on it for my own army (with a few modifications of my own of course). It's very simple and striking.



The Dreadnought was designed to be the centrepiece of my army. The conversion was simple:

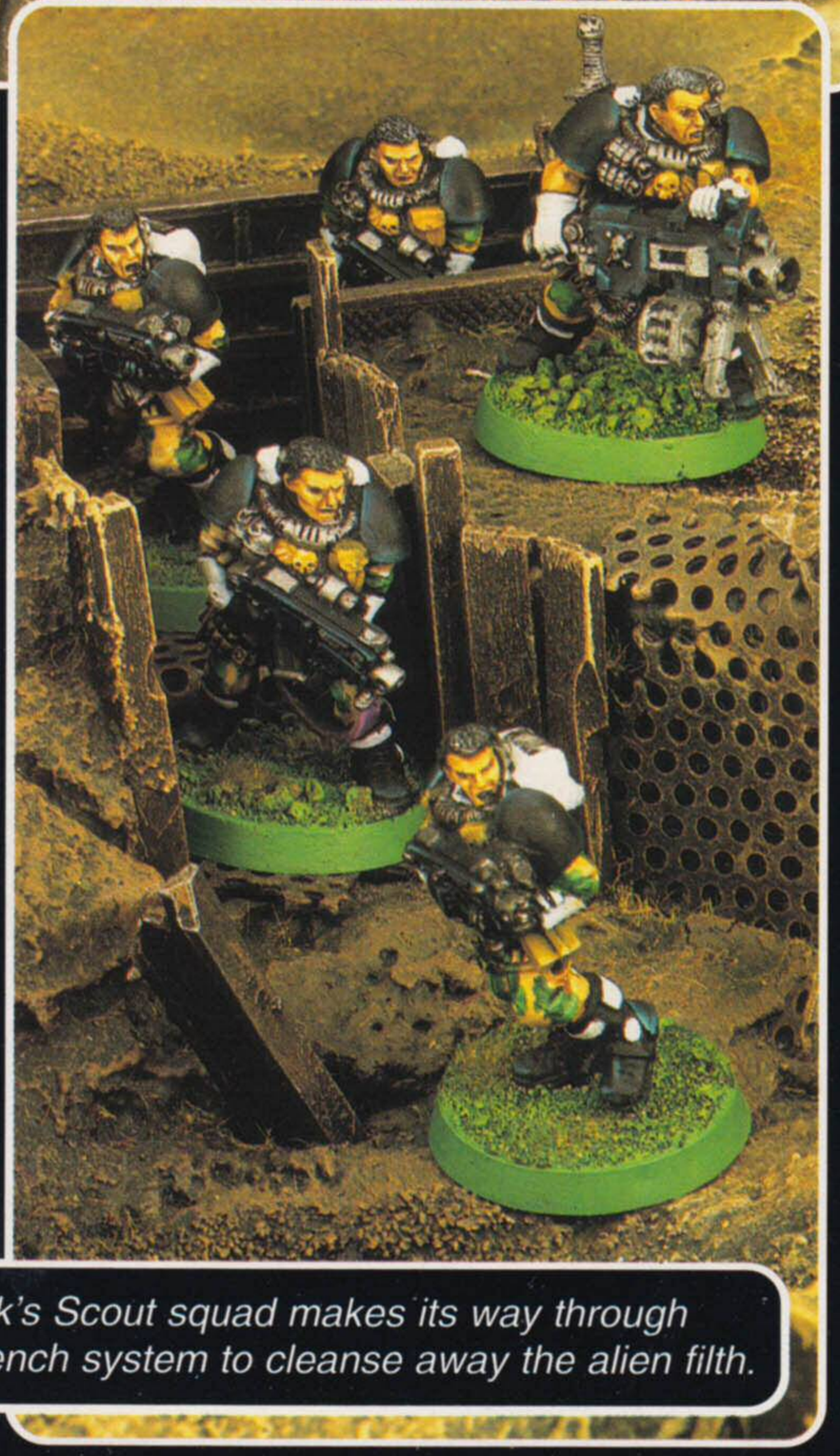
1) Washers were placed at every major joint – arms, waist, legs, ankles, wrists – and Green-Stuffed to look mechanical. The result was a Dreadnought that stands a good inch higher than a normal one.

2) It was assembled in a combat pose – walking forwards and leaning slightly so that it gives the impression of everything else being below it when it fights. The lightening claw gives no extra benefits – it just looks meaner than a power fist!

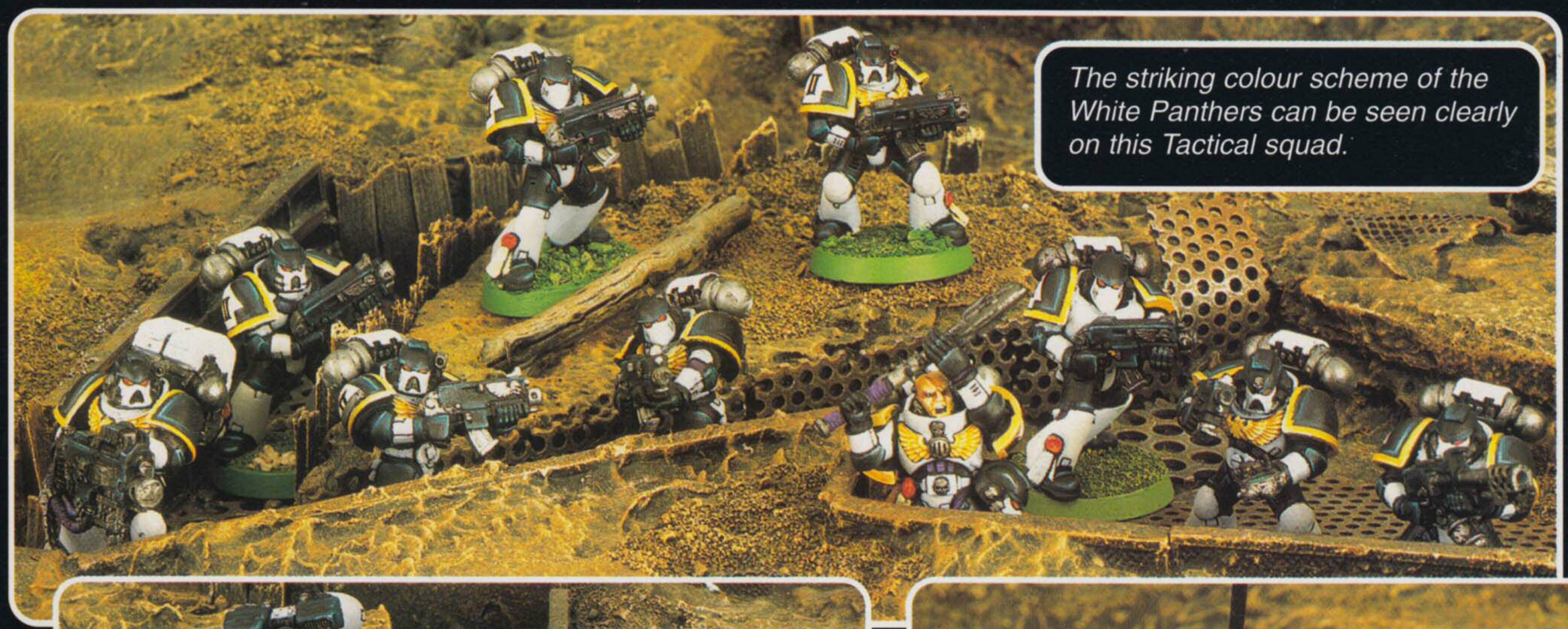
Almost every character is converted – some heavily. Every member of the Terminator squad has had arms sawn to pieces and re-attached with heinous amounts of Green Stuff to give action poses. Banners are in the process at the moment...

The Razorback was chosen (rather than the heavier Predator) as it not only has killing power but can also transport troops, which is very important for a close combat army like this one. In addition to the standard razorback turret, I used the heavy bolters cut from a Landspeeder and an Attack Bike (the newer Razorback model hadn't been released when I was constructing this army).

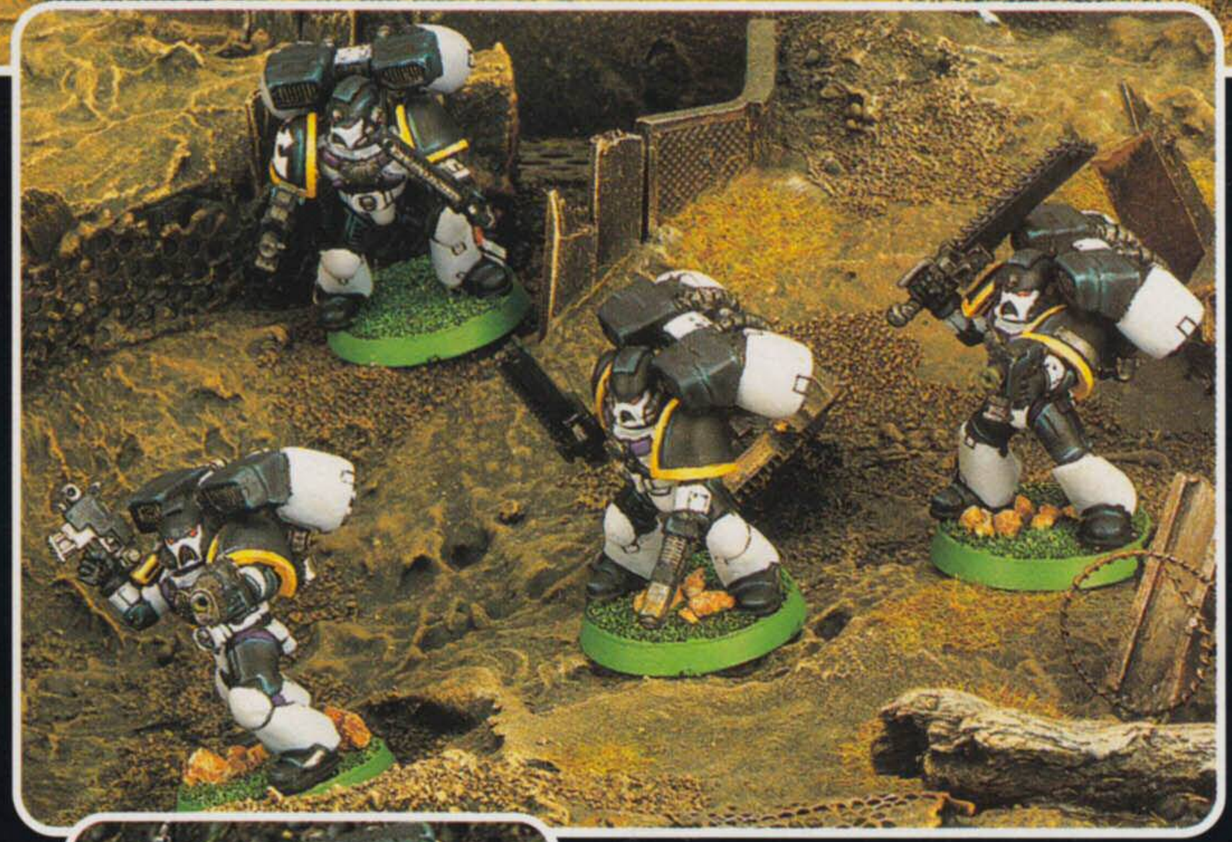
The army has been tried and blooded on the field of battle. It has won glorious victories for the Emperor and suffered ignominious defeats at the hands of foul aliens. Its only downfall is the lack of heavy weapons but I refuse to buy a Devastator squad (it's against my principles) so now I'm busy converting a variety of heavy weapons for my Tactical squads (including a multimelta). So Imperial Guard armies beware! Your puny tanks do not worry the Emperor's finest!



Mark's Scout squad makes its way through a trench system to cleanse away the alien filth.



The striking colour scheme of the White Panthers can be seen clearly on this Tactical squad.



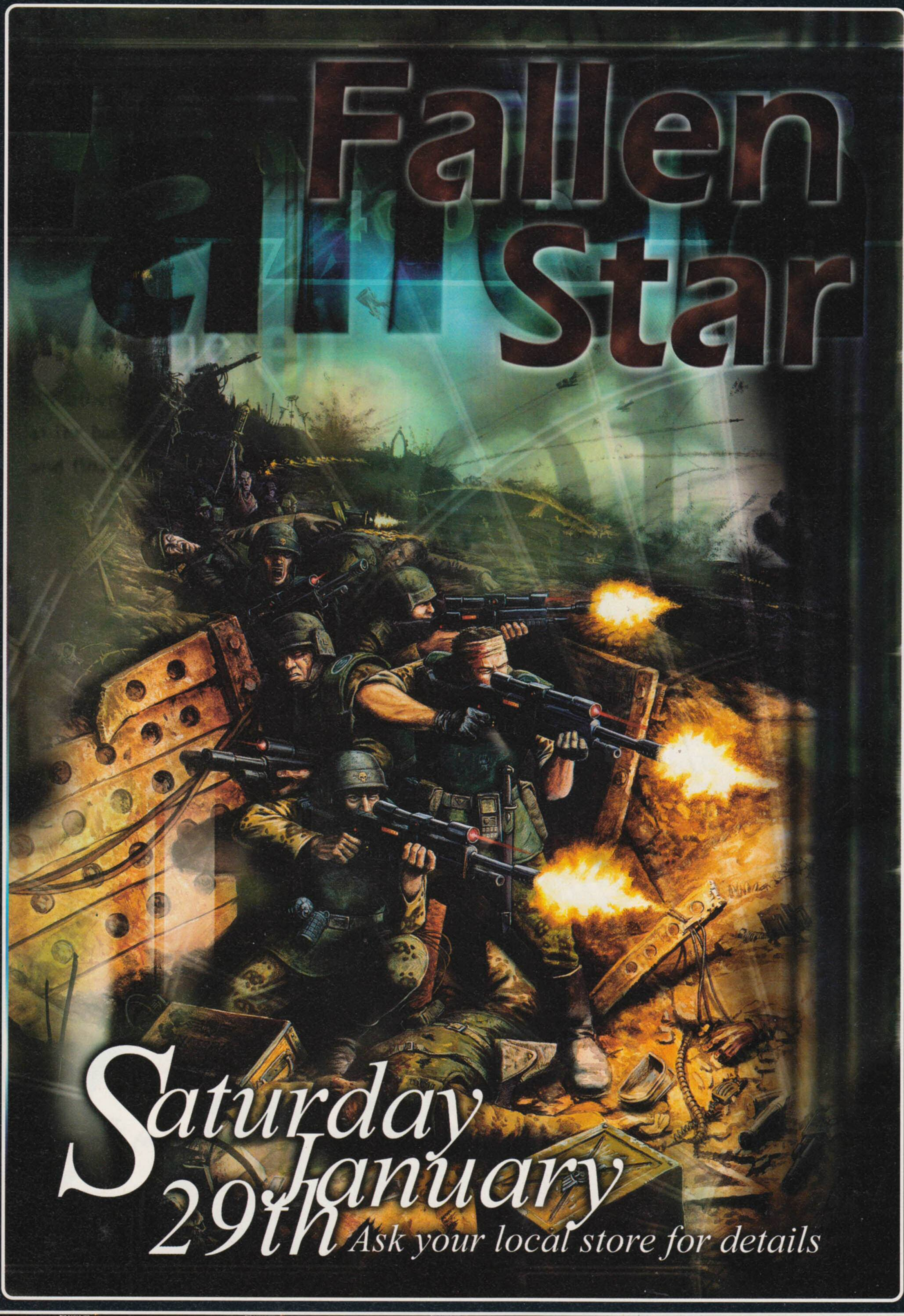




This Dreadnought stands an inch taller than usual thanks to Mark's conversion skills.



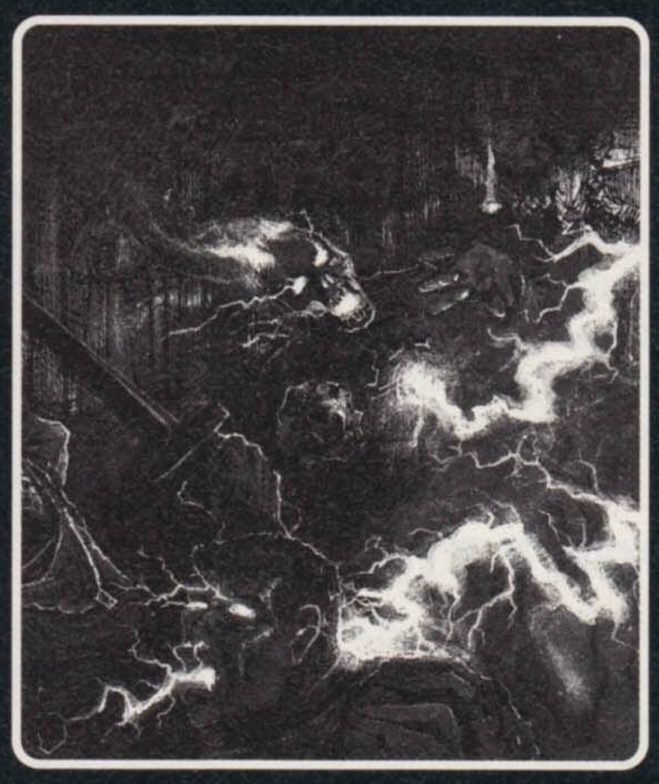
A White Panthers mobile column strikes out across no man's land.


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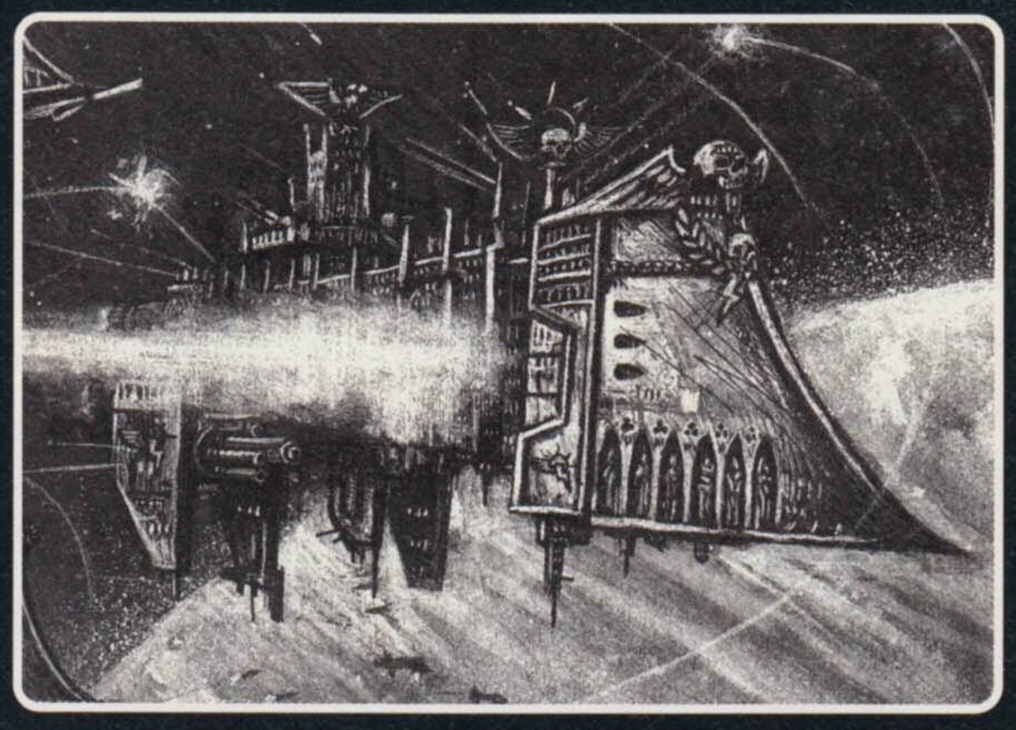


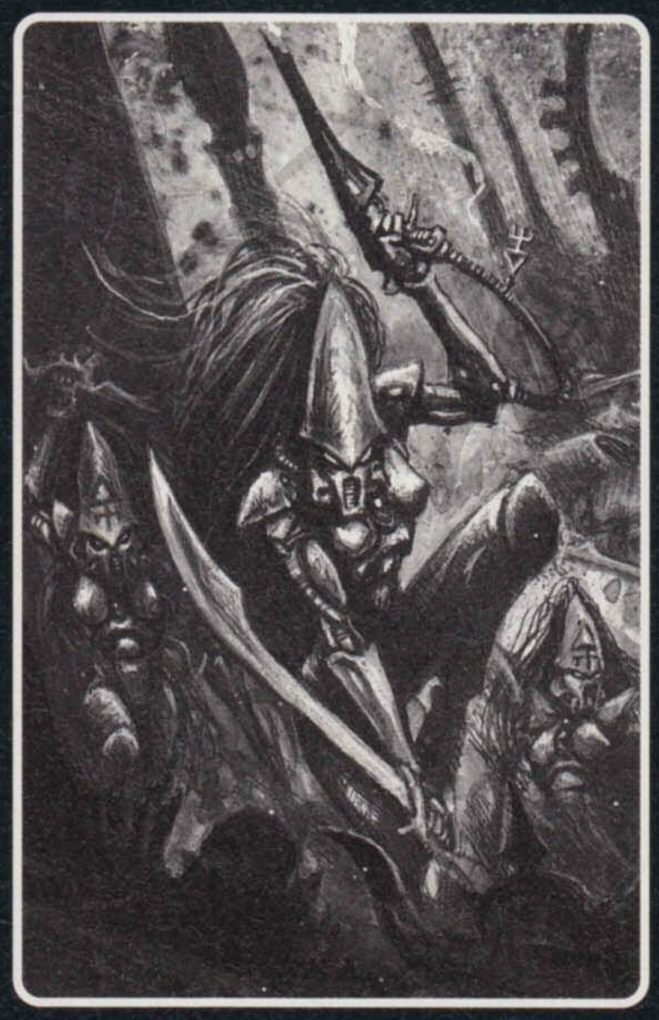
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WARHAMMER 40,000

COVERING FIRE!

by Nick Davis

Highly trained. Disciplined. Heavily equipped. These are some of the words that have been used to describe the Storm Troopers. Now they have been issued with assault weapons! Praise the Emperor and pass the ammunition!









Designed by Mark Bedford

The Storm Troopers are the Imperial Guard's elite troops, a core of highly trained, well equipped, motivated soldiers able to operate independently, complete covert missions and spearhead assaults. Unlike most Imperial Guard regiments they rarely fight in huge company level formations. They are more likely to be assigned to warzones at a platoon level and then individual squads are sent to the battlefront as they are needed.

Storm Trooper squads are unusual in the fact that they do not carry any heavy weapons into battle. This does not mean that they don't know how to use them, indeed with their specialised training there are very few weapons or vehicles a Storm Trooper does not know how to use. But, due to the nature of their missions and additional weight of these weapons, they find that they're only slowed down by them. To counter this Storm Trooper squads are usually equipped with assault weapons to increase their firepower and to destroy heavily armoured targets.

SUPPORT FIRE

Storm Trooper squads are called upon to perform many tasks, such as dropping into an enemy-held installation, holding an objective against almost impossible odds, or search and destroy missions.

To increase their available firepower, squads normally take a mix of assault weapons. Against lightly armoured troops like Orks, Eldar or even rebel Guardsmen, they normally carry a flamer for anti-personnel work and a meltagun to cut through armour. Against heavily armoured targets like Chaos Space Marines they exchange one or even both of these weapons (normally just the flamer) for a grenade launcher or plasma gun. Every Storm Trooper squad has their own preferred weapons mix and they always make sure that they have one gun that stands a chance to penetrate the enemy's armoured vehicles.



Storm Troopers in a vicious firefight to clear a trench of Orks.

JUNGLE HELL!

THE SCENARIO

Jervis: When we initially started work on the jungle rules for Codex Catachans we felt that we might have to modify the way that scenarios were selected to suit the nature of the terrain. As it turned out, this wasn't necessary, and we were able to stick to choosing and using the scenarios exactly as they are presented in the Warhammer 40,000 rulebook. This makes sense really. After all, the type of missions you'll be called on to perform in the jungle won't change, rather it's the strategy and tactics you use to achieve the mission that will be modified. Bearing this in mind, after Simon had set up the terrain and we had picked our armies, all we needed to do was roll on the Standard Mission table in the Warhammer 40,000 rulebook to see which mission we were playing. Keith rolled a 2 which meant that we'd be playing 'Night Fight'.





Keith Robertson

A VERY EVIL PLAN INDEED

A second chance to take command of the army I've been working on! Having never fought against a Deathworld army, I hoped it would be like fighting normal Imperial Guard. However, after reading the Codex (always a good idea as you find out roughly what you will be facing) I realised that fighting Catachans would be very different from standard Imperial Guard since all their troops have few heavy support options.

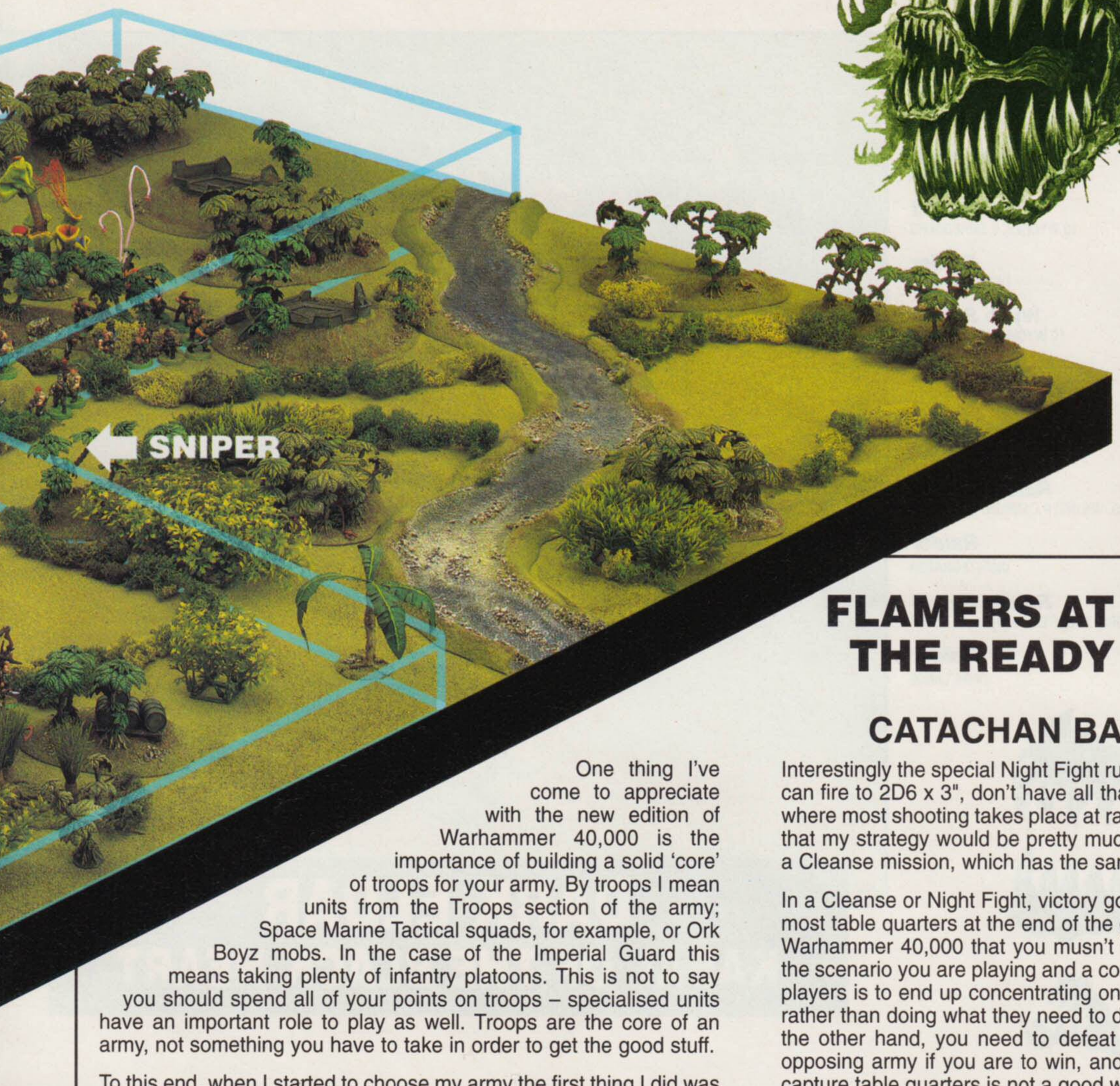
When picking my army I had some restrictions because of the scenario. I had to choose the 1,000 points from the 3,000 points army Nick Davis and I fought with last month and I had to take the Dracon as its leader. This was a bit of a problem in that I couldn't take a shadow field, which I would normally have done (because she didn't have one in the previous battle) and I couldn't take some of the troops that I would normally choose.

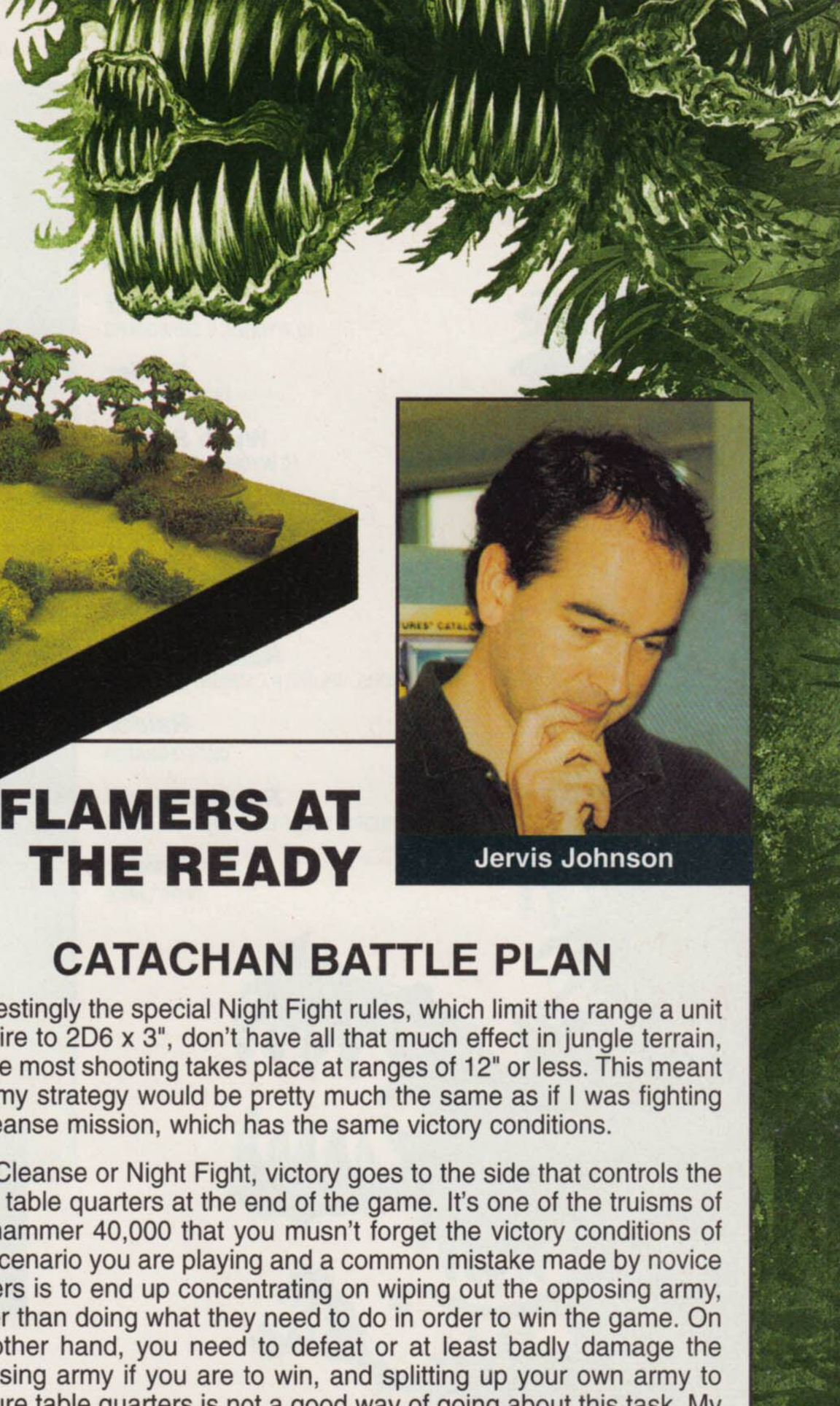
With the leader chosen, I picked two Raider squads, giving me a decent amount of splinter rifles and splinter cannons which work well against troops with low Toughness like Catachans. Next came two units of Wyches which I put on Raiders to get them into combat quicker. With only a couple of hundred points left, I took a squad of Mandrakes which I could move around and bring out where I needed them. My Dracon still needed some protection so I gave her a unit of six Warriors and a Haemonculus with a stinger that would hopefully give her a bit more firepower. I didn't take any Incubi because I wanted the unit to be able to *fleet of foot*. Now all I needed was a battle plan.



DARK ELDAR BATTLE PLAN

Having studied the layout of the terrain I figured that I would have to use the clearings, as they were the only way I could disembark from the Raiders. I decided to use the speed of the Raiders, to relocate the point of my attack and hopefully find a weak spot in Jervis' army. For this job I chose the Wyches. Relocating them to the clearing in the corner of the table would give me a chance to flank the Catachans. The rest of my army would hold in the centre and try to cause as much damage to the advancing Catachans as possible. Towards the end of the game, I planned to use the Raiders to fly out and either take or contest table quarters.





Jervis Johnson

FLAMERS AT THE READY

CATACHAN BATTLE PLAN

One thing I've come to appreciate with the new edition of Warhammer 40,000 is the importance of building a solid 'core' of troops for your army. By troops I mean units from the Troops section of the army; Space Marine Tactical squads, for example, or Ork Boyz mobs. In the case of the Imperial Guard this means taking plenty of infantry platoons. This is not to say you should spend all of your points on troops – specialised units have an important role to play as well. Troops are the core of an army, not something you have to take in order to get the good stuff.

To this end, when I started to choose my army the first thing I did was to pick the infantry platoons. As we were only playing to 1,000 points I stuck to taking two platoons, each made up of a platoon commander and two eight man squads. Next I needed to choose the weapon upgrades for the squads. When we'd been playtesting the Deathworld Veterans army list it had quickly become clear how effective flamers were in this environment, so much so that we'd considerably increased their points value. Nonetheless, I still wanted to have them in my army, so rather than any half measures I gave each squad a flamer and heavy flamer.

The other thing I had to take was a Company HQ. I'd already decided to keep this small and to limit the wargear I bought the Company Commander, as I needed the points for the specialised units. I decided to take a Colonel, and back him up with three troopers. Rather than flamers I gave the squad two meltaguns. The total cost of my core force was just over 600 points, of which nearly 500 points, or roughly half the army, was units of troops. This fitted well with my overall plan and still left me enough points to buy some really juicy specialised units. The first of these to be chosen was a Deathworld Veterans Assault Team. I armed them to the teeth with short ranged assault weapons and two of the dreaded demolition charges. The next 'must have' unit was a Mortar squad. Mortars had proved themselves a great 'jungle weapon', so much so that we'd doubled their points value compared to the same weapon in the standard Imperial Guard list. The reason they are so useful is that they are 'guess range' weapons that don't require a line of sight, allowing them to fire at enemy units hiding in the jungle.

The last thing I bought was my 'ambush units'. I took three of these units; a six man Catachan Devils unit (with two flamer upgrades!), a sniper, and two sets of spring-mine booby traps. The booby traps work slightly differently to other ambushing units in that I didn't get the choice as to when they could be used; instead, if a unit in their location rolled a 'double' when taking a Difficult Terrain test for its move, then it triggered one of the booby traps. Although they rarely cause heavy enemy casualties, I find their psychological effect much more useful. With that, my army was complete.

Interestingly the special Night Fight rules, which limit the range a unit can fire to 2D6 x 3", don't have all that much effect in jungle terrain, where most shooting takes place at ranges of 12" or less. This meant that my strategy would be pretty much the same as if I was fighting a Cleanse mission, which has the same victory conditions.

In a Cleanse or Night Fight, victory goes to the side that controls the most table quarters at the end of the game. It's one of the truisms of Warhammer 40,000 that you musn't forget the victory conditions of the scenario you are playing and a common mistake made by novice players is to end up concentrating on wiping out the opposing army, rather than doing what they need to do in order to win the game. On the other hand, you need to defeat or at least badly damage the opposing army if you are to win, and splitting up your own army to capture table quarters is not a good way of going about this task. My basic plan, therefore, was to keep the bulk of my army close together for the first three or four turns so that I could concentrate most of my force on defeating the Dark Eldar and only split up to grab table quarters once the Dark Eldar army had been defeated. If I was lucky there wouldn't be many Dark Eldar left come the end of the game and it would be easy for me to claim one or two table quarters and win the battle.

This then was my overall strategy, and is what I would do whether I was playing in jungle or not. However you will find that the presence of jungle terrain does modify the detail of your plan. In particular it allows you to set up much further forward than would normally be the case. I was lucky enough to win the dice roll to set up the first unit, and took full advantage to set up my mortar unit as far forward as I possibly could. This tactic would force the Dark Eldar to deploy deep in their own table quarter, and allow me to deploy further forward. This would leave the mortars vulnerable to enemy fire, but I was willing to sacrifice them to gain a better tabletop position.

My company HQ, one platoon of infantry, the Assault squad and the Catachan Devils were all set up on my right flank. This would be my main attack force, tasked with taking on and destroying the Dark Eldar army. The second platoon was positioned on the other flank, pretty much on its own. It's job was to advance into the other neutral table quarter and contest it against any Dark Eldar that moved in that direction. To help them out I hid my Booby Traps and Sniper on this flank also. Hopefully these units could slow down the Dark Eldar long enough for my main attack force to complete its mission and then come to their aid. The finished set up is shown on the accompanying map.

To recap then, my plan was nice and simple; I'd launch a strong right hook, while I feinted with my left. In the early stages of the battle I would concentrate on trying to destroy the Dark Eldar army, but come turn 3 or 4 would start to think about grabbing table quarters in order to achieve the missions victory conditions.

Dracon No'akei
AGONISER, SPLINTER PISTOL, TROPHY RACK

Retinue
6 WARRIORS, 2 SPLINTER CANNONS, BLASTER

Haemonculi
SCISSORHANDS, STINGER

Wych Squad
10 WYCHES, 2 SHREDDERS

Raider
DISINTEGRATOR

Wych Squad
10 WYCHES, 2 BLASTERS

Raider
DARK LANCE

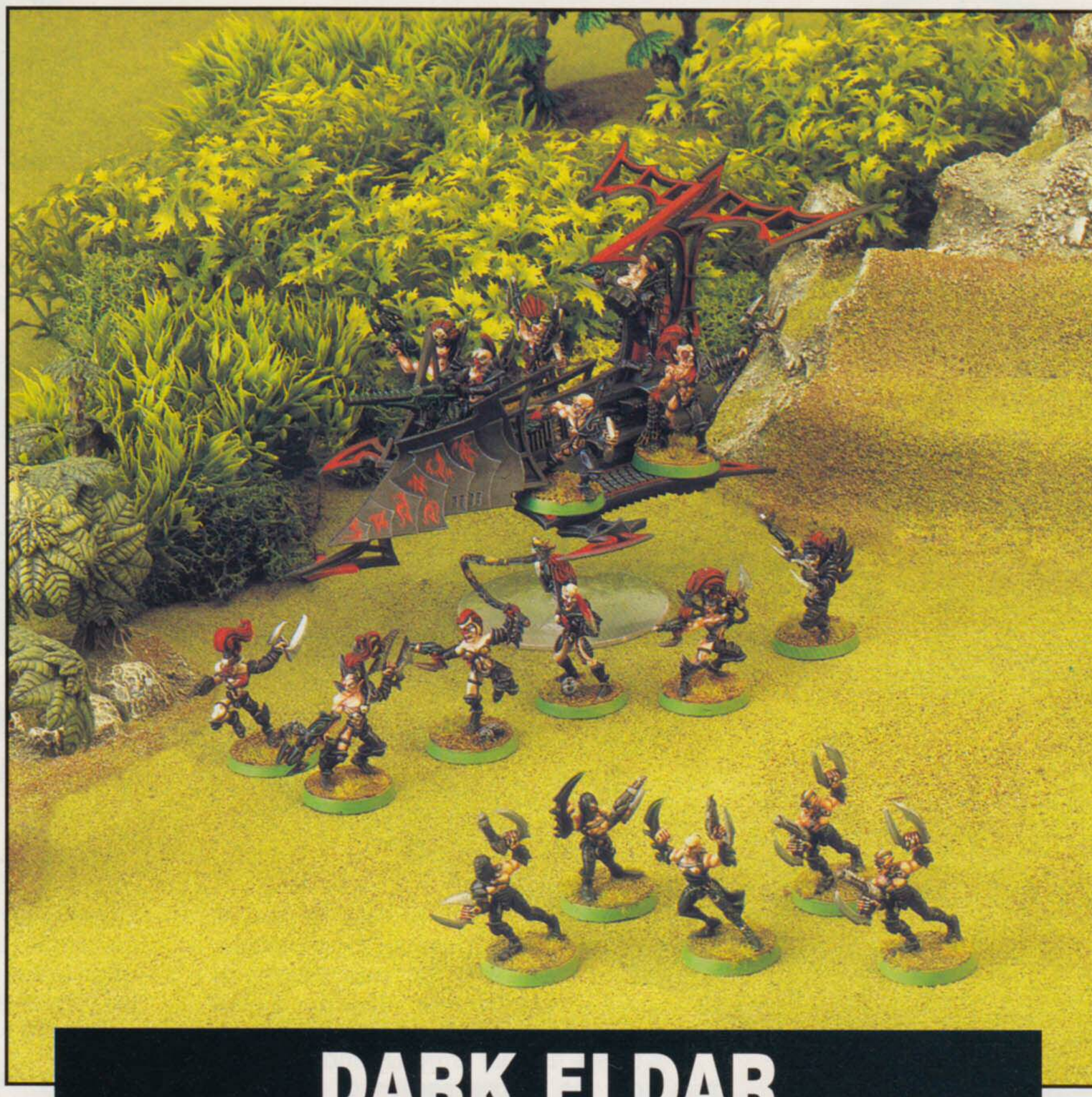
Mandrakes
5 MANDRAKES

Raider Squad
10 WARRIORS, SPLINTER CANNON, SHREDDER

Raider
DISINTEGRATOR

Raider Squad
10 WARRIORS, SPLINTER CANNON, BLASTER

Raider
DARK LANCE



DARK ELDAR
KABAL OF THE BLACK HEART



CATACHAN JUNGLE FIGHTERS



Colonel Mackray
POWER SWORD, PLASMA PISTOL

Command HQ
3 DEATHWORLD VETERANS, 2 MELTAGUNS

Sniper

Catachan Devils Squad
PLASMA PISTOL, 2 FLAMERS

Veterans Assault Team
2 HEAVY FLAMERS, 2 DEMOLITION CHARGES, MELTAGUN

Captain
POWER FIST, BOLTER

Infantry Squad
FLAMER, HEAVY FLAMER

Infantry Squad
FLAMER, HEAVY FLAMER

Captain
BOLTER

Infantry Squad
FLAMER, HEAVY FLAMER

Infantry Squad
FLAMER, HEAVY FLAMER

Mortar Heavy Weapons Squad
2 MORTAR WEAPONS TEAMS

Before the battle started, each player's infiltrators were allowed to make a 'bonus' move. Keith used this to press forward with his three Mandrake models.

Jervis won the dice roll to see who got the first turn and after much contemplation decided to let the Dark Eldar go first. This allowed the Dark Eldar to get in the first shots but would mean that Jervis would have the last chance to grab table quarters.

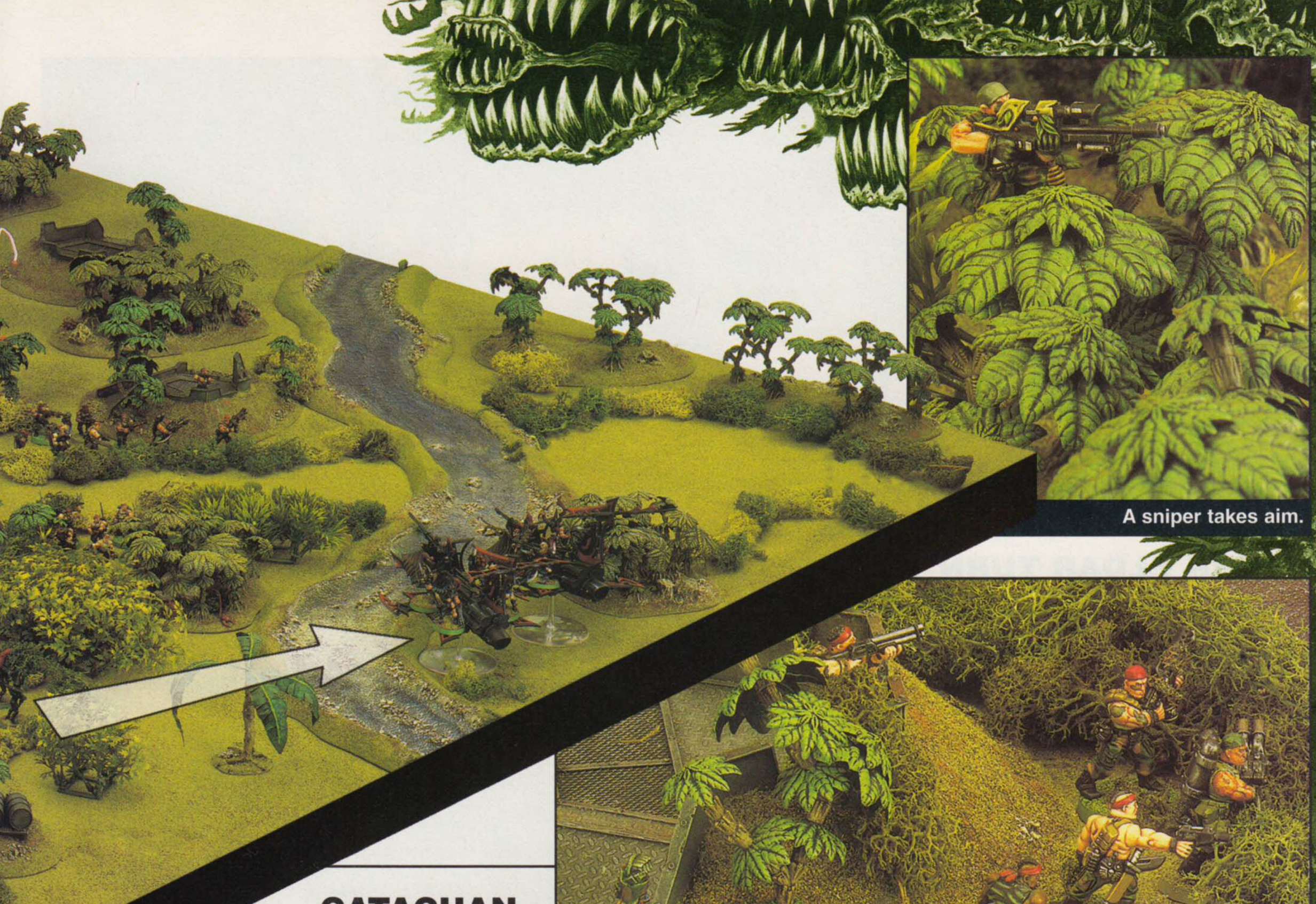
DARK ELDAR TURN ONE

Keith used the turn to swing the Raiders containing his Wyches off to the right, while the Raiders containing the Warriors moved into the clearing and the Warriors dismounted. The Dracon and her Retinue moved up to cover the left flank of the Warriors and the three Mandrake models pushed on ahead of the rest of the army through the jungle. It's worth noting at this point that the special rules for jungle terrain in Codex Catachans allow skimmers to 'hover' above the jungle canopy, rather than landing in it and risking a Difficult Terrain test. This is what the Wych Raiders did, and is why Keith didn't have to test to see if they were destroyed even though they finished their move in difficult terrain.

In his shooting phase, Keith concentrated his fire against the unit of Mortars. The two Raiders and a unit of Warriors in the clearing succeeded in wiping the Mortars out (thanks mainly to Jervis's ability not to roll anything higher than a 3 for a saving throw!). The only other model that the Dark Eldar could see was Colonel Mackray but fortunately for him he was able to make his saving throws and survived a heavy volley of fire. The Dracon's Retinue used the Fleet of Foot rules to move an extra D6" but only managed to roll a 1.



Dracon No'akei leads her warriors forward into the jungle clearing.



A sniper takes aim.

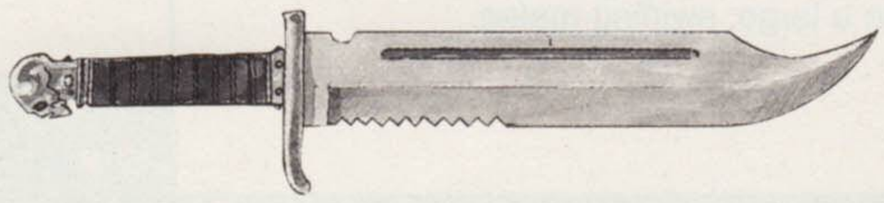


2nd Platoon moves to confront the Dark Eldar Wyches.

CATACHAN TURN ONE

In Jervis' turn his HQ and units on the right moved off deeper into the jungle, where the dense foliage would conceal them from the Dark Eldar's fire. On the other flank, the 2nd Platoon moved forward to contest the other neutral table quarter against the Wyches. Jervis also chose to reveal the Sniper he had hidden in the jungle just beside the clearing occupied by the Dark Eldar Warriors.

The shooting phase was singularly uneventful, as the only unit that could see any enemy units was the newly revealed Sniper. He took a potshot at the Dracon's Retinue but even the deadly Catachan toxins he was using (which allow a re-roll of the Wound roll) failed to cause any damage.





Almost the entire Catachan force advances unseen through the dense foliage toward the Dark Eldar invaders.



The Dark Eldar Warriors advance cautiously through the jungle.

DARK ELDAR TURN TWO

The Warriors in the clearing advanced forward, hoping to be able to get close enough to see the Catachans hiding in the jungle. Behind them and to their left the Raiders and the Dracon moved up in support. The Raiders carrying the Wyches moved into a second clearing and the Wyches dismounted in preparation for launching an assault on the 2nd Catachan Platoon.

Even though they had advanced, the Dark Eldar couldn't see many of the Catachans. The Sniper was gunned down by disintegrator fire from one of the Raiders and a dark lance shot from one of the Wych Raiders killed a Catachan trooper, but that was all. Clearly deciding that shooting was for wimps, one of the Wych squads used the Fleet of Foot rules to move an extra 5" and cross the ford that was in front of them. This brought them within assault range of the Catachan squad closest to the river and wasting no time the Wyches charged straight in! Fortunately for the Catachans the jungle terrain slowed the Wyches down so that only a handful could get into combat but even so they hacked down two of the Catachans for no loss to themselves. The Catachans stood their ground however, and passed the Morale test for losing the combat and the unengaged models from both sides 'bundled in' to create a large, swirling melee.

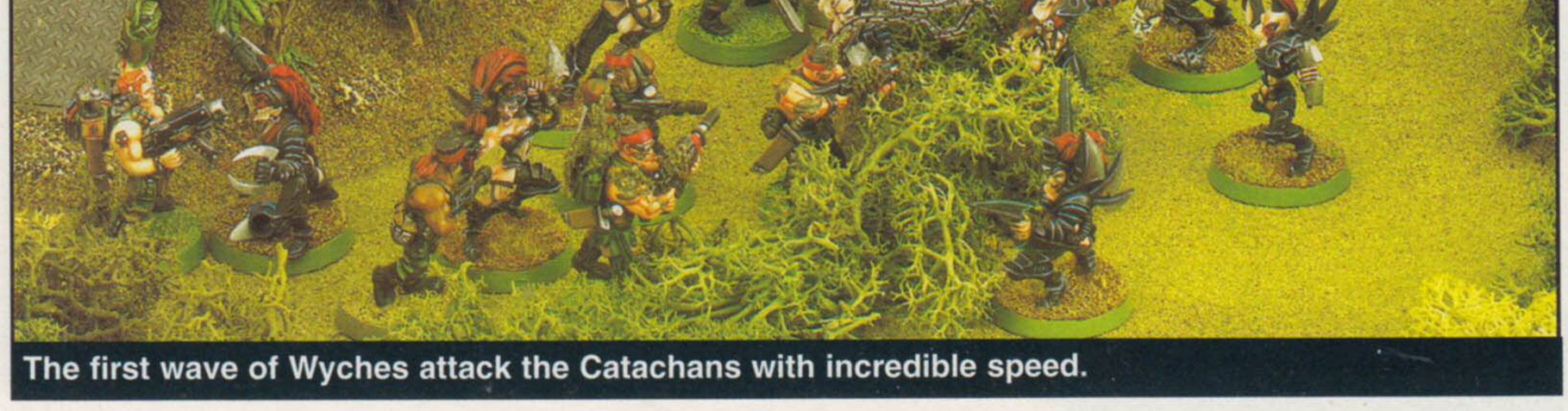
The Catachans make their move and launch an all out assault on the Dark Eldar Warriors.

CATACHAN TURN TWO

The Warriors and their supporting units in the clearing had now moved close enough for Jervis to launch his all out attack. The Catachan Devils leapt out from ambush, perfectly positioned to unleash a hail of fire on the Dracon. Meanwhile, the rest of the units on Jervis's right flank surged forward to link up with the Devils. Finally the squad from the 2nd Platoon that hadn't been attacked by the Wyches moved forward to close the trap on the Dark Eldar Warriors in the clearing.

The shooting phase was nothing less than a massacre, as the flamers and heavy flamers of the Catachans burnt down the Dark Eldar troops like straw dolls. The Haemonculi, the Dracon and her retinue were wiped out completely by the combined fire of the Catachan Devils and Assault squad. Meanwhile, the combined fire of the rest of the army killed fourteen of the Warriors. The only down side was the Catachan's Colonel managing to inflict a wound on himself by rolling a '1' when he fired his plasma pistol.

In the assault phase the Catachans tried to follow up their success by assaulting the surviving Warriors. This almost proved to be a fatal error, as a string of dreadful dice rolls by Jervis led to each side only suffering one casualty and the Warriors winning both combats (obviously they wanted revenge!). Fortunately for Jervis, the Catachans passed their Morale tests. The squad fighting the Wyches were equally unsuccessful, losing three men to the Wyches' two, and failing their Morale test. However, although the Wyches pursued 3D6" to the Catachans move of 2D6", the Wyches had to halve their move through the jungle, while the Catachan's special rules allowed them to move at full pace. This resulted in the surviving Catachans getting away from the pursuing Wyches.



The first wave of Wyches attack the Catachans with incredible speed.

DARK ELDAR TURN THREE

The previous turn had been something of a disaster for the Dark Eldar but they still had their Wyches and Raiders intact and were certainly not out of the game. The Wyches that had defeated the Catachan squad chased after the survivors, while the other squad moved up along the trail with the two Raiders in support. In the clearing the remaining two Raiders moved into positions where they could shoot at the Catachan Devils. In addition, Keith chose to bring his Mandrakes into play and they appeared just by Jervis' Company HQ unit.

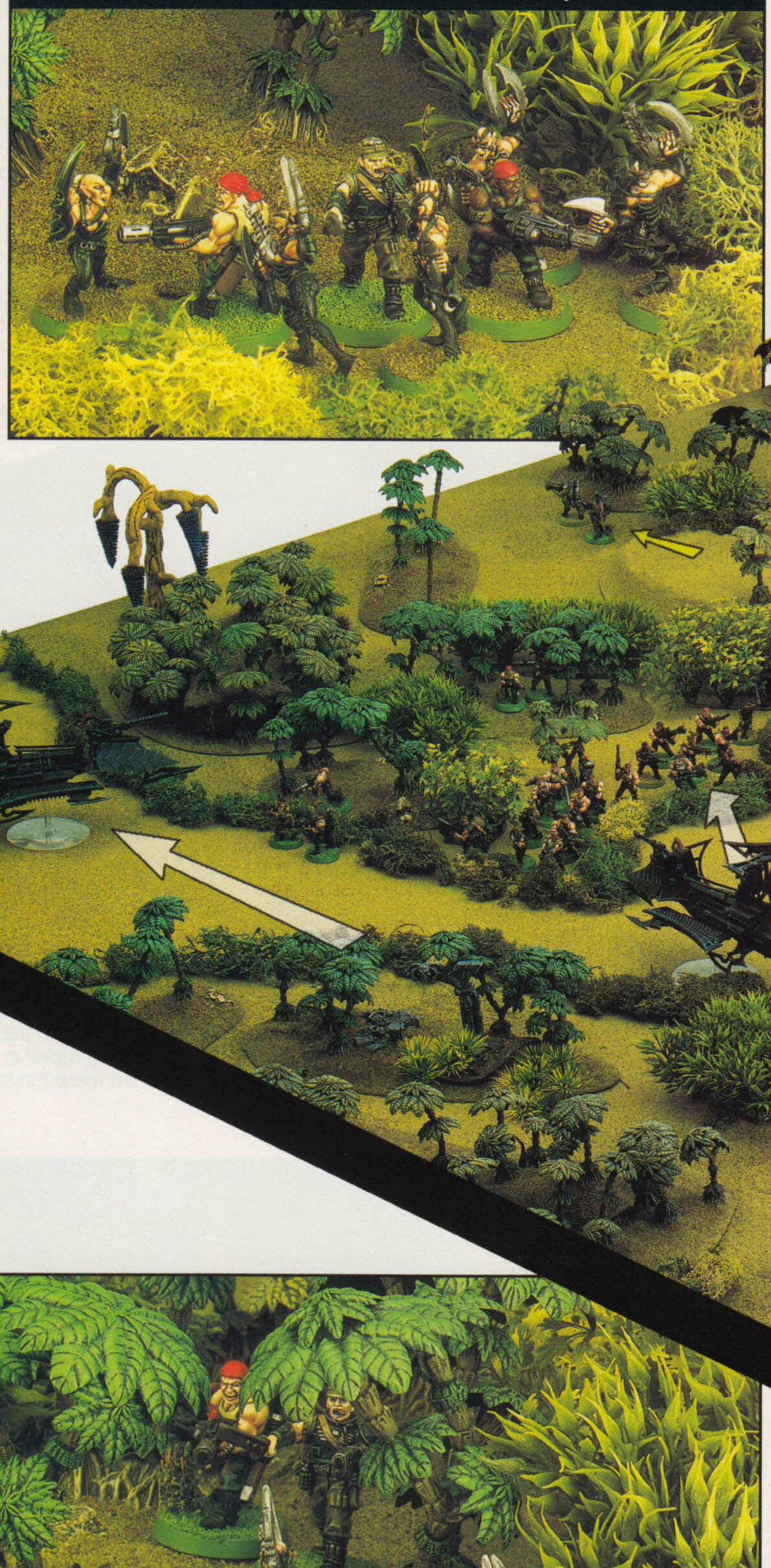
In the shooting phase most of Keith's fire was directed at the Catachan Devils and the Command HQ, who lost one and two models respectively. The Wyches manage to gun down one of the members of the fleeing Catachan squad.

In the assault phase the Mandrakes charged the Company HQ, while the Wyches tried to charge the fleeing Catachans. Unfortunately for Keith, he rolled a 'double one' for the Wyches' Difficult Terrain test which resulted in them getting 'spooked'. This meant that rather than attacking the Catachans, they instead blazed away at something that they saw moving in the bushes, and had to forfeit their move.

The combat between the Mandrakes and the Company HQ was inconclusive, with both sides only losing a single model. However, the Dark Eldar won the Moral High Ground roll and the Company HQ failed its Morale test. Fortunately for Jervis, however, once again the Catachan's ability to move through jungle as though it were clear terrain meant that they out-distanced their pursuers.

The combat in the clearing was far more conclusive, as the heavily outnumbered Dark Eldar Warriors were cut down by the Catachans for no loss to the Guardsman. The two victorious Catachan squads consolidated back into the jungle.

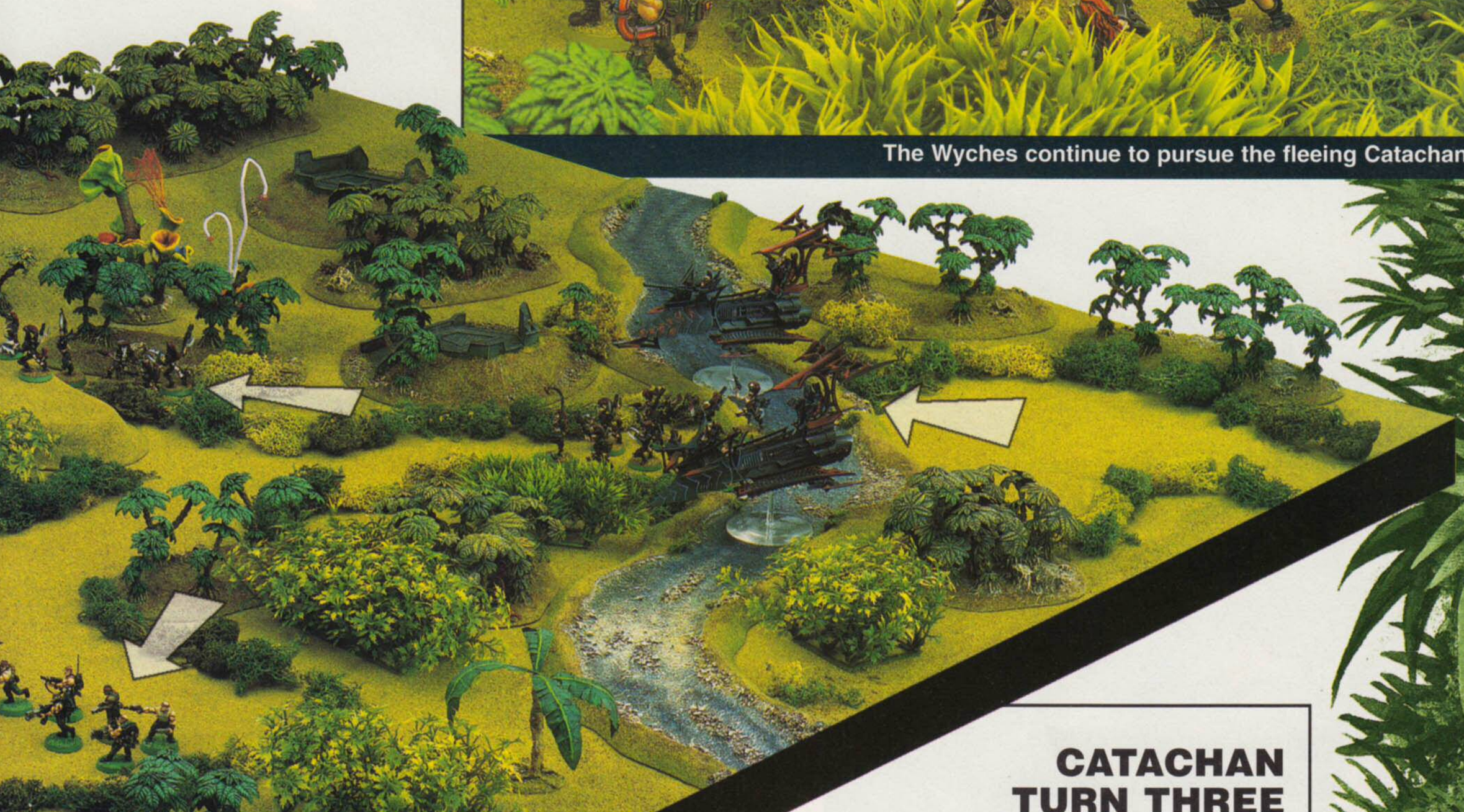
The Mandrakes pounce on Catachan Colonel Mackray.



As Colonel Mackray flees into the jungle, an infantry squad emerges from the undergrowth and carbonizes the Mandrakes.



The Wyches continue to pursue the fleeing Catachans.



CATACHAN TURN THREE

Although things looked good for the Catachans, Jervis was well aware that almost half of the Dark Eldar army was still intact. It also included four fast moving Raiders, all of which could claim table quarters and win the game for the Dark Eldar.

To deal with these multiple threats, Jervis sent the Assault squad and Catachan Devils to sort out the two Raiders that had been carrying the Warriors, while the rest of his army moved up to attack the Mandrakes and the Wyches. Fortunately for Jervis, the Company HQ rallied and was able to consolidate into a perfect position to join in the attack on the Mandrakes.

In the shooting phase, the combined fire of the HQ and supporting infantry units wiped out the Mandrakes (the units' heavy flamers once again proving their worth in the jungle). The shooting of the Assault squad and Catachan Devils was less effective, with the units' flamers failing to harm the Raiders and the sergeant of the Catachan Devils managing to kill himself when he rolled a 1 for his plasma pistol! However, the Assault squad was able to lob a Demolition Charge at one of the Raiders, which landed on target and stunned it so that it wouldn't be able to move or shoot next turn.



The hidden Catachan Devils ambush No'akei and proceed to incinerate her and her retinue with the flamers.

The second Wych squad makes its way toward the main combat.

The Wych advance is halted by a Catachan heavy flamer.

DARK ELDAR TURN FOUR

The loss of the Mandrakes was painful but not decisive and Keith carried on with his determined attack. His Wyches moved up ready to attack the centre of the Catachans' line, while the Raiders, apart from the one that was stunned, moved to flank the Guardsmen.

The Dark Eldar shooting was disappointing and only managed to kill off a single Catachan. However, both Keith and Jervis knew that the game would be decided by the effectiveness of the Wyches in close combat. Both units *fleet of footed* but only the one that had already defeated the squad of Catachans was able to get into assault range. It was helped by the fact that the result on the Wyches' Combat Drug table had resulted in it having a 12" assault move! As an aside, one question that came up in the game was how this 12" move worked in Difficult Terrain (where you normally roll randomly to see how far you move). We decided that as the Wyches' normal assault move had been doubled, that they could also double the distance that they were able to move through difficult terrain when they made an assault. The Wyches used this to charge into combat with the Company HQ and some of the troopers from the nearby infantry squad.

Unfortunately for the Wyches, the Catachans were in jungle terrain, which counts as cover, and this meant that the Catachans could strike first in the close combat. This they did with devastating effect, as Jervis managed to roll a succession of 5s and 6s which hacked down five of the Wyches. The few remaining Wyches that were left in combat were only able to cause a single casualty and lost the combat. To add insult to injury, the Wyches failed their Morale test and even though they had a 3D6" fall back move, they were unable to outdistance the Catachans who didn't have to halve their move for pursuing through jungle. Even worse for the Dark Eldar was that this move took the pursuing Catachan squads much closer to the surviving unit of Wyches!



With all other Dark Eldar wiped out, the Wyches run downstream toward the only intact Raider to make good their escape.

CATACHAN TURN FOUR

The writing was clearly on the wall for the Dark Eldar now and the Catachans moved in for the kill. While the Catachan Devils and Assault squad remained behind to deal with the two Raiders that had been carrying the Warriors, the rest of the army moved in on the Wyches and their Raiders.

The shooting phase was devastating. This was helped in no small measure by Jervis remembering that open-topped vehicles like Raiders take two hits from template weapons rather than only one. This rule wasn't actually all that useful at first, as the Assault squads remaining demolition charge only managed to blow the disintegrator off one of the Raiders, despite having two hits (thanks to the open top rule) with a Strength of 8 and a re-roll to the Armour Penetration roll! Sadly for the Dark Eldar this was the last bit of bad luck Jervis was to suffer, as first the Assault squad's meltagun made up for the demo charge by destroying one Raider, then the Catachan Devils' flamer destroyed another Raider with a roll of '6' on the glancing hit table, and then a third Raider went down to another lucky glancing hit from one of the flamers in a Catachan infantry squad. But the Dark Eldar's misery wasn't over yet: with a final flourish, the heavy flamer in the Company HQ toasted three of the Wyches and the Succubus in the last Wych squad. Quite understandably, the Wyches failed their Morale test and fled for the table edge. With only one Dark Eldar unit left in play, it was clear that the game was over.

I LOVE THE SMELL OF FLAMERS IN THE EVENING!

Jervis: It's rare that I get the chance to say it, but for once everything went right for me. Aside from being very lucky in this game, I think that the main reason that I won was simply that I was used to fighting in jungle terrain, while Keith was not. As I said in my designers notes elsewhere in this issue, jungle terrain fundamentally changes the way that Warhammer 40,000 'plays'. Many of the things you have learned when playing normal games of Warhammer 40,000 no longer apply and the tactics and strategy you use, as well as the units you'll want to pick for your army, change because of this. I was lucky enough to have a few games in jungle terrain under my belt, so I knew what to expect, while for Keith this was his first game using the rules from Codex Catachans.

In particular, Keith suffered from not having experienced at first hand just how effective Catachan infantry can be when they get close to the enemy. Most players are used to Imperial Guardsmen that hang back and engage in long range firefights; this is simply not the case with Deathworld Veterans units who will use the jungle to close quickly, unleash a devastating burst of fire and then charge in to close combat, where their Weapon Skill of 4 makes them a much more dangerous opponent than a normal Guardsman. It was this combination of abilities that caused so much carnage in the Catachan's second turn and I really doubt that Keith would give me the opportunity to pull off the same trick again.

The other main failing of the Dark Eldar army was not really of Keith's making and this was that he was stuck using a Studio army which has been designed based on experience playing games on normal terrain. While being well suited to the more open terrain encountered on a normal Warhammer 40,000 battlefield, the army that Keith used was clearly out of place in the dense jungle terrain it met on this battlefield and suffered badly because of this.

My army, on the other hand, was perfectly suited to the terrain, as one might expect. In addition, concentrating on taking as many flamer weapons as possible certainly paid off very well in this game. Whether it would have been quite as effective against well armoured targets like Space Marines, or an army that included some Dreadnoughts or Carnifexes I don't know – I guess I just have to give it a go and find out!

All of which leads to my final point, which is that you should really go ahead and try a game using jungle terrain. You don't have to have a Catachan army to do so, and I think you'll find that it opens up a whole new area of Warhammer 40,000 gaming that is challenging, different and a lot of fun.

AAAARRHH! RUN AWAY

Keith: Well that didn't go quite as I planned. It started out well enough with Jervis leaving his mortars on the edge of the jungle and, as these were the biggest threat to my Raiders and densely packed troops, I seized the opportunity and took them out with heavy fire. Luckily I rolled high enough for each of my Raider units to see using the Night Fight rules. While that was happening, I sped my Wyches across the table to attack the weaker of the two flanks in the next turn. It was from this point on things started to go wrong. In turn two most of the enemy had retreated away from the edge of the woods leaving me very little to shoot at except the Sniper and a couple of Catachans on the Wyches' flank. These were easily dispatched but the slaughter was inevitable with Jervis reducing my Dracon and retinue to a few pairs of smoking and rather crispy boots. This continued to happen to both of my Raider squads too. I lost fourteen warriors that turn, mostly to flamer weapons. The Wyches meanwhile were holding their own by slowly whittling down the Catachan unit they were in combat with.

After this turn, I didn't have enough Warriors to cope with the sheer weight of numbers of the Catachans (and flamers), and they swept forward overrunning my remaining troops. As if this wasn't bad enough, Jervis then produced another ace from his sleeve, the demolition charges (ooouch!).

I charged the Wyches into combat only to realise that the Catachans were in cover and therefore got to hit first. My troops were wiped out leaving another unit surrounded and wondering what that strange burning smell was. At this point, Jervis took pity on me and the game ended there.

Although I lost, it was a valuable lesson, namely avoid flamers and heavy flamers at all costs. I should have been less cautious and *fleet of footed* some of my Raider squads and got them into combat instead of trying to shoot with them. I put my apprehension down to the fact that I was playing in a jungle where I was running through difficult terrain virtually all the time. It was also a new army and I wasn't quite sure what to expect, but next time I will, and there will be a reckoning!



Smoke drifted lazily between the boles of the tall trees, carrying with it the stench of charred flesh and burnt vegetation. Mackray took a deep sniff, savouring the smell of scorched Eldar. He had been right, the Eldar pirates had played straight into his jungle fighters' hands. There had been a brief moment of doubt when a group of mutated aliens had leapt at him from the shadows, where before there had been nothing, but once he had gotten over his initial shock he had turned his momentary fear into an ever greater thirst to see the Eldar slain.

A few had got away, but even now Brightwater and his Devils were chasing the sorry remnants of the Eldar host through the thick undergrowth. Mackray had no doubt that there would be no Eldar left breathing by the time the sun rose tomorrow. He had lost some good men today, he reflected bitterly, and all because of the evil ways of the Eldar. They had turned this world into a battleground and human blood had been shed because of their own conflicts. The bloodletting of the day had not assuaged Mackray's hatred but had served to further fuel it. He wanted them dead, all of them – and all other aliens as well – and the heretics and rebels who defied the Emperor's will and turned their weapons on their fellow humans. The galaxy belonged to the Emperor and his servants, and Mackray was happy that it was his duty to ensure it stayed that way. Still, Mackray thought, there would be other chances to strike them down for the Emperor – every sinner under the stars. There was always another battle.

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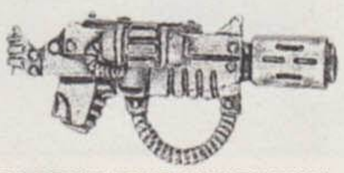


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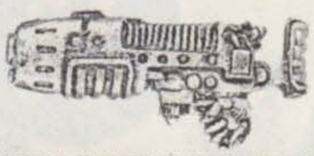
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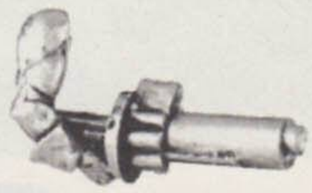
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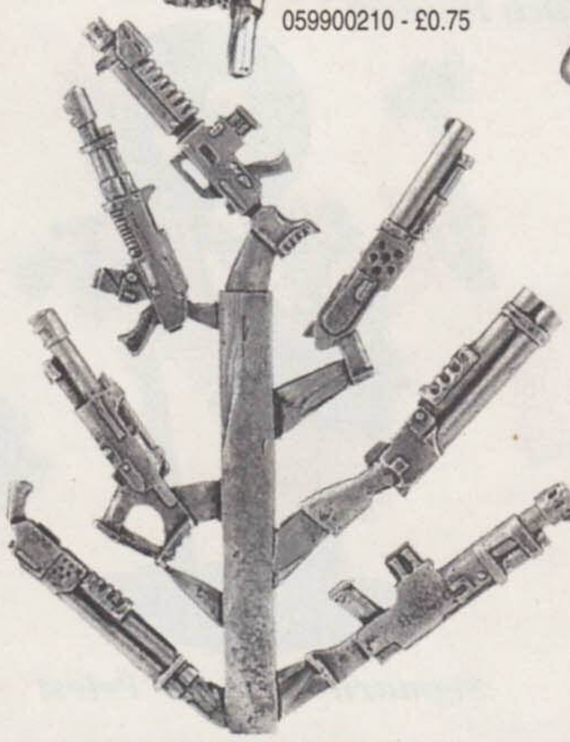
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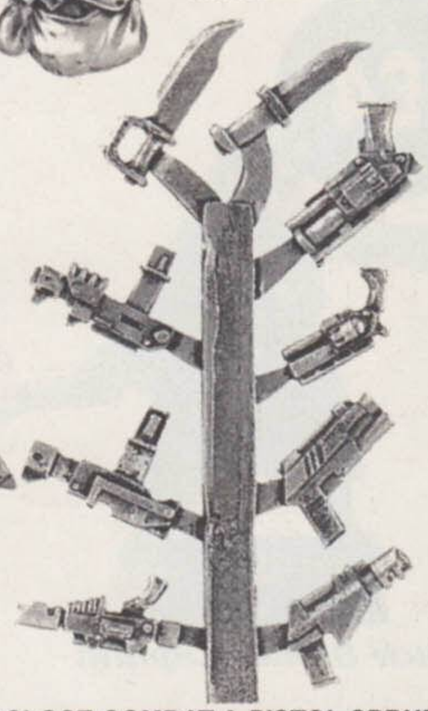
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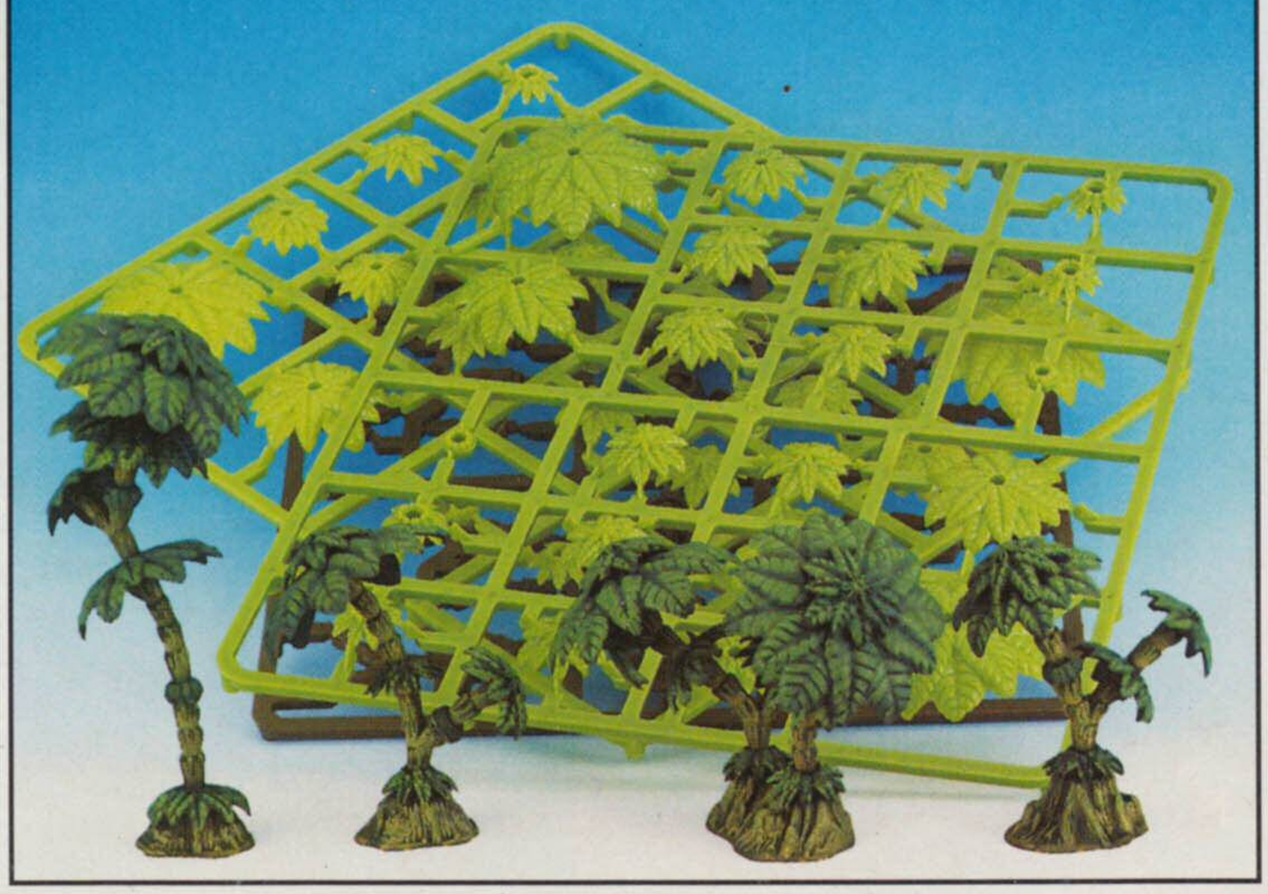


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Blood on the Streets is a building pack for Mordheim. With it you can expand your battlefield and fight even larger skirmishes in the ruins of the City of the Damned.

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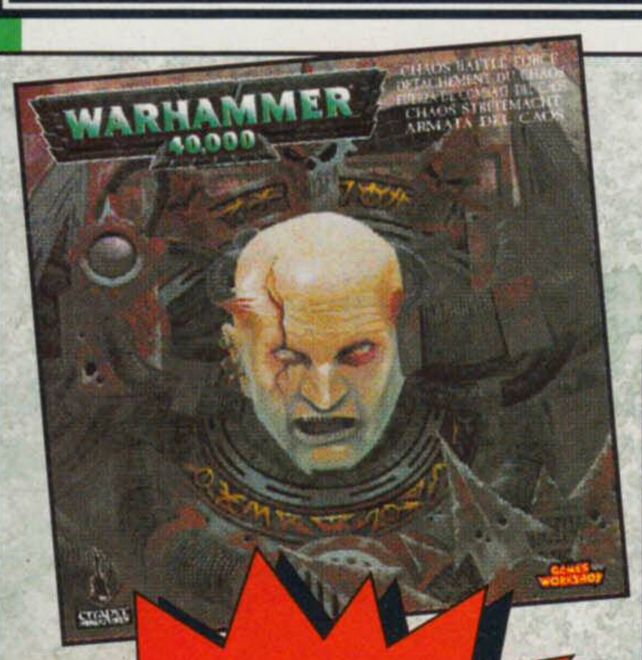




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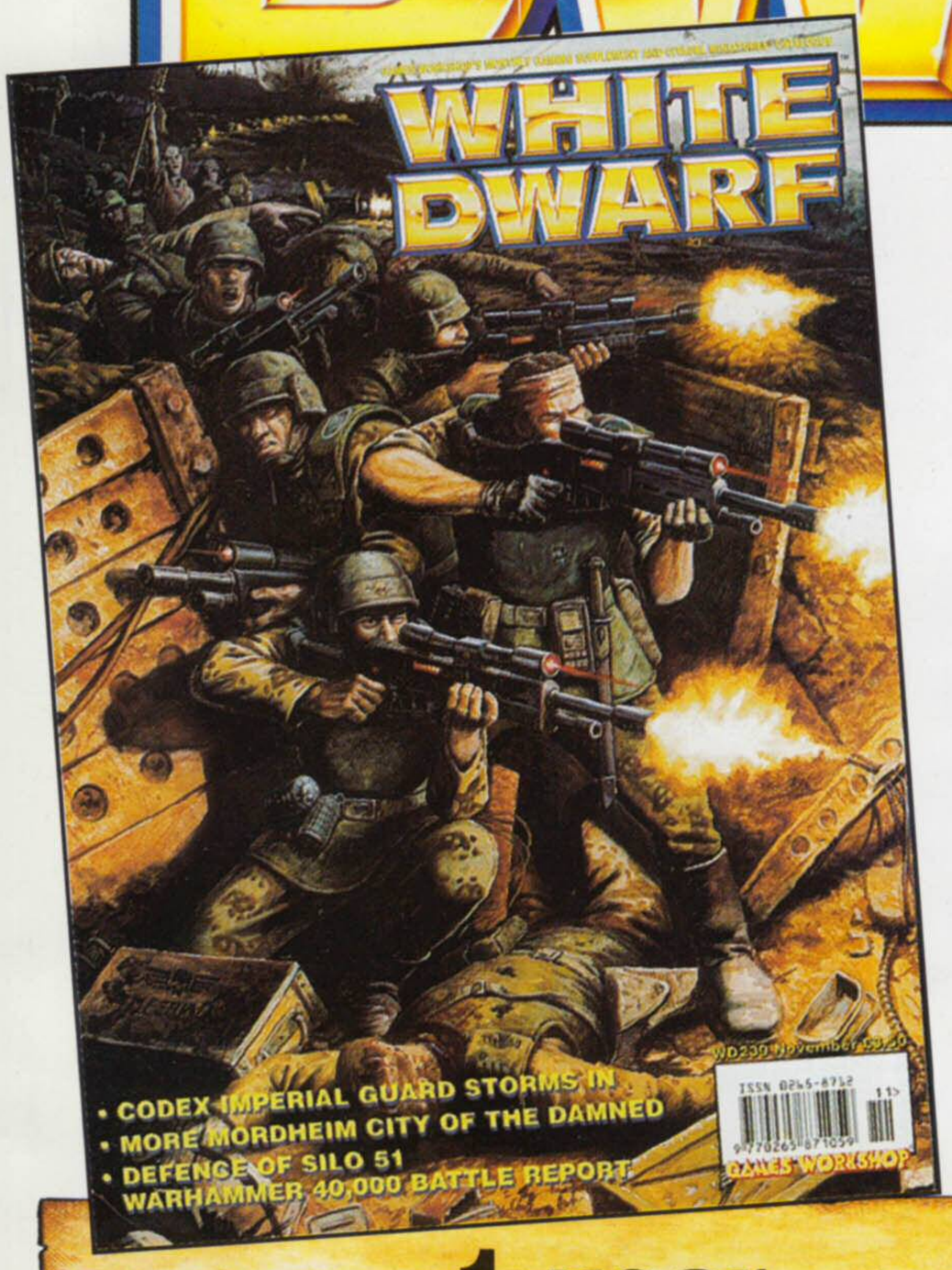
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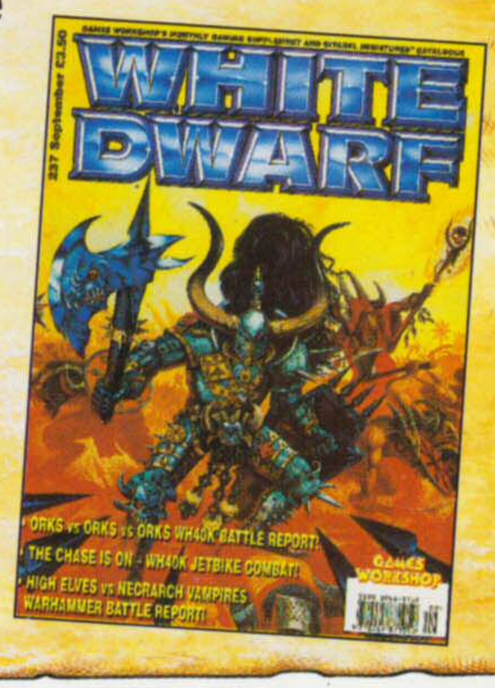
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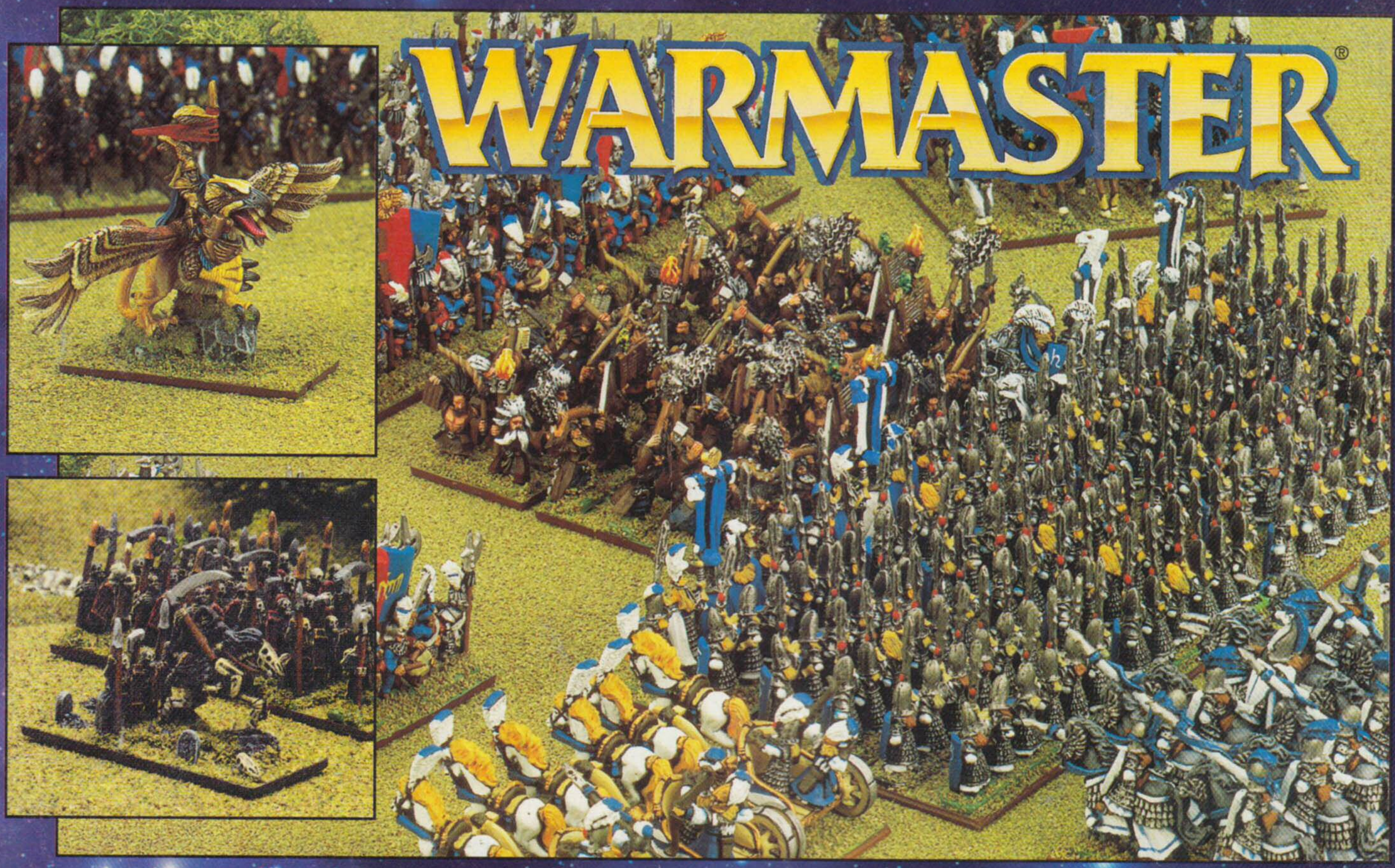


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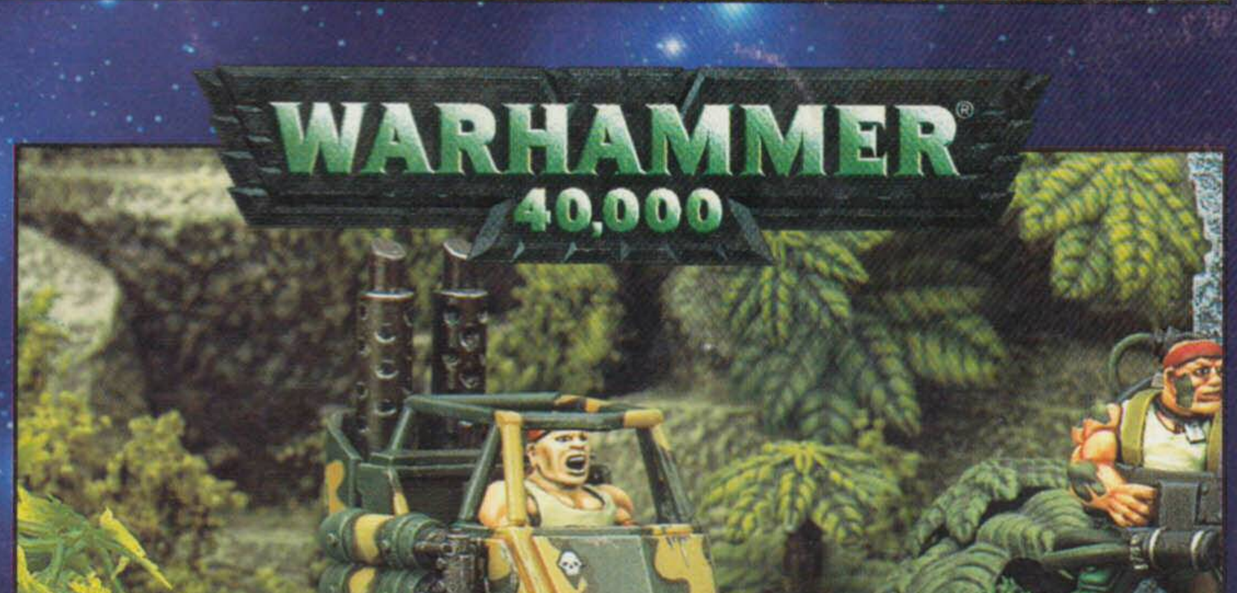
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