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# WARHAMMER

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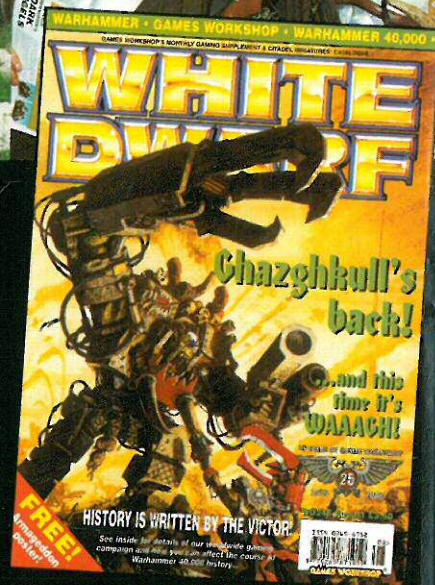
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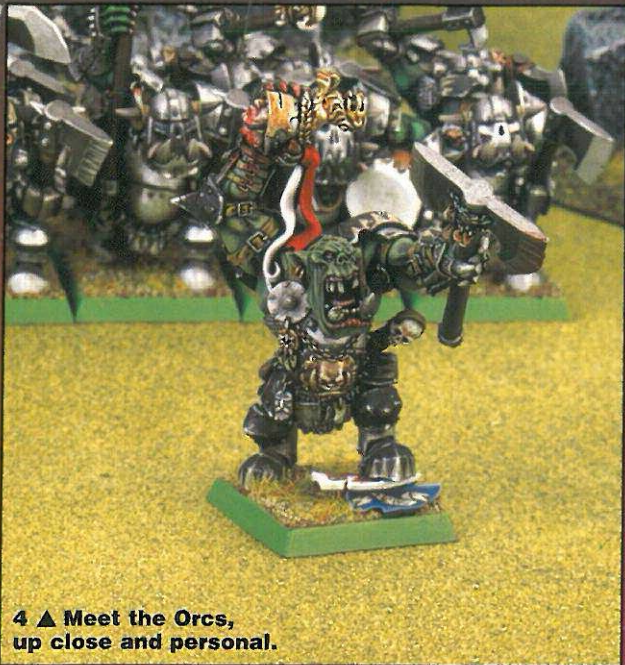
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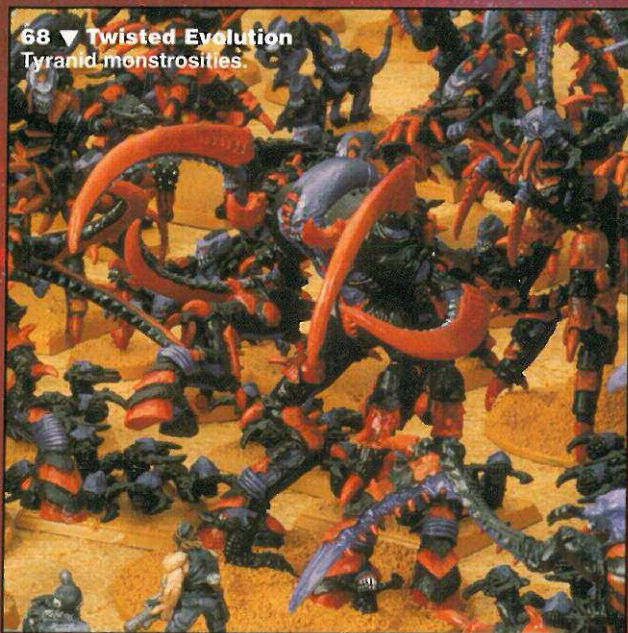
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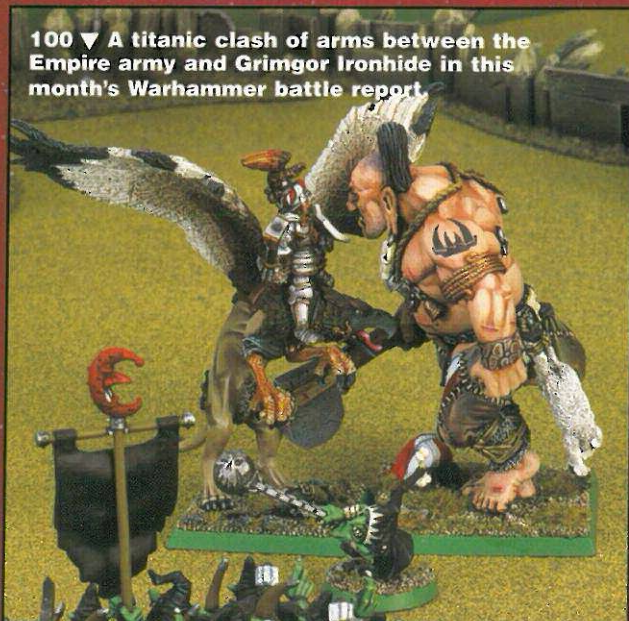




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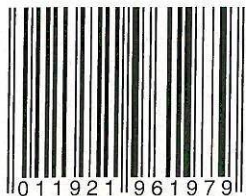
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Product Code: 60249999251



# News this issue...



Paul Sawyer (Fat Bloke)

## THE FAT BLOKE EDITORIAL

What's a man to do?

On one hand, there is the superb new Warhammer, and the siren call of the great new Armies books tugging at my every conscious moment to pick one up and immerse myself in background, models and rules.

Then there's a whole host of remarkable new miniatures seductively calling out to be painted, and painted NOW!

On the other hand, there is Warhammer 40,000. As the dust settles on the colossal Third Armageddon War worldwide campaign, we only have time for a few deep breaths before reloading our bolters as a fresh alien menace threatens the Imperium of man - chitinous alien lifeforms devouring all in their path.

"So, what's the problem?" you're more than likely asking. The answer, as if you didn't know it, is that I'm very greedy. I want to play Warhammer and Warhammer 40,000. I want to collect Dwarfs and Orcs and Dark Elves. I want to paint Steel Legion and Tyranids and White Scars.

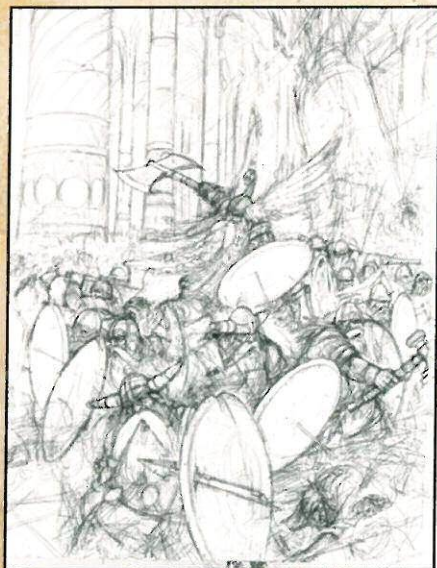
You see, that's the great thing about the hobby we know and love - there is always something extra to add to our existing armies. Then there is always that other army you've been promising yourself to start. Not to mention the fact that you wanted to reward yourself for finally painting that huge regiment by getting hold of the latest new game.

Being part of the Games Workshop hobby means never getting bored, as there is always so much more you can collect and paint and model. There is always that new piece of terrain to make and fight over. There is always the insidious lure of tournament play where you can make new friends and then butcher their carefully selected force wholesale.

So next time you're buying that unit for your current army, spare a thought for what you really want - the start of your new army, the one you REALLY want! Food for thought isn't it?

And on the subject of food, it's time for the third of my five daily meals. See you again next month.

**FAT BLOKE**



Above: Paul Dainton's pencil sketches for the Dwarf Armies book cover.

Right: Colin Dixon's work-in-progress on the new Dwarf King and Shield Bearers model.



## THE DWARFS ARE BACK

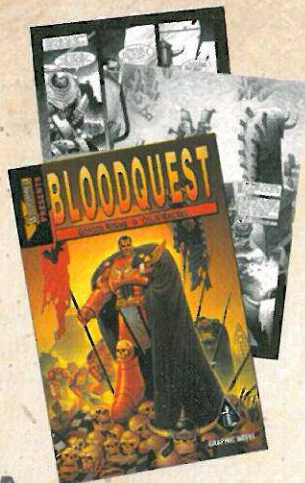
White Dwarf 253 sees the release of a stunning new range of miniatures for Warhammer: the Dwarfs. These stalwart denizens of the Old World are soon to be bolstered by a host of new figures, far more detailed and characterful than ever before. Some of the updated Dwarf gadgets and gizmos have to be seen to be believed. Alongside such technological marvels as the new Gyrocopter and Flame Cannon, Dwarf generals can expect to benefit from the arcane protection of the Anvil of Doom, the leadership of Dwarf Lords and even the might of the Dwarf King complete with Shield Bearers!

Needless to say, we wouldn't dare bring out all these models without a scorching Armies book to support them, and the Dwarf Armies book is already looking formidable. Furthermore, the new range is bolstered by the plastic Dwarf Regiment Set sculpted by Colin Dixon and Aly Morrison, so you can add those essential blocks of infantry to your Dwarf army. Whether you're a hardened general or collecting a completely new army, keep your eyes peeled as you're in for a real treat!



# THE QUEST CONTINUES

After many hours of diligent nagging, we have managed to secure some screen grabs and stills from the fantastic Bloodquest movie that is in production at the moment. The movie is based on the Warhammer Monthly saga featuring Captain Leonatos - a Blood Angels exile with a perilous quest: to recover the Blade Encarmine and return it to his Chapter.



Above and right: early views of the Land Raider in action.



The Bloodquest movie, currently in production at the Exile Films workshops, could be hitting our screens within the year. If you want to find out more about this fantastic Games Workshop event, why not visit the Exile Films website at:

<http://www.exile-films.com>

## New Releases

### WARHAMMER

This month's releases for Warhammer:

#### THE EMPIRE

Empire Flagellants (3 models per blister)	£5.00
Empire Engineers (1 model per blister)	£4.00
Empire Wizards (one Wizard on foot, one Mounted Wizard)	£8.00

#### ORCS AND GOBLINS

Orc and Goblin Battalion (boxed set)	£40.00
Black Orc Warboss (1 model per blister)	£6.00
Savage Orc Boyz (3 models per blister)	£5.00
Orc Boar Boyz Command (1 model per blister plus Champion, Standard and Musician arms)	£4.00
Goblin Rock Lobber (1 Rock Lobber, 5 Goblins, 1 Orc)	£15.00
Goblin Doom Diver Catapult (1 Catapult, 5 Goblins)	£15.00

#### WARHAMMER REGIMENT SETS

Empire Militia (boxed set)	£12.00
Goblin Wolf Riders (boxed set)	£12.00

#### WARHAMMER ARMY DEALS

Empire Army Deal (boxed set)	£100.00
Orc & Goblin Army Deal (boxed set)	£100.00

### WARHAMMER 40,000

This month's releases for Warhammer 40,000:

#### CHAOS SPACE MARINES

Chaos Space Marine Army Deal (boxed set)	£100.00
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#### SPACE MARINES

Space Marine Army Deal (boxed set)	£100.00
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### Black Library

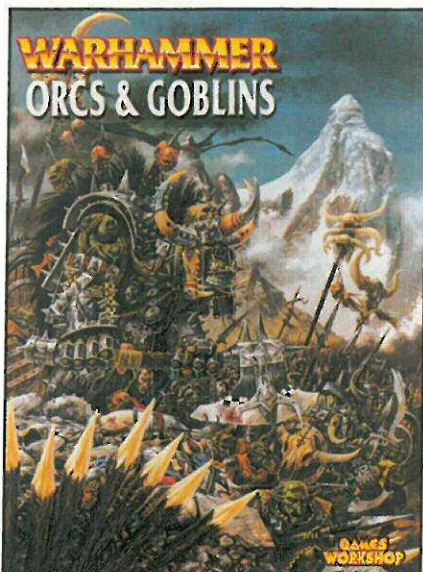
This month's releases from the Black Library:

Gaunt's Ghosts 3: Necropolis	£5.99
2001 Calendar	£3.50
Town Cryer Issue II	£3.50
Necromunda magazine Issue 2	£3.50
Warhammer Monthly Issue 36	£2.20
Inferno Issue 21	£5.00

## CITADEL SCENERY

Orc Village	£15.00
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# WARHAMMER

## WAAAGH! DA ORCS

By Jake Thornton

In this article, Jake, aided by Rick Priestley, looks at what's new in our latest Warhammer Armies book, Orcs & Goblins. He shares his thoughts about the changes and gives some tips on how to get the best out of your Greenskins on the battlefield.



Jake works alongside Alessio Cavatore and Gav Thorpe in our Warhammer Games Design team. It's been a while since we saw him in these pages but he actually used to be White Dwarf Editor for issues 190 to 211.

"'Ere we go, 'ere we go, 'ere we go!"

*"Ab tradishun", sighed the old Orc, slapping his trusty Gobbo with such enthusiasm that the little Greenskin fell off his rock. "Makes me 'art swell wiv pride."*

The Orcs are back. And this time they're bigger, greener and meaner than ever before. As Rick's own trusty Goblin assistant, it's been my pleasure to assist the able old Warboss with the new book. I even got to lead the army once in a while when I'd been especially good. Or he was asleep.

### WHO ARE THE ORCS ANYWAY?

If you're new to all this you might not have seen the Orcs before, but rest assured – you'll see lots more of them. The Orcs are huge green monstrosities that love to fight, which is obvious as soon as you look at them. Together with their smaller cousins, the Goblins and the Snotlings, they make up the race known collectively as Greenskins (for obvious reasons).

They inhabit the wild and uncivilised areas of the Empire and beyond, the dank hearts of forests and the ancient tunnels under the mountains. The further south you travel, the more numerous they become. Some rival the petty kingdoms of the Border Princes and fight with the men and others there for supremacy and the joy of it. South of the eternal squabbles of these princelings lie the Badlands where Orcs and Goblins are the predominant races. Woe betide any traveller there that isn't accompanied by an army of well-armed followers.

### RICK PRIESTLEY SPILLS THE BEANS...



**Rick:** Well I wasn't going to let a chance to rewrite the Orc & Goblin book go by was I! In fact, the project was more than just an Armies book rewrite, it was the first Armies book rewrite for the new version of Warhammer. As it's turned out, the Empire book will be the first of the new books to be released, but the

Orc & Goblin book was the first to be written. I therefore had to establish the format for the whole range before I could make a start and, most important, the new army list system had to be worked out for the forthcoming model range.

'Course I wasn't about to change the Greenies in any radical way. I wasn't going to make 'em pink or anything was I? There were the inevitable opportunities to improve on some of the troops and rules in the old book and these chances were eagerly exploited. After all, the old Orc & Goblin book was written seven years ago at a time when the Warhammer game was considerably less developed than it is now.

Aside from that, it was a case of making the Greenies fit snugly into the new ideas we had discussed for army lists and magic.

In the new version of Warhammer, magic is treated quite differently to the old version. The basic magic rules are now included in the Warhammer rulebook and each army book will contain all the particular spells and magic items for that race. Although many of the spells have been carried over from the old to the new system, details have changed to fit in with the new dice-driven casting rules. The Greenskins still suffer terribly from Miscasts – as in the previous rules – but this is handled within the main rules system now and in a way that is comparable to other races.

The Orc magic items have been given very Orcy names and typically brutal Orcy abilities. Unsubtle but dangerous just about sums it up. Most of these are new items and it'll be interesting to see just what use players make of such devices as the Battleaxe of the Last Waaagh!, Buzgob's Knobbly Staff, and the near-legendary Guzzla's Backbone Brew. By including the magic items within each Armies book we freed ourselves from the constraint of having to design an



# Goblin Spear Chukka and Rock Lobber



Among the Orcs, the only rules are that might is right and the stronger and bigger always bully the weaker. This means that the Orcs are always in charge, with the biggest Orcs ruling the lot. In the straightforward manner of the Orcs, these fearsome warriors are known as Bosses, Big Bosses and, largest of all, Warbosses. When a particularly powerful Orc appears, he'll quickly take over his tribe and go conquering. If he's sufficiently strong, cunning or just plain lucky, this Waaagh! (as such Orc armies are called) will attract more and more tribes until this rolling army of conquest spills out into the Empire or beyond. This is a fairly predictable occurrence in some parts of the Empire where it is treated like a natural disaster such as an avalanche or a flood. At some times of the year you have to join the militia to fight the Greenskins that come pouring out of the mountains. It's just the way it is. Wives of Empire warriors frighten their

children with bedtime stories of Orcs rampaging through their villages. And they're true.

## WHAT ABOUT MY OLD ARMY?

But enough of that. What about the old timers, the hardened veterans and hardy campaigners? Well, don't worry. If you already have an Orc & Goblin army you'll have very little difficulty converting it to the new edition. There are no completely new troops to worry about, though some of the familiar ones have new rules. For example, the various kinds of Squig Herders, Hoppers and so on are all amalgamated into one unit, out of which Squigs may hop or escape during the game. This makes it much easier to sort out your army and also field the unit. Incidentally, you can field this Squig Herd as a nice deep block too, not just in two lines, so they're worth getting into close combat.

entire and all-encompassing magic system in one go. With the previous version of Warhammer this gave us real problems when more armies were invented – as each had to fit in to the existing magic rules and make use of the existing magic items and spells.

The most important part of the new book was the development of the format for the army list. Here we had some definite ideas already. We wanted to get away from the old system of army choice of characters, troops and machines according to strict percentages and go for a system that produced more 'balanced' armies. By more balanced I simply mean armies that always include certain basic troops and where the elite troops and machines have a supporting role. The same is true of characters, especially very powerful characters, where the old system tended to result in games that were dominated by characters and magic items.

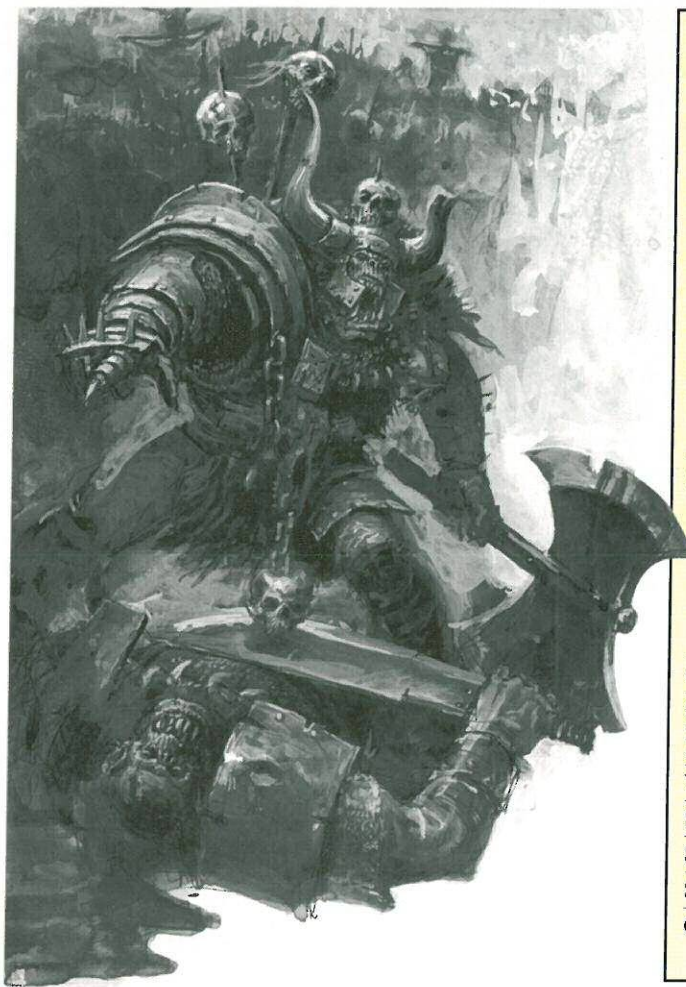
Armies now divide into Characters and Troops. Characters subdivide into two levels (generically speaking Heroes and Lords) and Troops divide into three types (Core, Special and Rare). Depending on an army's points value, the number of characters allowed

is limited and the number of Lords is further limited. Similarly with troops, an army has to include a minimum number of Core units, and the number of Special and Rare units it can include has a maximum limit. In the case of Orcs & Goblins, Core units are things like Orc Boyz, Goblins and Wolf Riders, whilst Special units are troops such as Boar Boyz and Chariots, whilst Rare units comprise Giants, Trolls and Snotling Pump Wagons.

Of course, we argued endlessly about which troops should be Core, which Special, and which Rare! Points values are another one of those things that cause endless discussion. In the end I handed over my manuscript to the Warhammer team and let them finalise the details of exactly what goes where and how much it costs – a task which Jake gallantly undertook. I think the result is a well-balanced list that reflects the values of the troops as well as the character of the army. But don't take my word for it, invest in a green horde and find out for yourself!

*Rick P*





### THE HALL OF FAME

<i>Model</i>	<i>Designer</i>
Orc Warboss on Wyvern	Alex Hedström & Trish Morrison
Goblin Shaman	Mark Harrison
Goblin Regiment	Brian Nelson & Aly Morrison
Goblin Wolf Riders	Brian Nelson & Aly Morrison
Goblin Spear Chucka	Dave Andrews & Shane Hoyle
Goblin Rock Lobber	Dave Andrews & Alex Hedström
Night Goblin Squigs and Herders	Juan Diaz
Night Goblin Squig Hoppers	Juan Diaz
Night Goblin Netters	Mark Harrison
Orc Boar Chariot	Brian Nelson, Tim Adcock & Mark Bedford
Orc Boar Boyz Command	Brian Nelson
Grimgor Ironhide	Brian Nelson
Black Orcs	Brian Nelson
Wurrzag Savage Orc Shaman	Mark Bedford
Savage Orc Shaman	Mark Bedford
Savage Orc boyz	Mark Bedford
Savage Orc Boar Boyz	Alex Hedström
Giant	Michael Perry

The only unit that's missing from the army is Spider Riders. The Forest Goblins have been subsumed into the general mass of Gobbos which covers all the short Greenies that aren't Snotlings or Night Goblins. You can still use the old models by all means; they just don't have any special rules. Spider Riders have gone. Even so, if you have some of these, you can treat them as Wolf Riders if you like. Actually, when I say gone, I mean gone from the main list. At the back of the book is a brief appendix detailing such delights as nomadic Badlands armies and Savage Orc hordes. Lurking in the latter is an entry for Spider Riders, so they're not altogether forgotten.

Ogres are also missing from the basic list, but they are hireable from the Dogs of War list elsewhere in this issue, so there's no need to panic there either.

#### LOADS A NEW STUFF

With a new Warhammer and a new Armies book come loads of new models. On top of the plastics in the game itself, the Citadel design team have gone through the whole range and reworked nearly all of it. There's a whole slew of new Orcy war machines to complement the brilliant plastic Boar Chariot, as well as new Boar Riders and plastic Gobbo Wolf Riders. If you want fast things to take the battle to the enemy then there's lots new here.

For fans of foot troops there are new Goblins to go with the Orcs and Night Goblins that are already available.

These all go together to mean that you can build an Orc & Goblin army almost entirely using the models from the plastic Regiment Sets, with just a handful of metal models for characters and the odd unit.

Speaking of odd units, some of the more eccentric parts of the army have been modelled in metal, chief amongst them the Squig Herd and Black Orcs. The Squigs are some of my favourite new models and have the perfect mixture of silliness and very, very large teeth. Hats off to Juan Diaz for sculpting these along with the highly amusing herders to go with them. The Black Orcs are a different matter – any hint of giggling here will be thoroughly bludgeoned. These too are great models, especially the characters (more of which later). Brian Nelson was the man responsible and even without the pictures here and in last month's issue, anyone familiar with his work will not be surprised at the exceptionally high standard. Actually, this project involved almost all of our designers at one time or other – see the box for the full Hall of Fame.

The book contains two new special characters, and we've done a striking model for each of them as befits such powerful heroes of their race. Wurrzag is out next month, so you'll have to wait a bit for him. Suffice to say that you won't be disappointed by what Mark Bedford's done for this Savage Orc Shaman Lord.

The other character is Grimgor Ironhide, possibly the hardest Orc alive. He is the epitome of Orcyness and an



absolute terror in close combat. Anyway, Brian Nelson has done an absolutely brilliant job on him. Don't take my word for it, look at the photos. The full rules for Grimgor are included elsewhere in this issue so you can see just how horrific he really is.

### ORCY TACTICS

The Orc way of war is traditionally described in one word: charge! However, there are various subtleties that can be applied to this. You can choose to go for a fast army of Wolf Riders, Boar Boyz and Chariots all led by mounted characters. This will get into trouble really quickly, and back out again just as fast. This is a brittle army and usually ends up scattered all over the battlefield with units charging and fleeing left and right. If you're good at keeping track of a large and fluid army then this might well suit you; if you'd rather have something a little more controllable then perhaps the following would be more your style.

If you take the Orc & Goblin army as an all foot force then you get a vast horde. Especially with the new outnumbering bonus in close combat, this can be a very strong option. It is slow, granted, but it also has the numbers to survive a lot of missile and magic casualties and still arrive on the other side of the battlefield strong enough to do some serious kickin'. Take units in big blocks rather than the piddly little formations of the Empire. I'm thinking 30 Orcs or 40 plus Gobbos per unit. That'll keep your opponent worried.



*Grimgor Ironhide  
sculpted by  
Brian Nelson*

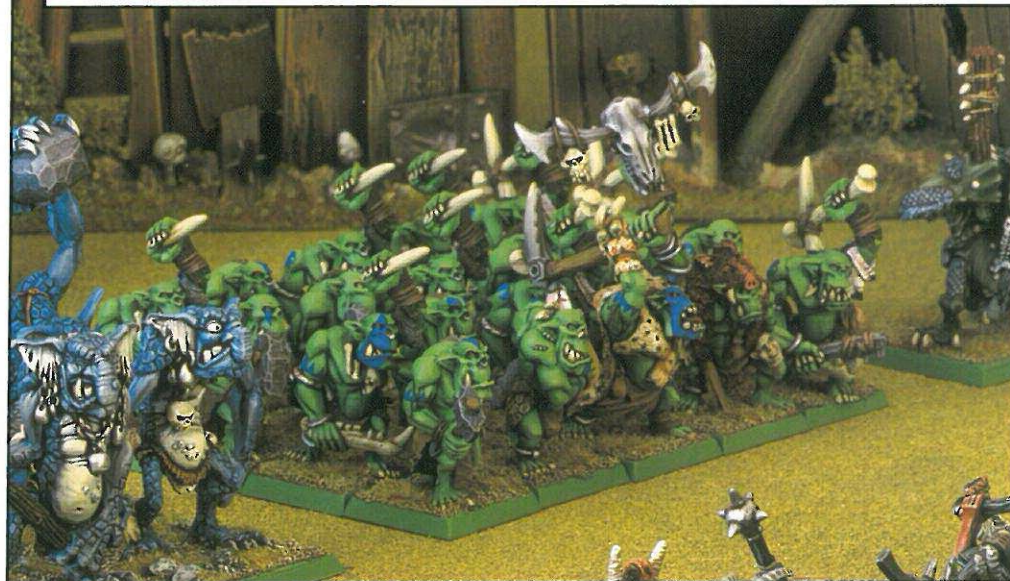
A third type of army is probably the most common. This is combining the above two approaches to give you a solid infantry core to your battle line and fast flanks on either side to envelop the enemy (or at least to keep them busy). Put a Chariot or two among the Wolf Riders and the flank forces are able to deliver a bit of punch of their own and will be able to face down the light units that you usually find on the flanks.

Of course, there are many other tricks to refine any of these basic approaches. One is a General on a Wyvern – a



## Savage Orc Boyz

*Due to the addling effects of heat and strong sunlight on the Orcish brain, the Orcs of the Southlands and other equatorial regions are reckoned a complete bunch of primitives even by Orc standards. They use mostly stone or bone weapons and go around half naked or worse! In the Badlands, tribes of both kinds intermingle.*





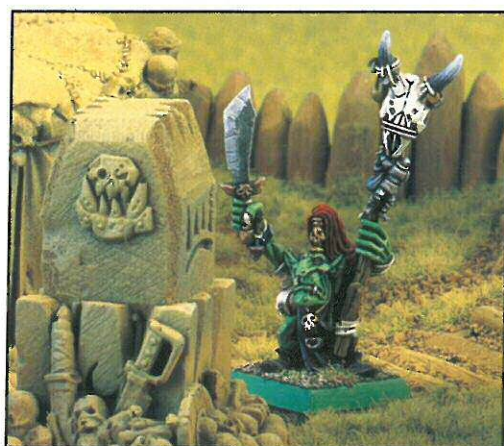
## Goblin Wolf Riders Regiment

*Goblins ride Giant Wolves much as humans ride horses. Giant Wolves are vicious creatures with slaving fangs and sharp claws. Goblin Wolf Riders commonly raid and pillage ahead of advancing Goblin borders, scouring the countryside for signs of enemy troop movements.*



## Orc Boar Boy Command

*Orc Boar Boyz are rough, tough and very determined. The boars themselves are evil-minded creatures that are noted for their vicious nature. These are qualities readily appreciated by Orcs.*





powerful fighting unit, but one with several inherent risks for the army. It takes your General over to the other side of the battlefield where his Leadership might be out of reach of your other troops. If you can keep him alive and hold him back till the rest of the army goes in then he's great. On the other hand, perhaps just throwing him in at the deep end and trusting to the Orc gods, Gork and Mork, is the best plan.

Another important consideration is your Wizards, or Shamans as they're known in the green horde. These dubious characters have a variety of unique spells which can win you the battle. They can also explode in a spectacular and alarming fashion, killing those standing too near. On the whole it's well worth taking one or two along for the laugh, especially as Orcy magic can be really dangerous when it's working.

### WAAAGH MAGIC

While we're talking about it, the Orcs have two new spell lists to give them their proper magical character. In true Orc fashion, these are known as spells of the Little Waaagh!, and spells of the Big Waaagh! This is the only magic that the Greenskins can use and all they really need. It mainly contains spells that chuck huge amounts of dangerous green energy at the enemy, but also has some movement spells such as the famous *Hand of Gork*. And let's not forget the ghostly green *Foot of Gork* which can come down and stomp on the Greenskins' enemies, just to show them their gods are watching. Oh yes, and in case that wasn't enough there's a new spell that gives you several goes at the *Foot of Gork* at once – the *Tapdance of Gork* (working title).

### BEFORE I GO

And that's the five minute tour of the Greenskin horde. If some of this sounds like it suits you, or if you are drawn to the dangerous green monstrosities in the photos and pictures here, then why not consider collecting an army of your own? Visit one of our stores if you can, and talk to some veteran Warbosses. There are sure to be some lurking in the corners. See if you can play a game with

### RAVENING HORDES – CHAOS DWARFS

The new Orc & Goblins Armies book completely replaces the list in *Ravening Hordes*. However, dedicated Orc & Goblin armies aren't the only ones to employ Greenskins in battle. The Chaos Dwarfs also use them and as the complete rules are now out it'd be good to use them for the Chaos Dwarfs' slave troops too. To do this you'll obviously need both *Ravening Hordes* and the new Orc & Goblin book. The following changes bring the list up to date:

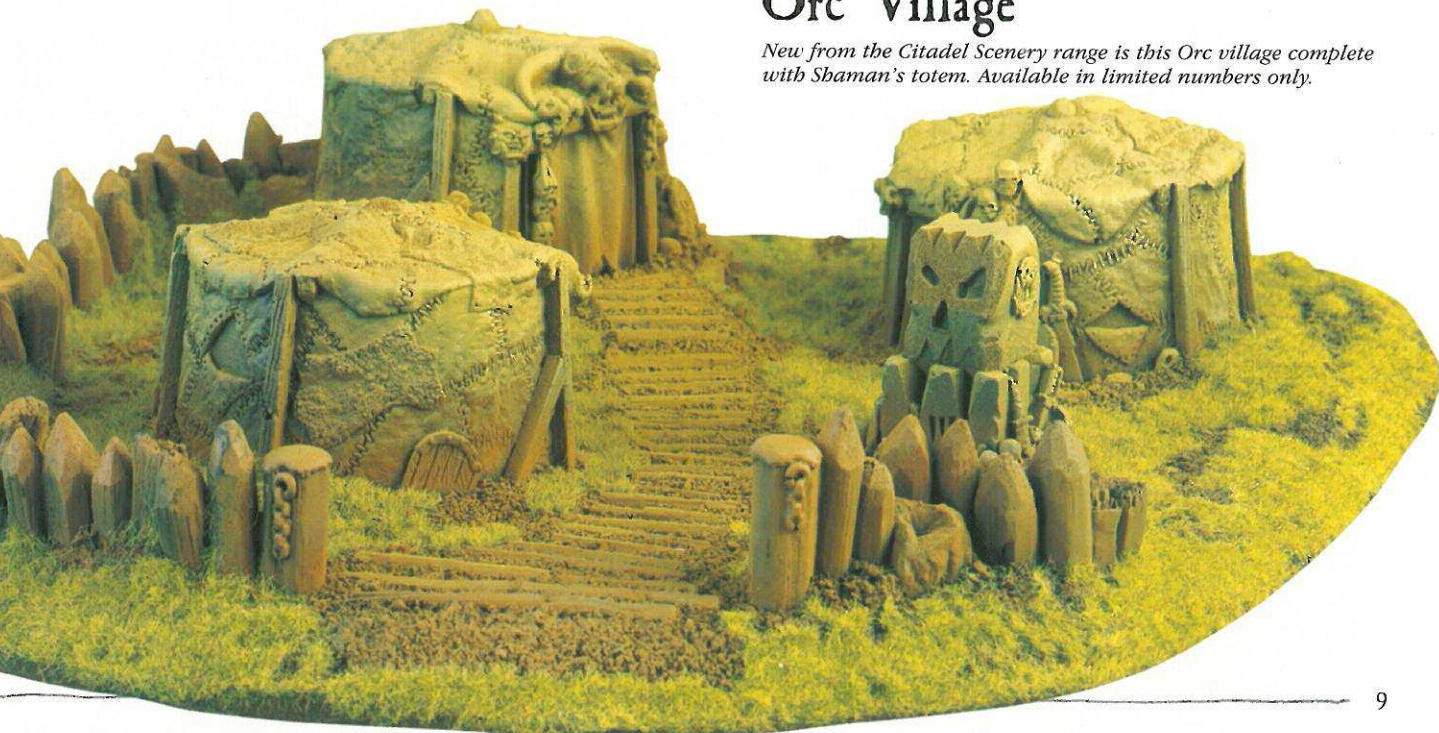
- Replace the Special unit entries in *Ravening Hordes* for Orc Boyz, Goblins and Black Orcs with the following army list entries from the Orc & Goblin Armies book: Goblins, Orc Boyz, Orc Arrer Boyz and 0-1 units of Black Orcs. One unit of Orc Boyz may be upgraded to Big' Uns as per the normal rules in the book. All these units count as Special units in the Chaos Dwarf army.
- Delete special rule 5 about Orcs ignoring panicking Gobbos (this is replaced by full rules from the book).
- Troops described in the Orc & Goblin book follow the rules there rather than the shorthand versions in *Ravening Hordes*.
- Hobgoblins suffer Animosity just as a unit of Goblins would in the Orc & Goblin book. This replaces the Animosity rule in *Ravening Hordes* (special rule 3).

them to get a feel for how the Orcs fight. Or just go with the feeling. If Gork and Mork move you to join the Waaagh!, I wouldn't stand in their way. So let's start practising. Altogether now, "Ere we go, 'ere we go, 'ere we go..."

*Take*

## Orc Village

New from the Citadel Scenery range is this Orc village complete with Shaman's totem. Available in limited numbers only.







# Da Orcs of the



*Black Orcs charge a regiment of Empire Spearmen.*

*Orc Boar Chariots crash into the Empire line.*



# Iron Claw Tribe



Goblin regiments attack the Undead.





# WARHAMMER®

## GRIMGOR IRONHIDE

Nobody knows Grimgor's early history. The only Orc foolish enough to ask quickly joined the former Warboss of the Yellow Eyes in a broken heap in a ditch. Grimgor had staggered out of the Blasted Wastes with a grizzled, bloody and much scarred bodyguard. The few survivors were all tired and hungry, but they were also all Black Orcs and all armed to the teeth. They had clearly seen much combat and some of the blood and wounds were

fresh, but after that first time nobody dared ask. What they lacked in numbers they more than made up for with single-minded brutality. Grimgor easily took over the first tribe he met, conquered the second and annihilated the third.

There was never enough killing for Grimgor.

Even for an Orc, his thirst for battle is exceptional. If he is out of the fighting for a day or so, he starts bloody arguments, his one good eye leering out from a mass of scars to find fault

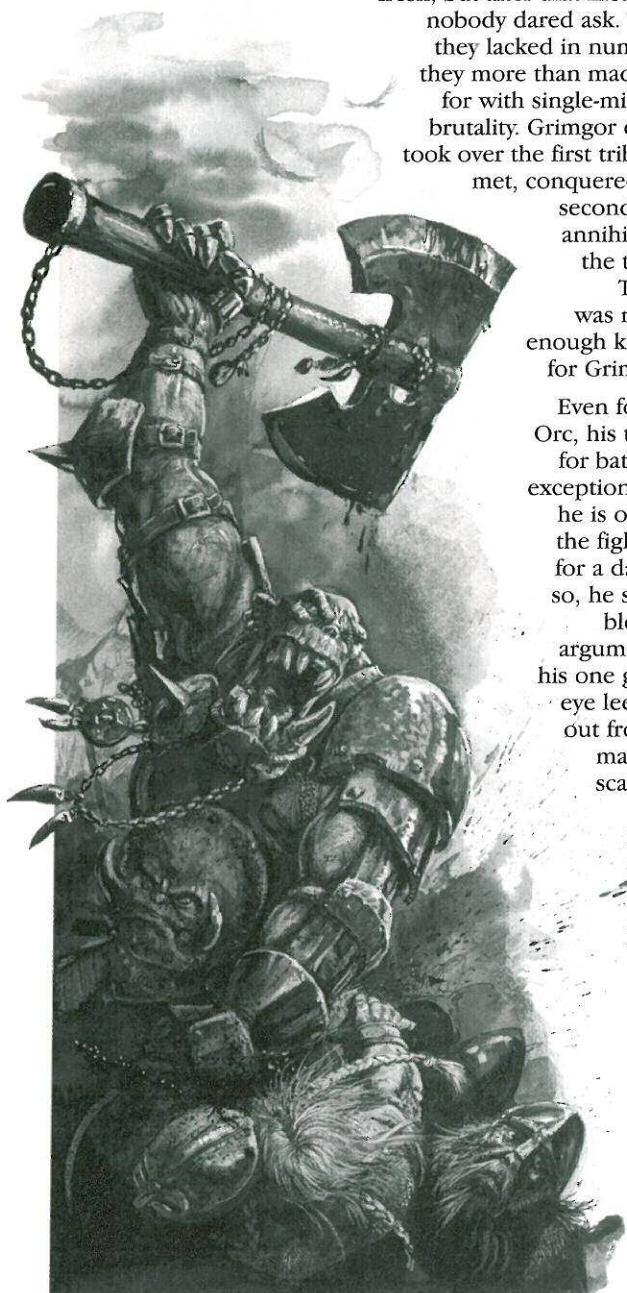
with those around him. Two days and he kills any Gobbos unfortunate enough to come within arm's reach. He seeks nothing less than eternal battle. For an Orc this marks him out as a leader and as a huge Black Orc with a following of more of the same, this marks him out for greatness. Within a month of arriving he had carved himself a small empire in the northern edge of the World's Edge Mountains, always seeking battle, seldom seeking followers though greenskins flock to his banner.

The Dwarfs of Karak-Kadrin were the first of their kin to feel his wrath, and he struck them with insane ferocity. Those he did not kill he captured and tortured, plucking their beards out hair by hair, or heating their armour until they baked alive. He never tried to take the hugely fortified hold itself, content to butcher those that were sent against him until the Dwarfs despaired of their losses and settled down behind their defences to wait out the approaching winter. But Grimgor would not wait and went north once more, down Peak Pass and into Kislev to find fresh victims there.

Though the Kislevites are valiant fighters and well used to the icy grip of winter, the viciousness with which Grimgor attacked sent their forces reeling. They sent three armies to stop him and he slaughtered them all, eating the fallen for lack of other food. Then, as he approached the capital itself, the prayers of the Ice Queen were answered and a blizzard struck the advancing Greenskins. Without warning the army was wrapped in a freezing cloak of whirling ice, stinging the eyes and confusing the senses. The Goblins whined and the Orcs thrashed them forwards, but the way was unclear. All landmarks were lost in the swirling maze of whiteness and after blundering around for a day Grimgor halted the army to sit it out.

It was as well that there were many hundreds of Goblins with the host as Grimgor slew many in his rage and frustration at being halted. Soon the Orc Shamans began to talk of sorcery and that the storm was unnatural. Another day went past and Grimgor ordered the army back towards the mountains. Travelling this way the storm seemed to abate, but each time they turned again to march once more on Kislev the winds whipped up and pelted them with ice. Grimgor returned to the Worlds Edge Mountains in a fury that boded ill for those that stood in his way. As it happened, it was the Skaven of Clan Mors that fell foul of this wrath.

Grimgor had finally decided to find a base from which to strike, and the ancient Dwarf hold of Karak Ungor seemed just the right place to start. Most of the Red Eye Goblins that swarmed through the hold were already followers of Grimgor, and the few that weren't soon learned their mistake. But it was in the deepest tunnels that Grimgor found his real enemy and soon the old workings rang to the sounds of battle. Month after month the battles raged, thousands of Skaven and Greenskins





dying for each room, each corridor. Time and again Grimgor would think the Skaven destroyed, just to stumble on a secret passage hiding yet more of the vermin. With no map and both the Night Goblins and Skaven adding to the already labyrinthine passageways, Grimgor retired to the upper levels, leaving his followers to battle it out in the depths. This was just what he was looking for: a battle that never ended. And thus it is set – in the spring Grimgor leads his followers into Kislev or the Empire, slaughtering all who stand before him. In the winter he retreats to his stronghold in the remains of Karak Ungor, known to men as Red Eye Mountain, and there spends his time murdering the Skaven that infest the lower levels. But there are signs that he grows weary of this and seeks more foes for his axe to cleave. That he may one day fall upon the Empire and not return to Red Eye Mountain. Old wives tell their children to be good lest the Orcs get them, and when they do they think of Grimgor.



## GRIMGOR IRONHIDE

	M	WS	BS	S	T	W	I	A	Ld
Grimgor	4	8	2	5	5	3	5	5	9
Bodyguard	4	4	3	4	4	1	2	1	8

*Grimgor is a Black Orc Warboss. He can be taken as a Lord choice, but will use up one of your Hero choices and a Special choice as well. Taking Grimgor counts as taking a Lord, a Hero and a Special unit. He must be fielded exactly as given here, including his Bodyguard, and no extra equipment or magic items can be bought for him with the exception of expanding the size of the Bodyguard as detailed below. The cost of his magic items and a 9 model Bodyguard is included in his total cost.*

**Points:** 600+ (400 for Grimgor, 200+ for Bodyguard).

**Weapons:** The magical axe Gitsnik.

**Armour:** The magical Blood-forged Armour.

### SPECIAL RULES

**Ignore Greenskin Animosity; Quell Animosity.**

**He's da Boss:** Grimgor must be your General, regardless of the Leadership value of any other characters in your army.

**Hatred:** Grimgor and his Bodyguard *bate* everyone.

**Awesome fighter:** Grimgor fights with a bloodthirsty and merciless efficiency that is all but unstoppable. Consequently, if Grimgor is still alive at the end of a close combat round in which he fought, add +2 to the combat resolution of his unit in addition to all normal bonuses. However, if this bonus applies then such is his foes' rush to put as much distance as possible between themselves and the rampaging monster that enemy units which do break and flee from close combat with Grimgor will move 3D6" regardless of their normal Movement rate. If they fail to rally, subsequent flee moves will be at their normal rate.

**Bodyguard:** Grimgor is *always* accompanied by a Bodyguard of equally scarred and grizzled Black Orc veterans from his days in the wastes. He may not leave this unit. The following rules apply.

- The Bodyguard must be at least 9 models strong, not counting Grimgor. The points for the first 9 models are

included in the cost above. Up to 10 more Black Orcs may be added to the Bodyguard at a cost of +13 points per additional model.

- The Bodyguard is equipped with choppas, additional hand weapons and heavy armour.
- The Bodyguard has a Musician
- The Bodyguard has a Standard Bearer who carries the magical Blasted Banner. The unit carried this all the way from the Blasted Wastes and they're not going to lose it now! The Bodyguard (and Grimgor) is *stubborn* whilst they retain the banner.
- The Bodyguard is in addition to the one unit of Black Orcs you are normally allowed in your army. This means that an army led by Grimgor may have up to two units of Black Orcs in total.
- No characters, except Grimgor, may join his Bodyguard. Grimgor may not leave it.
- When setting up a game, Grimgor and his Bodyguard deploy at the same time as other characters.

### MAGIC ITEMS

#### GITSNIK

*This large and blood spattered axe, whose name means simply 'foe killer', has many charms and pouches chained to its haft. These contain powerful sorceries woven by mighty Orc Shamans that enable Grimgor to wield Gitsnik with blurring speed.*

The axe Gitsnik gives Grimgor +2 Strength. In addition, Grimgor always attacks first.

#### BLOOD-FORGED ARMOUR

*Battered, scarred and twisted, just like its wearer, the Blood-forged Armour has served Grimgor well in many battles.*

Gives Grimgor a 1+ Armour save and a 5+ Ward save.

#### MORK'S ALL-SEEING EYE

*This small but potent artefact hangs from Grimgor's armour, the spoils from a victorious head-butting contest with Mork himself (Grimgor claims). Through this talisman Mork watches over Grimgor and protects him from enemy spells.*

The Eye gives Magic Resistance (1) to Grimgor and his Bodyguard (see page 114 of the Warhammer rules).



# WARHAMMER® REGIMENT SETS

ALL REGIMENT SETS COST £12

**W**arhammer Regiment Sets are the best way to collect or add to a Warhammer army. All of the Regiment Sets are Core units so they will form the basis of your army. Each set contains a variety of plastic legs, torsos, arms, heads and weapons along with lots of optional parts like extra weapons, shields, cloaks and pouches. This allows for a great variety of poses and detailing.

Many sets also have extra parts like gravestones, mushrooms or even rats!

Each set in the range includes the parts to build a Leader, Standard Bearer and Musician model. As all the models are made up of multi-part plastic components, converting couldn't be easier. In fact, many parts are interchangeable with those of other Regiment Sets.

## WARHAMMER



### EMPIRE KNIGHTLY ORDERS

There are many Knightly Orders in the Empire. The most famous Orders are the Reiksguard, the Knights Panther and the Knights of the White Wolf. The Knightly Orders set gives you enough models and bits to make a regiment of any of the above Orders, or if you like you can invent your own Knightly Order.

**The Empire Knightly Orders Regiment Set contains:**

8 Knights (including parts to make a Champion, Standard Bearer & Musician).

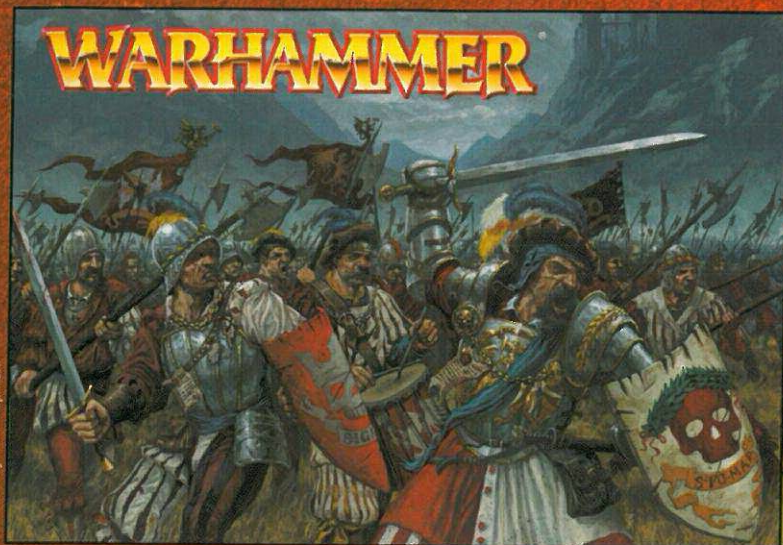


(Left) A regiment of Knights Panther.

(Right) A regiment of Reiksguard Knights.





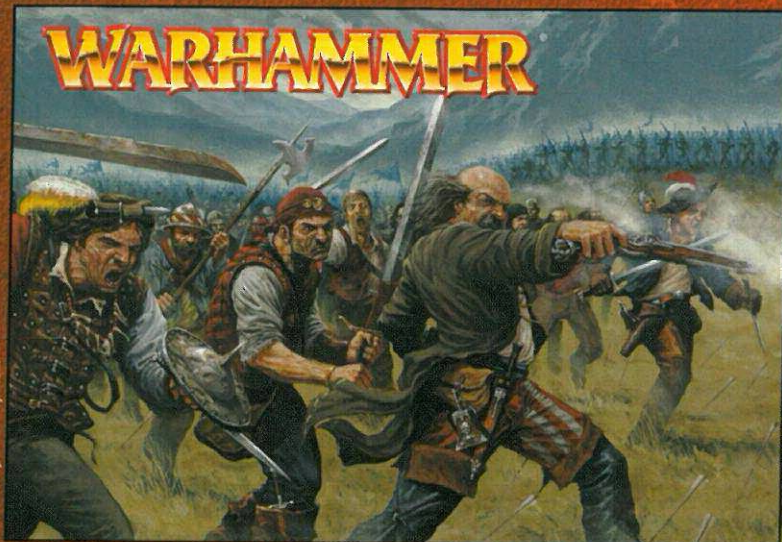


**The Empire Soldiers Regiment Set contains:**  
 19 Empire Soldiers (including Champion, Standard Bearer & Musician).



## EMPIRE SOLDIERS

The armies of the Empire are professional, well-disciplined and led by some of the finest generals in history. A typical Empire army is based around units of highly trained Halberdiers or Swordsman. This boxed set gives you the option to arm your unit with either swords or halberds.



**The Empire Militia Regiment Set contains:**  
 20 Empire Militia (not including Champion, Standard Bearer or Musician).



## EMPIRE MILITIA

The Empire Militia is made up of local militia, civilians whose homes are under threat, adventurers, bandits and other dregs of society, all pressed into service to meet the needs of the Empire. This boxed set gives you the option of arming your unit as a Free Company or splitting it into smaller units armed with bows or crossbows.



**The Chaos Warriors Regiment Set contains:**  
 12 Chaos Warriors (including a Champion, Standard Bearer & Musician).



## CHAOS WARRIORS

Chaos Warriors gather together in bands to ravage and plunder the lands of the Old World, all in the name of their dark gods. The Regiment Set contains enough weapons to arm your Chaos Warriors with halberds or hand weapons and shields.





## GOBLIN WOLF RIDERS

Goblin Wolf Riders are vicious opponents, the howling of their wolves barely audible over the cackling of the Goblins as they pursue their prey. Mounted on feral, snarling Giant Wolves they are able to harass the enemy battle line at any point. The Regiment Set gives you the parts to arm your Wolf Riders with either shortbows or spears.



The Goblin Wolf Riders Regiment Set contains:  
10 Goblin Wolf Riders (including Champion, Standard Bearer & Musician).



## NIGHT GOBLINS

The subterranean Night Goblins emerge from their dark network of mountain tunnels and gather into large mobs for battle. Whilst not the toughest of fighters, their sheer numbers, as well as the Fanatics hidden in their ranks, often give an opponent cause to stay clear. The Regiment Set gives you the option to arm your Night Goblins with spears or short bows.



The Night Goblin Regiment Set contains:  
20 Night Goblins (including Champion, Standard Bearer & Musician).



## ORC WARRIORS

Orcs excel at close combat, and boast some of the toughest warriors in the Warhammer world. In battle, they wield huge weapons known as 'choppas'. These great cleavers are far larger and more dangerous than the mere swords and axes of Men. The Regiment Set contains enough weapons to arm your Orcs with choppas, spears or even with a weapon in each hand!



The Orc Warriors Regiment Set contains:  
19 Orc Warriors (including Champion, Standard Bearer & Musician).





**The Skeleton Warriors Regiment Set contains:**  
 20 Skeleton Warriors (including Champion, Standard Bearer & Musician).

## SKELETON WARRIORS

Skeleton Warriors are long dead soldiers raised again to serve their evil Undead masters in battle. Regiments of horrifying Skeletons form the core of the Undead armies from Khemri in the south or those of the dark domains of the Vampire Counts. The Regiment Set allows you to raise a unit of Skeleton Warriors armed with spears or hand weapons and shields.



**The Zombie Regiment Set contains:**  
 20 Zombies (including Standard Bearer & Musician).

## ZOMBIES

Zombies are corpses brought back to unlife by foul necromancy. Animated by the will of a dark sorcerer, they are slaves to his slightest whim. Their necromantic overlords drive them into battle in their thousands, using them to exhaust the armies of their enemies. The Regiment Set allows you to raise a unit of Zombies.



**The Skaven Clanrat Regiment Set contains:**  
 20 Skaven Clanrats (including Champion, Standard Bearer & Musician).

## SKAVEN CLANRATS

Clanrats form the vast bulk of the Skaven armies that pour forth in times of war. Individual Skaven are vicious but rather cowardly. In huge hordes, however, they turn into an unstoppable mass. The boxed set gives you the option to arm your Clanrats with spears or swords and shields.





# The Teeth of the Empire

## MILITIA

Empire Free Companies are made up of local militia seeking to defend their homes and bands of roving adventurers looking for fortune and excitement in battle. Skilled in street fighting, they are tough opponents indeed.

The Empire Militia boxed set enables you to equip your troops as Free Companies with hand weapons or as Archer and Crossbowman regiments to rain death upon the enemy from afar.



## FLAGELLANTS

Flagellants are mad harbingers of doom, prophets of death and destruction. They whip themselves into a religious frenzy before a battle, becoming utterly fearless. Wielding great flails and spiked clubs, they smash into the ranks of the foe, wailing and chanting their incessant babble of prayers and pleas to Sigmar.

Their presence in an Empire army is rarely welcomed since they can unsettle the regular troops with their prophecies of doom. No general, however, can deny their fighting ability and toughness in battle.



A Wizard of the Lore of Fire blasts a marauding Chaos warband.



## ENGINEERS

Expertise with blackpowder weaponry makes Master Engineers invaluable assets for any Empire General. If, that is, they can be convinced to leave the safety of their universities for the danger, hardships and discomfort of the battlefield.

Skilled in the use of artillery, the presence of an Engineer in an Empire artillery battery will cause fear in the hearts of the enemy as cannon balls and mortar shells rain down on them with unerring accuracy.



*Engineer with  
repeater handgun*



*Engineer with  
repeater pistol*



*Engineer with  
Hochland long rifle*

## WIZARDS

This month, six new Empire Wizards are released to help you gain magical mastery on the battlefield. As you can see here, these models can be painted in different colour schemes to represent the different Lores of Magic which they follow.

Empire battle magic ranges from such incredibly destructive spells as 'The Comet of Cassandra' to spells with far more subtle effects such as the Lore of Metal spell 'Bane of Forged Steel'.

This combination of subtlety and brute force makes Empire magic very powerful indeed. So, whatever your preferred style of magic, the Wizards of the Empire should have something for you.

*Look out for a magic summary sheet in an upcoming White Dwarf, for quick and easy in-game reference – Fat Bloke.*



*Wizard of the  
Lore of Shadows*



*Wizard of the  
Lore of Fire*



*Wizard of the  
Lore of the Heavens*



*Wizard of the Lore of Death*



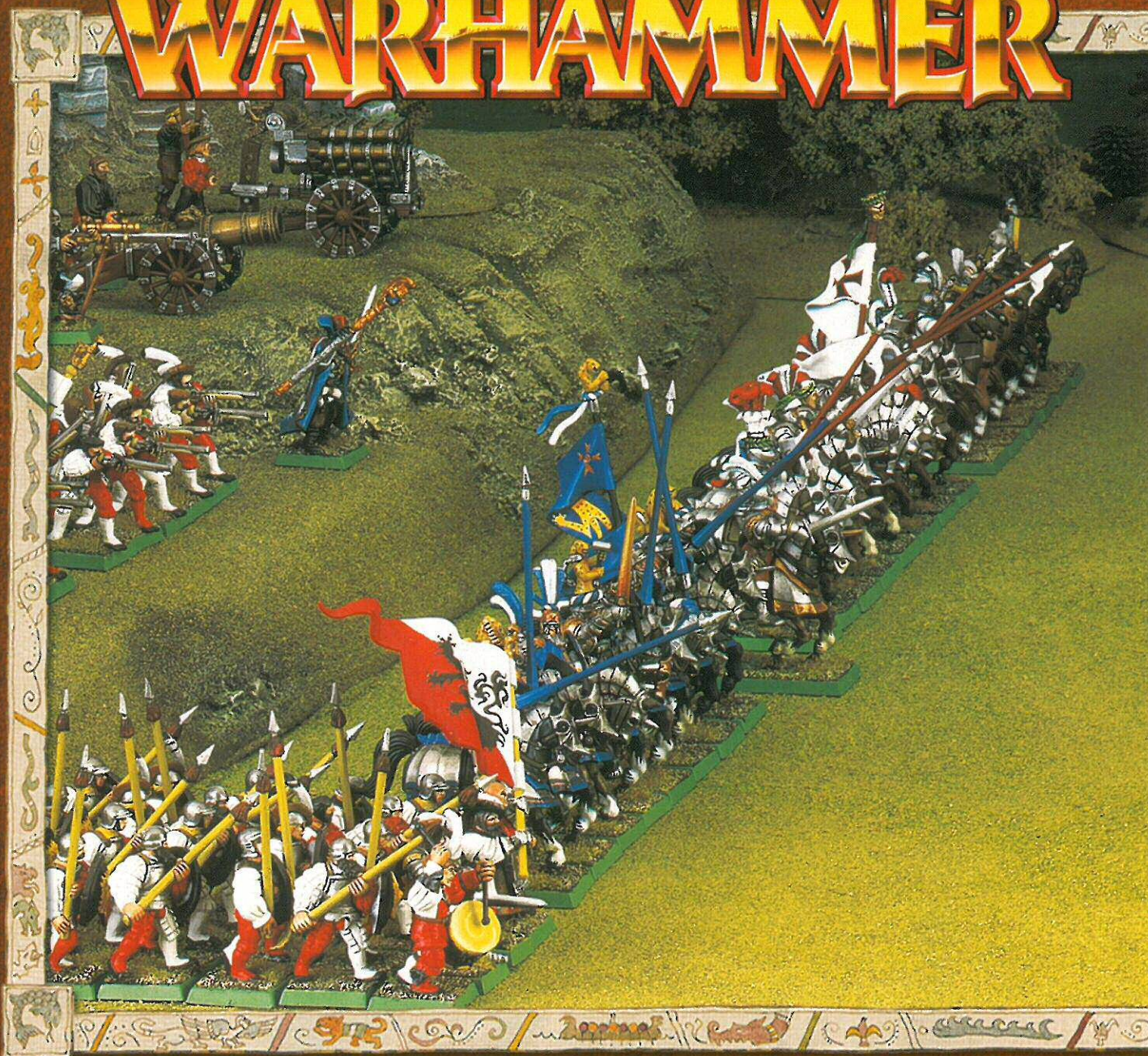
*Wizard of the Lore of Light*



*Wizard of the Lore of Life*



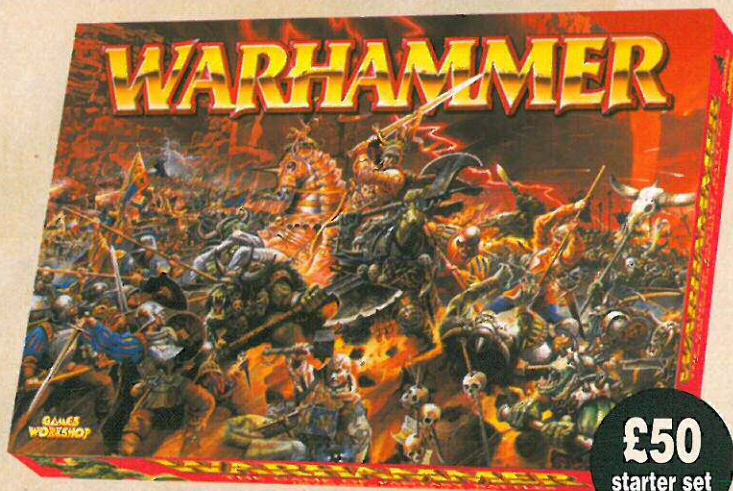
# WARHAMMER



**W**arhammer is a tabletop game for two or more players where you become the fearless commander of a mighty army – assembling and painting your own army in readiness for battle!

The huge starter set contains the following:

- 288 page rulebook
- 38 Empire Soldiers
- 1 Empire Cannon
- 1 Empire General
- 1 Orc Warboss
- 35 Orc Warriors
- 1 Orc War Chariot
- 1 ruined building
- 3 weapon templates
- 8 assorted dice
- 2 range rulers



**£50**  
starter set



# THE GAME OF FANTASY BATTLES

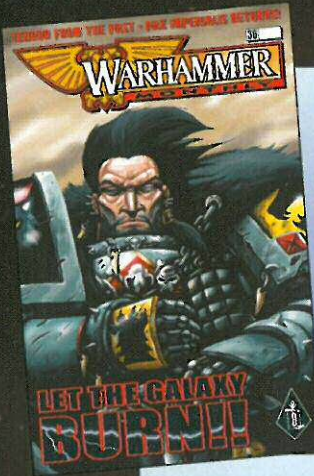


Citadel Miniatures supplied unpainted and unassembled.





# THE BLACK LIBRARY PRESENTS



## WARHAMMER MONTHLY 36 – The All-Action Comic

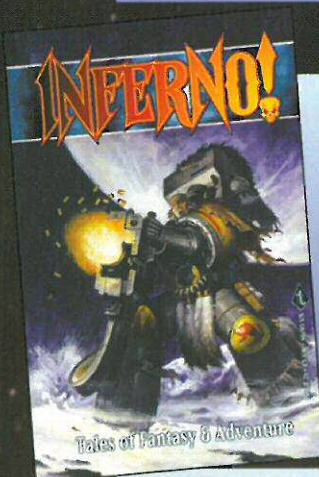
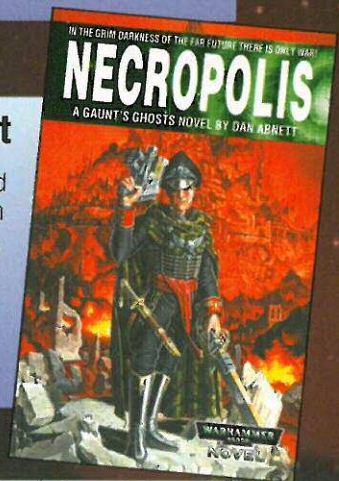
In this month's action-packed issue of Warhammer Monthly: Sister of Battle Ephrael Stern returns to Gathalamor, but what is waiting for her there? Gravier begins his search for Inquisitor Defay in Book Two of Inquisitor and also features on the cover. Plus: Kal Jerico: The Nemo Agenda continues and there's more mayhem in Mordheim with Ulli and Marquand. All this, plus interviews, features and much more...

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## NECROPOLIS – A novel by Dan Abnett

On the shattered world of Verghast, Gaunt and his Ghosts find themselves embroiled within an ancient and deadly civil war as the mightiest of hive cities is besieged by an unrelenting foe. When treachery and chaos bring the city's defences crashing down, rivalry and corruption threaten to bring the Ghosts to the brink of defeat. Imperial Commissar Ibram Gaunt must find new allies and new ghosts if he is to save Vervunhive from the deadliest threat of all – the dread legions of Chaos.

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## INFERNO #21 – Tales of Fantasy and Adventure

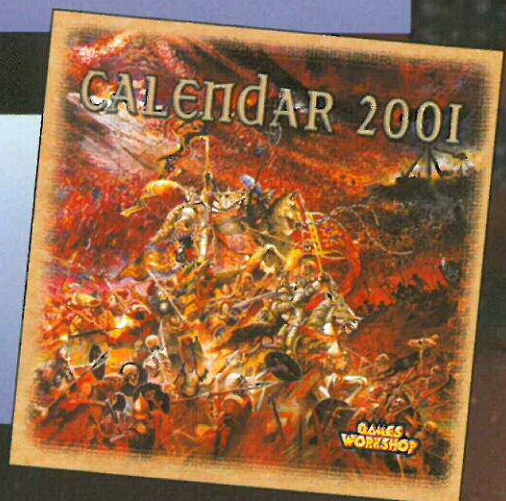
The carnage continues in this month's bolter-blasting anthology of thrill-packed short stories and comic mayhem. 'Red Rain', a brand new story by Dan Abnett, kicks off the action. Also inside you'll find the latest Tale From The Ten Tailed Cat: The Scribes Tale, as well as 'The Sound Which Wakes You', short fiction by Ben Chessell. All this and much more wrapped in a stunning Space Wolves cover!

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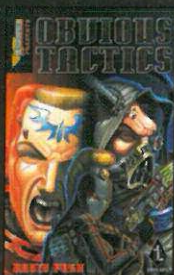
Put the coolest imagery around on your wall this year with the Black Library's fantastic calendar. This year we're planning to release a Warhammer calendar. So whether you're a Bretonnian Knight or a Dwarf Lord you can be up to date with the world of fantasy gaming. The Games Workshop 2001 calendar features art work from the likes of John Blanche and David Gallagher.

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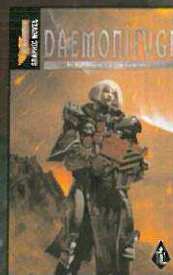
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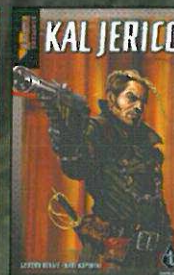
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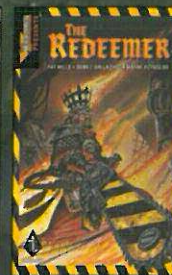
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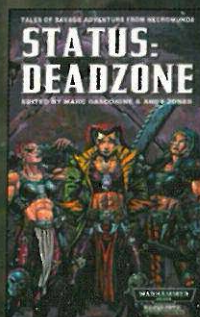


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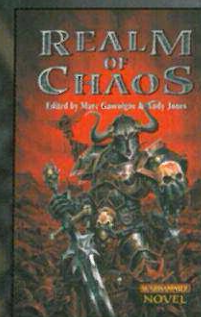


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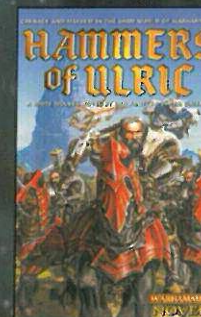
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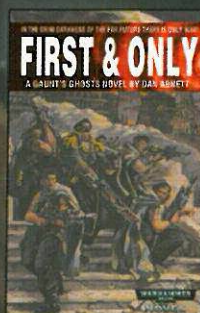
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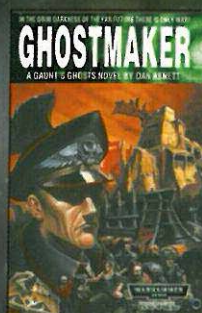
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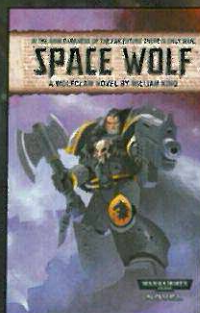
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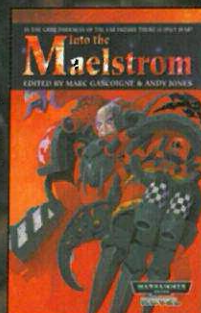
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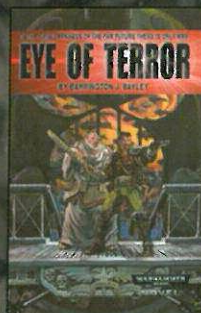
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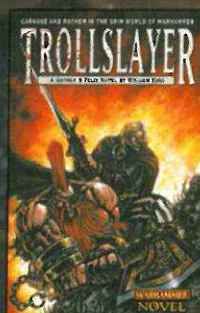
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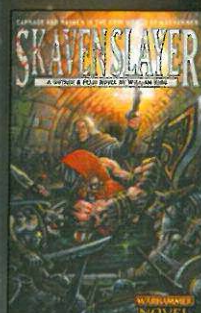
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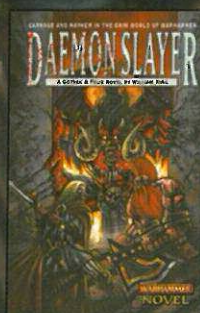
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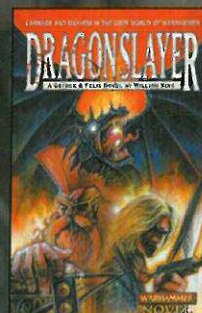
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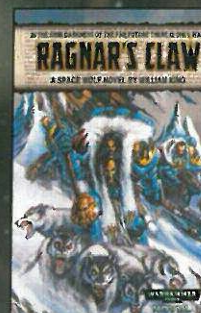
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# LET THE GALAXY BURN !



# Index Astartes



A series focusing on the  
Imperium's finest warriors,  
the Space Marines of the  
Adeptus Astartes

## BLOOD FRENZY

The Flesh Tearers  
Space Marine Chapter

by Matthew Sprange  
and Gav Thorpe

The Flesh Tearers Chapter was created during the Second Founding, from the Blood Angels Legion. The Flesh Tearers possess the same savagery and fearsome reputation as the Blood Angels, but have also inherited the Black Rage. Indeed, the Black Rage has become more apparent and it is now only a matter of time before the entire Chapter is consumed.

### Origins

---

During the terrible, bitter fighting of the Horus Heresy, the Blood Angels' Primarch, Sanguinius, was killed by the Warmaster Horus in the Emperor's assault on the traitor's battle barge. The psycho-genetic after-effects of this trauma were not fully realised until later – the resulting Black Rage flaw had yet to be recognised. So, according to the dictates of the Codex Astartes, the Blood Angels Legion of Space Marines was broken into Successor Chapters, each numbering around 1,000 battle brothers and in possession of a fraction of the old Legion's geneseed stock. One of these Successor Chapters was the Flesh Tearers.

Following the dreadful slaughter of the battle on Terra, the Flesh Tearers were granted a single battle barge, *the Victus*, and immediately headed off into deep space with orders to crush any remaining rebel strongholds. For three millennia the battle barge was directed to the loneliest regions of galactic space, the Flesh Tearers Space Marines on board crusading against worlds still loyal to the dead Warmaster and ruthlessly driving back any alien incursions that crossed their path. During this time of exploration and battle, the Flesh Tearers gained a reputation for outright savagery, far outstripping the rumours surrounding their parent Chapter, the Blood Angels. Even the distant High Lords of Terra heard tales of whole populations slaughtered whenever traitorous followers of the fallen Warmaster were found, and entire convoys of ships destroyed when they tried to flee the Flesh Tearers' bloody retribution.

But the galaxy is a huge place and communications can be unreliable. The High Lords ruling the Imperium in the Emperor's name saw the amount of previously hostile worlds pacified by the Flesh Tearers' actions and in this time of rebuilding after Mankind's dreadful civil war, they were satisfied and did not look too closely.

The Flesh Tearers Chapter journeyed through space on board the *Victus*, dispensing the Emperor's fearsome justice to all who would stand against His rule. Taking centuries in its course, the battle barge navigated its way through the far western reaches of the galaxy, intent on sweeping clear the increased alien presence rumoured to be found there. The Flesh Tearers eventually discovered the isolated and forgotten world of Cretacia.

### Home world

---

The oversized world of Cretacia was the fourth planet in a system of seven, and at first approach it appeared to be uninhabitable. Finding Cretacia perpetually shrouded in dense cloud, the Flesh Tearers effected landings on the planet to discover what lay below. What the Marines discovered was a planet to rival to any deathworld known in its lethality to human life.

A trackless landscape of dense jungles and steamy swamps



harboured many vicious reptilian, amphibious and insectoid forms of life. Many Space Marines were lost to these hostile creatures on the first day before effective perimeters could be established. Even so, patrols still reported casualties from insects as big as men with sharpened proboscises that could penetrate power armour, huge reptilian predators, almost as large as Scout Titans, that ripped through entire squads, and gigantic herbivores that could easily crush an unwary Space Marine with a massive foot.

The Flesh Tearers quickly fought back against these immense creatures. Squads were engaged in hunts to cull as many of the native monsters as possible, ostensibly to clear more landing areas, though garrulous Imperial Scholars now speculate that these hunts were for no other reason than to satiate the Flesh Tearers' lust for killing. As the patrol squads ranged further through the jungles and swamps, incredibly, humans were found.

The humans discovered were apparently descended from some long lost colony originally formed millennia ago during the Dark Age of Technology, but had since devolved into an extremely primitive state. Lacking all but the most rudimentary aspects of a language, these primordial humans had somehow managed to not only adapt to living amongst the titanic monsters that roamed Cretacia, but to actually thrive in the hostile environment. They proved to be incredibly strong and had superior reflexes to compensate for their more limited intellects, giving rise to a race that was fierce enough to defend itself against the largest of the creatures that preyed upon them.

The Flesh Tearers promptly rounded up hundreds of the ferocious humans and the Chaplains and Sanguinary Priests of the Chapter set to work, testing their minds and bodies in soul-destroying trials to determine any evidence of corruption caused by their long isolation from the Master of Mankind. Though extremely backward and primitive, the Flesh Tearers deemed them free of deviancy.

Chapter Master Amit saw the value of Cretacia. The inhospitable terrain and deadly creatures provided an ideal testing ground for his troops, whilst the primitive humans already inhabiting the world could easily be moulded into potential battle brothers. Declaring Right of Conquest, Amit founded a permanent home for his Flesh Tearers.

## Geneseed

The Flesh Tearers dropped the Blood Angels' practice of blood transfusions to new recruits when they split from the Legion after the Heresy, but by this time Sanguinius' pain had already become so bound within the Chapter's geneseed itself that they could not escape the effects of the Black Rage. Indeed, the Black Rage seems to have become more uncontrollable, perhaps because of their isolation or a change in their gene-replication practices. It has now become apparent that the Flesh Tearers' geneseed has mutated a great deal over the past ten thousand years and degenerated vastly. Every year, more and more Flesh Tearers succumb to the Black Rage, with very few being able to survive more than two hundred years before the Curse of Horus overtakes them. Cretacia has provided the Flesh Tearers with a good source of recruits in the past, as the primordial humans make excellent potential Space Marines; only a small percentage of them reject the genetic modifications that make a Space Marine superhuman, while their simple minds are easily adapted to the mental

## SETH, CHAPTER MASTER OF THE FLESH TEARERS. GUARDIAN OF THE RAGE

Chapter Master Seth has presided over the Chapter of the Flesh Tearers for over 100 years. In his time he has experienced many great victories, but has also seen too many of his battle brothers fall to the Black Rage. He has earned a great degree of enmity with most other Imperial armies he has fought alongside. Imperial Guard and Adepta Sororitas commanders are often simply ignored, whilst other Marines grow frustrated with Seth's impetuous desire to instantly destroy all enemies.

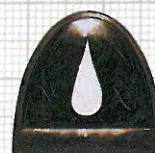


In battle, Seth can always be found in the vanguard of his forces, leading his Marines through incredible acts of savagery and bloodshed. When the Flesh Tearers' presence is not required on the battlefield, he becomes stern and dour, forever preoccupied with the doom he now believes is impossible for his Chapter to avoid.

Chapter Approved Access Level: Ω Iltica

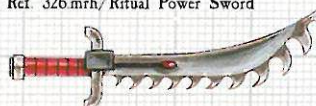
Flesh Tearers, M.31

Imp. ref. 459 pft/Ritual flaying knife  
(cross ref. Heretic Cults)

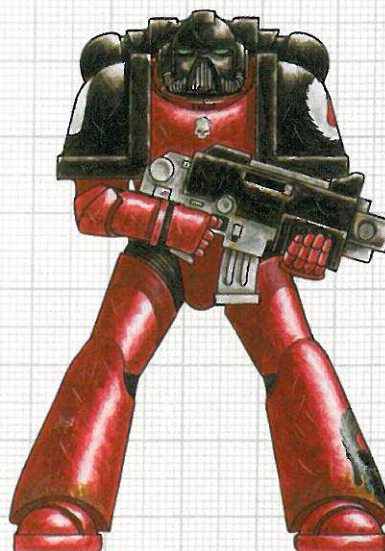


IA ref. 543/f  
5th Co.

Ref. 326.mrh/Ritual Power Sword



IA ref. 456/6  
Chapter marking



Mk VII Adeptus Astartes Power Armour



Imp. ref. 354.siaf/  
Delta Nine  
army badge



Imp. ref.  
795.rt/  
Chain-axe

Thought for the day: The strong are strongest alone

Imp. ref. 001/435 Codex Retrieval File G8



## CARNARVON, HIGH CHAPLAIN OF THE DEATH COMPANY, WATCHER OF THE LOST

The High Chaplain of the Death Company, Carnarvon, bears a terrible responsibility, as it falls to him to watch over all 400 remaining Space Marines of the Flesh Tearers Chapter for the onset of the Black Rage. This is a position he has occupied for nearly 250 years and it is whispered by many that the strain of watching so many of his friends and comrades descend into the Rage, becoming raving lunatics hungry only for blood, has started to take its toll on his sanity. At this time, he has the final word as to who must be inducted into the Death Company and which of those Marines must be permanently incarcerated in the Tower of the Lost when they fall so far into madness that even he cannot control them. When not in combat, Carnarvon spends most of his time within the Lost Tower, watching over his charges, ostensibly to find a path that will allow them to rejoin the Chapter. However his constant secrecy has a great many of the Flesh Tearers questioning his motives.



conditioning all Space Marines undergo. However, even this supply of battle brothers has proved insufficient as the Flesh Tearers defective geneseed accelerates in its degradation.

This has increased the burden on the Chaplains and Sanguinary Priests whose responsibility it is to restrain brethren whose violent and uncontrollable behaviour forces them to be kept apart from other Marines. They are habitually locked away in a purpose-made prison known as the Tower of the Lost, located many miles from the main stronghold of the Fortress-monastery. The victims of the Black Rage imprisoned within the Tower of the Lost constantly howl their fury at the walls surrounding them, their wailing cries competing with the roars of the huge creatures that prowl the swamps around the Tower. The Chaplains and Priests constantly search and experiment, anxious to discover a cure for their lost brothers and bring them back into the Chapter, knowing all the time that the Black Rage will soon consume them as well. It is the duty of the Librarians of the Flesh Tearers to travel widely, desperate to find the ancient and sacred texts which they believe must exist, in the hope of finding lasting salvation from their curse.

### Combat Doctrine

The Flesh Tearers are considered by Imperial strategists to be the epitome of a dedicated assault force. Those who have actually witnessed their bloodthirstiness in action, however, report of seemingly calculated brutality and savagery on an unparalleled level. A Flesh Tearers army in battle seeks nothing more than to rush towards the enemy with all haste in an effort to tear them apart with chainswords and power fists and, if need be, their bared hands and teeth.

Heavy weapons and armoured vehicles are eschewed in all but the very largest of armies, as the barely controlled blood lust that arises in every battle drives each Flesh Tearers Space Marine forward to destroy their enemies in close combat. The extremely limited vehicle resources of the Chapter tend to be concentrated on transports such as Rhinos and Razorbacks, as the Flesh Tearers prefer to surge forwards and take the enemy with bolt pistols and power axes.

When confronted by enemies who cower within bunkers and fortifications, the Flesh Tearers employ short-ranged melta weapons, power fists and even their own raw strength. Once unleashed, they will permit nothing to stand between themselves and the gratification they can find only in close combat. There have been occasions, though none well documented, when allied forces have accidentally interposed themselves between the Flesh Tearers and their foe. The Flesh Tearers remain unrepentant to this day regarding the savage consequences of this folly.

The terrible violence that follows a Flesh Tearers army has made many other forces of the Imperium extremely wary of fighting alongside these Space Marines. Carefully laid plans can be shattered by the Flesh Tearers' eagerness for combat, and their bloodthirsty actions on the battlefield have sickened even veterans of countless wars. The Chapter has been under almost constant Inquisitorial investigation following the Kallern Massacres of M.36, and some Imperial Guard officers have dared to refuse the dubious honour of fighting alongside the Flesh Tearers, particularly after rumours started to spread concerning their vindictive assaults on entire planetary populations during the Arcata Uprising of M39.





Relatively few forces have fought alongside the Flesh Tearers more than once. Claims regarding their unnatural behaviour during their Feast of Victory, during which many enemy prisoners disappear, have meant that few force commanders are willing to stay in the vicinity once the fighting is finished.

## Organisation

Though originally formed within the dictates of the Codex Astartes, the Flesh Tearers have been ravaged by the curse of the Black Rage and now number barely four full companies. Unless some salvation can be found, their numbers may be halved within the next millennium.

Though the Chapter tries to adhere to the Codex Astartes, adjustments to the structure of their companies have been necessitated by their depleted numbers. All four are considered to be 'Battle Companies' with no reserves being present anywhere in the Chapter. Each Marine is fully expected to be proficient in Tactical, Assault and even Devastator duties, as well as being skilled in the operation of all the Chapter's remaining vehicles. In theatres of war, individual squads will rapidly change their role to suit the mission and equipment on hand. In addition, the 1st Company, breaking from the tradition of most Space Marine

Chapters, is not a pure veteran force, as so few Flesh Tearers are able to withstand the pressure of the Black Rage long enough to gain such status. Instead, individual squads of Veteran Marines are formed within each company out of the most accomplished warriors they have.

The Flesh Tearers' fleet is also comparatively small, with the battle barge *Victus* being their only major warship. The *Victus* is millennia old, but has been kept in fighting condition and is capable of transporting the entire Chapter. A far more common sight for the enemies of the Emperor are the seven rapid strike vessels which the Chapter keeps in operation. Each has been modified to carry an entire company.

## Battlecry

The Flesh Tearers have developed a dreadful cry when they charge that, amplified by their power armour's vox-systems, has been known to stun lesser enemies into utter submission. To date there have been no recordings made of their cry, though the few survivors of their assaults have described it as a wailing sound that drove deep into their minds, bringing to the fore an absolute terror that made it almost impossible to halt the Space Marines' brutal assault.

# USING A FLESH TEARERS ARMY IN WARHAMMER 40,000

A Flesh Tearers army is chosen using the list in Codex Blood Angels, with the following exceptions and special rules:

## Limited Resources

As Flesh Tearers forces tend to have little in the way of armoured vehicles, only one tank (Predator, Whirlwind, Vindicator or Land Raider) may be chosen for each detachment. You are, however, unlimited in the number of Rhinos and Razorbacks you may choose to take.

## Death Company Dreadnoughts

There are many renowned heroes within the ranks of the Flesh Tearers, and whilst the Sanguinary Priests have had some successes in restraining the Black Rage of the ancient warriors entombed within the Dreadnought hulls, it is inevitable that, sooner or later, they will succumb to Sanguinius' Pain.

Only one Dreadnought or Furioso Dreadnought (one in total not one of each) may be taken within a Flesh Tearers army. However, you may take as many Death Company Dreadnoughts as you wish, within the normal limitations of the Force Organisation chart and the points value of the army. A Death Company Dreadnought counts as an Elites choice.

## The Call of the Black Rage

Flesh Tearers suffer from the genetic defect of the Black Rage even more so than the other Blood Angels successor Chapters. Its veteran fighters are very prone to its affects and frequently suffer the curse before a battle. When rolling for the Death Company, the first model removed from a unit must always be its Sergeant. In addition, Command, Veteran and Terminator squads roll again on a roll of 5 or 6 rather than just a 6.

## DEATH COMPANY DREADNOUGHT

	Points	Armour:							
		WS	BS	S	Front	Side	Rear	I	A
Dreadnought	135	4	4	6 (10)	12	12	10	4	3(4)

**Type:** Walker.

**Crew:** One Space Marine.

**Weapons:** Two Dreadnought close combat weapons (bonus attack already included in the profile above), one storm bolter and one meltagun.

**Options:** The storm bolter may be upgraded to a heavy flamer at an additional cost of +10 pts.

Note that Death Company Dreadnoughts have no vehicle upgrades (extra armour is redundant and they are too crazed to use searchlights or smoke launchers).

## SPECIAL RULES

**Tear Attack:** A Death Company Dreadnought can use its two close combat weapons to tear apart enemy vehicles and therefore rolls 2D6 + Strength when working out armour penetration against vehicles.

**Black Rage:** A Death Company Dreadnought must move towards the enemy as fast as possible, and must assault an enemy within range in the Assault phase.

**Rampage:** It is nearly impossible to stop a Death Company Dreadnought once it is in battle as it simply ploughs into the enemy, disregarding any danger or damage. The Dreadnought therefore ignores any 'Crew Shaken' or 'Crew Stunned' results on the Damage table.



# BATTLE FORCE VICTUS

## NEIL HODGSON'S FLESH TEARERS SPACE MARINES



The Death Company tear into a Night Lords Chaos Space Marine position.



# PAINTING GUIDE



Red Gore



Chaos Black



Skull White



Boltgun Metal



Land Speeders skim above the canopy of Cretacia.



A 'Furioso' Dreadnought supports his brethren.





# WARHAMMER

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- 10 Goblin Wolfboyz including champion, musician and standard bearer
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- 1 Empire Cannon/Mortar
- 20 Empire Militia
- 20 Empire Soldiers including champion, musician and standard bearer
- 1 Master Engineer
- 1 mounted Empire Wizard
- 1 Empire Wizard on foot
- 1 Warrior Priest
- 9 Empire Greatswords including champion, musician and standard bearer

**£100**





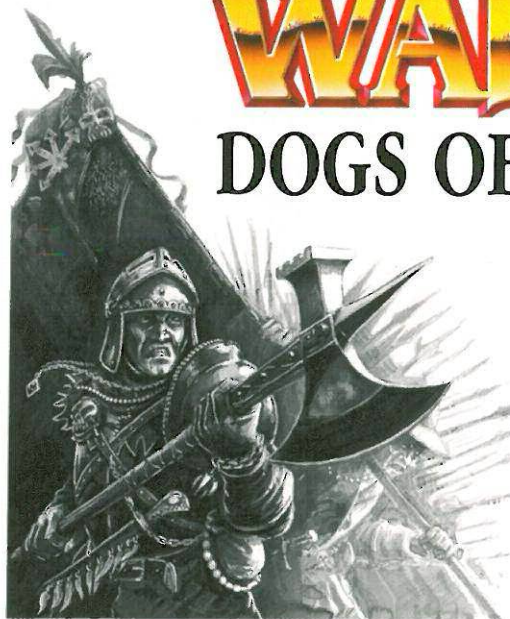
# WARHAMMER®

## DOGS OF WAR – ARMY FOR HIRE

By Alessio Cavatore

*This is a tale of the Warhammer world – of warlords and bandits, of sell-swords and freebooters, and of brave adventurers who willingly risk all upon the battlefield for the chance to win measureless riches.*

*They are the Dogs of War! This army list is part of the Ravening Hordes project, a temporary list that allows veteran players to incorporate Dogs of War into their armies. It's a list which will prove useful to any Warhammer player, whether he wishes to incorporate new mercenary units into an existing force, or raise an entire Dogs of War army.*



The Tileans are back!

Unlike other Warhammer armies, the Dogs of War do not come from a particular place, nor do they comprise a particular race, although men do feature very strongly amongst their number. They are bands of warriors who live by fighting – fighting for pay, fighting for adventure and, most importantly of all, fighting for the chance to win fabulous wealth. Some are merely bandits, pirates and cut-throats of the most untrustworthy kind, but others are gallant princes and buccaneers who lead bold warriors to adventure and conquest in faraway lands.

As already explained, not all mercenaries are human, although many are. Amongst the Dogs of War, freebooters from the frozen wastes of Norsca rub shoulders with Corsairs from Araby and mysterious warrior monks from the east. Mercenaries commonly form into itinerant bands under the leadership of a charismatic or especially brutal leader. The most famous of these bands are, more often than not, known by the name of their leader, such as Hagar Whitefang's Were-Marauders, Khalag's Sure Shots, and the renowned Golgfag's Ogres. An entire army of Dogs of War is made up of many of these bands under the overall leadership of a roguish mercenary general.

### ANY TIME, ANY PLACE, ANYWHERE...

Mercenary armies of Dogs of War fight all over the world. They are drawn to places where fortunes can be won by ruthless adventurers. The treasure houses of the Lizardmen in Lustria are a major prize and have attracted many a would-be conqueror. Further east, the mysterious Dragon Isles and the shadowy lands of Cathay have tempted soldiers of fortune. The world is truly awash with rag tag armies of sell-swords who nurture wishful dreams of wealth!

Although Dogs of War ply their bloody trade to every point of the compass, the most notorious breeding ground of mercenaries is the land of Tilea in the Old World. From all the kingdoms of the Old World and many lands beyond, sell-swords come to Tilea where they can be assured of ready and profitable employment. Tilea is an anarchic and largely ungovernable country, where self-serving individuals rule precariously over proudly independent cities. The real power lies with the wealthy Merchant Princes who plot and scheme against the tax-gathering authorities and each other with almost equal enthusiasm. Indeed, such is the tradition in Tilea that all armies of any size are mercenary armies – paid for and deployed by a wealthy prince, a devious merchant or ambitious tyrant.





# THE DOGS OF WAR ARMY LIST

This Dogs of War army list is part of the Ravening Hordes project. Ravening Hordes is a complete set of army lists that allows veteran Warhammer players to convert their existing armies into a suitable format for the new version of the Warhammer game. Ravening Hordes is not a permanent addition to the Warhammer range – the idea is to enable players to get by until such time as the new Warhammer Armies supplements are ready. Players should be aware that the new Warhammer Armies supplements will supersede and to some degree change the temporary information given in Ravening Hordes – we don't know quite how though as we haven't written them all yet!

As the idea behind Ravening Hordes is to enable existing players to 'get by', we call this a set of 'get you by' army lists. If you are a new player, you might find these lists interesting as an insight into the armies we will be revising in the future. However – bear in mind that not all of the troop types described are currently available and that some will change when the new Warhammer Armies books come out. We recommend that new players consider collecting one of the new armies described in the new Warhammer Armies supplements and for which all the redesigned models are available. The new army books have started to be released, and a further volume will be added every few months.

We've prepared the Ravening Hordes lists because we are all Warhammer players who own large armies – some of which contain models collected over many years of gaming. Just like everyone else, we want to be able to continue to use our existing armies right now – so Ravening Hordes has been created to enable us to do just that. Of course, that won't stop us collecting new armies of new models or adding to our existing armies. Ultimately, however, we know that some old troops may have to be retired for most purposes because they don't quite 'fit in' with the new rules. As yet we don't know exactly what things are going to change – we've still got many hard hours of playing and testing to go...

## CHOOSING AN ARMY FOR BATTLE

The Dogs of War army uses the same system as the other Ravening Hordes lists for selecting forces for battle. This is explained below and is different from the old rules.

### How the army list is organised

The army list is divided into four sections:

- CHARACTERS
- CORE UNITS
- SPECIAL UNITS
- RARE UNITS

Characters represent the most able, ruthless and successful individuals in your army: extraordinary leaders such as Heroes and Wizards. These form a vital and potent part of your forces.

Core units represent the most common types of warriors in the army. They usually form the bulk of the army and will often bear the brunt of the fighting.

Special units are the best of your warriors and also include some of the more common engines of war. They are available to your army in limited numbers.

Rare units are so called because they are scarce compared to your ordinary troops. They represent unique units, uncommon creatures and unusual machines.

### How to choose an army

Both players choose armies to the same agreed points value. Most players find that 2,000 points is about right for a battle that will last an evening. Whatever value you agree, this is the maximum number of points you can spend on your army. You can spend less and will probably find it is impossible to use up every last point. Most 2,000 points armies will therefore be something like 1,998 points or 1,999 points, but they still count as '2,000' points armies for our purposes.

### Choosing characters

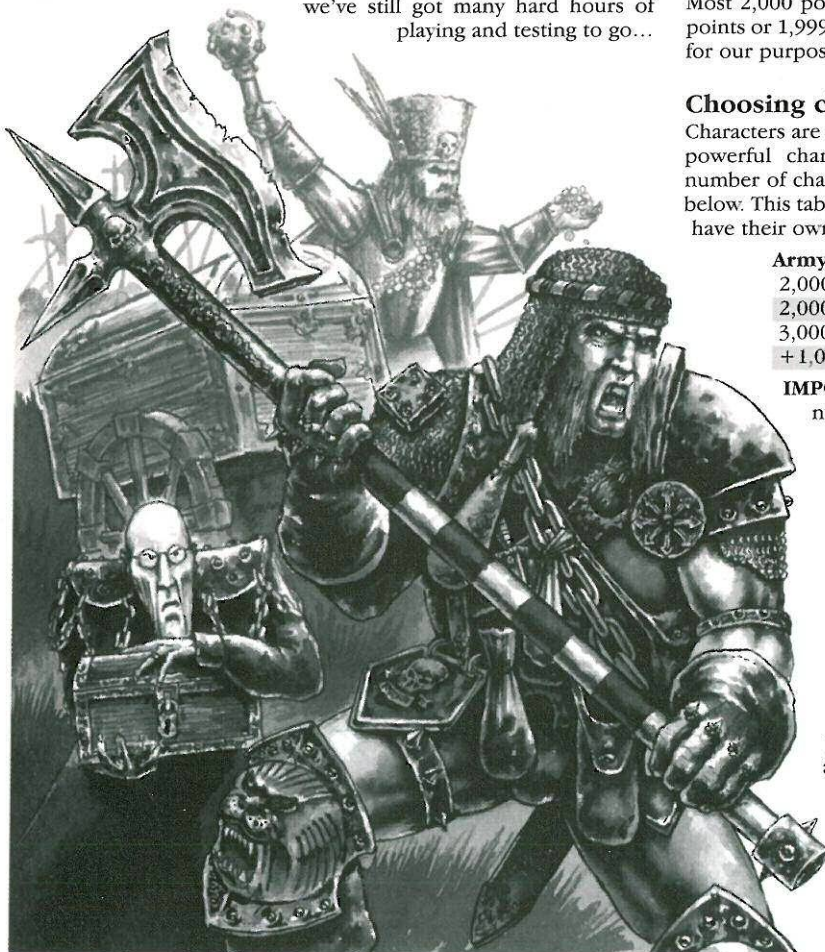
Characters are divided into two broad categories: Lords (the most powerful characters) and Heroes (the rest). The maximum number of characters an army can include is shown on the chart below. This table applies to all armies except the Bretonnians who have their own version at the start of their list.

Army Value	Maximum Characters	Lords
2,000	3	0
2,000-2,999	4	up to 1
3,000-3,999	6	up to 2
+1,000	+2 max	+1 max

**IMPORTANT:** The number of characters is the *total* number of characters allowed in the army *including* Lords. For example: a 2,500 points Dwarf army may have up to 4 characters in total, of which 1 may be a Lord (ie, 1 Lord +3 Heroes).

A Dogs of War army does not have to include the maximum number of characters allowed, and can always include fewer than indicated down to a minimum of two (the **General** and the **Paymaster**). Similarly, an army does not have to include Lords, it can include all of its characters as Heroes if you prefer.

At the beginning of the battle choose one of the characters in your army to be the General and tell your opponent which one it is. Your General will always be the character with the highest Leadership value in your army. However, as there can obviously only be one General in each army, you will have to choose who to elect if two or more of your characters tie for highest Ld.





## Chariots & ridden monsters

Characters are sometimes allowed to ride on the backs of monsters or in chariots. Each character must be given their own chariot or mount. They will not all cram into one!

## Magic items

Dogs of War characters may choose magic items only from the common ones listed in the rulebook. Note that you cannot take magic items from other army lists. Lords may have up to 100 points worth of magic items. Other characters may have up to 50 points worth of magic items. Special characters and leaders of special Regiments of Renown come with their own set of magic items and cannot be given any extra normal or magic equipment. Their items cannot be taken by other characters either.

Units that can take magic banners are listed at the beginning of the army list.

## Choosing troops

Troops are divided into Core, Special and Rare units. The number of units of each type that are available to you depends upon the points value of your army. This is indicated on the chart below.

Army Value	Core	Special	Rare
up to 2,000	2+	0-3	0-1
2,000-2,999	3+	0-4	0-2
3,000-3,999	4+	0-5	0-3
+1,000	+1	+1	+1

For example, if you are choosing a 2,000 points army you must take a minimum of 3 Core units and could choose to take up to 4 Special and/or up to 2 Rare.

In addition, if an individual entry has a number limiting it, eg. 0-1, then you may only have that many in your army. Otherwise you may have as many as the restrictions above and points allow.

## Unit entries

Each unit is represented by an entry in the Army list. The unit's name is given and any limitations that apply are explained.

**Profiles.** The characteristic profiles for the troops in each unit are given in the unit entry. Where several profiles are required, these are also given even if, as in many cases, they are optional.

**Unit Sizes.** Each entry specifies the minimum size for each unit. In some cases, units also have a maximum size.

**Equipment.** Each entry lists the standard weapons and armour for that unit type. The value of these items is included in the points value. Additional or optional weapons and armour are listed together with their extra cost.

**Special Rules.** Many troops have special rules which are described in this section.

## Special Characters and Regiments of Renown

In the next issue of White Dwarf you will find a collection of Dogs of War Special Characters and Regiments of Renown. In the future, new characters and regiments will be published, to complete and enrich the selection available. The Special Characters can be fielded only by Dogs of War armies. The Regiments of Renown can be fielded by Dogs of War armies as well as by any other Warhammer army, following the rules and the exceptions mentioned in the 'For Hire' entry of each one of the Regiments.

## Fielding 'Dogs of War' units in other Warhammer armies

Other armies from the Ravening Hordes or the Warhammer Armies books can field units from the Dogs of War list. In general they are included in the lists as a Rare choice. In addition, the following restrictions apply:

Empire, any Chaos, Dark Elves, Skaven, Vampire Counts, Khemri, Dwarfs, and Lizardman armies can field any unit from the Dogs of War army list.

Chaos Dwarfs, Wood Elves, High Elves and Orcs & Goblins can field any unit from the Dogs of War army list except for the Dwarf mercenaries.

Brettonia cannot field Dogs of War at all.

## Important points to remember

- The number of characters is the *total* number of characters allowed in the army *including* Lords.
- The number of Core units is the *minimum* you must take. The Special and Rare numbers are *maximums*.

## Champions, Musicians & Standard bearers

Any unit of foot troops in the army may upgrade a model to a Champion, Musician and/or Standard Bearer for +10 points each. Any unit of cavalry may upgrade a model to a Champion, Musician and/or Standard Bearer for +15 points each. A Champion will have +1BS if the unit he is with is equipped with bows, crossbows or longbows, otherwise he will have +1A. A Standard Bearer from the Paymaster's Bodyguard may carry a magic banner worth up to 50 points.

## SPECIAL RULES

The following special rules applies to the Dogs of War army:

• **Spells:** Dogs of War Wizards may use any of the Lore of Magic in the Warhammer rulebook.

• **Pikes:** Fight in four ranks; requires two hands (see page 89 of the Warhammer rulebook).

Always strikes first in the initial round of close combat, even striking before enemies that have charged. Note that enemies who are entitled to strike first because of a special ability or magic, **will** still strike before pike-armed models.

Models armed with pikes receive a +1 Strength bonus in the Close Combat phase of the turn they are charged by cavalry units, chariots or monsters.

All these special rules **cannot** be used against enemy units fighting the pikemen's flank or rear.

• **Paymaster:** The Paymaster is the man responsible for the cash which will be used to pay the army. He always carries with him the keys of the pay chest and that makes him at least as important as the General in the eyes of the mercenaries. To represent this, his key is treated exactly like a Battle Standard (+1 combat resolution, re-roll Break tests within 12", can be captured by the enemy if he's killed etc.). In addition, if the Paymaster is killed, every unit in the army must take a Panic test at the end of that phase. From that point on, every unit in the army will *bate* the enemy unit that captured the Paymaster's key.

## MAGIC ITEMS

You may choose magic items for your characters and units from the following list (these are found in the Warhammer rulebook page 154).

**Biting Blade (magic weapon):** -1 to the opponent's saving throw. 10 pts.

**Sword of Might (magic weapon):** Bearer receives +1 to his Strength. 20 pts.

**Sword of Battle (magic weapon):** Bearer receives an extra +1 Attack. 25 pts.

**Sword of Striking (magic weapon):** Bearer receives +1 to his To Hit rolls. 30 pts.

**Enchanted Shield (magic armour):** Counts as a shield, 5+ armour saving throw. 10 pts.

**Talisman of Protection (talisman):** 6+ Ward save against any wound suffered in the battle. 15 pts.

**Dispel Scroll (arcane item):** Automatically dispels an enemy spell (one use only). 25 pts.

**Power Stone (arcane item):** An additional +2 dice to cast a spell (one use only). 25 pts.

**Staff of Sorcery (arcane item):** +1 to Dispel rolls attempted by the bearer. 50 pts.

**War banner (magic banner):** Unit counts an additional +1 bonus for combat resolution, but cannot pursue. 25 pts.



## LORDS

*Grizzled veterans covered in the scars from a life of war, or mysterious Wizards from faraway lands. The General of a Dogs of War army is a powerful individual, feared and respected throughout the Old World.*

**MERCENARY GENERAL** ..... 90 points per model  
**HIRELING WIZARD LORD** ..... 175 points per model

	M	WS	BS	S	T	W	I	A	Ld
General	4	6	5	4	4	3	6	4	9
Wizard Lord	4	3	3	3	4	3	3	1	8
Warhorse	8	3	0	3	3	1	3	1	5
Pegasus	8	3	0	4	4	3	4	2	6

**Equipment:** Hand weapon. A Wizard Lord may not have other equipment except barding for his Warhorse. A General may have a morning star (+3 pts) or halberd (+6 pts). He may also carry a longbow (+15pts), crossbow (+15 pts), pistol (+10 pts), or brace of pistols (+20 pts). He may wear light armour (+3 pts) or heavy armour (+6 pts) and may carry a shield (+3 pts).

A General or a Wizard Lord may ride a Pegasus (+50 pts). A General or Wizard Lord may ride a Warhorse (+15 pts) which may be barded (+6 pts). If a General is mounted, he may have a spear (+3 pts) or a lance (+6 pts).

**Special Rules:** A Hireling Wizard Lord is a Level 3 Wizard. This may be increased to Level 4 at a cost of +35 pts. A Pegasus can fly.



## HEROES

*The Paymaster is the keeper of the army's pay chest, and that makes him a very popular fellow. Mercenary Captains are expert leaders of men, roguish and often loved by their soldiers. Hireling Wizards are outcasts or renegades from the Orders of Magic and live by selling their magic powers for the best offer.*

**1 PAYMASTER** ..... 55 points per model  
**MERCENARY CAPTAIN** ..... 50 points per model  
**HIRELING WIZARD** ..... 60 points per model

	M	WS	BS	S	T	W	I	A	Ld
Paymaster	4	4	4	4	4	2	4	2	8
Captain	4	5	5	4	4	2	5	3	8
Hireling Wizard	4	3	3	3	3	2	3	1	7
Warhorse	8	3	0	3	3	1	3	1	7

**Equipment:** Hand weapon. A Wizard may not have other equipment except barding for his Warhorse. A Captain or a Paymaster may have an additional hand weapon (+4 pts), great weapon (+4 pts), morning star (+2 pts) or halberd (+4 pts). He may also carry a longbow (+10 pts), crossbow (+10 pts), pistol (+7 pts), or brace of pistols (+14 pts). He may wear light armour (+2 pts) or heavy armour (+4 pts), and may carry a shield (+2 pts).

A Captain may ride a Pegasus (+50 pts). A Captain, Paymaster or Wizard may ride a Warhorse (+10 pts) which may be barded (+4 pts). If a Captain or Paymaster is mounted, he may have a spear (+2 pts) or a lance (+4 pts).

**Paymaster:** A Dogs of War army **must** include a Paymaster. The Paymaster may not be the army's General.

**Special rules:** A Hireling Wizard is a Level 1 Wizard. This may be increased to Level 2 at a cost of +35 pts. A Pegasus can fly.

## CORE UNITS

**PIKEMEN** ..... 10 points per model  
*Pikes are the infantry's weapon of choice in Tilea. Twice as long as a normal spear and longer than a cavalryman's lance, the front of a unit of pikes is an impenetrable wall of steel.*

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

**Unit Size:** 10+

**Equipment:** Hand weapon, light armour and pikes. May have heavy armour (+1 pt).

**CROSSBOWMEN** ..... 8 points per model  
*The bulk of the missile troops in a Dogs of War army are formed by crossbowmen from Tilea, Estalia and the Border Princes.*

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

**Unit Size:** 10+

**Equipment:** Hand weapon and crossbow.

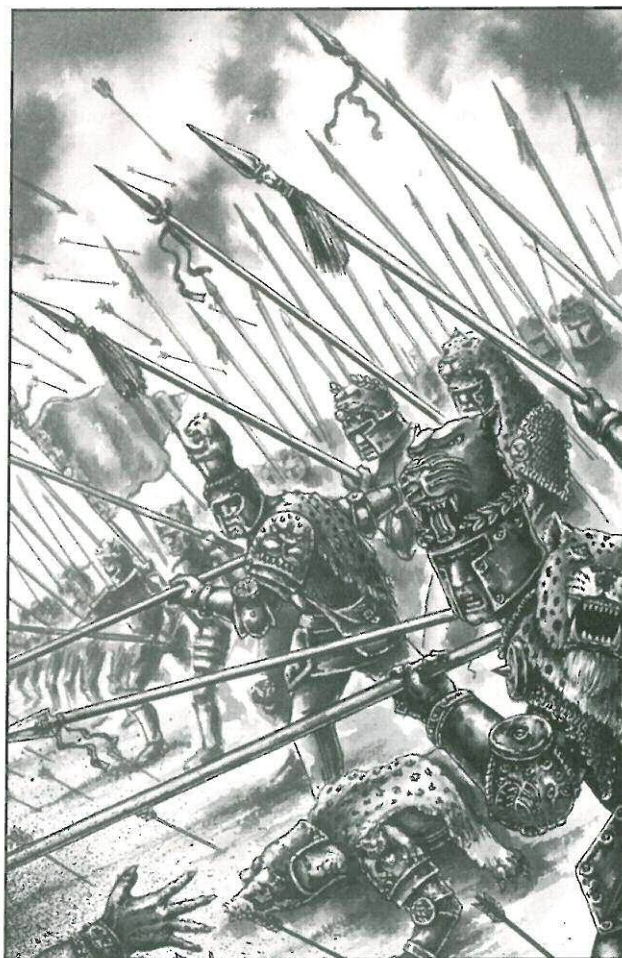
**DUELLISTS** ..... 5 points per model  
*Small units of lightly armed skirmishers are normally employed to protect the flanks of pike-armed units.*

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

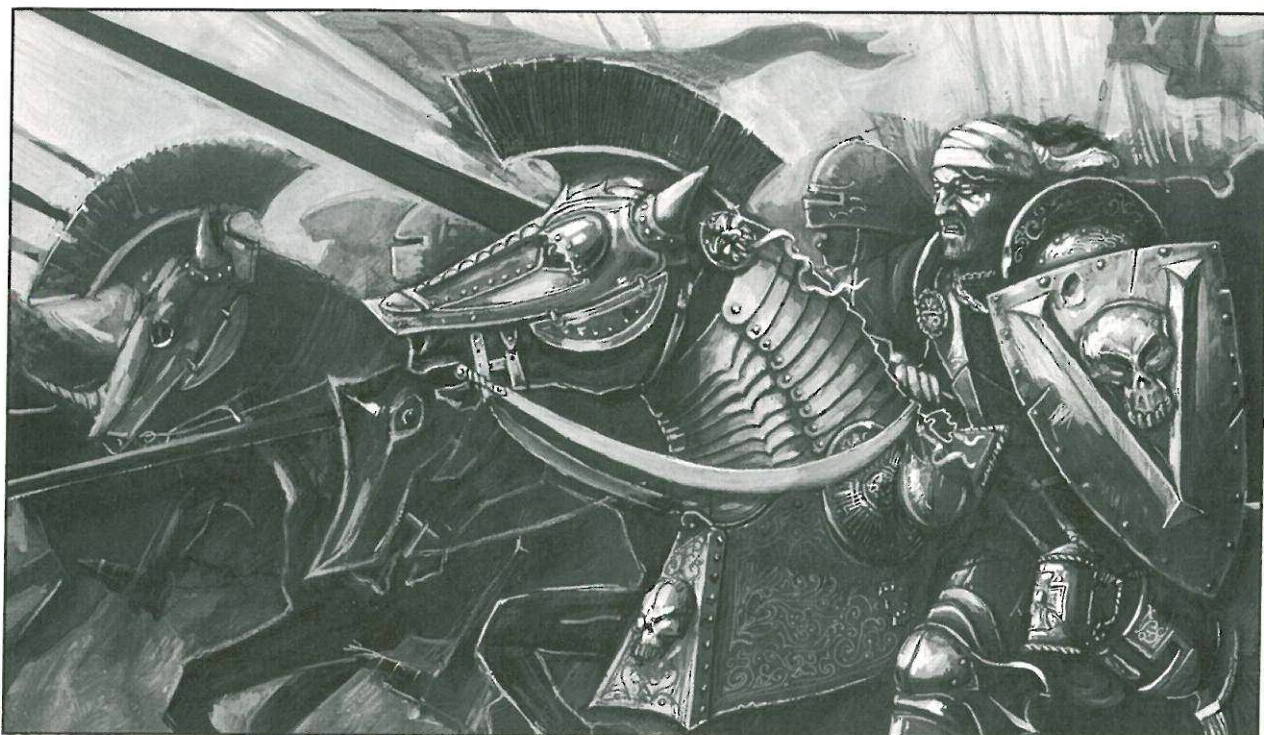
**Unit Size:** 8+

**Equipment:** Sword (hand weapon). May have one of the following: bucklers (count as shields, +1 pt), additional hand weapon (+2 pts), pistol (+4 pts). May also have throwing knives (+2 pts).

**Special Rules:** Duellists are *skirmishers*.







**HEAVY CAVALRY** ..... 19 points per model  
*Cadet sons of nobles from Bretonnia, the Empire and Tilea form the shock cavalry of most mercenary armies. Kislevite Winged Lancers are sometimes employed and are much renowned for their swift manoeuvres.*

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

**Unit Size:** 5+

**Equipment:** Hand weapon, lance, heavy armour and shield. May have barding for their steeds (+2 pts).

**LIGHT CAVALRY** ..... 11 points per model  
*Scouting ahead of the army, harrying the enemy supply line, attacking vulnerable war machines and engaging the flanks of the enemy line are but a few of the roles performed by these precious troops. Riders from Araby or from the steppes of Kislev are the best choice available to mercenary captains.*

	M	WS	BS	S	T	W	I	A	Ld
Horsemen	4	3	3	3	3	1	3	1	7
Warhorse	8	3	0	3	3	1	3	1	5

**Unit Size:** 5+

**Equipment:** Hand weapon. May have spear (+1 pt), bow (+4 pts) and/or shield (+2 pts).

**Special Rules:** Light Cavalry are *fast cavalry*

## SPECIAL UNITS

**OGRES** ..... 35 points per model  
*Massive, ferocious, resilient and not too bright, Ogres make perfect mercenaries. Their ability of eating practically anything means that they are also easy to maintain.*

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

**Unit Size:** 3+

**Equipment:** Hand weapon. May have additional hand weapon (+6 pts), great weapon (+6 pts). May have light armour (+3 pts).

**Special Rules:** Ogres cause *fear*.

**DWARFS** ..... 7 points per model  
*The Dwarf race is cursed by an irresistible lust for gold and they certainly don't dislike fighting (especially against Greenskins). It's easy to understand how some young Dwarfs decide that they'd rather earn their gold fighting than spend their life scraping the underground in search of rich ore.*

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

**Unit Size:** 10+

**Equipment:** Hand weapon, light armour. May have great weapon (+2 pts) and/or crossbow (+5 pts). May have heavy armour (+1 pt) and/or a shield (+1 pt).

**Special Rules:** Dwarfs flee and pursue 2D6-1" and *bate* Orcs and Goblins of all types.

**NORSE MARAUDERS** ..... 7 points per model  
*Raiding and pillaging is what the berserker Norse are good at, and at times the best way of neutralising the threat they represent is to offer them a job...*

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

**Unit Size:** 10+

**Equipment:** Hand weapon and light armour. May have a shield (+1 pt). May have great weapons (+2 pts), additional hand weapons (+2 pts) or flails (+1 pt).

**Special Rules:** Norse Marauders are subject to *frenzy*.

**0-1 PAYMASTER'S BODYGUARD**..... 9 points per model  
*Only the oldest and most trusted veterans are selected by the Paymaster to form their own bodyguard. These sturdy fighters are handsomely paid and that gives them extra motivation to protect the Paymaster with their lives... well, most of the time.*

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

**Unit Size:** 10+

**Equipment:** Hand weapon, halberd and light armour. May have heavy armour (+1 pt).

**Special Rules:** Bodyguard – as long as the Paymaster is alive and with the unit, they are *stubborn*.



**0-1 HALFLINGS** ..... 6 points per model  
*Halflings are not warlike people, but there are a few among them that just cannot settle in the peaceful land of the Moot. These 'adventure-loving weirdoes', as they are referred to by other Halflings, often decide to band together and wander the world as hired bowmen.*

	M	WS	BS	S	T	W	I	A	Ld
Halfling	4	2	4	2	2	1	5	1	8

**Unit Size:** 10+

**Equipment:** Hand weapon and bow. May swap their bows for spears, light armour and shields.

**Special Rules:** Halflings suffer no movement penalties when moving through wooded terrain.

## RARE UNITS

**CANNONS** ..... 85 points per model  
*Since Dogs of War armies are always on the move, they cannot afford to carry and maintain the massive Great Cannons typical of the Empire. For this reason, lighter, easy to move, small calibre guns are a treasured element of many mercenary armies.*

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

**Unit Size:** 1 cannon with 3 crew.

**Equipment:** Hand weapon.

**Special Rules:** See the Warhammer rulebook for details of these weapons (page 122). The Cannon is the smaller of the two types.



**HALFLING HOT POT** ..... 50 points per model  
*Mercenary Generals know very well that Halfling cooks are an important element in attracting freelance fighters to their army. Another advantage of hiring such refined chefs is the access to the Hot Pot, a weird catapult-like device that uses a cauldron full of hot soup as a projectile. This improvised form of artillery is used only in the direst circumstances (persuading a Halfling to give up his food is not an easy task to accomplish!).*

	M	WS	BS	S	T	W	I	A	Ld
Hot Pot	-	-	-	-	4	2	-	-	-
Crew	4	2	4	2	2	1	5	1	8

**Unit Size:** 1 Hot Pot with 3 Halfling crew.

**Equipment:** Hand weapon.

**Special Rules:** Treat as a stone thrower from the rulebook (page 120) with the following changes. The Hot Pot has a maximum range of 36". Hits are resolved at S3, with no armour save allowed. The model under the hole of the template suffers a Strength 6 hit, with no armour save allowed, which causes D3 wounds.





# TILEA - HOME OF THE MERCENARY



Tilea is the home of the mercenary, where Dogs of War go to find employment and where would-be lords and rulers go to find them. It is split into many squabbling republics and principalities, which ensures that there is always work for a warrior willing to fight for gold. No mercenary worth his sword will ever get bored in Tilea!

Every year, expeditions large and small set off for the fabled lands of Lustria and Cathay, seeking new trade routes or simply off to plunder. This makes Tilea a magnet for every scoundrel with a lust for gold and an eye for adventure. It is the heroes' starting point in countless tales of daring exploits, brave rescues, and impossible deeds - and some stories are true!



# DOGS OF WAR – ARMY FOR HIRE

Unlike other Warhammer armies, the Dogs of War do not come from a particular race, although men do feature very strongly amongst their number. They are bands of warriors who live by fighting – and more importantly live for gold! The Dogs of War are made up of skilled pikemen, deadly marksmen, Hobgoblin cavalry from the eastern steppes, Halfling scouts and Ogres from the Badlands.

Together they ply their trade to every point of the compass in the Old and New Worlds, fighting for anybody, any time, any place, anywhere...



*The Paymaster is the keeper of the key for the army's pay chest, and that makes him a very popular fellow. He is charged with protecting the army's pay chest key with his life as well as paying the mercenaries their gold!*

*Pikes are the infantry's weapon of choice in Tilea. Twice as long as a normal spear and longer than a cavalryman's lance, the entire front of a unit of pikes is an impenetrable wall of steel.*



*Throughout the Old World there are those who are drawn to the life of the professional soldier. The most successful and powerful of these adventurous self-swords become leaders of entire armies of mercenaries.*

*Mercenary Generals are hard-bitten campaigners, veterans of countless battles across the Old World. Some harbour ambitions for conquest and fame, but all fight for money and treasure.*

*The crossbow is a favoured weapon of war amongst mercenaries.*

*The bulk of the missile troops of a Dogs of War army is formed by crossbowmen from Tilea, Estalia and the Border Princes.*

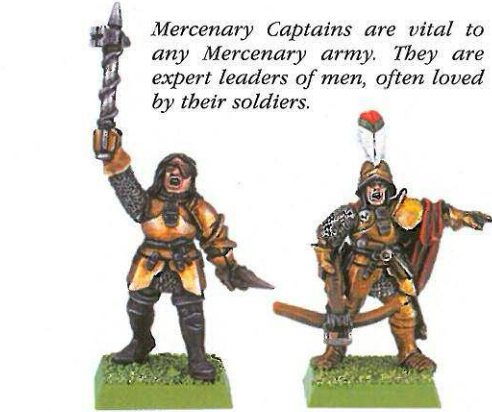




The heavy cavalry of a mercenary army is made up of debased nobles, Templar cadets and even Knights from Bretonnia, all unwilling or unable to return to their former lives.

Mercenary Generals also employ the swift Kislevite Winged Lancers, renowned for their swift flanking manoeuvres.

Mercenary Captains are vital to any Mercenary army. They are expert leaders of men, often loved by their soldiers.



Not all Dogs of War are human; there are many Ogres in mercenary armies. Massive, ferocious, resilient and not too bright, they are perfect mercenaries. Their ability to eat practically anything means that they are also easy to maintain.



A Dogs of War battleline meets the charge of a Chaos Beastman warband.



# WARHAMMER® 40,000

## Let the Galaxy Burn!

### FORCE DISPOSITION

- Terminator Captain
- Tactical Squad:  
10 plastic Tactical Space Marines
- Scout Squad:  
5 Space Marine Scouts
- Devastator Squad:  
4 Devastator Marines and Sergeant
- Assault Squad:  
5 plastic Assault Space Marines
- 1 Bike Squadron:  
3 Space Marine Bikes
- 1 plastic Land Speeder
- 1 plastic Land Raider

++For the Emperor!++



### Space Marine army – £100 boxed set

Thought for the day: Honour is its own reward.

### FORCE DISPOSITION

- Chaos Lord
- Chaos Space Marine Squad:  
10 plastic Chaos Space Marines
- Khorne Berserker Squad:  
12 plastic Khorne Berserkers
- Chaos Terminator Squad:  
5 Chaos Space Marine Terminators
- Chaos Bike Squadron:  
3 Chaos Space Marine Bikes
- 1 Chaos Dreadnought
- 1 plastic Chaos Land Raider

++ Death to the false Emperor! ++



### Chaos Space Marine army – £100 boxed set

Thought for the day: Meet heresy with a fist of steel and a heart of stone.

## Army deal boxed sets: £100

Available only while stocks last



# WARHAMMER 40,000 GRAND TOURNAMENT

The Warhammer 40,000 Grand Tournament is one of the biggest gaming events Games Workshop runs during the year. This year's was the best yet with three separate tournaments running simultaneously. Once again the standard of painting and gaming had risen to new heights, with many armies displaying fantastic conversions and paint jobs. Over the next few pages we have collected together some of the best armies that were present at the tournament.

For the first time, this year's Warhammer 40,000 Tournament was not just one tournament, but three. Each of the tournaments had its own special rules and differences.

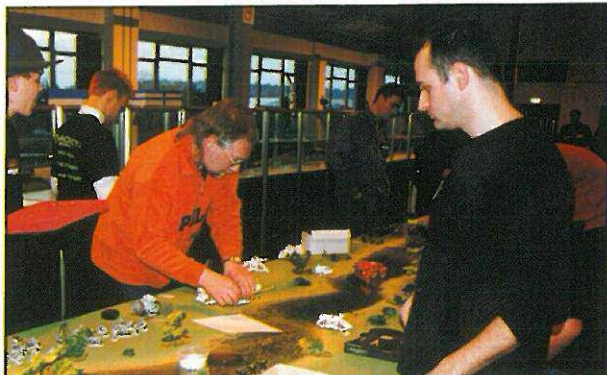
The biggest of the three tournaments was the Limited Tournament. This category tests you on every aspect of the Games Workshop hobby, not just your gaming skill. As well as playing five games over the weekend, players were judged on their army, both how well painted it was and how well it was composed. The judges were looking for imagination and originality as well as sheer technical skill with the paintbrush. Entrants were also tested on their knowledge of the Warhammer 40,000 universe as well as the rules with a short quiz. Finally, your fellow opponents get to judge you with a sportsmanship score.

The Unlimited Tournament allowed people to take armies from any Codex and follow the standard Warhammer 40,000 rules. All you had to do was make sure that the army was legal to the Standard Mission organisation chart and had no special characters.

The Open Competition, ran by Jervis Johnson, was something of a mystery to the contestants as all they were told was to bring along 1,500 points of one army, 500 points of allies for them and one special character. The players weren't told what games they would actually be playing, only that they were going to be left to Jervis's tender mercies!

## Warhammer 40,000 Grand Tournament 2000

Tournament	Player Name	Army
Open Competition	Tuomas Lähdeoja	Space Marines
Unlimited	Ben Stampton	Orks
Limited	Steve Butler	Space Marines





# INSIDIOUS THREAT

## Andy McBirnie's Alpha Legion Chaos Space Marines



Andy came a very good 16th out of 95 despite this being his first ever Games Workshop Tournament. He says he will definitely be back next year when he hopes to bring along a Craftworld Eldar army of his own design.

**Andy:** The part I enjoy most about the hobby is modelling. As a result, what better army to choose than Chaos Space Marines with virtually limitless opportunities to do just that. I estimate that at least two thirds or more of my army has some form of conversion.

The centrepiece of the army is probably my Dreadnought. This is my second attempt, the first is even bigger; I just

seem to get carried away when it comes to scale! Despite its size, in five games he didn't kill a single model!

I chose Alpha Legion because I liked the scale pattern and Hydra head symbols from John Blanche's concept sketches in the second edition Codex. I painted a scale pattern on all the models' shoulder pads and vehicles, which unifies the army and gives it a bit more detail.

As this was my first tournament I was very pleased with my performance. The two defeats I suffered were both to Eldar. My forces were caught on open battlefields with no cover whatsoever and simply got cut to pieces before they could close in on the puny pointy-eared ones. My Chaos Lord did, however, make 11 saving throws when shot at by a squadron of War Walkers armed with scatter lasers (a truly triumphant moment!) before succumbing to a starcannon (Hmmm... fickle powers of Chaos, etc). My three victories consisted of the annihilation of a Dark Angels army, beating a Khornate Berzerker army in a close fought game and a narrow win over a Nurgle army with 20, yes 20 bases of Nurglings.



*Ranunculus Drax, Mighty Champion of Nurgle, leads his retinue.*

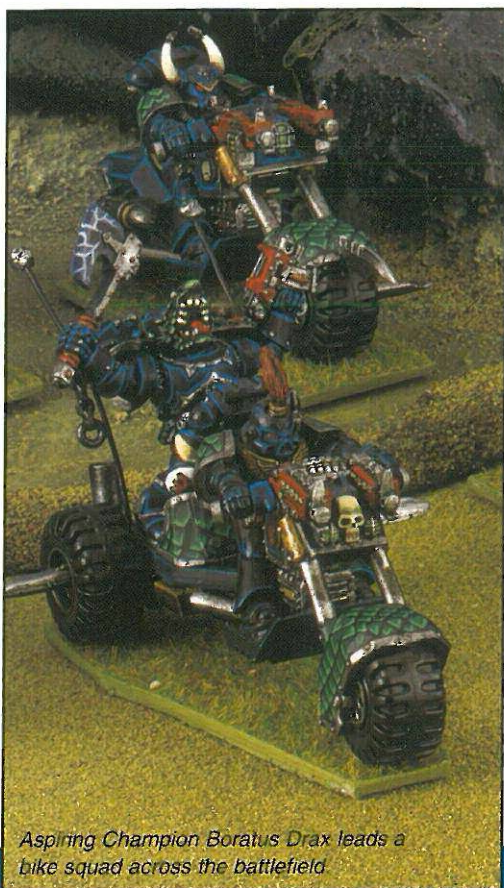
One of Andy's converted Aspiring Champions. Andy has used the head from a Lizardman Salamander as a Hydra's head.



**WARHAMMER**  
40,000







Aspiring Champion Boratus Drax leads a bike squad across the battlefield.

WARHAMMER  
40,000

ARMY NAME: **Alpha Legion Strike Force**

Unit	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points
Ranunculus Drax, Mighty champion	5	5	4	4(5)	2	5	3	10	2+	Mark of Nurgle, chaos armour, power weapon, bolt pistol, spiky bits.	96
Retinue (5 Plague Marines)	4	4	4	5	1	4	1	10	3+	Bolt pistol, plague knife, blight grenades, meltagun.	125
Odium Verbis, Chaos Sorcerer	5	5	4	5	1	5	2	10	3+	Mark of Nurgle, Stream of Corruption, Sorcerer's scroll, bolt pistol, close combat weapon.	62
7 Chaos Space Marines Aspiring Champion	4	4	4	4	1	4	1	9	3+	Bolt pistol, close combat weapon, 1 plasma pistol.	160
	4	4	4(5)	4	1	4	2	10	3+	Mark of Khorne, power weapon, bolt pistol.	
7 Chaos Space Marines Aspiring Champion	4	4	4	4	1	4	1	9	3+	Bolt pistol, close combat weapon, meltagun.	165
	4	4	4(5)	4	1	4	2	10	3+	Mark of Khorne, power weapon, bolt pistol.	
5 Chaos Space Marines	4	4	4	4	1	4	1	9	3+	Bolter, 1 plasma gun, 1 missile launcher.	91
5 Plague Bearers	4	4	4	5	1	4	2	10	5+		75
5 Chaos Bikers Aspiring Champion	4	4	4	5	1	4	2	9	3+	Bolt pistol, close combat weapon, 1 plasma gun.	247
	4	4	4(5)	5	1	4	3	10	3+	Mark of Khorne, power weapon, bolt pistol.	

Vehicle	Armour			BS	Type & Notes	Points
	Front	Side	Rear			
Rhino	10	10	10	4	Storm bolter, smoke launchers, extra armour.	58
Rhino	10	10	10	4	Storm bolter, smoke launchers.	53
Land Raider	14	14	14	4	2 twin-linked lascannons, twin-linked heavy bolter, smoke launchers.	253
Chaos Dreadnought	12	12	10	4	Multi-melta, Combi bolter, Dreadnought close combat weapon.	115

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**TOTAL: 1,500 points**





## Oliver Bevan's Ork force



Oliver has become well known at our tournaments through his exploits with his Crimson Fists Space Marines. Inspired by the story of the Ork invasion of the Crimson Fists' home world, this year Oliver has switched sides and entered the tournament with an Ork force.

featured my other favourite army, the Crimson Fists. My mind was made up. I would complete the set, and have both armies in the battle for Rynn's World.

In the tournament I played six games of which I won four, lost one and drew one. I was also a Round Winner in the 'Race to the Death'. I enjoyed the Open Tournament a great deal as I found it had a good degree of uncertainty in the type of game played, with some excellent battles. It was also a great chance to meet new people and get lots of ideas for future models from the many fantastic armies brought to the tournament by other gamers.

**Oliver:** After my last visit to the Studio 12 months ago, I was really impressed by the new Ork models, but I had quite a long wait before the models were released. Then I read the Rynn's World Incident article in WD235. This



*Oliver's full Ork army. This also includes the 500 point allied detachment which were necessary for the Open tournament. For this Oliver took another army of Orks! This consists of a Big Mek, Mek bodyguard, 15 Slugga Boyz, 9 Trukk Boyz and a looted Basilisk.*





WARHAMMER

ARMY NAME **Waaagh Tuffgit**

Unit	WS	BS	S	T	W	I	A	Ld	Str	Notes	Points
Warboss Tuffgit	5	2	5	4	3	4	4	9	8+	Big shoota, slugga, choppa, krak and frag stikkbombz.	78
9 Stormboyz	4	2	3	4	1	2	2	7	6+	Slugga, choppa, frag stikkbombz.	177
Nob Zagboss	4	2	4	4	2	3	3	7	6+	Iron gob.	
7 Kommandos	4	2	3	4	1	2	2	7	6+	Slugga, choppa, frag stikkbombz.	113
Nob Grubskul	4	2	4	4	2	3	3	7	6+	Big horns.	
18 Slugga Boyz	4	2	3	4	1	2	2	7	6+	Slugga, choppa, 1 rokkitt launcha, 2 big shootas.	231
Nob Krokfang	4	2	4	4	2	3	3	7	6+	Bosspole, power claw.	
8 Burna Boyz	4	2	3	4	1	2	2	7	6+	Slugga, choppa, 4 burnas.	134
Mekboy Razhak	4	2	3	4	1	2	2	7	6+	Kustom force field.	
9 Tankbusta Boyz	4	2	3	4	1	2	2	7	6+	Slugga, close combat weapon, frag stikkbombz, tankbusta bombz, 3 rokkitt launchas.	146
Nob Badfang	4	2	4	4	2	3	3	7	6+	Choppa, bosspole.	
30 Grotch	2	2	2	2	1	2	1	5	-	Grot blasta.	107
Slaver Nurboss	4	2	3	4	1	3	2	7	6+	Slugga, choppa.	
Squighound Narfskab	3	0	3	3	1	2	1	2	-		
5 Warbikes	4	2	3	4(5)	1	2	2	7	6+	3 with slugga, close combat weapon. 2 with twin-linked big shootas.	120

Vehicle	Front	Side	Rear	BS	Type & Notes	Points
3 Killer Kans	11	11	10	2	2 big shootas, 1 burna, dreadnought close combat weapon, searchlight	138
Ork Dreadnought Tuffdreg	12	12	10	2	2 dreadnought close combat weapons, big shoota, burna, stikkbomb, chuuka, searchlight.	87
Battlewagon Da Kart	13	12	10	2	2 twin-linked big shootas, Zzap gun, 3 big shootas, searchlight, grot riggers.	168

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TOTAL: 1,499 points







*Nick's full tournament army. (Note: Nick used his Space Wolves army before Codex Space Wolves was released, so used the list printed in White Dwarf.)*

## Nick Roberts' Space Wolves Space Marines



Nick is a veteran of our tournaments having also participated in the last two Warhammer Grand Pageants. Last year he entered with his Vampire Counts army which appeared back in WD244.

Counts army which appeared back in WD244.

**Nick:** I've been collecting Space Wolves for at least eight years. I originally chose to collect them because I loved the figures. The idea of feral Space Marines covered in wolf pelts and totems really appealed to me. The fact that they are great on the tabletop is a bonus. Over the years I have done many conversions. My favourite has to be my Wolf Lord, based on Ragnar Blackmane, which I did for this tournament army. By cutting off his legs and arms, and substituting them for the new Space Wolves plastics, I have created a new pose. Most of my army has had some kind of conversion on it even if it's just the odd pelt here or there. I've done this to make my army unique, and also because I love converting!

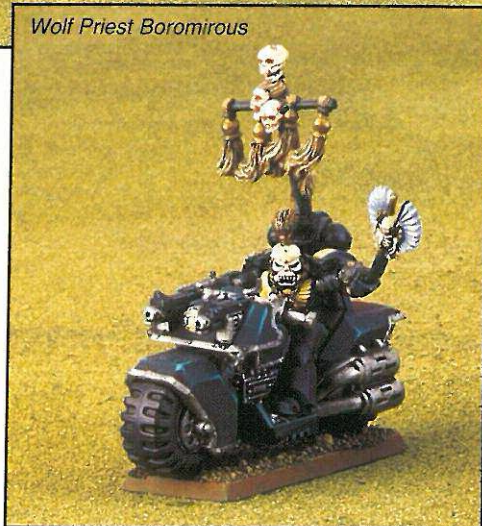
*Nick has used bits from various sources to make his Grey Hunters look really fierce.*



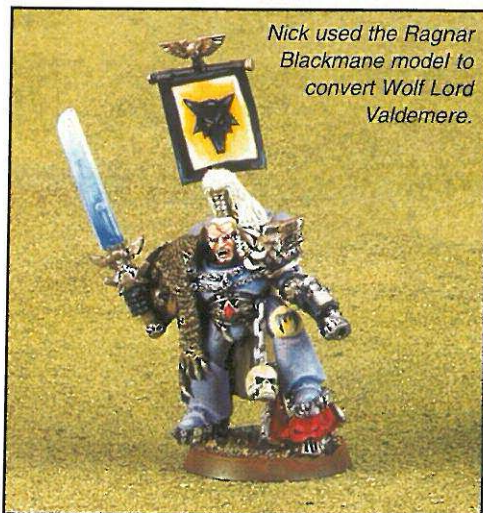




Wolf Priest Boromirous



Nick used the Ragnar Blackmane model to convert Wolf Lord Valdemere.



Unit	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points
Wolf Lord Valdemere	5	5	4	4	3	5	4	10	3+	Bolt pistol, iron halo, frag grenades, frostblade.	127
Wolf Priest Boromirous	5	5	4	4	2	5	3	9	3+	Crozius arcanum, rosarius, bike.	110
8 Grey Hunters	4	4	4	4	1	4	1	8	3+	Bolt pistol, close combat weapon, frag grenades, 2 power weapons, 1 power fist, 2 plasma pistols.	191
5 Grey Hunters	4	4	4	4	1	4	1	8	3+	Bolt pistol, close combat weapon, 2 power weapons, 1 plasma pistol.	110
7 Blood Claw Bikers	4	4	4	4(5)	1	4	1	8	3+	Twin-linked bolters, bolt pistol, 1 power weapon, 1 power fist.	265
7 Wolf Scouts	4	4	4	4	1	4	1	7	4+	Bolt pistol, close combat weapon, frag grenades.	179
Scout Sergeant	4	4	4	4	1	4	1	8	4+	Plasma gun, frag grenades.	
Wolf Guard Wolverine	4	4	4	4	1	4	2	9	3+	2 lightning claws, frag grenades.	
6 Wolf Scouts	4	4	4	4	1	4	1	7	4+	Bolter, 2 sniper rifles, 1 missile launcher.	92
Scout Sergeant	4	4	4	4	1	4	1	8	4+	Bolter.	
Blood Claws Attack Bike	4	4	4	4(5)	1	4	2	8	2+	Twin-linked bolters, heavy bolter.	50
Blood Claws Attack Bike	4	4	4	4(5)	1	4	2	8	2+	Twin-linked bolters, multi-melta.	65

Vehicle	Armour			BS	Type & Notes	Points
	Front	Side	Rear			
Rhino	10	10	10	4	Storm bolter, searchlight, dozer blade.	56
Dreadnought Frost	12	12	10	4	Dreadnought close combat weapon, storm bolter, twin-linked lascannon.	135
Vindicator	13	12	10	4	Demolisher cannon, storm bolter.	120





# NEMESIS

## John Cave's Chaos Space Marine Renegades



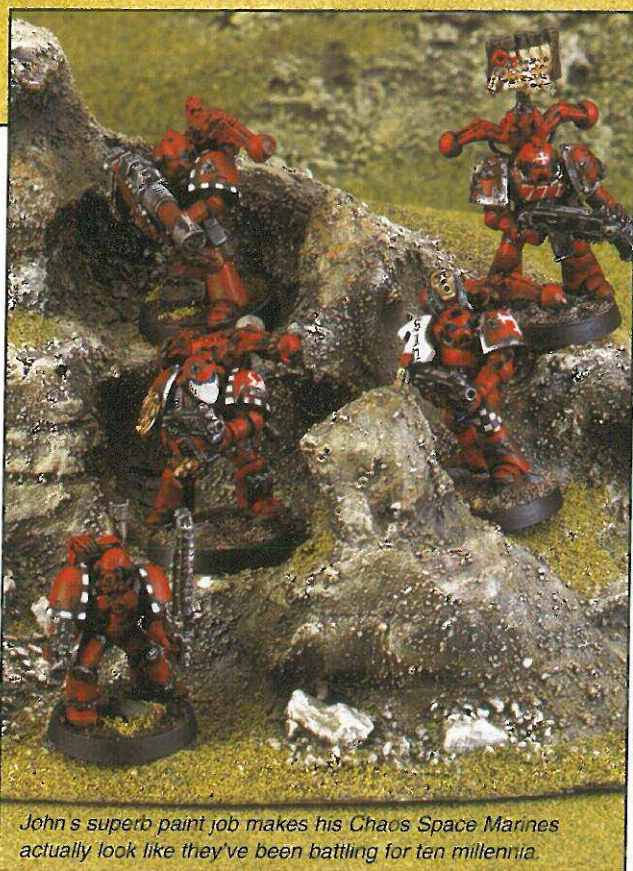
Despite being a club veteran, this is only John's second tournament. In the wake of this year's event, things are quiet on the tournament front for the near future as he's waiting patiently for the next Grand Tournament, where he plans to use Scythes of the Emperor Space Marines.

**John:** My inspiration came from a piece of John Blanche artwork used in the last Chaos Space Marines Codex. Rather than align them to Chaos I decided that they would be in it for themselves, more akin to renegades. To carry this theme into the army, I removed all iconography and replaced it with an unhealthy amount of bullet holes and scratches.



*John's converted Chaos Dreadnought*





John's superb paint job makes his Chaos Space Marines actually look like they've been battling for ten millennia.

WARHAMMER										ARMY NAME: Karhlok's Renegades	
Unit	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points
Karhlok, Mighty Champion	5	5	4	4	2	5	3	10	2+	Chaos armour, Mark of Chaos Undivided, spiky bits, frag grenades, power weapon, bolt pistol.	87
5 Veterans	4	4	4	4	1	4	1	9	3+	Bolt pistol, close combat weapon, 2 plasma pistols.	135
Aspiring Champion	4	4	4	4	1	4	2	10	3+	Bolt pistol, power weapon, spiky bits, Mark of Chaos Undivided.	
5 Veterans	4	4	4	4	1	4	1	9	3+	Bolt pistol, close combat weapon, 2 plasma pistols.	135
Aspiring Champion	4	4	4	4	1	4	2	10	3+	Bolt pistol, power weapon, spiky bits, Mark of Chaos Undivided.	
9 Thousand Sons	4	4	4	4	2	4	1	9	3+	Bolter.	207
9 Chaos Space Marines	4	4	4	4	1	4	1	9	3+	Bolt pistol, close combat weapon, 1 plasma pistol.	175
Aspiring Champion	4	4	4	4	1	4	2	10	3+	Bolt pistol, power weapon, spiky bits, Mark of Chaos Undivided.	
10 Chaos Space Marines	4	4	4	4	1	4	1	9	3+	Bolt pistol, close combat weapon, 1 plasma pistol.	190
Aspiring Champion	4	4	4	4	1	4	2	10	3+	Bolt pistol, power weapon, spiky bits, Mark of Chaos Undivided.	
5 Chaos Space Marines	4	4	4	4	1	4	1	9	3+	Bolter, 1 lascannon.	105
Aspiring Champion	4	4	4	4	1	4	2	10	3+	Bolter, close combat weapon, Mark of Chaos Undivided.	
5 Chaos Space Marines	4	4	4	4	1	4	1	9	3+	Bolter, 1 lascannon.	105
Aspiring Champion	4	4	4	4	1	4	2	10	3+	Bolter, close combat weapon, Mark of Chaos Undivided.	
Vehicle	Armour			BS	Type & Notes						Points
	Front	Sides	Rear								
2 Rhinos	10	10	10	4	Storm bolter, extra armour, smoke launchers.						58 each
Dreadnought Right	12	12	10	4	Dreadnought close combat weapon, storm bolter, twin-linked autocannons, extra armour, corrosating warplasma.						120
Predator	13	12	10	4	Autocannon, 2 lascannons.						125
TOTAL: 1,500 points											

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# WAAAGH GROTSKULL

## Dave Handy's 'Rebel Grot' army

WARHAMMER 40,000										ARMY NAME: <b>Da Rebel Grots</b>	
Unit	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points
Warboss Grotskull	5	2	5	4	3	4	4	9	2+	Shoota, power claw, mega-armour, mega-booster, more dakka, big horns.	110
Bodyguard - 5 Nobz	4	2	4	4	2	3	3	7	4+	Slugga, choppa, eavy armour, attack squig, 1 power claw, 1 with more dakka.	291
Mad Grot Doksnik	4	2	3	4	1	2	2	7	6+	Choppa, bionik arm, does toolz, Orderly.	
Mekboy Otwell	4	2	3	4	1	2	2	7	6+	Slugga, kustom force field, Super stikkbombz, meks toolz, 2 Oilers.	
13 Stormboyz	4	2	3	4	1	2	2	7	6+	Slugga, choppa, frag stikkbombz.	244
Nob	4	2	4	4	2	3	3	7	6+	Big horns, tankbusta bombz.	
21 Gretchin	2	2	2	2	1	2	1	5	-	Grot blasta.	98
Slaver	4	2	3	4	1	3	2	7	6+	Rokkit launcha, choppa, 2 ammo runts, squighound.	
12 Gretchin	2	2	2	2	1	2	1	5	-	Grot blasta.	58
Slaver	4	2	3	4	1	3	2	7	6+	Shoota/skorcha, squighound.	
16 Gretchin	2	2	2	2	1	2	1	5	-	Grot blasta.	98
Slaver	4	2	3	4	1	3	2	7	6+	Rokkit launcha, 2 ammo runts, squighound.	
11 Slugga Boyz	4	2	3	4	1	2	2	7	6+	Slugga, choppa, 3 burnas.	161
Nob	4	2	4	4	2	3	3	7	6+	Big horns, attack squig.	
5 Tankbusta Boyz	4	2	3	4	1	2	2	7	6+	Slugga, close combat weapon, frag stikkbombz, tankbusta bombz, 3 rokkit launchas.	115
Nob	4	2	4	4	2	3	3	7	6+	Rokkit launcha, big horns, bosspole.	
Big Gunz battery	2	2	2	2	1	2	1	5	-	2 Zzap gunz, 2 extra crew.	81
Slaver	4	2	3	4	1	2	2	7	6+	Slugga, squighound.	
Vehicle	Anger			BS	Type & Notes					Points	
3 Killer Kars	11	11	10	2	Dreadnought close combat weapon, 2 big shootas, 1 skorcha.					135	
Looted Basilisk	12	10	10	2	Earthshaker cannon, heavy bolter, indirect fire, grot riggers.					127	

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TOTAL: 1,500 points

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TOTAL: 1,500 points

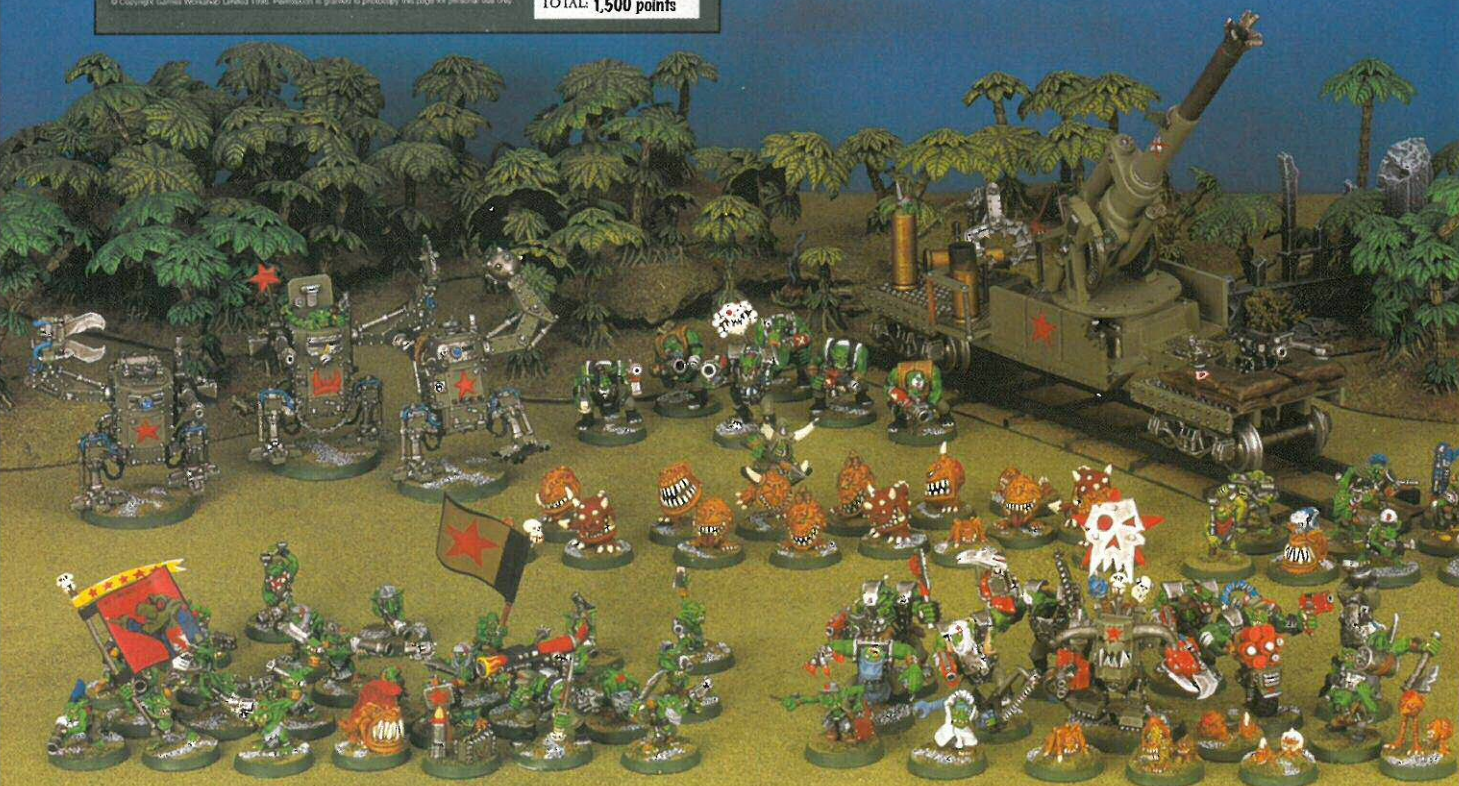


Dave is the U.S Warhammer 40,000 Grand Tournament 2000 champion. Dave's armies are always extremely characterful. Previous examples included a 'Helvis on tour' Chaos Space Marine army and another Ork army featuring a remote control Battlewagon. Nice!

**Dave:** You can probably tell that this army is more than a little tongue-in-cheek. I have based it on a renegade Grot warband, and have adapted the Ork Codex to include a lot of exotic troops. For instance, for the Air Squigs I have simply used the rules for Stormboyz, likewise the Squig unit, the Shin-Kikkas, count as Slugga Boyz. I have also got around the problem of a Nobz Mob by simply chopping the heads off a normal unit of Nobz and replacing them with Grot heads.

Other things to look out for in the army is my Looted Basilisk conversion inspired by a WWII rail-mounted artillery gun (it even has its own set of tracks).

Dave's entire army. This shot also contains his 500 point allied force of more 'Orks'. These consist of a Big Mek, 16 Slugga Boyz, 3 Warbuggies and a Dreadnought.







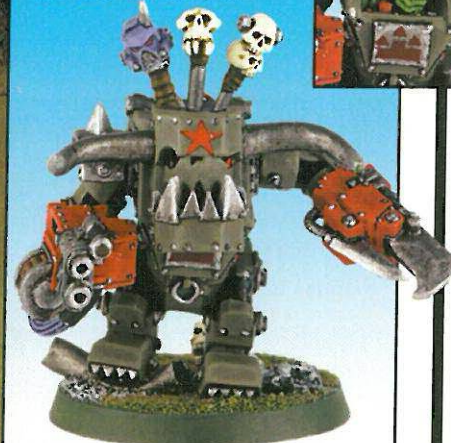
Grotskull's Nob bodyguard. Grots who have undergone 'Da Proseedya'.



Da Speshul Air Squig Skwad.



Warboss Grotskull. Dave has added working lights to the eyes and included an opening hatch so that you can see the Grot 'pilot'.





# YOUNG BLOODS

## Paul Given's Dark Angels Space Marine Scout force



This was Paul's first tournament, but he says he'll be back for more, so expect to see him at the next Grand Tournament. He seems pretty busy though, as he also has Dark Elf and Orc armies, and is currently starting an Eldar army.

**Paul:** I chose to do a Space Marine Scout army as I wanted an army that could both perform well on the battlefield and was unique.

When practicing with the army before the tournament I found that I needed some heavy fire power. This was achieved by adding a Whirlwind, Vindicator and a Dreadnought. I gave the Dreadnought tracks as I wanted it to look like it could keep up with the rest of the army. I added the Veteran and Assault squads to give the army some much needed punch in close combat. With the army painted and selected, it was off to the Grand Tournament to see how they would perform. On the whole, they performed well, coming a respectable 32nd.



Paul used Scout models as the basis for his Assault Marines, although he still uses the rules for normal Assault Marines.





Unit	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points
Chaplain Corex	5	5	4	4	2	5	3	9	3+	Bolt pistol, Terminator honour, bionics, rosarius, crozier arcnum.	96
5 Veteran Marines	4	4	4	4	1	4	1	9	3+	Bolt pistol, close combat weapon, 1 plasma gun.	96
Everson Assassin Raziel	5	5	4	4	2	5	3	10	4+	Melta bombs, neuro gauntlet, power weapon, executioner pistol.	95
5 Scouts	4	4	4	4	1	4	1	8	4+	Bolt pistol, close combat weapon, 1 missile launcher.	137
Veteran Sergeant	4	4	4	4	1	4	2	8	4+	Combi-bolter/flamer, power weapon, frag grenades.	
5 Scouts	4	4	4	4	1	4	1	8	4+	Bolter, 1 heavy bolter.	135
Veteran Sergeant	4	4	4	4	1	4	2	8	4+	Power fist, bolter, auspex.	
5 Scouts	4	4	4	4	1	4	1	8	4+	Bolter, 1 sniper rifle, 1 heavy bolter.	119
Veteran Sergeant	4	4	4	4	1	4	2	8	4+	Storm bolter, close combat weapon, auspex.	
5 Scouts	4	4	4	4	1	4	1	8	4+	1 Bolter, 3 sniper rifles, 1 missile launcher.	100
5 Scouts	4	4	4	4	1	4	1	8	4+	Sniper rifle.	90
5 Scouts	4	4	4	4	1	4	1	8	4+	Shotgun.	65
4 Assault Marines	4	4	4	4	1	4	1	8	3+	Bolt pistol, close combat weapon, jump pack.	171
Veteran Sergeant	4	4	4	4	1	4	2	9	3+	2 lightning claws, frag grenades.	

Vehicle	Front	Side	Rear	BS	Type & Notes	Points
Rhino	10	10	10	4	Storm bolter, hunter-killer missile, searchlight.	66
Dreadnought @kar	12	12	10	4	Twin-linked lascannon, missile launcher.	135
Vindicator	13	12	10	4	Damocles cannon, storm bolter.	120
Whirlwind	11	11	10	4	Multiple missile launcher.	75

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TOTAL: 1,500 points

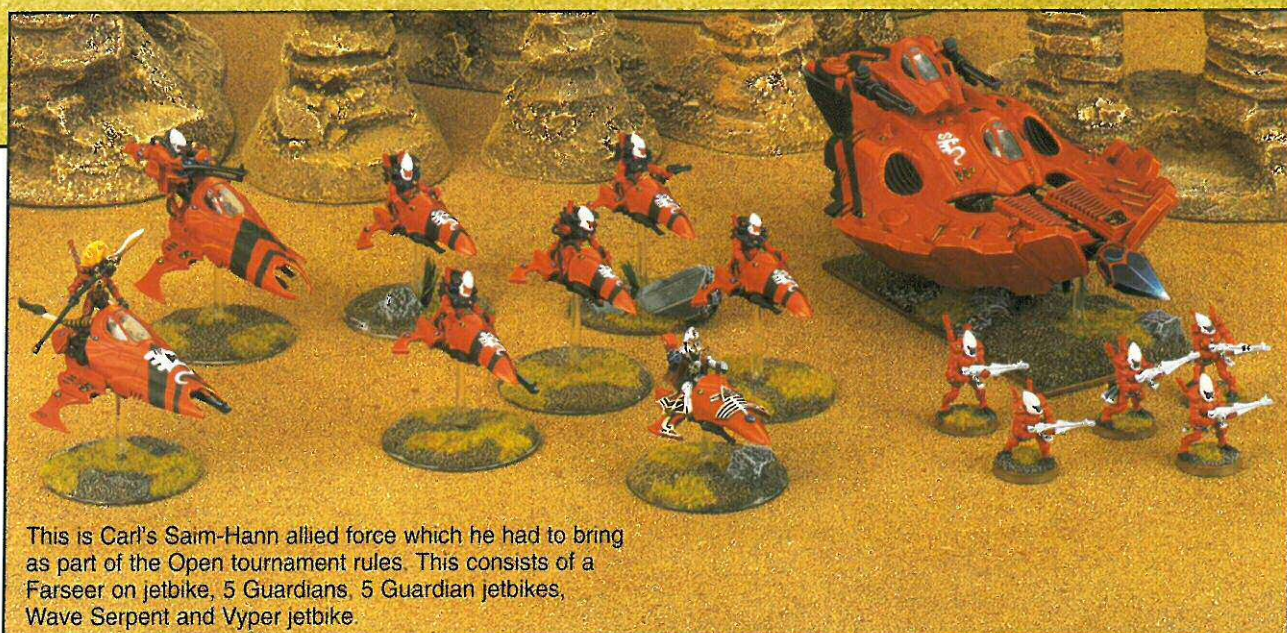
Paul used the tracks from the old Rapier model to convert his Dreadnought.



Space Marine Veteran squad







This is Carl's Saim-Hann allied force which he had to bring as part of the Open tournament rules. This consists of a Farseer on jetbike, 5 Guardians, 5 Guardian jetbikes, Wave Serpent and Vyper jetbike.

# PATH OF THE WARRIOR

Carl Woodrow's Biel-Tan Craftworld army





Carl has recently started working at our Gloucester store so won't be entering next year. To make up for this, though, he has a whole host of things planned. As well as expanding this army he also plans to paint the whole of Ragnar Blackmane's Space Wolves Great Company and an Epic 40,000 Imperial Guard army!

**Karl:** The one thing that I really wanted to capture when putting this army together was a strong 'look', as Eldar do sometimes come across as neutral in terms of character. To do this, I used the new plastic Guardians as a base for nearly all the models. The advantage of these is that they gave me a large range of poses, such as crouching Fire Dragons and 'swooping' Swooping Hawks.

The great thing about the Biel-Tan colour scheme is that it can easily be worked into the other Aspects. This led to an army that consists of a wide variety of different models with their own unique colours, but still gives a single uniform look.

In the same way as the Dark Eldar, Craftworld Eldar have more female warriors than most other armies. I continued this theme through to the Aspect Warriors, resulting in a female Fire Dragon, Ranger, Swooping Hawk and even Dark Reaper!

The Farseer and Warlocks were all based on characters portrayed in the Codex (all three models are heavily converted).

WARHAMMER  
40,000

ARMY NAME: **Biel-Tan Swordwind host**

Unit	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points
Avatar	10	0	6	6	4	5	3	10	5+	The Wailing Doom.	80
Farseer	5	5	3	4	3	5	1	10	4+	Witch blade, ghost helm, shuriken pistol, rune armour, Mind War.	76
5 Howling Banshees	4	4	3	3	1	5	1	9	4+	Shuriken pistol, power weapon.	117
Exarch	5	5	3	3	1	6	2	9	3+	Power blades.	
5 Fire Dragons	4	4	3	3	1	5	1	9	4+	Fusion gun, melta bombs.	85
5 Rangers	3	4	3	3	1	4	1	8	5+	Ranger long rifle, shuriken pistol.	81
9 Guardians	3	3	3	3	1	4	1	8	5+	Shuriken catapult.	72
Warlock	4	4	3	3	1	4	1	8	4+	Witch blade, shuriken pistol, Enhance.	42
9 Guardians	3	3	3	3	1	4	1	8	5+	Shuriken catapult.	72
Warlock	4	4	3	3	1	4	1	8	4+	Singing spear, Enhance.	44
Dire Avengers	4	4	3	3	1	5	1	9	4+	Shuriken catapult.	60
5 Swooping Hawks	4	4	3	3	1	5	1	9	4+	Lasblaster, plasma grenades, grenade pack.	178
Exarch	5	5	3	3	1	6	2	9	3+	Shuriken pistol, web of skulls, sustained assault.	
3 Guardian Jetbikes	3	3	3	4	1	4	1	8	3+	Twin-linked shuriken catapult, shuriken pistol.	105
Warlock	4	4	3	4	1	4	1	8	3+	Shuriken pistol, witch blade, Enhance.	72
4 Dark Reapers	4	4	3	3	1	5	1	9	4+	Reaper launcher.	148

Vehicle	WS	BS	S	T	W	I	A	Ld	Save	Type & Notes	Points
Wave Serpent	12	12	10	3						Twin-linked shuriken catapult, twin-linked shuriken cannon.	110
Falcon	12	12	10	3						Twin-linked shuriken catapult, pulse laser, scatter laser.	145

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TOTAL: **1,497 points**



**BEST  
ARMY  
WINNER**

# HONOUR OR DEATH

Domenico Renzi's Ronin Space Marine army

Domenico Renzi has already painted three Space Marine armies and an Imperial Guard Army, and he still finds time to play Warhammer 40,000!

This is the second year in row that Domenico has won Best Army at the tournament, and he's already planning two more armies!



**Domenico:** At the end of September '99 I wondered what army I could possibly field at the next Warhammer 40,000 Grand Tournament. Scouring through old White Dwarfs and Rulebooks I found a picture of the antechamber of the Golden Throne. There was my inspiration – a Japanese-style banner. I would raise a Samurai Space Marine army.

Now was the time to get my army list ready. Since it was going to be my fourth Space Marine army I knew fairly well what I wanted it to include. If you embark on a project like this, the army list should be done first – it helps you save time and money, because you will only buy and paint the models you really need.

While positioning and gluing the Marines together I got the idea to create my own helmets, as I wanted them to look highly



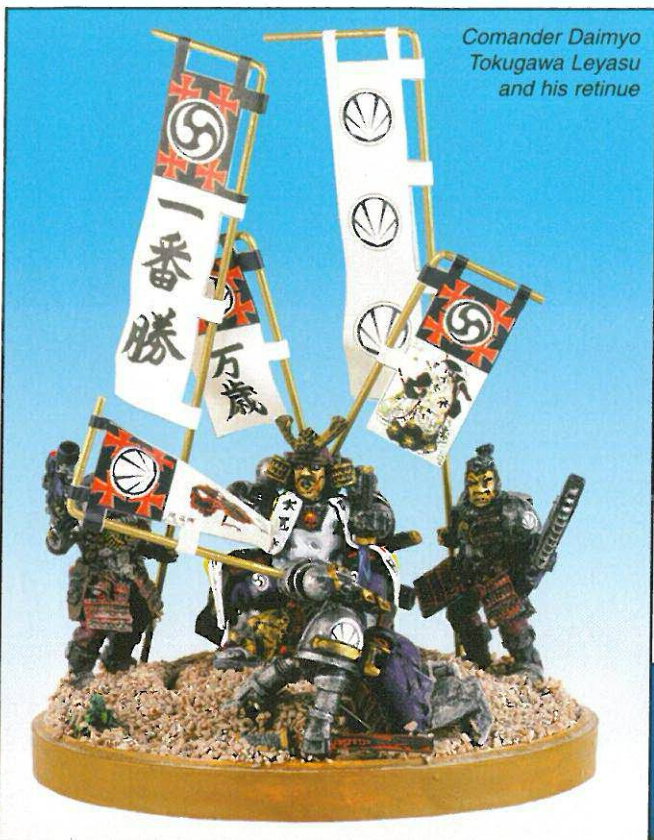
*Brave Ronin Space Marines ready for battle and glory.*





individual compared to the 'standard' Marines of the known Chapters, but nevertheless uniform. For the Sergeants I modelled every helmet individually, as they represent battle-hardened warriors whose armour has been embellished by the Chapter's artificers. I also designed a Chapter icon and spent a long time making banners for nearly every model.

I hope to be back next year with another army, so watch out!



Comander Daimyo  
Tokugawa Leyasu  
and his retinue

WARHAMMER  
40,000

ARMY NAME: **Ronin Space Marines**

Unit	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points
Commander Daimyo Tokugawa Leyasu	5	5	4	4	2	5	3	9	3+	Bolt pistol, Terminator honours, power weapon.	76
5 Terminators	4	4	4	4	1	4	2	9	2+	Storm bolter, power fist, 1 heavy flamer, 1 autocannon.	282
Veteran Sergeant	4	4	4	4	1	4	2	9	2+	Storm bolter, power weapon.	
Dreadnought Tetsu	4	4	-	-	-	4	2	-	-	Assault cannon, Dreadnought close combat weapon, heavy flamer.	115
4 Tactical Marines Sergeant	4	4	4	4	1	4	1	8	3+	Bolters, 1 missile launcher, 1 plasma gun.	91
	4	4	4	4	1	4	1	8	3+	Bolt pistol, close combat weapon.	
4 Tactical Marines Veteran Sergeant	4	4	4	4	1	4	2	9	3+	Bolters, 1 flamer.	96
	4	4	4	4	1	4	2	9	3+	Bolt pistol, close combat weapon.	
4 Tactical Marines Veteran Sergeant	4	4	4	4	1	4	1	8	3+	Bolters, 1 flamer.	96
	4	4	4	4	1	4	2	9	3+	Bolt pistol, close combat weapon.	
6 Assault Marines	4	4	4	4	1	4	1	8	3+	Bolt pistol, close combat weapon, frag grenades, 2 plasma pistols.	225
Veteran Sergeant	4	4	4	4	1	4	2	9	3+	Storm bolter, power weapon.	
4 Devastator Marines Sergeant	4	4	4	4	1	4	1	8	3+	4 Missile launchers.	155
	4	4	4	4	1	4	1	8	3+	Bolt pistol, close combat weapon.	

Vehicle	Front	Side	Rear	BS	Type & Notes	Points
Predator Annihilator	13	11	10	4	Twin-linked lascannon, 2 heavy bolters, extra armour, smoke launchers, hunter-killer missile.	153
Whirlwind	11	10	10	4	Multiple missile launcher, extra armour, smoke launcher.	83
Rhino	11	10	10	4	Storm bolter, extra armour, smoke launcher, hunter-killer.	73
Land Speeder	10	10	10	4	Heavy bolter.	50

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TOTAL: **1,495 points**





# In the grim darkness of the 41st Millennium there is only war.

**W**arhammer 40,000 is a tabletop game for two or more players in which you command the forces of the Imperium (or one of its many enemies) in desperate battles across the war-torn future of the 41st Millennium. The Codex army books are dedicated entirely to collecting, painting and gaming with the various different races and armies of the Warhammer 40,000 universe. Every Codex highlights one particular army and expands upon the rules published in the Warhammer 40,000 rulebook. Inside each Codex you will find army lists, a section full of ideas for painting and modelling an army, plus exotic wargear and special characters to use in your battles. In addition there is a wealth of background information—all in all enough to satisfy the most avid gamer!



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The Space Marines are the finest troops in the Imperium. Their genetically engineered bodies have been honed far in advance of any human, and their battle skills are second to none. Each Space Marine is fanatically loyal to the Emperor, willing to fight a thousand battles in his name. Combined with the best wargear mankind can offer and a lifespan lasting hundreds of years, these champions of the Imperium are feared and respected throughout the universe. Each Chapter of the Space Marines has its own distinct history and background, and as such this Codex forms the basis for several supplementary Codex army books (see right).



You will need Codex Space Marines to use the following three Codex army books as they further highlight an individual Space Marine Chapter.

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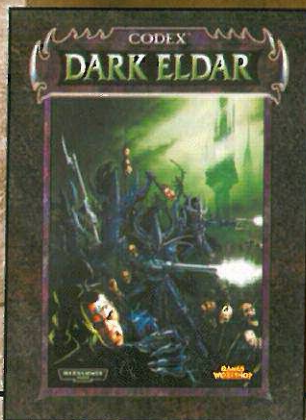
The Dark Angels are stubborn and relentless champions of the Imperium, faithful but with a terrible secret. This Codex reveals some of the dark history of one of the most mysterious Space Marine Chapters.





# WARHAMMER®

## 40,000



The Codex army books are supplements for Warhammer 40,000. You must possess a copy of Warhammer 40,000 to be able to use the contents of these books.

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Spawned in the darkest pits of the universe, the cruel Dark Eldar are a curse upon all races of the galaxy. For untold thousands of years they have preyed upon unsuspecting settlements, stealing forth from the shadows and dark places on their raids of terror and violence, massacring or enslaving all whose paths they cross. This Codex reveals the darkest secrets of these sadistic killers, with advice on how best to begin your own reign of terror across the universe.

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The Legions of Chaos are twisted renegades and traitors, sworn to overthrow the Emperor and mankind whom they once served. The armies of the damned boast mighty Daemons, crazed berserkers, possessed vehicles and squad upon squad of foul Chaos Space Marines, bound forever to destroy all in their path. Death to the False Emperor!

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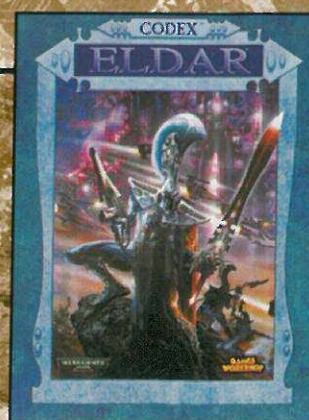
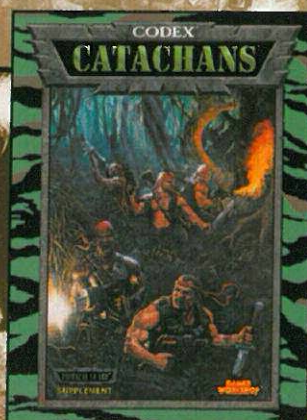
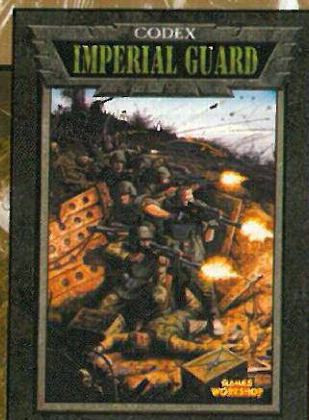
*Note: You'll need Codex Imperial Guard to use this supplement.*

Catachan is the most infamous deathworld in the galaxy and its inhabitants use the jungle itself as a weapon against the enemies of the Imperium. If hunting your adversaries with booby traps and ambushes or incinerating your foes with heavy flamers and demolition charges appeals to you, this Codex is ideal. Inside is a wealth of background information and scenarios for desperate jungle and deathworld fighting.

### **CODEX ELДАР**

**£8**

The Eldar are an ancient race, immersed in a battle for survival in a galaxy overrun by barbaric usurpers. Eldar warriors are as deadly as they are diverse, utilising advanced weaponry and mysterious wargear. This Codex details everything you need to know to field an army of these proud, alien warriors.





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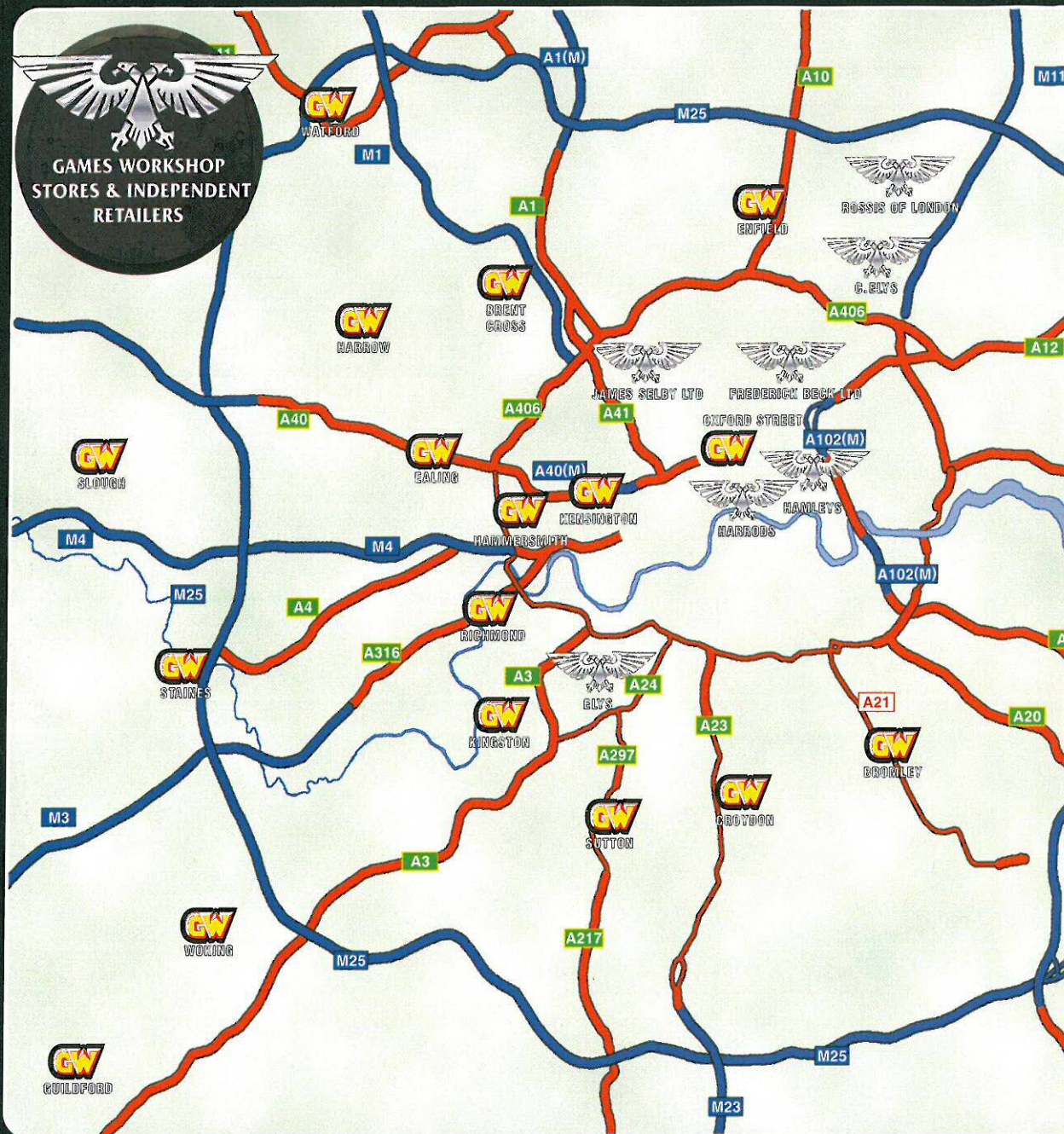
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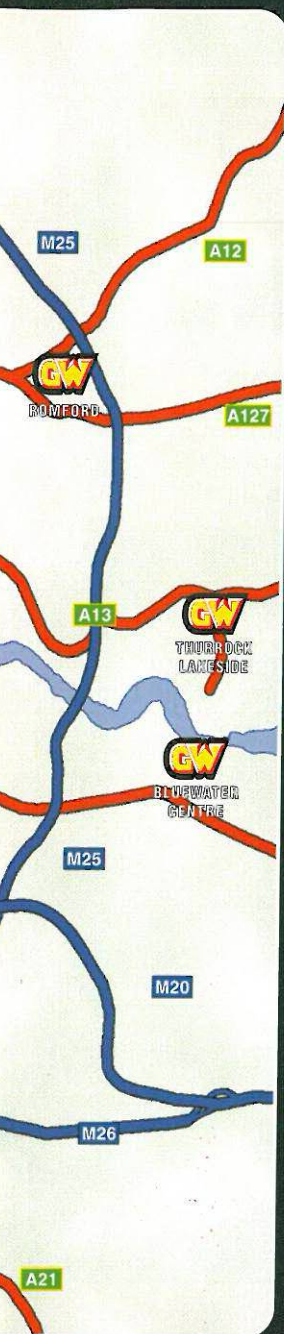
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L O N D O N





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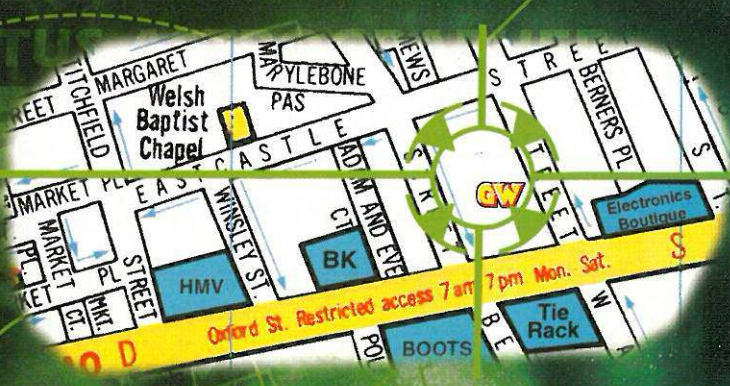
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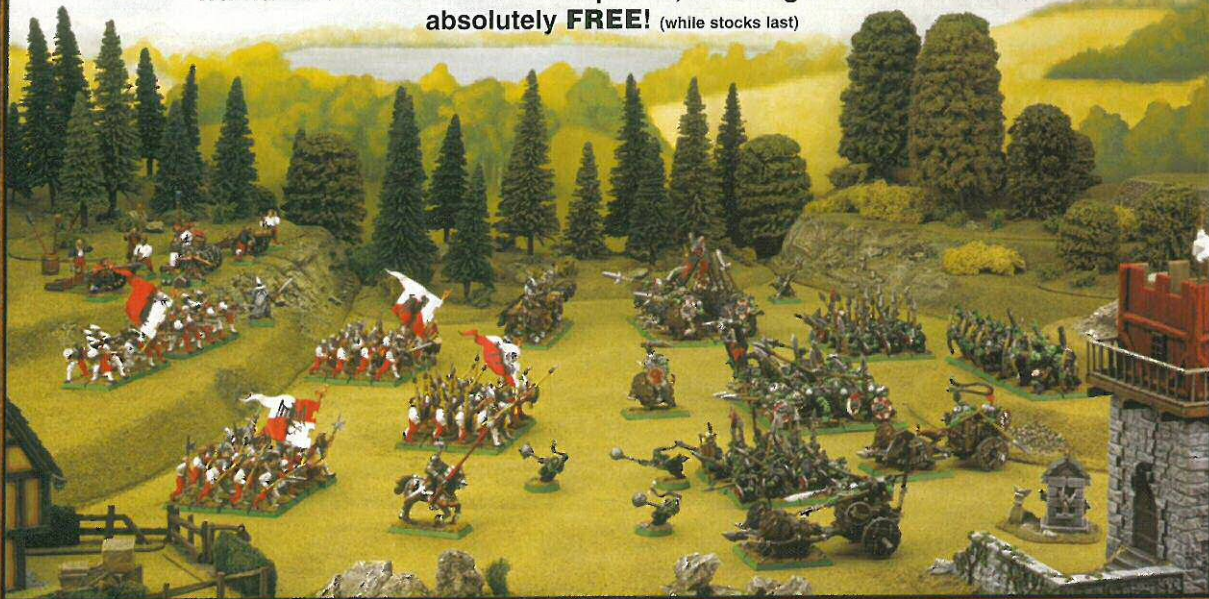


# WARHAMMER

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# WARHAMMER®

## REFERENCE SHEET

### MOVEMENT

#### 1. Declare charges

Indicate which units are charging and nominate the enemy unit which they are going to charge. Take Panic tests for any units that are in close combat that will be charged in the flank or rear. Opponent chooses one of the following charge responses:

**Stand and Shoot** – You may stand and shoot if the chargers come from more than half their charge move away. Work out casualties immediately.

**Hold** – The unit stands and takes the charge.

**Flee!** – The unit turns tail and runs. Models are moved immediately 2D6" away from the enemy if their Movement is 6" or less or 3D6" if their Movement is more than 6".

#### 2. Rally fleeing troops

Troops that fled in a previous turn can be rallied by passing a Leadership test. A unit must have at least 25% of its original number of models surviving to rally. Rallyed troops may not move or shoot this turn but may adopt any formation facing the enemy. Rallyed characters may cast spells as normal. Units with Musicians will gain a +1 Ld bonus in any attempt to rally (max. Ld=10).

#### 3. Compulsory moves

Units subject to compulsory movement must be moved now.

#### 4. Move charges

Chargers make a double move towards the target unit and must bring as many models into combat as possible. Chargers may not turn or change formation, but can wheel once to bring more models into contact with the enemy. However, the unit need not do so if this means that it would not reach its target. Once a unit reaches the enemy it halts and is aligned with its opponent to form a neat battle line. If a charging unit's target has fled but is still within charge range it is destroyed. If the target unit flees out of reach or the charge move is too short, the charge has failed. Move the charging unit its normal Movement unless another unit is also within range, in which case the charge may be redirected against this new target. A charge may only be redirected once. Units which fail to complete a charge may not shoot, although a Wizard is free to cast spells as normal.

#### 5. Remaining moves

Any remaining units may now move. Units may move in a straight line or may manoeuvre. There are four types of manoeuvre:

##### Wheel

Units can pivot around one corner. Measure the distance travelled by the outside model. A unit may wheel several times in a turn as long as it has enough movement. A unit may wheel once in a charge to bring models into combat.

##### Turn

A unit that is not charging or marching may turn 90° or 180° by surrendering a quarter of its move. Note that each individual model turns in place, the unit as a whole does not move. Leaders, Standard Bearers and Musicians are then moved to the unit's new front rank.

##### Change formation

A unit may increase or decrease the number of ranks it is deployed in by one at a cost of half its move. It may increase or decrease its ranks by two if it does not move at all.

##### Reform

If it is not in close combat, a unit may reform into as many ranks as it wishes and face in any direction it wishes. If a unit reforms it cannot move at all and may not shoot in the Shooting phase, but Wizards are free to cast spells as normal.

##### Marching

A unit can march if there are no unbroken enemy models within 8" at the start of the Movement phase. It can, however, move to within 8" of enemy units during its march. A marching unit moves at twice its Movement characteristic and the only manoeuvre it may attempt is the wheel, it can neither change formation nor turn. It may not move through difficult terrain or cross obstacles and must stop if it reaches such features. A unit which is marching cannot shoot in the Shooting phase, but Wizards are free to cast spells as normal.

### TURN SEQUENCE

- 1 START OF TURN
- 2 MOVEMENT

### 3 MAGIC

### 4 SHOOTING

### 5 CLOSE COMBAT

### PSYCHOLOGY

*Except for hatred and frenzy, where no test is necessary, tests for psychology are taken against Leadership. Roll 2D6 – if you score equal to or less than the troops' Leadership value you have passed.*

#### Panic

*A unit which fails a Panic test will flee in the same way as a unit broken in close combat or a unit which flees when charged. A unit must take a Panic test in the following circumstances:*

- 1 - Fleeing friendly unit is within 4" at the start of the turn.
- 2 - Friends within 6" break from close combat or are destroyed.
- 3 - The unit is charged in the side or rear whilst engaged in combat.
- 4 - Fleeing friends within 4" are destroyed by chargers.
- 5 - The unit suffers 25% casualties from shooting or magic.
- 6 - A unit is wiped out by shooting within 4".

#### Fear

*A unit defeated in close combat by an enemy that it fears is automatically broken without a Break test if it is outnumbered.*

- 1 - Test to overcome fear if charged by an enemy that causes fear. Make this test once the enemy declares his charge. If the tester fails to overcome fear then he must flee if outnumbered by the attackers. If not outnumbered, then a unit which fails its Fear test may fight on, but requires a 6 to hit during the first turn of combat.
- 2 - Test if you wish to charge a fear-causing enemy. If you fail the test then you may not charge and must remain stationary for the turn.

#### Terror

*Only one Terror test is ever taken by a unit during the game – once it has been taken no further Terror tests are required. Troops which fail their Terror test will flee immediately exactly like troops broken in combat or fleeing from a charge.*

- 1 - Test to overcome terror if charged by or wishing to charge an enemy that causes terror.
- 2 - Test if there is a terror-causing enemy within 6" at the start of your turn.

#### Stupidity

*Test at the start of each turn. If troops fail their test:*

- 1 - If in close combat, half the creatures stop fighting.
- 2 - If not in close combat, move the unit directly forward at half normal speed.

#### Frenzy

*Troops affected by frenzy must behave as follows.*

- 1 - Frenzied troops must charge enemy within charge reach.
- 2 - Frenzied troops fight with +1 extra Attack.
- 3 - Frenzied troops always pursue.
- 4 - Frenzied troops are immune to other psychology.
- 5 - If defeated in combat they are no longer frenzied.

#### Hatred

*Troops fighting in close combat with a hated foe behave as follows:*

- 1 - Troops may re-roll any misses in the first turn of close combat.
- 2 - Troops must pursue hated enemies who flee.

#### Stubborn

*Stubborn troops behave as follows:*

- 1 - Stubborn troops take all Break tests on their unmodified Leadership value. They do not reduce this value regardless of any combat results, how many casualties they have suffered or other combat bonuses.



## SHOOTING

Resolve each unit's shooting one at a time, starting with weapons that require the range to be guessed.

**Declare target.** A model armed with a missile weapon may choose any enemy unit as a target if it lies within the model's 90° fire arc and is in line of sight. Only models in the front rank of the unit may fire their missile weapons unless the unit is positioned on a hill, in which case up to two ranks may fire.

**Measure range.** Measure the range to the target. If targets are out of range the shots miss automatically.

**Roll to hit.** A dice roll of 1 is always a miss.

Firer's BS:	1	2	3	4	5	6	7	8	9	10
D6 Score:	6	5	4	3	2	1	0	-1	-2	-3

### To hit modifiers

- +1 Shooting at large target.
- 1 Shooting while moving.
- 1 Shooting at a charging enemy.
- 1 Shooting at long range.
- 1 Shooting at a single character or at skirmishers.
- 1 Target is behind soft cover.
- 2 Target is behind hard cover.

**Roll to damage.** Exactly as in close combat.

**Take armour saves.** Exactly as in close combat.

**Remove casualties.** Exactly as in close combat.

**Take any Panic tests.** If a unit takes 25% or more casualties from shooting it must immediately take a Panic test.

## TO WOUND CHART

### TARGET'S TOUGHNESS

	1	2	3	4	5	6	7	8	9	10
ATTACKER'S STRENGTH	1	4	5	6	6	-	-	-	-	-
2	3	4	5	6	6	-	-	-	-	-
3	2	3	4	5	6	6	-	-	-	-
4	2	2	3	4	5	6	6	-	-	-
5	2	2	2	3	4	5	6	6	-	-
6	2	2	2	2	3	4	5	6	6	-
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

### Armour

None	No Save
Light	6+
Heavy	5+
Shield	+1
Barding	+1
Mounted	+1

### Armour save modifiers

Strength of hit	Save modifier
4	-1
5	-2
6	-3
7	-4
8	-5
9	-6
10	-7

## CLOSE COMBAT

### 1. Fight combats

Resolve each combat one at a time. The player whose turn it is will determine the order of the combats.

**Order of combat.** Charging units strike first. Otherwise, models strike in order of Initiative.

**Roll to hit.** Check on the To Hit chart to find the score needed on a D6 to hit. When fighting against cavalry, all blows are struck against the rider using the rider's Weapon Skill. A mount uses its own Weapon Skill if it has its own Attack.

**Defended obstacles.** Models behind or in defended obstacles can only be hit on a roll of a 6, regardless of relative Weapon Skills. Once attackers win a round of combat, further combat rounds are fought as normal.

**Roll to damage.** Cross-reference the attacker's Strength versus the defender's Toughness value on the To Wound chart to find the score required on a D6 to cause a wound.

**Take armour saves.** Roll a D6 for each wound that is caused. A roll of 1 is always a failure.

**Remove casualties.** Remove casualties from rear ranks. Removed models do not get to attack if they have not already done so.

### TO HIT CHART

#### DEFENDER'S WEAPON SKILL

ATTACKER'S WEAPON SKILL	1	2	3	4	5	6	7	8	9	10
1	1	2	3	4	5	6	7	8	9	10
2	4	4	5	5	5	5	5	5	5	5
3	3	4	4	4	5	5	5	5	5	5
4	3	3	4	4	4	4	5	5	5	5
5	3	3	3	4	4	4	4	4	5	5
6	3	3	3	3	4	4	4	4	4	4
7	3	3	3	3	3	4	4	4	4	4
8	3	3	3	3	3	3	4	4	4	4
9	3	3	3	3	3	3	3	4	4	4
10	3	3	3	3	3	3	3	3	4	4
	3	3	3	3	3	3	3	3	3	4

### 2. Combat results

Add up the number of wounds caused by each side in the combat and add any modifiers that apply from the following list. The side with the higher score has won the combat.

#### Combat resolution bonuses

- +1 per rank after the first, to a maximum of +3.
- +1 unit outnumbers the enemy.
- +1 Standard Bearer in front rank.
- +1 unit occupies higher ground.
- +1 Flank attack. If both flanks are engaged the modifier will still only be +1.
- +2 Rear attack. Combined with a flank attack, this gives a +3 bonus.
- +1 Overkill. A challenger who kills his opponent and inflicts more wounds than the enemy has adds +1 to the combat result score for each excess wound caused (max +5).

### 3. Losers take Break test

The losing unit in a combat rolls 2D6 and adds the difference between the combat results. If the score is greater than the unit's Leadership value the unit has broken and will flee once all remaining combats have been resolved.

### 4. Panic tests

All units within 6" of a friendly unit that has broken or been destroyed must take an immediate Panic test.

### 5. Flee!

Fleeing troops move directly away from the largest enemy unit involved in the combat. If the unit normally moves 6" or less it flees 2D6". If it normally moves more than 6" it flees 3D6". Fleeing units ignore movement penalties for difficult ground and obstacles.

### 6. Pursuit

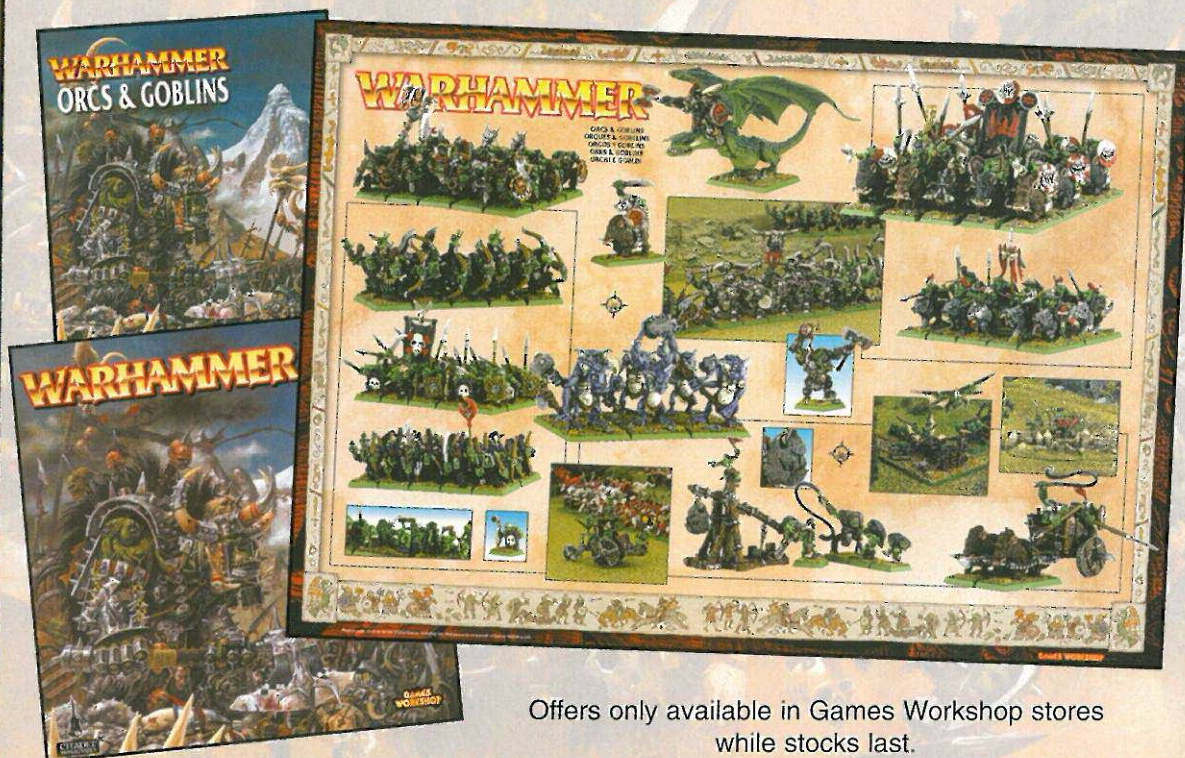
Victorious units will pursue fleeing troops 2D6" if their normal Movement is 6" or less, 3D6" if their normal Movement is greater than 6". A victorious unit that slays all of its opponents may also make a pursuit move, this is worked out exactly the same as a normal pursuit move. If this score is equal to or greater than the score rolled by the unit it is pursuing, the fleeing unit is destroyed. Pursuers ignore movement penalties for difficult ground and obstacles. If the pursuit move carries them into a fresh enemy unit this counts as a new charge and is resolved in the following turn.

**Restraining pursuit.** A unit may restrain its pursuit by rolling equal to or less than its Leadership value on 2D6. Units that are fighting from a building or other defended position can automatically restrain a pursuit. Declare you are not pursuing before your opponent rolls any dice.



# FREE ORC POSTER!

When you buy both the Orc & Goblin army book and Orc & Goblin Battalion boxed set.



The Warhammer Roadshows will be visiting stores in your area with fantastically painted armies and awesome Warhammer scenery. They'll take you on in battle and then go on to attack the other stores in your area. The outcome from these bloody actions will determine who is victorious! Can you defeat the might of a Games Workshop Roadshow? Get down to your local store to find out more.

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- 24 page Christmas Catalogue, packed full of great gift ideas including some special limited edition products.

- Includes an 'easy-to-use' Christmas Wish List.

Fill the Wish List in and pass it onto your parents or whoever is shopping for your Christmas gifts. All they have to do is drop into a Games Workshop Store and the friendly staff will take care of everything!

*The essential  
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guide for every  
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## 2000 CHRISTMAS CATALOGUE



**GAMES  
WORKSHOP**

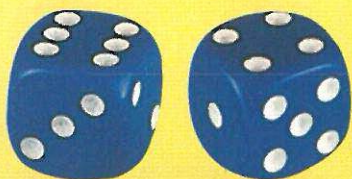
# SKULZ

## CALLING ALL SKULZ COLLECTORS

Your Skulz collector card will tell you that the Skulz offer has now ended. Well don't worry! We've decided to carry the scheme on as so many people seem to want to take advantage of the great gifts on offer. There will also be an updated Skulz catalogue including some new gifts available soon!

**Keep on collecting!**

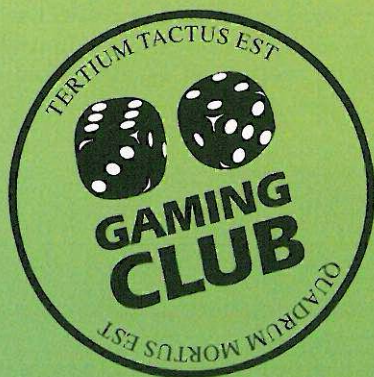




# GAMING CLUBS

Being a part of a gaming club can be an incredibly rewarding experience. You get to meet loads of great people who are interested in the same things as you, play titanic battles, organise campaigns, make awesome terrain tables and stacks more!

However, finding or starting a club can be less than straightforward, so here, with news on how Games Workshop is helping to support gaming clubs and people interested in starting their own clubs, is Che Webster...



## CLUBS, CLUBS, CLUBS!

Why do people enjoy gaming clubs? Because they are the best things going to get you playing more games, learning how to paint and model

better, and of course trying something bigger and more challenging than the same old 1,500 point bash with your mate.

Of course, it can be tricky if you don't have one already set up nearby or in your school. And the idea of starting up a new club can seem pretty daunting – how do you go about it? And once it is up and running, how do you make yours special and different every time you play together?

Every week we get calls and letters asking us questions like, "how do I set up a club?", "can I get a poster to stick up on the school notice board?", and "is there anything special for people who run clubs?"

### CLUB TOOLKIT!

Games Workshop has been trying to figure out the best way to help you either to get going with a club, or to get a little bit more out of your existing group. What we've come up with is the Club Toolkit!

The Toolkit is a pack of stuff aimed at giving you and your mates, the group at your school, or your folks a bundle of ideas and gear that will get you going. Playing games regularly with a group of gamers is a lot more interesting than just playing the same chap over and over, so this kit will be the beginning of a whole range of new things to do.

### WHAT'S IN IT?

The Toolkit has a load of useful stuff if you want to get a group of gamers together. The Manual is the place to find good information on gaming together, including tips on building simple boards and terrain. It also gives ideas on collecting and painting armies. In the Toolkit are

two full-colour Campaign maps (yes, you guessed it – one of the Warhammer world, and one of a 40K sector!), a bunch of full-colour posters (to help you advertise on notice boards) and a great master flyer to complete the deal.

The Wargear box that comes with it contains a bundle of essential stuff that groups always ask us for: extra dice, templates, rulers, paints, brushes and scenery stuff.

In addition, when you order the Toolkit you can register your group on our Club Network, advertising your existence on the Internet.

### CLUB NETWORK

The Club Network is an Internet-based register of all the gaming groups that have decided to join. The website can be found at [www.gamingclub.org.uk](http://www.gamingclub.org.uk) and is the easiest place to order your Toolkit, catch up on the very latest news and see who else is running a club. Of course, we won't advertise you on the Network site if you don't want to be there. However, those of you in schools, colleges, universities or running larger public clubs can all find out who's who on the site.

### WHAT'S THE DEAL?

If you want a Club Toolkit and to take part in this excellent community of hobbyists, then either log onto the Club website or call Mail Order now! The Toolkit is available for £20.

### CLUBBING TOGETHER!

Clubs are all about getting together and gaming with other people regularly. That means you can share the scenery, help each other with the painting and modelling, and get a good range of exciting games whenever you meet. If you want a hand, the Toolkit is for you!

The Gaming Club Toolkit is priced at £20 and available from GW Mail Order. Here's what you get...

- Gaming Club Manual
- 5 Warhammer 40,000 posters (A3)
- 5 posters (A3)
- Gaming Club Flyers
- Warhammer 40,000 Campaign Map (A2)
- Warhammer Campaign Map (A2)
- Range rulers
- Bag of dice
- Selection of paints & brushes
- Warhammer roster sheets
- Intro to Fantasy Wargames
- Cardboard Warhammer buildings
- Warhammer 40,000 Crates



**Check out our clubs website: [www.gamingclub.org.uk](http://www.gamingclub.org.uk)  
Telephone Mail Order on 0115 91 40000 for your Toolkit**





# CLOAK & DAGGER

This month sees the release of *Necropolis* by Dan Abnett, the storming sequel to *Ghostmaker* and the third in the Gaunt's Ghosts series of novels from the Black Library.

The new Gaunt's Ghosts novel *Necropolis* is one of those rare books that can truly be described as 'long awaited'. At last the wait is over for all fans of Ibram Gaunt and the Tanith First-and-Only, as the third book in the series that began with *First & Only* and *Ghostmaker* is published this month. What's more, as a taster we've managed to persuade the Black Library to let us stick a small but perfectly formed sampler of the whole series on this month's cover!

In this latest saga we find the indomitable Ibram Gaunt, now firmly established as Colonel-Commissar of his motley regiment of stealthers, embroiled in a bitter civil war on the industrial hive world of Verghast. As part of the only Imperial Guard force within range of the huge manufacturing world, the Tanith First-and-Only, the so-called "Gaunt's

Ghosts", are sent in to aid the beleaguered forces of the noble House Sondar from the attacks of the rival Hive City Ferrozoica – now under the insidious control of Chaos!

Sent during the great crusade into the myriad worlds of the Sabbat system by Warmaster Macaroth, the Tanith First-and-Only are tragic heroes in the unforgiving universe of 41st Millennium. After their home world of Tanith is attacked by Chaos raiders during the initial founding of its first Imperial Guard regiment, the

**"They are the Magnificent Seven, Dirty Dozen, Kelly's Heroes and Sharpe's Rifles all rolled into one."**

few survivors are forced to abandon their world by their newly acquired commander, Commissar Ibram Gaunt. Given the choice of fighting to the death or salvaging one regiment of Tanith Imperial Guard, Gaunt makes the difficult choice and abandons the world of Tanith to the Dark Powers. Ordered to desert their loved ones, the hardy Tanith have a mixture of grudging respect and burning hatred for the off-world Commissar.

Raised on a bizarre world of shifting semi-sentient Nalwood forests, the Tanith find a natural place within the ranks of the Imperial Guard as light infantry almost without compare. Due to the constantly changing woodlands and forests of their home world, the Tanith are ideally suited to scouting missions and stealth raids. This uncanny ability, coupled with their chameleon-like stealth cloaks, allow them to slip silently through enemy pickets and infiltrate unseen behind enemy lines. As soldiers without a world to call home, Larkin, the Tanith's cynical sniper, dubbed the regiment "Gaunt's Ghosts" – a reference towards both their stealthy abilities as woodsmen and to their new-found status as the only survivors of a dead world.

But not everyone is so enamoured of Ibram Gaunt. In fact, one of the Commissar's main enemies comes from within his own ranks. The brooding and brutal Major Rawne has sworn to kill Gaunt for leaving their home world to die. Despite knowing of Rawne's intentions, the cunning Commissar promoted Rawne to Major. As the Commissar often says, 'Keep your friends close and your enemies even closer.' Despite his hatred of Gaunt, Rawne has actually saved the Commissar's life on more than one occasion, for



- Gaunt's Ghosts #1: FIRST AND ONLY
- Gaunt's Ghosts #2: GHOSTMAKER
- Gaunt's Ghosts #3: NECROPOLIS  
(published November 2000)

These books, and all the other great Warhammer and Warhammer 40,000 titles in the range, are available from your local Games Workshop store, WH Smith and all good bookshops.



he wants to have the pleasure of killing his hated enemy himself.

Gaunt and his Ghosts made their debut in an early issue of *Inferno!* magazine, the Black Library's regular anthology of short stories and features, and were an instant hit. Two more stories followed, but it was plain that the Tanith deserved far more! Thus it was that the Black Library launched Games Workshop's new novel range last September with William King's *Gotrek and Felix bloodfest Trollslayer* – and Dan Abnett's *First & Only*.

That first Gaunt's Ghosts novel takes the men of Tanith and their charismatic commander to the obliterated steelyards of the forge world Fortis Binary, where they are fighting as part of a bigger push against renegade Chaos cultists alongside other Imperial Guard regiments such as the Vitrian

**"I think that the Imperial Guard are about as human as it gets in Warhammer 40,000."**

Dragoons and the Patricians. Although the battle is won, there is much in-fighting amongst the various units. It is only when a far larger threat – and the promise of an ancient STC treasure – become their objective that the Imperial Guard start to pull together.

The second volume, *Ghostmaker*, introduced readers to all of the main characters of the Tanith, from Larkin to 'Try Again' Bragg, from reliable Colonel Corbec to Dorden the medic. Each has their story to tell, just as each has their part to play in the big push against the Chaos forces who control the planet of Monthax.

Dan took time out from working on

his next project – Gilead's Blood, a Warhammer fantasy epic about a doom-laden High Elf – to talk to us about Gaunt and his Ghosts, and the writing of this latest volume, *Necropolis*.

"They are the Magnificent Seven, Dirty Dozen, Kelly's Heroes and Sharpe's Rifles all rolled into one. In fact, they are the same archetypes found in any tale where fighting men are banded together in combat around a charismatic leader. Unlike Sharpe, though, all of the supporting characters in the series are very important."

But like Cornwell's Sharpe, Gaunt and his Ghosts often find themselves fighting against Imperial bureaucracy and regimental rivalry as much as the alien hordes that threaten the Imperium. Long running internecine feuds, often breaking out into open conflict, underpin the Imperial crusade into the Sabbat Worlds. Promised a new planet of their own should they conquer a world, the Ghosts' near-impossible goal has been stolen from them by internal politics on more than one occasion.

The Tanith footsloggers who make up the bulk of Gaunt's Ghosts also show a human side to the nightmare warfare of the 41st Millennium and with the constant attrition within the ranks of the Tanith, show that war can take even the greatest of heroes.

"I think that the Imperial Guard are about as human as it gets in Warhammer 40,000 and I wanted the Ghosts to reflect this and be quite conventional characters. There are plenty of real heavy hitters in the Warhammer 40,000 universe, what with the superhuman strength of the Space Marines. I wanted the Tanith's strength to be quite passive and that's why they are such good infiltrators and stealth troops.

"You get a real sense of continuity as well as a feeling that there are events happening outside the novels as minor characters come and go throughout the series. In fact during *Ghostmaker I* had to compile a database of the Tanith to ensure that characters were true to their 'past'. It's very easy to get lost, or to use a character you've already killed or injured. In fact I also have a fairly good idea of each character's life and 'career' outside of the novels, stuff that might never get into print."

Although Dan's novels are sometimes compared to fictional war epics, he himself feels they have more of an affinity with real war historical textbooks.

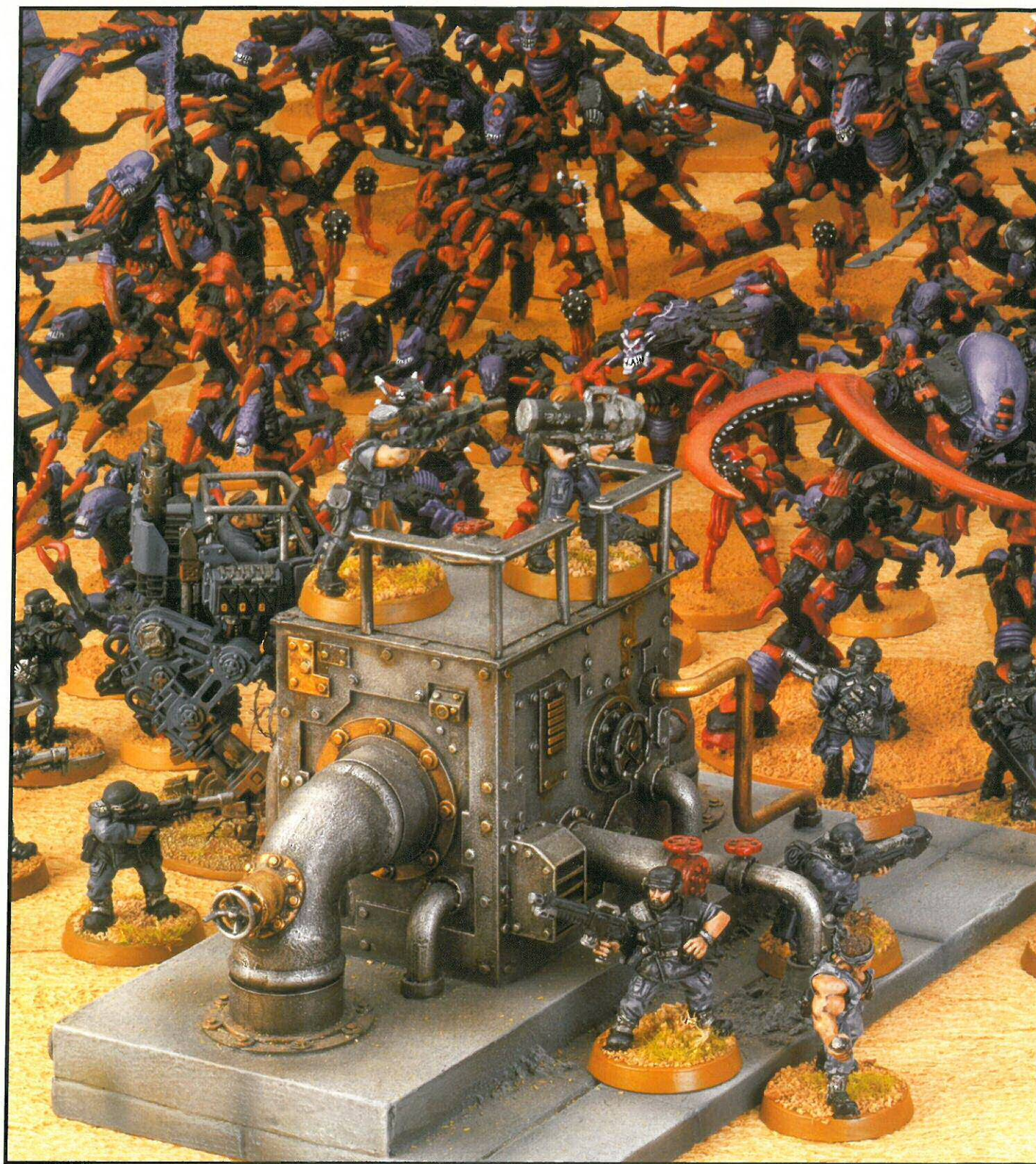
"A lot of *Necropolis* was inspired by a book I've been reading on the battle for Stalingrad and by another I read on the Tet Offensive in the Vietnam War. I tried to capture the feel of a group of soldiers fighting this type of battle. Up until now we've always seen the Tanith on the offensive. I thought it would be exciting to see them fight a desperate defensive battle. As I built up this scenario, the city of Vervunhive became more and more real in my mind, I wanted the location to feel right and have character and eventually I even ended up creating a map of the Hive which we've included in the book."

As for what's next from Gaunt's Ghosts we'll just have to wait and see – should they survive the horrors of *Necropolis*!

*Check these Gaunt's Ghosts conversions out! Aussie White Dwarf editor, Dave Taylor has recreated the Tanith First and Only for use on the Warhammer 40,000 battlefield. We hope to show you more in a forthcoming White Dwarf.*





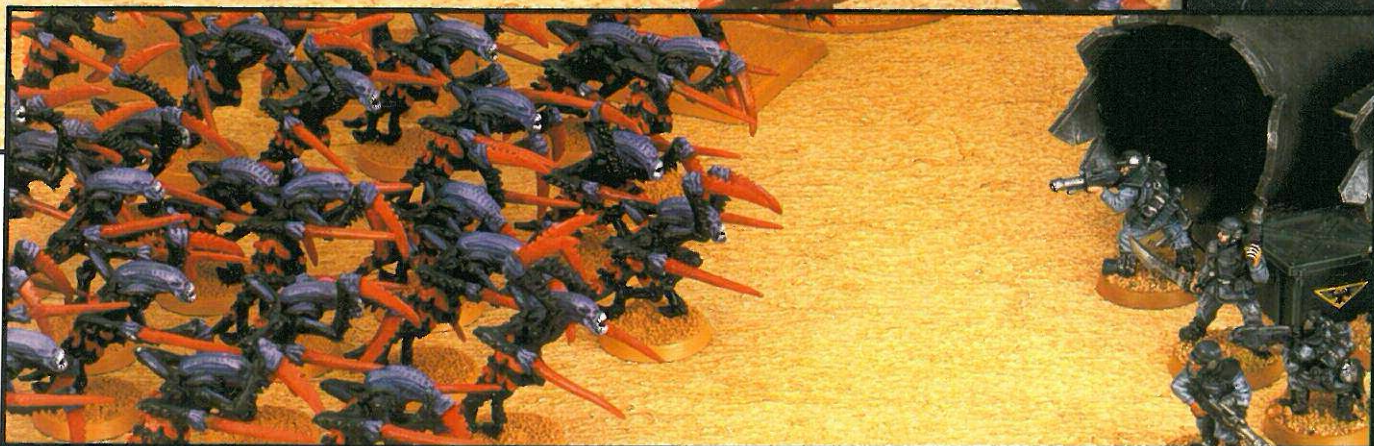
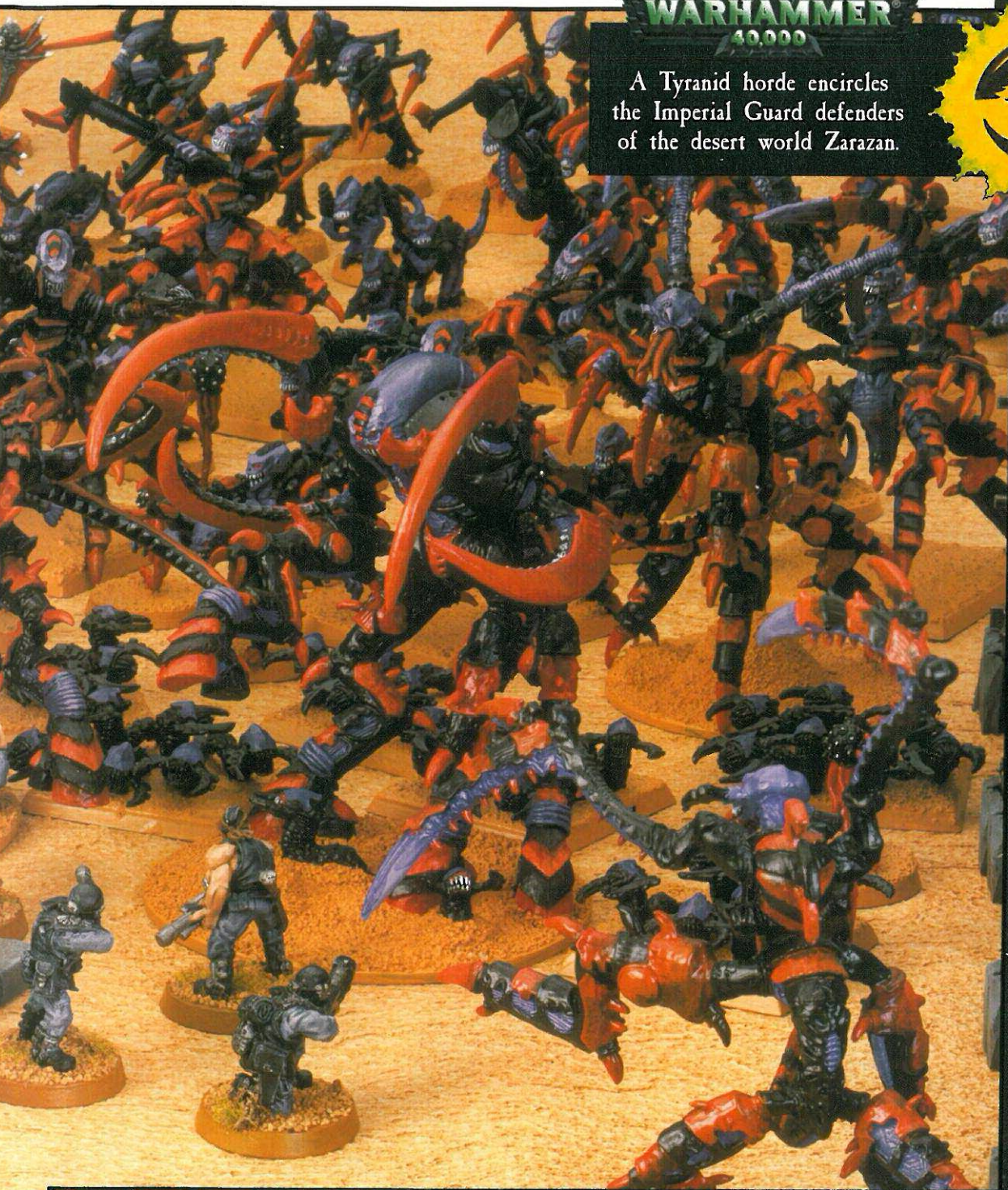


# TWISTED EVOLUTION



**WARHAMMER**  
40,000

A Tyranid horde encircles  
the Imperial Guard defenders  
of the desert world Zarazan.



A wave of Hormagaunts rush toward the Imperial defenders.





**Simon  
'Spore Mine'  
Shuker**

# TWISTED EVOLUTION

The Hive Mind has been rather suspiciously silent just of late. In order to remedy this situation, this month 'Shukes' shows off his own slaving horde and explains how he made his huge Tyranid bio-creations.

**Simon:** Firstly, I am going to explain the two main reasons why I view Tyranids as one of the best Warhammer 40,000 armies. To start with I think the models are fantastic. Secondly, most respectable Tyranid forces will outnumber their opponents and you can scare your opponent witless with the sheer size of a Tyranid army.

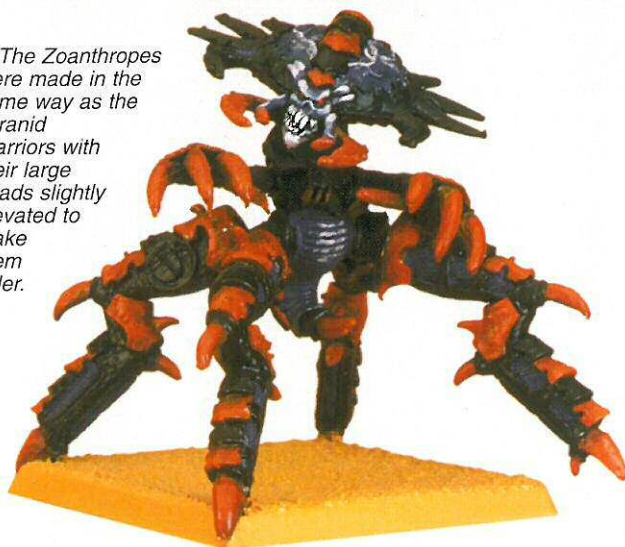
The choice of creatures that make up your army are either cheap and numerous or they're expensive and monstrous. When I first decided to collect the Tyranids there were three things I wanted from the army:

1. *It must be big.*
2. *Lots of converted creatures.*
3. *Simple to paint, with contrasting, bold colours.*

The issue of army size was easily solved by deciding I wasn't going to leave out any troop type available to me and that I was going to take them in large broods. Something

▼ Both of these Hive Tyrants were made at the same time, using the same components. The upper body is the standard Hive Tyrant assembly. This was then pinned to the lower body from an Epic Bio-Titan. This left a gap of approximately 20mm that I filled with Green Stuff and then sculpted into a suitably organic shape. Finally, four of the large Epic Bio-Titan legs were attached and the gaps were again filled with Green Stuff.

► The Zoanthropes were made in the same way as the Tyranid Warriors with their large heads slightly elevated to make them taller.



worth mentioning at this point is that Tyranid players can easily fill their Force Organisation chart and so there is always going to be the option of having two or more detachments. This is something you will have to do with large games, as Tyranid forces often tend to be very big. When it comes to deciding my force composition I tend to take a bit of everything and then more broods of whichever creatures I deem necessary, depending on what enemy I am facing.





► The Tyranid Warriors were assembled in the standard way except for the head and new legs that were pinned with long wire and had the gaps filled with green stuff. They are based on 50mm square bases.



► The Lictors are the most recent addition to the army. The body is made from a Tyranid Warrior body with a Lictor's tail attached to the trimmed tail end. The head and upper claws are the standard Lictor components pinned on. The small arms have been taken from Hormagaunts and the legs are a mix of the two variant Epic Bio-Titan legs.



The plan behind the madness was to convert all the large creatures in my horde to be bigger and give the impression of being even tougher than they really are, while the smaller creatures would just be collected in broods, as large as I could get. Although this meant that the huge creatures would all have larger bases than normal, I was prepared to sacrifice tactical advantage in order to get good conversions. The first step was to add more legs. After a little searching for the right components I found that the Epic Bio-Titan legs would look just right with a bit of work, and I've used these on nearly every conversion.

The first conversion I attempted was my Hive Tyrant. This is possibly the most in-depth conversion I've ever tried and it came off very well in the end. When I started the conversion I didn't have much of an idea of how I was going to finish it, but my intention was to give it an extra pair of legs and bulk it out to make it appear more massive. Hopefully my army has inspired you and given you some new ideas to help you go out and consume the galaxy.

If you have never tried anything like this before, I really do recommend giving it a go; converting is only as difficult as you decide to make it, and as you gain experience you will be able to attempt more and more ambitious projects!

Anyway I'm off to consume some weak fleshforms with my Tyranid Horde, so good hunting and may your dice always roll sixes!



▲ The Carnifexes were converted in a similar manner to the Hive Tyrants. The claws on the end of the legs looked wrong, so I swapped them for the hooves from the Carnifex's normal legs. The shoulders were made from the Epic bio-titan tails and Green Stuff.

#### PAINTING GUIDE



Blood Red



Liche Purple



Chaos Black



# Great NEW stuff for these great games!

One of the things we're trying to do at Fanatic is to make sure that it's easy for players to get hold of the new rules and amendments which have been published for their favourite games. One of the ways we'll be doing this is by putting together compilations like Best of Town Crier (see below). However, all of Fanatic's magazines include a full listing of the new rules that apply to the game the magazine covers. More importantly, they tell you where you can find this information, by listing the place where the original article was published. If the original source is no longer available, you'll be able to order photo-copied versions for a small fee, and/or you'll be able to find electronic versions of the rules at our website. So, if you want to make sure you're completely up to date with the rules that apply to any of the games that Fanatic supports, then all you have to do is visit the web site or buy the relevant magazine!



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## FANATIC MAGAZINES

**TOWN CRYER 11:** Town Crier continues its exotic theme with a further exploration of the jungle infested lands of Lustria, including new rules and scenarios galore. This issue also features the rules for the Ostlander Warband plus all of the usual scenarios and gothic stuff.

**NECROMUNDA MAGAZINE 2:** The second thrilling instalment of the official Necromunda magazine features three new Hired Guns who will work for any gang that can afford them. Plus all your other favourite regular features.

All magazines £3.50/\$6.95 each

### BEST OF TOWN CRYER

Stolen from Paulus the Fat, we present the Best of Town Crier in this single bumper volume. It includes 96 pages of the very best material from the first six issues of Town Crier, which appeared in White Dwarfs 238 – 243.

Best of Town Crier £10.00/\$17.50

## NEW FOR MORDHEIM – OSTLANDER WARBAND

Ostland is the northernmost of the Empire's provinces, comprising the mysterious Middle Mountains and the dreaded Forest of Shadows. Ostland folk are a very dour people, used to the hardships of living in a dangerous land that is riddled with bandits and Chaos warbands. Ostlanders are also renowned as expert woodsmen, hunters and trappers and are well attuned to living in the vast trackless forests of this land. Rules for this Warband can be found in Town Crier 11. They also make great characters and champions for use in the Warhammer Empire army.



Ostlander 1  
FMDM022



Ostlander 2  
FMDM023



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Gothic, Warhammer Quest,  
Warmaster & Epic 40,000

FANATIC



FANATIC



## NEW FOR NECROMUNDA – THREE NEW HIRED GUNS

A strange and sinister Eldar Farseer has come to the crumbling Hive Primus of Necromunda on a secret mission for his alien race. He is accompanied by two warriors of the Fire Dragon Aspect and for reasons known only to themselves are hiring themselves to those gangs that can afford their services.

From the desolate and forbidding Ash Wastes comes a Wyrd of awesome power. This Shaman brings the wrath of the howling Ash Wastes into the Hive and can be seen working for a number of gangs for his own selfish reasons.

Known simply as 'Deadeye', this sniper hired gun is the best in the business. Reputed to be a wanted deserter from the Imperial Guard, his aim is second to none as many a foe has discovered. Rules for these Hired Guns can be found in issue 2 of the Necromunda magazine. They also make great characters for use in the 40K Eldar and Imperial guard armies.

**HIRED GUNS**  
**£2.00/\$3.25**  
**EACH**



Fire Dragon 1  
FNCM003



Fire Dragon 2  
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Farseer  
FNCM003



Sniper  
FNCM002

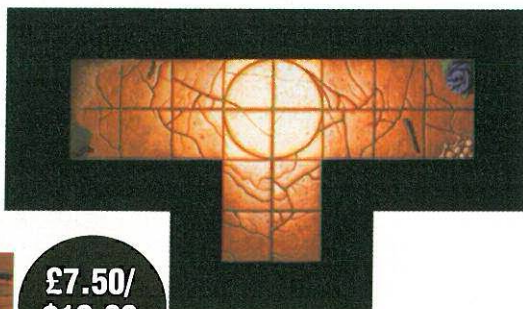
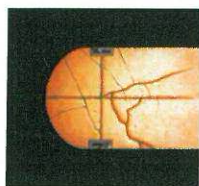


Shaman  
FNCM0034

**RULES IN**  
**NECROMUNDA**  
**MAGAZINE 2**

## WARHAMMER QUEST PITS AND TRAPS

What with all the excitement of our initial month's worth of releases we managed to miss out a proper explanation of what's in our first Fanatic supplement, namely 'Pits and Traps' for Warhammer Quest. The pack was released in August, and contains floor plans that allow any party of adventurers that is bold enough to add two new board sections to any dungeon they explore. The supplement is made up of a rules sheet and two sheets of new Warhammer Quest floor plans, and is only available direct from Fanatic. We still have plenty of copies available, but they are selling fast, and when they're gone they're gone, so if you want to make sure of a copy you'd better place an order soon.



**£7.50/**  
**\$12.99**



**ALSO AVAILABLE:** Warmaster siege equipment and Kislevite army, Epic 40K Warmonger class Emperor Titan, Battlefleet Gothic Tyranid Hive Fleet, Rapier cannon and Events cards for Necromunda, and Blood Bowl Amazon team, plus new Averlander and Shadow Warrior Mordheim sets (full warband & rules). Ring for details or see our website.

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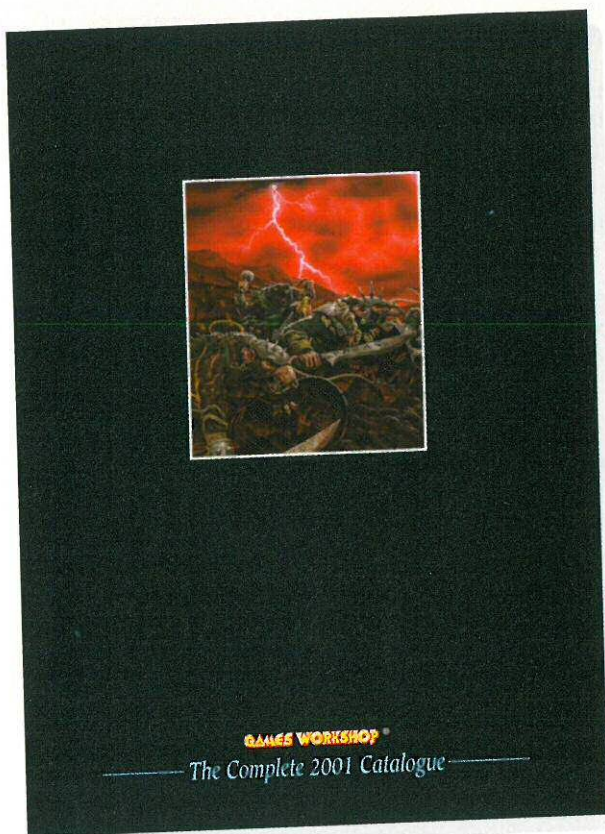
☎ UK 0115 91 40000 ☎ USA 1-800-394-GAME  
(between 8am and 10pm)

Please refer to the Games Workshop Mail Order pages elsewhere in this magazine for details of payment methods and postage rates. If you have any trouble getting hold of Fanatic products, then contact us at the e-mail address or telephone number below and we'll sort things out.

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# 2001 CATALOGUE



For beginners and experts alike, the Games Workshop Complete 2001 Catalogue is the essential guide to the Games Workshop range of games and miniatures.

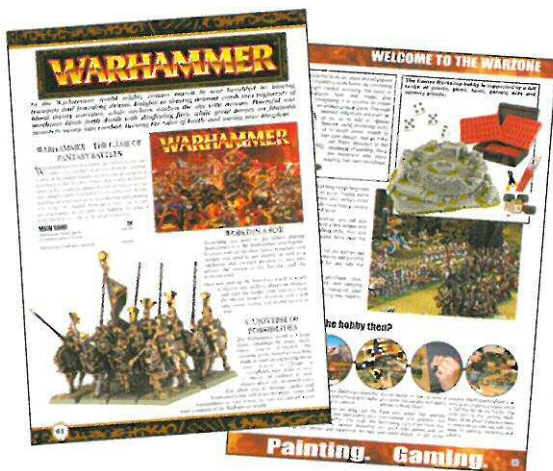
All of the miniatures have been painted by the Games Workshop 'Eavy Metal team, making it a perfect colour reference guide when painting your own models.

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# CHAPTER APPROVED

By Andy Chambers

Greetings citizens and welcome back to Chapter Approved, the beneficent Emperor's most holy column. Avid commanders may be concerned that the recent upsurge in feral world combat simulations (involving swords, axes, pixies, faeries and that kind of thing) will lead to a absence of new information for the venerable Warhammer 40,000 battle system. Fear not, even as the mighty Armageddon campaign draws to a close this month, we take critical look at Space Marine command squads and share in Astartes Commander Rodriguez-Villar's thoughts on the matter. To follow up this most worthy missive we have a selection of queries pertaining to the foul and brutal Greenskins portrayed in Scrivener Chambers' Codex Orks.

## SPACE MARINE COMMAND GROUPS

By Anibal Rodriguez-Villar

I was a devout follower of Warhammer 40,000 long before I could afford to spend money on Citadel products. I've watched the game and its background evolve and improve over the years, as I assembled my home-made, paper-and-cardboard armies for me and my friends to play with. I love Space Marines (surprised?), but I think that one of the least fortunate innovations in the new Warhammer 40,000 is the introduction of Command squads for Space Marine armies.

Why? Well, the way they have been worked out, the Command squads mean that a number of Space Marine specialists, which used to function as independent characters, must now form part of the Commander's retinue; and the result of this is that virtually all the specialist skills and gadgets in the Space Marines army are concentrated in a single, extra mighty unit, with little benefit for the rest of the force. I find this rather restrictive, and not particularly in keeping with the Space Marines' background. It's probably OK for standard bearers, but one expects to find Techmarines where the tanks and big guns are; and Apothecaries should be running alongside the ranks of their battle brethren, tending the wounded, retrieving progenoid glands and stuff from the fallen, and so on.

Of course, it's a good idea to keep one or two of these highly skilled characters close to your Commander, but I can see no reason why it should be compulsory to do so. There are so many other uses these characters can be put to: an Apothecary, for example, with his Narthecium and a power weapon, would be an invaluable addition to any Assault squad; a Techmarine could use his Signum to direct a Devastator squad's supporting fire, or could stay near that Vindicator in case there's any patching-up that needs to be done...

You get the point. I can't see this kind of thing unbalancing the game, and I think that the following optional rules should allow any Space Marine player to manage his specialists fairly easily:

*An Apothecary or Techmarine from a Space Marines Command Squad may be assigned to any one Space Marine infantry or bike squad before the battle. The character counts as part of the unit and may not leave it during the game.*

If one of these characters is assigned to an Assault squad, he must be equipped with a jump pack (+10 pts). If he is assigned to a Bike or Scout Bike squadron, he must be mounted on a bike (+20 pts). Alternatively, he may be mounted on a modified Attack Bike, replacing the gunner in the

sidecar (+30 pts). All the usual benefits from these upgrades are conferred to the character, such as increased Movement, better Toughness and a better saving throw.

If a Scout squad is joined by an Apothecary or Techmarine, the squad may not *infiltrate* (no sneaking past the enemy sentries, for a Space Marine is clad in heavy and cumbersome power armour).

This is similar to the solution adopted in the new Eldar army list, where you can pick one or more Warlocks from the Farseer's bodyguard and attach them to Guardian or Wraithguard units as a reinforcement. It allows you to deploy your specialists where they will be most needed during combat and it also gets you round certain potential risks involved in putting a lot of your most valuable men together in a single unit ("Isn't that an Avatar and five Howling Banshees coming this way? Oh dear..."). And if the mental stress of deciding where to deploy that Apothecary brings steam out of your ears (we all know players like that), well, you can always leave him in the Command squad, where he'll be in good company.

Keep up the good work, and may the dice be with you!



The Techmarine guides the fire of the Devastators whilst the Apothecary uses his unique abilities at the front line...



## CODEX ORKS Q&A

In response to the feedback we received on Codex Orks, Andy Chambers and Tim Huckelbery have compiled this comprehensive Q&A to set your minds at rest on a few points...

**Q.** In a Big Gunz battery, do the artillery pieces count as squad members for the purposes of 25% casualties since Ork artillery pieces are viable targets? For example, if I have a squad of 3 Lobbas and 7 Grot crew, does suffering two Grot casualties force a Morale test?

**A.** No, the gunz do not count towards casualties on the battery. In the example above, the Grots would have to take a Morale check as they have lost 2 out of 7 – over 25% casualties.

**Q.** The rules for the Zzap gun state that you pick a target model. Does this mean that the gun can force a specific model to be removed as a casualty in a squad, even though the casualty is normally chosen by the owner of the target?

**A.** No, it's just badly worded and should say 'unit'. When firing into a squad of troops, the owner of the squad can still pick which model is removed as a casualty, just like any other type of normal shooting.

**Q.** When a Zzap gun is mounted on a Battlewagon, in replacement of a twin-linked big shoota, what are the effects of rolling an 11 or 12 on the Strength? Normally some crew are killed. Is this still the case?

**A.** The Zzap gun doesn't fire that turn but otherwise there is no additional damage to the Battlewagon.

**Q.** On a related note, do the Grot crewmen (for the Battlewagon big gun) need to be on the vehicle or are the vehicle's crew assumed to be the gunners as with other vehicle mounted weapons?

**A.** The vehicle's crew act as gunners.

**Q.** The Battlewagon can mount multiple big shootas that are fired by passengers. What are the restrictions for moving and firing?

**A.** They use the same rules for bolt-on big shootas as detailed in the Ork vehicle upgrades (p.37 of Codex Orks)

**Q.** Can you put Imperial vehicle upgrades on looted vehicles, or are you limited to only Orky vehicle upgrades?

**A.** Orky vehicle upgrades only. It's worth noting specifically that a looted Basilisk can be given the indirect fire option

### BANNA WAUA

	Points	WS	BS	S	T	W	I	A	Ld	S
Gretchin	3	2	2	2	2	1	3	1	5	–

**Weapons:** None. May be equipped with a grot blasta (+1 point).

### SPECIAL RULE

**Standard Bearer:** May carry a bosspole or a Waaagh! banner. A Banna Wava may not be chosen as a casualty caused by enemy shooting (only the luckiest Grots are chosen for the job and they always seem to know when to dodge behind the nearest cover (or Ork) to avoid fire. Blast markers and templates will affect them as normal.

because it's an option, not an upgrade.

**Q.** In the wargear rules under the Bosspole it says that it may be carried by a Grot. Unfortunately you can't buy the Grot to carry it. How can this be done?

**A.** Gah! You're right. The solution is above...

**Q.** Does the limitation on a Big Mek's Mekboy bodyguard not having the same equipment apply to Mekboyz that are part of the Warboss's bodyguard? It does not indicate this specifically, but there is enough 'interpretation' to think it might be this way.

**A.** The limit on Mekboyz is only intended to apply to the Big Mek's bodyguard, not the Warboss's.

**Q.** You can have two Warbosses, right? Seems odd, but that's what the rules say.

**A.** Yeeeeees, this is an oversight on my part. You can take a maximum of one Warboss. Two Warbosses would only appear if there were two separate warbands fighting, ie, if you were using multiple detachments (See Very Large Games on p.131 of the Warhammer 40,000 rulebook).

**Q.** A bionik arm counts as a close combat weapon. Does this count toward the two single or single/double limitation on weapons? If so, I assume it is a single handed weapon, right?

**A.** No, it doesn't count towards the weapons limit – that's the advantage of having it 'built in'.

**Q.** The kustom force field is a two-handed weapon? I was under the impression that it wasn't a weapon at all.

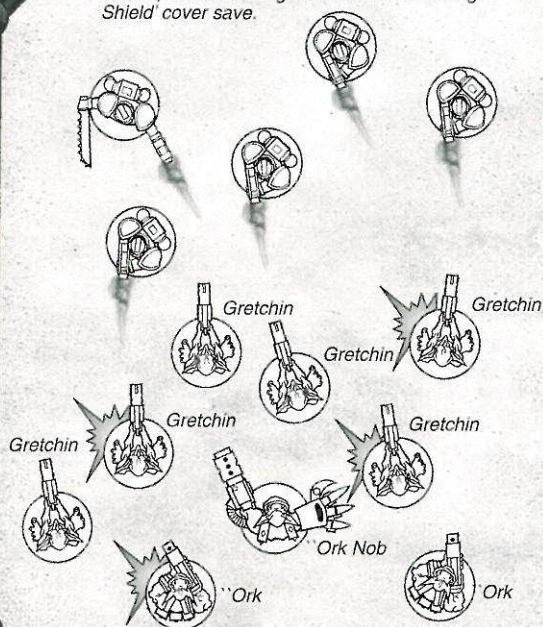
**A.** Nope, but it's a bulky piece of equipment that needs two hands to operate, hence it counts as a weapon for the purposes of limiting what the Mek can carry.



Adi Wood's Orks go to work. When the bullets start flying, the loyal Banna Wava will be right behind his Boss...



Although the Space Marines can fire at the Orks through the gaps in the Gretchin screen, the Orks will get to use the 5+ 'Living Shield' cover save.



If the cover save is made, a Gretchin will be removed instead of the target Ork.

**Q.** Kustom Jobs: Can the blasta job be combined with the other kustom jobs?

**A.** Yes

**Q.** As per the Living Shield rule for Gretchin mobs, Grots can be used as cover for models behind them when the Grots are shot 'through'. What exactly does this mean?

**A.** The rules for Warhammer 40,000 state that 'models' block line of sight. This does not mean that squads do, only models. This means that shooters can pick targets behind other squads as long as the shot goes between models in the interposing squad. When this type of shooting happens 'through' a Gretchin squad, the targeted models can use the Living Shield rule. The Grot cover save rule only applies to shots that pass between Gretchin models, and therefore through a Gretchin mob (see above).

**Q.** When a character with Squigs (Attack or Hound) or Grots as wargear dies, are the 'wargear' removed as well? On the one hand they're wargear and so should go with the character, but on the other they are models with a profile of their own.

**A.** Hmm. Tempting as it is to keep Grots and Squigs in play, I think they're going to have to be removed if the character dies, to prevent all sorts of weirdness breaking out. Also, Grots and Squigs do become part of the squad their character is part of, so they do count toward the number of losses it sustains when working out whether or not the squad has taken 25% casualties from shooting. They also count toward casualties in close combat. If removed as part of the loss of their character they are with, they are counted as casualties as well.

**Q.** In an assault, can the Warbiker models that did not make it into contact with enemy models still use the Psycho Blasta rule? If the answer is yes, then the next step is: can bike models more than 2" away from an enemy model use the Psycho Blasta rule? I guess the real, all-encompassing question is if the Psycho Blasta rule is treated like a power fist or other special close combat weapon – you only get to use it if you get into contact.

**A.** To keep things clean and simple the psycho blastas attack is treated like any other special close combat attack, so it can only be used by models that manage to get into base-to-base contact. Models can also choose not to make a psycho blasta attack (ie, if they have a better weapon).

**Q.** It would seem that Ork vehicles with a Red Paint Job and Turbo can actually move 7" and still be stationary! Turbo says that "for shooting and disembarking troops the vehicle counts as moving the speed it went before the turbo boosters were added." The Red Paint Job says it adds +1" to the Move distance so a fast Ork vehicle could move 13" and still fire one weapon and allow troops to disembark (which therefore means it counts only as having moved 12"). If I announce I am going 0", I can Turbo up to 6", counting as moving 0" (the speed I went before boosting) and then add 1" to this distance and still fire/disembark as if I had not moved at all.

**A.** Not true, see the Turbo Boost rules (page 37). Realise that the 4+ refers to the distance rolled. For example if you get an extra 4", 5" or 6" bonus move on the dice roll, the vehicle can't shoot or disembark troops. The Ork vehicle could, therefore, hope to roll a 3 or less and get the benefits you mention, but it's pretty risky!

**Q.** May non-feral Ork armies take Boarboyz and Weirdboyz?

**A.** Out of consideration for the more... ahem... old-fashioned Warbosses who have a fondness for such things, yes they can.





**Q.** When Flash Gitz upgrade to kustom jobs, do all of them have to take the same one?

**A.** Yes.

**Q.** I noticed the phrasing of the Flash Gitz kustom jobs is much like Krak grenades and the like, in that it says the "entire mob may be given...". When you buy Krak grenades for a squad you cannot choose to upgrade just a few models. They all must get the grenades and must all pay the points for them. Is the parallel phrasing intentional? In other words, in a mob of 10 Gitz, if I choose to upgrade them all to, for example, Shootier, I must pay 20 points to do so. Then, after paying those 20 points, I can give four models burnas for an additional 24 points, thus 'wasting' the 8 points spent in upgrading the shootas that those four burnas no longer have. Is this the intent?

**A.** Yes that's right. Bear in mind that Devastators etc pay extra points for having their extra heavy weapons – with Flash Gitz this is covered by the points spent on kustom jobs instead.

**Q.** Choppas. The rule says "In close combat choppas limit the saving throw an enemy model can have to a 4 at best." This does not stipulate 'armour saves.' Does this mean that invulnerable saves are altered as well?

**A.** No, the choppa modifier applies only to armour saves.

**Q.** Throughout the Ork list, squads are given the option "for an additional +X points, one of the Orks may be upgraded to a Nob". Burna Boyz are the only squad that does not follow this. They say "For an additional +9 pts the Burna Boyz mob may be led by a Mekboy". I take this to be intentional and thus allows the mob to be 11 Orks strong. Is this correct?

**A.** Yep.

**Q.** When an Ork mob loses a round of combat to a fearsome opponent, they don't get a Mob Size check, correct?

**A.** No, remember the Mob Size check comes after failing a Morale check, so in this case you fail the Morale check automatically and then take a Mob Size check.

**Q.** Do Orks mob up before the enemy gets to advance (and potentially wipe out the Ork mob)?

**A.** No, the rules state you check for mobbing up "once moves are complete", therefore any pursuits, crossfires, etc, would take effect first.

**Q.** If a mob of three Killer Kans is engaged in close combat, but only one Kan is in base-to-base contact with the enemy, do penetrating or glancing hits on that Kan carry over onto the rest of the mob? I know they do with troops, but it doesn't seem right with Dreadnoughts. If so, would the attacker have to declare/allocate all attacks before rolling to hit? Ditto for, say, a Land Speeder squadron if only one is being touched by the enemy...

**A.** This particular question was the subject of some hot debate, as it just doesn't 'feel right' to distribute the hits through a squadron of vehicles. However, with due consideration this simply isn't fair as Attack Bikes and Terminators cost as many points as Sentinels, Killa Kans and other light vehicles, but they have hits allocated normally. To make vehicles work differently in close combat simply gives them an advantage which they're not paying for, which just ain't right.

So, with vehicles in squadrons, distribute penetrating and glancing hits just as if they were wounds on a squad, so start with the ones in base contact, then those out to 2" and if hits are still left over distribute them to vehicles in the squadron which are more than 2" away. No vehicle can be allocated two hits until every vehicle in the squadron has suffered one hit each, no vehicle can be allocated three hits until every vehicle has been allocated two hits, and so on.

Right, that's cleared that little lot up...  
See you next month!

## WHY ORK BLOOD IS RED...

SEGMENT CXVI: ORK PHYSIOLOGY AND PIGMENTATION BY GENETOR-MAJOR ANZION  
TRANSMITTED: .....BELIAL V  
RECEIVED .....GYNDRA  
DATE: .....3203997.M53  
TELEPATHIC DUCT:.....ASTROPATH-TERMINUS HOLROYD  
REF: .....ING.XR.01044310/A.SUB34  
AUTHOR: .....GENETOR-MAJOR ANZION  
THOUGHT FOR THE DAY: .....MARTYR THYSELF

Many novitiates have queried me in the past as to why, given the symbiosis of algal material in Ork DNA, their greenish pigmentation is apparent only in their skin and not other parts of their anatomy such as blood plasma, inside the mouth, internal organs and so on. The answer to this is simple. Much like more primitive plant-forms, the green pigment of Orks is produced by photosynthesis occurring in algae just beneath the skin, a phenomena which does not affect internal tissues. This means that an Ork's blood, with its oxygen-rich haemoglobin, is just as red as that of homo sapiens and often more so due to its enhanced capacity for carrying oxygen.

*Real world note: There's actually another good reason for giving Orks red blood – it makes painting gore on them dramatic, the red shows up on green in a defined way just like red blood shows against human flesh. When you try using green blood stains on Orks, they look like they just had an unfortunate accident with a gooseberry squishy...*

## 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 reviewed and 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



This summer, gamers the world over have battled it out to see if the Ork invasion of the vital Imperial hive world Armageddon would succeed. As the dust settles we take a look at the outcome...

**A**rmageddon. Anyone remotely connected to this wonderful hobby of ours will have heard this word over and over as the summer-long struggle for control of the Armageddon Sector gripped the Games Workshop gaming world.

Gamers across the world have battled it out in games of Warhammer 40,000, Battlefleet Gothic and Epic 40,000 to see if the Ork Warlord Ghazghkull Mag Uruk Thraka's Ork horde could rest control of the sector from their Imperial enemies, under the iron command of Commissar Yarrick.

The campaign has been a resounding success with well over 33,000 games being played and more than 85,000,000 points of troops being used! Our Armageddon website ([www.armageddon3.com](http://www.armageddon3.com)) received over 750,000 hits throughout June, July and August. It's crammed with background and gaming material so even though the campaign has ended, it's still a great site to visit.

We received hundreds of photos, battle reports, stories and all manner of tales of death and destruction here at White Dwarf, and the GW design studio even went out to the GW stores as part of the Armageddon Roadshow. Wherever games were played

# CEASEFIRE!

## The Armageddon campaign draws to a close

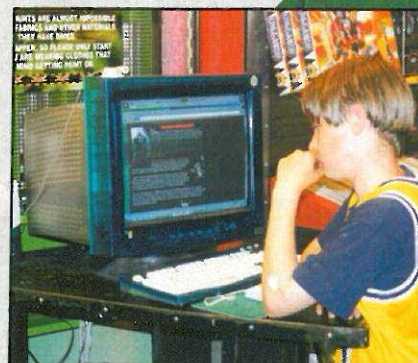
you could guarantee it was as part of the Armageddon campaign. This has been one beast of a campaign!

So who won? Well, it isn't as simple as having a winner and a loser in a campaign the magnitude of this one...

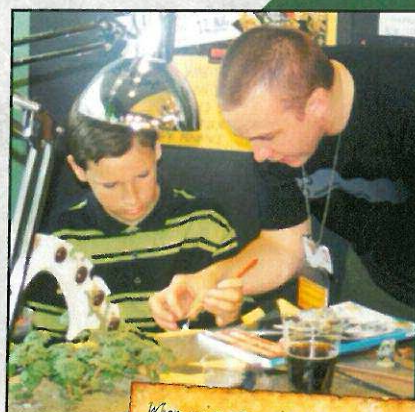
At the end of the campaign the hard-pressed Imperial defenders had accumulated 54% of the victories and so in purely numerical terms it is a draw. Armageddon is now a world at war, constantly ravaged by Greenskin hordes and pock-marked by the incessant shelling of Imperial bombardments.

However, the Ork invasion has dealt a severe blow to the Imperium in this segmentum. To keep control of this vital hive world the Imperium must pour more troops into the Armageddon Sector, thus weakening other areas of the Imperium of Mankind. This leaves the door open for others to take full advantage of the outcome of this most bloody of wars.

So as the curtain falls on this chapter of Armageddon's history, brace yourselves for the following tales of action, heroism and devastation as Andy Chambers, Graham McNeill, Phil Kelly and Pete Haines present the conclusion of each warzone's action...



Some Games Workshop stores had PCs installed so anyone could browse the superb Armageddon website



GW Nottingham constructed this awesome Warlord Titan as the centrepiece for their Armageddon games – very imposing!



Plenty of Games Workshop staff attended the Roadshow – at GW Bristol 'Eavy Metal painter Chris Smart offered painting advice.

Entitled 'Steel Legion Blues', Robert Griffiths' Imperial Guard 'prayer' caught our eye...

The impressive looking scenery in GW Bristol was actually a mine that had discovered strange alien archeotech. A free-for-all battle was staged to gain control of it.



When you're out on the plains by Infernus  
As the five behind you's aflame,  
When there's dust in your oxygen filter  
As there's no-one else you can blame,  
Just stay in the trench that's assigned you,  
Keep a watch on your flank 'gainst attack,  
Keep your powerpacks charged to the maximum,  
Then hope your mate will watch over your back,  
'Cos there's no-one else that can help you  
But the Emperor who guides from on high,  
So eyes to the front, keep your sergeant in sight  
As make sure it's the Greenskins that die.

*Excerpt taken from Song of the Guards  
by Commissar Kai Ping*



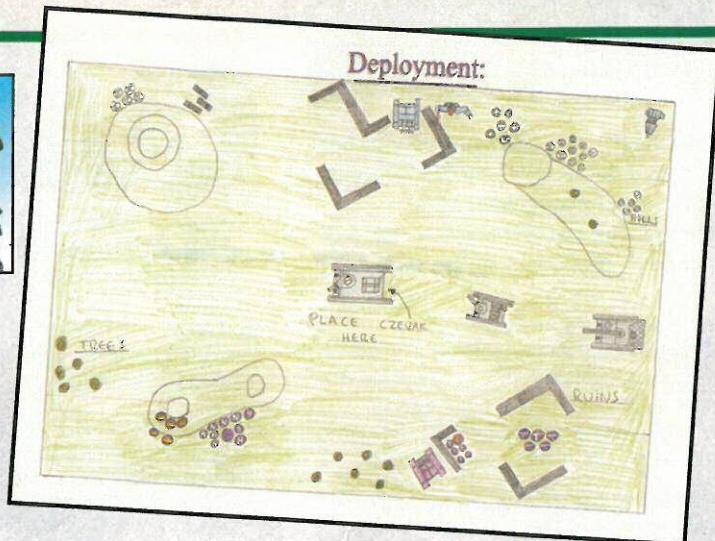
# The 3rd War for ARMAGEDDON



Savlar Chem Dogs



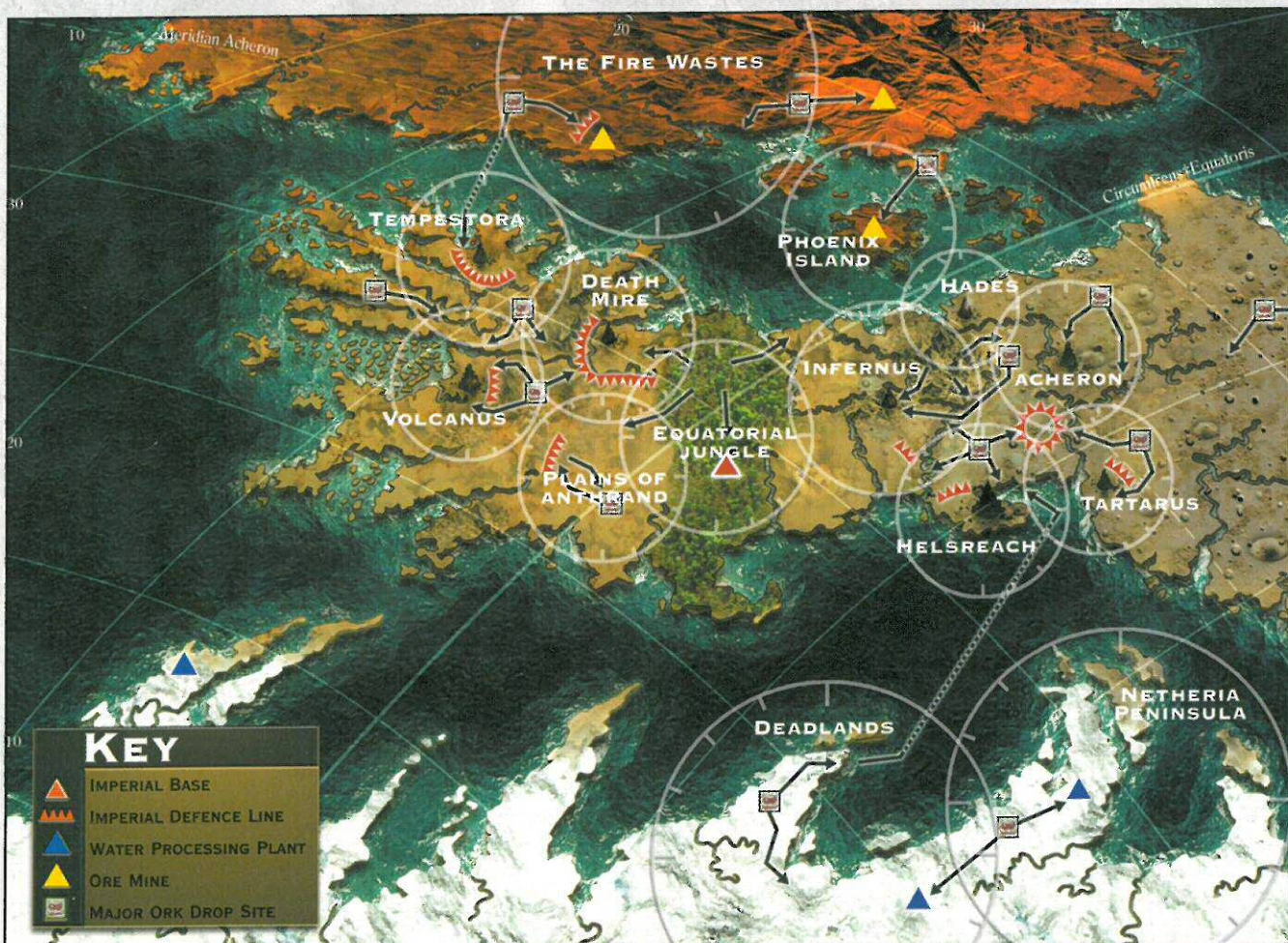
Elysian Droptroops



Armageddon Ork Hunter

▲ Stacks of battle reports chronicling the games you've played in the campaign poured into our office. The most in-depth report was produced by James and Christopher Solley who even drew out colour maps for every turn!

◀ Inspired by the excellent new artwork on the Armageddon website, Australian White Dwarf editor, Dave Taylor, created these stunning conversions. Depicting three of the Imperial Guard regiments battling the Ork invasion, they are a perfect example of how to create your own regiment on the battlefield.



The map of Armageddon was broken down into warzones, each assigned to a particular country to fight over.



## The 3rd War for ARMAGEDDON

On September 2nd and 3rd, Warhammer World in Nottingham hosted the Armageddon Campaign Weekend. This event drew gamers from across the country to battle for control of Warzone Tempestora.

An event of the magnitude of the worldwide Armageddon campaign really deserved a suitably impressive finale and so it was that hordes of Warhammer 40,000 generals descended upon Warhammer World to take part in the Armageddon Campaign Weekend.

Gamers were formed into teams, each assigned to the side of the Ork invaders or the Imperial defence forces. They weren't alone however as plenty of GW staff wanted some of the action! Amongst these were Andy Chambers, whose Ork horde threw itself at the Imperial battlelines, and Paul Sawyer's White Scars were seen running down the green-skinned invaders. GW staff acted as mercenaries, hired out to the team willing to pay the highest price (in beer tokens!) for their services.

Every result during the weekend went to determine the outcome of the war in Warzone Tempestora, which was being fought over by the staff at GW HQ in Lenton.

The whole event went superbly well, with teams

# HALT THE GREEN TIDE!

## The Armageddon Campaign Weekend reviewed

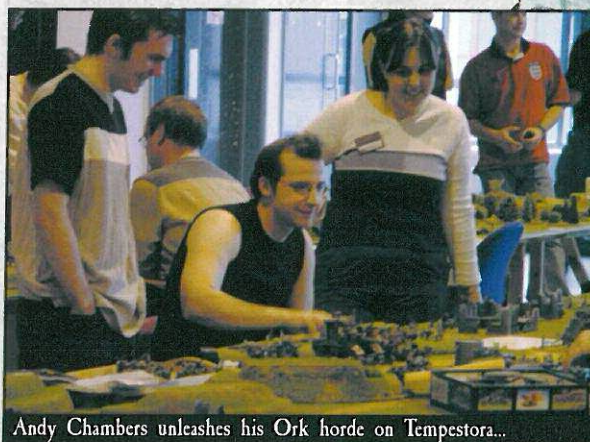
trying to out-think each other as well as out-fight each other. Despite a heavy night in the bar, the fighting the following day was equally ferocious, as the final games approached.

When the dust settled across the battlefield and the death and carnage you'd expect from a 40K gaming extravaganza was surveyed, it became clear that the result was a close one – the Imperium had snatched victory with seventy five wins to the Orks' seventy. Eighteen ended in draws.

Even with this narrow Imperial win, the overall picture in Tempestora is a bleak one as the Ork invasion has a stranglehold on this particular warzone...



No surrender! Battle is joined...



Andy Chambers unleashes his Ork horde on Tempestora...



The dread Ash Wastes table provided a test for even the most experienced generals.



...whilst Fat Bloke sends Geoff Kemp's Iron Warriors packing.



The Tank Factory is a huge battlefield that requires a long reach to move your models!



Win, lose or draw, the combatants entered into the spirit of the colossal war for Armageddon.



## SPAIN VOLCANUS

**R**ecapturing the Volcanus Mountain Space Defence Fortress was given top priority by the Imperial commanders of Hive Volcanus. Assaults up the craggy slopes of the mountains initially met with failure and it was not until the arrival of the Iron Champions and Celestial Lions Chapters of Space Marines that the recapture of the fortress became a real possibility. The Celestial Lions were tasked with destroying Gargant construction facilities deep within the mountains, while the Iron Champions were given the honour of taking the fortress.

Seven regiments of hive militia began a frontal assault on the defence fortress, supported by the Asgardian Rangers. Casualties were appalling but, led by Commissar Yarrick, the Imperial forces were undaunted. As the men of Armageddon marched into the meat grinder of the Ork defences, the Iron Champions dropped from the night skies taking the Orks in the rear. Caught between two forces, the Orks were all but destroyed and the guns brought back under Imperial control.

In the Mannheim Gap, four companies of the Celestial Lions attacked an Ork Gargant construction site only to discover that the

Gargants were fully operational. Outgunned and surrounded by Warlord Thogfang's Gargants and Razorhed's Speed Freeks, not a single Space Marine escaped. The Orks pushed north through the pass but were halted at its mouth by fire from the newly recaptured defence fortress.

Ork gunboats bypassed the Volcanus Archipelago defences and made landings on the shores of Nemesis Island, easily capturing the weakly held prison. Inmates welcomed the Orks as liberators, but were immediately pressed into service as slaves, dragging vast artillery pieces ashore. Before all the guns were fully assembled, Elysian Drop Troopers led by Colonel Prinz landed on the islands. Prisoners forced into slave gangs broke free, overpowering their overseers to fight alongside the Guardsmen. On Nemesis Gamma, the westernmost island of the penal colony, the Orks rallied and are holding Imperial forces at bay. The Ork guns continue to bombard the hive and every attempt to take Nemesis Gamma has failed.

The retaking of the Volcanus Space Defence Fortress has eased the pressure on Hive Volcanus considerably and allowed aerial transports to bring in desperately needed food and water. The loss of the Celestial Lions is a serious blow to the Imperial forces, but the situation at Volcanus is nowhere near as critical as it was at the beginning of the war.



Key feature	Orks	Imperium	Outcome
Ork Rok Dropsites	38%	62%	Imperial held
Volcanus Archipelago			
Offshore Defences	44%	56%	Contested
Volcan Bridge	43%	57%	Imperial held
Volcanus Mountains	34%	66%	Imperial held
The Mannheim Gap	41%	59%	Imperial held
Volcanus Ridge	47%	53%	Contested
Volcanus Hive	44%	56%	Contested
Volcanus Mountain			
Space Defence Fortress	30%	70%	Imperial held
Motorway	39%	61%	Imperial held
Nemesis Island			
Penal Facility	46%	54%	Contested

Orks 40%

Imperium 60%

## REST OF THE WORLD HADES



**O**ver the battle-torn course of the Third Armageddon War, Hades Hive has become nothing less than a living hell. Blackened, twisted and reeking of death, the deserted citadels of Hades are perpetually drenched in hissing, putrid rain from polluted skies. Nothing of value has survived the terrible orbital bombardment and the subsequent invasion by Ork forces. However, General Kurov realises that to abandon the shattered hive completely and consign what is left of its people to a lingering death would demoralise all of Armageddon's inhabitants, and as such a company of Marines Malevolent and five companies of Silver Skulls have been assigned to the defence of the devastated hive and its environs.

The controversy at the Emperor's Deliverance Refugee Camp, where the Marines Malevolent bombarded the attacking Orks regardless of the fact their fire was taking a horrific toll on the refugees inside, has been described as "acceptable losses" by Captain Vinyard of the Marines Malevolent, but condemned as "ruthless inhumanity" by Colonel Destrier Celestine of the Armageddon Command Guard. This callous strategy, inimical to the Adeptus Ministorum stationed there, was later shown to be symptomatic of the Marines Malevolent's attitude to human life. Former residents of Hades Hive with broken families and shattered homes were treated like cattle by those supposedly protecting them. Reports of unprecedented beatings and pleas for aid ignored abound in the shanty towns surrounding Hades, and morale is low. Vinyard himself is on record as having spat at the feet of Colonel Celestine when he voiced his objections to the thousands of civilian deaths caused by the Marines Malevolent's modus operandi. Nonetheless, they have been undeniably effective, driving the Orks back from the Ash Wastes and stemming the continual invasions from the Diablo Mountains to a manageable level.

Despite a valiant defence from the Silver Skulls, Yarrick's Hope Harbour fell to the Orks when a captured tanker full of Ork explosives ploughed into the main docks, destroying several others before detonating in a cataclysmic explosion that ripped the heart from the harbour's defences. Likewise the Eumenides Bridge has fallen due to the sheer number of feral Orks

attacking during the hours of darkness. However, the Silver Skulls have shown exemplary skill in infiltrating one of the Ork Roks to the south-east of the hive, fighting their way into the core of the fortress and using the Orks' own teleporter arrays to send thermic charges into the orbiting space hulks previously providing the Orks with a continual stream of troops and war machines.



Key feature	Orks	Imperium	Outcome
Hive Hades	46%	54%	Contested
Diablo Mountains	52%	48%	Contested
Yarrick's Hope Harbour	62%	38%	Ork held
Ash Wastes	47%	53%	Contested
The Eumenides Bridge	63%	37%	Ork held
Averna Forge Complex	52%	48%	Contested
Motorway	49%	51%	Contested
Ork Mountain	51%	49%	Contested
Ork Rok Dropsites	39%	61%	Imperial held
Emperor's Deliverance			
Refugee Camp	42%	58%	Contested

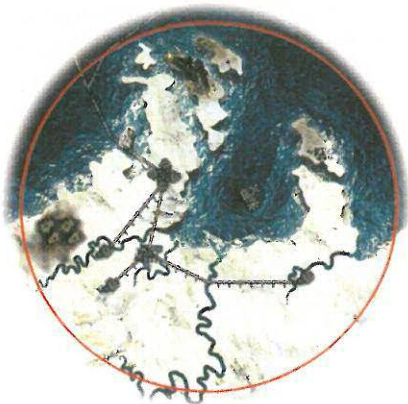
Orks 49%

Imperium 51%



## CANADA

## NETHERIA PENINSULA



The war in the Netheria Peninsula has ground into a bloody stalemate with neither side able to achieve a clear victory. The cunning displayed by the Orks landing in these frozen wastes has shocked many Imperial officers who believed them to be nothing more than unintelligent barbarians. Speed Freek warbands racing over the ice floes soon encircled the processing plants and only intervention by the White Scars Space Marines has prevented Netheria Peninsula pumping station from falling.

The White Scars have employed the highly mobile style of warfare they excel at, exacting a fearsome price in blood from the Orks. However, most of the Imperial

Key feature	Orks	Imperium	Outcome
Undersea Pipeline	50%	50%	Contested
Netheria Peninsula Water Pumping Station	52%	48%	Contested
Orkwik Airfield	40%	60%	Imperial held
Eagle River Water Processing Plant	44%	56%	Contested
SS Icerok	44%	56%	Contested
McCready Cape Research Facility	49%	51%	Contested
Overland Pipeline	52%	48%	Contested
Valdez Omega Oil Platform	55%	45%	Contested
Emplacement OC-1867: Armageddon Annie	50%	50%	Contested
Resolute Bay Water Processing Plant	49%	51%	Contested
Maigaard Rock Water Processing Plant	43%	57%	Contested
Laertes Valley Water Processing Plant	45%	55%	Contested

Orks 48%

Imperium 52%

facilities have had to look to their own defence. Eagle River remains in Ork hands but engineers from the Departamento Munitorum have diverted the empty pipelines which Gorsnik Magash was using to fire rokkitats at the Netheria Peninsula pumping station. Attacks from the Legio Magna and Semtexian Bombardiers have forced the Orks back from the outer perimeter, but have failed to dislodge them from the plant.

The Arphista Penal Legion dropped to the surface of SS Icerok and destroyed the engines with thermic charges, while shuttles carrying the Krouk Ogryn Auxilia

en route to destroy Ork airfields were intercepted by da Red Nob and two squadrons of Fighta-Bommerz. A single shuttle was all that could penetrate the air defences but Bogsnik's Blitz Brigade was destroyed to an Ork by the ferocious Ogryns who killed everything in their path, rampaging through the airfield in an orgy of violence. Unfortunately the Krouk were wiped out by an explosion inside the hangars when an Ogryn discharged his ripper gun into a stack of fuel drums.

McCready Cape research facility has remained virtually untouched, thanks largely due to the viral minefields placed by the Adeptus Mechanicus in the ice valleys that provide access to the facility. The cold should soon kill the viruses and the Orks have been reluctant to mount further attacks here, believing the place to be cursed. On the Valdez Omega oil platform, Ork storm squads have established a foothold and are proving nearly impossible to shift. Oil and ore are still being mined, but the station is in a constant state of siege.

The natural resources of the Netheria Peninsula still pump to Imperial facilities, but more must be done if this state of affairs is to continue as the loss of the Netheria Peninsula would be a disaster for Imperial forces on Armageddon.



## AFRICA

## THE PLAINS OF ANTHRAND



Key feature	Orks	Imperium	Outcome
Death Ridge	52%	48%	Contested
South Primus Front	58%	42%	Contested
Blackfire Death Pits	80%	20%	Ork Held
The Anthrand Dust Bowl	77%	23%	Ork held
Ork Rok Dropsite	48%	52%	Contested
Ghattana Bay Water Processing Plant	45%	55%	Contested
Undersea Pipeline	33%	67%	Imperial held
The Vapour Woods	56%	44%	Contested
Kazei Tar Pits	55%	45%	Contested

Orks 59%

Imperium 41%

Gazgrim, the Great Despot of Dregguk, was unhappy with the objectives assigned to him by Ghazghkull as they presented many difficulties and few real opportunities. Gazgrim had no intention of excessively risking his own forces while Ghazghkull claimed all the glory. This cautious stance tempered his handling of the war on Armageddon Prime.

The war on Anthrand divided into two distinct parts: the attack on the South Primus Front fortified line and the storming of the Ghattana Bay Processing Plant. Gazgrim used his own warbands on the Plain of Anthrand as he knew the early attacks on the hives of Armageddon Prime would be costly.

Pressing up to the South Primus Front fortified line, Gazgrim found himself facing well-held fortifications. Rather than launch a full assault he demonstrated against the lines in a series of feints while maintaining a continual bombardment probing for weaknesses.

The Imperial Guard defenders would not be drawn however and the strong Imperial Artillery (including a Battery of Semtexian Bombardiers) ensured that the Orks suffered continual losses. Unable to make any ground, Gazgrim called off the offensive after six gruelling weeks. A flanking move across Death Ridge was much more successful. Three regiments of Ocanon Phalanx Troops caught entrenching were destroyed during five days of close-quarter fighting in the half-complete trenches.

The move against Ghattana Bay was entrusted to Judrog Irontoof, a rising power in the Dregguk horde of whom Gazgrim was deeply suspicious. After several false starts they closed on Ghattana Bay two weeks after the attack had begun in the north.

Judrog divided his force. Half attempted an amphibious assault while the rest were to attack frontally. The main attack, led by dozens of Dreadnoughts and Killer Kans, made good progress, but was halted by Space Marine Dreadnoughts from the Angels Porphyr and Omega Marines. The amphibious attack was an unmitigated disaster. Half the boats were sunk by aerial attack before they saw the objective. Judrog's failure was not tolerated by the Despot Gazgrim and he was chained to the outside of Gazgrim's Gargant for the remainder of the war.

With the onset of the Season of Fire, Gazgrim was satisfied with the situation on the Plains of Anthrand, having suffered less casualties amongst his personal troops than the other Ork leaders. He was sure that Armageddon would be, in time, as fine a realm as he could wish for.





## The 3rd War for ARMAGEDDON

**T**he beat of powerful wings, a sense of depthless sadness. That it should come to this... comrades in arms locked in a battle to the death. Then he saw him, his brother once, his enemy now. Flashing blades and an explosion of blood, screaming pain flaring round his body like an electric charge and he...

...opened his eyes, sweat coating his skin with an oily sheen, his mouth filled with blood. He swallowed and ran his tongue over his teeth, fighting down the visions. But no matter how hard he pushed them away, they were always there, lurking at the back of his skull. Brother Captain Erasmus Tycho stood and turned to leave the chapel, stopping as he saw Chaplain Lemartes standing in the archway, his face shrouded in the dancing shadows cast by the electro-flambeaux.

"Were you seeing them again?" asked Lemartes.

Tycho nodded slowly. "Yes..." he whispered, "I see them even now. I can feel his pain, it burns me."

Lemartes approached Tycho and placed his hands on his friend's shoulders. He had always known it would come to this, but still he felt sorrow. Fitting that it should come on Armageddon. He could see Tycho's glassy eyed stare and knew that part of his mind was no longer here in the now, but had been wrenched back to the time of the Great Betrayal. To the last battle of their Primarch Sanguinius. To his death.

"Have they considered my... request?" asked Tycho.

"They have, my friend," replied Lemartes sadly.

"And?"

"You shall have your wish, Erasmus. The honour of leading the forlorn hope into the Tempestora breach on the morrow is yours. Come, I shall perform the moripatris."

\*\*\*\*\*

Arrayed in his newly painted black armour, Tycho stared fixedly towards the besieged Hive Tempestora as the Chaplains moved amongst the men of the forlorn hope, the first men into the breach. The first men to die. He felt his pulse race and his breathing quicken... The Imperial palace was in ruins, thousands were dead... He blinked and watched as vast bellied Gargants.... Daemon visaged Titans stalked through the rubble of Terra like predatory gods, killing and

destroying all in their path... lurched into firing positions before the hive. Somewhere in the cratered hell before him was the enemy who had horribly disfigured him all those years ago...

One man's betrayal had brought them to this, one man's vanity and pride. But they had a chance to end it here. His Emperor had made the decision to take the fight to Horus and Sanguinius of the Blood Angels would not fail him... Chaplain Lemartes stopped before Tycho and dipped his finger into a blood filled chalice. He anointed Tycho's helmet with blood in the form of a jagged saltire and said, "With my blood I commend your soul to the Emperor. May he watch over you this day."

"And you also Dorn," said Tycho, taking Lemartes' hand in the warriors grip, wrist to wrist. "One last time brother."

"Yes," agreed Lemartes, knowing that Tycho was finally lost to him. "One last time."

\*\*\*\*\*

Tycho smashed another Greenskin from the rubble with a backhanded sweep of his fist. Bones cracked and blood sprayed. The top of the breach was less than ten metres away. Gunfire stitched a path towards him, spurts of dust and stone exploding around him. He felt the powerful impacts, but ignored them, charging up the debris strewn slope. Choking dust and smoke filled the air. All he could see were shadowy forms before him... brother Space Marines, their oaths of loyalty ashes in the dust. He hated them like nothing he had ever hated before. A blade swung at his head, striking his shoulder guard and tearing upwards... Tycho's golden mask tore from his rictus face in a wash of blood and skin. He screamed in fury, standing at the top of the breach, surrounded by his foes.

The Orks swarmed around the Blood Angels, dying by the dozen as fifty years of hatred and vengeance poured through Tycho's veins. Behind him, the last Space Marine of the forlorn hope fell beneath the blades of the Orks... the others were gone, separated in the teleportation. He was alone... Tycho fought with the strength of legend, fighting and killing all who came near him. He swept up a fallen sword and continued the slaughter, the blade rising and falling, Ork blood sheathing its edge. No blade could pierce his armour, no bullet could lay him low. Ork corpses, scores deep, surrounded him, his altar of death.

The smoke parted and a massively powerful Ork, clad in wheezing mechanical armour, crunched across the rubble towards him. Black exhaust fumes belched from rusted pipes and enormous claws snapped from each arm. Tycho snarled as the unquenchable fury of the Black Rage finally consumed him utterly... Horus, greatest and most beloved of the Primarchs. Why? When we could have achieved anything we dreamed of, why? Horus said nothing, swinging with his bladed fist. He sprang away from the powerful claw, spinning behind the Traitor. Sanguinius leapt feet first at Horus, feeling fangs break under his boot heels. He landed lightly, rolling swiftly to his feet as Horus attacked again. His back was to the wall, nowhere to go but forwards. The two brothers met blade to blade and Sanguinius knew he could not defeat Horus. The sword snapped and Horus smashed the claw through his armour and deep into his belly. Excruciating agony ripped upwards into his ribcage as Horus tore his heart out. Sanguinius spat blood into his brother's face and hissed, "I die, but you will die with me, traitor!" as he lashed out with his fist and ripped out his foe's throat in a welter of blood. He felt Horus' grip slacken and slumped to the ground, his lifeblood pumping from his broken body. He could vaguely hear his companions calling his name, but with each second their voices grew dimmer. He had not failed his Emperor. He smiled and closed his eyes as life slipped away.

\*\*\*\*\*

Lemartes watched the small group of Space Marines as they bore their Captain on their shoulders towards the Imperial lines. The breach had fallen and the outer ring of fortifications and bunkers were now in Imperial hands. Tycho had held the breach long enough for the rest of the army to reach the walls and carry the day. With a tenderness that belied the gore-streaked appearance of the Blood Angels, they laid Brother Captain Erasmus Tycho at the feet of Chaplain Lemartes. He knelt by the bloody corpse, laying a hand on his brow and staring at his friend's face. Perhaps it was just the relaxation of muscle that followed death, but he believed he could see a softening in Tycho's features, as though the terrible disfigurement done to him had retreated within his flesh. He hoped so.

"Farewell brother," he whispered. "You will not be forgotten."



# TEMPESTORA



Key feature	Orks	Imperium	Outcome
Undersea Pipeline	50%	50%	Contested
Ork Submersible Graveyard	60%	40%	Ork held
Tempest Dock	89%	11%	Ork held
Ash Wastes	56%	44%	Contested
The Morpheon Line	67%	33%	Ork held
Tempestora East Factory Complex	76%	24%	Ork held
Hive Tempestora	60%	40%	Ork held
Khatrin Water Purification Plant	50%	50%	Contested
Morpheus Factory Complex	64%	36%	Ork held
Ork Rok Dropsite	80%	20%	Ork held

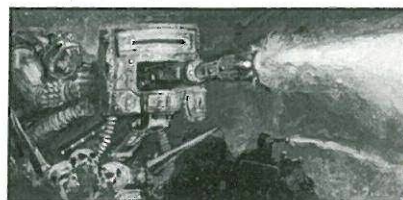
Orks 60%

Imperium 40%

**H**ive Tempestora fell to the Orks very early on in the war, when an ersatz fleet of recently-built Ork submersibles constructed in the Fire Wastes surfaced and attacked en masse. The sheer cunning and speed of this move was unprecedented, belying a malign intelligence hitherto unsuspected in the Ork horde. Within hours, the north of the hive was crawling with invaders, and soon Tempestora was overrun completely. The Armageddon Steel Legion garrison, much of which had originally been constructed within the industrial cathedrals of the hive, managed to turn what would have been a full-scale rout into a controlled retreat.

Since then the Imperium have established a perimeter of artillery and fortifications around Tempestora, besieging the captured hive. This line of defence, guns facing toward the thousands of Orks burning Tempestora to the ground, is being used as a staging post for the recapture of the city. Numerous Imperial forces, including the Storm Giants, White Scars, Marines Malevolent and Salamanders of the Adeptus Astartes have been assigned to the retaking of Tempestora. The Blood Angels Third Company, led by Captain Tycho himself, has been seen fighting ferociously at the outskirts of the hive. Within its walls, the Order of Our Martyred Lady have borne the brunt of the fighting. The majority of the Battle Sisters have given their lives in the defence of their Sanctum, sadly to no avail.

The carnage at Tempestora East Factory Complex has shown the inhabitants of



Armageddon Primus what fate could befall Tempestora, as the entire complex has been overtaken by Ork overlords surging from the Ork Rok to the south. The factory workers are still being forced to work under the cruel whips of their new Greenskin masters, but now the toil of Tempestora East's workers is resulting in new battlewagons and crude mockeries of Imperial tanks being fielded against the Morpheon line. The citizens are forced to fight amongst themselves for food, and disease is rife. Luckily, morale has not been completely broken within the factory complex, and a good deal of the vehicles the Orks are demanding are either riddled with flaws or else the ammunition is booby-trapped to explode on the field of battle.

Unfortunately, despite several campaigns to retake the city utilising the full resources of all the Imperial troops at Commissar Yarrick's disposal, the city remains in Ork hands. Progress has been made, and the shattered Morpheus Factory Complex to the south has almost been retaken. Nevertheless, it is clear that it will take years of bitter fighting and a vast commitment of resources to reclaim this once proud city.

## BROTHER CAPTAIN TYCHO AT TEMPESTORA HIVE

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Tycho	120	5	5	4	4	2	5	3	9	2+

In order to use Tycho at Tempestora Hive you must select Tycho as an HQ choice without any Honour Guard and with no alterations to the wargear specified below.

You must also include a Chaplain. Tycho will fight as one of the Death Company and does not follow any of the independent character rules. Opponents may of course designate him as the target for melee attacks subject to the normal rules.

**Wargear:** Combi-bolter-melta, artificer armour, bolt pistol, frag and krak grenades, bionics, purity seals, digi-lasers. These items are described in Codex Space Marines and Blood Angels.

## SPECIAL RULES

**Embittered:** If Tycho has joined the Death Company, they are subject to the Black Rage every turn. They still roll the distance moved however.

**Hates Orks:** In hand-to-hand combat, hits Orks on 3+ regardless of WS.

**The Red Thirst:** If a Death Company contains Tycho then it must move directly toward the nearest enemy as fast as possible and must make an assault if it can do so. This applies even if a Chaplain or a Sanguinary High Priest leads the Death Company.

**Fearless:** As with other Death Company, Tycho automatically passes any Leadership test he is required to make and ignores effects that would make him fall back automatically.

**Ignore Injury:** Whenever Tycho loses a wound he has a 4+ save. This does not apply when shot by weapons of STR 8 or more (which would kill him outright) or struck in melee by attacks which negate armour saves.

**Transport:** A Death Company including Tycho may not use jump packs and must be mounted in a Rhino. If there are more than 10 Death Company (including the Chaplain and Tycho) then they may not use the Rhino and must march into battle on foot instead.

## BLOOD ANGELS CAPTAIN TYCHO

For those inspired by the heroic death of Captain Tycho during the Third War for Armageddon, the following is a rendition of his profile during his final battle at Tempestora Hive.





## GERMANY TARTARUS



Key feature	Orks	Imperium	Outcome
The Hemlock Cordon	30%	70%	Imperial held
Motorway	42%	58%	Contested
Ork Rok Dropsite	45%	55%	Contested
Tartarus West Forge Complex	42%	58%	Contested
Hive Tartarus	48%	52%	Contested
Clain's Stronghold	38%	63%	Imperial held
Ash Wastes	48%	53%	Contested
Hemlock Factory Complex	42%	58%	Contested
Skeletus Factory Complex	49%	51%	Contested
Undersea Pipeline	52%	48%	Contested

Orks 45%

Imperium 55%

Imperial Guard Colonel Clain's decision to march to the relief of Acheron handed the initiative to the Orks. His force was surrounded and forced to dig in, thus forming Clain's Stronghold. In the absence of this force, Tartarus's defences relied excessively on hive militia. Imperial troops retreating from Acheron Hive became trapped in the so-called Hemlock Cordon and this enclave drew many roving Ork bands away from Tartarus in the hope of easier pickings. Lacking the fuel for a breakout, the trapped forces could only wait and hope for reinforcements.

The first attack on Tartarus was led by the Blackskull Tribe in overwhelming force. The 14th Jopal Indentured Squadron mounted fierce resistance but the hive militias were routed and abandoned the Skeletus Factory Complex. Soon its small arms workshops were producing ammunition for sluggas and shootas.

The main Ork attack was then launched by Morfang's Gargant Big Mob. Breaking through the front of Clain's Stronghold, they stormed into Tartarus pursued by a Legio Metalica battlegroup who engaged them before they could overwhelm the beleaguered Jopal Squadrons. Morfang's Boyz mobs swarmed over Clain's Stronghold in the Gargants' wake but were pinned down by the mortars and heavy bolters of the Death Korps of Krieg.

Morfang's Gargants were making short work of Legio Metalica's Reavers but the odds were evened by the fire of the Ordinatus Golgotha from its eyrie on a spire

shuttle pad. Three Gargants were destroyed before Morfang withdrew. The Legio Metalica could not pursue and so reinforced the Jopal line.

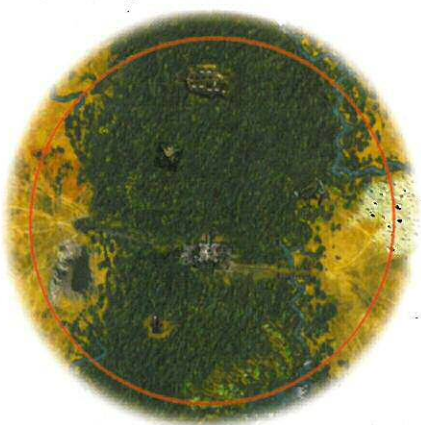
The Death Korps of Krieg counter-attacked, timed mortar barrages pinning the Orks down while infantry and armoured units burrowed deep into the Ork lines. Once in place the Death Korps redirected their mortar batteries, herding the Orks together. Well-supplied by Tartarus's munitions factories, the Korps fired non-stop. Disjointed and unable to act coherently, Morfang's Boyz were destroyed. Briefly it seemed as though Morfang's Gargants would be trapped as the gap closed, but the Red Wheelz raced to their aid and held long enough for Morfang to escape.

With Ork reserves fully committed, the Space Wolves of Harald Deathwolf's Great Company seized the opportunity to lead a breakout from Hemlock Cordon. The vanguard entered Tartarus after a four day march.

At sea the Ork submersible *Razorfish* destroyed a floating dock and its attack craft by surfacing beneath it. The underwater pipeline from the Deadlands could not now be contested by the Imperium. This was a major blow. Although Tartarus still stood and a major military victory had been won it would be the Imperial forces that would be thirsty over the Season of Fire.



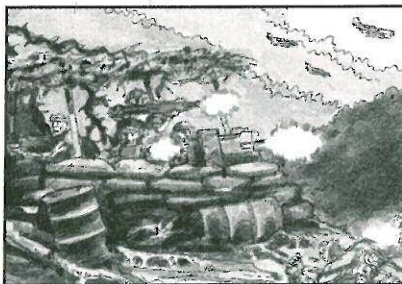
## ASIA & SOUTH AMERICA EQUATORIAL JUNGLE



Imperial forces have thus far been unable to effectively seal the feral Ork forces within the equatorial jungle. Orks have poured into Armageddon Secundus to join Ghazghkull's warbands and attack the eastern hives with little or no opposition. The efforts of the Ork Hunter and Catachan regiments in the western half of the jungle have met with overwhelming success, but the eastern reaches of the jungle still remain no-go areas for all but the most heavily armed squads.

The Ork Hunters at Cerbera Base have come under furious attack from feral Orks and much of this outpost has been reduced to rubble. The Ork Hunters have been forced on the defensive and only the support of the Catachans has enabled them to hold out. The Raptors Chapter of Space Marines have sent two companies into the Plague Marshes, but without increased manpower and fresh ordnance ferried in daily, it is only a matter of time until the Orks destroy the base.

Throughout the conflict in the jungle, the environs surrounding Angron's Monolith and the ancient pyramid have been the source of much rumour and speculation. Babbling soldiers, staggering incoherent from the jungle, claim that the pyramid has altered its orientation and pulses with inner life. While such stories are clearly the figments of unhinged minds, several reports of mysterious beings sheathed in metal skin have coincided with the last known locations of squads now listed as



missing in action. Only the Relictor Space Marines display a willingness to fight in these sectors.

The largest nest of feral Orks, on Plateau Greenskin has so far proved impregnable. The approaches to the mountain are rigged with all manner of Ork booby traps and a full assault will not be possible until the Departamento Munitorum Engineer Corps are able to make the many paths and trails safe.

The Orks are proving to be highly adept at fighting within the jungle environment and this advantage is telling as they push the Imperial forces to the limit with the conflict becoming bloodier every day. Combat within the steaming depths of the jungle has brutalised many of the men fighting there, resulting in higher levels of disciplinary infractions and, despite the best attempts of regimental Commissars, strange 'urban myths' springing up within the jungle.

Key feature	Orks	Imperium	Outcome
Plateau Greenskin	57%	43%	Contested
Ancient Pyramid - Imperial Artifact XE3-36	43%	57%	Contested
The Plague Marshes	44%	56%	Contested
Wolf Outpost Ruins	54%	46%	Contested
Motorway	47%	53%	Contested
Cerbera Base	67%	33%	Ork Held
Minos Bridge	65%	35%	Ork Held
Angron's Monolith	58%	42%	Contested

Orks 56%

Imperium 44%

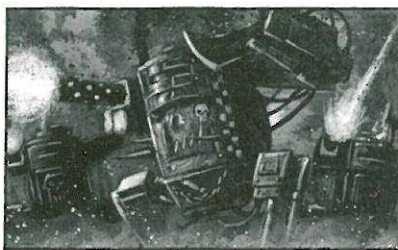


## UNITED KINGDOM

## INFERNUS

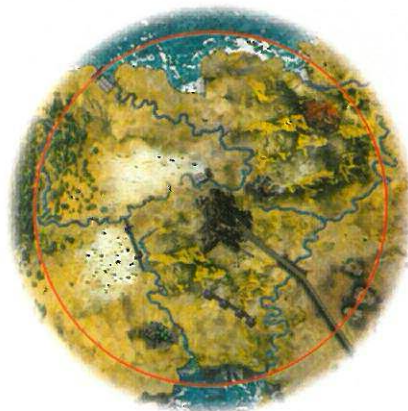
Under threat from the hordes of Ghazghkull Thraka himself, Infernus Hive has been reinforced with some of the most powerful Imperial formations on Armageddon. Most notably of all, Commissar Yarrick chose Infernus to be his own personal battleground against his sworn enemy Ghazghkull, fighting hand-to-hand in the trenches against waves of Ork Boyz and rallying Imperial troops with his righteous fervour.

The citizens of Infernus were forced to endure terrible privations during the siege, including constant bombardments from orbiting space hulks and the lumbering Gargants of Ghazghkull's horde. As the shelling relented, countless hordes of Greenskins streamed down from the Diablo mountains. Time and again the green tide smashed against the walls of Infernus, only to break and flow back before reforming and attacking again. With Yarrick as their saviour the citizens of Infernus were undaunted. Old men, women and children took up arms against the invaders, dragged ammunition to the redoubts and bunkers across the front lines, endured the bombing and strafing of Fighta-Bommerz as they toiled to dig secondary trench lines. Hive gang militias fought against Orks with equal ferocity, selling their lives to protect their homes. To the south-west, the Stygian Bulwark groaned under the pressure of countless warbands braving its guns and minefields to link up with the feral Ork tribes



swarming out of the equatorial jungles to overrun the Infernus south forge complex.

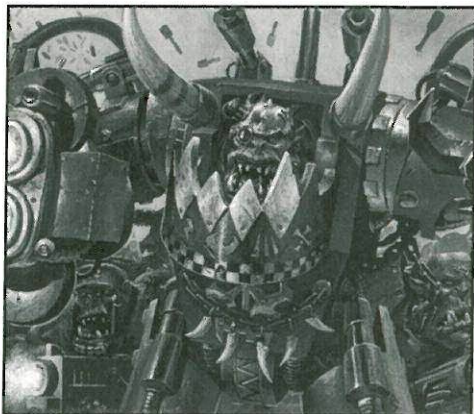
After eight days of incessant fighting the beginning of the end was signalled by a blaze of distant fire on the southern horizon. The ground shook as the storm rolled closer, but when the Gargants pounding the hive turned away and moved south to meet it Yarrick knew that retribution was close at hand. A solid phalanx of over twenty Imperial Titans was burning a path to Infernus, the thousand year old colossi of steel and adamantium shattering warbands and Gargants with plasma fire and torrents of shells as they came. Their advance drove many Orks back against the guns of the Stygian Bulwark, the withering crossfire reducing their forces to shattered remnants. The attack on the Orks' rear was the chance Yarrick had been waiting for. While the Orkish horde wavered in confusion he sent his carefully husbanded reserves onto the offensive. Regiments of Cadians, Steel Legion armour and Pyran Dragoons hurled themselves against the barbaric foe, driving them back, step by bloody step, into their mountain strongholds.



Key feature	Orks	Imperium	Outcome
Diabolus Cove	52%	48%	Contested
Diablo Mountains	37%	63%	Imperial held
Ork Mountain	48%	52%	Contested
Equatorial Jungle	41%	59%	Contested
Ash Wastes	47%	53%	Contested
Infernus Quay	52%	48%	Contested
Diabolus Forge Complex	46%	54%	Contested
The Krynnan Canal	46%	54%	Contested
Palidus Mountains	44%	56%	Contested
Hive Infernus	50%	50%	Contested
The Stygian Bulwark	46%	54%	Contested
The Stygies Bridge	44%	56%	Contested
Ork Rok Dropsite	36%	64%	Imperial held
Infernus South Forge Complex	53%	47%	Contested
Motorway	52%	48%	Contested

Orks 47%

Imperium 53%



## Warlord Ghazghkull Mag Uruk Thraka

Current data on the Beast of Armageddon is far from exact to say the least and the many conflicting reports differ wildly in their conclusions. Some say his body lies dead on the battlefield and certainly there are many who claim that honour, though none can produce a corpse to verify such boasts. Some claim he was never even on Armageddon, that another Ork boss assumed his name to take control of the Waaagh! Several officers of the Imperial Navy point to the departure of an Ork hulk codified as the *Perversion of Pain*, long suspected to have been Ghazghkull's command hulk, as evidence that the

warlord has departed Armageddon. With almost every other world throughout the sector dangerously weakened by Armageddon's drain on the Imperium's military resources, some even suggest that this may have been part of the Beast's plan all along. However this presupposes a level of cunning and intelligence that most Imperial scholars dismiss as unthinkable.

## Commissar Yarrick

Truly it was said of Yarrick that where there was despair he brought hope, where there was fear he brought courage. At Infernus he fought hand-to-hand in the trenches, taking a slug round in the chest yet fighting on until the attack was driven off. In the west he led the hive militia into the

breach of the fortress on Volcanus Mountain, and at Death Mire he fought alongside the Mordians across the Phlegethon Bridge. On Armageddon, Yarrick was the Imperium and the Imperium was Yarrick. As the war ground into bloody stalemate, word reached him that his nemesis had left Armageddon to strike elsewhere. In the war room of Hive Infernus Yarrick gathered his warriors around him and swore that he would pursue Ghazghkull to the ends of the galaxy if need be, formally passing command of the military council back to General Kurov. High Marshal Helbrecht of the Black Templars declared that he would join Yarrick in his holy crusade and by nightfall the 'Old Man's' quest had begun.





## FRANCE DEATH MIRE

Despite being quickly encircled by the Orks, the defenders of Death Mire managed to hold the Orks at bay and prevent the Greenskins from crossing the River Insane. However, hundreds of thousands of feral Orks rampaging from the equatorial jungle swarmed over the facilities at Mire Anchorage, almost overrunning the rear of the hive in a single night. Five regiments of hive militia fought a desperate delaying action to hold the Orks, and only the timely arrival of two companies of the Storm Lords Space Marines finally broke the attack. The Orks went to ground, infesting the docking facilities and preventing the gigatankers from the Fire Wastes berthing in the harbour.



The lack of raw materials for the factories and weapons shops of Death Mire caused many of them to cease production and the defenders were sorely pressed as ammunition and fuel began to run critically low. It was essential that

Mire Anchorage was reopened. Soldiers from the Armageddon Ork Hunters regiment deployed along the edges of the jungle and ruthlessly began to hunt down feral Orks. They killed thousands of Greenskins, calling in lethal artillery barrages whenever they discovered an Ork nest. With the flood of feral Orks halted, the Storm Lords were able to cleanse the docking facilities of Mire Anchorage. Three weeks after the war had begun, ships carrying weapons, ordnance and much needed supplies were unloaded onto the wharfs.

Reinvigorated and replenished by the liberation of Mire Anchorage, regiments from the Mordian Iron Guard launched a massive counter-attack along the River Insane Tunnel towards the Phlegethon Bridge. Simultaneously, Titans attacking from the Tempestor Victorium line swept across Death Ridge and pushed the Ork line back towards the Roks. The attack along the motorway was met by Orks from the Black Slayers tribe and here the fighting became particularly bloody. Titans from the Legio Tempestor closed with the Ork Roks, bombarding the gigantic asteroid citadels, their speed enabling them to avoid most of the Orks' return fire.

At Death Mire the Orks have been halted and even pushed back towards the Roks. More gigatankers arrive in Mire Anchorage every day, further strengthening the defences and, at one hive at least, the Ork invasion has been contained.

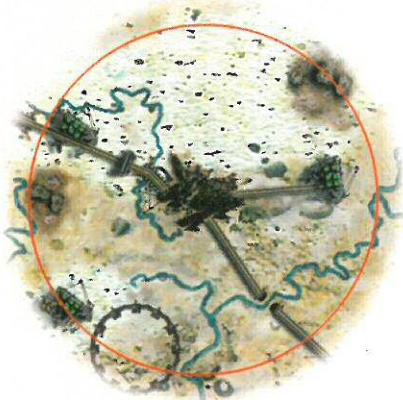


Key feature	Orks	Imperium	Outcome
Ork Rok Dropsites	33%	67%	Imperial held
River Insane Tunnel	40%	60%	Imperial held
Phlegethon Bridge	46%	54%	Contested
Motorway	47%	53%	Contested
Equatorial Jungle	30%	70%	Imperial held
Tempestor Victorium Line	45%	55%	Contested
Hecate Mountains	45%	55%	Contested
Death Ridge	40%	60%	Imperial held
Mire Anchorage	32%	68%	Imperial held
Hellstrom Fortress	43%	57%	Contested
Hive Death Mire	35%	65%	Imperial held
Eyes of the Emperor Observatory	42%	58%	Contested

Orks 41%

Imperium 59%

## ITALY ACHERON



After weeks of defensive fighting, the forces trapped within the Hemlock Cordon received reinforcements from Adeptus Astartes detachments landed by Thunderhawks. The combined forces broke out to the east and north. Driving the Orks off the main eastern motorway and capturing Acheron Bridge in the face of heavy resistance around the Von Strab Memorial Arch. In the aftermath of the breakout a disastrous twist developed as the Hemlock Cordon was in turn overrun by Orks of the Blackskulls tribe emerging from the Hemlock River Tunnel. With their retreat cut off, the Imperial forces had little choice but to assail the hive itself before the

rumoured arrival of Kroksnik's Deth Traks became a reality.

The approach of Imperial forces triggered a bloody civil conflict within Hive Acheron as loyal citizens fought against the supporters of the traitor Von Strab throughout the inner spires. A well-planned assault by the Noctan strike forces succeeded in capturing the ruined northern sector, allowing fresh Imperial forces to tip the balance heavily against the traitors. Despite bitter fighting, the bulk of Von Strab's forces have been driven back into the lawless underhive of Acheron.

Intense fighting has reduced the eastern and western factory complexes to blasted ruins where desperate knots of men and Orks battle through the twisted jungle of wrecked machinery. By day the Imperial forces have the upper hand while their superior weaponry is used to keep the Orks at bay. By night Imperial patrols and pickets are under constant threat from vicious Ork murder squads roving the ruins.

After thirty-three days of continual fighting in the Ash Wastes, the Cadian and Savlar regiments attempting to blockade Ork reinforcements from reaching Acheron were finally reinforced by Imperial Titans. The awesome firepower of Warlord and Reaver Titans has done much to sweep the wastes clear of Orks, driving them back as far as the Rok drop sites to the north-east of Acheron. A large force of Salamanders Space Marines supported by Legio Metalica Titans effectively destroyed two out of the three giant asteroid fortresses early in the campaign, although the third

fortress, nicknamed Orktown Heights by local troops, has thus far proved impregnable.

### Herman Von Strab

At this time little is known of the fate of Herman Von Strab, the infamous despot responsible for the betrayal of the entire hive to the Orks. The only sign of his presence found in Acheron itself was a selection of pre-recorded messages being broadcast from the inner palace. It is rumoured that Von Strab was among those who fled to the underhive and a mission by the 'Last Chancers' penal regiment has been sent into the lower sumps in an effort to capture him. It is vital that the traitor Von Strab is brought to justice, no matter the cost.



Key feature	Orks	Imperium	Outcome
Ash Wastes	43%	57%	Contested
Ork Rok Dropsites	38%	62%	Imperial held
Acheron Bridge	31%	69%	Imperial held
Acheron East Factory Complex	47%	53%	Contested
Von Strab Memorial Arch	42%	58%	Contested
Hive Acheron	34%	66%	Imperial held
The Hemlock Cordon	55%	45%	Contested
Hemlock River Tunnel	59%	41%	Contested
Motorway	44%	56%	Contested
Acheron West Factory Complex	40%	60%	Imperial held

Orks 42%

Imperium 58%



## NEW ZEALAND PHOENIX ISLAND



Key feature	Orks	Imperium	Outcome
Ork Rok Dropsite	55%	45%	Contested
Heliopolis Bridge	59%	41%	Contested
Victorinus Spaceport	59%	41%	Contested
Valkyrie Bay Refinery	37%	63%	Imperial held
Jabiru Quay	44%	56%	Contested
Ibis Reef Harbour	49%	51%	Contested
Nadala Gorge Ore Mine	50%	50%	Contested
Phoenix Island			
Mineral Storage Facility	43%	57%	Contested

Orks 51%

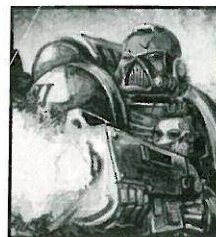
Imperium 49%

Dozens of black Thunderhawk gunships landed at the relatively small Victorinus Airfield on Phoenix Island, responding immediately to the Rok landings to the north that would cut off Imperial supply lines and cripple the war effort. Squad after squad of Black Dragons Space Marines landed until a full nine companies stood ready to repel the Ork invasion. Arriving just as the indigenous defence regiments were brought to their knees by the Ork assault, the Black Dragons found they were too late in many locations. Heliopolis Bridge had been completely destroyed, cutting the island off from reinforcements. The Orks had sent saboteur teams to destroy supply lines in Nadala Gorge ore mine and Ibis Reef Harbour. At Jabiru Quay, several gigatankers had been sunk in their berths by Ork Fighta-Bommerz, and the already polluted atmosphere of Phoenix Island was rapidly becoming totally unbreathable when the Black Dragons struck.

The majority of the Chapter were given the task of reclaiming those areas of Phoenix Island that had already fallen to the Orks. The Greenskins had made destruction their priority, burning acres and acres of land around the mineral storage facilities and Nadala Gorge. As the atmosphere became so caustic that it burnt unprotected skin, more and more of the Imperial defence forces stationed there went underground or fled the island completely, and only the Black Dragons were left to close in on the

enemy. The Ork saboteurs were soon surrounded, and vicious close-quarter fighting erupted. Many of the Orks fled into the burning seas rather than face the wrath of the Dragon Claws, elites of the Black Dragons whose slashing bony crests and devastating charges had earned them a fearsome reputation amongst the ranks of their enemies.

It was at Valkyrie Bay refinery where the fate of the island was sealed. As hundreds of Orks set about the destruction of the facility, the Black Dragons attacked. Small arms fire riddled holes in cylinders full of poisonous chemicals, and the combatants were soon ankle-deep in corrosive slime and steaming acids. The Ork saboteurs could not escape the tide of volatile substances, and many died as their legs gave way and they collapsed into the lethal streams. The power armour of the Black Dragons protected them from harm, and they slaughtered their prey with a minimum of casualties. Sadly, the refinery is now useless to the Imperium, and this will undoubtedly break the back of major supply routes from the burning husk of Phoenix Island.



## AUSTRALIA THE FIRE WASTES



Key feature	Orks	Imperium	Outcome
The Iron Line	44%	56%	Contested
Sreya Rock Mountain Range	49%	51%	Contested
Koonanga Creek Canyon	46%	54%	Contested
Sreya Rock Defence Outpost	46%	54%	Contested
Ork Rok Dropsite	43%	57%	Contested
Black Lung Tar Pits	47%	53%	Contested
Chaya Ranas Ore Mine	46%	54%	Contested
Quaalaback Spur			
Hydro-Electric Dam	51%	49%	Contested
Serestus River Refinery	58%	42%	Contested
Serestus River Mineral Storage Facility	52%	48%	Contested
Fire Harbour	51%	49%	Contested
B'Tani Bay Penal Colony	41%	59%	Contested
Aderbein Oil Platform	47%	53%	Contested

Orks 47%

Imperium 53%

The forces of Urgok the Unstoppable would seem to have been slowed to a crawl by stoic resistance from Imperial forces in the Fire Wastes. Despite being hugely outnumbered, the defence of the tactically vital mining complexes and energy plants is being conducted with exemplary efficiency by the Adeptus Sororitas. The Iron Line, a wall of fortifications barring the route from the Ork Roks to the Cheya Ranas ore mines, is holding fast against its assailants. The Sreya Rock defence outpost remains in Imperial hands despite being completely surrounded and its defence laser and macro cannons have proved to be the Imperium's only real defence against the high number of Gargants in the region. The devastating firepower of these guns has accounted for the majority of Warlord Skrag's Gargants and a good deal of the Stompers Dreadnought warband.

Canoness Carmina of the Order of the Argent Shroud has coordinated masterful tactical manoeuvres, at first utilising the ferocity of her erstwhile allies the Flesh Tearers, to drive Ork warbands into the teeth of her Sisters' guns. Although this alliance was responsible for the full retreat of Ruklum's Big Gunz from Koonanga Creek Canyon, the massacre at Gaius Point has caused a great deal of enmity between the two forces. The Flesh Tearers, immersed in the thick of the fighting, slaughtered their way through the fleeing Orks and kept killing even when they reached the Gaius Point Militia. Hundreds were lost in an orgy of blood-letting and violence as the Flesh Tearers lost all

control, ripping apart unarmed Imperial citizens even when the Ork threat was nullified. The Order of the Argent Shroud was horrified by this gross misconduct and has requested a full investigation by the Inquisition.

Since this incident, Chapter Master Seth has learnt of Canoness Carmina's reaction and has reassigned his forces to fight in the most inhospitable and violent warzones across the Fire Wastes. They have gained such a reputation amongst the Orks that some fled from Serestus River Mineral Storage Facility mere minutes after the Flesh Tearers attacked, something virtually unheard of amongst the Ork race. Sources indicate that the Orks refer to the degenerate Space Marines as Eaters of the Dead. In the crucible of all-out war, the grisly truth, hidden for so many centuries by the Flesh Tearers, is finally evident to their comrades-in-arms across Armageddon. Despite a minimum of casualties, it would seem that the entire Chapter is close to being declared excommunicatus.





## UNITED STATES OF AMERICA

# HELSREACH

**H**ive Helsreach has witnessed some of the bloodiest fighting in the campaign, with an estimated three million casualties suffered over the conflict. The initial Ork attacks at the Grendel Lock area were barely contained within the Ironsides Docks thanks to the self-sacrifice of the hive militia stiffened by squads of Imperial Storm Troopers and Space Marines. Though the docks fell into Ork hands for several weeks, Space Marine reinforcements succeeded in driving them back to Grendel's Lock and the Valhaskan Artery. Nonetheless, the counter-attack prevented the Orks from using the dock facilities to convert their huge submersibles into land-crawling fortresses. Had they completed their work, Helsreach would have been doomed.

After the success in the Ironsides Dock, attempts were made to drive the Orks away from the south and east of the hive. The fight continued to keep the Orks of the Crooked Moon in check amidst the Balboa Mountains while in the hive itself, Titans of the Legio Metalica and Legio Invigilata supporting Salamanders Space Marines inflicted heavy damage on the Roks north east of Helsreach. Ork reinforcements were cut at a stroke.

But a greater threat was developing along Hel's Highway to the south. Battles raged up and down the highway over four weeks, with Steel Legion troops, Space Wolves and Black Templars drawn into the fighting to contain the assaults of the Red Wheelz Speed Freeks. The Imperial forces fought bravely to maintain a defence of the highway using Land Raider Crusaders to provide mobile strongpoints to block the mechanised hordes. However, on several occasions Orks broke through to attack the north of Helsreach, causing untold misery among the refugees fleeing the Ork invasion from the south. The Batraxian barrier was fatally compromised by the Ork blitz, forcing its garrison to be withdrawn and the demolition of the siege gun 'Lethal Lucy' to prevent it falling into Ork hands. In the final conflict of this most protracted engagement, an Imperial attempt to wrest control of the highway was foiled by an Ork Rok landing in the midst of the battle, crushing Orks and Imperials alike to the frenzied chanting of Greenskin warriors.

Despite such setbacks the citizens of Hive Helsreach have maintained their proud traditions of fighting the Orks at every turn. From the blood-slick docklands to the embattled peaks of the Balboa Mountains, the Orks have paid for every inch of ground befoiled by their presence.



Key feature	Orks	Imperium	Outcome
The Stygies Bridge	45%	55%	Contested
Ork Rok Dropsites	44%	56%	Contested
The Hemlock Cordon	46%	54%	Contested
The Batraxian Barrier	62%	38%	Ork held
Hive Helsreach	49%	51%	Contested
The Balboa Mountains	46%	54%	Contested
Ironsides Shipyards	43%	57%	Contested
Grendel's Lock	51%	49%	Contested
The Valhaskan Artery	57%	43%	Contested
Valdez Alpha			
Offshore Oil Platform	54%	46%	Contested
Hel's Highway	53%	47%	Contested

Orks 48%

Imperium 52%

## SCANDINAVIA

# THE DEADLANDS



**I**t is fortunate for the Imperium that the true significance of the Deadlands seems to have been missed by the Orks. Instead of seeing a lightly defended region containing essential water supplies, the Orks saw a staging post for an attack on Helsreach. The overwhelmingly powerful forces of Gorsnik Magash, Over-Fiend of Octarius, could easily have secured the region but, apart from unleashing his Speed Freeks, Gorsnik kept his troops close until the fleet of giant submersibles designed by Orkimeses was ready to sail.

Whilst the White Lightning Speed Freeks had been busily attacking every installation in the region they had not been particularly successful. Their decisive defeat by a single Brotherhood of White Scars at the

Key feature	Orks	Imperium	Outcome
Ork Submersible Shipyard	33%	67%	Imperial held
Dante's Canyon Oil Drilling Station	28%	72%	Imperial held
Ork Rok Dropsite	31%	69%	Imperial held
Valdez Gamma Oil Platform	32%	68%	Imperial held
Overland Pipeline	46%	54%	Contested
Phaedra River Water Processing Plant	51%	49%	Contested
Undersca Pipelines	48%	52%	Contested
Yarrick Point Oil Drilling Station	41%	59%	Contested
Limaire Channel Water Pumping Station	53%	47%	Contested
Zebra Ice Station			
Space Defence Fortress	41%	59%	Contested
St. Capilene Water Processing Plant	48%	52%	Contested

Orks 42%

Imperium 58%

battle of Dante's Canyon did not faze Gorsnik as he embarked for Helsreach, but in practice it left the Deadlands in the hands of a demoralised force.

Suboden Khan and his Tulwar Brotherhood were still heavily outnumbered and to even the odds he led his force toward the Ork Rok fortresses in parade formation. Halting just out of range, he waited for their charge whereupon he turned and retreated with the Speed Freeks in close pursuit. Suboden plunged into the Deadlands moving from one Imperial supply dump to another. The Orks pursued recklessly, lacking the right equipment or training, and for four weeks Suboden led them around the freezing waste, by which time fully half the Orks had died from the extreme

conditions. The White Scars emerged from the wastes without a casualty leaving the White Lightning Speed Freeks five days behind them. Suboden used this time to harry the submersible shipyards, which were soon effectively crippled.

When the Speed Freeks staggered back to their Rok fortress, base discipline deteriorated badly. Brawling was commonplace in the absence of a dominant leader and all interest in the Deadlands was lost. Eager for the kill, Suboden had technicians at the Zebra Ice Station rig a number of bombs to fit to Attack Bike sidecars. Striking before dawn, the White Scars swept through the drop site. Their attack bikes were directed at the Roks while the drivers leapt onto the accompanying bikes, riding pillion. The White Lightning Freeks mounted some resistance but that ended when Suboden himself placed meltabombs on the White Lightning Bosswagon.

Three days before the beast Ghazghkull was rumoured to have departed Armageddon, Suboden Khan reported the Deadlands secured. Soon after, by order of Commissar Yarrick, a new Battle Honour was added to the Tulwar's Horsetail Banner.





Following the arrival of four Ork fleets, Admiral Parol was forced to disengage and allow the armada to approach Armageddon. The Orks subjected St Jowen's Dock to a seven-day bombardment as they passed, which badly damaged its repair facilities. The base was assaulted by impatient Ork ground troops who fought with Navy armsmen and remained a threat to base operations for weeks to come.

In addition to the Imperial Navy, the huge build-up of Space Marine contingents on Armageddon itself had brought together a vast fleet of Adeptus Astartes vessels commanded by High Marshal Helbrecht of the Black Templars.

Most of the assembled Space Marine companies deployed on the surface to bolster the ground forces. The Space Marine fleet left Armageddon's orbit just as the Orks arrived. A spectacular salvo of over a hundred torpedoes was launched as a mark of defiance leaving the lead Ork Hulk, *Rumbeldeth*, severely damaged, raging with internal fires. Out of control, it entered low orbit where Armageddon's defence lasers finished it off.

Both the Imperial Navy and the Space Marine fleet now stood back and waited for Armageddon's planetary defences to continue the process of wearing down the Ork juggernaut. Planetary assaults are always costly to the attacker and the battle that followed was no exception. The Orks achieved air superiority but only at the cost of over 1,000 Fighta-Bommerz, leaving many Kroozers badly depleted. The relocation of flyers to ground bases further reduced the launch capacity of the fleet. The lack of attack craft was to hamper the Ork fleet throughout the campaign. Compounding this problem, every senior Ork commander relocated to the surface of Armageddon at the first opportunity. The lure of face-to-face combat was simply too much for the Orks and many ships were left with skeleton crews, no clear commander and orders that rapidly ceased to be appropriate.

While the landings commenced, Helbrecht had brought the Space Marine fleet about and formed it into a wedge directed at the hulk *Rokdropa* which was responsible for the destruction of Hades Hive.

Broadcasting the single word 'Coward' in Ork on all frequencies, the avenging fleet pummelled *Rokdropa* with bombardment cannons. The Black Dragons' *Ebon Flame* had the honour of avenging Hades Hive. With its final volley against *Rokdropa* the hulk simply cracked down the middle.

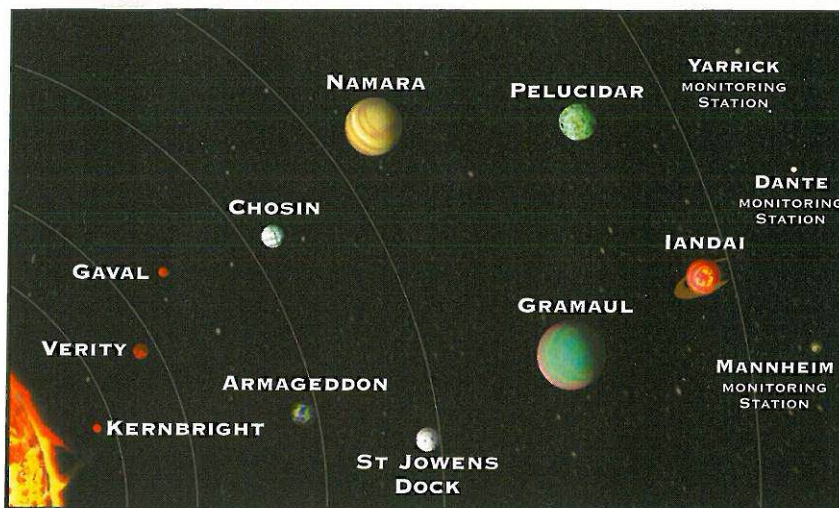
Ork attempts to encircle the Space Marine fleet were thwarted by the arrival of Admiral Parol and a specialist nova cannon squadron based around the battleship *His Will*. Under heavy bombardment, the Orks did not pursue the battle barges as they withdrew.

The battle became known as Helbrecht's Revenge and, although a major victory in its own right, was more important as proof that the fleet could prevail.

The combined Imperial fleet had two distinct objectives. Firstly to make sure that their forces were able to build up faster than the Orks and secondly to eliminate as many space hulks as possible. Irrespective

## ALL NATIONALITIES

# THE ARMAGEDDON SYSTEM



	Orks	Imperium	Outcome
Flare Region	39%	61%	Imperial Held
Mercurial Zone	37%	63%	Imperial Held
Inner Biosphere	37%	63%	Imperial Held
Primary Biosphere	41%	59%	Contested
Outer Reaches	42%	58%	Contested
Deep Space	33%	67%	Imperial Held

Orks 39% Imperium 61%

of their planetary bombardment capabilities, these huge vessels were the workshops and magazines that kept the Waaagh! moving.

Parol established a blockade around the Armageddon system. Over the weeks that followed, less and less Ork support got through this ring of steel. The arrival of the Retribution class battleship *Glorious Age* and its accompanying battle group was the first sign of the shift of power. However, the Orks continued to receive reinforcements in limited numbers by use of their long-range tellyporta technology. The search for the transmitting ship was focused around the edge of the system and intensified daily.

The space hulks were harder to get at since *Rokdropa*'s destruction. Parol countered this by observing the locations of the target hulks accurately and plotting their speed and heading. Once an intercept point was calculated, a battle barge would accelerate toward Armageddon from the edge of the system and suddenly cut power. Drifting with no energy emissions to detect, the barge's trajectory would be calculated to bring it close to the target hulk before opening fire. To an experienced Fleet Admiral like Parol, Ghazghkull had committed the classic soldier's error and nailed his fleet to an objective rather than allowing it flexibility to fight as a fleet should.

As the Imperial system-wide blockade tightened, the Ork dependence on their tellyportas increased and Parol's search for the source of these reinforcements became more critical. When a destroyer squadron reported contact with an Ork space hulk concealed in the debris of Mannheim station, Parol led the chase. The space hulk fled from the Armageddon system and

attempted to escape into the warp. The speed, weaponry and handling of the hulk were superior to anything Parol had encountered before and he became convinced that this space hulk

carried the Ork arch-mekaniak Orkimesedes. Rather than let his quarry escape, Parol attempted to grapple and board as the hulk slipped into the warp. Hopes persist that Parol may have survived but there is no evidence to assume anything other than the destruction of both vessels.

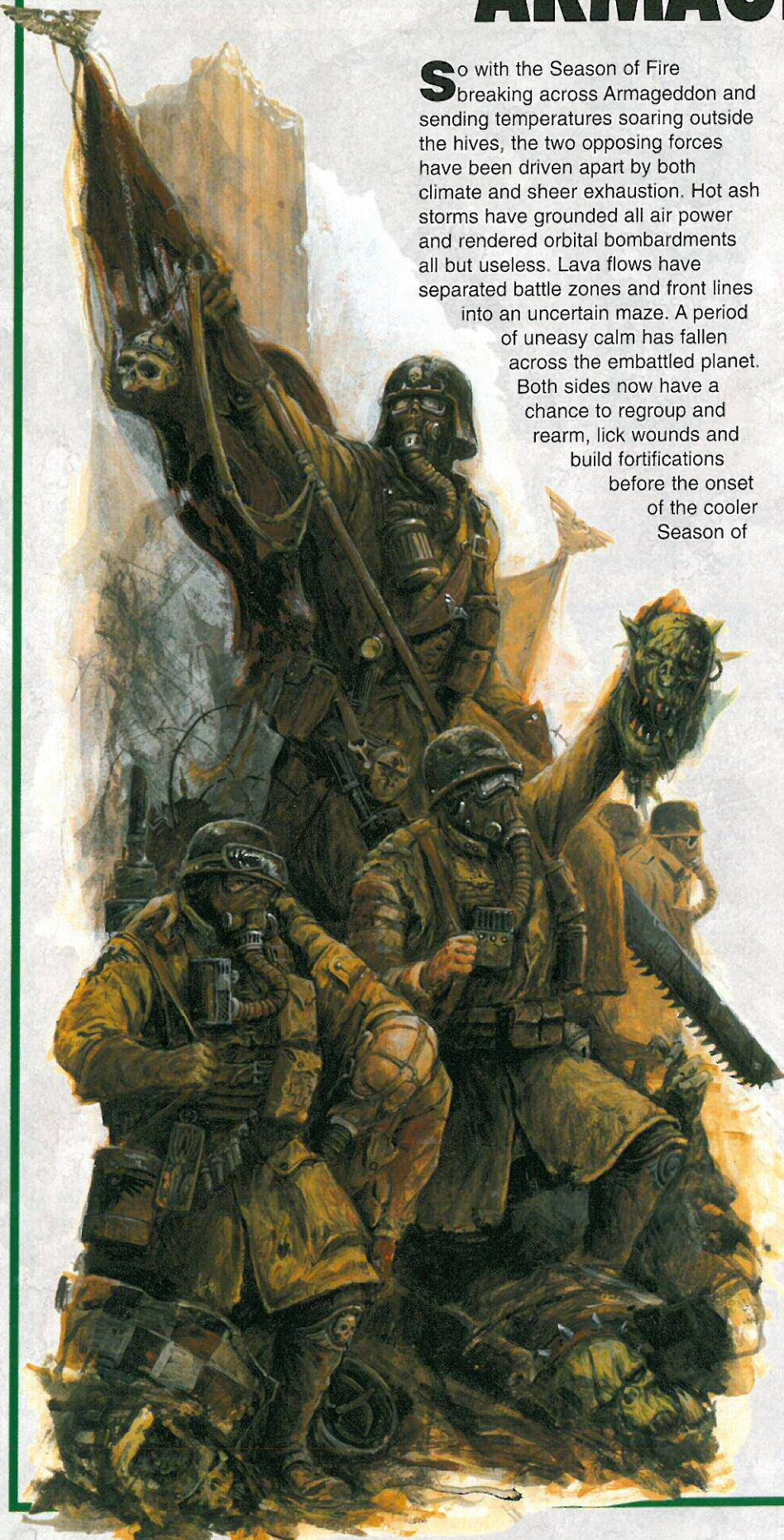
Around Armageddon, Ghazghkull's fleet broke orbit having picked up considerable numbers of ground troops and unexpectedly started to move out-system. Helbrecht organised a pursuit force that was quickly joined by Commissar Yarrick. Delays caused by the need to retrieve Black Templars troops from Armageddon meant that the Ork fleet was able to enter the immaterium safely. Yarrick and Helbrecht were not to be denied however, and set off in pursuit, tracking the Ork fleet through the warp.

The departure of Ghazghkull and the loss or departure of Parol, Helbrecht and Yarrick caused a pause to settle over the fighting. The Imperial navy in particular failed to press its advantage, although the repair of St Jowen's Dock and the opportunity to repair crippled vessels justifies the inactivity. The Orks in their turn gave up the planetary blockade of Armageddon and began massing their fleets more effectively for mutual defence. Although the initiative and the victories lie with the Imperium, the Ork fleets still have superior numbers, leaving both sides to view the coming months with trepidation.





# ARMAGEDDON —



**S**o with the Season of Fire breaking across Armageddon and sending temperatures soaring outside the hives, the two opposing forces have been driven apart by both climate and sheer exhaustion. Hot ash storms have grounded all air power and rendered orbital bombardments all but useless. Lava flows have separated battle zones and front lines into an uncertain maze. A period of uneasy calm has fallen across the embattled planet. Both sides now have a chance to regroup and rearm, lick wounds and build fortifications before the onset of the cooler Season of

Shadows enables the whole dreadful death machine to roll into action once more. In space, newly arrived Imperial ships have driven back the Ork armada, enabling convoys of desperately needed reinforcements to reach the embattled hives.

The Imperium has held Ghazghkull's great Waaagh! at Armageddon – just. Terrible sacrifices have been made, fearsome battles fought and the combined might of Imperial Guard, Titan Legions and Space Marines committed to a dreadful cauldron of fire and destruction unseen in Segmentum Solar since the dark days of the Age of Apostasy. Even so it has barely been enough – shattered hives remain in Ork hands and Imperial forces are fully committed to staving off the green-skinned hordes threatening others. Beyond the planet itself, across the surrounding sector of space, more Ork pirates and raiders are on the move against worlds left vulnerable by the Imperial commitment to the Armageddon War. The most rapacious Ork warlords are being drawn toward Armageddon itself like moths to a flame, seeking fame and glory in the greatest battle ever known among their race. The Muvva of All Battles is becoming a legend amongst the warlike Ork race, with rumours abounding that Ghazghkull has begun the Ragna-Ork, a final

**Heroes of Armageddon!**  
You have withstood the  
evil savagery of the Orks,  
and they have nothing left  
for you to fear.

**So raise high the black  
banners of vengeance – now  
it is our time.**

Last transmission from Commissar  
Yarrick prior to departing with a  
Black Templars crusade to hunt  
down Ghazghkull Mag Uruk Thraka.



# THE WAR GOES ON

apocalyptic battle in which the Orks can truly prove their prowess in the eyes of their violent, primitive gods.

The High Lords of Terra have a less prosaic view. The unification of so many Ork tribes has long been feared by the Imperium. The Armageddon War must continue – the sector cannot be allowed to collapse lest a tide of green-skinned warriors comes to threaten even hallowed Terra itself. With over half of its industry in ruins and casualties into the billions Armageddon needs more troops, armaments and ships if it is to hold back the vast pressure of the Ork menace from the heartland of the Imperium. Forces intended for the Tyrannic Wars on the Eastern Fringe have already been diverted to Armageddon and a 10,000 light year recruitment zone has been established around Armageddon. Every Imperial world within that zone has had their tithe of Imperial Guard regiments tripled and their industry turned over to armaments production. Imperial analysts predict that the Ork Waaagh! on Armageddon cannot be maintained, that over a sustained campaign the Orks supply lines will fail, that their losses cannot be replaced. Those who have fought Orks before are less certain, knowing as they do that resilience and improvisation are the Orks' greatest

strengths. All agree, however, that humanity's resolution cannot be dimmed and that human flesh and blood will be the instruments of decision on Armageddon, not tanks and guns.

Armageddon remains a planet at war, a permanent battle zone which promises to remain for decades to come.

Da stoopid humies fink we  
come 'ere coz we wuz  
Ghazghkull's soljers. We  
came 'ere to stomp  
humies, trash dere  
shacks an' watch 'em  
burn. Not coz  
Ghazghkull sez but coz  
we LIKE doin' it. Now  
we're gonna do it again...

Mhaghash Kur Kroksnik  
addressing the Deth Traks  
from the ruins of Hades Hive.





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*"Men of Sigmar!*

*I can see in your eyes that you fear this enemy. I can see in your eyes that you wonder how we can fight such terrible monsters.*

*Men of the Empire, I have the answer.*

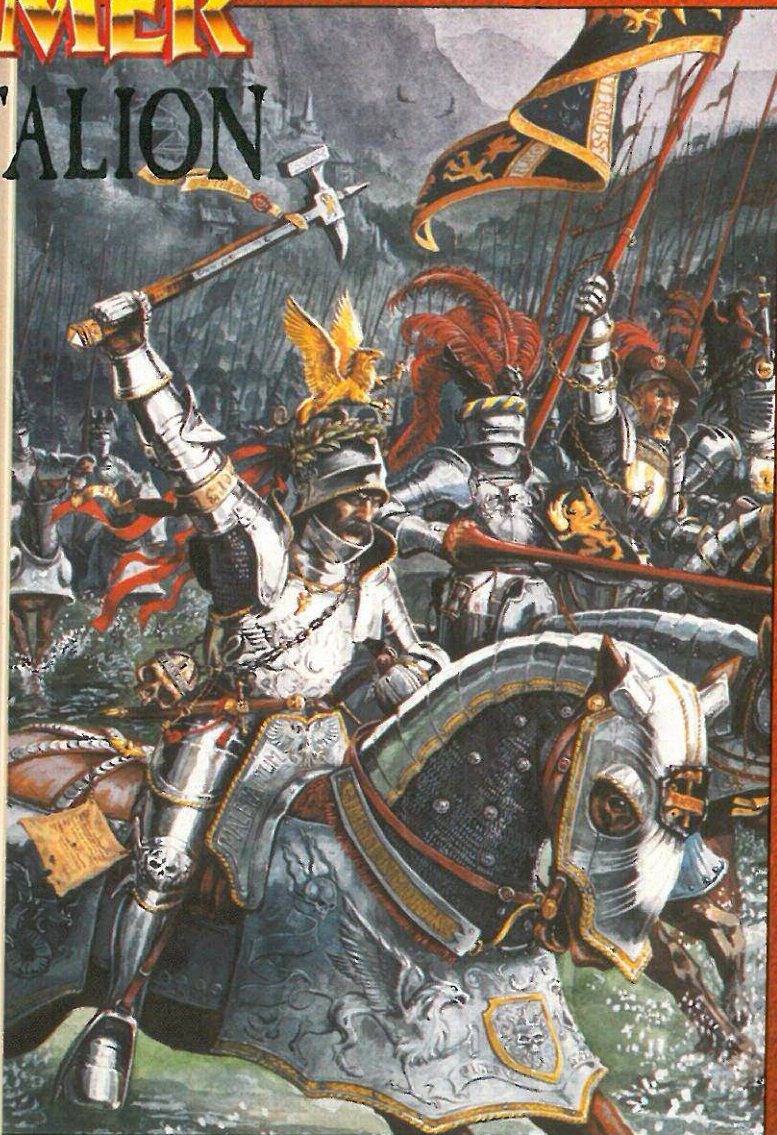
*We fight them with our steel, we fight them with our courage, but above all we fight them with our faith in Sigmar!"*

*Magnus the Pious at the Battle at the Gates of Kislev*

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# SLAUGHTER AT FORT IRONHIDE

A Warhammer Battle Report by Jim Butler, Gordon Davidson, Graham McNeill, Space McQuirk and Phil Kelly.

Welcome to this month's battle report, the conclusion of last month's titanic clash between Gordon Davidson's Greenskin horde and the noble forces of Alessio Cavatore's Empire army. Taking the role of the Elector Count Otto Schepke this month is Jim Butler, who was more than happy to step into Alessio's shoes and pit his wits against Gordon's army. Simple enough. However, it is always tempting to make things that little bit more interesting.

After whole seconds of long and careful consideration, Gordon suggested we include Grimgor Ironhide in the battle, possibly the mightiest Greenskin alive. Given that the model was so impressive and the fact that this beast would make even a dragon think twice, it was unanimous; Grimgor would get to take the field at the head of the Orc army.

To give Jim a bit more of a sporting chance against this combat monster, we decided to use the sixth scenario from the Warhammer rulebook, 'Ambush', reprinted opposite.

Although this is historically a battle fought between Wood Elves and Dwarfs, it can be adapted to include any army just like the other scenarios in the Warhammer rulebook. This battle follows on from where we left off last month, as the Empire forces follow the remnants of the Orc force back to their camp, setting an ambush at the very crack of dawn. Little do they know, however, that they are walking into the lion's den...



Weak sunlight crested the eastern horizon as Grimgor wrenched his axe, Gitsnik, from the body of the Human and wiped the man's blood across the double-headed war axe. It was good for an axe to taste blood each day, and Grimgor was very good to his axe. His boyz had caught the Human snooping around the outskirts of the camp at dawn and had had some fun with him, cutting bits off him a piece at a time. The man had claimed to be a hunter, but Grimgor had seen the lie in the Human's eyes, or at least the one he hadn't burnt out.

The man was a scout of some kind and had almost certainly not come alone. By now the Humans would know the location of this camp, which meant that they would be coming to fight him. Grimgor could feel hot anticipation coursing through his veins at the thought of battle and he welcomed it. It had been too long since he'd fought the Humans, killing Goblins just didn't satisfy his vicious streak. The only concept of war Grimgor knew was attack. He would fight the humans, and he would win. They would learn what it meant to stand in the way of Grimgor Ironhide.

"Everybody up!" bellowed Grimgor, his bestial roar terrifying birds from the treetops for miles around. "We got a war ta fight!"

He strode through the camp, the living embodiment of everything Orcish: brutal, strong and vicious beyond imagining. Reinforcing his orders with snarls and slashes with his axe, Grimgor roused his forces into a semblance of an army. Shouts from the Goblin Wolf Riders he'd positioned at the front of his force was the first sign of the attack.

More shouts came from the rear of his army. Grimgor was massive enough to look over the Orcs behind him and could see the brightly polished armour of men on horseback. They thought they were dead hard, but Grimgor knew he could take them all on and win. That would be the best scrap and so that was where he'd be, fighting and killing. A figure sitting astride a gigantic winged beast shouted commands to the Humans and Grimgor knew that this must be their boss. He grinned, picturing the blood to be spilt, his axe chopping through the frail body. The hate carved in his heart pumped fury through his veins and his entire body was suffused with the aching desire to kill something. His eyes burned a fierce red.

Grimgor Ironhide raised his bloody axe, yelling, "Kill 'em all!"



# SCENARIO 6 – THE BATTLE OF PINE CRAGS, Imperial Year 1350

**G**rungni Goldfinger led an expedition of Dwarf treasure hunters down from the Grey Mountains into the Forest of Loren, seeking burial mounds to rob. Grungni only had old Dwarf sagas and legends to guide him, which dated back to the days before the War of the Beard. The mounds he was seeking were probably those of the wild heaths which surround the Forest of Loren to the north and west. Grungni's route would thus have to pass through Loren, which had since become the realm of the Wood Elves. The invading force was either unaware of this or recklessly overconfident.

The Dwarfs felled trees and lit fires as they went, which alarmed the Wood Elves dwelling in the forest. When the Dwarfs approached the sacred glades of the Elves, this provoked them to resist. As the invaders advanced along a ravine known to the Wood Elves as the Pine Crag, the Wood Elves, led by Findol, ambushed them.

The Elves attacked the Dwarfs with arrows while remaining concealed in the trees and drew the reckless Dwarfs onwards, while the rest of the Wood Elf force closed in from behind. In these circumstances, the Wood Elves would not need to outnumber the Dwarfs and may even have been a smaller force. Despite forming a shield-wall, the Dwarfs were unable to fight their way back out of the ravine and were all slain.

## AMBUSH

**Overview:** In this scenario a smaller force takes advantage of surprise and better position to ambush a larger force.

**Armies:** Both armies are chosen using the Warhammer Army lists. The defender has 50% more points than the attacker (rounding fractions down). Eg, 1,500 points of attackers would face 2,250 points of defenders.

**Battlefield:** Set up the terrain in an agreed manner.

## DEPLOYMENT

1. The defender must set up his army first, in the deployment zone shown on the map. All units must face towards the same table edge. He does not have to deploy his Scouts until the attacker has set up his army.
2. The attacker then deploys his army. At least one third of the attacker's units (not counting Scouts, characters and monsters) must be in each deployment zone.
3. The defender then deploys any Scouts, followed by the attacker deploying his Scouting units.

**Who goes first?** The attacker goes first.

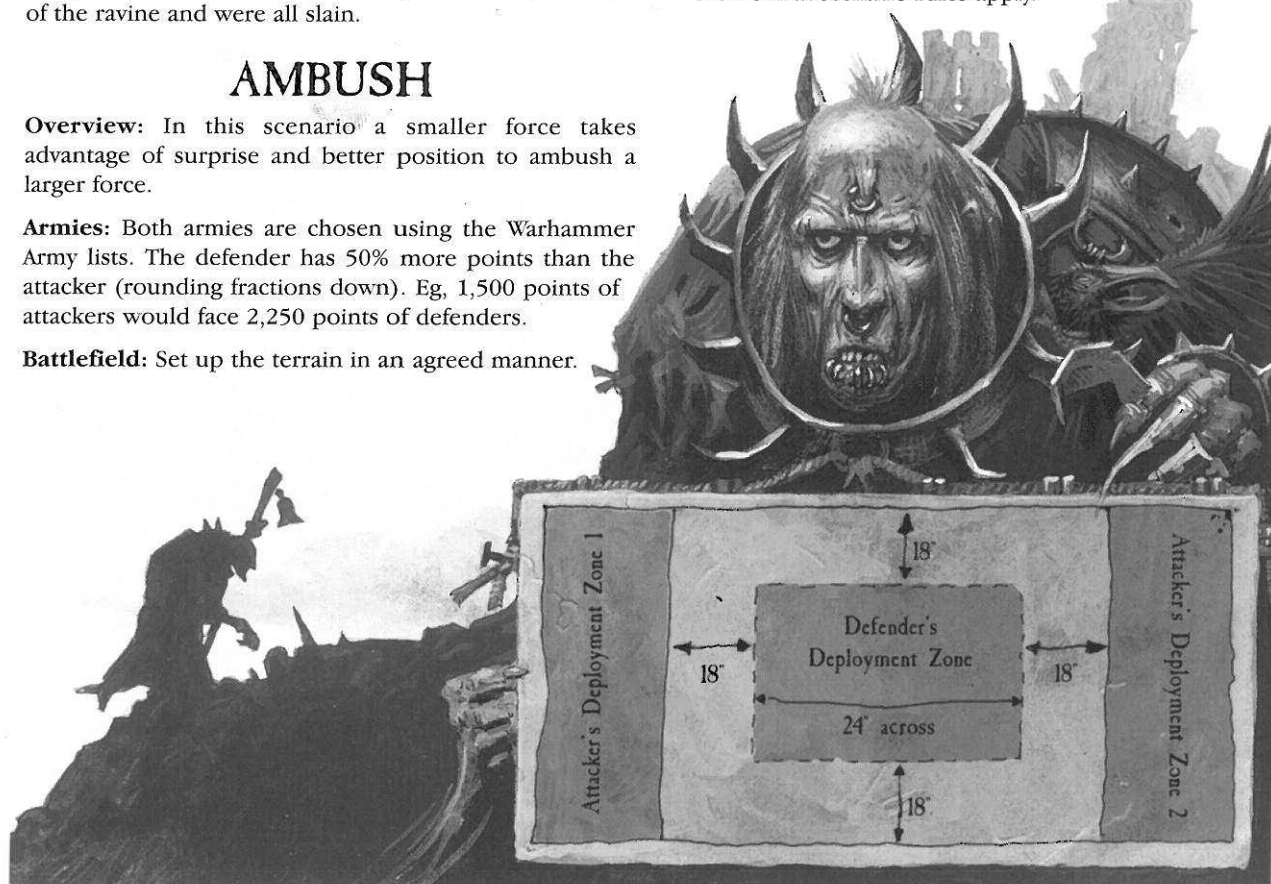
**Length of game:** The game lasts for five turns.

**Special rules:** There are no additional special rules.

**Victory conditions:** Calculate Victory points for destroyed units and units below half strength. Do not award Victory points for anything else. The player with the highest Victory points total is the winner.

## HISTORICAL RE-FIGHT

The battle took place between Dwarfs and Wood Elves, in a ravine with heavily wooded sides. Other than this, the normal scenario rules apply.





## FIRE AND STEEL!



Jim Butler

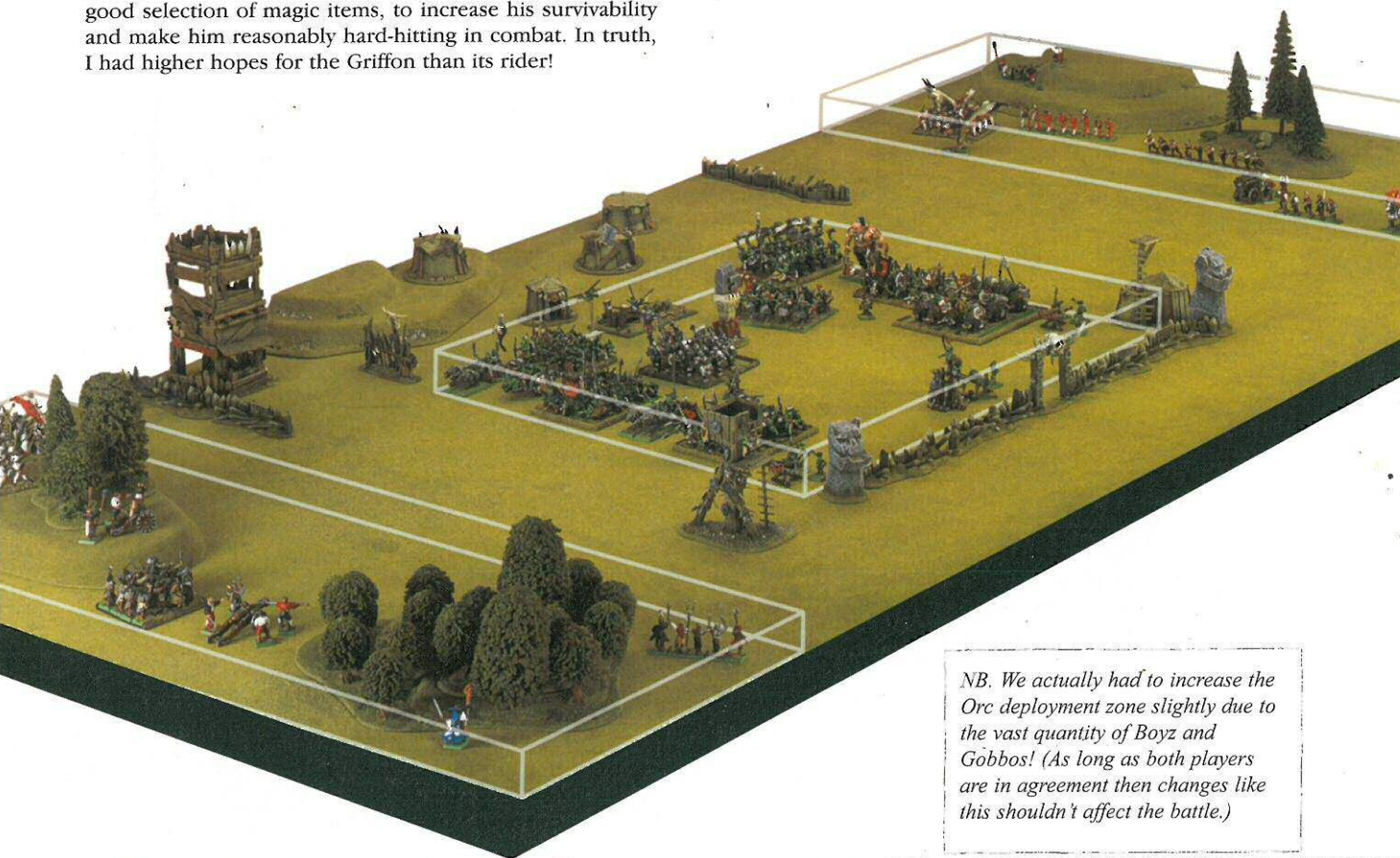
**Jim:** Facing a 3,000 points Orc & Goblin army is scary enough at the best of times, but the prospect of facing one with only 2,000 points of my own troops was positively hair-raising. Still, at least I'd be facing them with my beloved Empire, but it meant that I had to be especially careful with my army selection.

One thing I knew I wanted to have was the new Elector Count on Griffon. It's a great model, and the ability to cause

Terror tests in Gordon's first turn was too good an opportunity to miss. This was central to my strategy. I knew I couldn't beat the Orc horde on its own terms, so I had to disrupt it and break up its attacks, in order to give my missile units as long as possible to pound the Greenskins. I thought about giving him *Van Horstmann's Speculum* (swaps S,T, I and A with opponent), and using him to challenge the Orc Warlord, but when I heard a rumour that Gordon was going to use Grimgor Ironhide as his General, all such thoughts disappeared from my head. In case you're wondering, Gordon and I agreed before the battle that we could both use one special character if we wanted, but I could only have one Lord level character, so I chose the Elector Count. The model we chose was considerably different from last month's Elector Count (he's mounted on a monster for one thing!) as Count Otto Schepke has had plenty of time to reinforce his army. In the end I gave him a good selection of magic items, to increase his survivability and make him reasonably hard-hitting in combat. In truth, I had higher hopes for the Griffon than its rider!

With the Studio's magnificent Talabheim army to choose from, I had plenty of choice. It was tempting to go for an all out shooty army, but deep down I knew that the Orcs would get into combat sooner or later. That meant a balanced army, based on a couple of big units of infantry (one Spearmen, one Halberdiers), some supporting units of missile troops and Free Companies, a single unit of Knights (White Wolves, for their better staying power in protracted combats) and a selection of 'special stuff'. The Flagellants were an automatic choice for me, though I'd have preferred a bigger unit if I'd had the points. That meant one Helblaster and three more war machines. In the end I went for two Cannons and a Mortar. Although I'm a bit of a Mortar buff, I knew Gordon would take plenty of war machines, and I wanted something to take them out, especially the Goblin Wolf Chariots he was bound to include. Cannons are very, very good at this (assuming they don't misfire).

That left only 200 points for other characters. I opted for an Engineer to boost the firepower of one war machine and, equipped with *Van Horstmann's Speculum*, he might just provide a nasty surprise for an unsuspecting Orc Boss. I also chose a Level 1 Battle Wizard with two *Dispel Scrolls*, to give me a chance of surviving at least the first couple of Magic phases. I chose from the Lore of the Heavens, and opted to take the first spell on the list (*Second Sign of Amul*), because I felt a re-roll or two would come in very handy. In truth, I didn't expect to be able to cast this spell, but it meant I could safely hide the Wizard in the furthest corner of the battlefield, and he could still do his job just fine. What do you mean that's not very heroic? I'm sorry, you must have mistaken me for a Bretonnian!



NB. We actually had to increase the Orc deployment zone slightly due to the vast quantity of Boyz and Gobbos! (As long as both players are in agreement then changes like this shouldn't affect the battle.)



## TUSK AND CLAW!

**Gordon:** I've got *how* many points to spend! *Three thousand?!* YES! Wiping drool from the sides of my mouth I began to pore through the Orc army list. It was like giving a kid an 'all you can eat' voucher in a sweet shop. The first bonus of fielding a 3,000 points army that I noticed was that I could include two (yes two) Lord choices in my force. That meant I would be able to take a proper Orcy General and a Great Shaman. Taking a Great Shaman would mean that I could use spells from Da Big Waaagh! I almost felt like a grown up!

After my fit of insane giggling had finally abated I began to formulate a plan: magic, more magic followed by a bit of magic for good measure. In conjunction with the might of the Boyz, that should see off those Empire troops for good as the Orc magic spells list is very potent and designed to complement the Orc style of fighting. The majority of the spells are very aggressive and either hurt your enemy or get your Boyz into the thick of action in as short a time as possible.

Now it was time to pick my General. As luck would have it, not only had Jake finished writing the special rules for Grimgor but the 'Eavy Metal team had just finished painting the figure too. This time there would be no messing about. I would be taking the mightiest of Black Orc Generals himself. The figure painters had also only just finished painting 12 of the new massive Black Orcs but hey, who needs numbers when you're led by the hardest Orc currently roaming the Old World. After tooling up the Shaman with some serious magic gear, I still had a very healthy amount of points to spend.

As I window-shopped along the horde of Orcs amassed in the Studio's cabinet I found myself spoilt for choice amongst the brilliantly painted miniatures. The sculptors and the 'Eavy metal team have done an impressive job of making the new Orcs look truly scary. The new Giant looked suitably fearsome, and a personal favourite of mine is the Pump Wagon. Wolf Riders would provide me with a unit whose speed never fails to catch an opponent by surprise, and a must for any player fielding a unit of Night Goblins, the awesome Fanatics. As I could field two Wolf Chariots as one Special choice, I thought it foolish not to capitalise on this. To further increase my evil power in the Magic phase I decided to include a Night Goblin Shaman. With a basic total of eight Power dice plus the additional bonus dice for units in combat, I would be certain of getting my Boyz into combat quickly with the *Waaagh!* spell, just as long as I got it on my spell selection roll. Even without the magical aid, the sheer power of Grimgor and his Black Orc bodyguard would trounce whatever came my way. Quite frankly I couldn't wait to get stuck in. Those Humies wouldn't know what hit 'em!

*NB: the points values used for the Orc army were work in progress at the time this battle report was played out, and may not be consistent with the final version.*



Gordon Davidson

## DEPLOYMENT

The time following the Battle of Geistheim had been used wisely by the Empire. Scouts had brought news of an Orc force preparing to depart its forest camp, and the Empire army was swiftly positioned around it. A Mortar

and one of the Empire's Great Cannons with a supporting regiment of Handgunners were positioned on the west flank facing the Orcs.

Together, this fearsome array of blackpowder weapons would hopefully slow the Orc advance enough for the Spearmen on the left flank and the Flagellants in the centre to deliver the killing blow to any Greenskins that survived the storm of shot and shell. The deranged Flagellants would never break and never surrender, and to get past them the Orcs would need to kill every last one of them. On the far right of this flank, a small group of Free Company fighters also prepared themselves for battle. The Empire Wizard was deployed on this flank as well, hidden behind the woods on the right.

However, the bulk of the Empire army was positioned to the rear of the Orc force in the east with a strong regiment of Halberdiers holding one flank and the Knights of the White Wolf positioned on the other. Another small group of Free Company fighters marched alongside the proud Knights. The Elector

Count Otto Schepke, mounted on his Griffon, deployed on this flank as well, ready to attack the Orcs on his terrifying beast. These regiments were backed up by Crossbowmen, Handgunners, another Great Cannon and the Helblaster Volley Gun that had proved so deadly in the last clash with the Orcs. As the Orcs prepared to act, the Empire army made its move and attacked.

Deployment turned out to be problematic for the Orc forces. How do you deploy a whole army when you don't know where the enemy will be? Gordon decided to place Grimgor and the Black Orcs in the centre of the encampment. From there they should be able to quell any animosity which could prevent his units responding to the more threatening flank of Jim's attack. Also, from this position, Grimgor would be able to choose which flank he would lend his support to. It was very much a case of wait and see where Jim set up his forces and then respond to them, but with the aid of a few good spells, Gordon would soon have the Boyz charging at those Empire lines. The amount of Orcs crammed into the small encampment looked fantastic, and when Gordon successfully rolled *Waaagh!* as one of his Great Shaman's spells, it was clear that Jim was going to have his work cut out for him.



# COUNT OTTO SCHEPKE'S ELITE BATTLE HOST

## CHARACTERS

**LORD:** Elector Count Otto Schepke (80),  
Griffon (200), full plate (12), shield (3),  
*Hammer of Judgement* (40),  
*Holy Relic* (45), *Sigil of Sigmar* (20). 400 pts

**HERO:** Master Engineer Sebastian Mahler (55),  
Repeater Pistol (10),  
*Van Horstmann's Speculum* (25). 90 pts

**HERO:** Battle Wizard Remus Lautzmann (60),  
*Dispel Scroll* (25), *Dispel Scroll* (25). 110 pts

## CORE

20 Halberdiers, Standard Bearer (10),  
Sergeant (10). 145 pts

Detachment - 10 Handgunners 80 pts

Detachment - 5 Free Company Fighters  
25 pts

8 Knights of the White Wolf (Inner Circle)

Musician (8), Standard Bearer (16),  
First Knight (16). 264 pts

20 Spearmen, Sergeant (10),  
Standard Bearer (10). 140 pts

Detachment - 10 Crossbowmen 80 pts

Detachment - 5 Free Company Fighters  
25 pts

8 Handgunners 64 pts

## SPECIAL

1 Mortar 75 pts

1 Great Cannon 100 pts

1 Great Cannon 100 pts

## RARE

1 Helblaster Volley Gun 125 pts

16 Flagellants 176 pts

**GRAND TOTAL 1,999 pts**





# GRIMGOR IRONHIDE'S UNSTOPPABLE HORDE

## CHARACTERS

**LORD: Grimgor Ironhide**, *The Axe Gitsnik*, *Blood-Forged Armour*, *Mork's All-Seeing Eye*.

**11 Black Orcs**, additional hand weapons, Heavy armour, Musician, Standard Bearer. **585 pts**

**LORD: Orc Great Shaman Urgat** (180)  
Level 4 upgrade (35) *Buzgob's Knobbly Staff* (50), *Dangly Wotnotz* (25), *Dispel Scroll* (25). **315 pts**

**HERO: Night Goblin Shaman Nodgrot** (50)  
Level 2 upgrade (35). **85 pts**

**HERO: Orc Big Boss Krog Hogtooth** (65), Army Standard (25), light armour (2), *Night Banner* (40). **132 pts**

**HERO: Orc Big Boss Bork Mansplitter** (65), Boar (16), Great Axe (4). **87 pts**

## CORE

**12 Wolf Riders**, spears, Boss (13), Standard Bearer (12). **157 pts**

**19 Orc Boyz**, additional hand weapons, light armour, Musician (5), Boss (13). **151 pts**

**20 Orc Boyz**, spears, shields, light armour, Standard Bearer (13), Musician (5), Boss (13). **191 pts**

**20 Night Goblins**, bows, Standard Bearer (8). **68 pts**

**29 Night Goblins**, spears, shields, Standard Bearer (8), Musician (4), Boss (8), 3 Netters (6). **113 pts**

**20 Goblins**, bows, Standard Bearer (8), Musician (4), Boss (8). **80 pts**

**6 Goblin Fanatics** **150 pts**

## SPECIAL

**11 Orc Boar Boyz (Big'Uns)**, Standard Bearer (14), Musician (7), *Gork's Waaagh! Banner* (30) **293 pts**

**2 Goblin Wolf Chariots** **120 pts**

**1 Goblin Rock Lobber**, Bully (5). **75 pts**

**2 Goblin Spear Chukkas** **60 pts**

## RARE

**1 Snotling Pump Wagon** **40 pts**

**1 Goblin Doom Diver** **80 pts**

**1 Giant** **220pts**

**GRAND TOTAL** **3,000 pts**





## EMPIRE TURN ONE

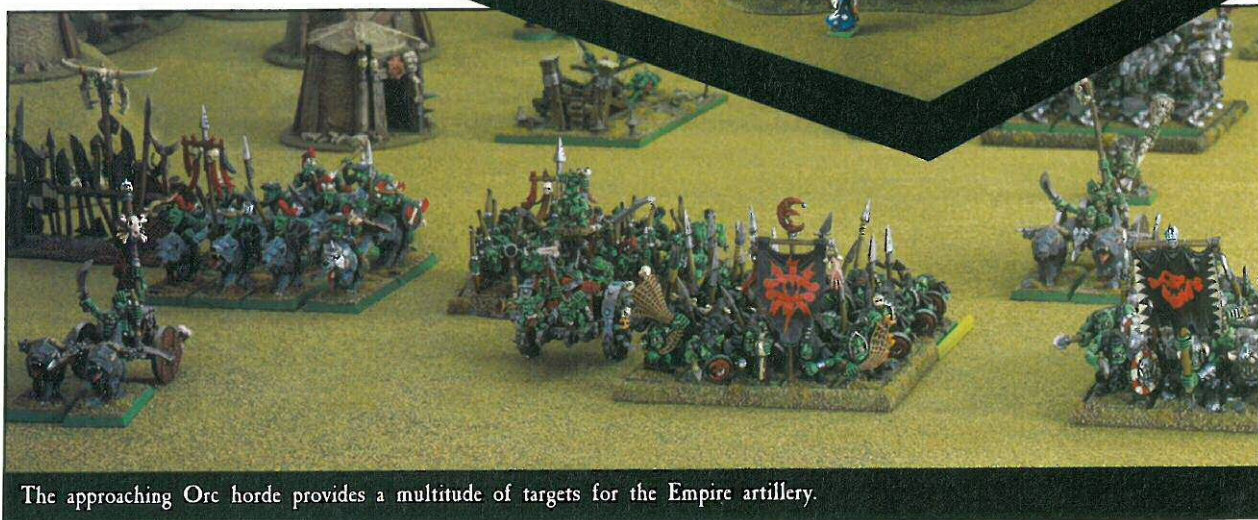
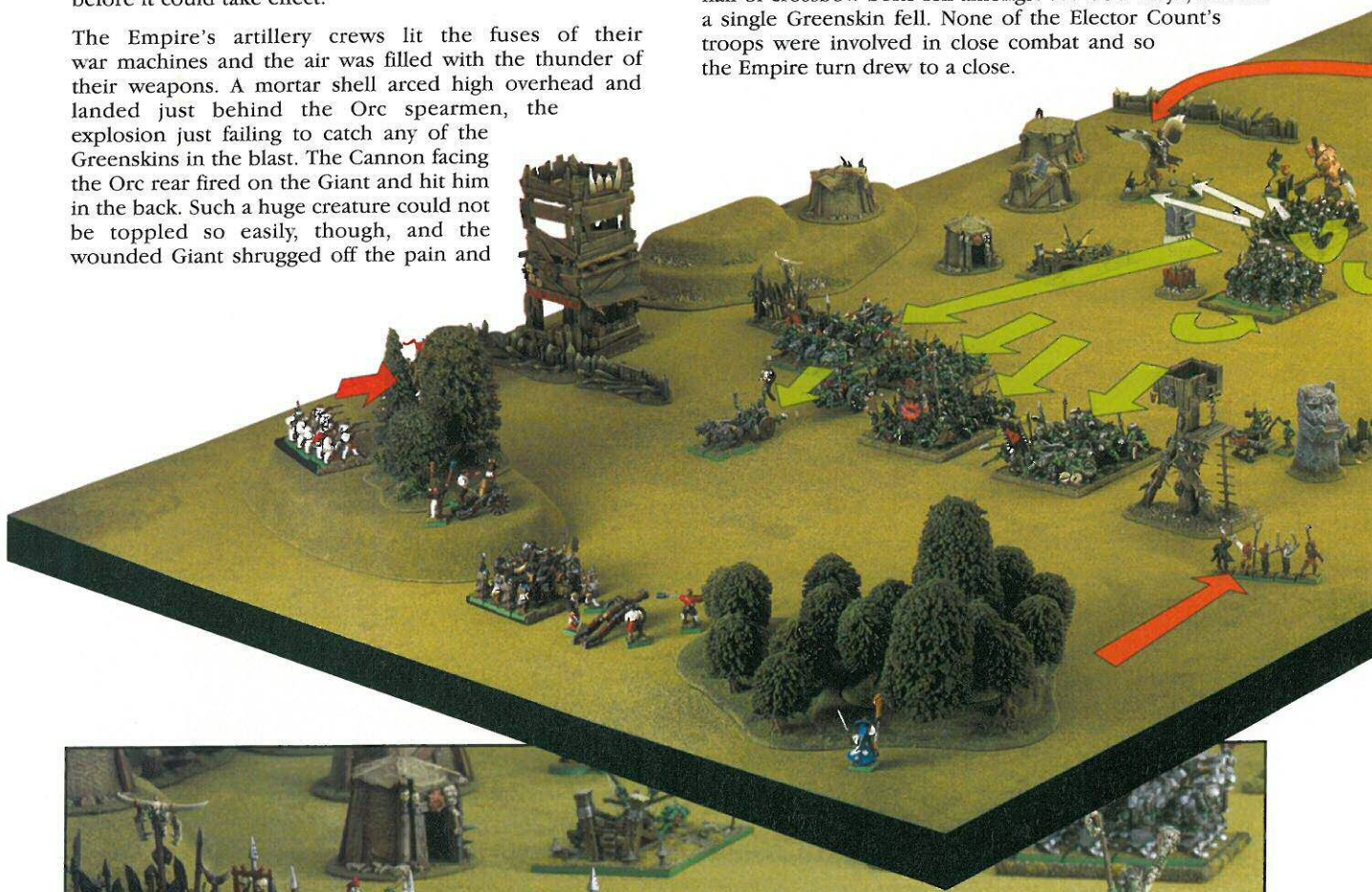
With the Orc army caught by surprise, the Empire army sprung its trap. On the right flank the Handgunners and artillerymen readied their weapons while the Halberdiers moved from the foot of the hill towards the Orc camp. Both groups of Free Company soldiers began advancing towards the Orc Spear Chukkas that were positioned on both sides of the Orc army. Jim knew that with a number of regiments in deep ranks, these war machines could prove deadly to his forces. The Spearman wheeled round ready to advance, facing the main thrust of the Orc force.

Deciding that he must lead by example, the Elector Count riding the Griffon took to the air and swooped in to land beside a unit of Orc Boyz. The giant creature's terrifying appearance would push the Orcs' courage to the limit. As the Griffon landed, the Empire Wizard drew upon the Winds of Magic to cast the *Second Sign of Amul*, but the Orcs had powerful magical defences and the spell died before it could take effect.

The Empire's artillery crews lit the fuses of their war machines and the air was filled with the thunder of their weapons. A mortar shell arced high overhead and landed just behind the Orc spearmen, the explosion just failing to catch any of the Greenskins in the blast. The Cannon facing the Orc rear fired on the Giant and hit him in the back. Such a huge creature could not be toppled so easily, though, and the wounded Giant shrugged off the pain and

was able to fight on. The nearby Handgunners also fired at the Giant and, though their bullets were small, enough managed to penetrate its thick skin and wound it. With two Goblin Wolf Chariots facing them, the second regiment of Handgunners concentrated their firepower on the nearest. Although three hits were scored, none caused a wound and the Chariot rumbled menacingly closer. The last Cannon also fired on this Chariot and succeeded in smashing it to matchwood with a single shot. As the cannonball continued to bounce through the Orc line it slammed into the Orc Great Shaman and killed him stone dead. Sigmar was truly with the Men of the Empire this day!

But the cheers died in the gunners' throats as, across the battlefield, they saw the crew of the Helblaster Volley Gun engulfed in a huge explosion. A malfunction in the firing mechanism caused a misfire and the entire gun and crew were destroyed in the cataclysmic blast. At the same time a hail of crossbow bolts fell amongst the Boar Boyz, but not a single Greenskin fell. None of the Elector Count's troops were involved in close combat and so the Empire turn drew to a close.



The approaching Orc horde provides a multitude of targets for the Empire artillery.





Fanatics whirl from the Night Goblin ranks, smashing into the nearby Griffion.

*Run fer it ladz, it's a flying lion-bird thing!*

*Bulg Gutsplatter, Orc champion*

## ORC TURN ONE

The Empire's first barrage of artillery had been pretty devastating for the Orc force. Gordon took the loss of the Shaman quite well, all things considered, and after we finally persuaded him to put down the sharp pointy stick and let Jim go, it was time to rework his plan. The Empire would be spared the deadly nastiness of Big Waaagh! magic, so the Orcs would have to resort to the good old fashioned tactic of brute force. Considering they excel at this, this was not such a bad option.

Amazingly, not a single unit succumbed to any infighting, as every one of his units passed their Animosity tests. United in a common cause to avenge the death of the Shaman, the Orcs began their movement. Having just witnessed a Griffion descend from the skies the Orc unit nearest the beast quailed in terror and fled. Laughing maniacally at their larger brethren's cowardice, the Night Goblins pushed three Fanatics from their ranks, sending them towards the Empire General and his monstrous steed. Two of the swirling loons hit causing a single wound to the Griffion and two on the General (which Jim successfully avoided using the Ward save of his *Holy Relic*).

Grimgor bellowed commands to his army, the Wolf Riders turning about face to confront the

ambushers approaching from the west, whilst the Warlord turned his unit of Black Orcs around to bolster his forces on the east flank. The Knights of the White Wolf were a definite threat and Grimgor sensed that his presence would be put to better use supporting this side. As Gordon picked up a mere six power dice from the pool of ten that he had prepared before the battle, a harsh stare was enough to silence Jim's snigger. With *Brainbursta* successfully cast on his General, Jim decided to take no chances. Unravelling an ancient parchment, the Wizard countered the powerful magic, causing it to dissipate into thin air with a *Dispel Scroll*.

With typical Goblin accuracy neither of the Spear Chukkas managed to score a hit on any of their targets. The Doom Divers prepared to launch at the Griffion, but unfortunately began to squabble as to who would get to fly first. Still, at least the Orcs could still fire their Rock Lobber. As the stone was released from its sling the mechanism broke and the Orcs watched it launch skywards only to gulp before the airborne boulder came crashing back down, destroying the machine and pulverising the hapless crew. With the Orc encampment scrambling to face the Empire threat on both flanks there was no close combat to resolve. All that was left for the Orc army to do was to pray to Mork that the Empire Cannons would be less effective this turn.



## EMPIRE TURN TWO

The Orcs had fled from the Griffon, and the *Holy Relic* of Sigmar had saved Otto Schepke from the whirling ball of a Fanatic. His Griffon had been wounded, but was still a deadly opponent. The bleeding Giant stood before the Elector Count and both Jim and Gordon knew that a battle of titanic proportions was in the making. Raking back his spurs, and hammer raised high, the Count on his Griffon charged the Giant. Aside from this truly heroic act, the only movement in the Empire lines was the Free Company on the left flank who circled an Orc tower to close in on the crew of the Spear Chukka. Once again the Wizard attempted to cast his spell and, though the Orcs were bereft of their Great Shaman, the Goblin Shaman was able to block the attempt.

The Empire cannon that had destroyed the first Wolf Chariot now shifted its aim to the second and once again its gunners were spot on target. The cannon ball smashed the Chariot to pieces and bounced in front of the cackling Snotlings on the Pump Wagon. The Handgunner regiment next to the Spearmen fired on the Goblin Wolf Riders, hoping to destroy them before they closed into charge range. Their volley succeeded in killing two of the Wolf Riders, but it wasn't enough to break them. This turn the Mortar crew were dead on target as Jim correctly guessed the range and a shell landed smack in the centre of the Night Goblin Spearmen. Lethal fragments of red-hot shrapnel shredded the diminutive Greenskins and, when

the smoke cleared, 10 Gobbos lay dead. The carnage was too much for the survivors and they fled back to where they had come from as panic swept through their ranks.

At the eastern end of the battlefield, everything that could be brought to bear fired on the regiment of Boar Boyz. A storm of crossbow bolts, bullets and cannon balls fell upon the Orcs, and three of the riders were pitched from their saddles, but still they came on. The Free Company unit positioned before the Boar Boyz would need to fight bravely indeed to hold back their charge.

All eyes turned towards the conflict between the Giant and the Elector Count raging in the centre of the battlefield. The Griffon and the Count rained a flurry of blows against the gigantic creature, but only managed to cause a single wound. In return the Giant grabbed the neck of the Griffon and headbutted the winged monster, wounding and dazing it. It would not be able to attack in the next turn. The Elector Count stood resolute before the Giant and the combatants remained locked in battle.



The Free Company fulfil yet another unenviable role as the mighty Boar Boyz charge forward.



## What in the name of Holy Sigmar is happening down there?

Elector Count  
Otto Schepke



Otto Schepke reconsiders his impetuous charge.

## ORC TURN TWO

With only the Goblins squabbling amongst themselves, Gordon once again was proving to be quite fortunate with his Animosity tests. The Night Goblins on the west flank recovered from the shock of having a mortar shell explode in their midst. Seeking safety in numbers they rallied and turned to face the Empire line. The Orc Boyz, confident that the Griffon would be kept busy by the Night Goblin archers who were hurrying forward to help the Giant fight the beast, also rallied and reformed facing the Halberdiers. The Boar Boyz roared as they spurred their mounts to assault the small Free Company that had the temerity to stand before them. With two of the Fanatics killing themselves, (one destroying an Orc hut in the process!) the remaining Fanatic span into the combat between the Giant and the Griffon. The ball and chain cracked into the Giant's knees, shattering the thick bones in the impact and he collapsed. Fortunately for all those close by, the Giant fell away from everyone and only the grass was crushed flat beneath him. The Goblin Fanatic continued his whirlwind of death, slamming into the Griffon. A shower of bloodstained feathers, all that remained of the noble creature, floated slowly down through the air. The General picked himself up off the ground and hefted his hammer. A wave of pallid Night Goblins assaulted him, and for a brief moment it looked as though he would drown under the green tide.

Having finally decided who would get to launch himself first, the lucky Doom Diver sailed high into the air. From

his viewpoint in the clouds he could make out his target, a unit of Handgunners, just small specks below him. Despite a slight gust of wind, the Doom Diver readjusted his wing positions and sailed straight into their midst. Four of the Handgunners were killed by the airborne attacker, but undaunted by their loss the Empire warriors kicked away the dented helmet that, save for a red sticky mess, was all that remained of the suicidal Gobbo.

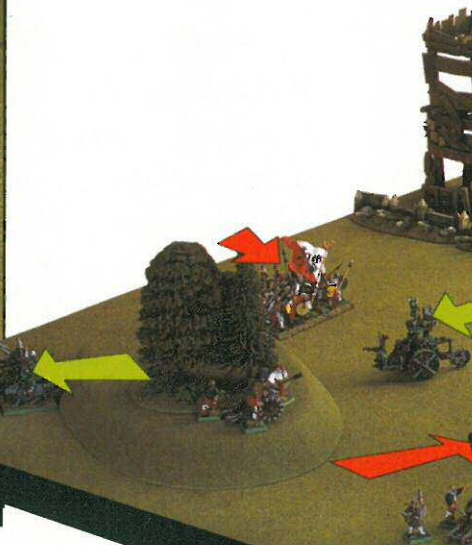
The Boar Boyz' charge easily crushed the Free Company and a single survivor fled desperately for his life. The Knights waited with baited breath for the Orcs to run him down, but the Orc Boar Boyz had spied the trap that the Knights had set. Pulling the Boars to a halt, the riders turned to face the Crossbowmen, ignoring the heavily armoured cavalry. The Free Company had given their lives in vain. As the Night Goblins charged the Empire General, he pointed his hammer towards the largest of them. It was a challenge and one that the Goblin champion would certainly lose.

"Go on boss, you can 'ave 'im!" one of the Goblins called out. Backed up by his Gobbos, the champion foolishly accepted. Although he managed to score a hit, the General's Ward save prevented him from coming to any harm. The Goblin champion, on the other hand, fared less well and was smashed from his feet in a welter of blood. Although he had killed the champion, the General could not stand against the rest of the Goblins and fled towards his Halberdiers, away from the superior Greenskin numbers.





The Orcs' charge is repelled by the whirling flails of the deranged Flagellants.



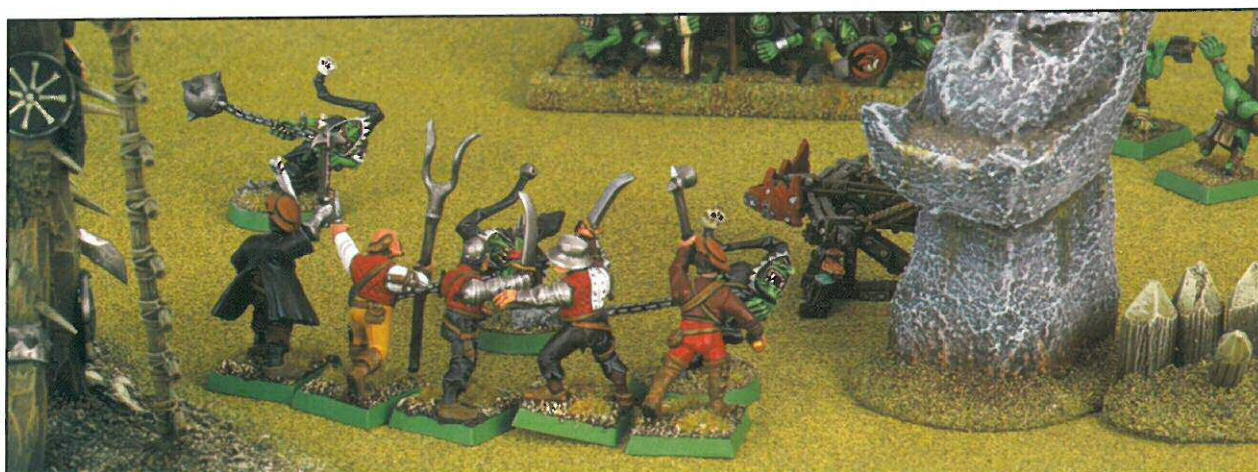
## EMPIRE TURN THREE

After the stunning death of the Giant and Griffon, Otto Schepke was forced to flee from the sheer mass of Night Goblins snapping at his heels. As he outpaced the Gobbos he turned to face them, hammer raised above his head in defiance. The Halberdiers rushed forwards to fight alongside the Elector Count while the lone survivor of the Free Company continued to sprint for safety away from the Boar Boyz. Hoping to threaten the Boar Boyz' flank, the Knights of the White Wolf moved into a better position to charge, and across the battlefield the Spearmen wheeled round to face the approaching Wolf Riders. The second Free Company charged the Spear Chukka through the gap in the walls, but the cowardly Gobbo crew decided that they weren't going to stick around and fled. The Winds of Magic blew weakly for the Empire Wizard and once more he was unable to get the *Second Sign of Amul* past the Goblin Shaman.

The Crossbowmen fired on the approaching Black Orcs. Grimgor Ironhide led this unit personally, his fearsome reputation known to all. Three hits were scored, but the powerfully built Orcs shrugged them off and continued unharmed. The Cannon crew took aim at the Black Orcs as

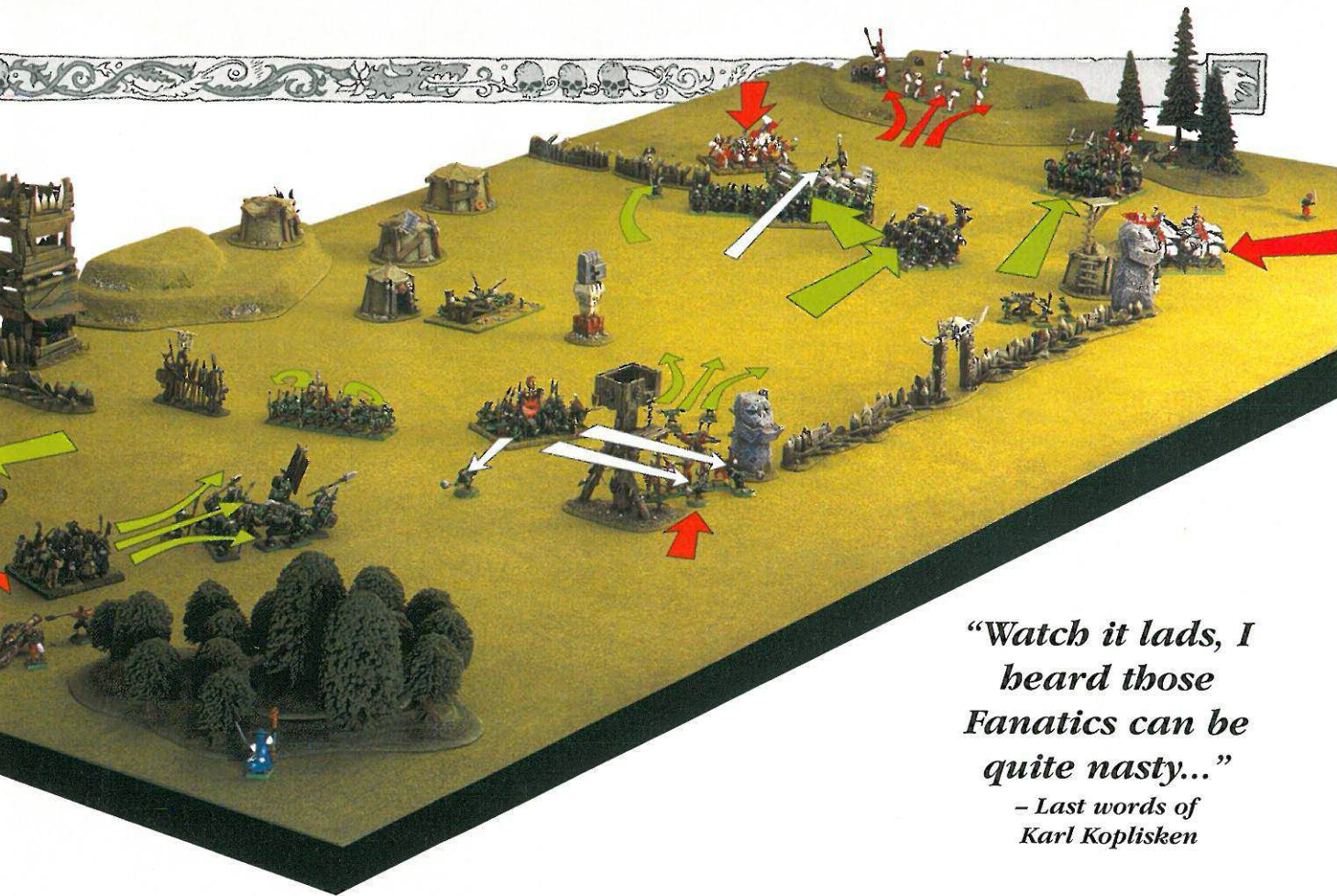
well, but through some twist of fate the gunpowder failed to ignite and the gunners would need to spend this turn and the next clearing the barrel. Knowing that the Elector Count needed all the help he could get, the Handgunners poured their fire into the Night Goblins and succeeded in killing three of them.

At the other end of the battlefield, the Greenskin forces were getting decidedly close. The Orc Spearmen were nearing the Flagellants and the Wolf Riders were preparing to charge the Handgunners. The Cannon fired on the Orc Spearmen and although the ball flew further than the gunners intended, it still pulverised two Orcs bringing up the rear of the unit. Hoping to repeat the success of their last shot, the Mortar crew took aim at the Night Goblin Spearmen once more. Unfortunately the shell overshot and exploded harmlessly behind them, achieving nothing. Once more the Handgunners took aim at the Wolf Riders and emptied another saddle, but Jim's poor rolling meant that he'd failed to inflict enough damage to cause a Panic test. None of the Empire troops had made it into combat and the turn was over.



Karl Koplisken and his men finally meet a violent death in the shadow of an Orc statue.





***“Watch it lads, I  
heard those  
Fanatics can be  
quite nasty...”***

***– Last words of  
Karl Koplisken***

## ORC TURN THREE

Once again Gordon managed to avoid any Animosity between units. This was an Orc army supremely united in a common cause; the slaughter of Humans. With five of his units in charge range of the enemy and the Pump Wagon looking like it might get there too, the Orcs were looking very dangerous indeed. Even the Fanatic, whose kills thus far included a Giant and a Griffon, decided to join in the fray. He collided into Jim's General, but fortune smiled on the Empire. Jim grinned with smug satisfaction as his *Holy Relic's* Ward save deflected the wound that the Fanatic had caused.

As the majority of the Orc horde let out a huge guttural war cry and launched themselves into combat, three Fanatics from the Goblins on the west flank were pushed out of their unit. Two succeeded in reaching the Free Company that contained the now legendary figure of Karl Koplisken (see the Battle Report in *White Dwarf* 250). As the Fanatic's steel ball smashed the distinguished hero to a pulp, Gordon cheered, more than happy to see his demise. The Goblin Shaman had moved into a position where he could now see the Halberdiers and cackled insanely as he cast *Brainbursta* at them. Gordon managed to roll two 6's and the words of the spell flew from the Shaman's mouth as his fingertips coruscated with irresistible Waaagh! energy. All that Jim could do was watch and see the effects. To his utter dismay eight of his loyal Halberdiers fell, their brains exploding inside their fragile Human skulls.

The Spear Chukkas once again let fly their deadly projectiles. One succeeded in hitting the Cannon that had killed the Great Shaman, but failed to damage it, the spear bouncing harmlessly from the bronze barrel. The Snotlings in the Pump Wagon, already tired from frantically pumping

their way across the field, failed to reach the Handgunners. The Wolf Riders, with their 18" charge range, had no such problem. Smashing into the detachment, their spears impaled four Handgunners while another was ripped apart by the savage jaws of a Giant Wolf. The detachment fled from the carnage but they stood little chance of outrunning the drooling Wolves and were duly torn apart. The Wolves ran straight off the table edge in pursuit, but would reappear next turn.

The Boar Boyz rode through the hail of bolts that answered their charge, losing one of their number to the powerful missiles. Thundering into the Crossbowmen their barbed spears skewered four of the defenders, but one managed to hit back causing a wound. The Crossbowmen, unable to withstand the powerful onslaught, turned and fled from the table. Perhaps Gordon's luck had turned at last.

Both the Night Goblins and the Orcs charged, determined to destroy the Elector Count once and for all. Again the General issued a challenge and this time an Orc Boss stepped forward, more than eager to accept. The massive Orc was a worthy opponent, but no match for the Elector Count who slew him swiftly with his magical hammer, crushing the Orc's thick skull with one blow. Hugely outnumbered, the Elector Count still defiantly held his ground. His solitary battle against the massive horde was proving inspirational.

Back on the west flank, the Orc Spearmen battled the Flagellants. With some absolutely appalling rolls, the Greenskins failed to cause a single wound. In return the flails of the Flagellants felled two of the Orcs. Even bolstered by their superior numbers and the Battle Standard, the Orcs failed their Break test and fled from the combat...



## EMPIRE TURN FOUR

The last turn had been a bloody one for the Empire. It had seen two regiments destroyed and the Handgunners routed. Following the brave example set by the Halberdiers who had stood firm in the face of devastating Orcish magic, the Handgunners rallied on the hillside overlooking the battlefield, reforming to face the Night Goblins Archers. The Halberdiers charged into combat against the Goblins and the Knights of the White Wolf thundered into Grimgor's Black Orcs. The Knights knew their chances of victory were slim, but honour would not allow them to refuse the charge. The Spearmen, seeing the Pump Wagon floundering before them, charged into the flank of the ramshackle machine. As the Orc Boyz continued to flee, the crazed Flagellants continued to pursue them, chanting rambling doggerel about the end of the world. The Goblin Shaman once again thwarted the Wizard's attempts to aid his countrymen by easily dispelling the *Second Sign of Amul*.

Only the Cannon and Mortar on the west flank could shoot this turn and both were about to prove how deadly blackpowder weapons could be. A cannon ball sailed through the air and slammed into the Doom Diver, smashing the machine and its Goblin crew to destruction. The Goblin archers bore the brunt of a deadly accurate mortar shell, which exploded in their midst, killing nine of them. Without Grimgor nearby to bolster their courage, the Goblins panicked and began running from the battlefield.

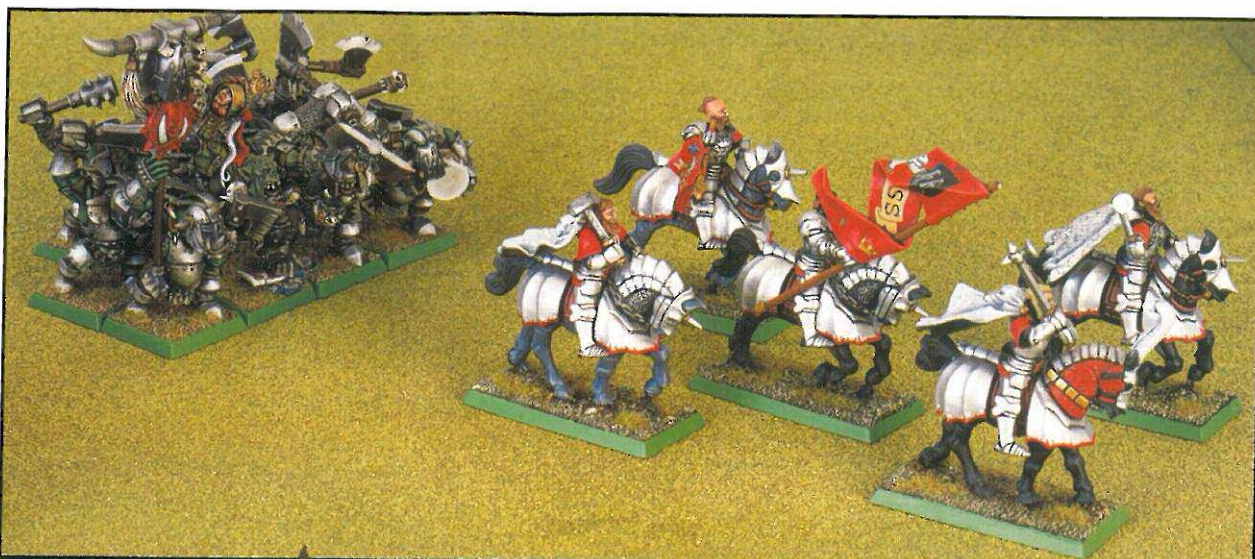
The combat between the Spearmen and the Pump Wagon saw the Empire troopers cause a wound and the Snotlings fail to cause any back. The deranged Snotlings fought on regardless and the Spearmen lapped round to bring more warriors into the fight. The White Wolves' brave charge met the solid wall of iron and teeth that was Grimgor's Black Orc bodyguard, and though the Knights fought bravely, they were only able to kill one of their foe. With a roar of hatred, Grimgor swung his mighty axe and struck three of the noble knights down. The fine plate armour of the Knights withstood the attacks of Grimgor's bodyguard, but the ferocity of the huge Orc's attack was too much, and the Knights turned their horses and fled from the chopping blades. Howling with bloodlust, the Orcs gave chase, but the Knights easily outdistanced them.

With the Halberdiers to back him up, Otto Schepke continued to fight against the Orc Boyz. The Halberdiers fought the Night Goblins, striking down two of their foes, but losing one of their number to the Greenskins. The Orcs and Goblins had the advantage of numbers, but the fighting skill of the Empire troops held them at bay and the combat was drawn, neither side willing to yield any ground to the enemy.



Grimgor gets stuck in as the Knights of the White Wolf charge headlong into his bodyguard.





After smashing several apart, Grimgor chases the Knights of the White Wolves off the table.

***"Ulric help us, that thing's  
unstoppable! Retreat!  
RETREAT!!"***

***Magnus Einhardt,  
First Knight of the White Wolves***

## ORC TURN FOUR

Although the Orc advance on the west flank had collapsed, the battle to the east looked rather more promising for them. The Night Goblins and the Orc Boyz outnumbered the Empire Halberdiers and the sheer number of Orcs and Goblins looked as though it would turn the tide of combat in their favour. The Night Goblin Spearmen and the Goblins continued to flee whilst the Wolf Riders appeared back on the table edge. The Orc Spearmen successfully rallied and turned to face the Flagellants. The Goblin crew who'd been running from the Spear Chukka also rallied. Even though they would not make it back in time to fire before the battle was over, Jim would not get Victory points for them at the end of the battle.

The remaining Fanatics began their moves. The two nearest the Spear Chukka collided with one another and killed themselves, while the Fanatic who had been causing mayhem throughout the game once again span into action. He had the potential to cause some major destruction if only he whirled in the right direction. If he managed to hit the Empire General, he would also pass through the Orc and Night Goblin units who were fighting him at the time, causing damage on all three. Sure enough he careered straight into the Elector Count. This time he successfully caused one wound on the General, but when rolling to see the damage he would inflict on his own units, disaster struck. The Fanatic hit three Night Goblins and six Orcs.

"Can I roll to see how many Orcs he wounds?" asked Jim. Perhaps Gordon should have let him as with some unfortunate rolls he managed to kill two Goblins and an amazing five Orcs! The Orcs, confused by the devastation wrought by one of their own, failed their Panic test and fled. Accustomed to the deranged antics of Goblin Fanatics, the Night Goblins were undeterred by the slaughter. Seeing that the Elector Count was wounded, they fought on, determined to kill him.

The Orc Boar Boyz turned their mounts and began to close on the Handgunners on the eastern hill. The Black Orcs, led by Grimgor, pursued the Knights of the White Wolf, but were unable to catch them. However, they succeeded in sending the Knights fleeing from the table edge. Inspired by his last success the Goblin Shaman attempted to repeat *Brainbursta* on the Halberdiers, but must have spent his energy in the previous turn as he failed to cast the spell. Similarly the Spear Chukka that had scored a hit on the Cannon missed this turn. The Elector Count and the Halberdiers cut into the Night Goblins, killing another two in return for no losses. This was more than enough for the Night Goblins who hitched up their black robes and turned tail. As they fled they inadvertently ran into the Fanatic, who then managed to wipe out another two of their number! The only remaining combat was between the surrounded Pump Wagon and the Spearmen, but before the Snotlings could even think about attacking, the Spearmen destroyed them, pinning the vile creatures to the wooden frame of the vehicle with their weapons.

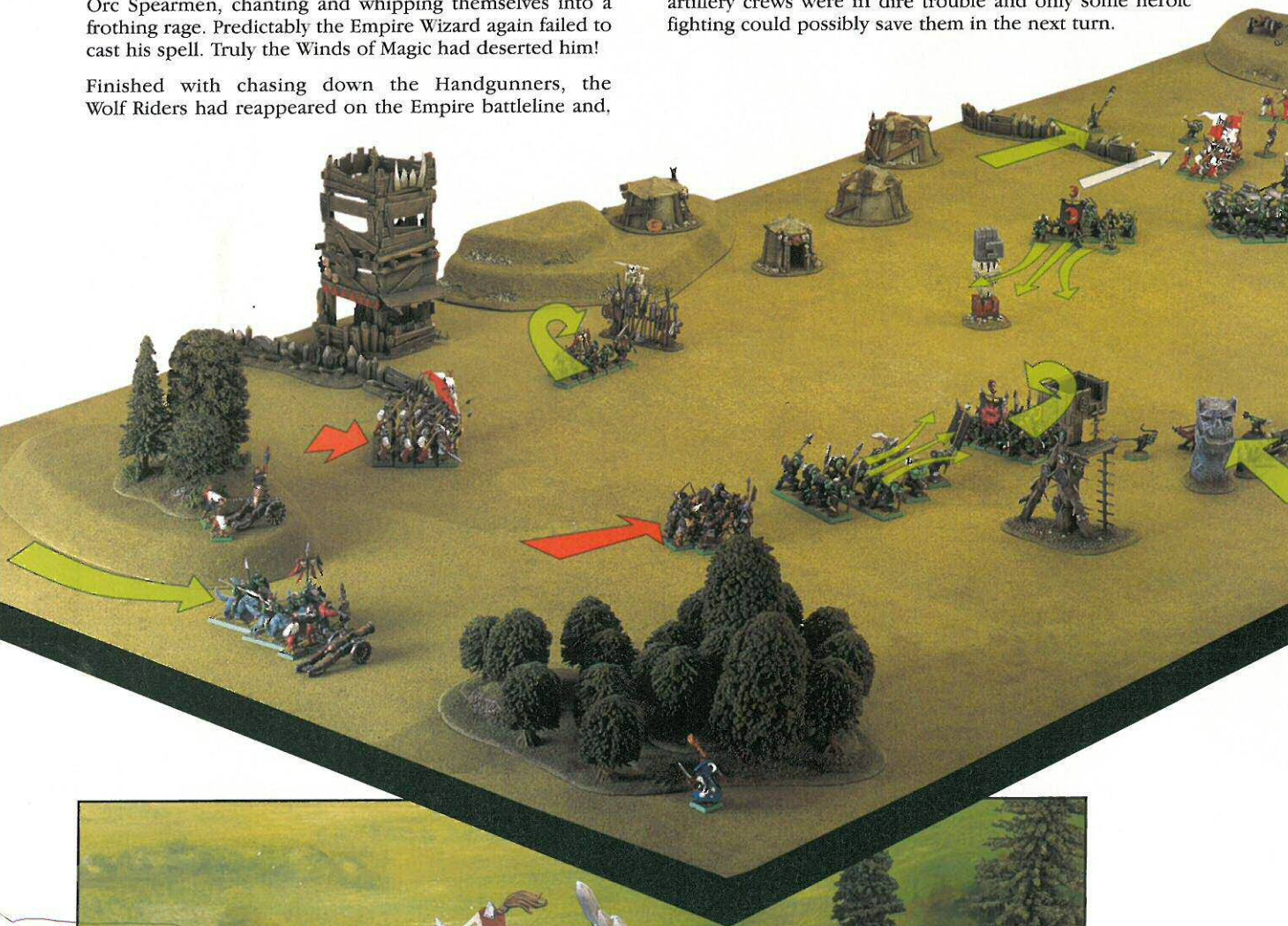


## EMPIRE TURN FIVE

The Knights of the White Wolf had fled the field of battle in the face of Grimgor, but the remainder of the Empire army stood firm. The Halberdiers and the Elector Count turned to face the Orcs they had routed earlier. The Greenskins had somehow managed to rally and obviously desired another taste of Empire steel. Otto Schepke and his men would be only too happy to oblige. The Handgunners on the hillside moved quickly to escape the inevitable charge of the Boar Boyz, the Spearmen realigned themselves with the battleline and the Flagellants continued to close on the Orc Spearmen, chanting and whipping themselves into a frothing rage. Predictably the Empire Wizard again failed to cast his spell. Truly the Winds of Magic had deserted him!

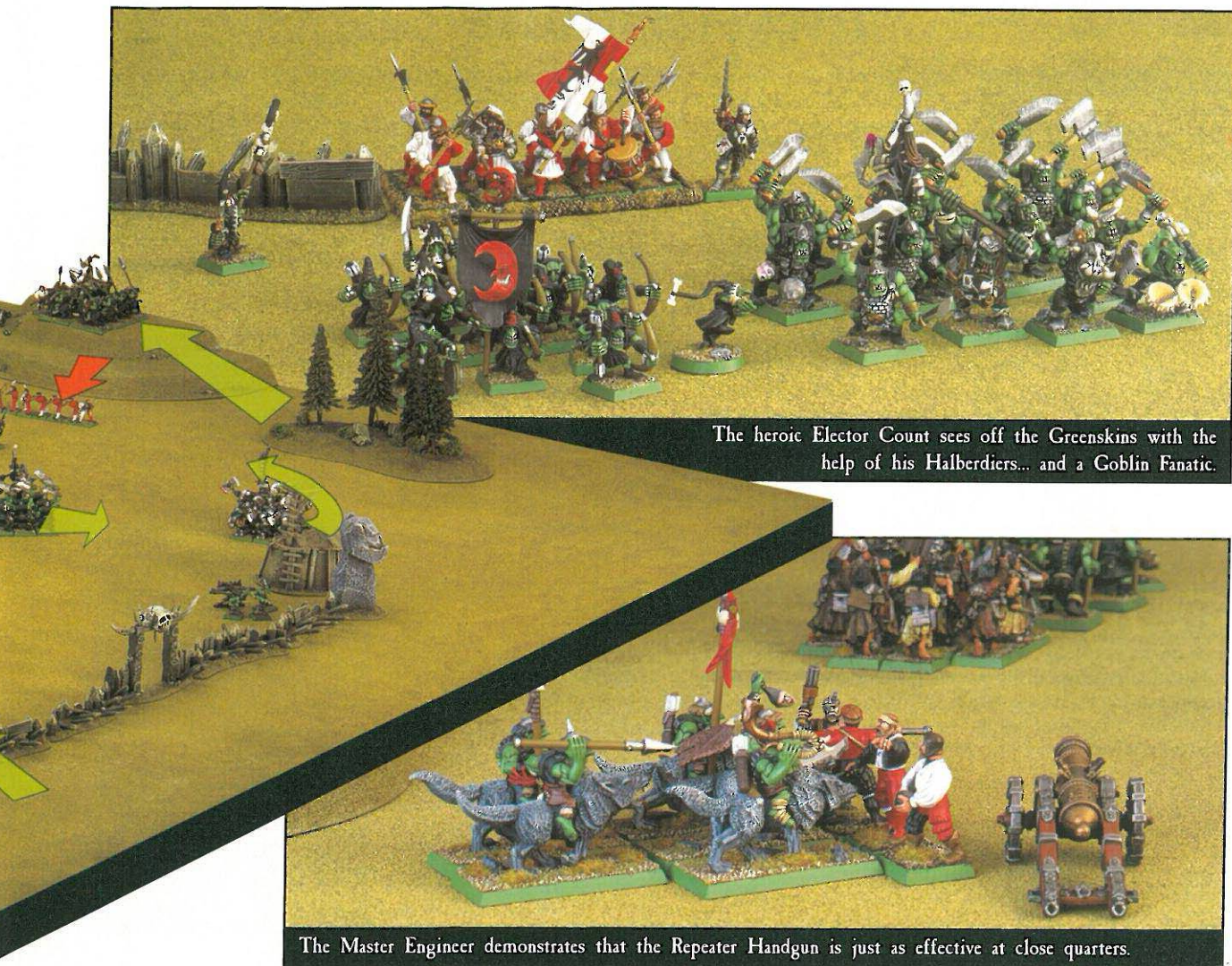
Finished with chasing down the Handgunners, the Wolf Riders had reappeared on the Empire battleline and,

knowing that they would be the next target, the Cannon crew hastily turned their weapon to bear on the Goblins. Their shot was dead on, but the solid iron ball failed to wound a single Goblin and the gunners realised that they were now in serious trouble. In a similar situation across the battlefield to the east, the second Cannon fired on the Boar Boyz, but even worse luck was to befall them as the Cannon misfired and failed to shoot. The Mortar also failed to cause any damage as their shell overshot the Orc Spearmen and exploded harmlessly behind them. Both artillery crews were in dire trouble and only some heroic fighting could possibly save them in the next turn.



The cannon crew bravely defend their cannon, inspired by the heroic efforts of Count Otto Schepke.





The heroic Elector Count sees off the Greenskins with the help of his Halberdiers... and a Goblin Fanatic.

The Master Engineer demonstrates that the Repeater Handgun is just as effective at close quarters.

## ORC TURN FIVE

With most of his army fleeing, Gordon only had to make a couple of Animosity tests which yet again he succeeded in passing. Each of his units rallied with the only exception being the Night Goblins who'd just been struck by their own Fanatic. The Boar Boyz, the Wolf Riders and the Orc Spearmen were all able to declare charges and once again launched themselves into the fray. For the Orcs to stand any chance of pulling this battle back they would need some spectacularly good luck. The sole remaining Fanatic avoided collisions with any other unit and, happy with the carnage he'd caused, he collapsed in a dizzy heap on the ground.

The Goblin Shaman moved into a position where he would be able to cast his spells at the General and spying the Elector Count he cast *Brainbursta* once more. As the spell leapt from the Shaman's fingers, the Empire Wizard was able to dispel it and the Orc magic fizzled into thin air. The Spear Chukka fired at the Elector Count too, but the spear flew well over his head. The Wolf Riders tore into the Cannon crew, determined to avenge those that had fallen to the accuracy of the powerful weapon. On the charge in, one rider fell, hit by a shot from the

repeater pistol of the Engineer. They ran into the crew and tore them apart with a combination of fang and spear. The Engineer fought valiantly to save the precious Cannon, killing a Wolf Rider, and although he had witnessed the brutal death of his crew he held fast, swearing to defend the Cannon to the last.

The Cannon on the east flank fared less well as it was charged by the Boar Boyz. Only killing one of the crew in close combat, the Boar Boyz nonetheless wiped out the crew, overrunning them as they fled from their weapon. The Orcs decided that these Flagellants were a good enemy to fight and charged into combat with them once more, killing two with thrusts from their spears. The Flagellants struck back, smashing an Orc to death. The massed ranks of Flagellants and their superior numbers caused the Orcs to lose the combat. Not wanting to break the string of unfortunate rolls that he had amassed throughout the battle, Gordon rolled a double 6 for his Break test.

Due to the variation in points values of the two armies, it was difficult to tell who had emerged victorious. It was time to tally up the totals.



# TOTAL CARNAGE!



Gordon Davidson

**Gordon:** Well, it turned out to be a hard-fought draw. Make no mistake, the Orc army is incredibly powerful and only a fool would underestimate their capability to tear apart any foe they meet. Having said that, I must look elsewhere to work out why I didn't win. Quite frankly, I don't like what I see.

They say that a wise general learns from his mistakes. In terms of learning, I've just graduated from the University of Fatal Errors

with top marks. Never, *never* put a Shaman on his own near the front line. Ever. Unless, of course, you have paid for the equipment 'Shoot Me Banner' and 'Red Star Trek Shirt'.

I assumed that he would get a 'Look Out Sir' roll due to his proximity to the Orc Boyz, but much to my horror the rules clearly state that he must be in a unit with a Unit Strength of five or more to gain that special save. DOH! That put me into a bad mood for quite some time and I'll be the first to admit that at some point in our gaming lives we all suffer temper tantrums. Once I'd got over the loss of my Shaman (and this took some doing as he was central to my battle plan) I released how much work now lay ahead of me.

My second error came when I moved Grimgor to respond to the White Wolves. Whilst his Leadership helped some way in the centre of the field, I think he would have been far more useful at the front line. A Black Orc Warboss is in his element leading the attack, and had he charged the Flagellants (although it might have

taken some time to chew through them) he would have succeeded in the end, and proceeded to steamroll through to the Empire's unprotected rear. The whole of the west flank would have been his to devour at his leisure. You see, the thing about taking characters so monumentally hard as Grimgor is that they are very expensive in points, and as a result you have to work hard at getting him into as many combats as possible. Although he smashed his way through those prissy Knights of the White Wolf without breaking a sweat, this still amounted to a mere 264 points and, as he costs 585 points (*600 in the final version of the army book - Fat Bloke*), you can see where the shortfall comes.

Having pointed out my mistakes I musn't feel too down hearted about the battle. Jim's Cannon could have made the battle a complete massacre but I decided to recoup my losses by concentrating on destroying his artillery to gain valuable points. In the end these small gains totalled up to give me a draw. If I had chosen to try and destroy his large units I would definitely have lost the battle.

My last mention must go out to the Goblin Fanatic whose total of kills included a Giant, a Griffon and one wound on an Elector Count. Definitely gobbo of the match.

Grimgor will prove a good match for any enemy he comes across and you'll just have to trust me when I say that Orc magic is absolutely deadly. Next time Butler, next time....



"Look out Sir... within unit... five or more models... oh dear..."

## VICTORY POINTS

### ORC KILLS

Griffon	200 pts
10 Handgunners	80 pts
5 Free Company Fighters	25 pts
8 Knights of the White Wolf	264 pts
10 Crossbowmen	80 pts
5 Free Company Fighters	25 pts
1 Great Cannon	100 pts
1 Great Cannon	100 pts
1 Helblaster Volley Gun	125 pts

**GRAND TOTAL** 999 pts

### EMPIRE KILLS

Orc Great Shaman	315 pts
12 Wolf Riders, spears. (HALF STRENGTH)	78 pts
20 Orc Boyz, spears.	191 pts
20 Night Goblins, bows. (+3 Goblin Fanatics)	68 pts 75 pts
2 Goblin Wolf Chariots	120 pts
1 Goblin Rock Lobber	75 pts
1 Snotling Pump Wagon	40 pts
1 Goblin Doom Diver	80 pts
1 Giant	220 pts

**GRAND TOTAL** 1,262 pts

1,262pts - 999pts = 263pts to the Empire. Looking on the Victory Points chart, the result is counted as a **DRAW**.



## SIGMAR BE PRAISED...



Jim Butler

It's over! Quite frankly I'm speechless. That was one of the most exciting games of Warhammer I've ever played, and a draw seems the only possible result. If I'm honest, I really thought I was going to get slaughtered, so this result was a massive relief. So, what went right?

Gordon's deployment was pretty much as I expected, with a unit of Night Goblins in both the front and back of the army. This meant my General would have to fly

around the edges of the army, so I positioned him accordingly. The rest of my deployment was fairly simple, with a roughly even disposition of units in front and behind the Greenskin horde (you have to have a minimum of one third of your points each side in any case). I chose to put my White Wolves where they might conceivably get to charge the advancing Orcs in the flank. Obviously, I placed the missile troops and war machines at the limit of their ranges, to give them maximum firing time.

As soon as I started my first turn I spotted that Gordon had made a crucial error (see his conclusions for the reason why). Lining my Cannon up on the lead Wolf Chariot, I realised that a good roll for bounce distance would take the shot straight through his Orc Shaman Lord. I was literally shaking with anticipation when I rolled the Misfire dice. The first roll was good, landing straight on the Chariot, and the second roll was an 8, just what I needed. Truly Sigmar had blessed this war machine! That one shot swung the balance massively in my favour. Although I was still facing a vastly superior opponent, I wouldn't have to worry too much about the Magic phase. It also scuppered Gordon's plans, as I knew he would be relying heavily on movement spells to get into combat. Of course, the laws of fate snapped back in my face as the Helblaster blew up without causing a single casualty, but I could hardly complain. As an Empire General, you have to resign yourself to the fact that the more war machines you take, the more will blow themselves up.

With the Shaman Lord out of the way it meant that I had three clear turns of shooting before the Orcs hit my line. The Handgunners and Crossbowmen did a reasonably good job, but the Cannon and Mortar in front of the Orc horde were awesome. The Mortar smashed up two units of Goblins, and the Cannon was just as devastating, taking out three war machines on its own. Some good guessing on my part was matched by consistently lucky dice rolls. This was in complete contrast to the other Cannon, which after a promising start (wounding the Giant) spent the rest of the game misfiring.

All of this, however, was just a sideshow compared to the titanic clash between my General and what seemed like a whole Orc army in itself. I took the *Hammer of Judgement* for my General, to help him deal with the high Toughness creatures which positively abound in a Greenskin horde (opponents hit have to make a Leadership check or take a wound with no armour save). However, as soon as I charged the Giant, Gordon gleefully informed me that it had a Leadership of 10! All of a sudden I began to get a

really, really bad feeling about the turn which proceedings had just taken (Mental note: always read opponent's army list). In the event, matters were to be decided not by the swing of a giant club, or even the blow from a magical hammer, but by a small, green, whirling ball of destruction: namely, a Fanatic. Sigmar only knows what Gordon had been feeding them before the battle, but this little blighter proceeded to tear a Goblin-shaped hole through both the Giant and the Elector Count's Griffon! Suddenly parted from his mount, my General suddenly looked very vulnerable indeed. Gordon needed no more invitation than this to charge in with his Night Goblins, while a unit of Orcs stomped over to help out. My Halberdiers desperately marched up to help their beleaguered lord. My General proved his mettle beyond any doubt, at one stage holding off two whole units by himself (OK, so I had to make some outrageously lucky Break tests to do it). Suddenly, salvation arrived in the unlikely form of the Fanatic. Hitting my General (whose *Holy Relic* saved him once again) and both Greenskin units, it caused enough casualties on the Orcs to force a Panic check, which of course they failed, leaving the Gobbos to the mercies of my Halberdiers. This was one of the tensest fights I've ever seen, but I have to agree that Gordon was pretty unlucky to take so much damage from his own Fanatic. Still, I'm not complaining.

One final comment. Seasoned Warhammer Generals may be puzzling over my decision to attack Grimgor with my Knights. Partly it was because I had no choice, as I'd inadvertently left them within the Boar Boyz' charge arc, and the only way to get them out was to march them up behind the Orc cavalry. This meant I had to either charge the Orc General, or wait to be charged. Also, it was a calculated gamble, because although I never seriously expected to harm Grimgor himself, if I could have killed just six Black Orcs I would have claimed half the Victory points for the unit (nearly 300 VPs). In the end it didn't work, but it was worth a try. Maybe I got an uncharacteristic attack of chivalry or something.

As the battle came to an end it was clear that neither side could force a clear advantage. I was very satisfied with the performance of my army and, if I'm honest, I can't escape the feeling that I got off very lightly indeed. Still, it will be a while before Grimgor can muster his horde again, and when he does, the valiant Men of the Empire will be waiting for him.



Jim and Gordon enjoyed the game so much they even swapped shirts.



## GOBLIN OF THE MATCH

In the course of one battle, a single Fanatic managed to deliver the killing blow to:

1 Giant	(220 pts)
1 Griffon	(200 pts)
5 Orcs	(35 pts)
2 Night Goblins	(6 pts)
<b>TOTAL</b>	<b>461 pts</b>

He also managed to cause a staggering SIX wounds on the Elector Count, on four separate occasions (although most of these were saved). At 25 pts, the little fella paid for himself more than 18 times over. Current theories include the possibility that Goblins may have developed magnetic balls (*and chains, of course – Fat Bloke*).



And so the now legendary battle of the Elector Count Otto Schepke and the tyrannical Grimgor Ironhide ended in a stalemate, with the only certain thing being that the ravens would dine well that night. With the new Warhammer starter set containing a multitude of Empire and Orc troops,

feel free to recreate these battles with your friends, as linking two or more battles together can add to the excitement in both games. Look out for next month's Battle Report when things get even more bloody in the war-torn universe of the 41st Millennium...

Elector Count Otto Schepke knelt beside the body of his faithful Griffon, Brightwing, and gently stroked its feathered head. The mighty creature had carried him faithfully into battle these last five years, and Otto felt the loss keenly. The Goblin Fanatic's whirling ball had smashed Brightwing's rib cage, crushing his valiant heart and killing him almost instantly.

Otto knew that he must not forget the high cost of this morning's battle. His captains had not yet brought him the butcher's bill, but looking around the bloody field he feared the worst. Makeshift surgeries had been set up in the centre of the battlefield and the screams of wounded men were clear and sharp. The Greenskin corpses, crude Orc idols and the whole camp would be burned. Otto would leave nothing standing that belonged to the Orcs. He owed the dead that much.

They had driven the Orcs off, but would the cost of that success prove too high? Grimgor's forces in this region had been beaten, but Grimgor himself had escaped, breaking through the Knights of the White Wolf and vanishing into the depths of the Great Forest. The leader of the knights had wept as he accepted responsibility for the Warlord's escape. Otto could not condemn him though, there were few men alive who could stand against such a foe and even fewer who could have defeated him. He had men scouring the surrounding forest and had sent runners to every village nearby to be on the lookout for Grimgor. Without his army, the Warlord was at a disadvantage, and this would be their best chance of finally destroying him.

Otto rose and stretched, his muscles protesting, and took a deep breath. The air was laden with the scent of death and high above he could see the carrion birds gathering. He walked stiffly to a campfire where a group of bloodstained Halberdiers were gathered. It was not yet midday, but the men were passing a bottle of brandy around, their eyes dulled by the day's bloody work as well as the alcohol. As he approached, they made room for him, and a bearded veteran wordlessly offered him the bottle. He drank deeply, and felt the fiery liquid burn its way into his belly. It was cheap rotgut,

but at that moment it was good to feel its angry heat. He passed the bottle onto a young lad to his left. Otto recognised the boy's face. He had fought alongside Otto when the Halberdiers had come to his aid. He'd been hard pressed by the vile greenskins and but for their bravery Otto knew he would be dead.

The boy looked barely old enough to shave, let alone carry a halberd into battle. He reminded Otto of his own son, Matthias, back in Talabheim.

"What's your name, son?" asked Otto.

"Leopold Dietz, my lord," replied the boy.

"And how old are you Leopold? Sixteen? Seventeen?"

"Sixteen, my lord."

Sixteen! His own son was the same age. About now he would be at his desk in the castle library learning the mysteries of algebra or the intricacies of ancient Reikspeil. Then he would have his fencing lessons and probably go on a hunt in the afternoon. They were alike in ages, but nothing else.

"You fought well today, Leopold. You all did. And I thank you for it," said Otto. He wanted to say more, about how the blood they had shed was appreciated by the Empire and how much honour they had brought to their regiment, but he felt like he would choke on the words. The men seemed to understand his sentiments and nodded respectfully, pleased at the compliment. Praise like this meant far more to the ordinary soldier than such empty words as honour and glory.

Otto Schepke sat with the Halberdiers for the rest of the morning until his scouts emerged from the eastern treeline. From their faces he could see that they had not found Grimgor Ironhide and his heart sank. This battle had bought the Empire some time, nothing more. Otto had no doubt that they would have to face the Black Orc Warlord's wrath again. Sooner rather than later. Today's slaughter was a prelude to the battles that would be sure to come. Otto had never felt so weary in all his life.



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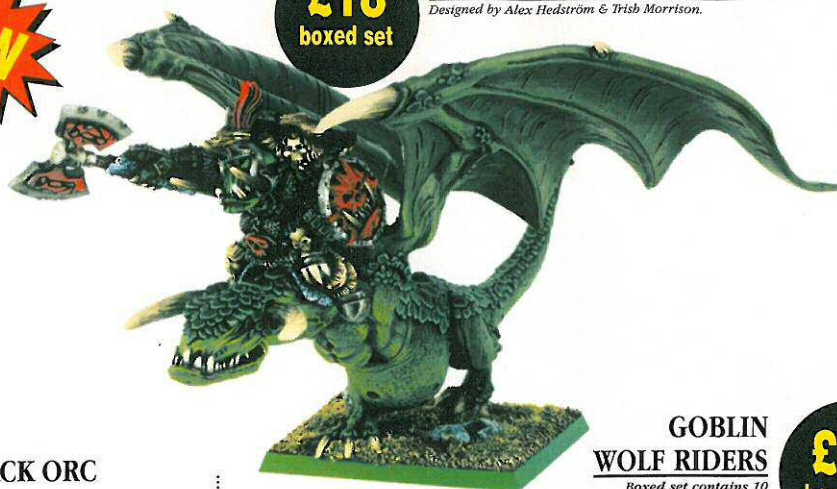
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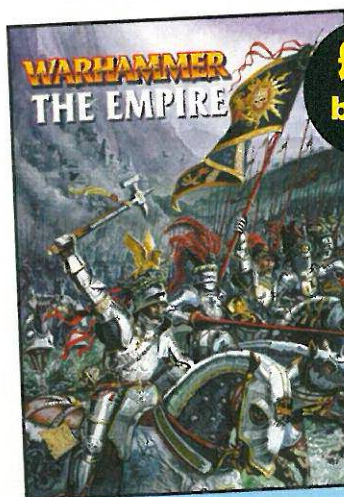
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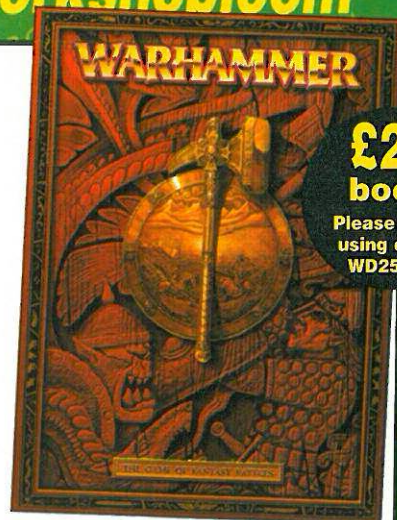
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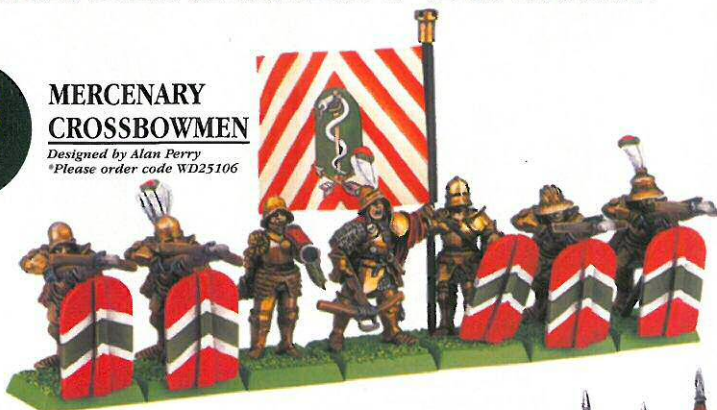
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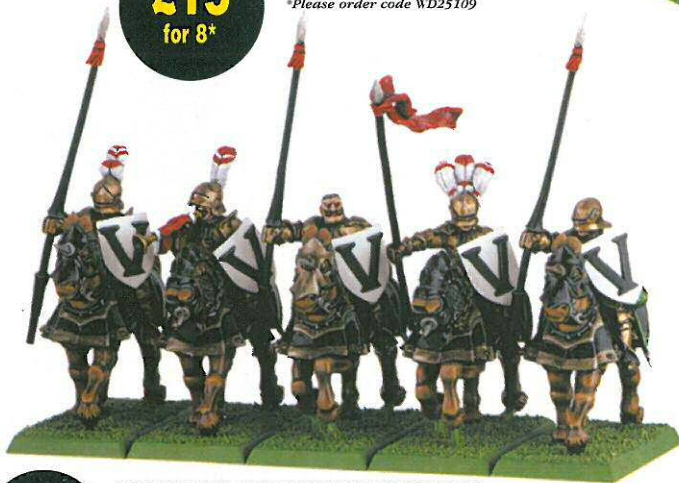


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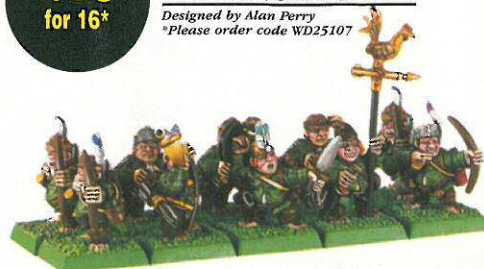


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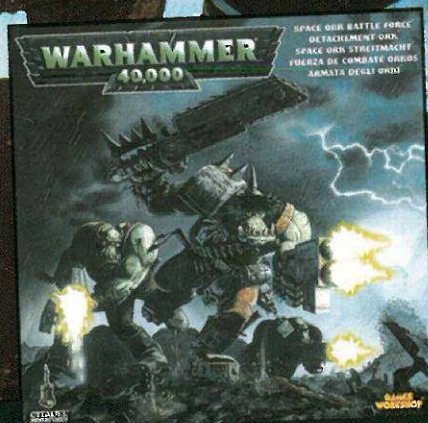




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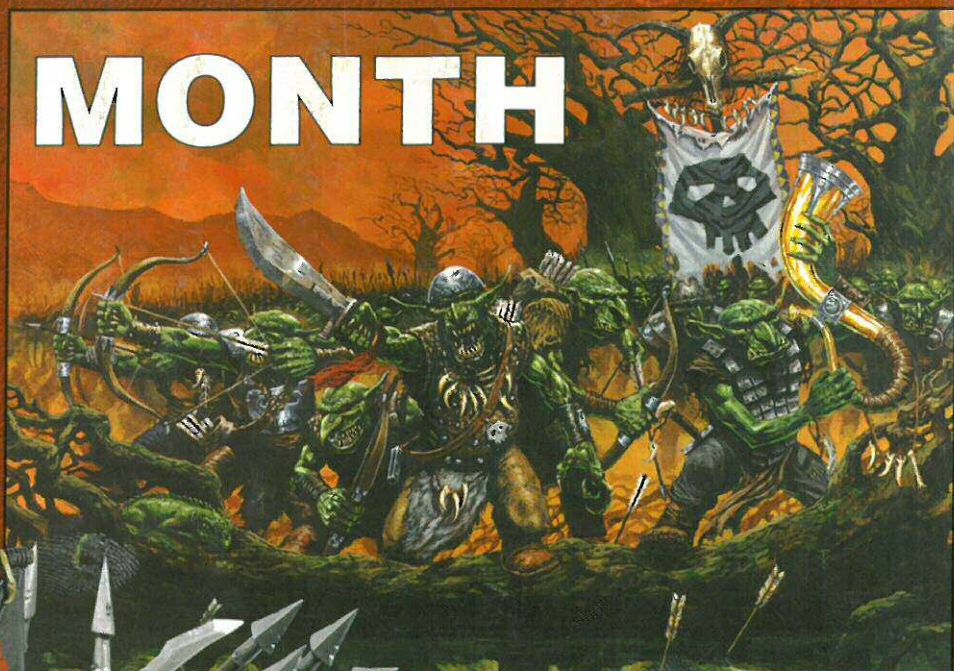


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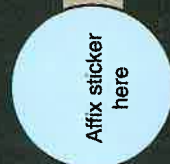
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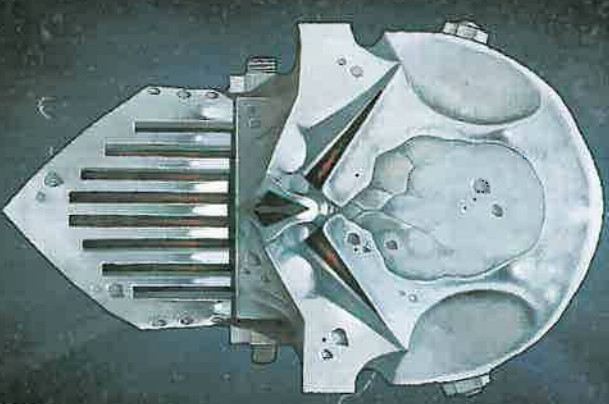
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