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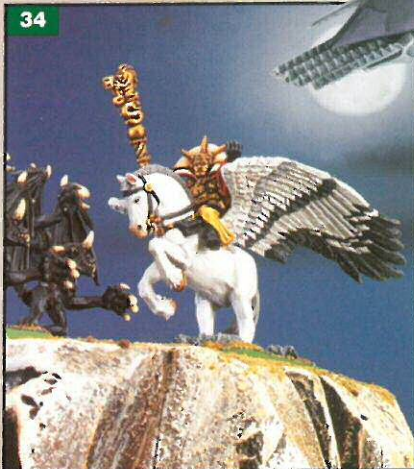
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**WARHAMMER 40,000**

## BATTLE REPORT

**The Battle for Techuan's Key**  
Watch the sparks fly as four of the White Dwarfers play a great new multiplayer scenario, pitting their armies against each other in a blood-soaked race to the top of an ancient pyramid.

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Paul Sawyer

**From  
tournaments  
to clubs and  
back to  
tournaments  
again...**

**W**hilst at this year's Warhammer Grand Tournament (held at Warhammer World on July 29th and 30th), I spent no little time thinking about my privileged position working (occasionally) in the Games Workshop Design Studio.

With a large gaming area, wonderfully crafted terrain, more opponents than your dice can cope with and the Games Developers themselves on hand to settle rules queries, it's a veritable gaming heaven.

How lucky we are to have such luxurious facilities. "But where do

those who are not so fortunate play?" was the question on my lard-soaked lips.

The answer is that the vast majority of gamers will either have the room and facilities to play with their friends at home or, more likely, gamers will join a gaming club to slake their thirst for battle.

Gaming clubs are fantastic. Not only are they a venue at which to play your games but the social side can be equally as useful as you discuss tactics with hoary old commanders over a pint (if your club has a bar!) and recount hard-fought victories and the bitter lessons defeat can teach. Painting and modelling skills can be taught and honed at these gatherings. They are also an ideal place where tournaments and campaigns can be plotted and fought out.

## THE FAT BLOKE EDITORIAL

There are lots of clubs across the country and we'll be listing the best in White Dwarf over the coming months.

We'll be highlighting a different club each issue from this month onward, so don't be surprised if you see some familiar sights. We'll also be explaining how you can set up your own club and how we can help you to get started.

Even if you do fight it out regularly at home, I heartily recommend joining a gaming club as you'll meet (and slaughter!) new opponents. Who knows, you may even get sucked into the seductive world of tournaments. You may even be clutching the top prize at the end of next year's Warhammer Grand Tournament!

Until next month,

**FAT BLOKE**

## SHORT WAIT FOR DWARFS

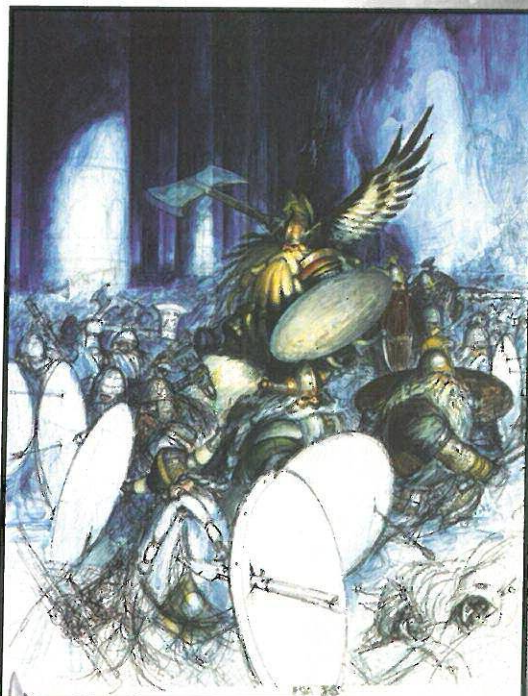
As this magazine goes to print, the release of the amazing new Dwarf range is just around the corner. The Studio has been sprouting Dwarf armies left, right and centre, and our very own Fat Bloke has been demonstrating to all comers just how formidable a force these dour warriors can be.

*The fearsome new Dwarf Warriors regiment set.*

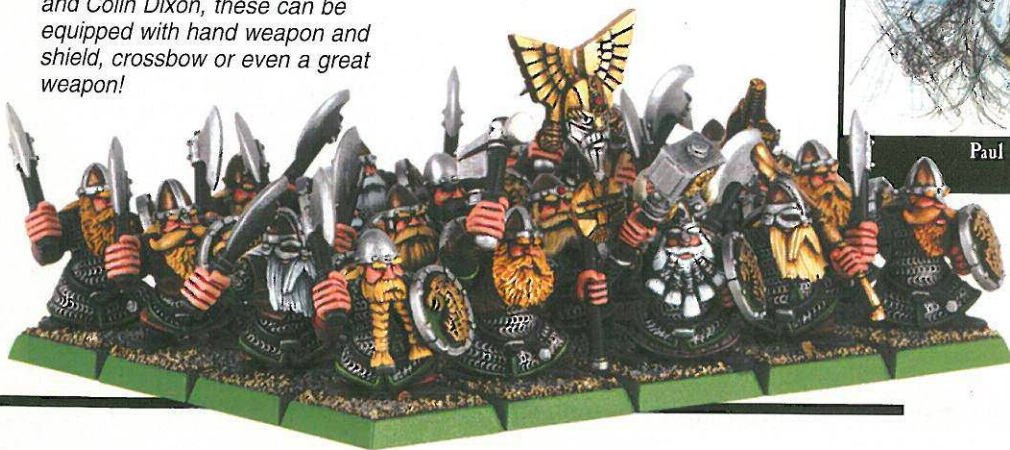
*Lovingly sculpted by Aly Morrison and Colin Dixon, these can be equipped with hand weapon and shield, crossbow or even a great weapon!*

Bolstered by the new Anvil of Doom, the Dwarf King and a fantastic Gyrocopter, they look better than ever before. Also waiting for release are new rules for the Dwarf Miners, who are able to enter the battlefield from any table edge, and the new Dwarf Rangers, who set up as scouts but in full ranks!

Don't miss next month's White Dwarf when the ancient wrath of the toughest race in the Old World is unleashed for all to see!



Paul Dainton's work in progress on the new Dwarf's armies book cover.





## BE AFRAID. BE VERY AFRAID...

The horizon blackens with thousands upon thousands of hideous, scuttling aliens and bio-engineered behemoths as the Studio reaches fever pitch in the production of the new Tyranid range. January 2001 sees the release of horrific numbers of the infamous aliens, with some of the most intimidating and evil-looking models our miniatures designers have ever produced.

Many of the new creatures and characters to be released make a Carnifex look like a pussy cat!

*Right: Work in progress on Jes Goodwin's Tyranid Warrior.*



## WHITE DWARF WEBWAY!

Your favourite magazine has been dragged kicking and screaming into the internet age. Dwarfs don't like change you know...

Currently under construction, our brand new website at [www.games-workshop.com/whitedwarf](http://www.games-workshop.com/whitedwarf) will offer a whole host of features for your delectation:

- **The White Dwarf index.** This will allow you to locate articles from bygone issues.
- **White Dwarf writers guidelines.** Fancy being the next Mike Walker or Matthew Sprange? Here's how to get started on the road to becoming a WD writer.
- **Exclusive articles.** With only a limited number of pages in each White Dwarf, we often run out of space, so we'll be adding those articles we couldn't fit to this website!

• **The White Dwarf archive.** We'll be adding downloadable files for popular articles that are now out of print.

• A look at what we've got planned for future issues and a look at work in progress.

[www.games-workshop.com/whitedwarf](http://www.games-workshop.com/whitedwarf)

It doesn't end there, though, as Games Workshop has a whole host of websites for you to surf...

[www.games-workshop.com](http://www.games-workshop.com) is the portal to all of our sites. From here you'll be able to access GW in the UK, Australia, America, Spain, France, Italy, Germany and Japan!

Forge World has its own site ([www.forgeworld.co.uk](http://www.forgeworld.co.uk)) as do the Black Library ([www.blacklibrary.co.uk](http://www.blacklibrary.co.uk)) and Fanatic ([www.fanatic-games.co.uk](http://www.fanatic-games.co.uk)).

Let the surfing begin!



Adrian Smith works on the Codex Tyranids cover.

Needless to say, the release of a whole range of fantastic new models heralds the long-awaited release of Codex Tyranids. This nefarious volume contains a unique look at a Warhammer 40,000 army; because the Tyranids are bio-engineered, you have the option to customise your troops to fulfil different battlefield roles.

With special rules, new troop types, special characters and a swathe of background which will change the face of Warhammer 40,000 as we know it, it's time to ask yourself, can you afford to stay in the dark?

## IT'S THAT TIME OF YEAR AGAIN...

Christmas is just around the corner and those nice Mail Order chaps have come up with a great idea to make sure you get cool Games Workshop presents and not old socks and aftershave!

The new full-colour Games Workshop Catalogue is only £2.50 and is packed with fantastic colour photos of all our current range figures. What's more it also includes some great money off vouchers so you get even more miniatures for your cash!

To get your hands on this great catalogue just give the Trolls a call on:

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# NEW RELEASES THIS ISSUE

## WARHAMMER

### THIS MONTH'S RELEASES FOR WARHAMMER:

#### THE EMPIRE

Empire Greatswords (3 models per blister)	£5.00
Empire Greatsword Command (1 Champion, Standard and Musician per blister)	£6.00
Luthor Huss, Prophet of Sigmar (1 model per blister)	£6.00
Balthasar Gelt, Supreme Patriarch (1 Supreme Patriarch riding Pegasus)	£10.00
Empire Cannon/Mortar (3 crew, 1 Cannon/Mortar, boxed set)	£10.00

Below: Empire Greatswords are the elite bodyguard of the Emperor and his generals, and are renowned for their prowess in battle.



#### ORCS AND GOBLINS

Orc Boar Chariot (2 Crew, 1 Orc Boar Chariot)	£10.00
Giant (1 Giant, metal boxed set)	£20.00
Night Goblin Squig Herders (2 Herders, 3 Squigs)	£6.00
Night Goblin Netters (3 models per blister)	£4.00
Night Goblin Squig Hoppers (2 models per blister)	£5.00
Savage Orc Command Group (1 Champion, 1 Standard Bearer and 1 Musician)	£6.00
Savage Orc Shaman (1 model per blister)	£4.00

#### WARHAMMER REGIMENT SETS

Goblins (16 model boxed set)	£12.00
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Right: They're vicious, cunning and long to rip your face off. And then there's the Squigs they ride...



Below: The splendid new plastic Cannon (which can also be made as a Mortar) is now available as a separate boxed set.



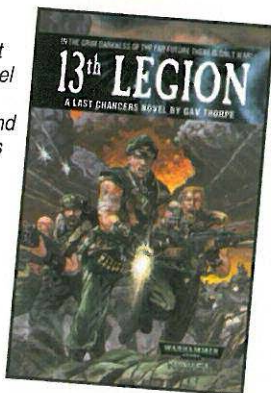
Left: Squig Herders coax angry bundles of teeth, talons and attitude into battle. A sharp stick's going to help...

## Black Library

### THIS MONTH'S RELEASES FROM THE BLACK LIBRARY:

Battlefleet Gothic Magazine Issue 2	£3.50
Bloodquest Book 2 by Gordon Rennie and Colin MacNeil	£7.50
Warhammer Monthly Issue 37	£2.20
The 13th Legion A Last Chancers novel by Gav Thorpe	£5.99

Right: Gav Thorpe's first novel! Colonel Schaeffer leads his band of dangerous misfits into action.



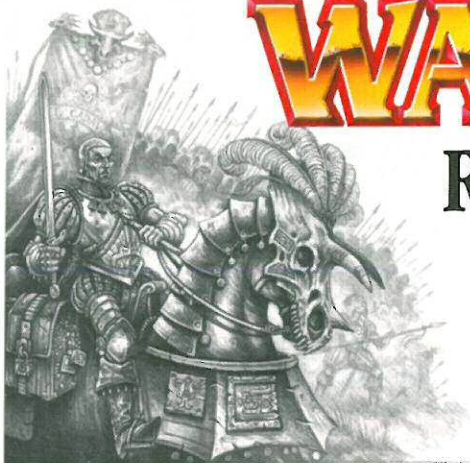
## CITADEL

Warmaster bases (45 bases)	£3.00
Large Round Bases (25 bases)	£3.00
Extra Large Round Bases (15, 60mm bases)	£3.00
Games Workshop Complete Catalogue	£2.50

Below: Basic but essential...







# WARHAMMER

## REGIMENTS OF RENOWN

By Alessio Cavatore

*Welcome to the second part of Dogs of War, a get-you-by army list for veteran gamers who have existing armies from the last edition of Warhammer. This month Alessio describes the Regiments of Renown – daring sell-swords, infamous the world over, who will fight for any army in the known world...*



Alessio Cavatore

In this second article I've collected all the named regiments that we have published in the past. Let's call them **Regiments of Renown (RoR)**, to distinguish them from the normal units you can find in the basic Dogs of War army list (WD 251). Of course you can field these models as normal Dogs of War, but with the rules included in this article, you now have a chance of fielding these special versions of the basic mercenary troops. Unfortunately we did not have enough space to include the colourful background that Nigel Stillman and other authors have written for these regiments. These great stories can still be found in the Dogs of War army book of the fifth edition of Warhammer and in various White Dwarf articles. I am sure that our Mail Order Trolls will be more than happy to help you find the background you are interested in.

In what respect are they special then? Well, first of all these regiments have a name, they have one or more unique characters leading them and often have special rules or equipment that differentiate them from the norm.

All named models in a Regiments of Renown count as characters in the game. These characters cannot leave their unit (unless specified), but they do not use up any of the character slots from the army lists (unless specified). If the characters have different equipment than the rest of the rank and file, this is clearly listed in the Equipment list. Note that, regardless of their Leadership value, these characters can never be an army's General.

In some cases, such as the Birdmen of Catrazza or the Giants of Albion, these regiments are absolutely weird and quite entertaining, and I tried to keep them only as part of the Dogs of War armies for the sake of game balance.

### A NOTE ON TERMINOLOGY

In the Empire army book the terms 'Dogs of War' and 'Regiments of Renown' are used to mean the same thing, because at the time of writing, we hadn't made the distinction between the two terms. Hopefully you can work out what I meant.

Anyway, the rules for fielding Dogs of War and Regiments of Renown in non-Dogs of War armies are now clearly explained in WD251 and in the *For Hire* paragraph of each regiment.

### PIKES

Being a unique feature of Dogs of War and Regiments of Renown, I thought it would be useful to repeat the rules for pikes. Furthermore, it offers me the chance to provide additional clarification (in bold in the text).

- Fight in four ranks, requires two hands (see page 89 of the Warhammer rulebook).
- Always strikes first in the initial round of hand-to-hand combat, even striking before enemies who 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 monster riders (**note that this bonus only applies to attacks directed against the above charging units, not against other units**).

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

### REGIMENTS FOR HIRE

In the next few pages, you will find all the information you need to field Regiments of Renown in your Warhammer battles.

**For Hire.** This paragraph states which armies the regiment can fight for and its position (Core, Special, Rare) in the relevant lists.

**Points.** Each regiment has a basic cost, which includes all the equipment, characters and their magic items. These cannot be modified in any way.

**Profiles.** The characteristic profiles for the troops and characters in each unit are given here.

**Unit Sizes.** Each entry specifies the minimum size for each unit. Normally the unit's size can be increased by buying extra models at the cost given, but in some cases units also have a maximum size.

**Equipment.** This entry lists the weapons and armour for that regiment. The value of these items is included in the points value.

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

**Magic Items.** Some characters carry magic items and their rules are given here. Note that the player cannot buy new magic items for the characters of the Regiments of Renown.





## VESPERO'S VENDETTA



**For Hire:** Vespero's Vendetta can be hired as a Core Unit in Dogs of War armies. Alternatively, they can be hired as a Rare Unit in other Warhammer armies, except Bretonnia.

**Points:** Vespero and four duellists cost a total of 125 points. This is the minimum size of unit you can hire. The regiment may be enlarged by adding extra models at a cost of +10 points each.

	M	WS	BS	S	T	W	I	A	Ld
Vespero	4	6	5	4	4	2	6	3	8
Duellists	4	4	3	3	3	1	4	1	7

**Unit size:** 5+

**Equipment:** Two hand weapons, throwing knives and cloaks (see below).

### SPECIAL RULES

**Skirmish:** Duellists are expert street fighters used to dashing through the narrow alleys of Tilean cities and fighting as individuals. Vespero's Vendetta therefore skirmish as described in the Warhammer rulebook.

**Cloak & Dagger:** The duellists are armed with two hand weapons – a sword and a dagger. Duellists also carry a cloak which is draped over the dagger arm and used to parry opponent's weapon thrusts in hand-to-hand combat. The duellists therefore have a 6+ armour save in hand-to-hand combat.

### MAGIC ITEMS

#### Grimacing Death Mask (Enchanted item)

The mask, which represents the grimacing face of death, is the last thing Vespero's duelling opponents see before they meet their sudden end. To represent the scarifying effect of the mask, Vespero causes *fear* in the enemy.

Assassination's a dirty job,  
but someone's got to do it!

Vespero

## GIANTS OF ALBION

**For Hire:** Hengus and the Giants of Albion can be hired in Dogs of War armies and they count as **two** Rare Units. No other Warhammer army can hire them, sorry!

**Points:** Hengus, Cachtorr and Bologs cost a total of 450 points.

	M	WS	BS	S	T	W	I	A	Ld
Hengus	4	3	3	3	3	2	3	1	7
Bologs	6	3	3	6	5	5	3	S	6
Cachtorr	6	3	3	6	5	5	3	S	6

**Unit size:** Huge!

**Equipment:** Both Giants and Hengus are armed with a hand weapon.

**Magic:** Hengus the Druid is a level 1 Wizard and always uses the Lore of Beasts.

### SPECIAL RULES

**Oggum Staff:** Hengus has an Oggum Staff, which is a special kind of magic item made by the Druids of Albion. Not only do the Oggum marks on the staff endow the bearer with power over Giants to make them serve him, but they also protect the owner from harm. To represent this, as long as the Giants are within 6" of Hengus, they may use his Leadership value. In addition, Hengus has a Ward save of 4+.

**Independent Models:** Hengus, Cachtorr and Bologs are individual models and move independently, though they may not join regiments. The enemy is awarded Victory points separately for each model slain. Hengus is worth 100 points and each Giant is worth 175 points.

**Giants of Albion:** Cachtorr and Bologs are *large targets* and cause *Terror*. Giants treat obstacles like open ground, but are prone to falling. Roll a D6 if they cross an obstacle or lose a round of combat. If you roll a 1 the Giant has fallen and can squash those underneath. Use the Scatter dice to see which direction he falls in, and the model itself as a template. Those underneath take a single S5 hit which causes D3 wounds. Giants may not attack and are hit automatically in hand-to-hand combat whilst on the ground. They are automatically killed if they break from combat while on the ground. It takes a Giant one turn to stand up. Giants also fall over when they die.

In close combat you must roll a dice each round to determine what the Giant will do that turn. Against other *large targets*: on a roll of 1-3 Giants will *Yell and Bawl* (Giant does not attack, but enemy side automatically loses the fight by 2); on the roll of a 4-6 they will *Eadbutt* (D6 S6 hits, randomised like missile fire for ridden monsters). Against smaller opponents: Giants will *Yell and Bawl* on the roll of a 1-2, on the roll of a 3-4 they will *Jump Up and Down* (2D6 S6 hits on unit, randomised like missile fire, but first test to fall over – see above) and on the roll of a 5-6 they will *Swing With Club* (D6 S6 hits on unit, randomised like missile fire).



## PIRAZZO'S LOST LEGION



**For Hire:** Pirazzo's Lost Legion can be hired as a Core Unit in Dogs of War armies. Alternatively, they can be hired as a Rare unit in other Warhammer armies, except Bretonnia and Vampire Counts.

**Points:** Pirazzo and four troopers including Standard Bearer and Musician (these five models are armed with crossbows), plus five troopers armed with pike, cost a total of 160 points. This is the minimum size of unit

you can hire. The regiment may be increased by adding extra crossbowmen to the first rank at a cost of 9 points each and extra pikemen to the rear ranks at a cost of 10 points each.

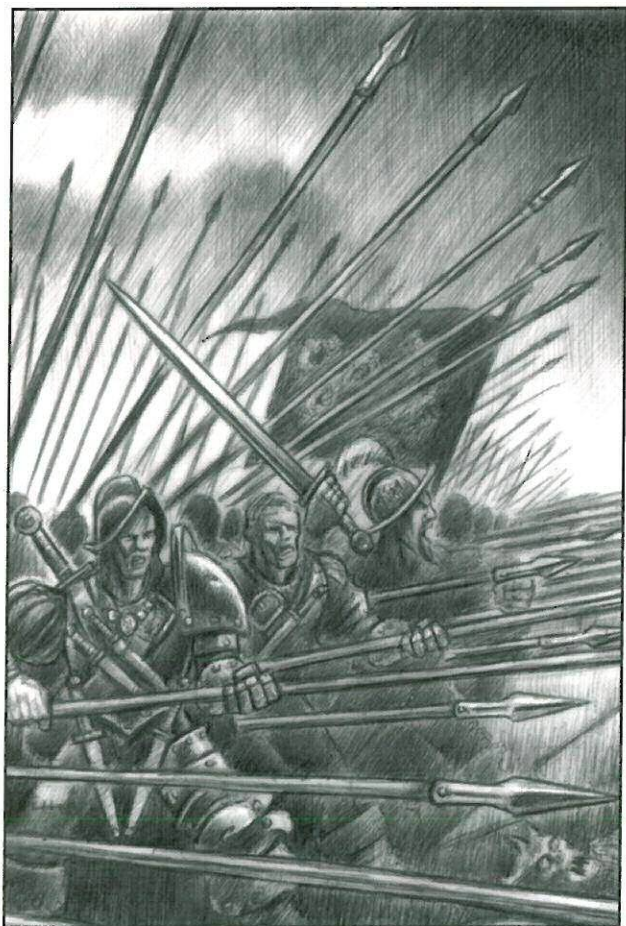
	M	WS	BS	S	T	W	I	A	Ld
Pirazzo	4	5	5	4	4	2	5	3	8
Crossbow	4	3	3	3	3	1	3	1	7
Pike	4	3	3	3	3	1	3	1	7

**Unit size:** 10+

**Equipment:** Pike or crossbow (see special rules below) and light armour. Pirazzo is equipped with a hand weapon, crossbow and light armour.

### SPECIAL RULES

**Mixed formation:** The first rank of Pirazzo's unit is always made up of crossbow-armed figures, all Crossbowmen must be placed in the first rank. The second and following ranks are made up entirely of Pikemen. During the game, remove casualties from the back as normal, it is assumed that pike-armed models step forward and discard their pikes to pick up the crossbows of the fallen first rankers. Only when all the pikemen have been killed, can casualties be taken from the Crossbowmen in the first rank.



No, no they didn't look dangerous, more like a bunch of rich kids out to show off in their new armour. Very flashy they were, all gems and silk. We'll have a bit of fun, we thought. Easy pickings, we thought. Well anyone can make a mistake. Poor old Captain Malvino, last mistake he ever made...

Overheard in the Pig and Whistle, Marienburg

## RICCO'S REPUBLICAN GUARD

**For Hire:** Ricco's Republican Guard can be hired as a Core Unit in Dogs of War armies. Alternatively, they can be hired as a Rare Unit in other Warhammer armies, except Bretonnia.

**Points:** 'Ragged' Ricco plus nine pikemen, including a Standard Bearer and Musician, cost a total of 180 points. This is the minimum size of unit you can hire. The regiment may be enlarged by adding extra Pikemen at a cost of 12 points each.

	M	WS	BS	S	T	W	I	A	Ld
Ricco	4	5	5	4	4	2	5	3	8
Pikemen	4	4	3	3	3	1	3	1	7

**Unit size:** 10+

**Equipment:** Pike and heavy armour. Ricco is equipped with two hand weapons and heavy armour.

## BEORG BEARSTRUCK AND THE BEARMEN OF URSLO

**For Hire:** Beorg and his Bearmen can be hired as a Special Unit in Dogs of War armies. Alternatively, they can be hired as a Rare Unit in other Warhammer armies, except Bretonnia, High Elves, Wood Elves and Lizardmen.

**Points:** Beorg and nine Bearmen, including Oerl the Young (the Banner Bearer) and a Horn Blower, cost a total of 255 points. This is the minimum size of unit you can hire. The regiment may be enlarged by adding extra models at a cost of 8 points each.

Profile	M	WS	BS	S	T	W	I	A	Ld
Beorg	4	5	0	5	5	3	3	4	8
Oerl	4	4	3	3	3	1	4	2	7
Bearmen	4	4	3	3	3	1	4	1	7

**Unit size:** 10+

**Equipment:** Hand weapon, light armour and shield. Beorg is a were-bear – he wears no armour and fights with his claws and teeth!

### SPECIAL RULES

**Frenzy:** Like all Norse Marauders, Beorg and his men are subject to the rules for *Frenzy*.

### MAGIC ITEMS

#### Bear Fang (Talisman)

This gigantic and ancient yellowed canine tooth is the sacred talisman of lordship amongst Beorg's tribe. Beorg wears it about his neck. The talisman wards off blows that would otherwise harm its wearer, giving him a Ward save of 4+.

#### Bear Banner (Magic Standard)

Oerl carries the tribe's totem into battle – an entire bear skin whose grizzly head leers out from the top. The skin's power is immense, driving the warriors into a fury that is almost impossible to stop. To represent this, the entire unit receives a +1 to hit bonus in the initial round of each hand-to-hand combat.



## VOLAND'S VENATORS

**For Hire:** Voland's Venators can be hired as a Core Unit in Dogs of War armies. Alternatively, they can be hired as a Rare Unit in other Warhammer armies, except Bretonnia.

**Points:** Voland and four Venators cost a total of 195 points including a Standard Bearer and Musician. This is the smallest unit you can hire. The regiment may be enlarged by adding extra models at a cost of 24 points each.

Profile	M	WS	BS	S	T	W	I	A	Ld
Voland	4	5	5	4	4	2	5	3	8
Venators	4	4	3	4	3	1	3	1	8
Warhorse	8	3	0	3	3	1	3	1	5

**Unit size:** 5+

**Equipment:** Hand weapon, lance, heavy armour, shield, barded warhorse.

## THE ALCATANI FELLOWSHIP

**For Hire:** The Alcatani Fellowship can be hired as a Core Unit in Dogs of War armies. Alternatively, they can be hired as a Rare Unit in other Warhammer armies, except Bretonnia.

**Points:** Roderigo Delmonte plus nine pikemen, including a Standard Bearer and Musician, cost a total of 125 points. This is the minimum size of unit you can hire. The regiment may be enlarged by adding extra pikemen at a cost of 9 points each.

	M	WS	BS	S	T	W	I	A	Ld
Roderigo	4	4	4	4	3	2	4	2	8
Pikemen	4	2	2	3	3	1	3	1	7

**Unit size:** 10+

**Equipment:** Pike and light armour. Roderigo is equipped with two hand weapons and heavy armour.

## MARKSMEN OF MIRAGLIANO

**For Hire:** The Marksmen of Miragliano can be hired as a Core Unit in Dogs of War armies. Alternatively, they can be hired as a Rare Unit in other Warhammer armies, except Bretonnia and Skaven.

**Points:** Maximilian and nine Marksmen cost a total of 180 points including a Standard Bearer and Musician. This is the minimum size of regiment you can hire. The regiment may be enlarged by adding extra models at a cost of 11 points each.

Profile	M	WS	BS	S	T	W	I	A	Ld
Maximilian	4	5	5	4	4	2	5	3	8
Marksmen	4	3	4	3	3	1	3	1	7

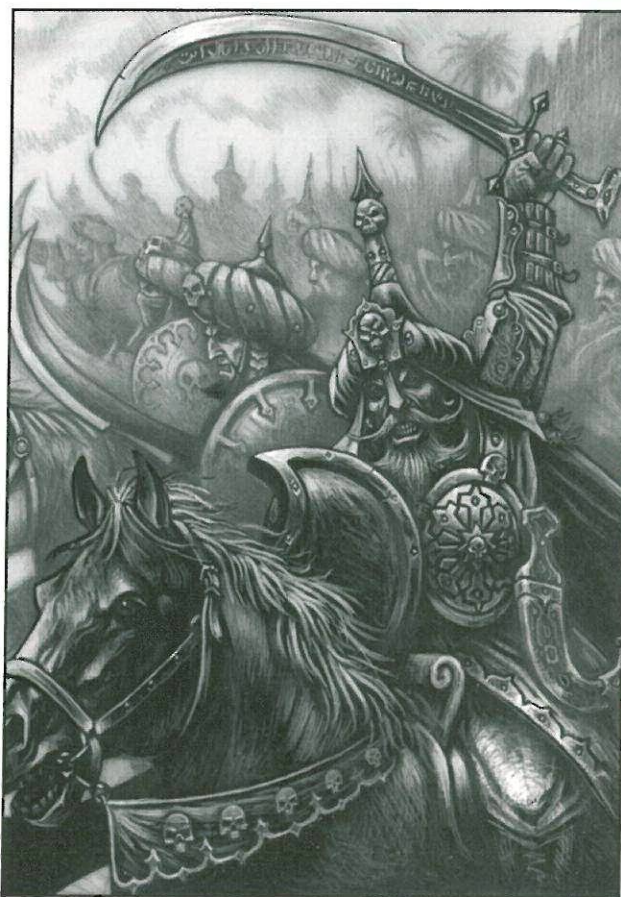
**Unit size:** 10+

**Equipment:** Hand weapon, light armour and crossbow.

## FOR HIRE!

The MARKSMEN of MIRAGLIANO, famed victors at Schipdorf and Vlent, seek new employ. No task too arduous, no foe too dire. Every man able to pierce a coin at 300 paces!

Ask for Captain Damark at the sign of the Crooked Crossbow.



## AL MUKTAR'S DESERT DOGS

**For Hire:** Al Muktar's Desert Dogs can be hired as a Core Unit in Dogs of War armies. Alternatively, they can be hired as a Rare Unit in other Warhammer armies, except Bretonnia and Khemri.

**Points:** Al Muktar, Sheikh Ahmed Shufti, Ibn the Standard Bearer, a Horn Blower and two riders cost a total of 245 points. This is the minimum size of unit you can hire. The regiment may be enlarged by adding extra riders at a cost of 13 points each.

Profile	M	WS	BS	S	T	W	I	A	Ld
Al Muktar	4	5	5	4	4	2	5	3	8
Sheikh Shufti	4	4	4	4	3	2	4	2	8
Ibn	4	3	3	3	3	1	3	0	7
Rider	4	3	3	3	3	1	3	1	7
Warhorse	8	3	0	3	3	1	3	1	5

**Unit size:** 6+

**Equipment:** Hand weapon, shield and warhorse.

## MAGIC ITEMS

The Sheikh carries the Scimitar of Dakisir – heirloom of his tribe. The Black Banner is carried aloft by blind Ibn the beggar boy, who cannot see the peril he is in and so is always at the forefront of battle.

### Scimitar of Dakisir (Magic Weapon)

This scimitar is an heirloom of the tribal sheikhs of the Desert Dogs. It was forged centuries ago in the Kasbah of Dakisir, long ago sacked and ruined by the Undead. The blade is decorated with magical texts inlaid in gold. Thanks to his impressive weapon Sheikh Ahmed Shufti adds +1 Strength to blows he strikes and +2 Strength for blows struck in the turn in which he charges.

### Black Banner of the Muktarhin (Magic Standard)

When calculating which side wins the combat, the banner adds +D3 to the Desert Dog's score.





## ASARNIL THE DRAGONLORD

**For Hire:** Asarnil the Dragonlord can be hired as a Rare Unit in Dogs of War armies. Note that he will take up one of your characters slots as well as the Rare Unit slot. Alternatively, he can be hired as a Rare Unit (and he will in this case take two characters slots as well!) only in the following Warhammer armies: High Elves, Wood Elves, Empire, Lizardmen.

**Points:** Asarnil and his mighty Dragon Deathfang cost a total of 460 points.

	M	WS	BS	S	T	W	I	A	Ld
Asarnil	5	7	4	4	3	2	7	4	9
Deathfang	6	6	0	6	6	6	3	5	8

**Unit size:** Massive!

**Equipment:** Hand weapon, lance, heavy armour and shield. He rides Deathfang, the Dragon.

### SPECIAL RULES

**Deathfang.** Asarnil's loyal Dragon is a *large target*, can *fly*, causes *terror* and has a *S4 Breath Weapon* (see the Warhammer rulebook for the appropriate rules).

In addition, if rolling on the Monster Reaction chart for Deathfang add +1 to the dice score. If you roll a 6 then you may choose any result you wish.

### MAGIC ITEMS

#### Amulet of Dragonheart (enchanted item)

This amulet was one of the potent artefacts made by Caledor the Dragontamer for the Elven Dragon Princes. It is said that the gleaming gem hanging around Asarnil's neck is a stone found at the heart of a mountain, blessed by Caledor the Dragontamer himself.

The dazzling light of the Amulet of Dragonheart makes the shape of Asarnil and his Dragon appear blurry and vague, as if glanced through a haze. All missile attacks against Asarnil and his Dragon suffer a -1 to hit penalty.

## OGLAH KHAN'S WOLFBOYZ

**For Hire:** Oglah Khan's Wolfboyz can be hired as a Special Unit in Dogs of War armies. Alternatively, they can be hired as a Rare Unit in other Warhammer armies, except Bretonnia, Empire, Dwarfs, High Elves and Wood Elves.

**Points:** Oglah Khan and five Hobgoblin Wolfboyz including the Standard Bearer and a Horn Blower cost a total of 190 points. This is the minimum size regiment you can hire. The size of the regiment may be increased at a cost of +15 points per additional Hobgoblin.

	M	WS	BS	S	T	W	I	A	Ld
Oglah Khan	4	5	4	4	4	2	3	3	7
Hobgoblin	4	3	3	3	3	1	2	1	6
Giant Wolf	9	3	0	3	3	1	3	1	3

**Unit size:** 6-20

**Equipment:** Hand weapon, spear, bow, light armour and shield. They ride Giant Wolves.

### SPECIAL RULES

**Fast Cavalry:** See page 117 of the Warhammer rulebook.

### MAGIC ITEMS

#### Pelt of Wulfag (enchanted item)

When able to pursue a broken enemy, the Wolfboyz must always do it and they can add +D6 to their pursuit move.

## LUMPIN CROOP'S FIGHTING COCKS

**For Hire:** Lumpin Croop's Fighting Cocks can be hired as a Special Unit in Dogs of War armies. Alternatively, they can be hired as a Rare Unit in other Warhammer armies, except Bretonnia.

**Points:** Lumpin Croop and five Halflings including Ned (properly Neddly) Hamfist the Standard Bearer and a Horn Blower cost a total of 90 points. This is the minimum size regiment you can hire. The size of the regiment may be increased at a cost of +7 points per additional Halfling.

	M	WS	BS	S	T	W	I	A	Ld
Lumpin Croop	4	3	5	3	3	2	6	2	9
Ned Hamfist	4	2	5	2	2	1	5	1	8
Halfling	4	2	4	2	2	1	5	1	8

**Unit size:** 6-20

**Equipment:** Hand weapon and bow. Lumpin Croop is equipped with hand weapon, bow, shield and light armour.

### SPECIAL RULES

**Skirmishers:** See page 115 of the Warhammer rulebook.

## Ye World Renown HALFLING FIGHTING COCKS

Expert Marksmen,  
Trackers & Woodsmen.

Baggage Train guarding a speciality.

Ask for Lumpin at the  
sign of the Fat Pig.



## TICHI-HUICHI'S RAIDERS

**For Hire:** Tichi-Huichi's Raiders can be hired as a Rare Unit in Dogs of War armies. Alternatively, they can be hired as a Rare Unit in other Warhammer armies, except Bretonnia, any Chaos, Chaos Dwarfs, Skaven, Vampire Counts and Khemri.

**Points:** Tichi-Huichi and five Skink Cold One Riders including a Standard Bearer and Musician cost 250 points. This is the minimum unit you can hire. The regiment may be increased by adding more Skink Cold One Riders at +22 points each.

	M	WS	BS	S	T	W	I	A	Ld
Tichi-Huichi	6	4	4	4	3	2	5	3	7
Gt. Crested Skink	6	2	3	3	2	1	4	1	6
Cold One	8	3	0	4	4	1	1	2	3

**Unit size:** 6-20

**Equipment:** Hand weapons, spears, scaly skin (counts as light armour) and shields.

### SPECIAL RULES

**Cold-Blooded:** Skinks are cold-blooded and slow to react to psychology. Roll three dice when testing against Leadership and choose the two lowest scores.

**Cold Ones:** Cold Ones cause *fear*, are subject to *stupidity*, and give their riders +2 to their Armour saves in place of the usual +1 for mounted troops.

**Blessed by the Old Ones:** Tichi-Huichi and his Skink Cold One Riders enjoy the special favour of the Old Ones. They belong to a portentous spawning, brought forth for a mission devised untold millennia ago, and consequently a mysterious aura of protection pervades the regiment. To represent this, hand-to-hand opponents will never pursue Tichi-Huichi's Raiders if they beat them in combat. A strange, tropical fatigue descends on the foe, securing Tichi-Huichi's chance to get away and live to fight another day.

## LONG DRONG'S SLAYER PIRATES

**For Hire:** Long Drong's Slayer Pirates can be hired as a Special Unit in Dogs of War armies. Alternatively, they can be hired as a Rare Unit in other Warhammer armies, except Bretonnia, Chaos Dwarfs, Wood Elves, High Elves and Orcs & Goblins.

**Points:** Long Drong Slayer plus nine Dwarf pirates including a Standard Bearer and Drummer cost a total of 195 points. This is the minimum unit you can hire. The regiment may be increased up to a maximum of 30 models at a cost of 12 points for each additional model.

	M	WS	BS	S	T	W	I	A	Ld
Drong	3	6	4	4	4	2	4	3	10
Pirates	3	4	3	3	4	1	3	1	9

**Unit size:** 10-30

**Equipment:** Loads of pistols!

### SPECIAL RULES

**Unbreakable:** Like all Slayers, Long Drong's Pirates are *unbreakable* (see page 112 of the Warhammer Rulebook). Note that, being Dwarfs before Slayers, they still *bate* all Greenskins.

**Festooned with Pistols:** All the pirates, including Long Drong, gain an additional Attack because they are fighting with a pistol in each hand. Since they are festooned with pistols which they shoot off in a hurricane of destruction, all of their attacks are considered to be Strength 4 of armour piercing pistol shots. The Pirates carry so many pistols that they never need to reload, therefore their pistol bonus is always in action, not only in the first round of combat.

## LEOPOLD'S LEOPARD COMPANY

**For Hire:** Leopold's Leopards can be hired as a Core Unit in Dogs of War armies. Alternatively, they can be hired as a Rare Unit in other Warhammer armies, except Bretonnia.

**Points:** Leopold and nine pikemen cost a total of 210 points including Standard Bearer and Musician. This is the minimum unit you can hire. The regiment may be increased by adding extra models at a cost of 12 points each.

	M	WS	BS	S	T	W	I	A	Ld
Leopold	4	5	5	4	4	2	5	3	8
Pikemen	4	3	3	3	3	1	3	1	7

**Unit size:** 10+

**Equipment:** Pike and light armour. Leopold is equipped with hand weapon, pistol and heavy armour.

### SPECIAL RULES

**Immune to psychology:** The troopers of Leopold's Leopard Company believe they have to earn salvation in the eyes of the Leopard God of Luccini. To simulate this faith, Leopold and his men are *immune to psychology*.

## GOLGFAG'S OGRES

**For Hire:** Golgfag's Ogres can be hired as a Special Unit in Dogs of War armies. Alternatively, they can be hired as a Rare Unit in other Warhammer armies, except Bretonnia.

**Points:** Golgfag and three Ogres, including Skaff the Standard Bearer and a Horn Blower, cost a total of 285 points. This is the minimum unit you can hire. The size of the regiment may be increased at a cost of 45 points per additional Ogre.

	M	WS	BS	S	T	W	I	A	Ld
Golfag	6	5	2	5	5	4	3	5	8
Skaff	6	3	2	4	4	3	2	4	7
Ogre	6	3	2	4	4	3	2	3	7

**Unit size:** 4+

**Equipment:** Two hand weapons and heavy armour.

### SPECIAL RULES

**Fear:** Golgfag's Ogres instill *fear* in their enemies.





## BIRDMEN OF CATRAZZA

**For Hire:** Daddallo's Birdmen of Catrazza can be hired as a Rare Unit in Dogs of War armies. Alternatively, they can be hired as a Rare Unit in an Empire army.

**Points:** Daddallo and four Birdmen cost a total of 150 points. This is the minimum size of unit you can hire. The regiment may be increased by adding extra Birdman models at a cost of +25 points each.

Profile	M	WS	BS	S	T	W	I	A	Ld
Daddallo	4	4	4	3	3	2	3	1	8
Birdmen	4	3	3	3	3	1	3	1	7

**Unit size:** 5-10

**Equipment:** Hand weapon and light crossbow (count as bows).

### SPECIAL RULES

**Flying unit:** Like all units of flyers, the Birdmen can *fly* and always *skirmish*, as described on page 106 of the Warhammer Rulebook.

**Shoot on the Wing:** The wings of the Birdmen are flapped by means of stirrups on their feet. This means that they have both hands free to load and shoot their crossbows while flying. This in turn means that the Birdmen suffer no penalty for shooting on the move unless they move on foot.

## BRONZINO'S GALLOPER GUNS

**For Hire:** Bronzino's Galloper Guns can be hired as a Rare Unit in Dogs of War armies. Alternatively, they can be hired as a Rare Unit in other Warhammer armies, except Bretonnia.

**Points:** Master Gunner Bronzino and one galloper gun team cost a total of 165 points. This is the minimum size of unit you can hire. You may buy extra galloper gun teams at a cost of +100 points per gun team. Each extra team counts as an extra Rare choice.

	M	WS	BS	S	T	W	I	A	Ld
Bronzino	4	5	5	4	4	2	5	3	8
Warhorse	8	3	0	3	3	1	3	1	5
Crew	4	3	3	3	3	1	3	1	7
Gun	8	-	-	-	6	2	-	-	-

**Unit size:** Each gun has a crew of three, one crewman rides a warhorse.

**Equipment:** Hand weapon. Bronzino is equipped with a hand weapon and heavy armour. He rides a warhorse.

### SPECIAL RULES

#### Cannon Rules

Bronzino's light guns follow the rules for cannons (the smaller kind) found on page 122-123 of the Warhammer rulebook. The following exceptions apply:

**Small Calibre:** The maximum range you can guess is 24". The shots are Strength 7, D3 wounds, no armour save.

**Rapid Movement:** The galloper gun is harnessed to a warhorse ridden by one of the gunners. This enables the gun and its entire crew to move 8" (the remaining crew are assumed to jump on the harness and hitch a lift).

The galloper guns may march move.

If the galloper gun is charged, the crew may hold or flee. If they flee, the gun is assumed to be limbered up immediately without any movement penalty. If the gun and crew are caught they are destroyed.

**Close combat:** The crew fight in hand-to-hand combat as normal, the mounted gunner fights as normal from horseback.

**Deployment:** The guns are deployed as separate teams, each gun and its crew operating as an independent unit. Bronzino must be deployed together with one team, but he can then ride from one team to another or operate on his own as a separate Hero. When he joins a team, he follows the normal rules for characters joining war machines (see page 118 of the Warhammer rulebook).

## BRAGANZA'S BESIEGERS

**For Hire:** Braganza's Besiegers can be hired as a Core Unit in Dogs of War armies. Alternatively, they can be hired as a Rare Unit in other Warhammer armies, except Bretonnia and Skaven.

**Points:** Braganza and nine Besiegers cost a total of 195 points including Standard Bearer and Musician. This is the minimum size of unit you can hire. The regiment may be enlarged by adding extra models at a cost of +12 points each.

Profile	M	WS	BS	S	T	W	I	A	Ld
Braganza	4	5	5	4	4	2	5	3	8
Besiegers	4	3	3	3	3	1	3	1	7

**Unit size:** 10+

**Equipment:** Hand weapon, crossbow, heavy armour and pavise. Luca Braganza is equipped with a hand weapon, crossbow and heavy armour.

### SPECIAL RULES

**Pavise:** A pavise is a large shield which each Crossbowman can prop up in front of him. To represent this, Crossbowmen equipped with pavises have an armour save of 3+ both from close combat and missile attacks (note that this is **not** improved in close combat by the combination of hand weapon and shield).







*'Vengeance with a Smile' – Vespero's Vendetta*



*The savage Bearmen of Urslo*



*Beorg Bearstruck,  
leader of the Bearmen*

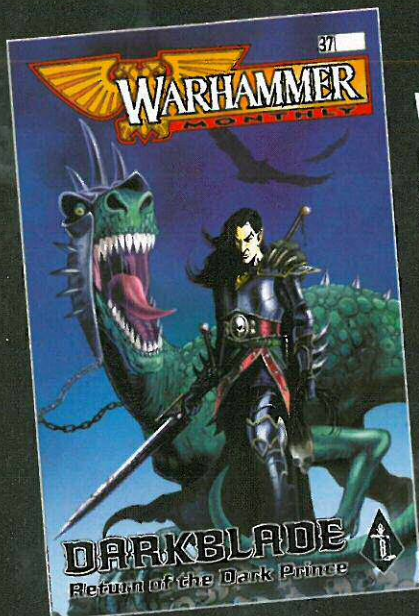


*Al Muktar's Desert Dogs*





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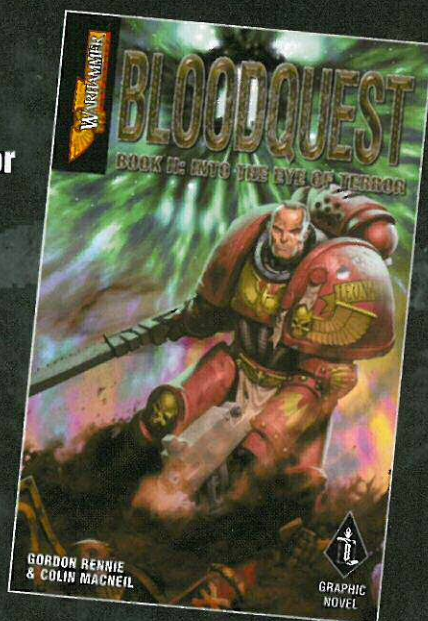
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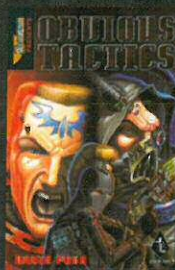
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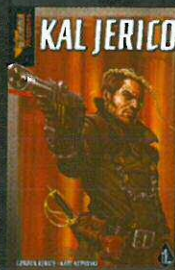
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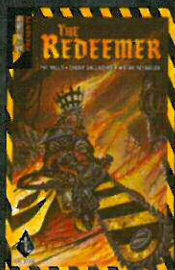
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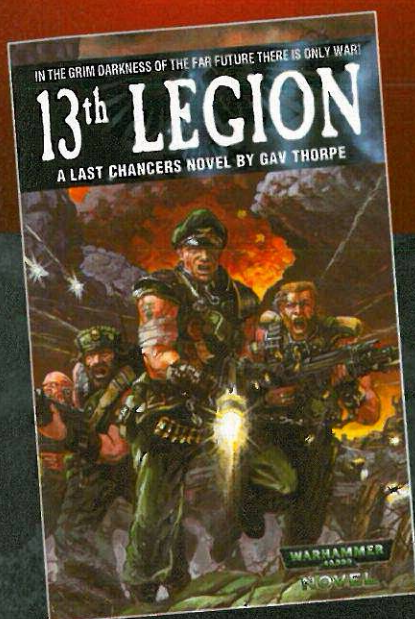


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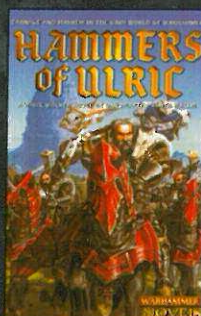
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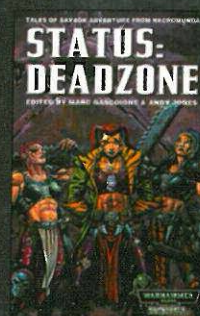
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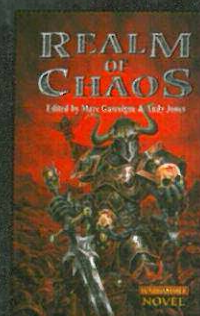
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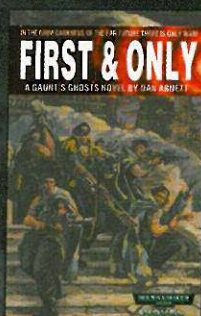
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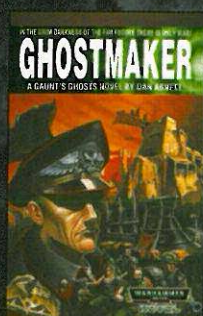
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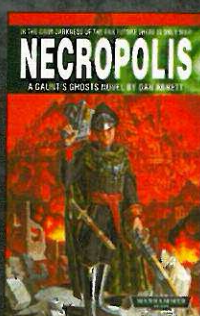
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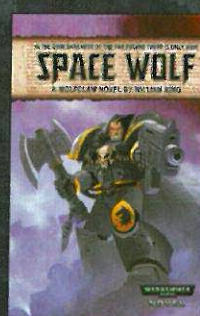
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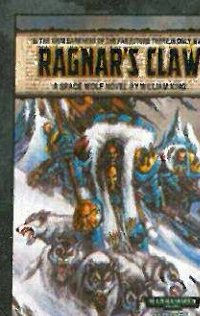
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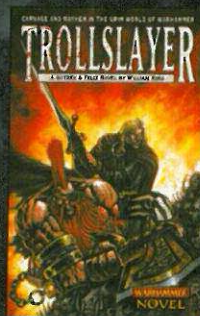
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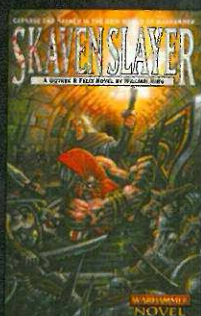
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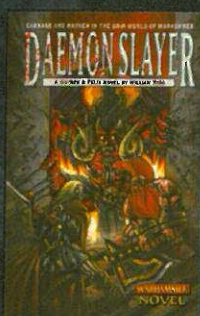
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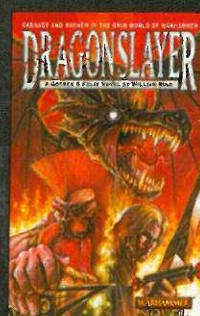
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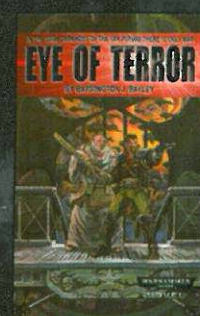
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**TACTICA** is a new series that focuses on one particular army every month, with a veteran player taking you through tried and tested tactics and strategies for their favourite force. This month, Eldar player Phil Kelly guides you through the intricacies of the mysterious Craftworld Ulthwé.



*Phil has been on the White Dwarf team for a year now, and is a veteran Eldar and Skaven player.*

**T**he Eldar of Ulthwé are tainted by Chaos, damned by their vast craftworld's proximity to the Eye of Terror. They manipulate, interfere and callously slaughter other races merely to further their own insidious schemes. They are regarded with suspicion at best, sometimes downright hostility; not only by the Imperium but also by their Eldar kin. They initiate cataclysmic wars spanning whole systems to spare the slightest inconvenience to their craftworld and channel the course of history to ensure that they are left alone.

Ulthwé is unusual among the Eldar in that it has a greater proportion of psykers than any other craftworld, and their psychic abilities are far more advanced than the seers of their brother craftworlds. They are unique in that they have Black Guardians as troop types, an extensive range of psychic powers, and one of the best defensive units in the game in the form of the Seer Council. Craftworld Ulthwé has comparatively few Aspect Warriors, normally the mainstay of the Eldar army. In their place, the Black Guardians comprise the standing army of Ulthwé, and should form the basis for any force hailing from this Craftworld. One thing at least is certain; the Ulthwé are unmatched in psychic ability, and when they go to war, the air crackles with the raw power of Eldar minds.

# TACTICA

## ULTHWÉ ELДАР

### ADVICE FOR USING THE PSYKER WARHOST OF THE ELДАР

For those Eldar commanders who started collecting because of the rich style and variety of the Aspect Warriors, do not fret, as the restriction imposed upon the Ulthwé army list is not nearly as bad as it sounds. For those who find this restriction too limiting, you may want to field an army from a different craftworld, such as Biel-Tan. The Ulthwé army cannot have more Aspect Warrior squads than it has Guardian squads, although this can be either Guardian Defenders or Guardian Storm squads. This is sometimes a real pain, but in a typical 1,500 points army, it's still more than likely that you can afford three Guardian squads and three Aspect Warrior squads. Before you leap to the conclusion that Guardians are soft and therefore your army will be worse for wear, think again. Ulthwé commanders have many a nasty sucker punch up their sleeves, and first among these are the Black Guardians.

#### THE GUARDIANS OF THE DAMNED

In my opinion, Eldar Guardians are underrated. They may not be as fast as Dark Eldar, as tough as Orks or as vicious as Tyranids, but their high-tech weaponry easily makes up for this. Shuriken catapults, the standard equipment for Guardian Defenders, are lethal at short range as they fire twice per Shooting phase whether you move, assault or remain stationary. From a Guardian squad of any real size, two shuriken catapult shots each at Strength 4 AP 5 will make an absolute mess of most infantry units, and even against an enemy in power armour you can expect a couple of casualties. This is the most basic type of Guardian with the most basic equipment. However, a Guardian squad's true strength is in the options

you have to upgrade it, and we will look at these possibilities in a moment. But first, we'll take a look at the Black Guardians of Ulthwé.

Unlike most craftworlds where these staple warriors are merely musicians, sculptors and candlestick makers drafted into the army in times of direst need, the Ulthwé Guardians are soldiers that constantly patrol the starscape around the craftworld, fighting tooth and nail to repel whatever vile forces seep from the galactic sore that is the Eye of Terror. They spend their lives in battle, and as a result they are better in their chosen field than the average Guardians.

Due to this specialisation, Black Guardian Defender squads have an improved BS of 4, whereas Black Guardian Storm squads (close combat specialists) have an improved WS of 4. Any Guardian squads taken as *compulsory* Troop choices are Black Guardians, but any additional Guardian squads are bought as normal. These upgrades are completely free. This means that in all standard missions you will benefit from these upgrades in two units of Guardians, which you should endeavour to make as large as possible. An advantage such as this will increase the amount of damage your shuriken catapults cause by a large margin. It really is a good idea to keep these guys out of close combat, however, or else their firepower will be wasted and I'm afraid to say they will take a beating.

Should you decide to bolster the effectiveness of your Guardian Defenders with, for instance, a starcannon or brightlance weapon platform (and against power armour, who wouldn't?), these incredibly



potent heavy weapons also benefit from the increased Ballistic Skill. I would advise accompanying the unit of Defenders with a heavy weapon platform, so that they do not have to close with the enemy to be effective. It is worth remembering that when you buy a heavy weapon platform, you also buy two crew members, pushing the unit size up by two and affording you another shuriken catapult as well as, for example, a very accurate armour-piercing plasma cannon. A full unit of Black Guardian defenders with a starcannon weapon platform and a Warlock numbers 23 models. That's 42 shuriken catapult shots (yes, that'll be one of those times when you need to roll a handful of dice several times) that hit on 3+ and, in most cases, wound on 3+, three Starcannon shots that wound on 2+ and ignore armour saves, plus whatever your Warlock has to offer. All from one basic Troops squad. Nice!

If you play Eldar, you will already know that a Warlock from your HQ choice can be detached from the bodyguard and used to bolster your Guardian squads. I recommend taking one for your Guardian squads equipped with the psychic power *Conceal*. This power is always in effect and confers a 5+ cover save to all members in the squad, even if they are standing in a wide open space with 'shoot me' painted on their breastplates. You will find this prolongs the life expectancy of your Defender squads no end, and it

enables you to get into the appropriate position for slicing your opponents apart with hundreds of deadly shuriken. However, my favourite tactic is to use a Warlock in conjunction with a Black Guardian Storm squad.

Storm squads, the Eldar's light assault troops, will never truly match up to the abilities of the Striking Scorpions and the Howling Banshees. They are comparatively rare due to the fact that they tend to bounce off power armour, despite having two close combat weapons each. They are able to *fleet of foot*, which is useful when closing the distance (your troop transports should be reserved for Aspect Warriors), although they will not get to use their nasty array of weaponry in the Shooting phase whilst sprinting. Opponents tend to ignore them or regard them with contempt and, without giving them some help, I can understand this. However, as I said, it is the upgrades that make Guardian squads truly effective.

Firstly, don't neglect to kit the Storm squads out with some really potent weaponry. Up to two members of the Storm Squad can take fusion guns or flamers, and at the gloriously cheap price of 4 and 3 points respectively. But there is one tactic that turns your mediocre unit into one that will wipe the smile from your opponent's face; adding a Warlock to the squad.

A Warlock assigned to a Black Guardian Storm squad makes all the



The massed shuriken catapult fire from this squad of Black Guardians might just be enough to stop the approaching horde of Orks.



difference. The psychic power *Enhance* adds +1 to the Weapon Skill and Initiative of the members of your squad, and when this power is used on Black Guardians, both of these stats go up to 5. Needless to say, this is extremely good considering that these are the lowliest troops in your army, and will give nearly all enemy infantry a nasty shock. When the squad charges, they each have three attacks. With a full squad of 20 it is possible to have 60 close combat attacks at WS 5. Getting across the battlefield without getting shot to pieces and then getting them all into base to base contact may provide a challenge, however.

If you think you'll be assaulting a fortified position, you have the option of arming them all with plasma and krak grenades for an additional 2 points per model. This can be invaluable as with the Storm squads you really need to strike first. Also, equipping the squad with the two flamers (this will cost you the princely sum of six points in total) is a great way to winkle out any troops who are dug in or sheltered in bunkers. In a mission such as Bunker Assault, you may even want to change the Warlock's psychic power to *Destructor*, enabling him to unleash a blast of devastating psychic energy that has the same effect as a heavy flamer (Flamer template, Strength 5, AP 4, no cover save). People don't tend to expect it when you whip out three Flamer templates before the assault and torch most of their troops before you even charge (be wary of killing all enemies within 6", however, or you won't be able to assault at all, leaving you a sitting target!).

My preferred tactic with these squads is to use them as tankbusting units. Watch your opponent laugh heartily as the Storm squad races to engage his brand new Land Raider Crusader. Watch him bawl as it gets taken out by a small unit of Guardians. This is because you have the option of equipping your Storm squad with three of the most potent anti-tank weapons in the game: fusion guns, a Singing Spear, and the hideously nasty haywire grenades. Storm squads are great in that you can buy two fusion guns for a mere eight points. Singing Spears, the psychically charged weapons used by Eldar Warlocks and Farseers, can provide a

nasty surprise when targeted at the opponent's vehicles: they strike with a Strength of 9 and can be thrown 12" in the Shooting phase. Finally, haywire grenades, although costly at +3 points per model, are the last word in removing those stubborn enemy vehicles. Although each model using them and in contact with an enemy vehicle gets just one attack, the results can be crippling. Roll a D6 for each attack that hits; on the roll of a 1 it has no effect, but on a 2-5 it inflicts a glancing hit, and on a 6, it inflicts a penetrating hit. If your Storm squad is of any reasonable size, these weapons will be more than enough to destroy or disable even the hardest enemy tank.

### THE SEERS OF ULTHWÉ

As far as I'm concerned the Seer Council of Ulthwé are one of the best HQ units you could hope to field in Warhammer 40,000. They are unparalleled in their psychic abilities; as each and every member of the Seer Council has a psychic power that adds to the unit's effectiveness as a whole. Many of these powers can be used on units in the proximity of the psykers, conferring bonuses and increasing the effectiveness of your army. Perhaps the best aspect of the Seer Council is that, with the proper psychic protection, they are virtually impossible to kill.

The upper echelons of Ulthwé's society are governed by the numerous Farseers that inhabit the Craftworld. These visionaries can see further into the future with more clarity than any other psyker in the Eldar race.

The Ulthwé army list enables you to take this collection of immensely powerful individuals to the field of war, and the impact they can make there is tremendous. With the simple casting of runes, they can tell where the enemy intends to move. With a subtle twist of their psyches, they can see events seconds before they occur and react accordingly. Most of the Seer Council have been scrying the future for hundreds of years but despite their prodigious psychic abilities, they are unable to inflict much in the way of casualties in close combat.

When you purchase the Seer Council as an HQ choice, you pay 90 points for two Farseers and three Warlocks. This is formidable enough in itself, however you have the option of

adding up to three extra Farseers for +40 points each, and any number of additional Warlocks at +11 points each. So, theoretically, you could field five Farseers, each with a potent psychic ability, and with unlimited numbers of Warlocks whose abilities further boost those of their masters. However, this tends to be a waste unless it's a really huge game and I would recommend taking a slightly more modest unit of seven models.

Each Farseer has a choice of four powers; *Guide*, *Mind War*, *Fortune* and *Eldritch Storm*. To use these powers, you must pass a Psychic test, which is basically a successful Leadership check. This is not normally a problem as all Farseers have Leadership 10, but to be absolutely sure, you can take Runes of Witnessing for a mere 5 points. This enables you to roll 3D6 for your Leadership test and discard the highest, making it extremely unlikely that you will fail.

*Guide* is an ability that Farseers have been able to use for as long as I can remember: at the start of the Eldar turn, any one unit with a model which is within 6" (this can be the Seer Council, of course) may re-roll any missed shooting rolls until the start of the next Eldar turn. If this is used on a 'Guess range' weapon, as in the case for Eldar support weapon batteries, you may re-roll the Scatter dice if a 'hit' is not scored on the first roll. Needless to say, this power is sufficient reason to deploy your Seer Council next to a couple of units with heavy firepower, such as Dark Reapers, or a battery of D-cannons. It is at its most effective when used on a unit with a BS of 3, such as a Falcon grav tank. This means that you maximise the effectiveness of all the potent weapons on your Falcon (pulse lasers, bright lances, shuriken cannons, etc) and ensure that far more of these heavy weapon shots hit home. More often than not, units like Dark Reapers with a high Ballistic Skill can take care of themselves, but given their cost and the number of shots they can fire, it is always nice to be able to re-roll those irritating 1s and 2s.

The most erratic power that you can choose for your Farseers, *Mind War*, allows you to violently assault the mind of an enemy in a mental duel. Sadly it also has the potential to do





Phil's Black Guardian Storm squad, in its role as an anti-tank unit, makes a dash from cover to assault an armoured column.

nothing more than give them a mild headache. It is used during the Shooting phase instead of firing a weapon (for this reason it is a bad idea to give this Farseer anything more expensive than a shuriken pistol). Merely choose an enemy model within 18" and within line of sight, roll a D6, and add it to your Farseer's Leadership. The enemy model does the same, adding a D6 to his Leadership score. For every point the Farseer wins by, the enemy model takes a wound with no armour save. This is a fantastic tool for removing those stubborn Chaos Lords from the battlefield, as anything without an invulnerable save can die immediately from this attack. *Mind War* only costs 15 points, and so even if you only succeed in taking out one heavy weapon carrying trooper, let alone a character, it will have paid for itself.

*Eldritch Storm*, the most expensive of the psychic powers at a punishing 35 points, is basically a sort of psychic weapon. It summons an explosion of psychic energy anywhere within 18". Place the Ordnance template anywhere within this range. Any models under this template take a Strength 3 hit with no AP value, which I'm afraid to say really isn't that big a deal. The redeeming feature is that it forces that unit to take a Pinning test, even if no casualties are taken, and this can neutralise a large and dangerous unit for a turn as they attempt to overcome the psychic storm hurling them to the ground. Pinning is very useful indeed, but it is only effective if the enemy fails its

Leadership test, and sadly this does not happen often enough to outweigh the low Strength of this attack. Against power armoured opponents, it's not terribly useful. Against enemies with lots of lightly armoured infantry, it can be great fun.

Last, and certainly not least, is the psychic power *Fortune*. The Farseer with *Fortune* continually monitors the shifting paths of the future, scrying and casting runes even as the battle rages around him. He warns those around him of the enemy's attacks, so that lascannon beams vaporise the ground where the Seer Council stood scant moments ago and bolts explode harmlessly behind the ducking and weaving psykers. When successfully cast, this allows any one unit with a model within 6" to re-roll any failed armour saves until the start of the next Eldar turn. This is very useful for protecting front line troops, but I can honestly say that I've never really used it in that capacity. *Fortune* really comes into its own when used on the Seer Council itself.

Every member of the Seer Council, be they Warlocks or Farseers, wears a baroque, psychically charged wraithbone shield called Rune Armour. This confers a 4+ invulnerable save, so whether they are hit by a mere bolt pistol shell or a multi-melta, they will always save on a 4+. Needless to say this is incredibly useful. With *Fortune*, even if you fail, you get to re-roll this saving throw.

Although you might think that this is unwise, every time you take a hit on





The Seer Council: the most powerful collection of psykers in the universe.

the Seer Council that has Strength less than 8, assign it to a Farseer. The fact that they have a Toughness of 4, one better than the Warlocks, is of some help, but the main reason for doing this is that each Farseer has three Wounds, and so will have to be wounded three separate times before you even lose one model. You will have to be unlucky to fail a re-rolled 4+ invulnerable save, but if your opponent concentrates his fire, you will eventually lose a Farseer. Still, with a unit strength of seven, this needn't be that much of a problem (so long as it is not the Farseer with the *Fortune* power!). If the enemy exclusively attacks the Seer Council, he will eventually whittle them down, but all the while he is concentrating on your Seer Council you can be hitting home with the rest of your army.

As a result of this near invulnerability, you can afford to put your Seer Council in the forefront of the battle line, and they are great for tying up close combat specialists like an Archon's retinue or an Ork Warlord and his mega-armoured mates. No matter how many power fists or agonisers rain down upon you, you can rely on that re-rolled save to see you through. You may find that this annoys the hell out of your opponents, but you can bet they've taken the best stuff in their army as well, so go for it.

As for offensive close-quarter fighting, the Farseers and Warlocks aren't exactly hot stuff. All of these have a mere one Attack, and although that can be increased by the addition of an extra close combat weapon and a successful charge, this is not much to build on. Unlike all other HQs in Warhammer 40,000, they cannot have

power weapons or their equivalent, and therefore they struggle when they come up against heavily armoured opponents. In the aforementioned tussle with an Ork Warlord and his retinue, the Orks will probably win. However, this could take all day, and you will be tying up the hardest unit in the opponent's army with one that just won't lie down and die.

### THE WARLOCKS OF ULTHWÉ

There are, of course, a couple of ways to make the Ulthwé Seer Council more formidable in close combat. For instance, you could give one of the Warlock retinue the psychic power *Enhance*. This means that your Farseers' already high Weapon Skill will be increased to 6, as will their Initiative. Even the Warlocks will benefit from WS 5 and Initiative 5. Another effective way of kitting this unit out is to equip a couple of the Farseers with Singing Spears. It's a bad idea to give these costly items to those Farseers who use a psychic power rather than shooting (*Mind War* and *Eldritch Storm*) as you will be wasting the opportunity to throw the Singing Spears in the Shooting phase. These weapons strike vehicles with a Strength of 9, the same as a lascannon, and your opponent is likely to forget that the Seer Council is armed with them until too late. Again, this imbues your squad with a good chance of taking out enemy tanks, allowing your *Guided* Dark Reapers to shoot the survivors into tiny little pieces. Aside from this, Singing Spears cause a wound on a 2+, very useful for a character with Strength 3 as it simulates a far higher Strength, regardless of the Toughness of the opponent.

A Warlock with the psychic power *Destructor* offers a nasty little surprise for your enemies. As mentioned above, this is basically a mental version of the Heavy Flamer, and can do a lot of damage to massed infantry, as well as winking out enemies ensconced in cover.

*Augment* is a psychic power unique to the Warlocks of Ulthwé. Rather than being an offensive or defensive power, *Augment* allows you to double the range of any Farseer power. It is extremely cheap at a mere 5 points, and can be very useful in conjunction with the power *Mind War*. This is invaluable if there's a Culexus Assassin heading toward your Seers... Unfortunately the Warlock has to pass a Psychic test before using this power, in addition to the Farseer's normal test. Truth be told, these Warlocks are normally the first to go among my Seer Council.

### ASPECTS OF DEATH

The Warrior Castes of Ulthwé, though few in number, are very useful for filling important niches in the Ulthwé army. I always take a large unit of Howling Banshees against an opponent using power armour, as despite the fact they are only Strength 3, their power weapons can make all the difference, and there isn't all that much in the way of assault troops in the Ulthwé army.

As any Eldar player knows, protecting these delicate but lethal warriors in a troop transport can make all the difference. Wave Serpents are ideal as not only can they carry ten models, the maximum for a Howling Banshee squad, but also have a protective force shield, meaning that if the



vehicle is hit by a weapon that has a Strength of more than 8, it is reduced to 8. It may not sound that impressive, but it means that even the most powerful weapons in the game will only penetrate your front and side armour 50% of the time. A Falcon grav tank is also a worthwhile investment despite the fact that it has no energy shield: although it can only carry six models, it has an unparalleled capability to lay down supporting fire whilst keeping a small assault squad safe until they are really needed.

Dark Reapers, as mentioned above, are exceptionally useful for taking down Space Marines due to the fact that reaper launchers are not only Heavy 2 but have Strength 5 and AP 3. Again, don't be surprised if they attract huge amounts of enemy fire on the first few turns.

Fire Dragons make for fantastic tankbusting units, especially if you kit the Exarch out with a firepike and the Exarch skill *Tank Hunter*. The Exarch will not only benefit from a better weapon with a Strength of 8 and 18" range, but he will be able to re-roll any armour penetration rolls he makes. The best aspect of the firepike is that it is still a melta-weapon, rolling 2D6 armour penetration within half range. The increased range of a firepike means that if you get your Exarch within 9" of a tank he will be hitting enemy vehicles with 8+2D6 armour penetration, with a re-roll. That'll chew through anything the enemy has to offer. Due to the low AP value of fusion guns, they are also useful for killing Space Marines in artificer armour, Terminators and the like.

These three Aspects seem to fit nicely with the Ulthwé army, plus their colour schemes of black, bone and deep red echo that of the psyker warhost. I would be reticent to include any of the more unusual Aspects such as Shining Spears or Warp Spiders due to their rarity on many Craftworlds, and some purists may not take any Aspect Warriors at all in their force.

Conversely, Codex Eldar has far more to offer than just Aspect Warriors. Some of the more neglected army choices can come to the fore in an Ulthwé army, with many of these being Guardian-based. My personal favourite, mainly due to the spectacular new models, are the Eldar support weapon platforms. Both the

D-cannon and the Shadow Weaver support weapons do not require line of sight, so stick them behind a nice chunky building, *Guide* them if you can and get killing. Several other heavy support options are also crewed by Guardians, such as the Vyper Jetbike, a highly manoeuvrable gun platform, and the Fire Prism, another Falcon variant kitted out with the equivalent of a blast template lascannon. The War Walker (a bipedal open-topped war machine that houses a single Guardian crewman) can carry two potent heavy weapons, and they can be fielded in squadrons of three. Kept at the back of the battlefield and armed with a long range heavy weapon, a full squad can fire six brightlance shots, eighteen starcannon shots, even 6D6 scatter laser shots, depending on armament. The beauty of these walkers is that they can select any heavy weapons you have the models for, and so can cater for all eventualities.

Jetbikes are also crewed by Guardians and the Black Guardians often go to war accompanied by these swift, manoeuvrable war machines. Benefiting from all the advantages of shuriken catapults, but with re-rolls due to being twin-linked, a Jetbike squad's firepower can be bolstered by shuriken cannon, and they can be accompanied by a Warlock with all the benefits listed above.

This brings me to the crux of the matter when choosing your forces. Each of the craftworlds specialises in one area, and you should reflect this as best you can in your army selection. Let Iyanden have the dead wraith-constructs, Alaitoc the Rangers, and Biel-tan the Aspect Warriors. The strength of the Ulthwé craftworld lies in its Guardians and psykers, and if this doesn't appeal to you, it simply isn't the army for you. But remember; with enough psychic abilities, you can almost have an additional gaming phase that your opponent does not, and that has to be a good thing.

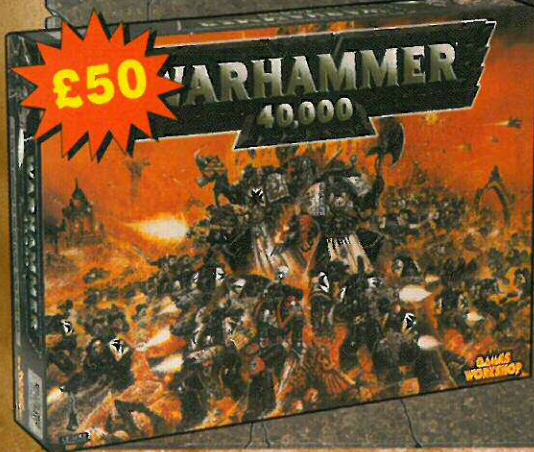
So, if you are up to the challenge of playing an advanced and unusual army, get collecting. If you already have an Eldar army in the pipeline, tool your squads up with the best heavy weaponry Warhammer 40,000 has to offer, buy psychic powers by the truckload, and get stuck in. Above all, have fun!





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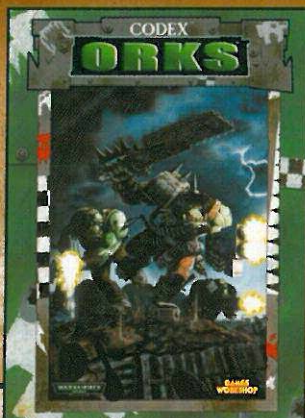
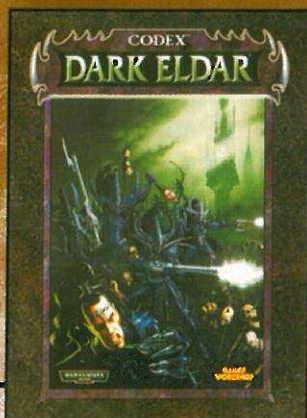
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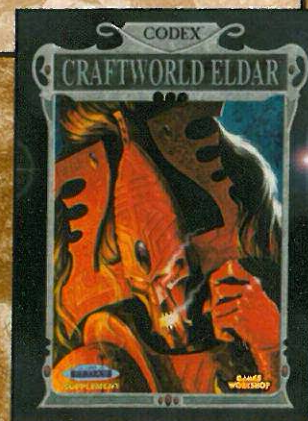
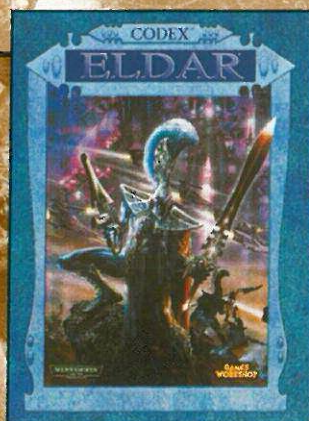
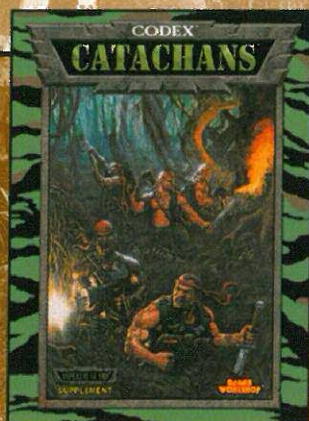
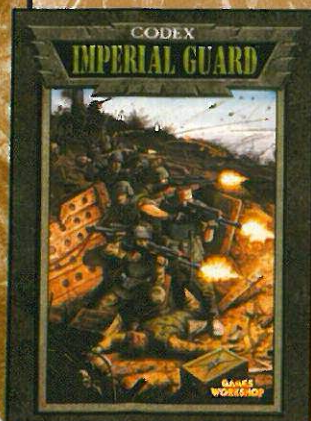
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# THE BATTLE OF MEINHOF

by Pete Grady

The Orc army was on the move. The Greenskin horde approached Castle Meinhoff from the west, silhouetted against a blood-red setting sun. Albrecht, one of the crossbowmen stationed on the battlements, blinked and then stared. He could have sworn he saw something...

There! The damned Greenskins were pushing some kind of war engine along with them. He squinted against the setting sun, but could only discern a large, swaying blot against the light. Probably a siege tower, he thought, and shouted warnings to the defenders below. Siege weapons were hoisted up to the battlements and bowmen in their hundreds lined up along the walls, already sizing up their targets.

As the army closed, Albrecht thought he could hear a massive bellowing. He had heard the Orcs' terrible warcry before, but this was far worse than he remembered.

The sun was now setting, and the army was close enough for Albrecht to use his spyglass without blinding himself with the sun's rays. There was something about that siege engine that troubled him. That bellowing didn't sound like many voices, just one...

As Albrecht focused on the shape, he let out an involuntary cry of terror, the spyglass falling from his hands. Luthor, his sergeant, rushed up to him to see what was the matter, followed by a handful of crossbowmen. They each looked through the spyglass in turn, every man muttering a curse or short prayer.

The thing was no engine, but a living creature the size of a castle wall. It walked like a man, but each step covered a hundred paces. It wielded a huge tree trunk the way a man might hold a club. Carrion crows had gathered around its head, and it swatted at them, like a man swats at flies. A Giant marched with the Orc army.

The Greenskins ground to a halt. Boar Boyz fought to keep their mounts from charging. Within the Goblin mobs, masses of small, evil creatures pushed

and shoved each other maliciously. Orc bosses yelled and threatened their regiments to stand fast. Catapults and bolt throwers were dragged into position. Slowly, clumsily, the Orcs formed into a rough battle line. It was the largest Orc army that had ever been seen in Talabheim, and those inside the castle readied their weapons with a haste born of fear.

Now that the Orcs were close enough to be seen individually, the size of the giant was all the more terrifying. It strode through the ranks as a man would walk through tall grass, towering over the Rock Lobbers and Trolls.

In the distance, the defenders could see the fearful Orc warlord raise his crooked sword to the sky. At his signal, the entire army fell quiet - all but two mobs of Goblins, who had taken an sudden dislike to each other. What began as an argument degenerated rapidly into a brawl. As a veteran of many battles, Albrecht could not fathom this lack of discipline, watching as Orc bosses stalked over to the Goblins, beating them back into submission.

A hush fell over the attackers. The Orcs managed to regain enough control over their charges to silence the horde for a moment. In the quiet, a few Goblins could still be heard jeering or making foul oaths. Both armies watched each other, muscles tensed for the coming attack.

Then, as if at some hidden signal, the Orc warcry roared from a thousand savage throats. The Goblins joined in with their reedy, nasal howl. Even the Trolls bellowed.

Then the creature joined in. Its one voice almost drowned out the entire army.

No sooner had the shout ended than the entire Orc horde charged, a horrific green tide surging towards the castle walls, with the Giant in their midst.

Immediately, scores of fingers released bowstrings, and the sky darkened. Arrows fell like a deadly rain into the charging Greenskins. Dozens of Orcs stumbled in their charge, finally falling

to the ground, holding the arrows that had slain them. Hundreds of Goblins died in the advance, so tightly packed in their mobs that single arrows skewered multiple targets. Unseen to the attackers, Outriders and Hunters made their way out of the castle in an attempt to outflank the enemy. Meanwhile, catapults began delivering their deadly cargo into the centre of the Orc army.

In answer, Orc Spear Chukkas and Rock Lobbers began pounding the castle walls. Time-worn masonry crumbled under the savage assault, but the walls held, and the heavily fortified defenders were spared from the worst of the Orc firepower.

In spite of the carnage all around it, the Giant kept coming. The defenders could see a score of arrows sticking out of its skin like pine needles, but it hadn't broken its pace once. Cannon crews worked frantically to aim their weapons at the moving target. Albrecht swallowed his fear, and levelled his crossbow at the approaching nightmare, yelling at his men to do the same.

There was a dull, pulpy thud as a crossbow bolt impacted with the Giant's right eye, burying itself so deep in the wound it almost disappeared. Despite the horror of the battle, Albrecht let out a shout of victory. Surely it must fall now...

The creature swayed in its advance and the defenders took heart - maybe the creature would fall. The Orcs seemed to think so too, as the entire army parted around it, each Greenskin trying to gauge where the Giant might fall, anxious not to be crushed under its monstrous bulk. But it was only a hesitation. Thrown off balance for a moment, the Giant managed to regain its momentum, and completed its charge.

There was a sound like thunder. Rock droppers and cauldrons of boiling oil toppled back off the battlements. Huge stones showered down from the walls onto the defenders, crushing them where they stood. The Giant had run headlong into the wall.



Scrambling to his feet, Albrecht glanced over the wall. A huge indentation had formed in the castle, but the ancient stone, though forced inward, had not yielded. The Giant pulled itself out of the wall, masonry falling from its body. The massive impact didn't seem to bother it, neither did the continuing stream of arrows piercing its flesh.

The Outriders had finally got into position and charged the rear of the monster, discharging a concentrated volley of pistol fire at its legs. The Giant turned and clumsily reached down. Albrecht watched in disbelief as one of the cavalymen and his mount was picked up and thrown back into his comrades with terrifying force.

Then, another thunderclap. The defenders feared the worst – had another Giant somehow joined the attack? All eyes turned in the direction of the sound, and saw the Giant topple like a felled tree. A cheer went up from the defenders as they realised one of their cannon crews had finally scored a hit on the monster.

Then, to the horror of all, the Giant slowly pulled itself upright. It shook its head, like a dazed man, the cannonball still lodged in its enormous barrel chest.

With uncharacteristic speed, one of the cannon crew was plucked off the battlements. His fellows watched helplessly as the screaming man was fed into the fetid maw of the foul monster.

When it had finished eating, the Giant slowly and carefully began pacing away through the Orc army, looking back angrily at the unyielding wall. When it was almost behind the Orcs' stone throwers, it suddenly turned and broke into a run, bounding clumsily back towards the castle.

It hit the castle like a monstrous battering ram, people inside were thrown off their feet. The ancient walls could stand no more, and a gaping rent formed as the Giant fell through the breach.

Complete panic broke out. Veterans of a dozen campaigns fell back, swordsmen fled in terror. The horror was now inside their walls, and as it got up, hundreds of Orcs poured between its legs.

Castle Meinhoff was doomed.



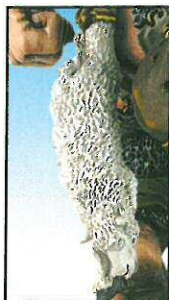




# WARHAMMER®

## HUUUUUGE!

Giants and Greenskins have a long history of association and it is common to find that a Greenskin horde includes a Giant, brought along to add weight (and height) to the army's combat prowess. It's not altogether clear why Greenskins and Giants should get on so well, but it is noticeable that Giants are one of the few races that are considerably bigger and dimmer than even the biggest, thickest Orc.



*In addition to all the excellent details like the bound-up Halfling and the cowering Human, this colossal miniature sculpted by Michael Perry also comes with two head options!*

### GIANTS

	M	WS	BS	S	T	W	I	A	Ld
Giant	6	3	3	6	5	6	3	Special	10

#### Special Rules

**Ignore Greenskin Panic.**

**Large Target:** Guess what... Giants are Large Targets!

**Terror:** Giants are extremely large, verbose, rude, threatening and malodorous monsters and it's scarce wonder that they incite *terror* in their foes. See the Warhammer Psychology rules for details.

**Stubborn:** Being several times the size of everyone else, Giants naturally believe themselves far more important and also far tougher. Any cuts and bruises they get from the enemy just annoy them as the irritating little folk can hardly pose any real threat, can they? Because of this, a Giant will rarely flee from combat and greets the sight of his allies running off with a bellow of laughter and fond imaginings of how many more tasty Gobbos he'll be able to extort for saving them all. Giants are *Stubborn*.

**Move:** Giants have long limbs and move over normal sized obstacles such as walls and fences without breaking stride. Treat such obstacles as open ground when working out how far the Giant moves. However, when crossing such obstacles the player must test to see if the Giant falls over (see below).

**Fall Over:** Giants are ungainly and frequently befuddled, as a consequence of which they often trip, stumble or fall down. They are especially prone to this if they've been raiding the local brewery. When a Giant falls over, this is bad news for everyone nearby as a falling Giant can easily squash anything it falls on.

A Giant must test to see whether it falls over if any of the following apply:

- 1) When it is beaten in close combat. Test once results are established but before taking Break or Panic tests.
- 2) At the start of the Movement phase if it is fleeing.
- 3) When it crosses an obstacle. Test when the obstacle is reached.
- 4) If the Giant decides to Jump Up and Down on an enemy. Test immediately beforehand.

To see if the Giant falls over roll a D6. If you score between 2 and 6 then the Giant sways slightly, but regains his balance and no harm is done. If the roll results in a 1 the Giant falls over. Obviously, if a Giant is slain then it falls over automatically.

To determine which direction the Giant falls, roll a Scatter dice – the arrow indicates the direction in which the Giant falls. Place the Falling Giant template (see page 80) with its feet at the model's base and its head in the direction of the fall. Any models lying completely under the template are automatically hit. Any models partly covered are hit on a 4+.

Any model hit by a falling Giant automatically takes one Strength 6 hit which causes D3 wounds. These hits are resolved in the usual way. If the unit is in combat and the Giant has fallen over whilst attempting to Jump Up and Down, wounds inflicted by a falling Giant count towards the combat result.

A Giant that falls over automatically suffers 1 wound itself. No armour saves apply to this wound. If the Giant is in combat then this wound counts towards the final combat result.

Once on the ground, a Giant may get up in his following Movement phase, but may not otherwise move that turn. Whilst on the ground a Giant may not attack, but he can still defend himself after a fashion so the enemy must still roll to score hits on him. If forced to flee whilst on the ground the Giant is slain – the enemy swarm over him and cut him to



pieces. If the Giant gets the opportunity to pursue his foes whilst he's on the ground he stands up instead. A Giant may attack on the turn it stands up.

**Giant Special Attacks:** Giants do not attack in the same way as other creatures though they select their victims as normal. They are far too large and fractious to take orders, and much too scatterbrained to have any sort of coherent plan. In fact, once in combat even the Giant doesn't really know what he's going to do next! To determine what happens, each Close Combat phase roll a D6 on one of the following tables when it is the Giant's turn to fight. Which table you use depends on the size of the Giant's victim. When fighting characters riding monsters, decide whether to attack the rider or mount, as normal and use the appropriate table for the size of the target.

*Giant fighting big things (Ogres, Kroxigors, Minotaurs or similar sized or larger creatures including chariots):*

**D6 Result**

- 1 Yell and Bawl
- 2-4 Thump With Club
- 5-6 'Eadbutt

*Giant fighting anyone smaller than above:*

**D6 Result**

- 1 Yell and Bawl
- 2 Jump Up and Down
- 3 Pick Up and...
- 4-6 Swing With Club

**Yell and Bawl:** The Giant yells and bawls at the enemy. This is not a pleasant experience as Giants are deafeningly loud and tend towards poor oral hygiene. Neither the Giant nor models in contact with him actually fight if they have not already done so this round, but the combat round is automatically won by the Giant's side. The enemy are automatically beaten and must take resultant Break tests with a -2 modifier.

**Jump Up and Down:** The Giant jumps up and down vigorously on top of one enemy unit in base contact. Before he starts, the Giant must test to determine if he falls over. If he falls over, work out where he falls and calculate damage as already described. Any wounds caused by the fall (on either side) count towards the combat result. Assuming that he remains on his none too nimble feet, the Giant bounds up and down on the enemy unit, cackling madly.

The unit sustains 2D6 Strength 6 hits allocated as shooting hits. Work out damage and saves as usual. Giants enjoy jumping up and down on their enemies so much that a Giant that does so in one combat round will automatically do so in the following round if he is able to, assuming that he did not fall over in the previous round. A separate test is required at the start of each succeeding combat round to determine if the Giant falls over. A Giant that starts to Jump Up and Down will therefore continue to do so until he falls over or until the combat comes to an end.

**Swing with Club:** The Giant swings his club across the enemy's ranks, knocking many targets to the floor. The Giant inflicts D6 Strength 6 hits on the target unit, allocated as shooting hits.

**Thump with Club:** Most Giants carry a big club, often a tree trunk or a big bone. If they have no weapon they will use their enormous fists. The Giant picks one model as his target and brings down his club with a single mighty stroke.

The target may attempt to avoid the blow by taking and passing an Initiative test (use the lowest if the model has several different values). If avoided there is no effect. If failed the target is struck and takes 2D6 wounds with no armour save allowed. If a double is rolled the Giant's club embeds itself in the ground and the Giant cannot attack at all in the following round whilst he recovers his weapon (this ceases to apply if the combat ends before the next round).

**'Eadbutt:** The Giant head-butts his enemy, automatically inflicting 1 wound with no armour saves allowed. If the victim is wounded but not slain then he is dazed and loses all of his following attacks – if the target has not yet attacked that combat round he loses those Attacks, if he has already attacked he loses the following round's attacks.

**Pick Up and... :** The Giant stoops down and selects a model (Giant player's choice) that is either in base contact or touching a model in base contact (Giants have a long reach). The target may make a single attack to try to fend off the Giant's clumsy hand. If this attack hits and wounds the Giant, the Giant's attack fails, otherwise the Giant grabs the model and the player rolls a D6 to see what happens next:

**D6 Result**

- 1 **Stuff into Bag.** The Giant stuffs the victim into his bag along with sheep, cows and other plunder. The model is effectively a casualty and can do nothing whilst in the bag, but if the Giant should be slain any enemy trapped in his bag are freed unharmed at the end of the battle. Victory points are not awarded to the enemy for freed models.
- 2 **Throw Back into Combat.** The victim is hurled back into his own unit like a living missile. This causes a wound on the victim with no saves of any kind allowed, and D6 Strength 3 hits (saves as normal) on the unit.
- 3 **Hurl.** The victim is hurled into any enemy unit within 12" of the Giant – randomly determine which. This causes a wound on the victim with no saves of any kind allowed, and D6 Strength 3 hits (saves as normal) on the unit. If no enemy units are in range, treat this as a *Throw Back into Combat* result instead.
- 4 **Squash.** This doesn't really bear thinking about. Suffice to say the model becomes a casualty and is removed from the game.
- 5 **Eat.** The Giant gobbles his victim up, swallowing him whole. The model is removed from the game.
- 6 **Pick Another.** The Giant stuffs the victim hurriedly into his bag or under his shirt (or down his trousers if they're really unlucky) and attempts to pick up another victim. The second victim makes a single attack (as above) to avoid being picked up. If the Giant rolls a succession of 6s it is possible for him to amass a collection of trapped foes in his pockets and bags (not to mention down his trousers). Trapped models are effectively casualties, exactly as explained in the *Stuff into Bag* result described above.



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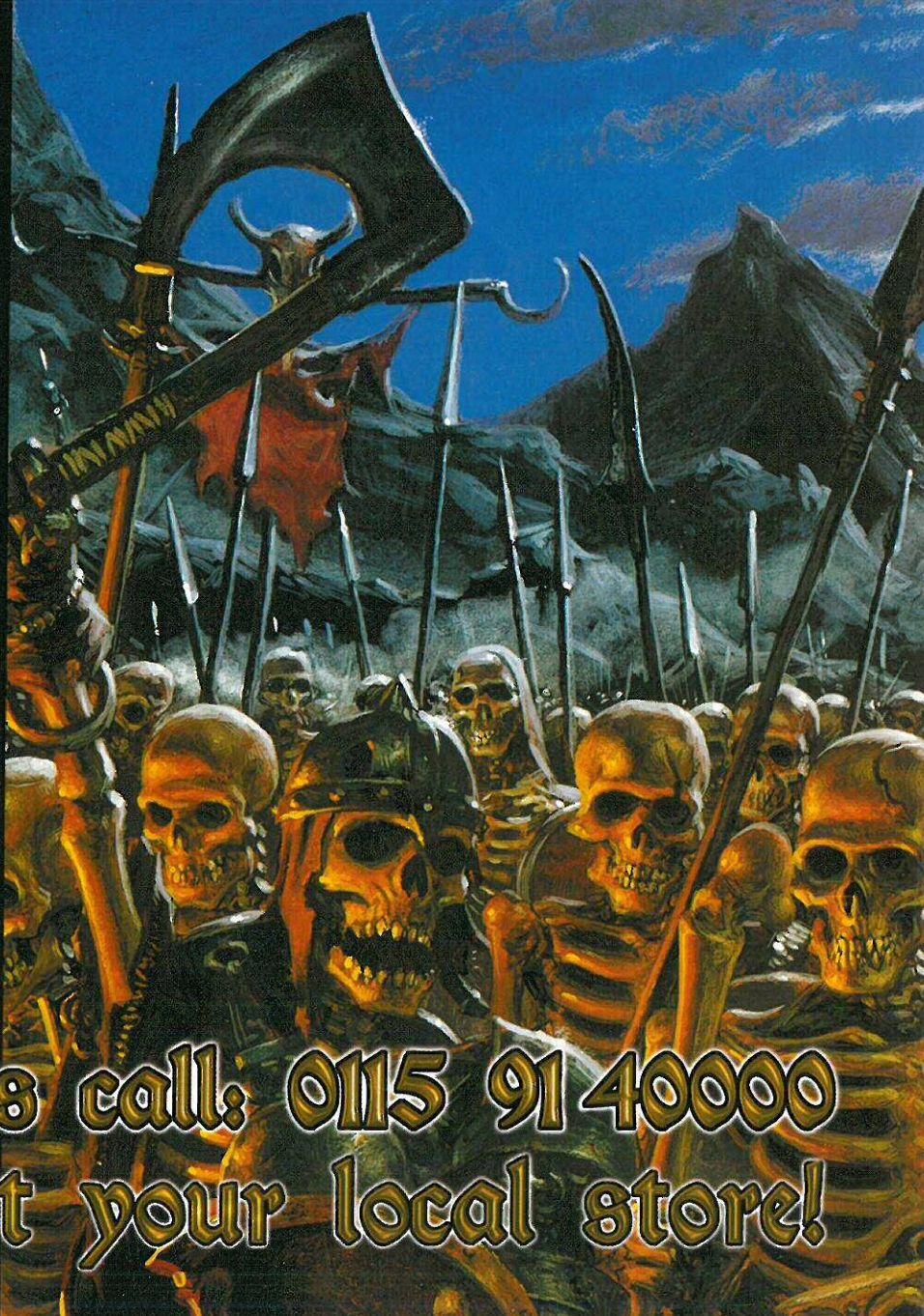
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# Index Astartes



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

## CODEX ASTARTES

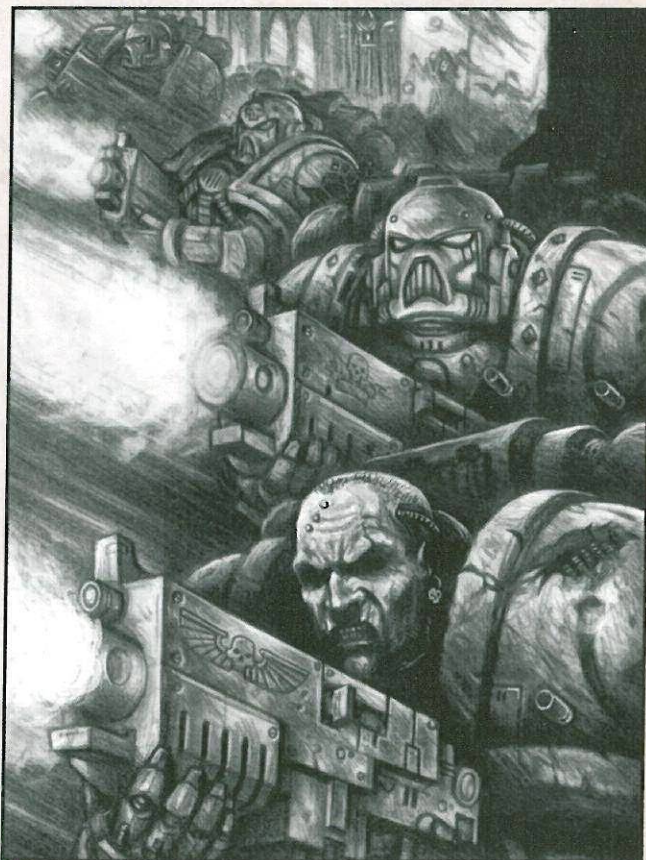
The holy tome of the  
Space Marines

by Rick Priestley  
and Andy Chambers

The Codex Astartes describes the organisation, tactical operation and countless other aspects of Space Marine doctrine. Subjects as diverse as religious instruction and strategic supply are all covered in great detail within its thousands of holopages. Over the following pages we will look at the origins of this ancient tome and also how it states a Space Marine Chapter should be organised.

### The Horus Heresy

Of the original twenty Primarchs, Horus was the greatest and most beloved of the Emperor and so was appointed his Warmaster. He was placed in charge of the entire north-eastern battlefield of the Great Crusade and only Lion El' Jonson and Leman Russ approached his tally of victories. Little did the Emperor know that Horus really served a darker master. The gods of Chaos, malevolent beings from the warp, had corrupted Horus and his armies, turning them from the Emperor's light. Their plan was a foul and devious one. They would allow the Emperor to possess the galaxy for a fleeting moment only. He would be encouraged to stretch his empire further and further from Terra, until his forces were scattered thinly along the galactic fringe. Then the dark gods would strike and crush the Emperor with one swift blow. When rebellion erupted, Horus led more than half of the Space Marine Legions into the bloodiest civil war ever to engulf the galaxy and laid siege to the Emperor's Palace. It would take many pages to describe the battle for Earth, suffice to say the war ended when the Emperor teleported onto Horus's battle barge and slew the Warmaster in single combat. The titanic struggle saw the Emperor mortally wounded and from that moment on he ceased to live in the conventional sense. Rogal Dorn, Primarch of the Imperial





Fists discovered the Emperor's dying body and carried it back to Earth where he was interred in the life preserving mechanism of the Golden Throne. And for ten thousand years since that day, the Emperor has ruled immobile and immortal from the throne of Earth.

Though the Horus Heresy was at an end, the galaxy was in turmoil once more. The armies of the Imperium were destroyed or scattered and worst of all, the Emperor could no longer walk amongst his warriors. The leadership and guidance he had given humanity for thousands of years was suddenly absent. To lead mankind, a council was formed of the twelve most powerful individuals in the Imperium. They became known as the High Lords of Terra, and their role was to rule the Imperium on behalf of the Divine Emperor.

### The Codex Astartes

The newly created High Lords established the organisation of the Imperium that remains familiar to this day. The first High Lords laid down the structure by which the Adeptus Terra operates, and described the feudal responsibilities and duties of planetary lords. One of their most important accomplishments was the reorganisation of the Imperium's armed forces. This task was undertaken almost single-handedly by the Primarch of the Ultramarine Legion of Space Marines, Roboute Guilliman, who quickly and efficiently codified the structure of the Imperial Guard, the Fleet and the



## THE DARK FOUNDING

Not all the foundings of Space Marine Chapters are recorded in exact detail. However, the Adeptus Terra maintains a single bank of original gene-seed from every single Chapter ever created since the Horus Heresy. There is one notable exception: the Thirteenth Founding, also known as the Dark Founding. No-one knows how many Chapters were created by the Dark Founding or what became of them. Perhaps the secret lies in some deep vault in the record office of the Adeptus Terra. Maybe the Space Marines of the Dark Founding are still out there somewhere, waiting to return to the world that created them.

Space Marines. Of all his works the most influential is the Codex Astartes, the great prescriptive tome that lays down the basic organisational and tactical rules for Space Marines.

The Horus Heresy had revealed weaknesses in the gene-seed of several Space Marine Legions which had been exaggerated by the accelerated zygote harvesting techniques needed to keep the huge Space Marine Legions up to strength. The powers of Chaos exploited this growing physical and mental corruption to turn Horus's troops against the Emperor. The prime objective of the new Codex Astartes was to recognise and expunge these weaknesses.

The Codex decreed that Space Marines would be created and trained over a controlled period of time. The genetic banks used to cultivate implants would be carefully monitored and cultivated organs would be subject to the most stringent tests of purity. Young initiates would undergo rigorous trials of physical and psychological suitability before they were accepted, and only those of the highest calibre would be chosen.

On Earth the Adeptus Terra created genetic repositories to produce and store Space Marine gene-seed. These banks were used to provide all new gene-seed for Space Marines, and, to prevent cross-contamination, the genetic material of each of the old Legions was isolated. Henceforth the new Space Marine Chapters would receive gene-seed only from their own genetic stock.

The gene-seed of the Traitor Legions was placed under a time-locked stasis seal, although at the time many believed these dangerous gene stocks should be destroyed. By taking direct control of the genetic stocks, the Adepts on Earth could ultimately control the Space Marines. Now they alone had the power to destroy or create Space Marine armies at will.

The Second Founding of the Space Marines was decreed seven years after the death of Horus. The existing Space Marine Legions were broken up and refounded as smaller, more flexible formations. Where the old Legions were unlimited in size, the new formations were fixed at approximately one thousand fighting warriors. This corresponded to the existing unit called the Chapter, and in future the Chapter was recognised as the standard autonomous Space Marine formation. No longer would one man have power over a force as powerful as a Space Marine Legion.



The existing Space Marine Legions were divided into new Chapters, one Chapter keeping the name and colours of the original Legion, while the remaining Chapters would take new titles and colours. Most of the old Legions divided into fewer than five Chapters, (the Space Wolves divided into only two) but the Ultramarines were divided many times. The exact number of new Chapters created from the Ultramarines is uncertain: the number listed by the oldest known copy of the Codex Astartes (the so-called Apocrypha of Skaros) gives the total as twenty three, but does not name them.

As a result of the Second Founding the Ultramarines' gene-seed became the favoured gene-seed of most subsequent foundings. The new Chapters created from the Ultramarines are often referred to as the Primogenitors, or 'first born'. All the Primogenitor Chapters venerate Roboute Guilliman as their founding father and patron.

The Codex Astartes further defines the tactical roles, equipment specifications and uniform identification markings of the Space Marines. These guidelines have evolved over the centuries, and the Codex Astartes of the forty first millennium is a highly developed treatise combining the wisdom of hundreds of military thinkers throughout history. Some of its contents seem petty and restrictive, hardly worthy of the great mind of the Primarch. Others describe actual battles together with comments on the tactics employed and the decisions of the commanders of the day. As such the Codex Astartes is revered as a holy text, and many Chapters regard its recommendations as sanctified by the Emperor himself.

### The Codex Chapters

The Chapters that rigidly follow the recommendations of the Codex Astartes are sometimes referred to as Codex Chapters. These Space Marines adhere to the Codex as the model for their organisation, identification markings and tactical doctrine. Of all the Codex Chapters the most famous is the Ultramarines, the Chapter of Roboute Guilliman himself, and many of the other Codex Chapters are descended from their genetic line.

Most Chapters, however, do not stick so rigidly to the Codex patterns laid down either for organisation, tactical roles or other processes. Many Chapters are largely organised according to the Codex but are further shaped by their home world and the personality of their Primarch. The Blood Angels and Dark Angels are prime examples of this. A small number of Chapters are vastly different from the Codex, and owe nothing at all to it. The most famous of these 'wild' Chapters are the Space Wolves, whose strong-willed Primarch, Leman Russ, moulded his Chapter very much in his own image irrespective of other influences.

The Adeptus Terra has never felt it necessary to enforce the Codex absolutely. Indeed it is doubtful whether it could. However, with subsequent foundings they have always favoured the Ultramarines' gene-seed and created new Codex Chapters from their line. With the passage of time, some of these Chapters have subsequently strayed from the strict letter of the Codex, introducing new variations but remaining broadly faithful to the principles laid down by Roboute Guilliman many thousands of years before.

*To die without purpose is not a service to the Emperor. It is a heresy to waste lives entrusted to you as an Imperial officer. There is nothing shameful or disloyal in righteous retreat. But in withdrawing from the enemy's presence, allow him no succour. That which cannot be saved must be destroyed. Leave no weapons, armour, transport, food or water in your passing. Scorch the earth at his feet, and leave him desert and desolation as his victory gifts.*

*Codex Astartes*

### Subsequent Foundings

The history of the Imperium since the Heresy is not a continuous story. There have been periods of rebellion and anarchy, times when the balance of power has suddenly changed and history has been quite literally rewritten. Many of the subsequent foundings of Space Marines belong to these troubled times, making it almost impossible to be certain when some Chapters were created or even how many Chapters have been created at all. It is believed that there are approximately a thousand in existence today, scattered throughout the galaxy. Of these more than half are descended from the Ultramarines, either directly or through one of the Primogenitor Chapters of the Second Founding.

### The Second Founding

It is not certain how many new Chapters were created by the Second Founding. Many Imperial records were lost during the Age of Apostasy, a troubled time that lies across the history of the Imperium like an impenetrable veil. In all likelihood some of the Chapters created during the Second Founding have since been destroyed leaving no record of their deeds. Others have been lost in more recent times and their names are now all that remain of them.

### THE CURSED FOUNDING

The Twenty First Founding was the largest since the Second Founding. It took place sometime immediately before the Age of Apostasy, a time of civil war which divided and almost destroyed the Imperium. The new Chapters were dogged by bad luck right from the start. Several disappeared mysteriously whilst in action or in warp space.

Every surviving Chapter of the founding is affected by spontaneous genetic mutation of its gene-seed. As a result the Chapters have gradually dwindled in size as their inability to raise and induct recruits means that battle casualties cannot be replaced. Worse still, some Chapters have developed genetic idiosyncrasies, mutations which strain the tolerance of the Inquisition and threaten the Chapters' survival. Few Chapters have suffered as ignominious an end as the Flame Falcons whose spontaneous and extreme physical corruption turned them into a race no longer human or sane. The Chapter was declared Excommunicate and driven from its home world of Lethe by the Grey Knights.



## Chapter Organisation

Following the Horus Heresy the Space Marine Legions were divided into Chapters consisting of roughly a thousand warriors. A large section of the Codex Astartes is dedicated to structuring the organisation of these Chapters. A Chapter consists of ten Companies each numbering 100 Space Marines. A Company consists of ten squads of ten men including a Sergeant. In addition to this basic fighting unit,

each company has its own Captain, Standard Bearer, Chaplain and Apothecary.

Every Company with the exception of the Scout Company maintains Rhino transports for their squads and officers. The 1st Company is also equipped with Land Raiders to carry Terminator squads. It is customary for Dreadnoughts to remain with their Company as their fearsome presence bolsters the Company's fighting strength.

*A Chapter also includes a number of officers and specialists who stand aside from the Company organisation. These individuals are known as the Headquarters staff and they may be assigned to fight with a Company in battle. Included amongst them are psychic Librarians from the Chapter's Librarius and Techmarines, together with their Servitors.*

*Although the Codex describes a number of ranks and responsibilities within the Headquarters staff, only a very few of these officers actually accompany the Chapter to war. Many are non-combatants of advanced years whose roles are to recruit and train new members or administrate the Chapter. Some ranks described by the Codex include the Chapter's Ancient (or Standard Bearer), the Master's Secretarius, the Lord of the Household, the Chapter's Armourer, the Commander of the Fleet, Victuallers, the Commander of the Arsenal, Commander of Recruits and Commander of the Watch.*

## CODEX ASTARTES CHAPTER ORGANISATION

### HEADQUARTERS

**ARMOURY**  
Techmarines  
Servitors

#### HEADQUARTER STAFF

Master of the Chapter  
Senior Officers  
Administrative Staff  
Support Personnel

**LIBRARIUS**  
Chief Librarian  
Epistolaries  
Codifiers  
Lexicaniums

### BATTLE COMPANIES

#### SECOND COMPANY

Captain  
Chaplain  
Apothecary  
Standard Bearer

**Squads:**  
6 Tactical  
2 Assault  
2 Devastator

**Support:**  
Dreadnoughts  
Rhinos  
Land Speeders  
Bikes

#### THIRD COMPANY

Captain  
Chaplain  
Apothecary  
Standard Bearer

**Squads:**  
6 Tactical  
2 Assault  
2 Devastator

**Support:**  
Dreadnoughts  
Rhinos  
Land Speeders  
Bikes

#### FOURTH COMPANY

Captain  
Chaplain  
Apothecary  
Standard Bearer

**Squads:**  
6 Tactical  
2 Assault  
2 Devastator

**Support:**  
Dreadnoughts  
Rhinos  
Land Speeders  
Bikes

#### FIFTH COMPANY

Captain  
Chaplain  
Apothecary  
Standard Bearer

**Squads:**  
6 Tactical  
2 Assault  
2 Devastator

**Support:**  
Dreadnoughts  
Rhinos  
Land Speeders  
Bikes

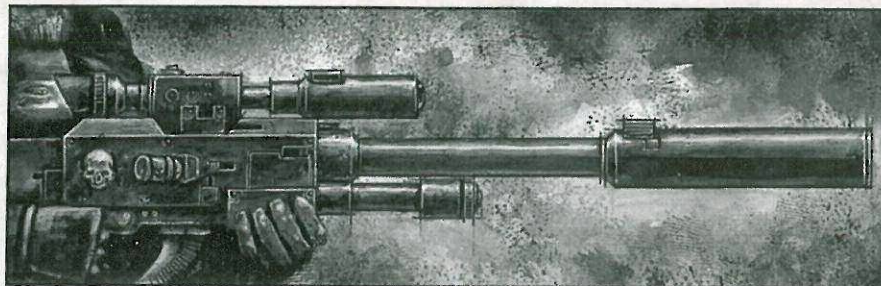
*The 2nd, 3rd, 4th and 5th are Battle Companies, each consisting of six squads of Tactical Space Marines, two of Assault, and two of Devastators. These four Battle Companies form the main battle lines and*

*generally bear the brunt of the fighting. The Assault squads of the Battle Company may be deployed as Bike squadrons or Land Speeder crews.*





Of the ten Companies comprising a Chapter, the 1st Company consists of veteran troops and is invariably the most powerful. The 1st Company is the only one trained to use the treasured suits of Terminator armour.



## VETERANS

### FIRST COMPANY

Captain  
Chaplain  
Apothecary  
Standard Bearer

**Squads:**  
20 Terminator  
or 10 Veteran

**Support:**  
Dreadnoughts  
Rhinos  
Land Raiders

## SCOUTS

### TENTH COMPANY

Captain  
Chaplain  
Apothecary

**Squads:**  
Scouts

**Support:**  
Bikes

The Chapter's 10th Company is its Scout Company consisting of a number of Scout squads. Scouts are youths who have been recruited and partially transformed into Space Marines. Until their physical transformation and training is complete they fight as Scouts. There is no formal size for a Scout Company as the rate of recruitment is not fixed.

## RESERVE COMPANIES

### SIXTH COMPANY

Captain  
Chaplain  
Apothecary  
Standard Bearer

**Squads:**  
10 Tactical

**Support:**  
Dreadnoughts  
Rhinos  
Bikes

### SEVENTH COMPANY

Captain  
Chaplain  
Apothecary  
Standard Bearer

**Squads:**  
10 Tactical

**Support:**  
Dreadnoughts  
Rhinos  
Land Speeders

Companies 6 and 7 are Tactical Companies, each consisting of ten Tactical squads. These are intended to act as a reserve and may be used to reinforce the main battle line, launch diversionary attacks or stem enemy flanking moves. The 6th Company is also trained to fight on bikes and the entire Company may be deployed as bike squadrons. Similarly the 7th Company squads are trained to fight from Land Speeders enabling the Company to fight as a light vehicle reserve formation.

### EIGHTH COMPANY

Captain  
Chaplain  
Apothecary  
Standard Bearer

**Squads:**  
10 Assault

**Support:**  
Dreadnoughts  
Rhinos  
Land Speeders  
Bikes

The 8th Company is an Assault Company consisting of ten Assault squads. This is the most mobile Company and is often used wherever a strong hand-to-hand fighting force is needed.

### NINTH COMPANY

Captain  
Chaplain  
Apothecary  
Standard Bearer

**Squads:**  
10 Devastator

**Support:**  
Dreadnoughts  
Rhinos

The 9th Company is a Devastator Company, consisting of ten Devastator squads armed with heavy weapons. They anchor defence points and provide long range fire support.





## Squad Organisation

According to the Codex Astartes, Space Marines are organised into three different types of squad: Tactical, Assault and Devastator. Each of these squads has a unique battlefield role and are designed to operate together to provide mutual support and maximum flexibility. In addition to these three squads the 1st (Veteran) Company can be formed into Terminator or Veteran squads while the Scouts are always fielded as Scout squads.

**Tactical squads** are the most commonly found squad in a Chapter. A Tactical squad is led by a Sergeant and includes nine other Space Marines. Of these, seven Space Marines are armed with boltguns, whilst the remaining two can be armed with boltguns or, alternatively, one may carry a heavy weapon and the other may carry a special weapon. This combination is the most tactically flexible and offers a good mixture of capabilities within the squad.

**Assault squads** are specialists at fighting in hand-to-hand combat. Each squad consists of a Sergeant and nine Space Marines equipped with jump packs and armed with a close combat weapon in each hand. Common armament consists of a bolt pistol and chainsword. Optionally, two of the Space Marines may carry plasma pistols. This combination is ideal for fast-attacking, close-quarter fighting assault troops.

**Devastator squads** consist of a Sergeant and nine Space Marines. Up to four Space Marines may be armed with heavy weapons, whilst the remainder will carry boltguns. This is the most heavily armed type of Space Marine squad of all and they are deployed wherever extra fire-support is needed, especially when the Chapter faces enemy tanks or fortified positions.

**Terminator squads** wear the uniquely powerful Terminator armour. This is massive in construction virtually turning a Space Marine into a one-man tank. Every Chapter has a limited number of Terminator armoured suits, and each is an ancient artefact crafted many thousands of years ago. Terminators are less mobile than other Space Marines and are primarily used in boarding actions or at extreme close quarters when heavy firepower cannot be brought to bear.

**Veteran squads** are organised exactly like the Tactical squads of the Battle Companies. The Sergeant and the nine Space Marines are all Veterans. These squads are rarely deployed en masse but are sometimes used to strengthen an attack or provide the Chapter with flexible, hard-hitting reserves.

**Scout squads** consist of a Space Marine Sergeant and four Scouts. The role of the Sergeant is to train the Scouts and lead them in battle. Only Sergeants of considerable experience and status are designated for this role.

All Space Marine squads with the exception of the Scouts are nominally of ten troopers, but can be divided into two separate battle squads in combat. This gives each unit a further degree of flexibility in action.





Below are three examples showing Codex Space Marine squad organisation.

## TACTICAL SQUAD



SPACE MARINES ARMED WITH BOLTGUNS

## ASSAULT SQUAD



ASSAULT SPACE MARINES ARMED WITH BOLT PISTOL AND CHAINWORD

## DEVASTATOR SQUAD



HEAVY  
WEAPON

HEAVY  
WEAPON

SPACE MARINES ARMED WITH BOLTGUNS



# WARHAMMER®

## BALTHASAR GELT The Supreme Patriarch

Balthasar made his first appearance in the busy port of Marienburg, having bought passage on a merchant ship coming from his native Black Gulf. As he had paid for the journey with gold which he had transmuted himself, Balthasar left for Altdorf quickly before the effects wore off. The Colleges of Magic were his destination.

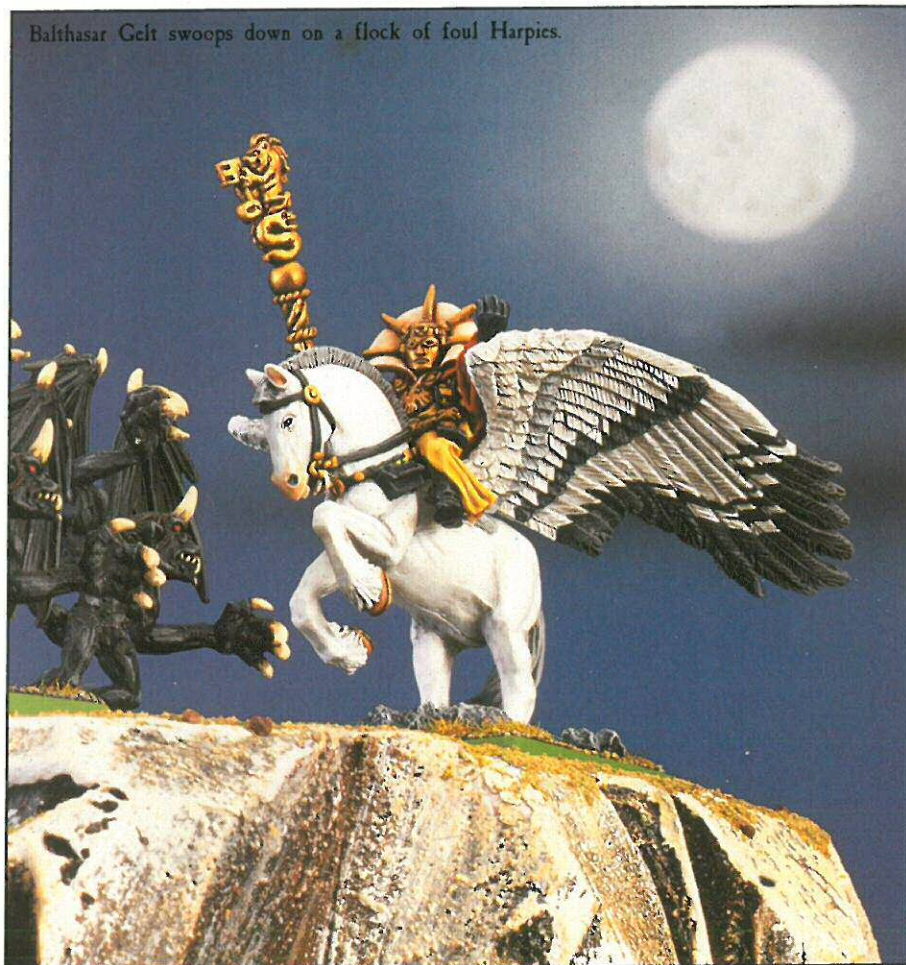
Since his early years, Balthasar had always been fascinated by alchemy, inspired by the science of the transmutation of metal, and especially by the mystic search for the Philosopher's Stone. To turn vile metals into the noblest of all, pure gold, had always been an obsession for Balthasar.

Driven by this powerful force, and sustained by a natural talent for manipulating the energies of the Winds of Magic, Balthasar soon rose in the ranks of the Gold



Order of Magic. In Altdorf he spent many years studying and experimenting on how to combine the art of Alchemy with the Magic of Metals. His inquisitive intelligence and open-minded approach made Balthasar quite popular with the Alchemists' Guild, and even among the Engineers, who benefited from his research into new types of blackpowder.

Balthasar Gelt swoops down on a flock of foul Harpies.



One day a freak accident in his laboratory almost killed him and since that day he always appears in public completely covered in his elegant robes and wearing a golden mask. Rumours abound concerning the reason for this unusual habit. Some say that his entire skin turned to gold and others swear that he is horribly disfigured, but nobody knows exactly what happened to him. One thing is sure, the accident did not reduce his will to succeed in his research nor did it hamper his powers. On the contrary, he has risen to the position of Supreme Patriarch of the Colleges of Magic, defeating Thyrus Gormann in the ritual duel and replacing the prominence of the Bright Order with his beloved Gold.

From that day on, the winds of power have blown strong for the Magic of the Metals and a new Supreme Patriarch, riding a pegasus and surrounded by a golden halo, has appeared on many a battlefield where the Emperor's troops are fighting.



Thyrus Gormann was confident. He had won the ritual duel for the last three times in succession and his powers were stronger than ever. His mastery of the fiery element was unmatched. Clad in the red robes of his Order, Thyrus was wearing all the symbols of his position as Master of the Bright College and Supreme Patriarch. Standing almost seven feet tall, hands on the hilt of his magic sword, Thyrus was an imposing figure. He was ready, on the ritual position of the Ruling Patriarch in the great Hall of the Duels. The huge chamber was shaped like an eight-sided prism. The thick walls, the ceiling and the floor were made of gloss smooth obsidian. That black stone was the bane of magic, totally refractory and inactive. Thyrus could feel his powers dimmed by the presence of so much of it all around him. Under the symbol of their own Wind of Magic, the Masters of the other Orders were standing in alcoves carved in the eight walls, protected by powerful enchanted barriers.

Replacing the Patriarch in the position of the College of Fire was Hans Feuerbach, Thyrus' most gifted apprentice. The obsidian chamber and the presence of the eight most powerful wizards in the Empire were necessary to contain the powers that the two contestants would soon unleash. After all, the winner of the duel would gain the title of Supreme Patriarch for the next eight years. The objective of the challenge was to reach the centre of the Hall, where an altar stood, shaped in the guise of the Great Wheel of Magic. Levitating above its hub was the Staff of Volans, the Staff of the Patriarchs. The first contender to lay his hands on the Staff would have his powers immediately amplified by the ancient artefact. At that point the other wizard normally surrendered, if he knew what was good for him. Anything was allowed to stop the opponent from approaching the altar, and in the past there had been fatalities among the contestants.

The position of the Challenger was still empty. Thyrus' opponent was late. "Maybe the upstart is scared," thought the Patriarch. The three opponents he had defeated were all Masters of their own Order, while this Balthasar Gelt was just a young Alchemist. A promising one, though. Thyrus had witnessed his brilliant progress through the selections for the position of Challenger, but Gold Wizards had never struck Thyrus as great warriors. The main tactic when fighting them was to keep a reasonable distance, to stay out of reach of their touch. Failure in doing so could result in being turned to a golden statue, and Thyrus had other plans for the future.

Finally, the Challenger walked into the Hall through the Gold entrance. The gate was immediately sealed behind him. Thyrus examined his young opponent and realised immediately that there was no trace of hesitation in him. He could not see the face of Balthasar because of the mask he always wore, but could clearly understand from the posture of his robed body and from his resolute stride that the Gold Wizard was not there to lose. Balthasar Gelt assumed his codified position, eight steps in front of the Gold wall, and stood ready. After the preparatory ritual, silence fell on the Hall and tension began to build. The Challenger had to take the first step towards the Hub, thus starting the duel.

Balthasar moved in. A gesture, a few words of power, and a golden light surrounded him. The young wizard suddenly melted into a pool of liquid gold that zigzagged towards the altar. Thyrus laughed and formulated a counterspell, while summoning the mystic Crimson Bands to hold his opponent. When he saw the Gold Wizard trapped, Thyrus cast a second spell. He was immediately enveloped by fiery wings and lifted into the air and towards the Staff. A surge of golden energy vapourised the Bands. Then suddenly Thyrus crashed to the floor with a scream. The robe of the Bright Wizard, his wide mantle and everything he was carrying had suddenly turned to lead! Balthasar started to walk towards the altar.

In a split second the body of Thyrus was enveloped by intense flames that quickly melted the lead and the Patriarch was back on his feet. A Scarlet Scimitar, the concrete manifestation of Thyrus' anger, materialised in the air and streaked towards Balthasar. The Scimitar was met in mid-flight by a Burnished Gauntlet, similarly conjured, and the two spells cancelled each other out in a flash.

Next Balthasar fought back and a Golden Cage imprisoned the red wizard. Thyrus felt mocked by the refusal of his opponent to use offensive spells and a ray of intense heat erupted from his outstretched hand. The fiery energy carved a great hole in the cage and hurtled towards the Gold Wizard. Balthasar raised his left gloved hand and the beam was stopped by a shimmering golden shield. Thyrus kept up the pressure and the ray focused to a very thin lance of red energy. Balthasar's shield was growing dimmer under the attack and he obviously could not resist much longer. The right hand of the Gold Wizard rose and glowed for an instant, with no apparent effect.

The Patriarch was triumphant, soon the Challenger would have to surrender or be turned into a pile of charred bones. Then Thyrus suddenly realised that something strange was happening to his legs. He felt a sensation of icy coldness starting to spread up his lower limbs. Thyrus had to interrupt the attack. He looked down. With terror he realised that his body was in the process of turning to gold! How was it possible? He had not been touched, unless... His own heat ray! The ray had established a contact between the two wizards. The cursed Balthasar must have channelled the gold energy along Thyrus' own spell! For a second the Patriarch was in the grasp of sheer panic. Such skill! Such control!

Then his warrior spirit took control once more and he directed all his fiery energies in a desperate attempt to stop the transmutation. He concentrated on the cold feeling of the metal and fought it back with all the fire in his veins. After a difficult struggle, the Patriarch managed to stop the gold energy at his waist. He raised his head again, just in time to see Balthasar now only a few yards from the altar.

With his legs still paralysed, the Patriarch raised his arms and evoked the most powerful defensive spell of his Order. A great Wall of Fire appeared between Balthasar and the altar. The creation stretched from one wall of the vast chamber to the other, and reached the vaulted ceiling. Thyrus directed all his remaining energies to raising its temperature. Soon the barrier was burning white with heat. No living creature could go through without being destroyed. The two wizards had reached a stalemate, it seemed. Thyrus could not move and could not lose his concentration to keep up the Wall. Balthasar was at an arm's length from the Staff and still could not reach it. The Patriarch was thinking hard, he had a very short time to find a solution. Then once more he witnessed the impossible. Was it an arm of solid gold which stretched through the Wall and grasped the staff? The bright light of his spell made it difficult to see clearly.

Then it was all over.

The chamber was filled by a flash of golden light that dazzled the Masters in their shielded alcoves. When they could see again, Balthasar was standing in the centre of the Hall, the Staff firmly in his hands. In front of him was a golden statue, only the eyes and mouth of the Patriarch were still flesh. The calm voice of Balthasar echoed in their minds: "Thyrus Gormann, you forgot that the essence of Metal is in equal parts Stone and Fire. This has caused your defeat. I could take your life now, but the Empire needs your powers against its many enemies, your Order requires your leadership and I would rather have you as a friend. Do you recognise my authority?"

"Aye, you won the duel in a fair fight. You are our Supreme Patriarch now and you will have my respect and my loyalty... until we meet again here in eight years."

"I'll be ready, Gormann," answered Balthasar "I'll be ready."





Those of us who have experienced being part of a Gaming Club know how incredible that time can be for playing regular, exciting and really fun battles in our favourite games systems. Whether you're a grizzled veteran or a budding novice, the opportunities that a regular gaming club can offer are tremendous. You get to meet loads of great people who are interested in the same things as you, fight titanic battles, organise campaigns, make awesome terrain tables and stacks more!

Not all clubs are large. Some consist of only three or four mates meeting each week in a dining room or garage. Others are huge affairs with thirty or more enthusiasts all sharing their hobby and organising events most of us only dream of. Finding or starting a club is perhaps daunting to most of us, but it need not be so. Games Workshop is helping to support the gaming clubs that we know about – here's how.



# GAMING CLUBS



## Why is being in a club a good idea?

The Games Workshop hobby is, above all other things, primarily a social one. It's pretty awkward to fight battles with no opponent. Even when we know a friend or two who are also into our hobby, the same old 2,000 point bash gets a bit thin after a while – you know their tactics like the back of your hand.

Being in a club offers you the opportunity for, at the very least, varied opponents and different styles of play. With only a small bit of effort you can get yourselves into campaigns, tournament play, bigger scenarios and create a load of 'house rules'. If you think about it some more, you start to realise that sharing the cost of making more elaborate terrain boards and similar projects can go even further to making the club concept appealing. Ultimately sharing with each other our skills, ideas and dreams can really keep the hobby alive for us all.

## What makes a club?

A club only needs three things to make it work:

- 1 – Three or more people with a common interest
- 2 – Somewhere to meet regularly
- 3 – Something to do when you meet

With that in mind, it's easy to see that three mates meeting each week around someone's house to play Warhammer is an example of a small club – a gaming group in the jargon of our hobby. Simply by calling yourselves a club and being open to attracting new members, you can quickly create yourselves a great and exciting place to build your hobby.

If you're lucky enough to be at school, college or university you can very easily turn your small group into a large one by moving the venue onto the campus and advertising around on the notice boards that you exist. You'll be surprised how many other people you haven't met yet do actually enjoy our games too.

However, some of us are truly left not knowing who plays our games locally, and can't find any local club. This is where Games Workshop can offer a little help.

## Finding a local gaming club

The hardest thing about clubs is actually finding them. Clubs are by their very nature quite hard to locate – specialist interests like ours don't always find it easy to make themselves known.

Games Workshop has set up a special database to try and locate every single club that exists in the UK. Quite an ambitious aim, the point is to publish the location of every club that wants to be known, and to know the whereabouts of those that are a bit more shy. We've set up a special internet website, which can be found at [www.gamingclub.org.uk](http://www.gamingclub.org.uk), and we are working to place the club list there for anyone to be able to log on and search for their local club.

The Gaming Club Network aims to bring the community of clubs together for more and more exciting opportunities. At the very least we hope it allows us to know where we all are without having to either trawl the web forever, or having to trek around every shop window in the local high street hoping to see a flyer.

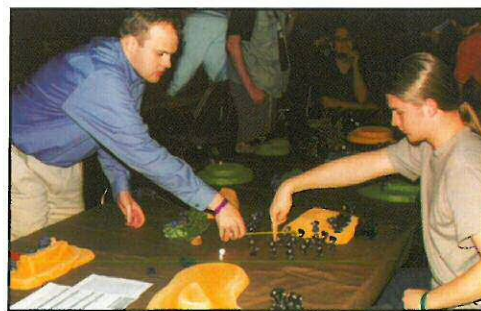
## Creating your own local gaming club

If there are no groups in your local area, then Games Workshop hopes to take some of the pain out of setting up your own gaming club, even from the humblest beginnings. The biggest need, we are told, is nothing more than some good advice and a few good ideas to get people going. To this end, we've created the Gaming Club Toolkit, shown with this article, to set the novice club leader on their way to setting up their very own group. It contains a very useful manual with both guidance and practical projects to try out, campaign maps, posters, a flyer design, and a load of gubbins to help you on your way. For a modest £20 you can get a head start for your club.

Che Webster,  
UK Clubguy

## TOP TIP

If you have a gaming club, go and see your local Games Workshop store manager and tell them where your club meets! They'll be more than happy to chat to you about your group.



Here Finnish gamers enjoy a Warhammer 40,000 competition. This is just the kind of stuff that clubs in the UK do too!

[www.gamingclub.org.uk](http://www.gamingclub.org.uk)



# URGENT HELP REQUIRED!

Wanted: Blood for the Blood God! Well, actually data for the database, but who's quibbling? In all seriousness, we are seeking information regarding the whereabouts of **EVERY** gaming club in the UK. So far we have amassed a large amount of entries, but we know there are more out there!

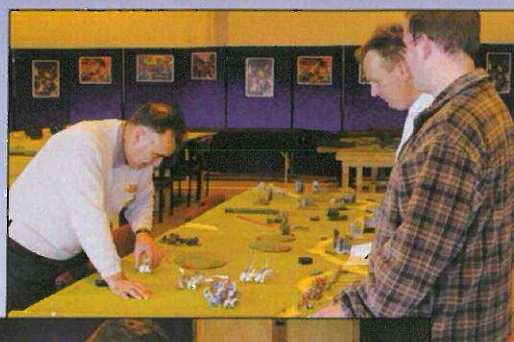
If you are in a gaming club that isn't registered with the Network, why not fill out and send in the card you can find with this issue of White Dwarf magazine? We'll stick you on the database and then you won't get looked over every time a club opportunity comes up!

If you set up a gaming club, why not register on the Network too? Again, fill in the card included with this White Dwarf magazine and mail it in!

If you are in a gaming club that has registered already, we owe you a BIG thank you for being so helpful in making the Club Network begin to come alive! Keep in touch, chaps!

There really are no strings attached to joining the Gaming Club Network, and we won't publish your personal details or club details without your permission. We also do not pass this information on to any third party, always referring enquiries to the club list on the gaming club website. Don't be shy, we're in this together.

## A PERSONAL VIEW...

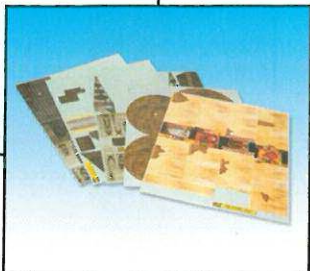
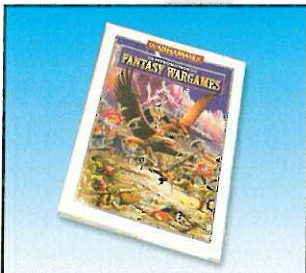
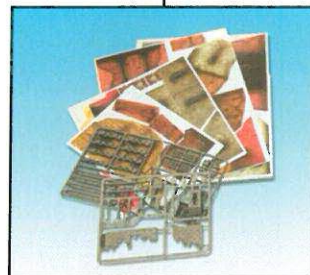
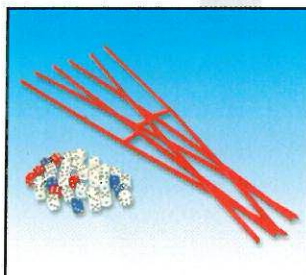


*My reason for running a wargames club is simply that I think this is the best hobby ever, and I love passing it on to others. It brings together a lot of individual's efforts, to enjoy competitive but friendly gaming and all the other activities that go to make up a typical day at the club.*

**Laurie Stewart, Leeds Gaming Club**

## HOW TO GET STARTED

*The Club Toolkit has been specially put together to give your club loads of ideas and gear that will get you going. If you want to order a Toolkit then you can either call Mail Order on (0115) 91 40000 or visit your local Games Workshop store.*





# WARHAMMER®

## LUTHOR HUSS

### Prophet of Sigmar

In the early years of Karl Franz's reign, a boy appeared at the gate of a Sigmarite monastery near Wissenburg and pleaded to be allowed to join the ranks of the warrior monks.

When asked about his past, the boy did not answer. All he would say was his name, Luthor Huss, though his burning desire to fight Chaos was soon clear to all.

Many years of hard training, intense study and inflexible discipline followed. The lean boy grew up to become a tall, muscular young man, whose fighting skills were soon a match for his instructors. He also proved an eager student of the Way of Sigmar and, at the completion of his studies, he could engage his old teachers in subtle dialectic duels. One thing remained for Luthor to earn a place amongst his brothers, he needed to face Darkness in battle and defeat it.

Luthor left the monastery and walked across the Empire, preaching faith in Sigmar and looking for a sign, a chance to prove his worth against Chaos. He finally had his chance in Weismund, a small town at the edge of the Drakwald Forest. When Luthor reached Weismund, he found a great commotion among the population. Squads of the town's militia were in full alarm, peasants and woodsmen were flooding to the relative safety of the town's palisade with their livestock. It looked as though they were preparing for a siege. Luthor soon found out that a large band of Beastmen had attacked the area and many isolated communities had already been destroyed.

Painful memories of his childhood flickered through the novice's mind. He was soon busy striding around the town, inspiring the defenders with fiery speeches and

### LUTHOR HUSS

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

*Luthor Huss, the Prophet of Sigmar, is a Warrior Priest. He can be taken as a Lord choice, but will use up one of your Hero choices as well. Taking Luthor counts as taking both a Lord and a Hero. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him.*

**Points:** 300

**Weapons:** Two-handed hammer (great weapon).

**Armour:** Heavy armour.

**Mount:** Luthor rides a barded warhorse into battle.

### Special Rules

**The Chosen of Sigmar:** Sigmar's protection of Luthor manifests itself in a supernatural halo that surrounds the prophet in battle and protects him from evil. Luthor has a 4+ Ward save and causes fear in the enemy.

**Blessing of Sigmar:** The presence of Luthor in an army adds two dice to the Dispel dice pool instead of the normal one.

**Righteous Fury:** So strong is the faith and charisma of Luthor that, when he joins a unit, even characters in the unit and models who are normally immune to Psychology will share Luthor's burning hatred for all blasphemies against Sigmar (Chaos Warriors, Beastmen, Daemons, Chaos Dwarfs, Khemrian Undead, Vampire Counts and Skaven).

Still, Luthor would never join units of warriors who are not devout to Sigmar, so he cannot join units of Knights of the White Wolf.

**Prayers of Sigmar:** Luthor can cast the Prayers as normal, but with a Power Level of 4!







and business than in pursuing the holy mission bestowed upon them by Sigmar: the fight against Chaos. The Grand Theogonist Volkmar was absent from the council; the old man was spending more and more time in the high pinnacle at the top of the Temple of Sigmar. For days at a time he would lock himself in the secret repository of the tomes of forbidden lore, in search of an answer to the dark menace gathering in the far north. Malign rumours circulated in the council, and some even doubted Volkmar's sanity because of the many hours he spent reading those unholy grimoires.

helping them get ready for the imminent attack. Help had been sent for, but the nearest garrison of regular troops was in Helmgart, and reinforcements would take days to reach Weismund. Suddenly the foul Children of Chaos were upon the town. Great were the feats of valour that Luthor accomplished, the power of Sigmar was strong with him that day. His mighty warhammer struck down many abominations and a supernatural aura protected him during the fight. The blows of the enemies were unable to pierce his armour and the evil sorcery of the shaman who was leading the Beastmen was totally powerless against Luthor. Even a huge bull-headed horror succumbed to the implacable priest.

After two days of uninterrupted fighting, an Imperial relief force reached the town and the Beastmen fled back into the forest. Luthor joined the troops in their pursuit, but when the soldiers reached the edge of the wood, they stopped, judging it folly to continue under the dark canopy of trees. Luthor was undeterred and followed the fleeing creatures of Chaos, determined to wipe them all out. The soldiers set up camp close by, in case the Beastmen decided to return. Soon everybody was convinced that the ferocious novice had surely been killed, but after three days Luthor emerged once more from the forest. His armour in tatters, his exhausted body covered in the blood of his enemies, Luthor reached the camp dragging behind him the massive horned head of the shaman.

After this victory against Chaos, Luthor returned to the monastery, where he was ordained. From that day on he joined his brothers on the battlefield, where he distinguished himself fighting the minions of Darkness.

Luthor quickly rose through the ranks and eventually was chosen to join the delegation representing his order at the Sigmarite Council in Altdorf. The reason for this Council was the election of a new Arch-lector to replace Mannfred of Nuln who had disappeared in the north during his crusade against the Chaos Warlord Archaon.

Luthor was deeply troubled by what he witnessed in the council. He saw fat clergy more concerned with politics

Without the Theogonist's guidance, the influence of the Arch-lectors was growing. They were steering the position of the clergy of Sigmar towards the achievement of their selfish political aims.

With all the fervour of his burning faith, Luthor openly denounced this spiritual relaxation, attacking the Lectors in the Council with hard words of reproach.

"To fight Chaos on the battlefields, not to grow rich and fat in the golden halls of the capital, that is the purpose of our Cult!" boomed Luthor's voice at the Council.

Needless to say, that did not win him much popularity with the Arch-lectors and he was ordered to apologise by his superiors in the Order. The young and pious Luthor could not obey that order, which was in open contradiction with everything he had always believed in. He finally decided to resign his position and leave the assembly.

From that day on, Luthor has travelled throughout the Empire, preaching against the corruption of the heads of the Cult of Sigmar and inciting the faithful to seek the will of Sigmar without the mediation of the clergy.

Luthor has become the nightmare of every corrupt priest, and rumours are that the worst of them have met a grisly end at his hands. The Arch-lectors have asked the Theogonist to excommunicate Luthor, but the holy man has never agreed with them. Indeed, Luthor has never attacked Volkmar in his speeches. The enigmatic smile that appears on the Theogonist's face when Luthor is mentioned to him has led many to think that the old man knows something important about Luthor. Something he cannot or does not want to reveal.

Luthor Huss appears most often whenever the forces of the Empire are facing evil and unholy enemies. Beastmen, Skaven, the Living Dead – all are blasphemies against Sigmar and all must be smitten by the faithful! Luthor fights beside the soldiers of the Empire, his example and inspiring words are a great aid against those unholy foes, his powers stronger than those of any other priest of Sigmar.



# THE INCREDIBLE SPACE HULK

## BUILDING A NEW GAMING BOARD IN JUST FOUR DAYS

Nick Davis explains how he and Rich Baker built an Ork space hulk board to be used in the Armageddon battle report – in just four days! We also present a scenario to play out your own battles on board space hulks.



Rich Baker



Nick Davis

Rich and Nick are two of the guys who produce White Dwarf every month.

Picture this; another issue of White Dwarf is heading towards its deadline. Everything is on time and you're about to go on holiday in a week. Then your rotund editor comes up with an idea for a multi-table battle report extravaganza for Armageddon. No problem. Until he decides that one of the tables needed is a space hulk board. Still not a problem, "We can easily build a space hulk board in time for the battle report", I confidently declare, not realising that it is just four days away!

As the resident White Dwarf terrain maker, the job of building the space hulk was given to me. I settled down and started to draw up my plans (obviously the full scale of the project had not hit me yet). I had only a few guidelines to follow: the space hulk must have specific objectives on it for the Space Marines to destroy. Plus I had to remember that a game of Warhammer 40,000 would be played on the table, so a couple of wide open areas were needed. Oh, and it had to be modular as well!

To invoke the hulk imagery in my head I wrote down a list of words that could be used to describe space hulks – twisted corridors, hollowed out asteroids, dark, gloomy, organic shapes, gantries, catwalks, drainage pipes, cathedral-like open areas and rat mazes. I tried to keep all of these in mind whilst I drew up my plans.

The space hulk was to be divided into three sections each 4' by 2', and each one of these boards would have an objective. The three objectives would be a set of coolant tanks, a fire-control room and a power turbine. Each one would dominate their section of the modular board. The wide open area was going to be on the middle board and would be a huge crater to represent the inside of an asteroid.

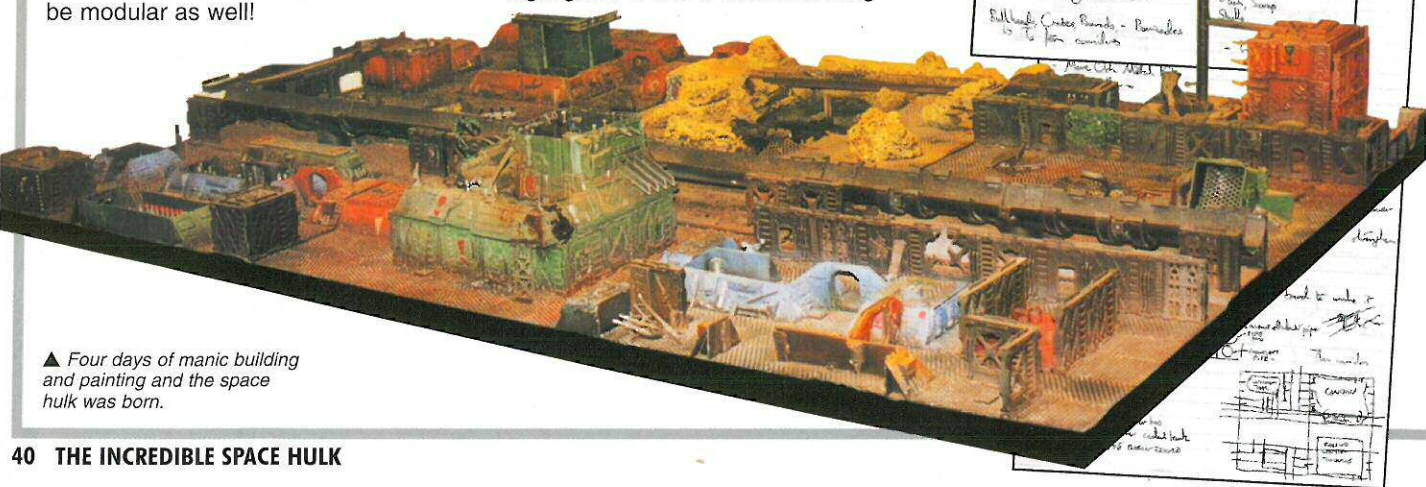
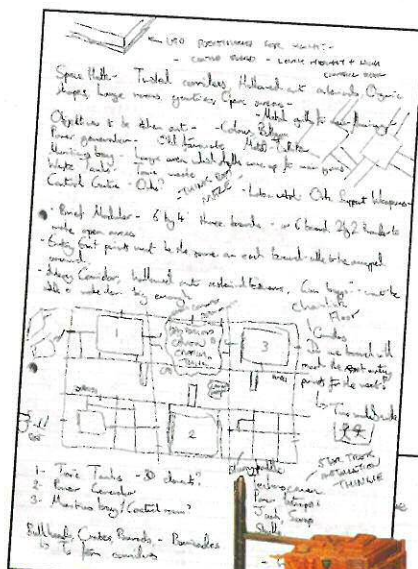
With the plan committed to paper and firmly in my head, it was time for a quick trip down the local DIY shop for bits of guttering, a huge tub of PVA glue, polystyrene sheets, copper pipes and hardboard. I also managed to get my hands on an old and heavily damaged space hulk board and was able to salvage many of the resin corridor sections off it. With all the materials, and the promise of help in the form of Rich Baker, I set to work.

I won't go into full step by step details on how I built the space hulk, as it would be a monster article – and besides, no two space hulks are the same. Over the page I have highlighted a few of the interesting

features on the hulk that I hope will inspire you to build some of your own terrain pieces.

Rich Baker joined me near the end of the construction and Orkified the hulk as I desperately finished the last board (a mention must go to Fat Bloke and Graham who also helped finish it off). The unpainted hulk itself was finished with about a day to spare for painting it. As we were pressed for time the entire battlefield was spray painted (we used 25 cans of spray paint!).

The space hulk was finally complete. We finished it the day before it was needed for battle. The actual construction and painting took us four days. Turn the page and take a closer look at what we did.



▲ Four days of manic building and painting and the space hulk was born.



# CAPTURE THE HULK

## OVERVIEW

A space hulk has appeared in-system; both sides want to capture its valuable technology and resources for themselves. Your orders are to sweep the area clean of opposing troops. Roving forces must be on the lookout to seek and destroy any enemies they encounter.

## SCENARIO SPECIAL RULES

This mission uses the *Night Fighting* and *Infiltrators* scenario special rules. Neither army may use jump packs, bikes or vehicles (except Walkers).

All walls and bulkheads are considered to go up to the roof, block line of sight (yes, even if you are standing on a piece of scenery higher than a wall) and are impassable except by their access ports. Pipes are also considered enclosed and can be accessed only from the ladders attached to them. Any Dreadnought sized model trying to move under the pipes or through the corridor hatches must make a Difficult Terrain test or become stuck for the rest of the game.

### Optional Special Rules (may be used if both players agree)

**Low Gravity:** This battle takes place in low gravity. Because of this, all units may ignore difficult terrain as if they had jump packs, although the distance they can move is still the same as normal, (the rules above about walls, Dreadnoughts etc, still apply). If a model ends its move inside difficult terrain then on the roll of a 1 it is removed. Also due to the low gravity, all models (except Terminators, Terminator sized models, vehicles, Wraithguard, Wraithlords or Talos) may move an extra D6" instead of firing in the Shooting phase.

**No Atmosphere:** The space hulk is an airless environment. It is assumed that all models are equipped with pressure suits or re-breathers which allow them to operate in the airless atmosphere on the hulk, even if these aren't shown on the models themselves. The increased vulnerability of models in such an environment is represented by reducing their saving throw by one point (eg, a model with a 5+ save is reduced to 6+, while a model with a 6+ save would get no save at all).

**Note:** The No Atmosphere rule applies to all models in any army, no matter how strange this may seem (yes, even Daemons or Avatars!). This keeps things nice and simple and avoids arguments about which models need to 'breathe' and which don't! It also applies to invulnerable saves.

## SET-UP

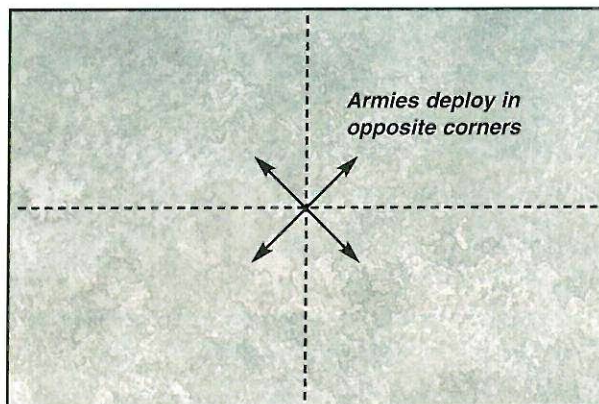
**1** Divide the board into four quarters. Both players roll a dice, the player with the highest score may pick which quarter to deploy in. The other player's deployment zone is in the opposite quarter.

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

No unit can be deployed within 24" of the enemy at the start of the game. The players must deploy their units in the following order: Heavy Support, followed by Troops, Elites, HQ and finally Fast Attack.

If either side has any infiltrators, they may make one move after deployment but before the game starts.

**3** Roll for who gets the first turn. The player with the highest score may choose whether to go first or second.



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

## MISSION OBJECTIVES

Both forces are seeking to clear this section of the space hulk of all enemy forces, securing ground as they go. The player who occupies the most quarters of the board at the end of the game wins.

To claim a table quarter as occupied there must be no enemy units over half strength or mobile vehicles in the area. You must have a mobile vehicle, or at least one unit with more than half its original number in the area. Note characters and HQ choices cannot secure table quarters on their own.

## RESERVES

None.

## GAME LENGTH

The game lasts for eight turns, or six turns if the optional Low Gravity special rules are used.

## LINE OF RETREAT

Units forced to fall back will do so towards the nearest board edge of their deployment zone, using the normal Fall Back rules.



## COOLANT TANKS

The coolant tanks were the first objective to be built. The tanks themselves are made out of gutter pipe joints, whilst the walkway is thick card with mesh glued on to it (salvaged from an older space hulk board). The ladders and guard rails are available from model railway shops.



In the coolant tanks area I changed the texture of the floor from mesh to smooth metal. I did this by cutting up thin card into triangle shapes and gluing them directly onto the board itself.

The towers were suitably Orkified with glyph plates, which are available from Mail Order.



## SLURRY PIT



The slurry pit is in the open area of the space hulk. It was originally intended to be a crater showing the edge of the asteroid in which the hulk is built. But I split a pot of PVA glue into the hole...!

The bridge is made out of upturned cavalry bases glued onto card. The rocky outcrops are polystyrene cut-offs glued together with PVA and then shaped by digging into them with my fingers.



This splendid battlefield is now on display at Warhammer World in Nottingham. Check out the Warhammer World page for more details.

## SLUDGE PIPE

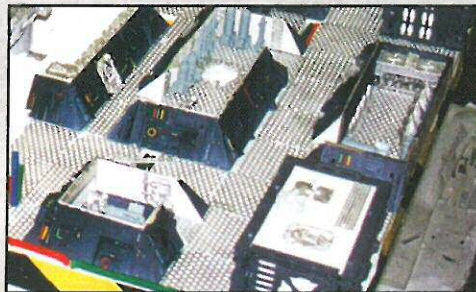


The sludge pipe or waste pipe is made out of drainage guttering. The actual waste inside the pipe is layered PVA glue, painted green.

Gutter piping is available from most DIY shops in numerous sizes and shapes. You can also get hold of smaller plastic pipes used in plumbing, which are ideal for conduit pipes or just to lay on the board as cover.



## MUNITIONS STORE



The munitions store is a complex of corridors and rooms made out of the salvaged resin walls. The missiles are Stormboy rokket packs, old pulsa rokkets and bombs from the Fighta-Bommer available from Forge World. Note the use of drinking straws as pipes in the bottom left hand corner.



## POWER TURBINE



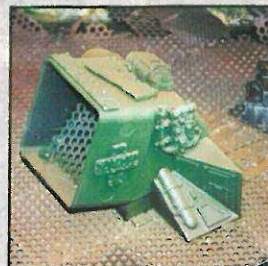
The third objective, the power turbine, is built around bits salvaged from an old, burnt-out computer. The turbine is the computer's cooling fan, the shape disguised with plastic bulkheads. The wires are from the same computer. The power converter is from the top of a Forge World bunker that we managed to scavenge from Mark Jones.



## AIR CONDUIT

The air conduit is built from another piece of guttering. I imagine it is some sort of giant air pump that circulates oxygen around the hulk.

We added some Ork glyph plates and gubbins which we got from Mail Order. The wire mesh guard has a practical purpose: it stops any miniatures balanced on the edge of the conduit from falling down and getting lost.



## MESH FLOOR

The majority of the floor of the space hulk is made out of wire mesh available from model railway stores. This was glued into place by covering the board with a thick layer of PVA glue and laying the mesh directly on top.



## FIRE-CONTROL TOWER



The fire-control tower is an important objective on the space hulk board. I wanted it to look reinforced and at a different height to everything else on the board. Originally I wanted it in the centre of the middle board, spanning the crater with a single bridge leading to it. My plans changed when I was given a resin Imperial bunker by Alan Merrett. This was perfect for the control tower, but was a little too big to be put in the centre of the board.

The bunker was glued onto a platform of bulkheads and the control room was added to the top using salvaged resin bits from the old space hulk board. Finally, we added the last of our Ork glyph plates and other gubbins.





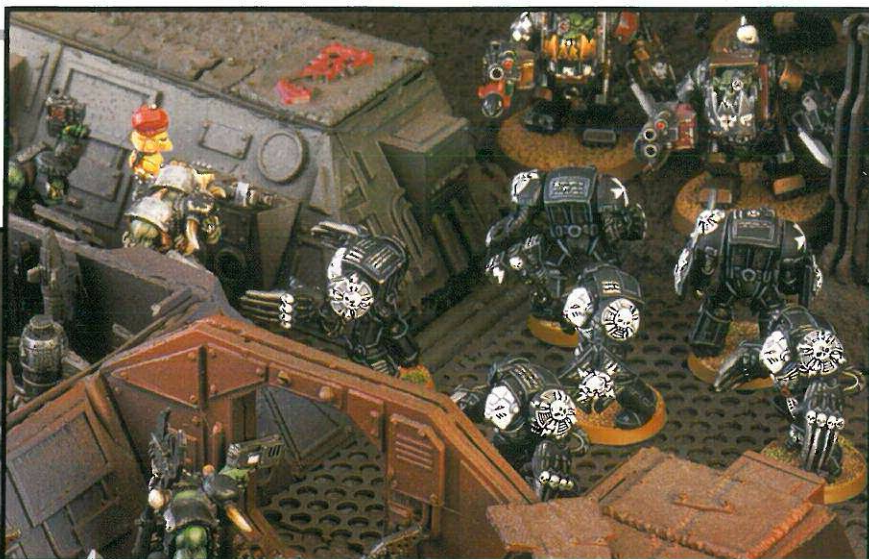
# PURGING THE SPACE HULK GORKAN



An Ork Warboss and the Emperor's Champion clash as the battle rages around them.







Sword Brethren Terminators are attacked on all sides.



A Terminator crashes through the doorway.



Surrounded! - the Black Templars Marshal leads his men as they fight their way to safety.





# THE FALL OF KARAK EIGHT PEAKS

by Space James McQuirk

Snikkit ducked as the cannon ball thundered into the rock face, inches above his head. Shards of granite scattered through the air. Under the light of the full moon, he could clearly make out thousands of dark-robed Goblins moving like shadows through the steep valley.

"Boss, are you sure that dis cunning plan of yours iz gonna work?" he whined, brushing a thick layer of dust off his black robes. "Dat wall looks pretty thick and I don't fink we iz gonna get over it, even without those Stunties shootin' stuff at us." His words were drowned out by a scream that was half terror, half delight. A Goblin Doom Diver sailed over their heads, catapulted high into the night air towards the thick walls of the Dwarf stronghold. The solid Dwarf bastion was dotted with small indentations from other Doom Divers' failed attempts at flight and yet, much to the amusement of Snikkit, a long queue of enthusiastic Goblins still stretched back quite some distance.

Along the length of the east wall of the hold, siege machines covered the flat granite surface like vines. From this distance the Goblins manning the towers were just small specks. Occasionally a ladder would be raised and the Goblins would begin to scale it. Each time, defenders would appear at the top of the wall and send the ladder and the unfortunate Goblins crashing back to the ground, but for each ladder they felled another would take its place. The siege of Karak Eight Peaks had reached a horrible stalemate and at some point soon one army would have to give.

Countless numbers of Goblins scurried to and fro. Somewhere amongst the sea of Greenskins, Grotbag Dungbreath hoped that the warbosses were keeping some kind of order amongst the thousands of Gobbos that had converged in the pass. It was hard enough keeping his own small tribe under command let alone coordinating the attack of a dozen or so tribes. He'd already seen the

Blackfangs let a hail of arrows loose on the Broken Tooth tribe. Fortunately most of the Goblins seemed intent on killing the Dwarfs and the army's formation was holding. Admittedly not holding in tightly knit formations or organised ranks, but the fact that they were facing the right way was as good a sign as any.

"Snikkit, me old mate," said Grotbag, grasping his companion tightly by the throat. "now is not the time to question me, right." The Goblin warboss let go of his banner bearer. "Da rat fink said he'd be here, and be here he'd better be." Grotbag was beginning to have doubts himself. Those Skaven hated Dwarfs almost as much as the Gobbos did, but he knew better than to trust them. Their leader had made a deal with Grotbag that would sort out those Dwarfs forever, but whilst Grotbag's boyz were getting blown to smithereens, the rats were nowhere to be seen. He's probably skulkin' down some comfy hole munchin' on some cheese, the Goblin mused to himself.

As the bitter thought of betrayal crossed the Goblin general's mind he heard a loud cheer go up from the Goblin throng. From the arrow slits and windows in the walls of the hold he could make out a strange gas escaping. It was a putrid green colour, thick and noxious. Even the Goblin general could smell it from a good distance away. More and more of the foul fumes poured from the hold. The Skaven had done it, they had penetrated the lower levels and released poisoned gas, just as planned.

"I knew old Skarclaw wouldn't let us down. I knew I could depend on dem rats." The Goblin general waved his sword high in the air.

"Wait for my signal boys, wait for it." Grotbag hollered above the chanting mass of elated Goblins. The green gas was now beginning to seep over the top of the stronghold. As he spoke he could see Dwarfs flinging themselves from the parapets. Falling to their doom seemed preferable to suffocation and poisoning

amongst the choking fumes. The Goblin army was on the verge of storming the fort and the Bosses were desperately trying to hold the lines back. Slowly the doors to the stronghold opened. It was the moment he'd been waiting for - the Dwarfs were unable to stay within the thick walls of the hold. He knew Dwarfs too well, they would rather die fighting than choke to death in the thick noxious gases.

"Charge! Get 'em ladz! We'll be roastin' stunties before dawn." With a high-pitched roar the whole Goblin army charged forward. Thick ranks of spears closed in upon the Dwarfs and the moon disappeared, obscured by missile fire from the hundreds of Night Goblins that lined the slopes of the mountain pass. The first wave of Night Goblins hit the Dwarf formation, but the Dwarfs were disciplined troops and Grotbag was dismayed to see his attack faltering. Wave after wave of Goblins smashed against the solid shield wall of the Dwarfs, only to be cut down within a matter of seconds. The stunties were resolute in the defence of their hold and what should have been a great Goblin victory was slowly turning into a slaughter. Looking for his best Shaman, Grotbag spied the tall, brightly-coloured hat of the strange Goblin in the centre of a unit of Boyz. Making his way towards him, he pushed through the dense ranks of troops between them. Snikkit ran behind him, proudly waving the battle standard before him. Fazbang the Shaman had spent the last few hours gathering a personal retinue of Night Goblin Fanatics, but instead of fighting at the front of the Goblin attacking force, they stood gibbering together at the rear of the army.

"What's goin' on?" Grotbag growled as he eventually reached the Shaman. "You said we'd easily smash through those Dwarfs." He could sense a Goblin retreat was imminent; already he'd spied some fleeing the field of battle and to be quite honest the way things were going he was tempted to follow.



"And so we shall. See these?" Fazbang calmly replied. The Shaman pulled out a handful of mushrooms from a small pouch, their caps sparkled with a golden glow in the dark night. One by one Fazbang handed them out to a select few Goblins who had gathered around him, each taking one and carefully nibbling on it.

"What's dem?" Snikkitt asked pointing to the glowing fungus which the Shaman was carefully placing back in his pouch.

"Wait and see" the Shaman replied pointing to the Goblins who had eaten them, Snikkitt raised a puzzled brow. The fanatics picked up their heavy metal balls which were attached to each Goblin by means of a short length of chain. As they passed through the crowded troops Snikkitt noticed that the other Gobbos were quickly making way for them and within a matter of seconds they had reached the front line. Then he realised why such a wide berth had developed. They began to swing their balls and before long the momentum combined with the weight of the balls sent the crazy Goblins hurtling forward, spinning towards the Dwarfs' defensive formation. Foam drooled from their mouths and their manic cackles sent a shiver down Snikkitt's spine. Most of them were cut down by crossbow bolts, but a couple hit the solid line and sent fragments of shields, helmets and Dwarf flesh flying through the cold night air.

Just two single crazed Goblins had punched a small hole in the defensive line, but it was enough. Seeing the gap in the formation the Goblins of the Crooked Moon tribe launched a full scale charge. Before the Dwarfs could close up the holes in their defensive position the Goblins had broken through. The rest of the green horde was

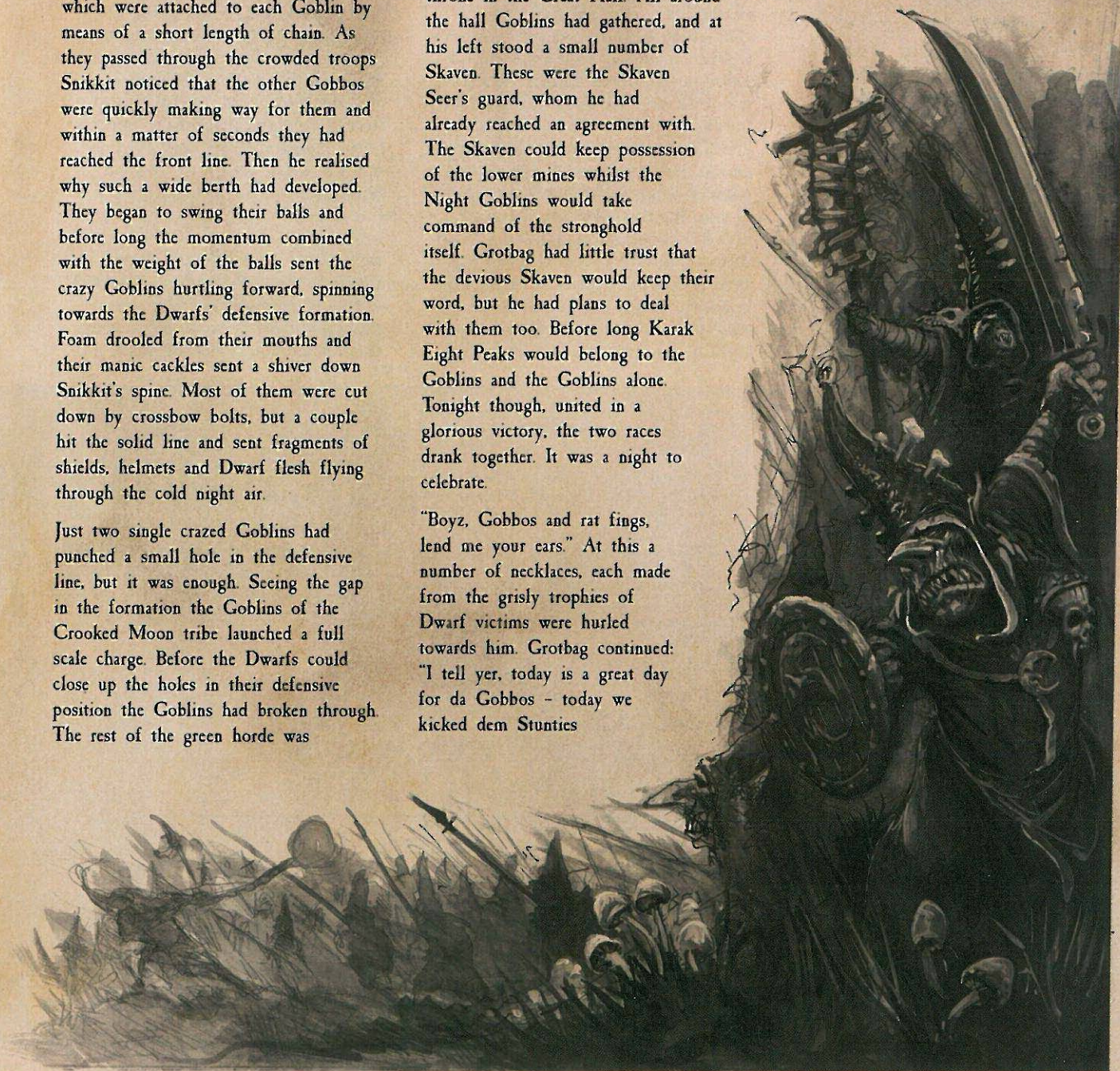
soon crashing against the Dwarf line. In a brief moment the stout defenders were overcome. Each Dwarf was skewered by dozens of sharp spear points. Engulfed by the sheer number of attackers, the brave Dwarfs stood little chance. The gates to Karak Eight Peaks stood open to the whole Goblin horde. Regiment after regiment of the Greenskins poured through the gigantic archway to plunder the citadel.

Hours after the battle, Grotbag could hear the screams of Dwarfs as they were hideously tortured by his Boyz. The fumes had dissipated quickly and Grotbag now sat upon the King's throne in the Great Hall. All around the hall Goblins had gathered, and at his left stood a small number of Skaven. These were the Skaven Seer's guard, whom he had already reached an agreement with. The Skaven could keep possession of the lower mines whilst the Night Goblins would take command of the stronghold itself. Grotbag had little trust that the devious Skaven would keep their word, but he had plans to deal with them too. Before long Karak Eight Peaks would belong to the Goblins and the Goblins alone. Tonight though, united in a glorious victory, the two races drank together. It was a night to celebrate.

"Boyz, Gobbos and rat fings, lend me your ears." At this a number of necklaces, each made from the grisly trophies of Dwarf victims were hurled towards him. Grotbag continued: "I tell yer, today is a great day for da Gobbos - today we kicked dem Stunties

outta our mountain. Tomorrow we'll kick em off the face of the world, but tonight let's feast."

With his victory speech over Grotbag jumped from the throne and made his way to the cellars where the banquet was being prepared. He grabbed the Shaman as he passed him "Fazbang me old mate, do ya know what I fancy to eat?" Fazbang looked at Grotbag his suspicions already raised. "Err, no. What Boss?" Grotbag snatched the small pouch from around Fazbang's neck "Dwarf and mushroom stew."





Goblins don't always fight alongside the larger Orcs. Jake Thornton explains how you can take a Gobbo-only force to the battlefield...



Working alongside Alessio Cavatore and Gav Thorpe in our Warhammer Games Development

team, Jake's most recent project has been working on the Orcs & Goblins army book.

Tell someone who's never fought against Goblins that you have an army of the little Greenskins and they'll probably give you the indulgent smile normally reserved for novice opponents. It's funny how opinions change after a game or two.

For all their lack of height and bravery, the simple fact that Goblins outnumber their many foes by several to one makes them an army to contend with. Of course they are prone to running away a lot, but that needn't be the end of it as there are always loads more to push forwards no matter how serious the casualties.

In the Orcs & Goblins army book I've included a few variant army lists for the more adventurous of you. Among these are the two shown here: one for Night Goblin tribes and another for Common Gobbos. These aren't to simulate great Waaaghs like that of Skarsnik, the Night Goblin Warlord who keeps the Dwarfs bottled up in Karak Eight Peaks – by the time an army has grown that large, its original tribe is only one of a great many. That is what the main list is for and this is the kind of army that most people use – one with a bit of everything. The Appendix army lists are there to restrict some of that choice to add character to the army, but it's not just restrictions. Choices have been moved from Special to Core, Rare to Special, and so on. Some that were limited are now not and others have additional restrictions. All in all these little lists cram a lot of extra character into a very small space and illustrate just what you can do with a bit of

# WOT, NO ORCS?

## Collecting Goblin armies in Warhammer

tweaking to the army. Let's take the Night Gobbo list as an example.

Starting with characters, obviously you can only have Night Goblins leading a Night Goblin tribe. Simple. You can still choose whether to take Shamans or Bosses and so on, you're just limited to the one race. That was easy.

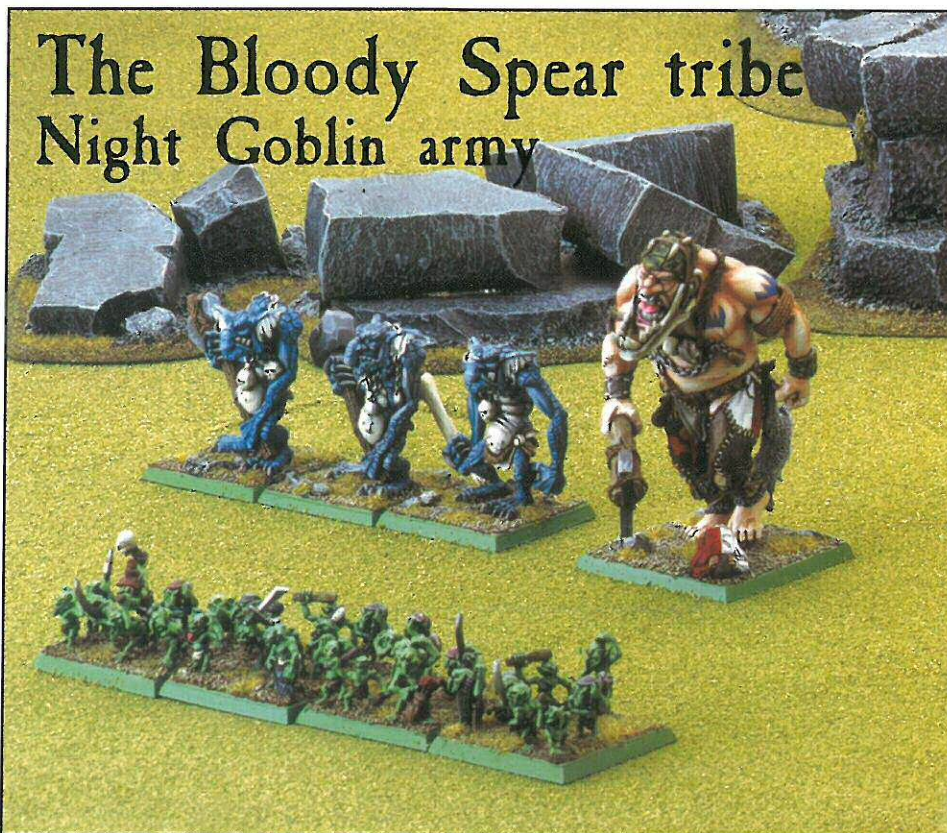
Actually, there's another important point that applies to all armies which take only Goblin (or Night Goblin) characters: you're allowed extra Gobbo characters then for each full 1,000 points in your army you may take one extra Gobbo Big Boss. So, for example, if you're collecting a 2,000 points army you could have a Goblin Great Shaman as your Lord, a Night Gobbo Shaman and two Night Goblin Big Bosses as your Heroes. You'd then be able to take up to two more Goblin (or Night Goblin) Big Bosses for your army. Of course, you still have to pay the points for them, this special rule just allows you the option. Also note that the extra Big

Bosses must be just that and can't be Shamans.

Core choices are similarly straightforward with Night Goblin mobs being your main option. Having said that, the diminutive Snotlings turn up wherever there are any other Greenskins, so they have to be allowed too. Still, that's all you need for a Night Goblin army.

Now we come to the fancy stuff in Special and Rare. Being in the mountains, Trolls are in abundance. However, these are almost all Stone Trolls, so this is the only kind available. Note that they've moved from Rare in the main list to Special here, so that you can have twice as many of them. Also note that the Squig Herds are no longer limited to one unit. If you aren't going to get lots of these in a Night Goblin army then where are you going to get them? As the little chaps spend much of their time hunting Squigs then there are likely to be quite a few of them when you're talking about a

## The Bloody Spear tribe Night Goblin army





## SKARSNIK, WARLORD OF THE EIGHT PEAKS

Of all the Goblin Warlords that ever lived, Skarsnik is perhaps the most famous. Apart from the fat one, that is. Anyway, Skarsnik is the warlord of the Crooked Moon tribe of Night Goblins, the most powerful of such tribes in the southern part of the Worlds Edge Mountains. The surrounding Goblin tribes, and even most of the Orcs, acknowledge his overlordship of the area and control of Karak Eight Peaks. Unfortunately the Dwarfs disagree and have reclaimed part of the citadel where they now hold out, surrounded and besieged but very much determined not to lose their ancestral homeland. When Skarsnik goes to war he can muster a vast army of Orcs and Goblins to his cause, as well as his pet Cave Squig Gobblla.

In game terms, Skarsnik's big army would be best generated by using the main army list and taking a Night Goblin Warlord as your General. Well that's what you'll have to do until we get round to putting his rules on our coming website ([www.whitedwarf.com](http://www.whitedwarf.com)). That's right, all the special characters that we've made models of in the past but haven't been able to fit into the new books we'll put onto our website as extras. We'll do each set around the time that the relevant book comes out, but I can't be more specific about a timescale than that – you'll just have to pop onto the site every now and again to have a look.

purely Night Goblin force. This is one of the scariest bits of the army.

Rare is another easy category to decide about as Giants are common in the mountains and the other normal options have either been included in Special or aren't really Night Goblin units. Just Giants then.

All this gives a very different feel to the army. Cavalry and chariots aren't a whole lot of use in the tunnels under the mountains, so you can't have any of them. This makes the army slower, but with mostly Gobbos it's likely to be a lot bigger than normal. And with the addition of Trolls and Giants to their fighting line, even a Night Gobbo army can pack some punch.

## NIGHT GOBLIN HORDE

Tribes of Night Goblins lurk in the tunnels and caves under the Old World's many mountains. In battle above ground, Night Goblin generals have to suffer not only the bright glare of the sun, but also the painful regularity with which their troops leg it off the battlefield before the job's done. Mostly a battlefield will split into two halves. On your half, the table will be littered with fleeing units as you vainly try to keep the ladz going the right way. On the other side the enemy will be grinding forward through a hail of Fanatics and rampaging Squigs. All told a Night Goblin army leaves a mess wherever it goes, but then that's entirely appropriate. All characters in the army must be Night Goblins.

### CORE UNITS

Night Goblins, 0-1 Snotling Swarms.

One unit of Night Goblins may carry a magic banner worth up to 50 points.

### SPECIAL UNITS

Squig Herds, Stone Trolls.

### RARE UNITS

Giants.





# The Broken Axe tribe

## Common Goblin army



The Night Goblins are fairly easy to sort out as they are very single minded and the various tribes are very similar to each other. Some have Giants and others prod Trolls into battle, but on the whole they're very similar. Common Gobbos are a bit more variable and the list allows for this.

Characters and Core units are the easy bit. However, instead of leaving Snotlings in Core at 0-1 I've moved them to Special without a limit. This means you can field loads more of the pesky little blighters, but to do so you have to forgo taking Trolls and Chariots and this makes the decision a little more thorny. Again the Trolls have snuck down into Special, but this time there are more of them as you can take Common Trolls and River Trolls as well as Stony ones. This is because the Common Goblins can inhabit plains, marsh or forest as well as mountains and so there's no reason to exclude any of the Trollish types.

Having said that, you could characterise your own Gobbo army as one from the swamplands or from the

forests by imposing your own restrictions.

The Rare section is full of great stuff. All the war machines are here as it's normally the Orcs who bully the Gobbos into making them in the first place. You'll also notice a single entry for Orcs has crept in and is hiding at the back. These aren't common in Goblin armies (that's why they're in Rare) and in fact there are many that would leave them out altogether. However, it is possible to get some bedraggled, runty or simply easily duped Orcs in Gobbo tribes and this is what they represent.

What I mean about variability is that even with this very short list you can produce very different Goblin tribes. For example, you could have a tribe with loads of big mobs of Goblins and Snotlings backed up by a variety of war machines. It would grind slowly forwards and swamp the enemy with its great numbers. Another completely different possibility is taking Wolf Riders and chariots and leaving everything that doesn't move fast at home. This army would sweep around

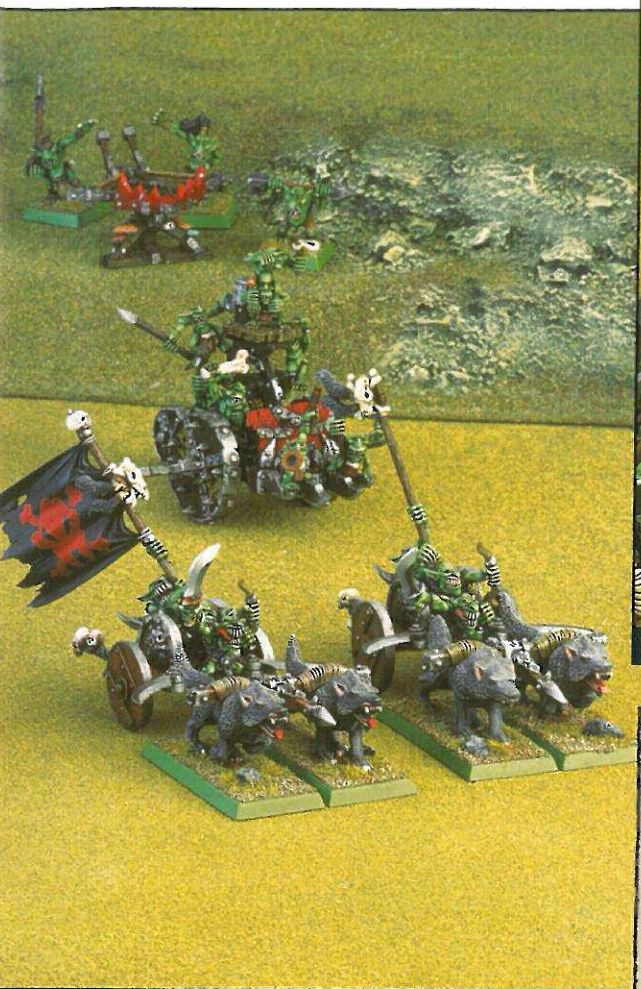
the enemy flanks and surround them, ebbing and flowing across the battlefield in a continually evolving mass of charging, fleeing and rallying units. Very exciting, but tricky to control.

These aren't the only things you could do with Goblin only armies, but are a good starting point. If you particularly like the Old Forest Gobbo models (who still live in Mail Order with the Trolls) you could use the Common Gobbo list to make an army of them, or you could tinker with the Savage Orc army list in the Orcs & Goblins army book. The list isn't endless, but it is long.

And then there are all the things you can do with the Orcs and their variant lists, but I think I'll save that for another time. Naturally I won't even mention the special list for Snotling armies...

*Take*





A Goblin Wolf chariot leads the Goblin charge.

## COMMON GOBLIN HORDE

There are countless tribes of Goblins in the Warhammer world, many are known to Men by more inventive names such as Gnoblar or Kobolds, but all are skilled at the same sort of lying and underhand treachery. All the characters in the army must be Common Goblins.

### CORE UNITS

Goblins, Goblin Wolf Riders.

One unit of Goblins may carry a magic banner worth up to 50 points.

### SPECIAL UNITS

Snotling Swarms, Goblin Wolf Chariots, Trolls (any type).

### RARE UNITS

Giants, Snotling Pump Wagons, Rock Lobbers, Spear Chukkas, Doom Divers, Orc Boyz (not Big 'Uns).

None of the Goblin war machines may take an Orc Bully.



A Goblin warband attacks the defenders of a remote Empire settlement.



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- Each morning throughout November and December, every Games Workshop store will be running Parents Mornings. So if you have lots of presents to buy, come into your local store (anytime before midday) and we'll take care of it all for you! If you bring in the free coffee voucher, you can sit and relax as our friendly staff see to everything.





Here is just a small selection of some of the fantastic offers that you will find in this year's Games Workshop Christmas Catalogue.



These deals are not just great value, we'll also give you a £5 voucher plus the 2001 Product Catalogue!



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Warhammer Empire deal



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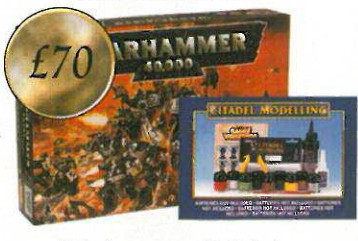
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# Christmas Special Evening

On Wednesday 6th December at 6pm, every Games Workshop store will be running a special invitation evening, where all your purchases over £10 will earn you Double Skulz!

Double Skulz Night - Double Skulz Night - Double Skulz Night - Double Skulz Night - Double Skulz Night -

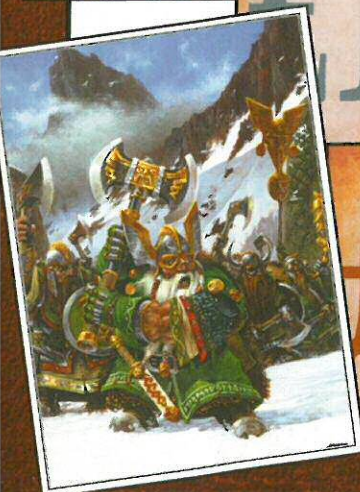
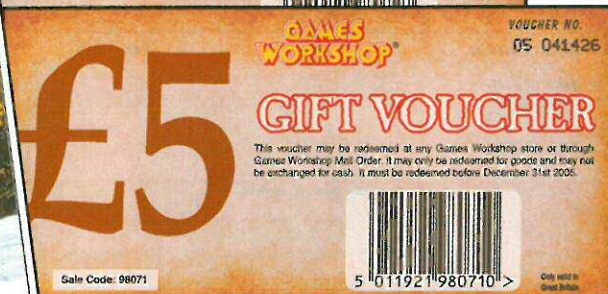
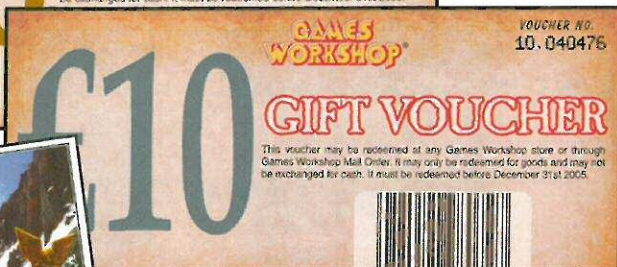
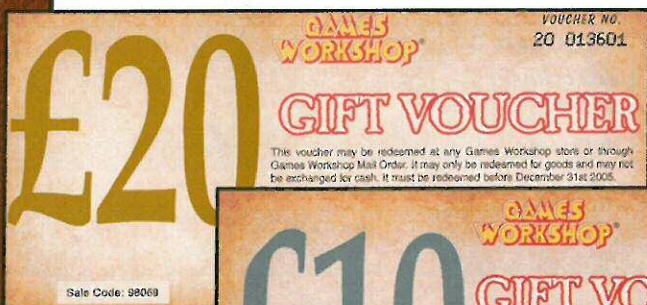
## GOLD INVITATION

To a Christmas Special Evening  
at your local store, which  
will be held on Wednesday  
**6th December from 6pm.**



Double Skulz Night - Double Skulz Night - Double Skulz Night - Double Skulz Night - Double Skulz Night -

Cut out and bring this invitation



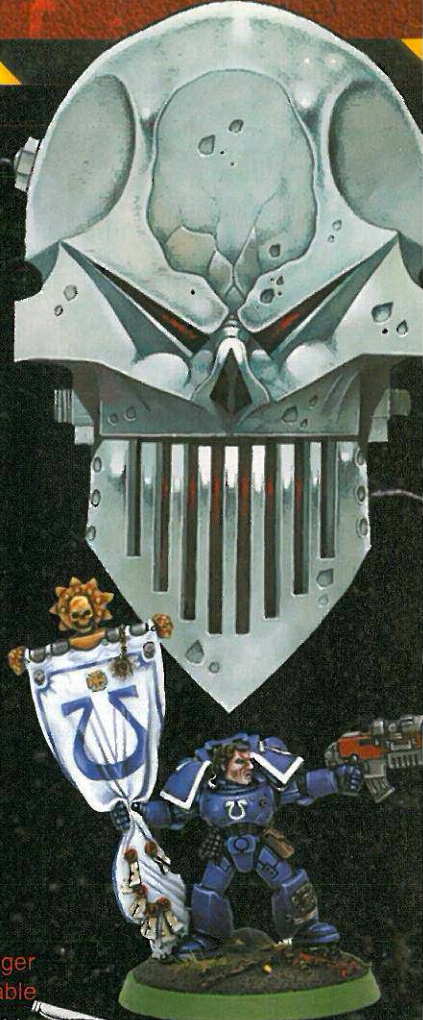
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# SKULZ



## IMPORTANT INFORMATION!

The **SKULZ** reward programme has been so popular, we've decided to extend it until the 28th February 2001.

However some gifts have already run out! Below you'll find a list of what is still available and what isn't.

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2. Imperial Rip Wallet – Still available
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4. 2000 Annual – Still available
5. Games Workshop Poster
  - a. Imperial Battleship – Stock running low
  - b. Eldar Exarch – No longer available
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  - e. Craftworld Eldar – New addition
6. Codex Assassins – Still available
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### 25 SKULZ

1. John Blanche Artbook – No longer available
2. Skulz T-shirt – Still available
3. VIP Open Day – Moves to 50 Skulz
4. Administratum Pen – Still available
5. Imperial Eagle Belt Buckle – Still available

### 50 SKULZ

1. Special Edition Space Marine – Still available
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4. Limited Edition Art Prints – No longer available
5. VIP Open Day – Moves from 25 Skulz

## CLAIM YOUR GIFT!

All gifts may run out, so make sure you choose your replacement item when completing your **SKULZ** gift order form on the back of your collectors card.

*(Please allow 14 days for delivery of gifts when claiming through Games Workshop Mail Order)*





# WARHAMMER

What's going on in Games Workshop stores...

If you've always wanted to lead an army of the Empire or a horde of Orcs and Goblins into battle, then your local Games Workshop store is the place for you!

## Warhammer Participation Games

All the Games Workshop stores around the country will be running an awesome variety of participation games during November and December. Each store's games will be unique so, to make sure you don't miss out, drop in to your local store for details!

## Sunday Initiates – Play the new edition of Warhammer!

Specially designed for those who have just started out in the hobby, on Sundays all Games Workshop stores are now running introductory games for the new edition of Warhammer. All you have to do is drop down to your local store and ask a friendly member of staff for a game!

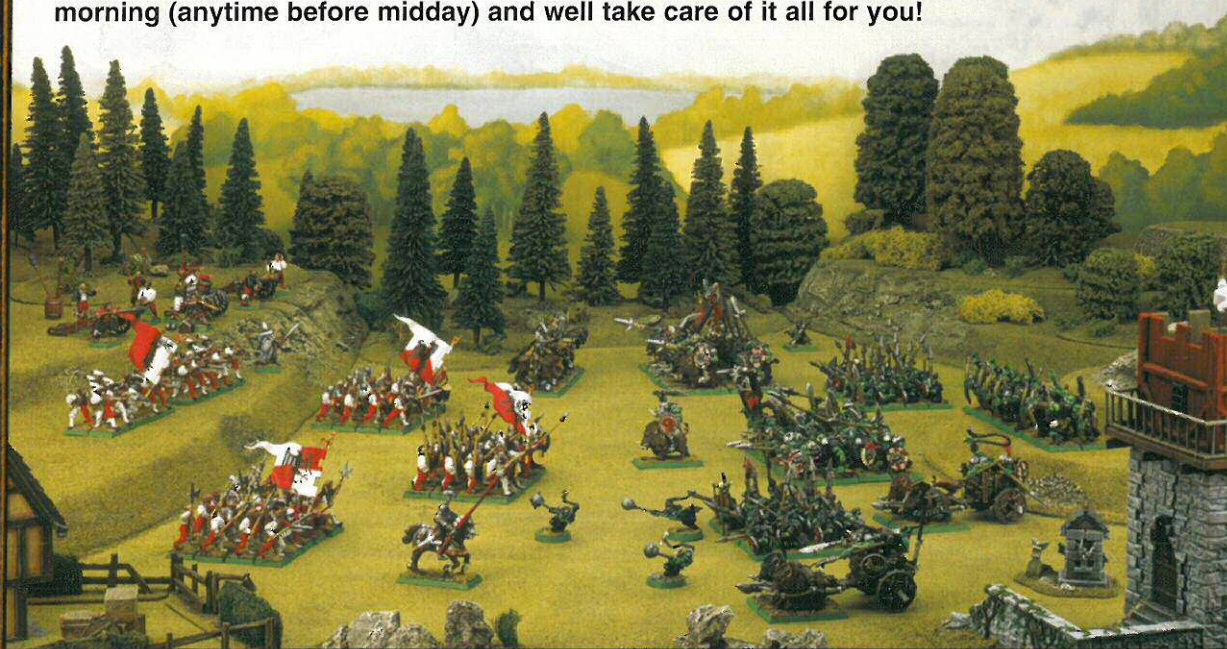
## Gaming Nights and Veterans Day

Once you've past the beginners stage, our Thursday Games Nights are for you! At these great evenings you'll learn more about gaming tactics, army building and also advanced painting techniques.

On Tuesday we give our store over to Veteran Gamers. So, if you have been playing for a while and feel confident, get down to your local store and find yourself a worthy opponent!

## Parents Mornings

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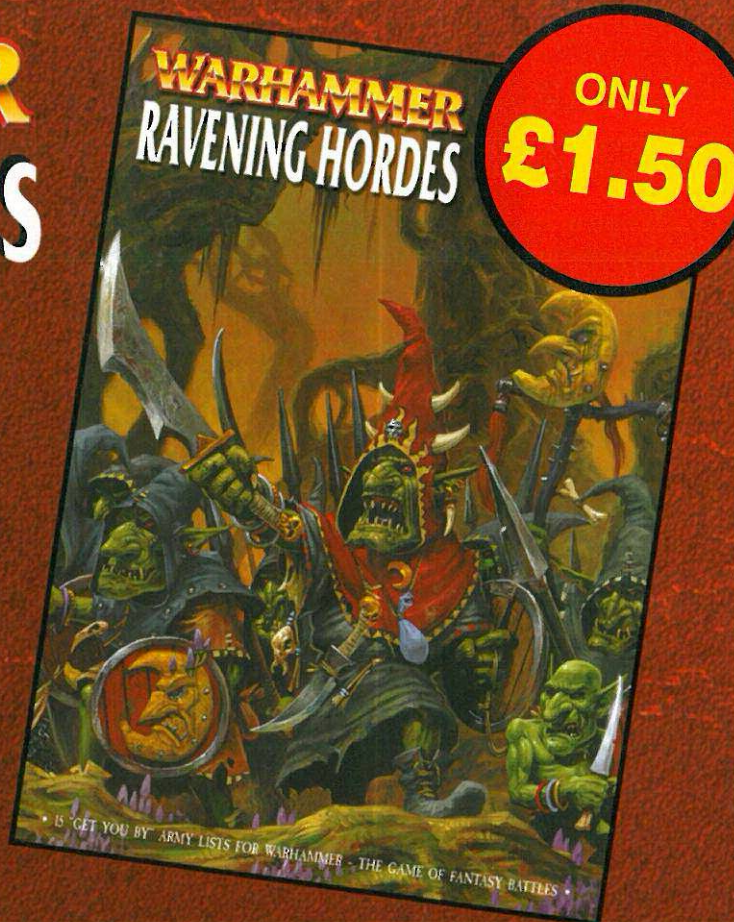


# WARHAMMER RAVENING HORDES

Ravening Hordes contains 15 'get you by' army lists for the latest edition of Warhammer – the game of fantasy battles.

Inside you'll find army lists for the following:  
Orcs and Goblins, Empire, Daemon Hosts, Chaos Warriors, Beastmen, Skaven, Tomb Kings of Khemri, Vampire Counts, Dwarfs, Lizardmen, High Elves, Wood Elves, Dark Elves, Bretonnians and Chaos Dwarfs.

Ravening Hordes is available from your local Games Workshop store and some independent retailers for £1.50, or if you have access to the internet you can download it from [www.games-workshop.co.uk](http://www.games-workshop.co.uk)



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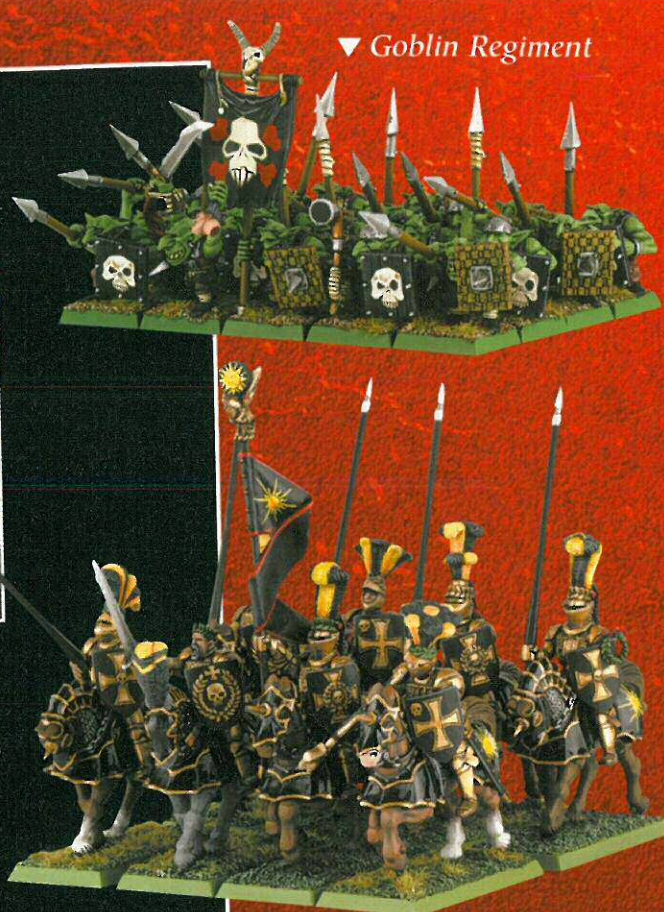


# 2001 CATALOGUE



GAMES WORKSHOP®

The Complete 2001 Catalogue

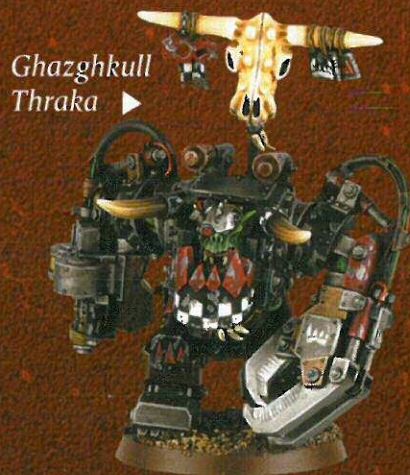


▼ Goblin Regiment

Empire Knightly Order ▲



Steel Legion Sentinel ▶



Ghazghkull Thraka ▶

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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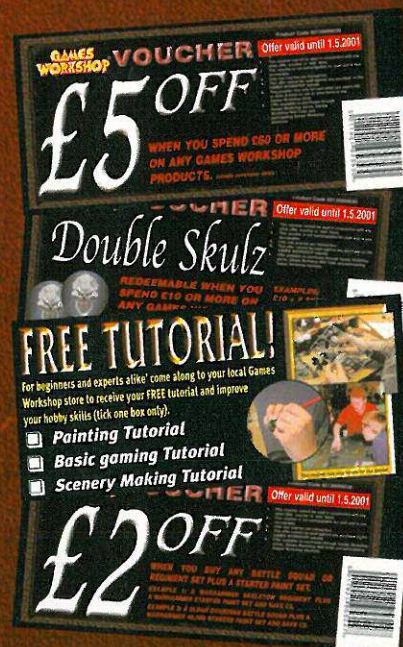
Lavish introduction including artwork and stories from the world of Warhammer and the nightmare future of Warhammer 40,000.



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Modelling guru Nick Davis starts this new series by looking at the techniques he uses to make trees and woods.

Over the next few months Nick will be explaining how easy it can be to make a whole battlefield full of great looking terrain pieces.

# SCENERY WORKSHOP

## Basic Terrain part 1: Making your own trees and woods

### WHAT YOU WILL NEED TO MAKE YOUR WOODS AND BASE THEM:

- Ready made trees – from Games Workshop or model railway stores
- Thick card or hardboard for the base
- A selection of stones – have a look around in your back garden
- Green flock and modelling gravel
- Citadel paints: Chaos Black, Goblin Green, Snakebite Leather, Bubonic Brown, Bleached Bone & Skull White
- PVA glue and superglue

### WHAT YOU WILL NEED TO SCRATCH BUILD YOUR OWN TREES:

- Garden wire
- Steel wool or modelling lichen
- Masking tape
- Green flock
- Coarse textured paint
- Chaos Black spray paint
- Snakebite Leather & Bubonic Brown Citadel paint
- PVA glue and spray mount

### FOR BOTH PROJECTS YOU WILL NEED THE FOLLOWING TOOLS:

Large drybrush, Undercoat brush, 1/2" paint brush, cutting mat, ruler, modelling knife, clippers & pen

**O**ur first construction project in this series is the woods, haven for the Wood Elves, friend to skirmishers and a terrain feature that can block off an entire flank to an advancing army. Woods and hills (which we will cover soon) are the two most basic, but important terrain elements you can have on your battlefield.

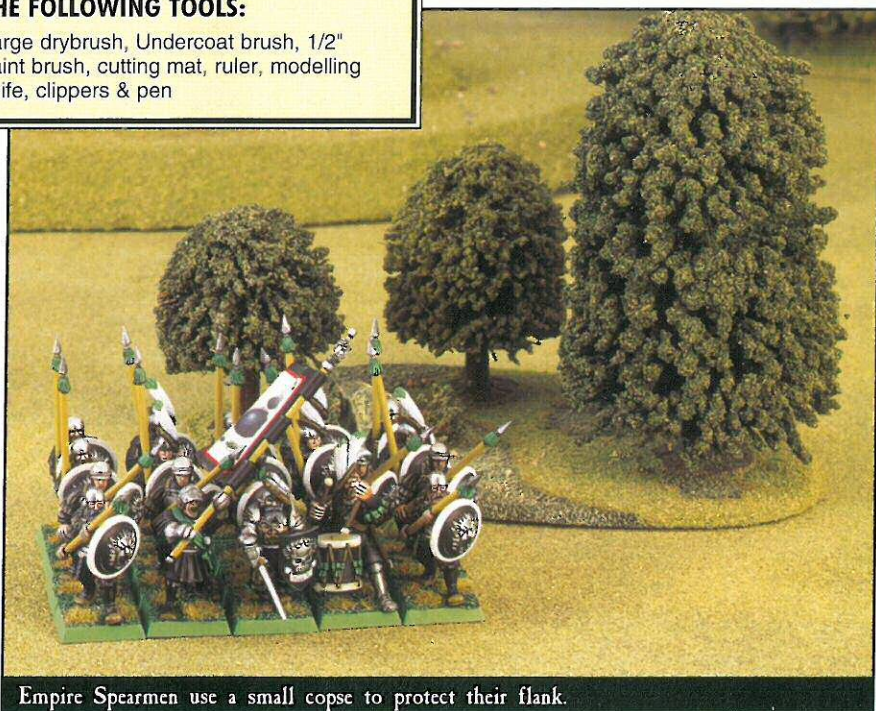
Before you begin building anything you are going to need a large flat area to do your modelling on. If you are using the kitchen or dining room table make sure it's well protected before you start (*for some reason mothers and wives tend to be a bit tetchy if you ruin their table... – Fat Bloke*). A couple of layers of newspaper will protect against paint and glue spillage but you'll need a piece of wood or a cutting board (available from craft shops) to protect the table surface from any heavy cutting.

### WHAT TO DO NEXT

This article is divided up into two parts. The first part is all about basing your woods if you went to the expense of purchasing ready made trees – such as the Citadel Wood pack available in most Games Workshop stores.

The second part is about making your own trees from scratch. Don't panic, making your own trees is a lot easier than it looks (indeed, the first ever pieces of terrain I built were the scratch-built palm trees for my Lizardman army) and although it is time consuming, it's the cheaper method of the two if you want lots of woods on your battlefield.

Before you start, have a read through the whole article. Remember, this is only a guide to the woods that I made – feel free to experiment and try your own ideas.



Empire Spearmen use a small copse to protect their flank.

### UNDERGROWTH

Here is a quick and easy way of making undergrowth for your woods. You'll need a Citadel medium tree, clippers and PVA glue.

1. Using the clippers, cut a clump of bristles off the bottom of the tree.



2. Add a blob of PVA where you want the undergrowth. Alongside features like rocks and tree roots are good places.



3. Place the bristles into place and hold for about 5 minutes. Don't worry, the PVA will dry transparent!



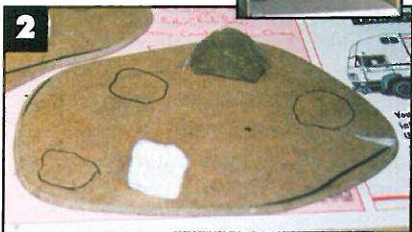


## BASING TREES

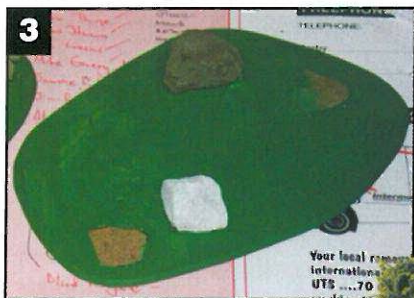
1. Cut out a base from hardboard or thick card in an irregular shape – a 200mm by 150mm base makes a good medium-sized wood. Place your trees on the base – differing sizes of tree on the same base tend to look a lot better than having all the same size. Draw around the tree bases to mark where your trees will stand.



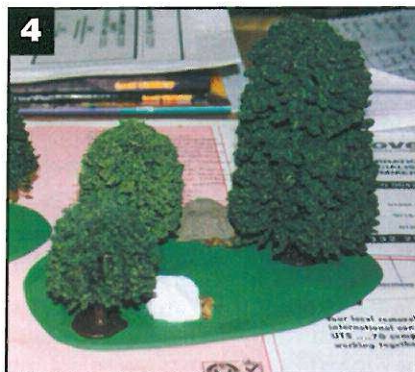
2. Using PVA glue, stick on a few of the stones you collected from the garden.



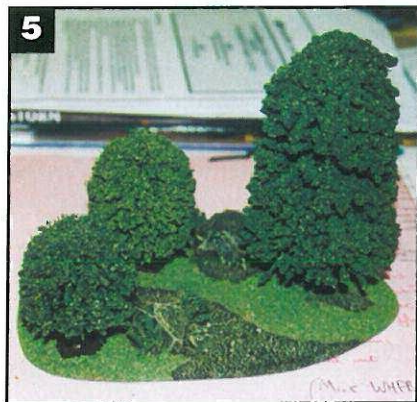
3. Using a 1/2" brush paint the base with Goblin Green, leaving the marked areas visible and the stones unpainted.



4. Glue the trees into place with PVA glue and add a few smaller stones onto the base as well. Your woods are ready for basing!



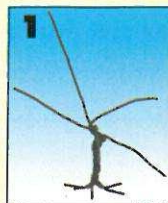
5. To give your woods that final finishing touch, cover the base with watered down PVA and then add modelling flock to the base. Once dry, paint the stones and a small track through the woods with Chaos Black. Once the paint is dry you can drybrush the black areas with several layers of progressively lighter shades of brown; starting with Snakebite Leather, then Bubonic Brown, Bleached Bone and finishing with Skull White. Another nice touch is to add undergrowth (see box). Now proudly place your wood on the battlefield – you've finished your first terrain piece.



## SCRATCH-BUILDING TREES

*Making your own trees is fairly easy. It just takes a little time and patience. Here's how I make them...*

1. Cut 5 lengths of garden wire, of between 50-100mm in length depending on the size of tree you want. Twist them together to form the trunk. Remember to leave enough wire for the branches.



2. Take a length of masking tape and cut it in half length ways. Wrap the tape around the wire armature to bulk the tree out.



3. Paint the tree with one of the variety of textured paints on the market (I prefer coarse texture).



4. Spray or paint the tree with Chaos Black. Then drybrush with Snakebite Leather and Bubonic Brown. Your tree is now ready to sprout leaves!



5. There are two ways of adding foliage to your trees. The easiest is gluing lichen on the branches with PVA glue.

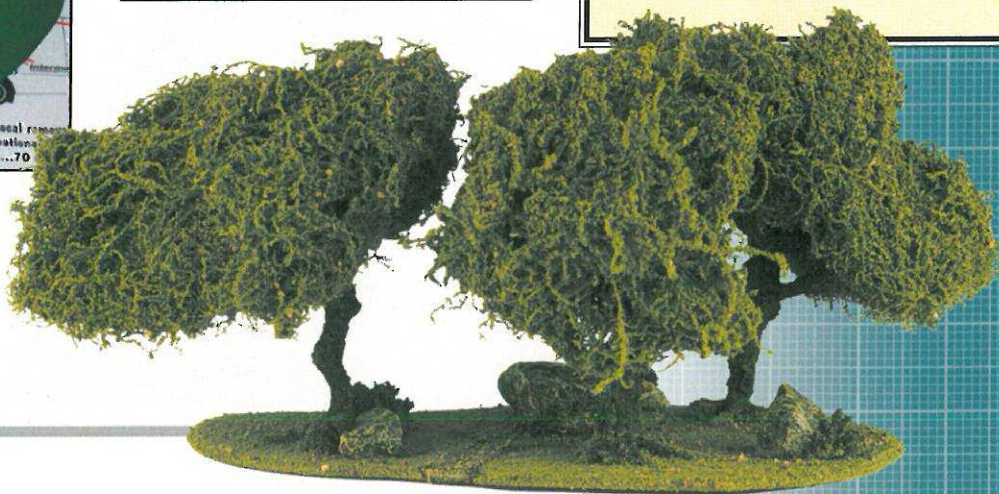


5a. The other is to use wire wool. Spread the wool over the branches of your tree, then (outside) spray the wool with spray mount. Pour flock over the wool, shake off the excess and leave to dry.



Your trees are now ready for basing!

*Right: Scratch-built trees, based as described above, ready to be placed on the field of battle.*





The first in a regular series of articles where Gav Thorpe takes a closer look at the ins and outs of the Warhammer game.



*Gav Thorpe has recently taken over the reins from Tuomas Pirinen to head up the Warhammer Games Design team. Since then he has been busy writing Army books and articles for White Dwarf.*

# ARCANE LORE

*A discussion of the role of characters in Warhammer*

Characters have always been an important feature of Warhammer, and so they should be – no fantasy game would be complete without powerful wizards and mighty heroes. With the 6th edition now being played around the world, I thought I'd take a little time to examine what we've done with characters in the latest version of the rules, what their use on the battlefield is, and expand on some of the implications of the rules concerning characters.

## MIGHTY, BUT NOT THAT MIGHTY!

One of the comments we consistently heard about the last two editions of Warhammer was the dominance of

some characters on the battlefield. When ruthlessly exploited by a player, certain 'super characters' were created that could almost stand against an army on their own. Many players (as well as ourselves) felt that characters needed putting in their place a little in the new rules and army lists, and that's just what we've done. After all, if you've just spent two weeks putting together and painting your wonderful regiment of 40 High Elf Spearmen you don't want a lone snotty-nosed Goblin Big Boss turning up with some magical do-hicky and blasting them off the face of the world, do you?

Make no mistake, characters and the magic items they carry can certainly swing a battle in your favour if used well, but no longer will they be able to take on everyone and expect to win nine times out of ten. This has come about from a number of changes, most prominently the new profiles, the limits on magic items and the new outnumbering rule.

Being able to start the army lists from scratch, as it were, has helped considerably in toning down the potency of characters. Firstly, it gave us the opportunity to fix a more

suitable baseline for rank-and-file troops (most get a maximum of 1 Attack, and are limited to Strength and Toughness 3, for a start). This meant that only the odd extra point on a characteristic makes a character better than those around them. Most troops are now Strength 3, so now you really appreciate a character who gets Strength 4! These lower starting values also mean that even high level characters aren't so far above the rank-and-file that they are almost invulnerable to them.

Combined with a general lowering of character stat lines, the new army lists allowed us to place stricter controls on access to magic items. Firstly, the race-specific Magic Item lists meant that now we can look at the combinations of items from a list of 50 or 60, compared to over 200 in the past! The advantage of this is that we can more easily spot combinations of items that are more effective than we'd like them to be. It was this mixing and matching of magic items in previous editions that was one of the greatest sources of character imbalance (and generated the most questions, I reckon).



A fearsome Keeper of Secrets leads its Slaaneshi warband.





A mighty Elector Count of the Empire flees from combat after losing to a mob of Savage Orcs.

Additionally, the simple measure of introducing an outnumbering rule to combat resolution, and with fairly modest Unit Strength values for even the mightiest hero on a big monster, means that there is now even less chance that a lone character can charge headlong into an enemy unit and break them, even if he or she slaughters everyone within reach.

A few people have asked about the Unit Strength of characters such as Bloodthirsters and other large, monstrous beasts. The Unit Strength chart gives characters on foot a Unit Strength of 1, while characters from 'big' races such as Minotaurs and Ogres have a Unit Strength of 3, and Monsters like Dragons and Giants have a Unit Strength equal to their starting Wounds value. So which of these should be used for Greater Daemons and their like? Well, after long deliberation and consultation with my aides (Jake and Alessio) I've decided on the last of these options. These 'monstrous characters' are as scary and imposing as a Griffon (and definitely scarier than a Pegasus) and their Unit Strength should reflect this. Therefore:

- Characters on a 40mm or larger base, and with 6 or more starting

Wounds, are called monstrous characters. These have a Unit Strength equal to their starting wounds.

- Characters on a 40mm or larger base with less than 6 starting Wounds have a Unit Strength of 3.

## SWORDS OR SORCERY

Something else we've been able to do with the new profiles is to ensure that there is a definite difference between sword-wielding fighters and spell-casting wizards. With a few exceptions (Vampires, for example) most magic users are now less potent in hand-to-hand combat than their dedicated 'fighty' comrades. This makes picking between a Hero and a Wizard a far more considered choice – no longer can you have your cake and eat it.

## FOOT OR HORSE?

You'll also notice that the rules make characters on foot a lot more flexible than those mounted on monsters or other beasts. Again, this was a deliberate change to make players think twice about sticking their Wizard or General on a steed or monster. Not only does this restore some of the balance between regiments and characters, but weighing the pros and cons of being mounted or being on







A frenzied Chaos Lord of Khorne is forced to charge a unit of Empire Huntsmen.

foot makes selecting your army more of a challenge.

In all movement and line of sight respects a character on foot should be thought of as a lone skirmishing model – able to march freely, charge and shoot in any direction, and so on. This means that until engaged in combat a lone character on foot does not count as having a flank or rear zone – the character can freely turn to face their charging enemy. Once fighting, however, they are locked in place and can be charged in the flank or rear as normal. Also note that although characters on foot (and skirmishers for that matter) can move at double their normal rate for movement, this does not mean that they move at double rate for a failed charge. In this case their 'normal movement' is considered to be the distance shown as their Movement characteristic (more cunning devils at work out there!).

### FOLLOW ME, MY BRAVE MEN!

The combat abilities of characters may have been cut back, but that serves to emphasise their real strength as leaders of others. As most characters now have to rely on a bit of muscle

around them rather than pelting off into the enemy at the first opportunity, their higher Leadership value plays more part than their fighting ability.

This is probably a good juncture to clarify a few points with regards to how characters interact with units. In particular, how characters and units with special rules for their Psychology and Leadership work with one another. On page 100 of the Warhammer rules you'll find a discussion of how characters interact with units with different Psychology liabilities. The upshot of this can be broken down into several simple principles:

- Characters must obey all psychology-induced movement of the unit, as this is compulsory movement and a character cannot leave a unit suffering from compulsory movement.
- As noted on page 100, characters gain no benefits from the Psychology of a unit they are in except if the unit they are in is immune to *fear* and/or *terror*, in which case they themselves are also immune (their bravery is bolstered by those around them). The same applies to panic – if the unit

does not panic, the character does not either.

- Conversely, characters never force a unit they are with to move with them (though they can if you wish). For example, a unit does not have to charge even if the character leading them is subject to *frenzy*. In this circumstance the character will be forced to leave the unit in the Movement phase. In the highly unlikely event that the unit and the character are subjected to two different compulsory movement effects, the compulsory movement of the unit takes precedence.

When it comes to Break tests, similar principles apply:

- Only one Break test is ever taken by a unit – characters that have joined a unit never take a separate Break test. If the unit breaks, all the models flee. If the unit stands, all the models stand.
- Characters who are *stubborn* do not confer this ability on a unit they are with, though the unit may use the character's modified Leadership value as normal. Characters in a Stubborn unit but who are not Stubborn themselves allow the unit to either test on their own unmodified Leadership, or the character's modified Leadership, whichever is better (see Warhammer p.85).

- Characters who are Unbreakable must still flee if the unit flees, because the character cannot leave during compulsory movement. Similarly, characters in an Unbreakable unit will

### CHARACTERS WITHIN CHARGING UNITS

On the turn you charge with a unit containing characters you cannot reposition them within the unit. If they end up in base contact with the enemy they can fight and take part in challenges; if not they'll have to wait.

In your following turn(s) you can move them within the unit to get into base contact with the enemy as explained on page 97 of the Warhammer rulebook.



not flee because the unit must stay and fight (in effect they also become Unbreakable).

Now this last point can currently be used as a sort of back door way of making very powerful characters Unbreakable when really we don't want them to be. As we have been writing the army lists in the Warhammer Armies books we have changed this. Since this is how it's going to be, you might as well get ready and play using this rule now:

- Unbreakable units cannot be joined by characters except those who are already Unbreakable. Swarms can never be joined by a character (have you tried leading a swarm of frogs?).

Next month I'll be pondering Dwarfs. Until then, Happy Gaming!

## RAVENING HORDES CORRECTIONS

A few devious, if not downright suspect, tactics have arisen from the use of the Assassin rules in the Dark Elf and Skaven army lists in Ravening Hordes. Although the rules clearly state that an Assassin never confers their Leadership to the unit they are hiding in, at the same time it is theoretically possible for an Assassin to be your General and allow other units within 12" to use his Leadership value. This obviously wasn't our intention and so let's be clear about it – Assassins cannot be your army General. No-one else uses their Leadership value for anything.

Similarly, using the rule above for not allowing Swarm units to be joined by characters, this means that Skaven Assassins cannot hide in rat swarms! Although I must admit the idea put forward of an Assassin crawling forward under a blanket to which stuffed rats have been stitched is highly amusing...

On the turn he is revealed he gets to strike first, and this takes precedence over any other strike priorities he may have (such as wielding a Great weapon). You might like to think of it as charging on the turn he is revealed, for the purposes of working out striking order.

Also, while we're on the subject of Assassins, here's a clarification regarding Victory points. If the unit they are hiding in is wiped out, flees off the table or is otherwise considered destroyed before the Assassin is revealed, they are also considered casualties for Victory point purposes.

Finally, just in case any of you were wondering, Chaos Dragons can *fly* and Chaos Trolls in Beastmen armies do suffer from *stupidity*. Oops.



Led by an Elf Prince riding an ancient Dragon, a High Elf army confronts the dark forces of Chaos.



# GAMES WORKSHOP STORES

If you've always wanted to lead an army of heroic knights across the battlefield or command a force of Space Marines against the enemies of Mankind, then your local Games Workshop store is the place for you!

All of the stores listed below run introductory games – so if you've never played a Games Workshop game and want to see what it's all about, drop in to your local store and ask one of the friendly members of staff for a exciting introductory game!

## Store opening Times

**Normal opening hours are: Mon-Wed & Fri-Sat: 10am to 6pm. Thurs: Midday to 8pm. Sun: 10am to 4pm.**

**During November and December our stores will be extending their opening times, please contact your local store for details.**

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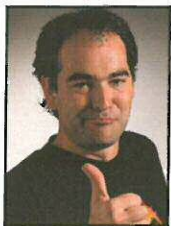
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*Jervis Johnson now heads up the Fanatic team, but before that he was one of our illustrious Warhammer 40,000 Games Developers – this*

*is practically the last thing he wrote prior to leaving. Jervis is also the author of the classic Blood Bowl game.*

# CHAPTER APPROVED

**BY JERVIS JOHNSON**

**Do you remember the old days of Rogue Trader when you had rules to build your very own vehicular creations! Well, Jervis has done it again and has come up with a complete vehicle design system for the new edition of Warhammer 40,000.**

## VEHICLE DESIGN RULES

Over the last year or so I've put together the following vehicle design system to allow players to include scratch-built and converted vehicles in their games of Warhammer 40,000. I must admit that I do this with trepidation, as my experience in the past is that some players see such systems as an opportunity to field the most beardy vehicles it is possible to imagine, just to give themselves some advantage in the games that they play. On the other hand, one thing I miss are the entertaining scratch-built and converted models we used to see in the old Rogue Trader days. This is understandable, as back when Rogue Trader was released (Rogue Trader being the title of the original version of the Warhammer 40,000 rules) there were very few models in the Citadel range, and so you were pretty much forced to use scratch-builds and

conversions in order to be able to play at all. Now that there are so many models a player can use 'off the shelf', as it were, it's no surprise that this is what most players choose to do. The situation wasn't helped by the fact that the Rogue Trader vehicle design rules simply didn't work all that well and were subject to beardy excesses, and that the 2nd edition vehicle rules were so complex that it was impossible for us to come up with a vehicle design system that worked at all, let alone one that was fair!

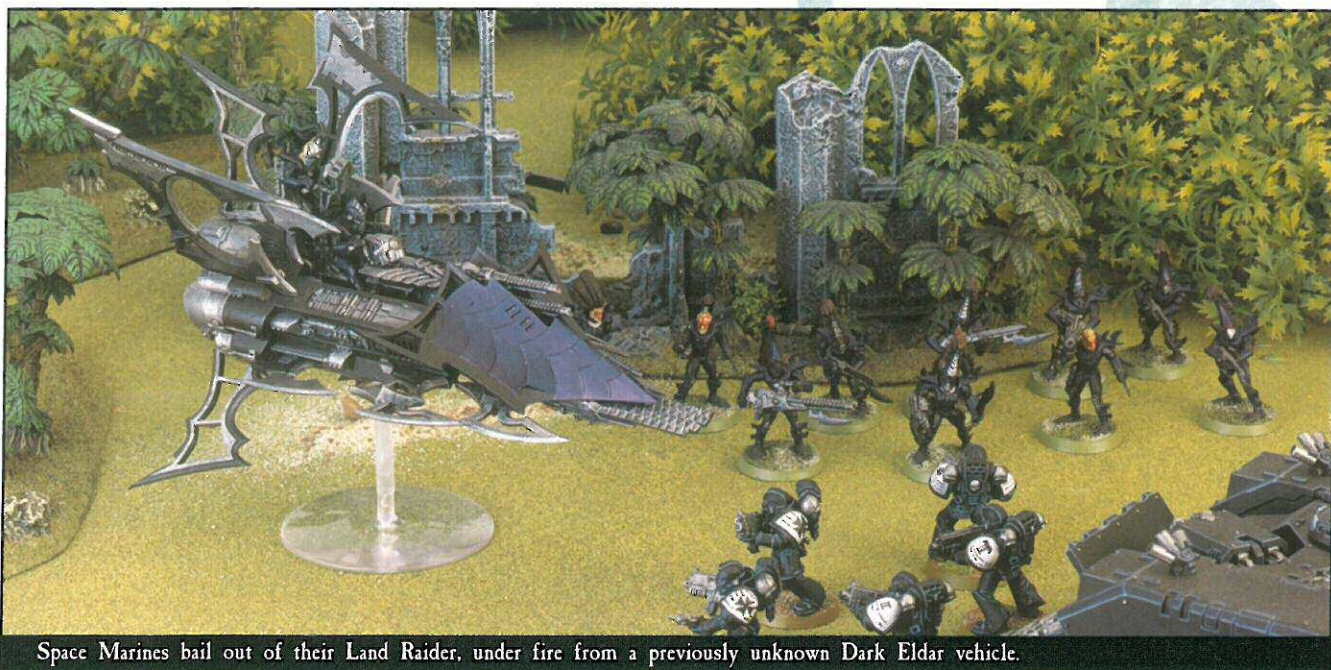
However, the advent of the new rules with their much cleaner vehicle rules has meant that I've once again been able to get on my old hobby-horse and have a go at coming up with a set of vehicle design rules that can really work.

I think you'll find that the rules, if used

intelligently (ie, not just to try and win games), will offer you all kinds of opportunities to increase the scope, colour and character of your Warhammer 40,000 games. It will also, I hope, herald a return to those heady days when White Dwarf featured articles showing you how to scratch-build and convert new models for your army, and where most players had a vehicle or two that had started life as a Transformer, World War Two tank, or even a deodorant bottle (see below). So, have fun with the rules, and please, use them in the spirit in which they are intended.

### THE MOST IMPORTANT RULE

As I've already mentioned, one of the primary aims of this article is to allow players to use models that they have scratch-built or converted themselves. They are not designed to allow players to plonk down a cardboard



Space Marines bail out of their Land Raider, under fire from a previously unknown Dark Eldar vehicle.



## VEHICLE DATAFAX

Name	Points/Model	Front Armour	Side Armour	Rear Armour	BS
Type:	Size:		Speed:		
Weapons:	Special Options:		Vehicle Category:		
			Structure points:		

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## CLOSE COMBAT VEHICLE DATAFAX

Name	Points/Model	WS	BS	S	Armour:	Front	Side	Rear	I	A
Type:	Size:		Speed:							
Weapons:	Special Options:		Vehicle Category:							
			Structure points:							

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### GRAV-ATTACK TANK

A little misty-eyed look back at the old days – before all the plastic vehicle kits came out, when all you had was Zoids, World War II tank kits and a lot of imagination.

Does anyone remember this old gem? The original Grav-Attack Tank as seen in WD95, built from a deodorant bottle by Rick Priestley himself!



Using Jervis' new vehicle design system even this old model can be used in the latest version of Warhammer 40,000.

### VEHICLE DATAFAX

Name	Points/Model	Front Armour	Side Armour	Rear Armour	BS
Grav-Attack Tank	135	12	11	11	3
Type: Tank	Size: Normal		Speed: Normal		
Weapons: 1 Lascannon, 1 Missile Launcher	Special Options: Skimmer		Vehicle Category: Heavy Support		
			Structure points:		

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box and say something along the lines of "this box represents this vehicle what I came up with last night." So, the most important rule of all is that a vehicle a player has designed himself must be represented by a painted, WYSIWYG model ('wysiwyg' = what you see is what you get), or it cannot be used at all!

'WYSIWYG' means that the model must be of the right type and size, and have the correct number of weapons on it. Weapons that are of a new design or appearance (ie, are not GW weapon models) can 'count as' another type, but you must tell your opponent about this at the start of the battle, and you must be consistent about it. For example, if you say, "this gun counts as a lascannon", then another weapon that is identical must also count as a lascannon. Basically, if you think to yourself "Will this confuse another player?" and the answer is "Yes" then you shouldn't do it!

One last point – in normal games of Warhammer 40,000 it's quite common to use 'stand-in' models to try out a new troop type and see if you want to include them in an army. This is perfectly acceptable for units that are included in a Codex, but not for a 'do it yourself' vehicle. These rules are designed to allow you to use a model you have in a game, not to provide you with a way of designing a new 'uber-machine' for your army. If you want to test something out, you have to build it!

## VEHICLE DESIGN STEPS

Basically there are eight steps you need to follow in order to add a new vehicle to a game of Warhammer 40,000, which are listed below. The rest of the article takes each of these steps and describes them in detail, and explains what you need to do. You should follow each step in turn, going back to adjust previous entries if the need arises. Record the details on the Vehicle Design Datafax sheet that we've included with the article. Please note that you will need the completed vehicle model before you can start working out the rules for it, as in some of the steps you'll need to look at the model to work out the rule that applies. The eight steps are:

1. Pick Type
2. Pick Size
3. Pick Armour
4. Work Out Speed
5. Pick Weapons
6. Work out characteristics
7. Pick Special Options
8. Work Out Points Value

### 1. PICK TYPE

The first step in working out the rules for your new vehicle model is to pick what type of vehicle it is. A summary of the

different types of vehicle is printed right. All you need to do is assign the vehicle to the appropriate category!

All vehicles in Warhammer 40,000 have a type; for example a Land Raider is a tank, a Dreadnought is a walker, and so on. Each of these categories is described in the Warhammer 40,000 rulebook, and you should refer to that for a fuller description of them. In addition I've added in two new categories you can use; flyers and immobile.

**Flyers:** A flyer is basically an aircraft – ie, something that can fly along very fast in pretty much a straight line – as opposed to a skimmer which is more like a modern day helicopter. The rules for fliers are included in a special section at the very end of the vehicle design rules, to avoid cluttering up the core rules with special exceptions that will only apply to a very few models.

**Immobile:** Immobile vehicles are, as their name implies, a vehicle that can't move, for example an anti-aircraft battery, or a defence laser site. They can have turrets and have a crew to operate them, but unlike other vehicles they can't move from their starting location.

## DARK ELDER FLYING GUN - RAMPAGE

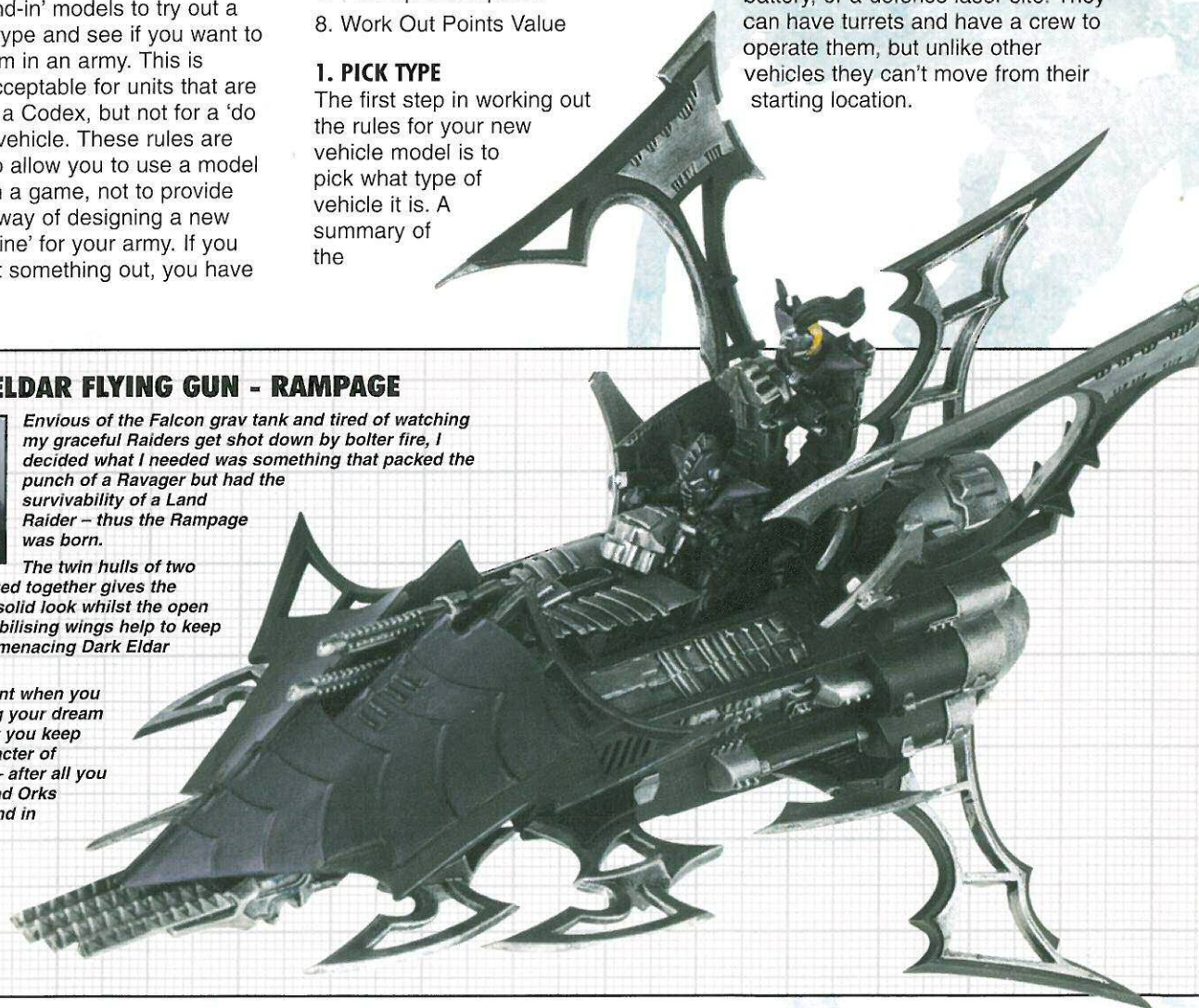


Nick Davis

*Envious of the Falcon grav tank and tired of watching my graceful Raiders get shot down by bolter fire, I decided what I needed was something that packed the punch of a Ravager but had the survivability of a Land Raider – thus the Rampage was born.*

*The twin hulls of two Raiders glued together gives the vehicle its solid look whilst the open top and stabilising wings help to keep that sleek, menacing Dark Eldar feel.*

*It's important when you are building your dream vehicle that you keep in the character of your army – after all you wouldn't find Orks riding around in organically shaped skimmers!*





## VEHICLE TYPE SUMMARY

- Walker
- Tank
- Vehicle
- Flyer
- Immobile

## 2. PICK SIZE

The next step in designing the rules for your new vehicle is to assign it a size. A vehicle's size has a number of effects on the rest of the rules that follow, for example determining how many weapons it can carry.

Vehicles must be allocated one of the following sizes:

- Small (ie, buggies, Land Speeders, Vypers, etc)
- Normal (ie, Rhinos, Leman Russ, Land Raiders, etc)
- War Machines

**War Machines:** Anything larger than 'normal' sized is a special type of vehicle known as a War Machine (i.e. Baneblade sized and up). A number of special rules apply to war machines. Rather than clutter up the main vehicle design rules with lots of 'ifs and buts' about war machines I've included all of the special rules that apply to them in a separate section later on.

## TOTAL ARMOUR CHART

	WALKER	TANK	LIGHT VEHICLE	FLYER	IMMOBILE
SMALL	44(12)	46(12)	40(10)	40(10)	46(12)
NORMAL	47(13)	54(14)	44(12)	44(12)	56(14)
WAR MACHINE	54(14)	56(14)	44(12)	44(12)	56(14)

*Note: Count side armour twice when working out the total value (both values must be the same).*

**Size Guidelines:** Playtesting has shown that some players can be a bit, erm, 'creative' in allocating sizes to their models, for example calling a small model a super-heavy vehicle. Please remember that the size you allocate should be reflected in the physical size of the model itself – in other words a small vehicle should be small, while super-heavy vehicles and larger should be really big! To help, here are some guidelines for you to use:

**Small vehicles:** Should be smaller than a Rhino model, about 3-4 inches square or less.

**War Machines:** Should be larger than a Land Raider, in other words larger than 5-6 inches square.

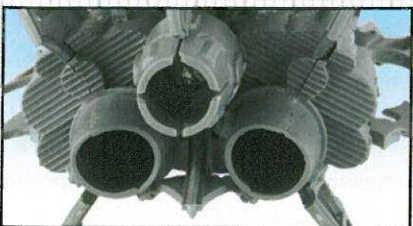
Vehicles that are converted from an existing Citadel model should be the same size as the prototype, unless you glue several models together.

For example, if you converted a Chimera into the 'Super Zappy

Chimera' armed with an unfeasibly large gun, then it should remain a 'normal' sized vehicle. On the other hand, if you glued four Chimera hulls together in order to make a vehicle, then you could count it as a war machine.

## 3. PICK ARMOUR

All vehicles in Warhammer 40,000 have a set of armour values, even if they are not actually 'armoured vehicles' as such. In this step you must decide how much armour your vehicle has on each of its facings. Cross reference the size and type above to find out how much armour the vehicle can have. The combined total of the Vehicle's front, left, right and rear armour may not exceed this value. The number in brackets is the highest value a single facing may have. The minimum value a facing may have is 9. For example, a normal tank can have an armour value of up to 14, but the total of all its armour facings can't exceed 54.



## VEHICLE DATAFAX

Name	Points/Model	Front Armour	Side Armour	Rear Armour	BS
Rampage	250	12	11	10	4
Type: Light Vehicle		Size: Normal		Speed: Fast	
Weapons: Twin-linked Splinter cannons Gatling Dark Lance (D3 shots)		Special Options: Skimmer & Open topped Energy field 4+ save on Front & side armour. Against glancing & penetrating hits		Vehicle Category: Heavy Support	
Structure points:					

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*I made the Rampage out of two Raider kits glued together, with additional firepower in the shape of splinter cannons from spare Dark Eldar Warrior kits.*

*At the time that the Rampage was being constructed, everyone in White Dwarf was having a go at building a vehicle, so plenty of other vehicle kit bits were available – hence the third engine (donated by a Falcon grav tank).*



**Armour Value Guidelines:** Just as with size allocation, you should base the amount of armour you give a vehicle on its appearance; if a vehicle is clearly lightly armoured, or indeed not armoured at all, then you should not give it a high armour value. On the other hand, if it's covered in thick armour plate it should be well-armoured. Here are some guidelines as to what armour values you should allocate:

**Armour 9:** This should be reserved for non-military vehicles with no protection whatsoever, for example a car or a truck.

Be aware that vehicles with this armour value are horribly vulnerable to enemy shooting.

**Armour 10:** Unarmoured or very lightly armoured military vehicles can have this armour value on any facing, and other armoured vehicles will have it for lightly armoured rear and side facings.

In addition, strongly built civilian vehicles can have this armour value. For example a bull-dozer could be armour 10 rather than armour 9 on most facings.

**Armour 11-12:** Lightly armoured vehicles will have this armour value on their front and side facings, while more heavily armoured vehicles may have side and rear armour facings with this value.

**Armour 13-14:** Only heavily armoured vehicles will have armour values this high, and then only on their front and side facings. Only incredibly tough and well-armoured vehicles should have an armour rating this high on their rear facing.

Eldar vehicles should not be given armour values of 13 or 14 as they rely on more sophisticated forms of protection than thick armour plate.

**Existing Models:** If your model is a converted Citadel vehicle, then it should generally have the same armour values as the model it was converted from.

You can add +1 to a value if you've added lots of extra armour, and knock a point off if you've significantly reduced the armour on a facing. As a rule of thumb, though, it's best to leave the values as they are.

## SPEED CHART

	WALKER	TANK	LIGHT VEHICLE	FLYER	IMMOBILE
SMALL	NORMAL	NORMAL	NORMAL	FLYER	IMMOBILE
NORMAL	NORMAL	NORMAL	NORMAL	FLYER	IMMOBILE
WAR MACHINE	LUMBERING	LUMBERING	LUMBERING	FLYER	IMMOBILE

### 4. WORK OUT SPEED

Next you need to record the speed of the vehicle on its datafax. This is very straight-forward; just look it up by cross-referencing the vehicle's size and type on the chart above to see what speed it normally has. Note you can upgrade your vehicle's starting speed to your own choice by paying the additional points for it (see later on – Cost of Speed table).

Normal vehicles, walkers and fast vehicles follow the rules in the Warhammer 40,000 rulebook, while agile, lumbering, immobile and flyers are new categories.

**Agile Vehicles:** Agile vehicles are quite fast and manoeuvrable, but don't have the straight-line speed of a fast vehicle. They can move up to 6" and fire all weapons, or up to 12" and fire one. They may not move more than 12". They can turn freely as they move, like most other vehicles.

**Fast:** The vehicle follows the rules for fast vehicles in the Warhammer 40,000 rulebook, ie, it can move up to 6" and shoot all weapons, up to 12" and shoot one weapon, or up to 24" and not shoot at all, and it may turn freely as it moves.

**Flyers:** Flyers, like War Machines, require rather a lot of special rules. Rather than print them here I've put them all together in their own section at the end of the rules.

**Immobile Vehicles:** Immobile vehicles may not move!

**Lumbering Vehicles:** Lumbering vehicles grind along at a slow and steady pace. These vehicles can move up to 6" a turn. They must always move straight ahead, and at the end of the move they can pivot up to 90°. Lumbering vehicles can fire all of their weapons even if they move.

**Normal:** These vehicles follow the standard Warhammer 40,000 vehicle movement rules, ie, they can move up to 6" and fire one weapon, or up to 12" and not shoot any weapons, and may turn freely as they move.

**Walker:** The vehicle follows the movement rules for walkers in the Warhammer 40,000 rulebook, i.e. it can move up to 6" and fire up to two weapons. If stationary you can fire all weapons.

### 5. WORK OUT WEAPONS

Now for the bit you've all been waiting for – arming the vehicle you've created. Weapons are picked from the list of weapons opposite.

If you're using a converted Citadel model then it will be easy to decide what each weapon on the vehicle counts as. If you're using anything else, or have scratch-built a new weapon for a Citadel model, then you should pick the weapon from the list opposite that the model's weapon most closely resembles.

This isn't actually quite as hard as it sounds, and as long as you are consistent and fair I doubt you'll have any problem deciding 'what counts as what'. It goes without saying that all weapons you take for a vehicle must be represented by a weapon on the model, and by the same token any weapons shown on the model must be included on the datafax.

I've included the points values here as it saves me from having to repeat the list in the 'Points Cost' step of designing the vehicle later on.

**Weapon Options:** Now, although the weapon lists includes suitable 'stand-ins' for most weapons that can be mounted on a vehicle model, it has to be said that there are some weapons which aren't well represented.

Rather than come up with a huge new list of weapons in a bid to cover everything that could be conjured up by the imaginations of some of the madder modellers out there (a thankless and nearly impossible task), I have instead come up with a set of weapon options which can be used to upgrade weapons from the list below.

It has to be said that these options are rather generic and lack some of the character of a 'unique' special weapon



such as those we are able to create when writing a Codex, but have the benefit of being flexible and very easy to use.

The options that are available are listed below, along with the effect they have on a weapon's points value.

Any options can be combined (ie, you can have a twin-linked gatling mega lascannon if you really feel you have to!), but options may not be doubled up (ie you cannot have a mega mega lascannon).

Add together the costs of the multiple upgrades. For example a twin-linked, gatling, mega, blast weapon would

cost  $50+100+100+150 = +400\%$ , or five times its normal cost!

### WEAPON UPGRADE CHART

WEAPON OPTION	COST INCREASE
BLAST	+150%
CO-AXIAL	Add cost of co-axial weapon
GATLING	+100%
LONG BARREL	+50%
MEGA WEAPON	+100%
TWIN LINKED	+50%

### WEAPONS CHART

WEAPONS	BS 4	BS3	BS2
Assault Cannon	+35	+25	+20
Autogun	+1	+1	+1
Autocannon	+35	+25	+20
Boltgun	+2	+2	+2
Flamer	+10	+10	+10
Grenade Launcher	+15	+10	+5
Heavy Bolter	+20	+15	+10
Heavy Flamer	+15	+15	+15
Hunter Killer Missile	+15	+10	+5
Lasgun	+1	+1	+1
Lascannon	+35	+25	+20
Ripper Gun	+3	+3	+3
Meltagun	+15	+10	+5
Missile Launcher	+25	+20	+15
Mortar	+25	+25	+25
Multilaser	+35	+25	+20
Multimelta	+40	+30	+20
Plasma Cannon	+40	+30	+20
Plasma Gun	+15	+10	+5
Smoke Launchers	+3	+3	+3
Storm bolter	+5	+5	+5
Demolisher	+50	+50	+50
Whirlwind	+40	+40	+40
Battle Cannon	+50	+50	+50
Griffon Mortar	+40	+40	+40
Inferno Cannon	+30	+30	+30
Earthshaker	+60	+60	+60
Vanquisher Cannon	+55	+50	+50

#### DARK ELDER WEAPONS

WEAPONS	BS 4	BS3	BS2
Blaster	+10	+10	—
Dark Lance	+35	+30	—
Destructor	+15	+15	—
Disintegrator	+30	+25	—
Shredder	+15	+10	—
Splinter Rifle	+2	+2	—
Splinter Cannon	+20	+15	—
Stinger	+5	+5	—
Terrofex	+15	+15	—

WEAPONS	BS 4	BS3	BS2
<b>CHAOS WEAPONS</b>			
Combi-Weapons			
Bolter-flamer	+10	+10	+10
Bolter-Meltagun	+15	+10	+5
Twin Bolter	+4	+4	+4
Blast Master	+20	+15	+10
Doom Siren	+15	+15	+15
Sonic Blaster	+6	+6	+6

#### ELDAR WEAPONS

WEAPONS	BS 4	BS3	BS2
Bright Lance	+35	+30	—
Eldar Missile Launcher	+30	+20	—
D-cannon	+30	+30	—
Fusion gun	+10	+10	—
Lasblaster	+2	+2	—
Shuriken Catapult	+2	+2	—
Shuriken Cannon	+25	+20	—
Star Cannon	+45	+35	—
Scatter Laser	+30	+25	—
Reaper Launcher	+35	+25	—
Death Spinner	+25	+25	—
Fire Prism	+45	+45	—
Shadow Reaver	+30	+30	—

#### NECRON WEAPONS

WEAPONS	BS 4	BS3	BS2
Gauss gun	+2	+2	—
Gauss Blaster	+30	+20	—
Gauss Cannon	+35	+25	—

#### ORK WEAPONS

WEAPONS	BS 4	BS3	BS2
Big Shoota	—	—	+12
Kombi-weapon			
Shoota/rokket launcher	—	—	+5
Shoota/shorcha	—	—	+8
Kustom Mega-blaster	—	—	+15
Rokket Launcha	—	—	+8
Skorcha	—	—	+5
Lobba	—	—	+15
Zzap gun	—	—	+15
Kannon	—	—	+15



**Blast:** The weapon gets a Blast marker if it doesn't normally have one. If it has a Blast marker, then the Blast marker is upgraded to an ordnance blast. If it already has an ordnance blast then you've wasted the points! This option may only be used for weapons that are mounted on immobile vehicles or war machines.

**Co-Axial Weapons:** A 'co-axial' weapon is one that is fixed beside another weapon of a different type, a bit like a twin-linked weapon but where two different types of weapon are used. For example, a tank might have a turret mounted autocannon with a co-axial heavy bolter mounted beside it. Any type of weapons may be fitted into a 'co-axial' mount. Both weapons must fire at the same target unit, even if fitted to a war machine. If a co-axial mount includes an ordnance weapon, then if it fires any other co-axial weapons cannot be used (including other ordnance).

**Twin-Linked Weapon:** Twin-linked weapons, as their name implies, are basically two weapons mounted side by side. They are quite common in Warhammer 40,000, and the rules for them can be found in the rulebook (they allow a re-roll of the To Hit dice). Any weapons can be twin-linked if desired, but the model representing the weapon must have two or three gun barrels.

**Gatling Weapon:** Gatling weapons are basically an even bigger version of a twin-linked weapon, with even

CLOSE COMBAT WEAPON CHART	
WEAPON	COST
CLOSE COMBAT WEAPON	+1pts x WS x A
POWER WEAPON	+3pts x WS x A
DREADNOUGHT CLOSE COMBAT WEAPON	+5pts x WS x A
WAR MACHINE CLOSE COMBAT WEAPON	+10pts x WS x A

more gun barrels. Any weapons may put in a gatling mount. This allows them to take D3 shots for each shot they would normally fire (ie, a gatling heavy bolter would get 3D3 shots per attack). Weapons with a template must place additional templates touching the first using the rules for mortars and other Guess range weapons. The model representing a gatling weapon must have four or more gun barrels.

**Long Barrel:** Long barrelled weapons, as their name implies, are much longer than a normal version of the weapon. This allows them to shoot further than the normal version, adding 50% to their range. For example a long-barrelled autocannon would have a 72" range rather than its normal 48" range. Long barrelled weapons must be at least twice as long as the normal length for a weapon of their type.

**Mega-Weapons:** Mega-weapons are simply huge versions of the weapons from the standard weapon lists, for example a mega-lascannon (for some reason mega-weapons proved an extremely popular option with the

testers of these rules!). Only weapons fitted to war machines or an immobile vehicle may be upgraded to mega-weapons. Mega weapons increase their strength and armour penetration by one point each, so the mega-lascannon mentioned above would have a Strength of 10 and an AP of 1 (ouch!). Note that Strength cannot be increased to higher than 10, or AP to better than 1.

**Close Combat Options:** If you wish, vehicles can be armed with a close combat weapon of some kind or another. In Warhammer 40,000 the only vehicles that really have close combat weapons are walkers, but as this may not be the case with scratch-built or converted models, we'll just assume any vehicle can have them.

Vehicles armed with close combat weapons follow the rules for walkers in the rulebook. The WS of the vehicle is shown on the chart in the next section of rules, and is used for working out its chance to hit and the cost of the weapon.

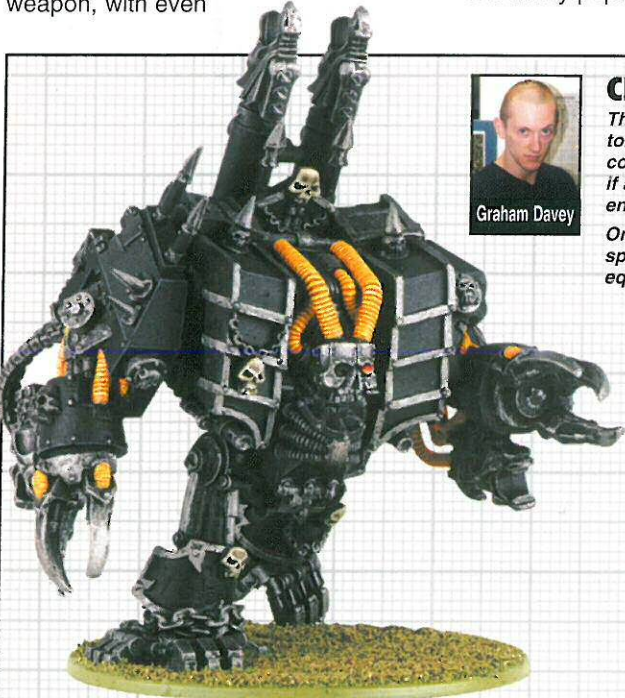
Small and Normal sized vehicles may be given close combat weapons,



### CHAOS BERZERKER DREADNOUGHT

*The Marines inside Chaos Dreadnoughts have been trapped inside these walking tombs for thousands of years and, not surprisingly, have become barely controlled psychotics, dangerous to friend and foe alike. But what would happen if a Khorne Berzerker, already a murderous, blood-frenzied madman, was encased in a Dreadnought?*

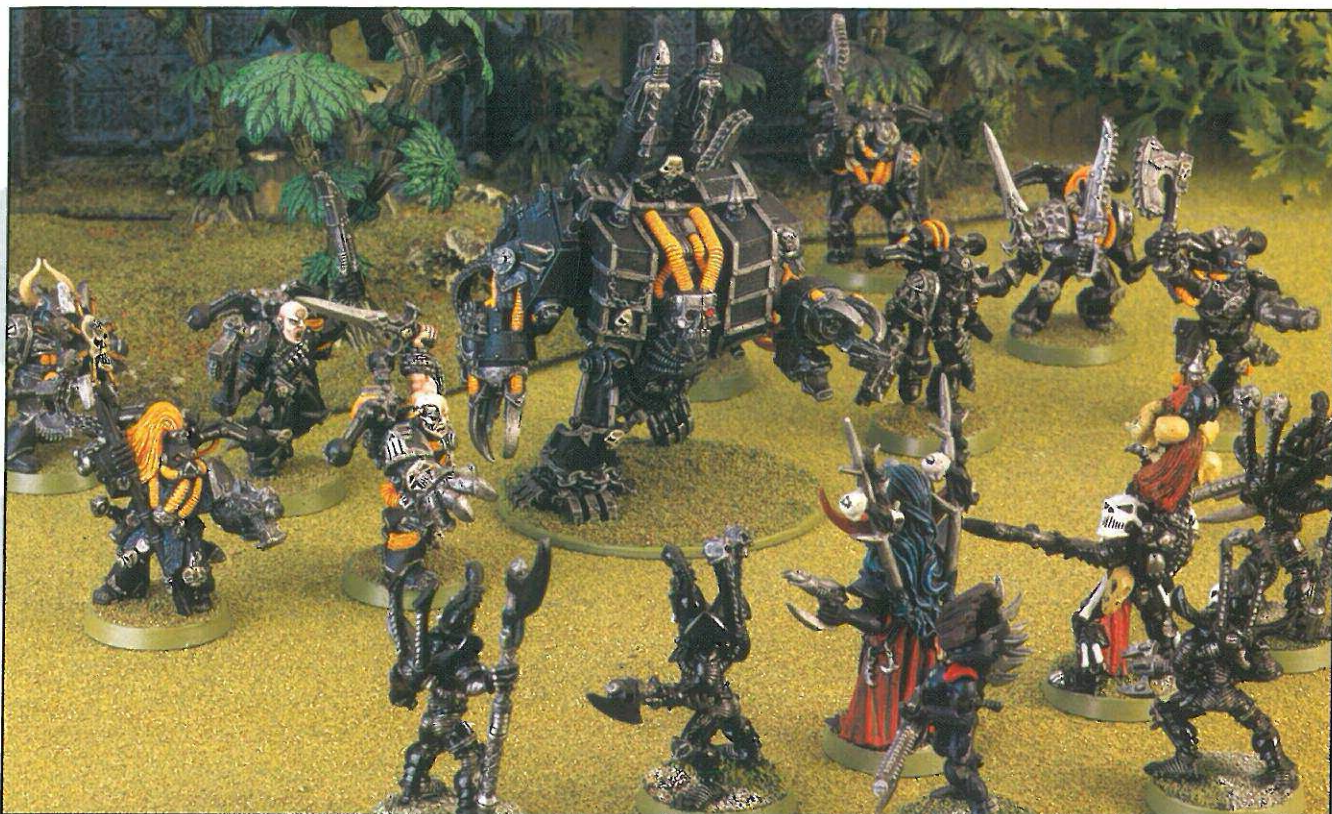
*On a more practical note, I was also jealous of the Blood Angels' close-combat specialist Furioso Dreadnought, and this seemed like a great opportunity to equal things up!*



CLOSE COMBAT VEHICLE DATAFAX									
Name	Points/Model	WS	BS	S	Armour:				A
					Front	Side	Rear	I	
Berzerker	170	4	4	5(10)	12	12	10	4	4
Type: Walker				Size: Normal			Speed: Walker		
Weapons: Twin-linked Boltguns Plasma gun 2 Dreadnought close combat weapons				Special Options: Ferocious			Vehicle Category: Heavy Support		
							Structure points:		
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The ferocious Chaos Berzerker Dreadnought charges a Dark Eldar Lord's retinue.

power weapons, or Dreadnought close combat weapons. War Machines may only be given war machine close combat weapons (see the appendix on war machines).

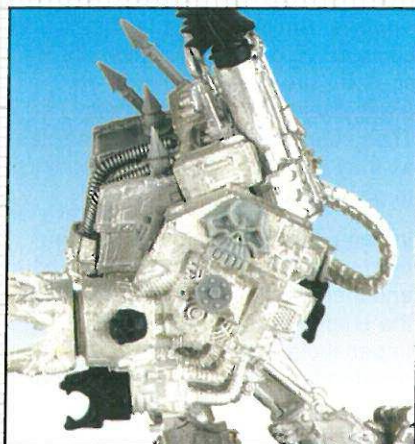
The cost of the weapons carried is based on the Weapon Skill of the vehicle, and the number of attacks it can make.

**For example,** Graham Davey's Chaos Dreadnought (see below) has two Dreadnought close combat weapons and also has the 'ferocious' special option which gives it +1 Attack. Looking in the following section on working out characteristics, we can see that a Chaos vehicle gets a WS of 4, and 1 attack +1 for each close combat weapon. This gives Graham's dreadnought 1 attack, +2 for having

two close combat weapons, and +1 for being ferocious, for a total of 4 attacks. The cost of the close combat weapons it has is based on the best available, namely its Dreadnought close combat weapons. These cost 5 times the Dreadnought's WS of 4, which equals 20, times the number of attacks, which makes a total of 80 points.

*I used a Chaos Dreadnought body with Furioso arms and lightning claws from the old Bjorn the Fell-Handed model. One leg was bent back to get the running effect, and I bent down the toes of the raised foot.*

*The usual 'head' was clipped away and I replaced it with a banner top from the Uriah Jacobus model. The extra piping was made from bass guitar wire.*



▲ I added lots of bits and pieces to complete the Chaos 'look'. There are Chaos Spiky Bits, Undead shield bosses, bike wheel hubs and bits from the Chaos Warrior kit. I also glued on the chain feed from the Space Marine heavy bolter model in place of one of the power lines.



▲ These Chaos gun muzzles work just as well as powerplant exhausts.

In order to bend the toes into their new ▲ position I carefully sawed part of the way through the metal.



▲ Chaos Dreadnoughts are chained up when not in battle for obvious safety reasons! I decided this one might have broken free.



## RACE CHARACTERISTICS CHART

Race	WS	BS	S	I	A
Space Marine	4	4	5	4	1+1 per CCW
Dark Eldar	4	4	4	5	1+1 per CCW
Eldar Guardian	3	3	4	4	1+1 per CCW
Ork	4	2	5	2	1+1 per CCW
Adeptus Titanicus	4	4	5	3	1+1 per CCW
Human	3	3	4	3	1+1 per CCW
Necron	4	4	5	2	1+1 per CCW

### 6. WORK OUT CHARACTERISTICS

The next thing you need to do is record the race of the vehicle's crew and their characteristics on the datafax. With the exception of vehicles armed with close combat weapons, all you need to record is the vehicle's Ballistic Skill.

For a vehicle armed with close combat weapons you need to write down the vehicle's Weapon Skill, Ballistic Skill, Initiative, Strength and Attacks. The characteristics depend on the race of the crew and are listed on the chart above.

### 7. ADD SPECIAL OPTIONS

The penultimate thing to record on your vehicle's datafax are any special options. These are 'special abilities' that have not been covered by the options taken so far, such as being able to transport troops, being open-topped, having protective energy fields and so on.

The options that are available are described below. As with all the rules so far, anything you pick should 'fit' with the vehicle model you have made; for example, you shouldn't give it a transport capability unless the model you have made is clearly capable of transporting troops.

By the same token a vehicle that clearly has one of these options should have it recorded on its datafax, so if you have a model that is clearly an open-topped vehicle, then you must take that option for it. Enough waffling, especially about such common-sense issues – here are the special options.

**Amphibious Craft:** Amphibious craft are designed to work on water, or what passes for water on alien planets. Amphibious craft treat water (or its equivalent) as clear terrain when they move. Amphibious craft that can't leave the water (ie, boats or ships) may ignore the extra points normally charged for this upgrade.

**Codex Vehicle Upgrades:** The vehicle may be given appropriate vehicle upgrades from the Codex of the army it has been designed to join. Note the word 'appropriate', and remember that all vehicles must be

WYSIWYG. See the appropriate Codex for descriptions and special rules.

**Eldar Fields:** The Eldar are a sophisticated and technologically advanced race, and their vehicles are often protected by energy or holo fields.

Eldar vehicles can have a field which provides a 4+ invulnerable save against any glancing or penetrating hits. They can be fitted to any Eldar vehicle that is at least of normal size. Eldar energy fields don't work against close combat attacks and no more than one may be fitted per vehicle.

**Ferocious:** This option may only be used for vehicles with close combat weapons. In close combat the vehicle becomes a whirling maelstrom of destruction.

To represent this, add +1 to the vehicle's Attacks characteristic. This option does not cost any extra points *per se*, but the extra attack must be taken into account when working out the cost of the vehicle's close combat weapons.

**Imperial Shields:** Imperial Titans and some other vehicles or fixed defence sites are protected by a form of energy field called a void shield. These can't be fitted to most vehicles as they require large plasma reactors to power them.

Imperial Fields absorb the damage from one glancing or penetrating hit and then 'go down' as they dissipate the energy that was absorbed. The Imperial player can roll to repair downed fields at the start of each of his turns. Roll 1D6 per field, and it comes back on line on a roll of 6+. Fields can only be fitted to War Machines.

**Open-Topped:** An 'open-topped' vehicle is one where the crew are exposed to enemy fire, rather than being fully enclosed behind armour plate. This is actually a bad special

option, in that it makes the vehicle more vulnerable to enemy fire. Opponents get to add +1 to damage rolls.

**Orbital Lander:** This vehicle is dropped from orbit to land on the battlefield. Such units may always be placed in reserve, even if reserves are not normally allowed by the scenario being played, and enter in the player's turn using the Deep Strike rules.

**Ork Fields:** Ork Mekboyz seem to have an innate ability to construct energy fields in a bewildering variety of types and forms.

For the purposes of these rules, and to keep things simple, they all work in the same way as Imperial Fields, but can't be repaired. They can be fitted to any Ork vehicle that is at least of normal size. Vehicles with more than one structure point (see the war machine rules later on) may have up to one field for each structure point.

**Recovery Vehicles:** It's not uncommon to see vehicles that have been converted into armoured recovery vehicles (or ARVs) of some type or another. ARVs are used to take damaged vehicles back to a repair depot where they can be fixed and sent back into action. They can also be used to move a completely destroyed vehicle out of the way if it is blocking movement.

An ARV can drag any destroyed or immobilised vehicle (friend or foe) that they start the turn in base contact with. Both vehicles may move up to D6" and must remain in base contact at the end of the move (please use common sense here when moving the vehicles!). Neither vehicle may shoot in the same turn that they are towing or being towed, except that the vehicle being dragged can fire one weapon at the ARV if it's able to.

**Skimmer:** This vehicle is a skimmer.

**Souped Up Engine:** Some vehicle engines can be souped-up to make them faster. This option may only be taken for vehicles with no more than 50 points of armour.

Lumbering vehicles and walkers with souped-up engines count as being agile (see the section on Agile vehicles), and any other type of vehicle becomes fast. War machines with more than 5 structure points may not take this upgrade.



**Transport:** This option allows the vehicle to transport 11 normal sized models. Small vehicles may carry up to six normal-sized models. Vehicles with more than 1 structure point (see the war machine rules later on) may transport an extra five models for each structure point in excess of 1. Models that are Terminator sized or larger count as two models against the limit that may be carried.

Walkers or other vehicles of up to normal size may be carried, taking up five spaces if small and ten if normal sized, but only if the transport vehicle is large enough to carry them and they could fit through the entry hatch.

Vehicles being transported in another vehicle which is destroyed will suffer a glancing hit on a D6 roll of 4+ (rather than having to make an armour save as transported models do).

**Tunnellers:** Tunnellers, as their name implies, are capable of burrowing through the ground. They are generally used to transport troops and launch surprise attacks by suddenly surfacing where the enemy least expects them.

Any tanks or light vehicles may be given a 'tunneller' option. Such units may always be placed in reserve, even if reserves are not normally allowed by the scenario being played, and enter play using the Deep Strike rules.

**Wreckers:** Some vehicles are fitted with things like wrecking balls, big grabby claws, enormous drills etc. These may only be used to attack terrain features or immobilised vehicles that are in base contact with the wrecker vehicle.

Targets that will fit completely under an Ordnance template are destroyed on a roll of 6 on 1D6. Larger targets cannot be affected in the time frame of the game.

**Targeter:** Vehicles often have a targeting matrix, optical enhancement system or other device to increase the chance of their guns hitting. This must be represented with some sort of radar dish, sensor or gun-sight on your model.

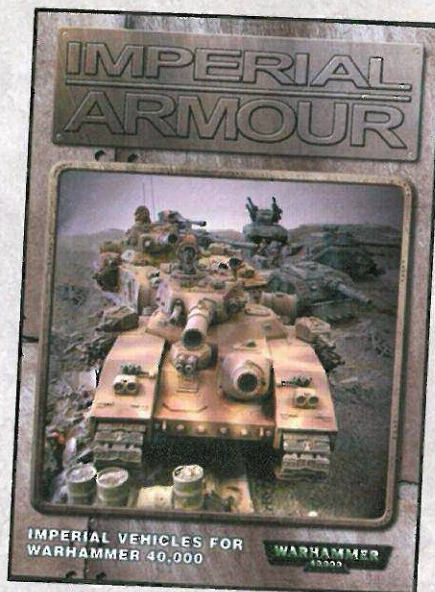
A targeter increases the crew's BS by +1. All guns on the vehicle now cost the corresponding higher price for the new BS. Races that already have BS4 are deemed to have such devices built into their vehicles and may not chose this option.

## IMPERIAL ARMOUR

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## 8. WORK OUT COST & CATEGORY

The final thing you need to do in order to get your vehicle ready for its tabletop debut is to work out how many points it costs and what category it belongs to with regard to using up 'slots' on the Force Organisation chart (ie, does it count as heavy support, fast attack, etc).

It has to be said that working out the points cost is a somewhat arcane process, and really requires the use of a calculator and paper, but having come this far I'm sure you'll muddle through somehow!

Before getting stuck into the nitty-gritty of how you actually calculate the points, I should point out that I've tried to create a system where you pay over the odds in terms of points for vehicles you design yourself. So, if you run an 'off the shelf' model through the points cost procedure, you

should find that it comes in at more than the points listed for it in the army lists. This compensates for the fact that vehicles you design yourself can be made exactly to suit the role you plan to use them for in a game.

To work out the vehicle's points cost, just follow and add together the costs listed on the summary sheet overleaf to find out the total cost of the vehicle.

## 9. GET PLAYING!

Well, what are you waiting for? Work out your vehicle, write down its details on your datafax, and get playing! After the summary are appendices covering extra rules for War Machines and Flyers. Have fun!

*Seamus Johnson*



# VEHICLE DESIGN SUMMARY SHEET

## VEHICLE DESIGN STEPS

1. Pick Type
2. Pick Size
3. Pick Armour
4. Work out Speed
5. Pick Weapons
6. Work out characteristics
7. Pick Special Options
8. Work out Points Value & Vehicle category

### 1. PICK TYPE

Vehicle Type Summary

- Walker
- Tank
- Vehicle
- Flyer
- Immobile

### 2. PICK SIZE

- Small (ie, buggies, Land Speeders, Vypers, etc)
- Normal (ie, Rhinos, Leman Russ, Land Raiders, Ravagers etc)
- War Machines

### 3. PICK ARMOUR

Add up the total cost of your armour facings, using the chart. Remember to count the side armour twice and don't exceed the total armour limit for your vehicle listed below.

### COST OF ARMOUR

Armour	Cost		
	F	S	R
9	0	0	5
10	0	5	10
11	5	10	20
12	10	20	30
13	20	30	40
14	30	40	50

### TOTAL ARMOUR CHART

	WALKER	TANK	LIGHT VEHICLE	FLYER	IMMOBILE
SMALL	44(12)	46(12)	40(10)	40(10)	46(12)
NORMAL	47(13)	54(14)	44(12)	44(12)	56(14)
WAR MACHINE	54(14)	56(14)	44(12)	44(12)	56(14)

Note: Count side armour twice when working out the total value (both values must be the same).

### 4. WORK OUT SPEED

The cost of the vehicle's speed is found on this chart, by cross-referencing the vehicle's size and speed.

### COST OF SPEED

SPEED	Size of Vehicle		
	SMALL	NORMAL	WAR MACHINE
IMMOBILE	0	0	0
NORMAL	+5	+10	+20
LUMBERING	+5	+10	+20
AGILE	+10	+15	+30
FAST	+10	+20	+40
FLYER	+40	+40	+40

### 5. PICK WEAPONS

Next add in the cost of all of the weapons on the vehicle, as listed on the weapon charts below. Remember to increase the cost of any weapons that have been given upgrades by the percentage listed on the Weapons Upgrade chart.

### CLOSE COMBAT WEAPON COST

WEAPON OPTION	COST INCREASE
Close combat weapon	+1xWSxA
Power weapon	+3xWSxA
Dreadnought close combat weapon	+5xWSxA
War Machine close combat weapon	+10xWSxA

### WEAPON UPGRADE CHART

WEAPON OPTION	COST INCREASE
BLAST	+150%
CO-AXIAL	Add cost of co-axial weapon
GATLING	+100%
LONG BARREL	+50%
MEGA WEAPON	+100%
TWIN-LINKED	+50%

### WEAPONS CHART

WEAPONS	BS4	BS3	BS2	WEAPONS	BS4	BS3	BS2	WEAPONS	BS4	BS3	BS2
Assault cannon	+35	+25	+20	Meltagun	+15	+10	+5	Griffon mortar	+40	+40	+40
Autogun	+1	+1	+1	Missile launcher	+25	+20	+15	Inferno cannon	+30	+30	+30
Autocannon	+35	+25	+20	Mortar	+25	+25	+25	Earthshaker	+60	+60	+60
Boltgun	+2	+2	+2	Multilaser	+35	+25	+20	Vanquisher cannon	+55	+50	+50
Flamer	+10	+10	+10	Multi-melta	+40	+30	+20				
Grenade launcher	+15	+10	+5	Plasma cannon	+40	+30	+20				
Heavy bolter	+20	+15	+10	Plasma gun	+15	+10	+5				
Heavy flamer	+15	+15	+15	Smoke launchers	+3	+3	+3				
Hunter killer missile	+15	+10	+5	Storm bolter	+5	+5	+5				
Lasgun	+1	+1	+1	Demolisher	+50	+50	+50				
Lascannon	+35	+25	+20	Whirlwind	+40	+40	+40				
Ripper gun	+3	+3	+3	Battle cannon	+50	+50	+50				

### DARK ELДАР WEAPONS

Blaster	+10	+10	—
Dark lance	+35	+30	—
Destructor	+15	+15	—
Disintegrator	+30	+25	—
Shredder	+15	+10	—
Splinter rifle	+2	+2	—



### 6. WORK OUT CHARACTERISTICS

Record the race of the vehicle's crew and their characteristics on its datafax. With the exception of vehicles armed with close combat weapons all you need to record is the vehicle's Ballistic Skill.

### 7. PICK SPECIAL OPTIONS

Add or subtract the cost of any upgrades that were taken, as shown on the chart opposite.

**Structure Points:** War machines have 2 or more structure points. These are discussed in more detail in the following pages. All you need to know is that each structure point over 1 adds +100 points to the vehicle's cost. For example, a vehicle with 3 structure points would cost an extra 200 points.

### 8. WORK OUT POINTS COST & VEHICLE CATEGORY

The final thing you need to do in order to get your vehicle ready for its tabletop debut is to work out how many points it costs and what category it belongs to with regard to using up 'slots' on the force organisation charts. See the Vehicle Category chart opposite.

**Normal Size Light Vehicles:** Light vehicles with no more than 1 non-ordnance weapon, and that have a transport capability, count as a transport upgrade that may be used in place of one of the standard transport upgrades in the army list.

Otherwise they count as a Heavy Support choice. For example, if you made an Imperial Guard truck, then squads that were allowed to have a Chimera upgrade could take the truck instead.

**War Machines:** See the appendix on war machines later.

### GET PLAYING!

Well, what are you waiting for? Record the information needed on your datafax, and get playing!

### RACE CHARACTERISTICS CHART

Race	WS	BS	S	I	A
Space Marine	4	4	5	4	1+1 per CCW
Dark Eldar	4	4	4	5	1+1 per CCW
Eldar Guardian	3	3	4	4	1+1 per CCW
Ork	4	2	5	2	1+1 per CCW
Adeptus Titanicus	4	4	5	3	1+1 per CCW
Human	3	3	4	3	1+1 per CCW
Necron	4	4	5	2	1+1 per CCW

### COST OF VEHICLE UPGRADE

SPECIAL OPTION	COST INCREASE
Amphibious craft	+10 pts
Codex vehicle upgrades	See appropriate Codex
Eldar force field	+25 pts per facing
Imperial field	+35 pts each
Orbital lander	+30 pts each
Ork fields	+15 pts each
Open-topped	-5 pts
Recovery vehicle	+5 pts
Souped up engine	Use new speed for cost of engine
Skimmer	+20 pts
Targeter	Use new BS for cost of guns
Transport	+1 pt per model carried
Tunneller	+25 pts
Wrecker	+5 pts

### VEHICLE CATEGORY CHART

	WALKER	TANK	LIGHT VEHICLE	FLYER	IMMOBILE
SMALL	ELITE	FAST ATTACK	FAST ATTACK	FAST ATTACK	HEAVY SUPPORT
NORMAL	HEAVY SUPPORT	HEAVY SUPPORT	SEE NOTES OPPOSITE	HEAVY SUPPORT	HEAVY SUPPORT
WAR MACHINE	WAR MACHINE	WAR MACHINE	WAR MACHINE	WAR MACHINE	WAR MACHINE

### WEAPONS CHART

#### DARK ELДАР WEAPONS (cont)

WEAPONS	BS4	BS3	BS2
Splinter cannon	+20	+15	-
Stinger	+5	+5	-
Terrorfex	+15	+15	-

#### ELДАР WEAPONS

Bright lance	+35	+30	-
Eldar missile launcher	+30	+20	-
D-cannon	+30	+30	-
Fusion gun	+10	+10	-
Lasblaster	+2	+2	-
Shuriken catapult	+2	+2	-
Shuriken cannon	+25	+20	-
Starcannon	+45	+35	-
Scatter laser	+30	+25	-

#### ELДАР WEAPONS (cont)

WEAPONS	BS4	BS3	BS2
Reaper launcher	+35	+25	-
Death spinner	+25	+25	-
Fire prism	+45	+45	-
Shadow weaver	+30	+30	-

#### CHAOS WEAPONS

Combi-weapons			
Bolter-flamer	+10	+10	+10
Bolter-meltagun	+15	+10	+5
Twin bolter	+5	+5	+5
Blastmaster	+20	+15	+10
Doom siren	+15	+15	+15
Sonic blaster	+8	+8	+8

#### ORK WEAPONS

WEAPONS	BS4	BS3	BS2
Big shoota	-	-	+12
Kombi-weapon			
Shoota/rokit launcher	-	-	+5
Shoota/skorcha	-	-	+8
Kustom mega-blaster	-	-	+15
Rokkit launcha	-	-	+8
Skorcha	-	-	+5
Lobba	-	-	+15
Zzap gun	-	-	+15
Kannon	-	-	+15

#### NECRON WEAPONS

Gauss gun	+2	+2	-
Gauss blaster	+30	+20	-
Gauss cannon	+35	+25	-



## APPENDIX ONE – WAR MACHINES...

As noted at the start of the Vehicle design rules, any extremely large vehicles are collectively known as War Machines. The following special rules apply to them. War machines fight in their own 'army', fighting alongside another army as a separate detachment, as described on page 131 of the Warhammer 40,000 rulebook. This limits their use to either fighting on their own, or in games of 2,000 points plus per side. War Machine detachments consist of up to three war machines of (more or less) the same type.

**Structure Points:** War Machines are so large that they can absorb damage that would destroy another vehicle. To represent this they must be given 2 or more structure points, which equate roughly to wounds for other models. Basically, the more structure points a vehicle has, the bigger it is. Here are some examples based on Imperial vehicles:

- Baneblade Super Heavy Tank: 3
- Warhound Scout Titan: 3
- Reaver Titan: 6
- Warlord Titan: 9

**Energy Fields:** Ork and Imperial War Machines are often protected by two or more sets of energy fields. Epic 40,000 is a useful reference for the number and type of protective fields carried by War Machines. A War Machine can never have more than one protective field per structure point.

### War Machines and difficult terrain:

War Machines treat difficult terrain differently to normal vehicles. They can ignore low walls, hedges, bushes and rubble – there's no need to test for these at all.

Going through other difficult terrain they test as normal. However, if they roll a 1 they are not automatically immobilised. Instead, they lose D3" of movement, just as if they had suffered an 'Engines Damaged' result on the damage tables (see later).

### Tank Shock and War Machine

**Assaults:** Enemy infantry must test at -1 to their Leadership value if they are Tank Shocked by a War Machine.

**Ordnance:** War Machines may fire Ordnance and still fire other weapons. They may fire Ordnance even if they move.

**Targeting:** War Machines can engage more than one target unit if desired. Instead of picking a target for the War Machine, pick a target for each weapon on the War Machine.

**Close Combat Attacks:** War Machines can tank shock an enemy in the Movement phase. If the enemy pass their morale check then the War Machine moves into contact with the enemy unit and must fight a close combat against it in the Assault phase. This is the only way that War Machines can enter close combat (though they can be assaulted by enemy units in their turn as normal). Being in close combat does not stop

the War Machine shooting, and it may fire at the unit it is assaulting if desired.

War Machines are allowed to 'barge into' enemy infantry units rather than stopping when they contact the first enemy model. Keep moving the War Machine until it completes its move, moving enemy models out of the way as required. Any models moved out of the way should be placed back on the table so that they are touching the War Machine. War Machines can't barge other War Machines out of the way.

In the assault phase a War Machine that Tank Shocked the enemy receives a number of bonus close combat attacks. These bonus attacks represent the chance of the victim either getting stomped upon or crushed under the War Machine's tracks, wheels or what ever, and are only ever received in the War Machine's turn; if the War Machine is assaulted by the enemy in the enemy turn then it does not receive any bonus attacks.

The number of bonus attacks is equal to the number of enemy models or vehicles that are in base contact with the war machine (i.e each enemy touching the war machine is attacked once). All bonus attacks count as having a WS of 1, no matter what the actual WS of the war machine, and have a strength of 5 plus 1 for every 3 structure points the war machine had at the start of the battle (round fractions of 3 down). Roll to hit and



The Baneblade, an Imperial super-heavy tank, battles to escape an Eldar ambush led by an Eldar super-heavy grav tank – the Scorpion.



## WAR MACHINE DAMAGE TABLES

Roll on the following tables for glancing and penetrating hits on a War Machine. Ordnance rolls on these tables, not the Ordnance damage tables.

### GLANCING HITS

D6 DAMAGE

- 1 **Gun Crew Shaken:** One weapon may not shoot next turn (chosen by opponent).
- 2 **Gun Crew Shaken:** One weapon may not shoot next turn (chosen by opponent).
- 3 **Driver Stunned:** May not move next turn (skimmers drift D6" straight ahead).
- 4 **Engines Damaged:** Knock D3" off the vehicle's move (vehicles reduced to a move of '0' are immobilised, skimmers destroyed).
- 5 **Field or Weapon Destroyed:** If the vehicle has any Imperial or Eldar fields, then one is destroyed. Otherwise one weapon chosen by opponent is destroyed.
- 6 **Major Damage:** Lose one structure point and roll again on this table. If reduced to '0' damage points then roll on the Catastrophic hits opposite.

### PENETRATING HITS

D6 DAMAGE

- 1 **Driver Stunned:** May not move next turn. (skimmers drift D6" straight ahead).
- 2 **Engines Damaged:** Knock D3" off the vehicle's move (vehicles reduced to a move of '0' are immobilised, skimmers destroyed).
- 3 **Field or Weapon Destroyed:** If the vehicle has any Imperial or Eldar fields, then one is destroyed. Otherwise one weapon chosen by opponent is destroyed.
- 4 **Major Damage:** Lose one structure point and roll on the Glancing Hits table. If reduced to '0' damage points then roll on the Catastrophic Damage table opposite.
- 5 **Major Damage:** Lose one structure point and roll on the Glancing Hits table. If reduced to '0' damage points then roll on the Catastrophic Damage table opposite.
- 6 **Chain Reaction:** Lose one structure point and roll again on this table. If reduced to '0' damage points then roll on the Catastrophic Damage table opposite.

### CATASTROPHIC DAMAGE

D6 DAMAGE

- 1 **Damage Control:** The player controlling the vehicle must take a Ld test using the Vehicle's race Ld. If the test is passed then the damage control systems has contained the , damage and 1 structure point is 'repaired'. If the test is failed your opponent must roll again on this table.
- 2-3 **Destroyed:** The vehicle is wrecked. Walkers collapse in a random direction. Mark the destroyed vehicle with cotton wool or remove it entirely.
- 4-5 **Explosion:** Models within D6" suffer one wound on a D6 roll of 4+ (saving throws allowed). Vehicles are unaffected. War Machine counts as destroyed, as above.
- 6 **Huge Explosion:** The War Machine is vaporised in a huge explosion. Roll 1D3 per original structure point to determine radius of explosion. Models in range suffer a wound on a roll of 4+ (saving throws allowed). Vehicles suffer a glancing hit on a roll of 4+.

damage normally. All War Machine close combat attacks ignore armour

saves, and roll 2D6 for armour penetration.

Opponents that fight a round of close combat against a War Machine and fail to destroy the War Machine (quite a likely occurrence!) automatically fall back unless they are a vehicle or another War Machine. War Machines may never pursue or consolidate – they remain stationary.

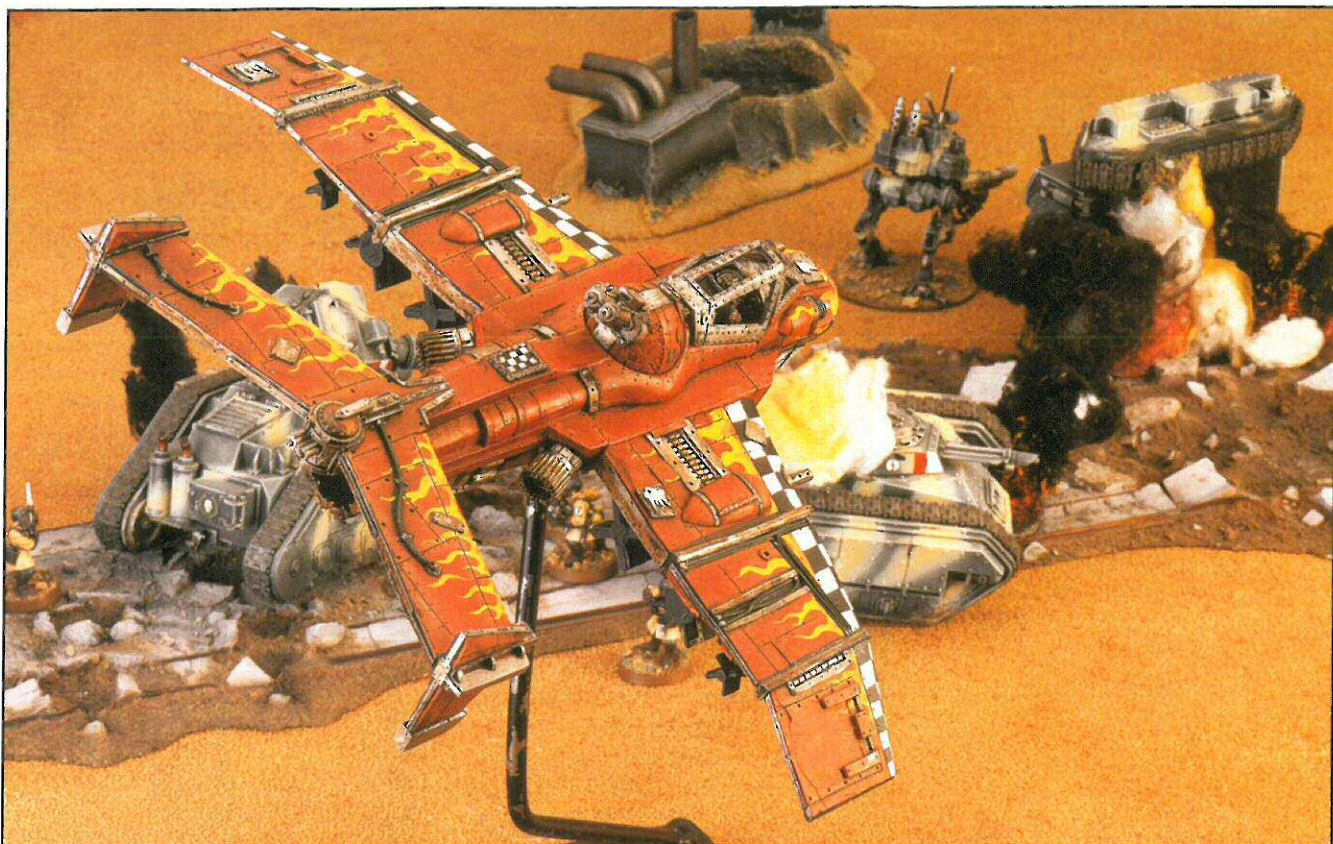
#### War Machine Close Combat

**Weapons:** War Machines that have close combat weapons may use them in addition to their bonus attacks. War Machines with close combat weapons receive a number of attacks with them equal to the number of close combat weapons carried plus one. Look up the War Machine's Weapons Skill and Initiative in section six of the vehicle design rules.

War Machine close combat weapons give the War Machine a Strength of 10. Any glancing or penetrating hit causes an additional D3 structure points of damage against an opponent, in addition to any damage rolled on the Damage table. War Machine close combat weapons may only be used against enemy vehicles, War Machines and *Monstrous* models.







An Ork 'Eavy Bomma makes its attack run.

## APPENDIX TWO – FLYERS...

The vehicle design rules introduce a new 'type' of vehicle called a flyer. These are similar to skimmers in that they are capable of flight. The main difference between a skimmer and a flyer is that fliers have to make an 'attack run', flying on at one table edge and then hurtling in a straight line very fast over the table before zooming off another table edge, all in the course of less than a turn, while a skimmer can 'loiter' and stays in play. Some examples of Warhammer 40,000 flyers are included in Epic 40,000 and Battlefleet Gothic.

As you might expect, flying vehicles require rather a lot of special rules to cover their movement. They start a long way off the table, and then basically carry out an 'attack run' by flying over the table in a straight line. The following rules explain how this works.

**Starting The Attack Run:** Flyers always start the game in reserve, even in scenarios that do not normally allow reserves to be used. Roll the dice for them each turn, starting with the second turn, as you would normally for a reserve unit.

When the flyer appears, place it on any table edge, facing in the direction you wish it to fly. It will not actually move until your opponent's turn, but placing it like this equates to the opposing army hearing the flyer and seeing it appear on the horizon! Because it hasn't really reached the table yet the flyer may not shoot or be shot at until it makes its attack run.

**Making The Attack Run:** A flyer makes its attack run after the opposing player's Movement phase, but before their Shooting phase – in effect you 'interrupt' their turn to let the flyer make its move. (If several fliers all arrive at the same time, make their moves in any order you like and then move onto the Shooting phase.) Move the flyer in a straight line any distance you like across the table. The flyer will get to make its attack at the end of your opponent's Shooting phase, after the opponent has had a chance to fire at it.

After making the move, play returns to your opponent's Shooting phase. Enemy units shoot normally, or can target the flyer if preferred. The flyer can be shot at by any weapons apart from ordnance and barrage weapons. Measure the range to the flyer's base, or to any position the flyer occupied

during its move before it reached its final position (ie, the shots can be assumed to have taken place as the aircraft moved). However you must add 12" to the range measured, to represent the extra distance *upwards*. So a range measured at 3" would become 15", meaning a pistol, for example, would be out of range.

Roll to hit the flyer, but because it is moving so fast it will only be hit on a roll of 6, no matter what the BS of the model making the attack. Then roll for damage normally, counting the flyer as a fast-moving skimmer (ie, all hits are glancing). Stunned and shaken results stop the flyer from attacking but have no other effect. Immobilised results destroy the flyer. Note that the line of sight can never be blocked between a flyer and a target, either when it attacks or when it is shot at.

Assuming the flyer isn't shot down or suffered a stunned or shaken result, then it can make its attacks after your opponent has finished his Shooting phase. The flyer may pivot up to 45° either before or after making the attack (but not both). A flyer may shoot all of its weapons, even though it has moved. All weapons must be fired directly forward in the direction that the flyer is pointing.



Measure the range from the flyer's base to the target, but do not add 12" to the range this time (the flyer's attack doesn't have to work against gravity). Then make the attack using the normal shooting rules. After the flyer has made its attack, it flies in a straight line off the table.

**Additional Attack Runs:** The flyer can make further attack runs. Roll a D6 at the start of the next friendly player turn, and on the roll of a 2+ position the flyer on the table edge in the same manner as when it first appeared. On a roll of 1 the flyer doesn't return this turn, but you may roll again for it in your own next turn.

### NEW WEAPONS & RULES

Many of the flyer models I've seen are armed with rockets or bombs that are carried under the wings. How these work in game terms is described below. These weapons may only be fitted to flyers.

**Bombs:** Bombs have the same effect as mortars (G48", S4, AP6, heavy 1 blast, may pin). If a flyer releases several bombs at the same time, count each as a separate mortar in a 'battery'. Each bomb carried may be used once per battle. They cost 5 points each.

**Big Bombs:** These work in the same manner as a normal bomb, but it have the same effect as a Griffon Mortar (G12-48", S6, AP4, Ordnance 1 blast). They cost 20 points each.

**Rockets:** Rockets have the same effect as Hunter-killer missiles

(unlimited range, S8, AP3, heavy 1). Each rocket may be used once per battle, costing 10 points each.

**Smart Bombs:** A bomb or big bomb can be upgraded to a smart bomb for +50% cost. A Smart Bomb works in the same way as a normal bomb, except you may reroll the scatter dice if you doesn't like the first result (you must accept the second roll though!).

**Anti-Aircraft Mounts:** An anti-aircraft mount, as its name implies, is a mount that allows a weapon to be fired at flyers more easily than would normally be the case. Any weapon may be fitted in an anti-aircraft mount at +50% to its normal cost. An anti-aircraft mount allows the weapon to shoot at flyers using its normal BS, rather than only hitting on a 6. It also allows ordnance and barrage weapons to fire at fliers (you score a hit if the flyer is over the marker, but can't hit ground targets as well).

Weapons fitted in anti-aircraft mounts may not fire at all if the vehicle moved, and preclude the use of any other weapons on the vehicle in the turn that they fired, unless they are fitted to a war machine.

**Orbital Landers:** If a flyer is given the Orbital Lander upgrade then it will fly down from orbit to land on the battlefield, a bit like the space shuttle. When the flyer arrives it makes an attack run just like any other flyer. However, rather than firing its weapons it is allowed to land on the table. If it chooses to land it may not shoot.

While landed a flyer can't move but may shoot like a normal vehicle. It may not use bombs or rockets while landed! Assuming it has a transport capacity, then any passengers may disembark, and new passengers may embark into the flyer using the normal rules. If the flyer is fired upon while landed then the enemy roll to hit normally; they don't have to roll a 6 to hit a landed flyer.

A landed flyer may take off again in any enemy turn, after the enemy has had their Shooting phase. A landed flyer then takes off immediately and leaves the table in the same manner as if it were completing an attack run (ie, it flies off the table in a straight line).

### FLYER WEAPONS CHART

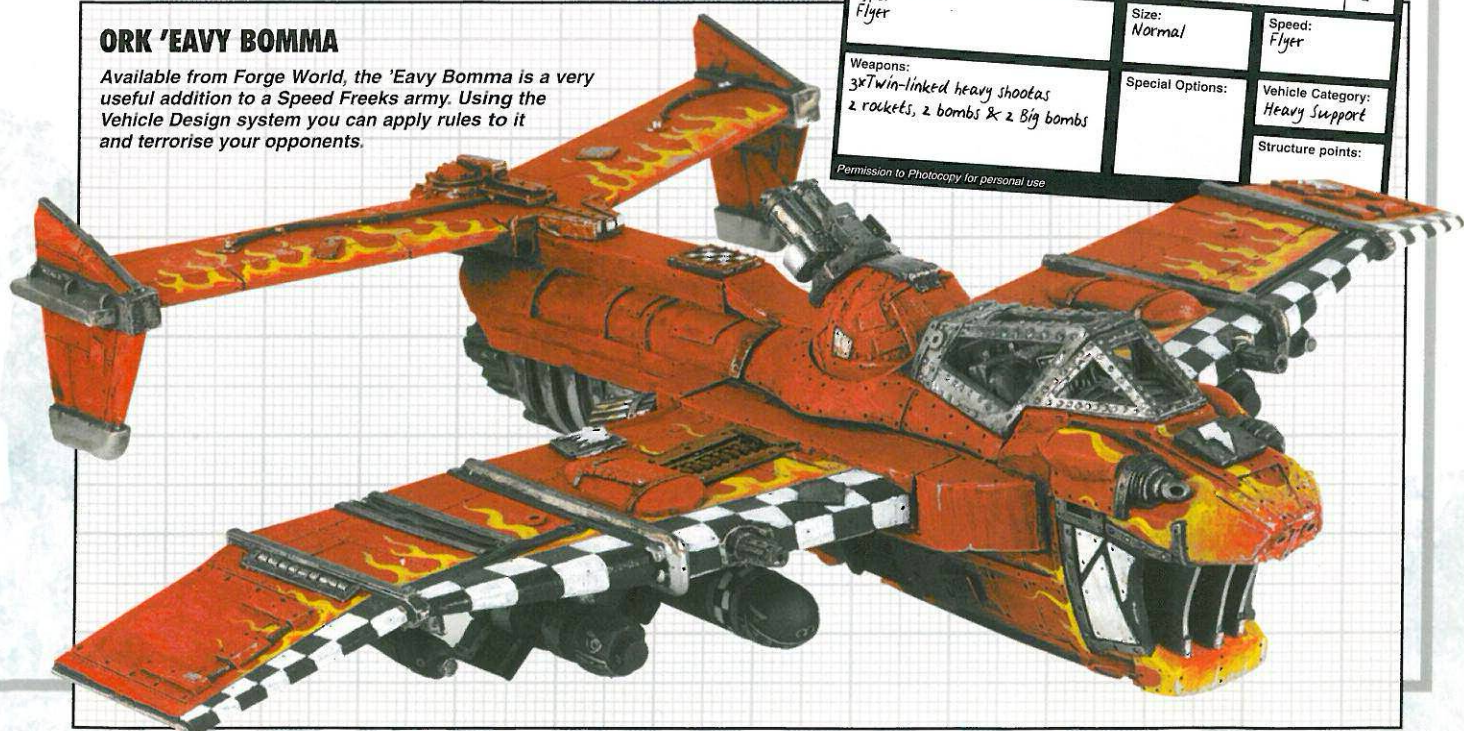
WEAPONS	Range	Str	AP	Type	Points cost
Bomb	G48"	4	6	Heavy 1 Blast	5 pts
Big Bomb	G12"	6	4	Ordnance	20 pts
Rocket	Unlimited	8	3	Heavy 1	10 pts
Smart Bomb	-	-	-	-	+50% cost

### ORK 'EAVY BOMMA

Available from Forge World, the 'Eavy Bomma is a very useful addition to a Speed Freeks army. Using the Vehicle Design system you can apply rules to it and terrorise your opponents.

VEHICLE DATAFAX					
Name	Points/Model	Front Armour	Side Armour	Rear Armour	BS
'Eavy-Bomma	184	10	10	10	2
Type:	Size:		Speed:		
Flyer	Normal		Flyer		
Weapons:	Special Options:		Vehicle Category:		
3xTwin-linked heavy shootas 2 rockets, 2 bombs & 2 Big bombs			Heavy Support		
			Structure points:		

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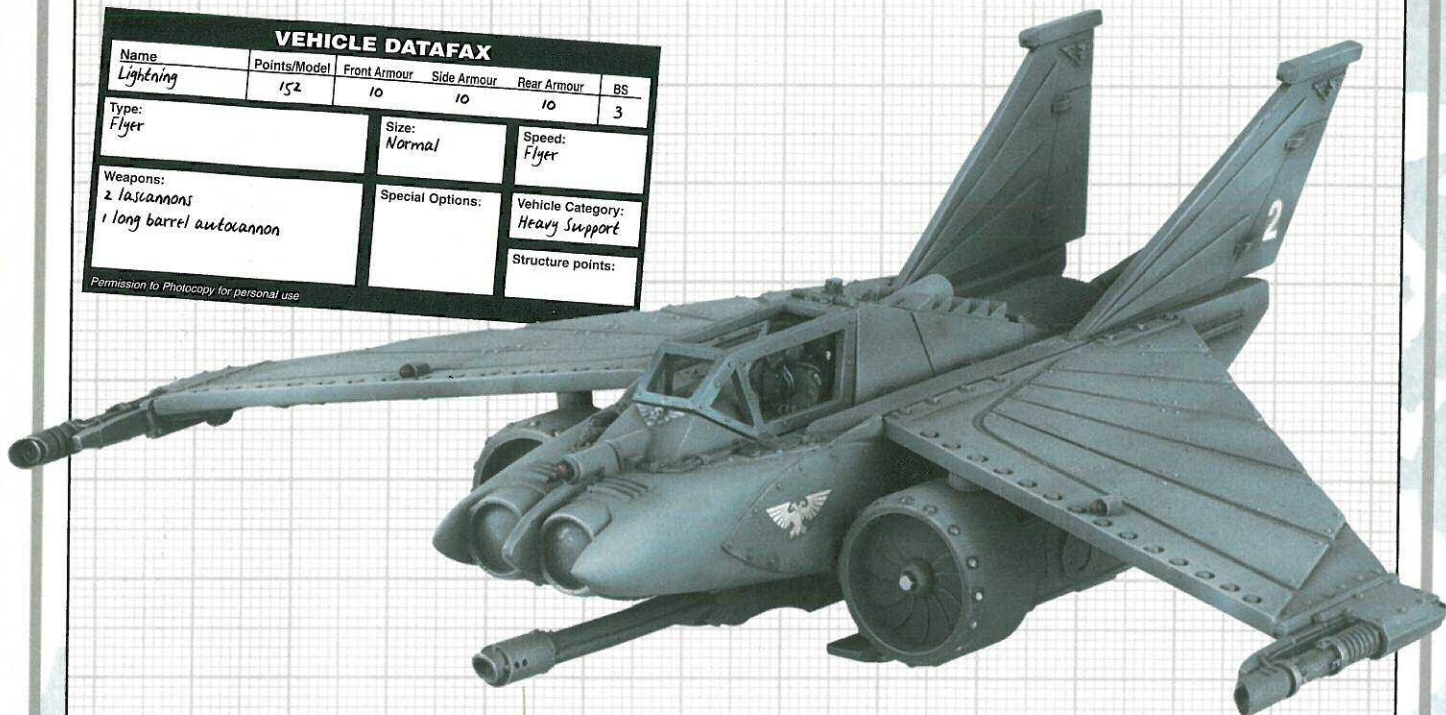


## IMPERIAL FIGHTER – THE LIGHTNING

Also available from Forge World, the Lightning Imperial Fighter is a must to keep enemy aircraft off your army, plus you can use it to strafe the enemy. We used the Vehicle Design system to work out its stats.

VEHICLE DATAFAX					
Name	Points/Model	Front Armour	Side Armour	Rear Armour	BS
Lightning	152	10	10	10	3
Type:					
Flyer					
Size:					
Normal					
Speed:					
Flyer					
Weapons:					
2 lascannons 1 long barrel autocannon					
Special Options:					
Vehicle Category:					
Heavy Support					
Structure points:					

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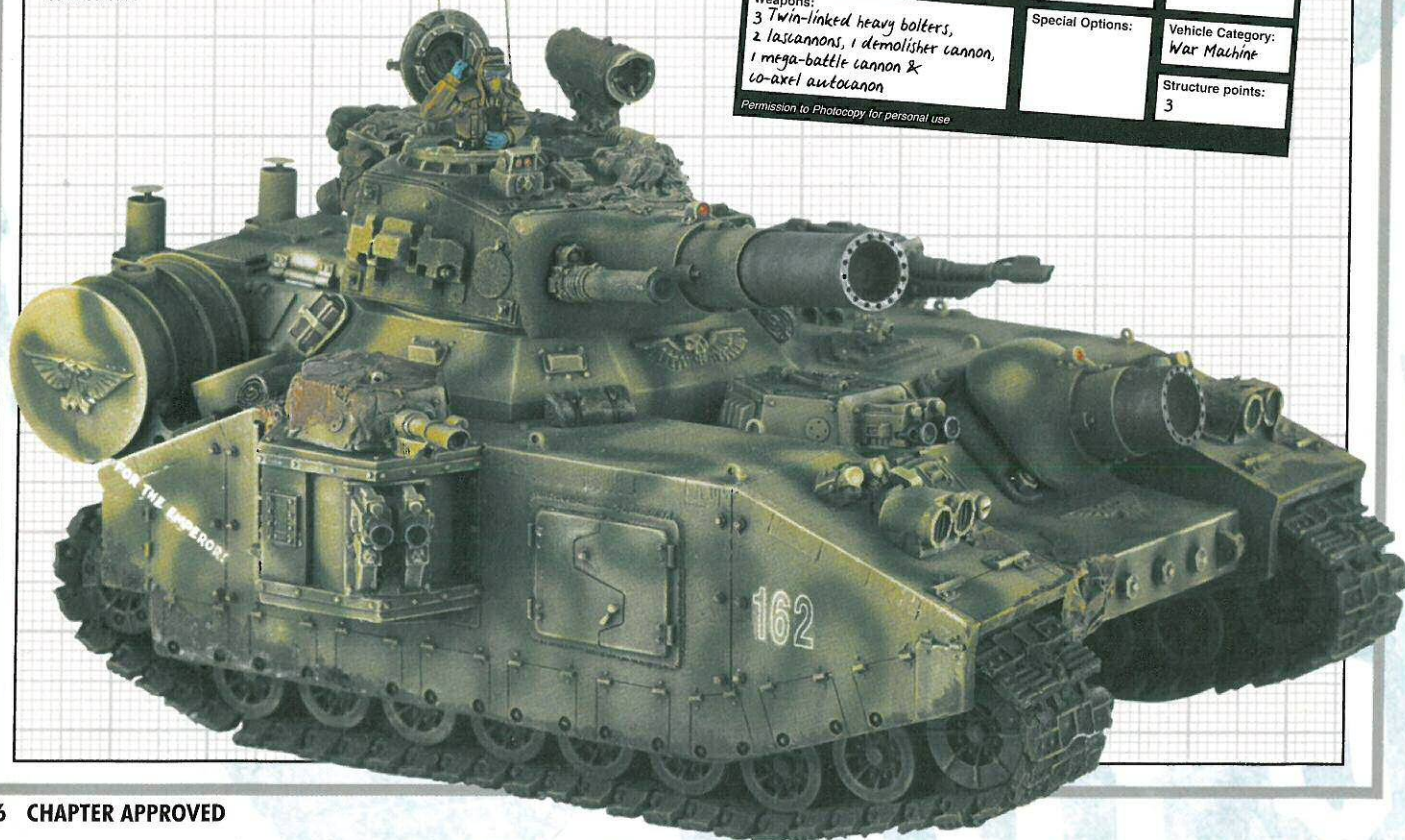


## SUPER-HEAVY TANK – BANEBLADE

Available from Forge World, the Baneblade is a formidable model. With the Vehicle Design system you can apply rules to it and dominate the battlefield.

VEHICLE DATAFAX					
Name	Points/Model	Front Armour	Side Armour	Rear Armour	BS
Baneblade	634	14	13	12	3
Type:					
Tank					
Size:					
War Machine					
Speed:					
Lumbering					
Weapons:					
3 Twin-linked heavy bolters, 2 lascannons, 1 demolisher cannon, 1 mega-battle cannon & co-axial autocannon					
Special Options:					
Vehicle Category:					
War Machine					
Structure points:					
3					

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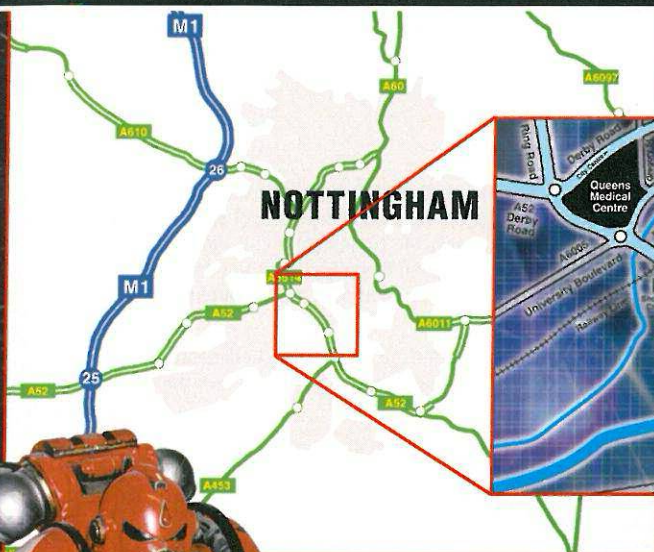


# WARHAMMER WORLD

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## COME TO WARHAMMER WORLD AND EXPERIENCE EVERY GAMER'S DREAM.

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Guided tours take place on most days, although the museum does occasionally close for special events, so please call before making a journey.

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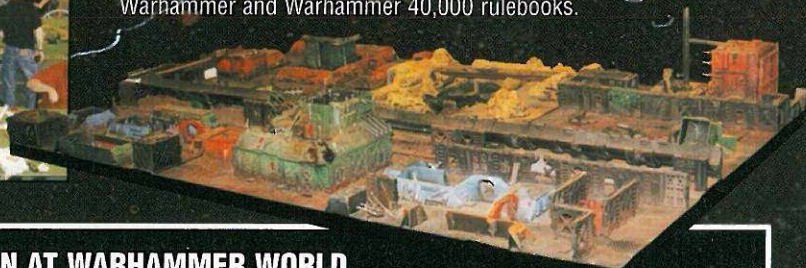
◀ The Warhammer World Museum features awesome, life-sized Warhammer 40,000 characters in amazing settings, such as the Blood Angels Space Marine pictured here.

▼ The Exhibition Hall is where Open Days, Campaigns and Tournament events are held.



▲ Bugman's Bar is the place to sit and relax after visiting the Museum. It is custom-built to provide an appropriate finish to any visit to Warhammer World.

▼ At Warhammer World you can see many of the exciting battlefields and armies featured in White Dwarf and in the Warhammer and Warhammer 40,000 rulebooks.



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# Great NEW stuff for these great games!

This month we're running a listing of all of the great stuff we've produced so far at Fanatic. This is not to say that we've nothing new out this month – far from it! Just check out the Fanatic News section below for details of what we're bringing out, and also what is 'in the works'. Of special interest is the first Fanatic/Forge World joint project, in the form of a set of great resin terrain for Epic 40,000. That's right, the bunker and roads shown below are Epic scale models, not 40K scale! If you want to see more pictures of the Forgeworld Epic 40,000 terrain, as well as the rest of the Fanatic range, then visit our web-site at [www.fanatic-games.co.uk](http://www.fanatic-games.co.uk). You'll also be able to find out about new releases and Fanatic news so fresh that we haven't had a chance to get it into print in White Dwarf yet.

## FANATIC NEWS

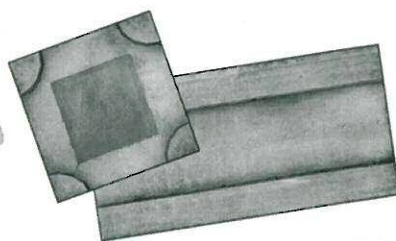
**Citadel Journal 41:** Journal 41 will include the second part of Tim Huckelbery's Genestealer Cult army list. Part two has a lot of the material that we weren't able to fit into CJ40, including two very cool special characters and lots and lots of information about how to paint and convert the Genestealer cult models you'll need for your army. The list is truly a labour of love (if rather a strange and misguided sort!) and well worth checking out. If you missed part one then give Mail Order a call and they should be able to supply a back-copy of CJ40.

**Necron Fleet For BFG:** Just yesterday John Mander and Darren Parr handed me the first finished master models of the ships for Fanatic's BFG Necron Fleet. We hope to have these models on sale soon – check the Fanatic website for details, or join the mailing list to receive news in the post.

**Painted Fanatic Models Shock!** Yes, we've finally got round to getting some of our new models painted rather than just showing the unpainted miniatures. Pictured are the Warmonger Titan (rules in Epicmag one), the Necromunda Rapier Laser Destroyer (rules for which are in Necromag One), and the Amazon Blood Bowl team (featured in BBMag One). All these models are available now, check the listing on the right for details.

**Epic Roads From Forge World:** Tony Cottrell (head Honcho at Forge World) has just brought in samples of the resin road sections and bunkers he's had made for use in Epic. These are really very nice indeed, so we've included them in the

our listing of Fanatic stuff on the right, even though they are really made by Forge World rather than us. Forgeworld also make models for BFG and Warmaster. To find out more, check out Forge World's website at [www.forgeworld.co.uk](http://www.forgeworld.co.uk). By the way, please note that you have to order all resin stuff direct from Forge World – you can't combine it with an order for Fanatic models.





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A SELECTION OF SIEGE EQUIPMENT & EARTHWORKS ARE AVAILABLE - PHONE FOR DETAILS

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Sorry, but you can't order Forge World stuff along with Fanatic stuff. For details of how to order phone Ewen Little on ++44 (0)115 916 8177 or check out the Forge World website at [www.forgeworld.co.uk](http://www.forgeworld.co.uk)

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## HOW TO ORDER

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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.

The models on these pages are not shown at actual size.

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# Sons of Sigmar

In addition to Balthasar Gelt the Supreme Patriarch, and Luthor Huss the Prophet of Sigmar, this issue resounds with the noise of marching boots, drums and the incessant boom of the big guns as the eagerly-anticipated Empire Greatswords and Empire artillery arrive to lend support to the Empire war effort.

The Greatswords are a *stubborn* unit that rarely, if ever, run from a fight, whilst the artillery rains death upon the foe to disrupt his plans and cause mayhem whilst the rest of the Empire army moves into position.

## Empire Greatswords

Greatsword regiments are one of the toughest units in the Empire army. They are able to deal a massive amount of damage with their mighty two-handed swords and the strongest of them have been known to cut a man in half with a single swing. Certainly the Greatswords wield their weapons with a prowess matched only by the Knightly Orders.

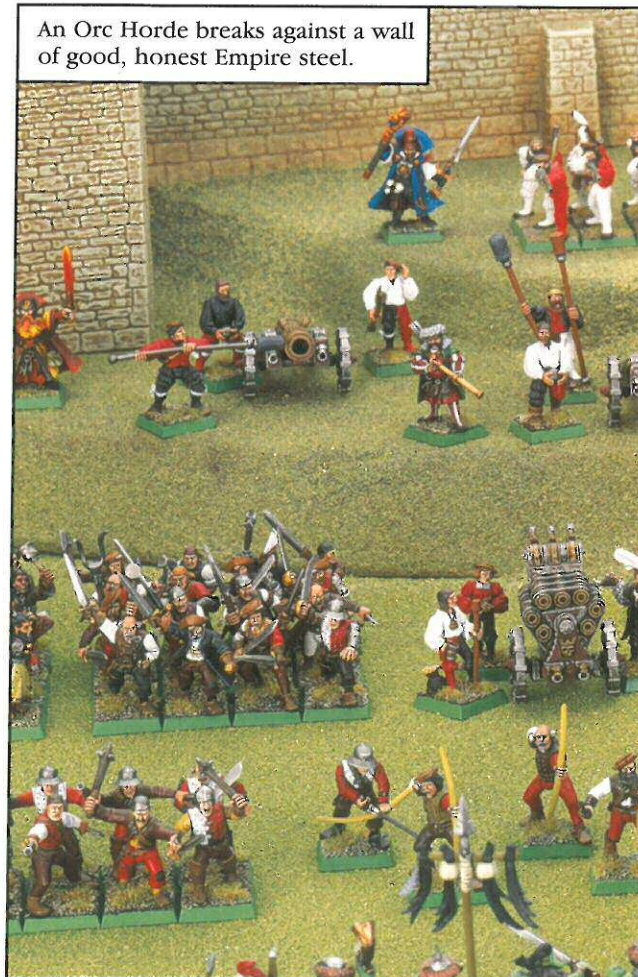


The Count's Champion    Greatsword drummer    Empire Greatsword



Empire Greatswords

An Orc Horde breaks against a wall of good, honest Empire steel.



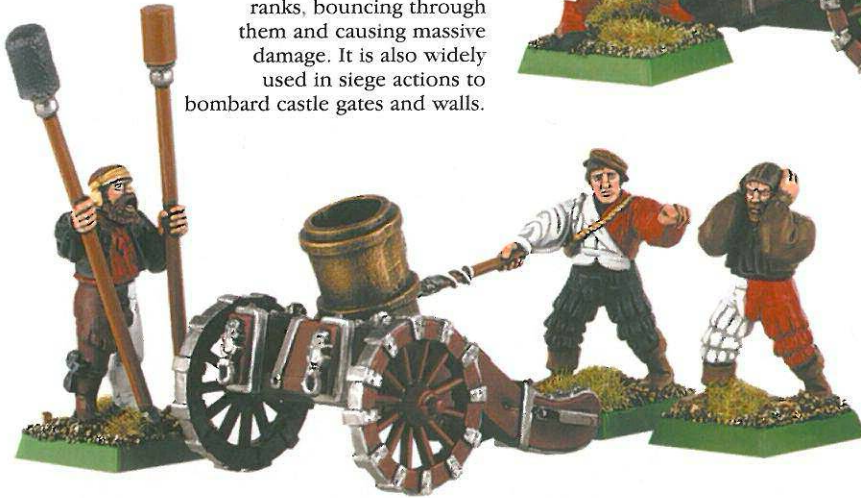


## Empire Artillery

No Empire general worth his salt would be seen on the battlefield without an artillery piece or three. The Empire Artillery boxed set contains enough parts to make either a Cannon or a Mortar, along with its crew, allowing you to rain death upon the enemy from afar.

### Cannon

The Cannon fires heavy cannon balls at high velocity into the enemy ranks, bouncing through them and causing massive damage. It is also widely used in siege actions to bombard castle gates and walls.



### Mortar

The Mortar fires high-explosive shells that are ideal for devastating large units of troops or light cavalry. Less accurate than a Cannon, the mortar uses the large Blast template, tends to be a lot less discriminating as to what it hits and is less powerful than a cannon shot. However it is no less deadly for that, and is especially destructive when fired into large, closely packed formations of troops.





# WARHAMMER

## REGIMENT SETS

**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!

Most sets in the range include 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.

### ALL REGIMENT SETS COST £12

#### WARHAMMER



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

#### GOBLINS

Goblins are small, green, vicious, mean-spirited and generally unpleasant creatures. They are often unwilling fighters. However, they are dangerous in large numbers and quite capable of overwhelming far better troops by sheer weight of numbers. The Regiment Set gives you the option to arm your Goblins with either spears or short bows.



#### WARHAMMER



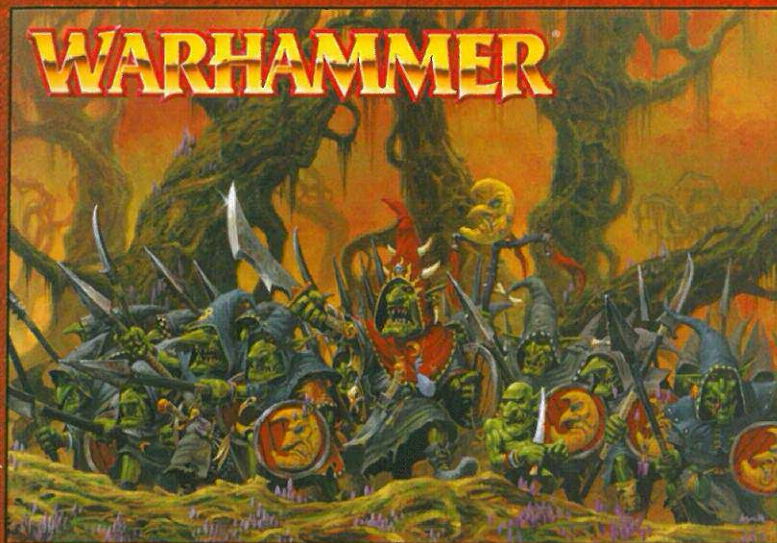
**The Orc Warriors Regiment Set contains:**  
19 Orc Warriors (including Champion, Standard Bearer & Musician).

#### 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!



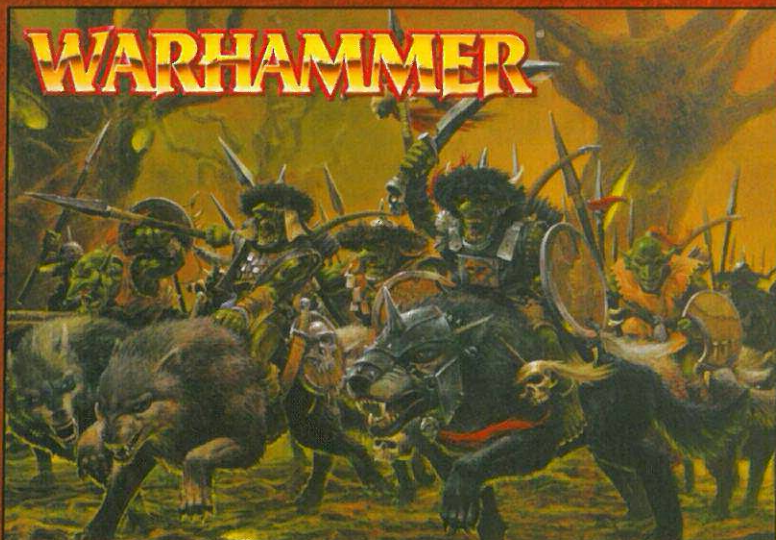




**The Night Goblin Regiment Set contains:**  
 20 Night Goblins (including Champion, Standard Bearer & Musician).

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

## 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 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.





# WARHAMMER



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 Swordsmen. This boxed set gives you the option to arm your unit with either swords or halberds.



# WARHAMMER



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.



# WARHAMMER



The Empire Knightly Orders Regiment Set contains:  
 8 Knights (including parts to make a Champion, Standard Bearer & Musician).

## 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.







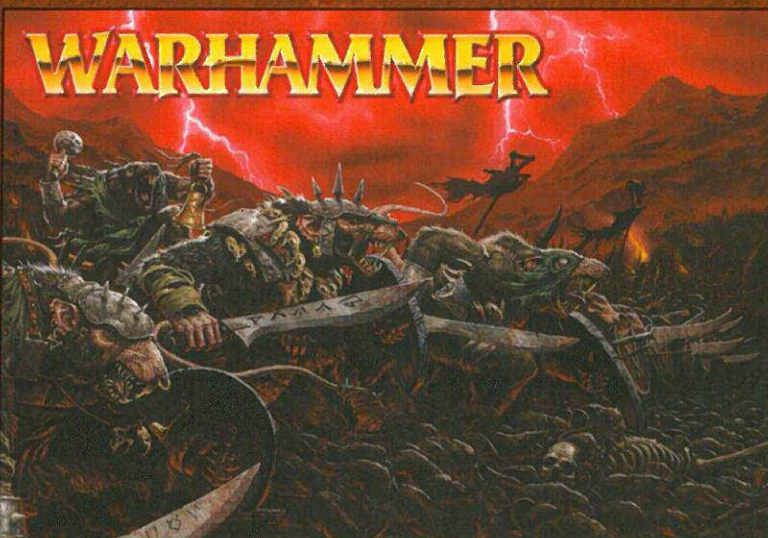
The Skeleton Warriors Regiment Set contains:  
20 Skeleton Warriors (including Champion, Standard Bearer & Musician).

**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.





# Green Tide!

This month the Orc Waaagh! swells once more with new additions. From wretched Goblin minions to the mighty Boar Chariot, whether you need a host of Night Goblins and Squigs or a brutal horde of wild Savage Orcs, there is something for every budding Warlord!



Savage Orc Shaman



## Night Goblin Netters

Night Goblins are experts at hunting and capturing the many dangerous types of Cave Squig that lurk in the tunnels beneath their mountains. In battle they wield their nets to entangle the enemy and prevent them from attacking in close combat.



## Savage Orcs

Savage Orcs eschew armour in favour of warpaint, tattoos and lucky charms. They use mostly stone or bone weapons and go around half-naked or worse!

Many of the charms worn by Savage

Orcs take the form of teeth and bones removed from evidently less

lucky creatures. These grim

tokens are worn around their

necks or pushed through their lips,

ears and noses. Savage Orcs are

notoriously wild and ferocious,

even more

so than

other Orcs,

and their

enemies

regard

them as

by far

the most

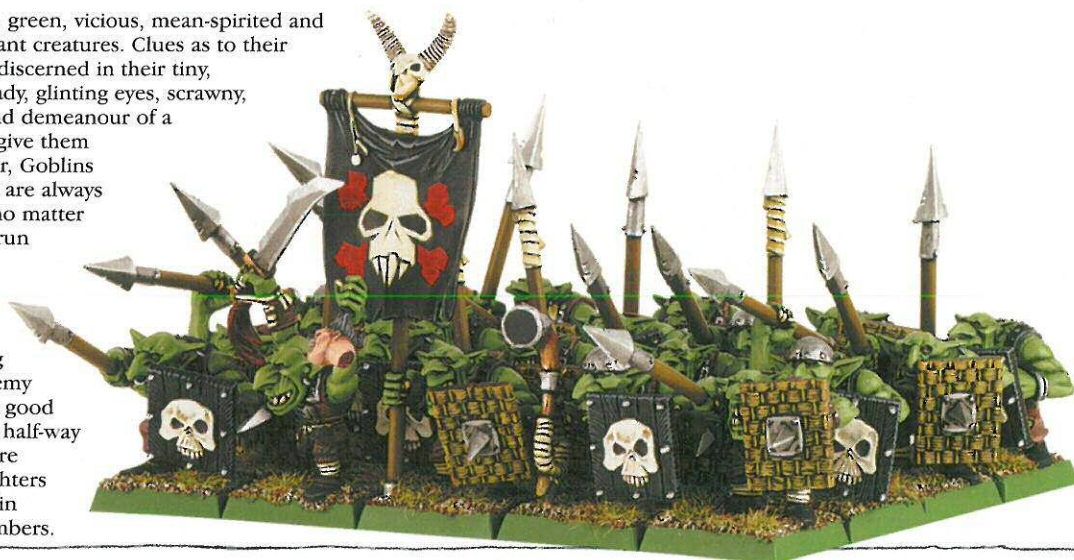
dangerous

of their

kind.

## Goblins

Goblins are small, green, vicious, mean-spirited and generally unpleasant creatures. Clues as to their character may be discerned in their tiny, pointed teeth, beady, glinting eyes, scrawny, grasping hands and demeanour of a whipped dog. To give them their due, however, Goblins are prolific. There are always lots of them and no matter how many die or run away there are always plenty left. Their preferred method of fighting is to shoot the enemy in the back from a good distance. They are half-way decent shots but are otherwise poor fighters unless they attack in overwhelming numbers.





## Orc Boar Chariots

Greenskins make use of chariots as fast, mobile weapons of war. Not only are they powerful but they also look good. A very important chieftain might choose to ride around in a chariot as a mark of his obvious superiority over more lowly Greenskins. Orcs naturally favour the Giant Boar as a draft animal (and have a lot of fun watching the Gobbos trying to harness them).



## Night Goblin Squig Hoppers

Some Night Goblin Squig Hunters are insane enough to ride their charges into battle. Bouncing almost uncontrollably out of the Squigherd and into the enemy lines, they can cause immense amounts of damage and mayhem. The life expectancy of these lunatics is unsurprisingly short as they are just as likely to be devoured by their impromptu steed as they are to be skewered upon the enemy's weapons.



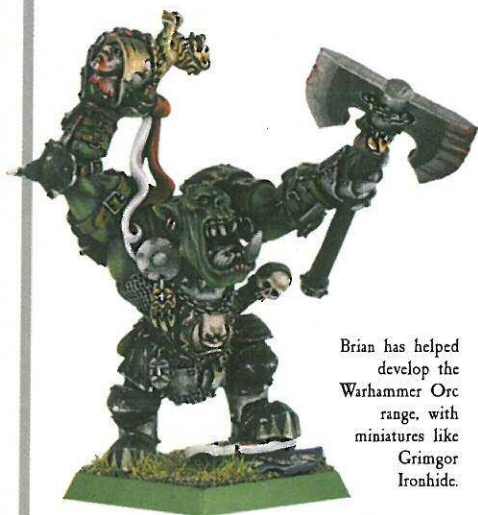
## Night Goblin Squig Herders

Night Goblins herd their captured Squigs into battle using large prodders and noisy instruments to goad their charges into action. The sight of these living balls of fangs and claws, accompanied by the incredibly distressing skirl of the Squigpipes, is more than enough to convince many opponents to flee for their lives. If the herders and noisers are killed, the Squigs will begin to bounce uncontrollably all over the battlefield wreaking mayhem and destruction wherever they land.





# SPOTLIGHT ON BRIAN NELSON



Brian has helped develop the Warhammer Orc range, with miniatures like Gringor Ironhide.

**In this new series we'll be delving deeper into what makes the Games Workshop Games Developers, Miniatures Designers, Artists, etc. tick. To start things off, White Dwarf new boy Pete Grady has a good long chat with the master of all things green, Miniatures Designer Brian Nelson...**

So, Brian where are you from?

*Peel, on the Isle of Man. I moved to the mainland about 15 years ago and moved to Nottingham about 5 years ago.*

What do you do when you're not sculpting?

*Sculpting! (There's no stopping this man!)*

What, more Citadel stuff?

*No, I sculpt a lot of historical military miniatures.*

Military history is an interest then? Any particular period?

*Yes. I like reading about military history in general, but have a particular fondness for the American Civil War.*

Really? Have you ever sculpted any American Civil War figures?

*The first model I ever scratch built was a 64mm American Civil War figure, but I couldn't sculpt hands at the time, so he never got finished!*

Have you won any awards for your work?

*Yes, again for my for my historical figures. I have won two Gold medals and a Silver at the Euromilitaire (an international competition for historical military miniatures).*

Keeping on the hobby theme, what about music? Do you have a favourite style of music to work to?

*Dance music. House, Techno, that sort of thing. A good rolling rhythm helps concentration when I'm working.*

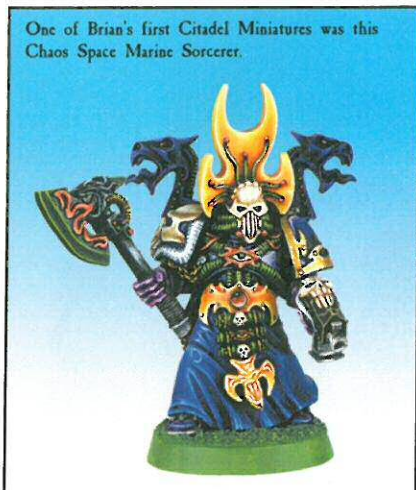
Getting away from the sculpting for the moment, what else interests you? Are you a big reader?



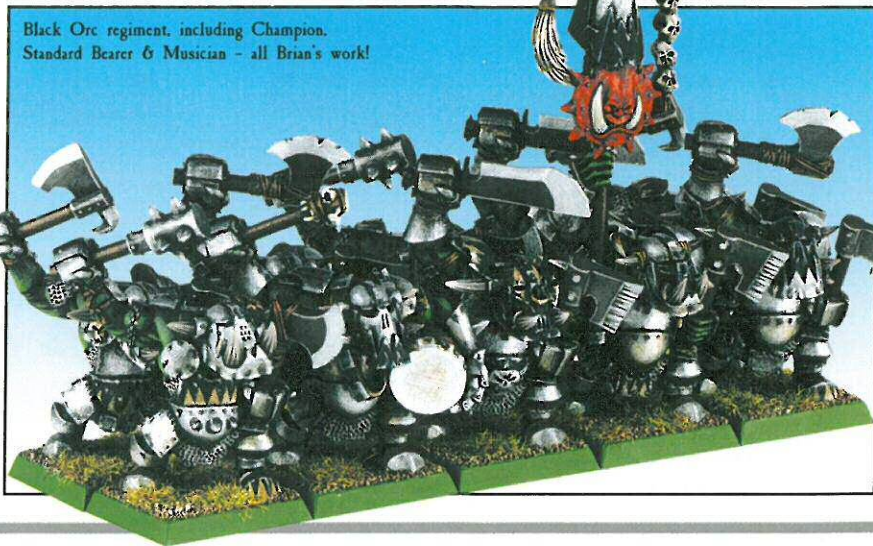
Games Day 2000 Special Edition Black Orc



Ork Warboss with Attack Squig



One of Brian's first Citadel Miniatures was this Chaos Space Marine Sorcerer.



Black Orc regiment, including Champion, Standard Bearer & Musician - all Brian's work!



My favourite read has to have been the "Lyonesse" series of books by Jack Vance (a cult fantasy/science fiction author).

How did you start working here?

I sent them a sample of my work, which is the best way to get yourself noticed by a company like this.

So, sending samples of your work to people is a good way to get noticed. Are there any specific tips you could give us?

Yes. When sculpting a figure, the anatomy is important. Pay particular attention to this before anything else.

What originally drew you to the hobby?

Same as everyone else, I suppose. Buying Citadel miniatures, playing the games. I used to do role-playing, but it was mainly the miniatures for me.

What are you working on at the moment?

Well, at the moment I'm working on models for a brand new game, and that's all I'm saying! (More about this next issue - Fat Bloke.)

From where do you draw inspiration?

Inspiration can come from any source. You get it from films, books, art, anything really. I also get a lot of ideas working with our games developers and artists. For instance, the Orks project was very much a collaborative effort involving quite a few different departments and individuals.



Mordheim Freclance Knight



Brian's custom sculpting tool

Tell us something about your job that not many people would know.

The sculpting tool I use 95% of the time is a cheap manicure tool stuck in the end of an old pen refill! I build a lot of my own tools, too.

Is this common for sculptors?

Yes. Most sculptors will use dental tools, toothpicks, tools of their own design. It comes down to whether or not it makes the right mark. I'd use an old spoon if it made the right mark!



How long does it take you to sculpt a miniature?

It depends on the model. A normal Warhammer foot soldier would take between three and four days. Character models are different, depending on the level of detail. Aenur (special character for the game Mordheim) took about four days, Ghazghkull took what seemed a lifetime!

What are your favourite miniatures of your own?

Ghazghkull. He is the miniature I am most happy with. Also, a blunderbuss-armed Grot from Gorkamorka (pictured top).

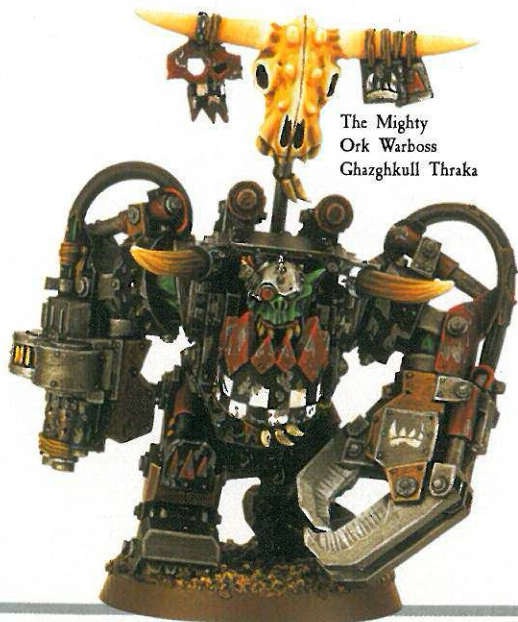
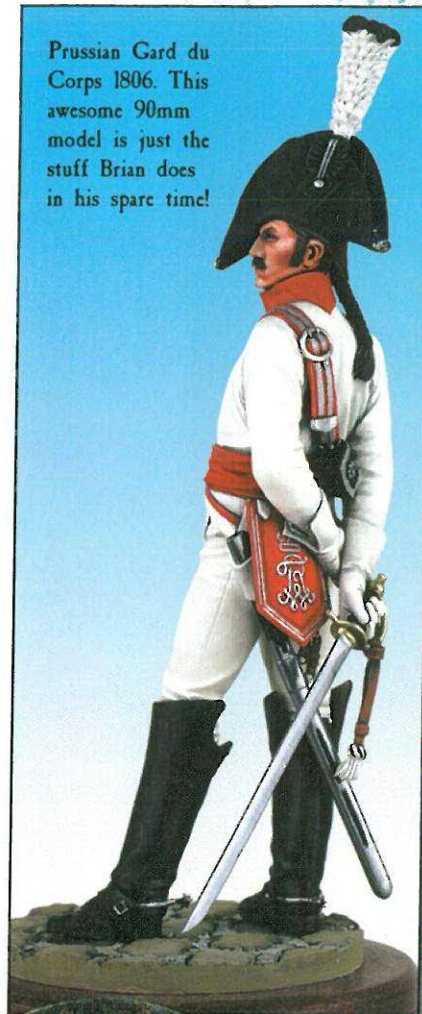


Finally, what about other people's work? Is there any miniature of someone else's you particularly admire?

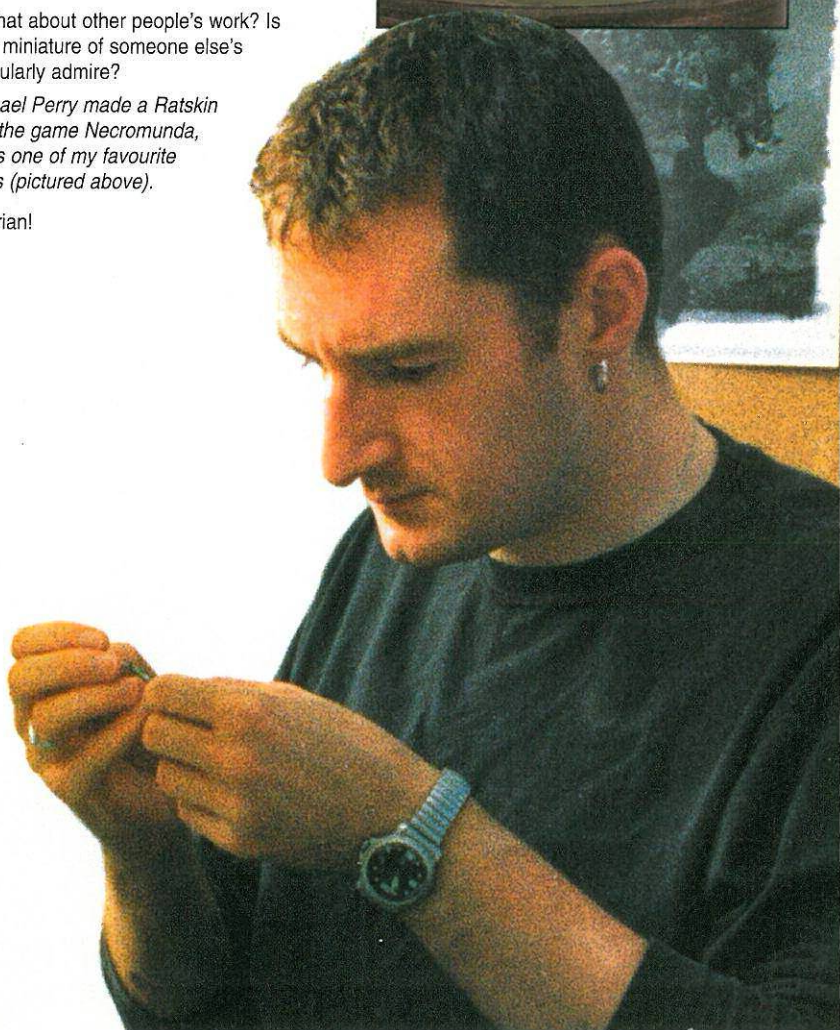
Yes. Michael Perry made a Ratskin brave for the game Necromunda, and that is one of my favourite miniatures (pictured above).

Thanks Brian!

Prussian Gard du Corps 1806. This awesome 90mm model is just the stuff Brian does in his spare time!



The Mighty Ork Warboss Ghazghkull Thraka

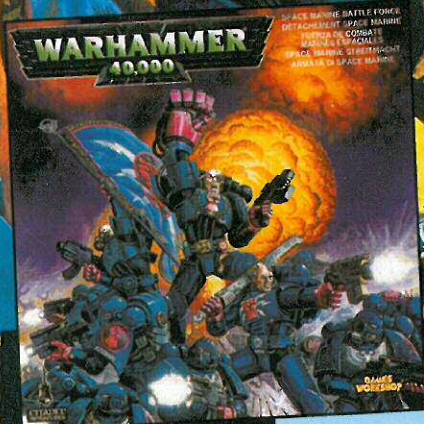




# And they shall know no fear...

"They shall be pure of heart and strong of body, untainted by doubt and unsullied by self-aggrandisement. They shall be bright stars in the firmament of battle. Angels of Death whose shining wings bring swift annihilation to the enemies of Man. So shall it be for a thousand times a thousand years, unto the very end of eternity and the extinction of mortal flesh."

Roboute Guilleman,  
Primarch of the Ultramarines



The SPACE MARINE BATTLE FORCE is an ideal way to start a fledgling Space Marine Chapter or to further reinforce an existing army.

The boxed set contains 10 Tactical Space Marines, 5 Terminators, 1 Land Speeder, 3 Space Marine Bikes and a set of ruined gothic buildings.



Space Marine Battle Force – £40 boxed set



# THE BATTLE FOR TECHUAN'S KEY

**WARHAMMER**  
40,000

A four-player Warhammer 40,000 Battle Report  
by Phil Kelly, Paul Sawyer, Matt Hutson and Graham Davey

Welcome to this month's battle report, a veritable catalogue of violence and strife as four separate armies battle to the death in an attempt to seize an ancient artifact of immense potency.

Each army pits its best troops against three other forces in this hard-bitten grudge match, where no quarter is asked and none given.

In the midst of a desolate and hostile jungle, the ruins of an ancient civilisation had started emanating a psychic disturbance so disproportionately large that the fabric of the warp itself buckled around it. The psychic shockwave from the arrival of this new threat was of sufficient magnitude that several races

made an investigation their priority. Each patrol made planetfall within scant hours of the psychic disturbance.

We chose the most strange-looking object we could find as the objective, using it to represent the ancient warp gate, Techuan's Key. This relic of a long-dead civilisation is of great tactical importance to all sides, and they must capture it and hold their position at all costs.

This battle report uses a scenario unlike any published in the Warhammer 40,000 rulebook, and is basically designed as a short but incredibly tense game where any model that is not your own is your prey. You will need a

good deal of devious cunning to win this scenario, and we find it is best played with a group of good-humoured friends (*unfortunately we had to make do with members of the White Dwarf team instead – Fat Bloke*). We recommend leaving the points values at 1,500 or less, or else there just isn't room on the table for everyone's miniatures! Remember that any distinctive terrain feature can be substituted for the ziggurat, and that so long as all players start equidistant from the objective and you use lots of scenery, you can't really go wrong. So get stuck in, and see who gets to be the king of the castle!



## CARNAGE

### ATTACKER'S OVERVIEW

Your mission is to get to the centre of the board, claim the objective and stay on it at all costs. Whoever has the closest model to the objective when the game finishes is the victor.

### DEFENDER'S OVERVIEW

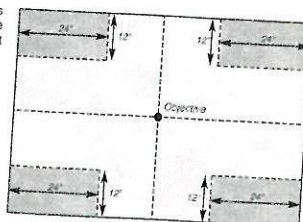
There are no defenders.

### SCENARIO SPECIAL RULES

Carnage uses the Night Fight special rule, but only for each player's first turn. It also uses the Infiltrators and Random Game Length special rules.

### SET-UP

- All players roll a dice. The player that scores highest chooses which deployment zone he prefers, then the player who scored the next highest chooses a deployment zone, and so on.
- Each player's deployment zone is indicated in the map to the right. He must set up all his forces in his chosen deployment zone.
- The player who won the dice roll to choose their deployment zone now deploys one unit in his chosen zone. Next, the player who rolled second highest deploys a unit, and so on. The players take it in turns deploying a unit at a time until their entire forces are on the table. The players must deploy their units in the following order: Heavy Support first, followed by Troops, Elites, HQ and finally Fast Attack units.
- If any player has Infiltrators in his force then they may be deployed after all other forces have been set up. However, they are not restricted by the deployment zones, and may set up anywhere on the battlefield which is more than 18" from an enemy unit.
- Roll for who gets the first turn. The player that rolls highest takes his turn first, followed by the player to the left of him, and so on.



### MISSION OBJECTIVES

All players have the same objective: to have the closest model to the objective when the game ends. If there is a combat where it is unclear as to which models are nearest, the player with the most models in close proximity to the objective wins. Thus, if there was an assault surrounding the objective, the player with the most surviving models nearest to the objective when the game draws to a close is declared the winner. However, if there is an unengaged model closer to the objective, the player controlling the closest model wins outright.

### RESERVES

None.

### GAME LENGTH

The game lasts for a variable number of turns.

### LINE OF RETREAT

Troops which are forced to fall back will do so towards their nearest deployment zone board edge by the shortest route, using the normal Fall Back rules.



## LAST ONE TO THE TOP'S A GROT!



Phil Kelly

**Phil:**  
Well, I've consistently been annoying the rest of White Dwarf with my Ulthwé army and finally I get to

prove their worth in a battle report. Add to this the fact that we've played this scenario a couple of times before and it's always been a blast, and it looks like I'm in for a good day's 'work'!

I always try to reflect Ulthwé's background in my troop selection, but I must confess that I'm influenced by what looks good on the table (*poncy Eldar players – Fat Bloke*). I think a unit of 17 Black Guardians with a starcannon looks like a good place to start. Sadly, with nearly every other model on the table being clad in good old power armour, I'm not expecting too much from their shuriken catapults. Even so, if they could get onto the objective on the last turn their weight of numbers could swing the game for me. The other compulsory unit of Black Guardians was a ten-man Storm squad. This unit never fails to give people a nasty surprise, and backed up by a nine-strong Howling Banshee squad they will be invaluable when the Grox dung hits the fan.

I bought the Seer Council a healthy amount of Daemon-busting Ghosthelms and Singing Spears in case I need to combat Graham's Bloodthirster on top of the ziggurat (cool image!) and as nasty an array of psychic powers as I could muster.

Finally, my faithful old Fire Dragons and a tank busting vibro-cannon complete a versatile force. In truth, I intend to use most of my troops to buy me the time I needed to get the Seer Council onto the highest tier of the ziggurat, where they will die to a man if necessary.

I have a feeling this game is going to be bloody in the extreme...



Matt Hutson

**Matt:**  
There's only one way to fight with a Black Templars army and that's up close and personal.

With this in mind I've taken as many assault troops as I can. Knowing that I won't need to travel far to get to the objective I decided to take an infantry army and rely on numbers to see me through. First on my shopping list was my 15 strong Black Templars unit. This will be perfect for this scenario as it can take lots of damage. In this unit I will put the Emperor's Champion to stop any dishonourable foes from shooting him before he can get into close combat. My second choice is an 8 man Assault squad led by a Chaplain. With its full complement of power weapons this squad should be able to take on any enemy Space Marine squad. To give these squads some support I have selected two small Black Templars squads, one armed with a plasma cannon and one armed with a meltagun. I've finished the army with a Dreadnought for the simple reason that I haven't used one for a while.

For my Vow I have chosen 'Accept any challenge, no matter the odds'. Hitting on a 3+ against Marines and Black Guardians will be very useful. Always using the sweeping advance after a combat could be a problem though as it could mean I capture the objective only to see my army leg it off the other side!

Starting next to Paul's army will be interesting, as I know he will want to ally up and play in character. On the other hand ripping the heart out of my boss's army would be quite amusing. You have also got to take into account that his Dwarf army did wipe the floor with my Dark Elf army last week. Revenge would be sweet.

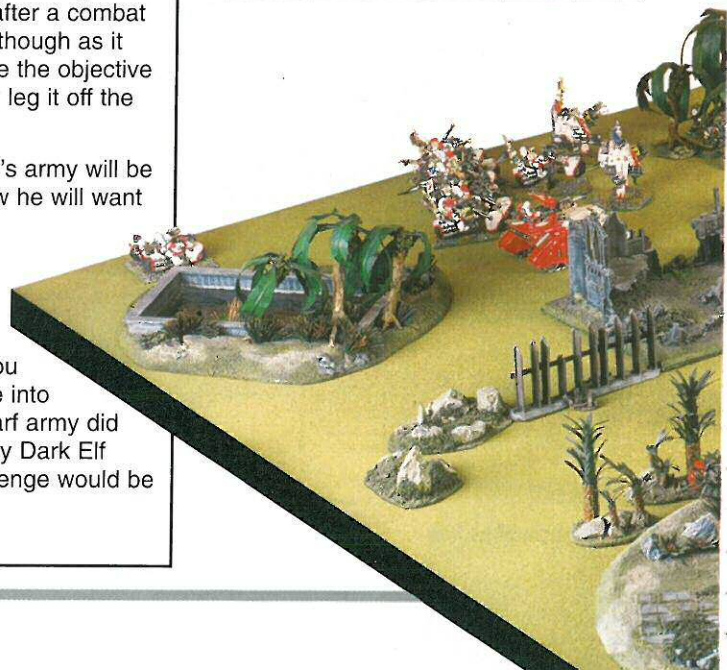


Graham Davcy

**Graham:**  
When we first thought up this scenario last Christmas, I managed to win by slowly moving towards the objective,

arriving in force right on the last turn. My plan is to repeat these tactics, although the random game length makes it a bit harder (we didn't use that the first time).

Last time I took an all infantry army and I was planning to do the same until it occurred to me that I hadn't used my Bloodthirster model in a battle report before. Now usually when I use the big fella, I ensure there are plenty of Aspiring Champions around so I can be pretty sure he will possess one of them early on in the game (so as not to waste his points cost) and have a good chance that he WON'T possess my expensive Exalted Champion. However this is a 1,000 point game and I can only afford ONE Aspiring Champion. This makes including the Greater Daemon a very risky choice, but in a perfect world he might just pop out at the end of the game, launch himself onto the objective with his 12" charge move and scare everyone else off with his Fearsome ability – you never know!







Paul Sawyer

**Paul:** Blimey, with all the frenzy about the new Warhammer in the studio at the moment it doesn't half feel odd playing Warhammer 40,000!

Last Christmas I kindly (foolishly) let the White Dwarf team spend Christmas Eve playing games instead of working. They came up with a rather nifty scenario that allowed four of them to go head-to-head. So when we came to decide what this month's Battle Report was and bearing in mind that there wasn't an army book or boxed game released this month it was obvious we'd opt for four-way carnage!

I'd be facing an Ulthwé Eldar army replete with Seer Council, a Black Templars crusade led by their Emperor's Champion and the vile Black Legion Traitor Marines and who knows what abominations they'd be sullyng the battlefield with! Suffice to say that to win this scenario I'd need a suitably hard character to provide the staying power not to be knocked off the objective, so I took two! A bike-mounted Chaplain whose higher Toughness and invulnerable save would be very handy, and a force commander again mounted on a bike

and this time with an Iron Halo. Yep, that should do it.

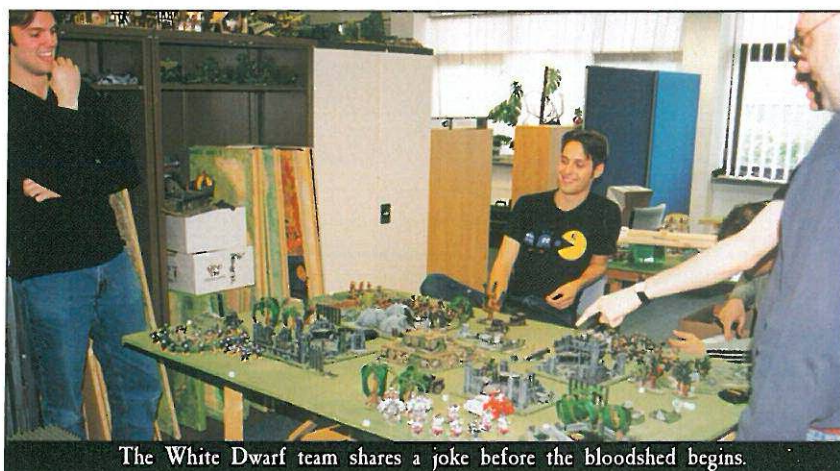
The mission lends itself well to providing heavy support to those elements of your army 'going over the top'. Two Dreadnoughts should do nicely as they are great in close combat and will be able to provide long range firepower wherever it's needed. Back this up with a Scout squad armed with sniper rifles and a heavy bolter, a Tactical squad in a Razorback and five bikers and although this army is small, it packs a real punch.

I don't really have a plan as it is going to depend so much on the terrain, deployment and such. I have the speed to make a mad dash for the objective so at the moment I'm going to hang back, not annoy

anyone (yeah, right...) and let them fight amongst themselves.

The deciding factor will be where everyone is to deploy. I'm not too bothered about being next to Matt's Black Templars as they are honourable Space Marines – I will be gunning for the aliens and traitors. Nor am I too worried about the Eldar as its only Seer Council that would prove a problem. The army I don't want to be next to is the Black Legion Traitor Marines. I've yet to beat Graham and he's also been muttering about Bloodthirsters this week.

The fact that I'm their boss shouldn't in any way sway their choice of targets when the going gets tough...

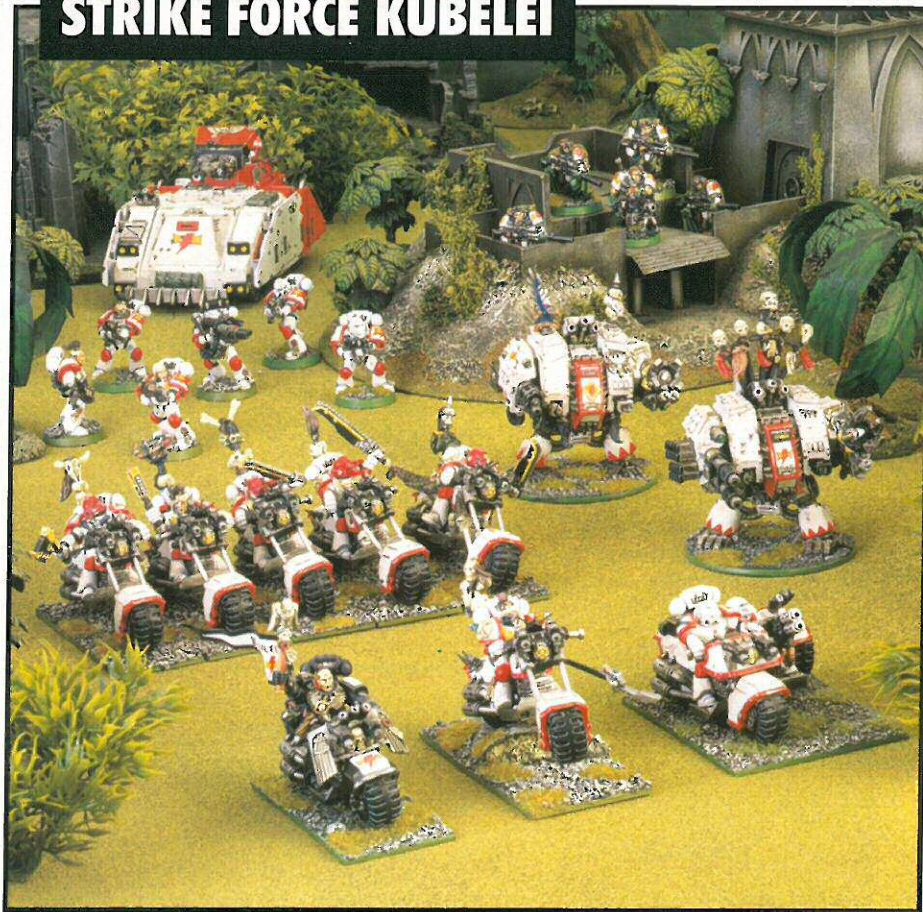


The White Dwarf team shares a joke before the bloodshed begins.





## STRIKE FORCE KUBELEI



**1 Force Commander** with bike, power weapon, Iron Halo, krak grenades **135 pts**

**1 Chaplain**  
Crozius arcanum, rosarius, krak grenades **105 pts**

**4 Space Marine Bikes**, with twin-linked bolters, bolt pistols  
**1 Sergeant** with close combat weapon and bolt pistol **176 pts**

**6 Tactical Space Marines** one with lascannon, plasma gun **111 pts**

**Razorback** with searchlight **86 pts**

**5 Space Marine Scouts**, one with heavy bolter, 4 sniper rifles **95 pts**

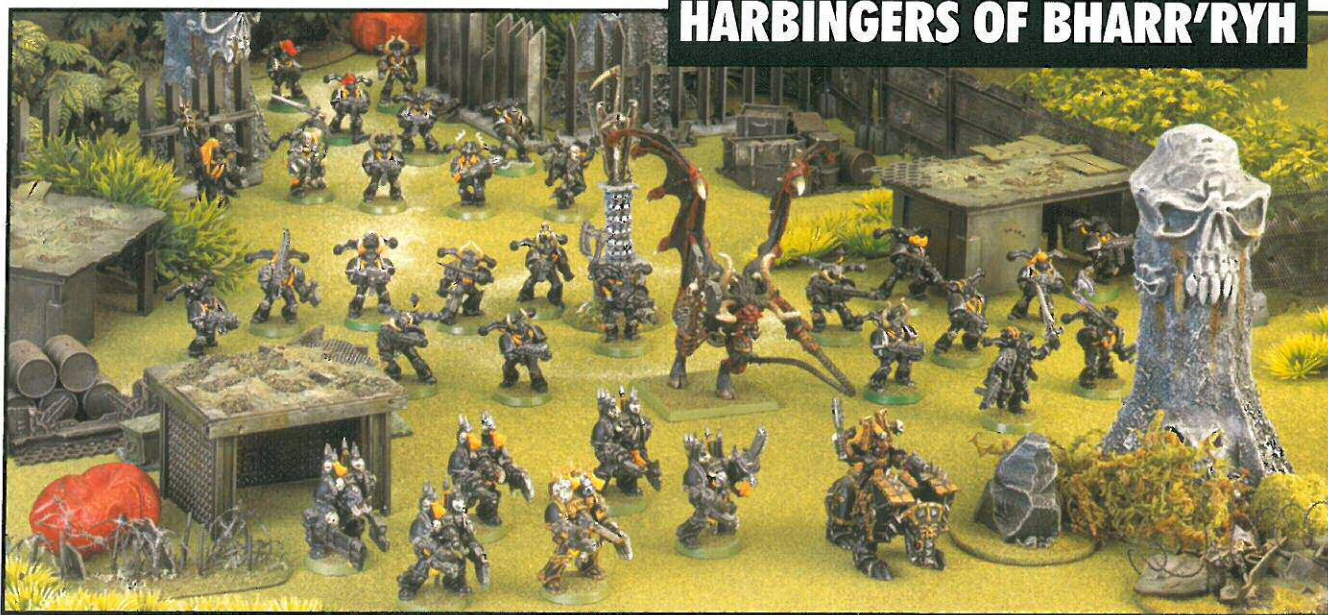
**1 Dreadnought** with close combat weapon, heavy flamer, assault cannon **115 pts**

**1 Dreadnought** with close combat weapon, storm bolter, twin-linked autocannon **110 pts**

**1 Attack Bike**  
Multi-melta **65 pts**

**TOTAL** **1,000 pts**

## HARBINGERS OF BHARR'RYH



**1 Exalted Champion** with Juggernaut, Mark of Khorne, Axe of Khorne, spiky bits, bolt pistol **141 pts**

**1 Bloodthirster** **140 pts**

**6 Chaos Terminators**, one with autocannon, one with chain fist, 3 with lightning claws, 3 with combi-meltas **268 pts**

**7 Chaos Space Marines**, one with lascannon **120 pts**

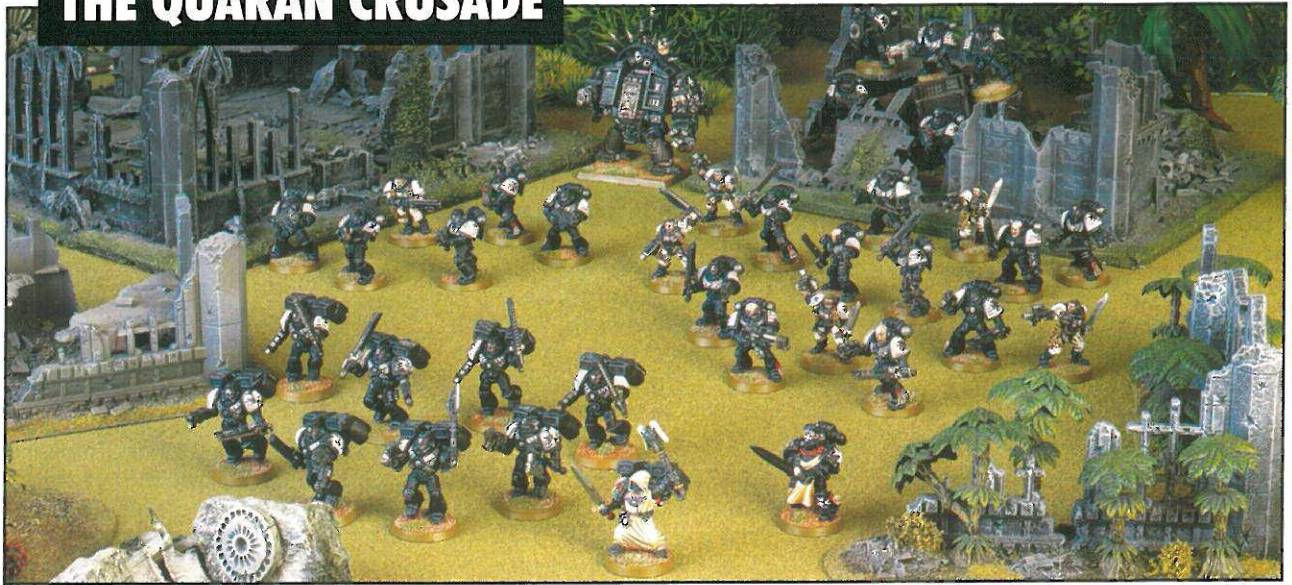
**7 Chaos Space Marines**, one with lascannon **120 pts**

**10 Chaos Space Marines** with frag grenades, one with plasma gun, including:  
**Aspiring Champion** with Mark of Khorne and power fist **211 pts**

**TOTAL** **1,000 pts**



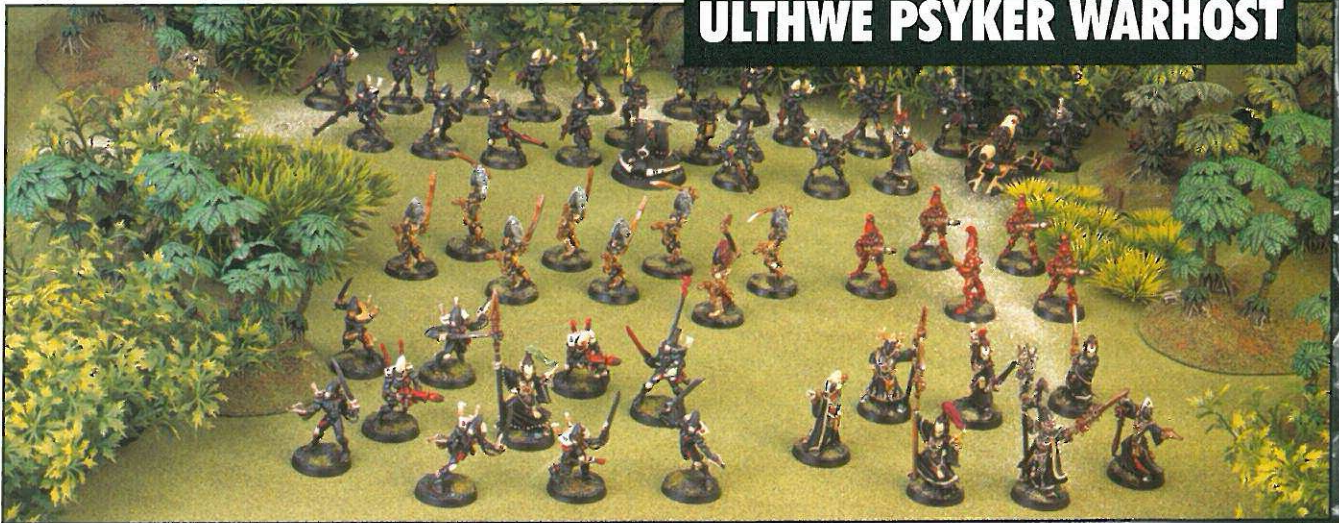
# THE QUARAN CRUSADE



<b>1 Emperor's Champion</b>	<b>105 pts</b>
<b>1 Chaplain</b> with artificer armour, close combat weapon, bolt pistol, master crafted crozius arcanum, Terminator honours, purity seals, rosarius, jump pack, frag grenades	<b>148 pts</b>
<b>6 Initiates</b> one with plasma cannon	<b>90 pts</b>
<b>5 Initiates</b> one with meltagun, plus:	
<b>1 Neophyte</b> with combat shotgun	<b>96 pts</b>

<b>10 Initiates</b> with bolt pistol and close combat weapon, one with flamer, one with a power weapon, plus:	
<b>5 Neophytes</b> with bolt pistols, close combat weapons	<b>218 pts</b>
<b>8 Assault Marines</b> with frag grenades, two with power weapons	<b>220 pts</b>
<b>1 Dreadnought</b> with assault cannon, heavy flamer, close combat weapon, extra armour, smoke launchers	<b>123 pts</b>
<b>TOTAL</b>	<b>1,000 pts</b>

# ULTHWÉ PSYKER WARHOST



<b>1 Seer Council</b> including:	<b>322 pts</b>
<b>1 Farseer:</b> Singing Spear, Runes of Witnessing, Ghosthelm, Runes of Warding, <i>Fortune</i>	
<b>1 Farseer:</b> Shuriken pistol, close combat weapon, <i>Mind War</i>	
<b>1 Farseer:</b> Singing Spear, Ghosthelm, <i>Guide</i>	
<b>1 Warlock:</b> Shuriken pistol, close combat weapon, <i>Enhance</i>	
<b>1 Warlock:</b> Shuriken pistol, close combat weapon, <i>Augment</i>	
<b>1 Warlock:</b> Shuriken pistol, close combat weapon, <i>Destructor</i>	
<b>1 Warlock:</b> Shuriken pistol, close combat weapon, <i>Embolden</i>	
<b>7 Howling Banshees</b> with shuriken pistols and power weapons	
<b>1 Exarch</b> with Executioner, <i>Acrobatic</i>	<b>157 pts</b>

<b>1 Vibro-cannon</b> support platform with two crewmen	<b>60 pts</b>
<b>4 Fire Dragons</b> with melta bombs and fusion guns	
<b>1 Exarch</b> with Firepike, melta bombs, <i>Burning Fist</i>	<b>134 pts</b>
<b>9 Black Guardians (Storm Squad)</b> with shuriken pistol and close combat weapon, two with fusion guns	
<b>1 Warlock</b> with Singing Spear, <i>Enhance</i>	<b>124 pts</b>
<b>15 Black Guardians (Defender)</b> with shuriken catapults, one starcannon heavy weapon team	
<b>1 Warlock:</b> Shuriken pistol, hand weapon, <i>Conceal</i>	<b>212 pts</b>

<b>TOTAL</b>	<b>1,000 pts</b>
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## TURN ONE

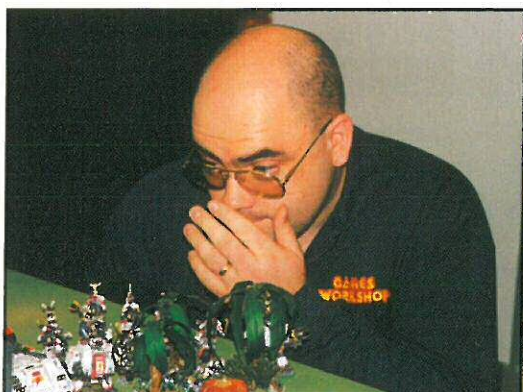
Graham's Chaos Space Marines marched steadily through the jungle in the general direction of Paul's White Scars, spreading out toward the central objective. It was highly probable that Graham would take the fight to Paul, mainly because the White Scars were nearest. Due to the Night Fighting rules, it was too dingy to make out the flashes of white in the distance as distinct figures. The White Scars, however, had obviously accounted for this eventuality. One of the hulking Dreadnoughts smashed down a tree with its power fist, drawing a bead on a Black Templars squad in the ruins. One of them was hefting a heavy-looking weapon into position. The foremost member was just in range of the Dreadnought's assault cannon,

and three large-calibre bolts thudded into the squad. One Space Marine took a bolt full in the throat, killing him instantly.

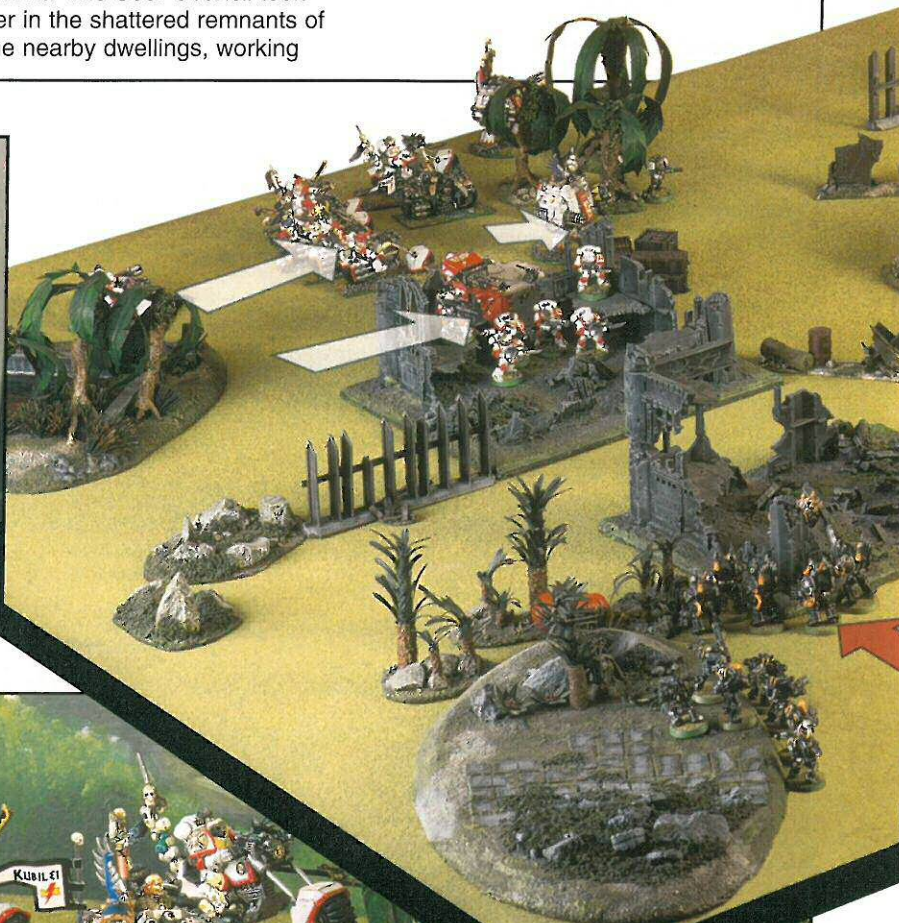
In reply, the Space Marine with the plasma cannon attempted to return fire, but the Dreadnought had shifted into the shadows and the Templars missed his mark. As Matt's Black Templars negotiated the ruins between them and the objective, his Dreadnought activated its smoke launchers, affording more cover for the advance.

Phil's turn began with the redistribution of his forces, the Eldar shifting into advantageous firing positions. The Seer Council took cover in the shattered remnants of some nearby dwellings, working

arcane symbols of protection in the morning air. The Black Guardians would benefit from the power *Guide* this turn, and predictably the Seer Council were bolstered by the psychic power *Fortune*. Since shooting was made very difficult by the temporary Night Fighting rules, Phil used the Eldar's Fleet of Foot ability to move his troops into better positions. The exception was the Black Guardians, who spotted a group of Templars in the distance and fired the starcannon into their midst. Two Space Marines fell to the superheated explosions of plasma, their heavy armour useless against such a powerful weapon.



"Right, if you're well behaved there'll be a nice new Whirlwind in it for you..."

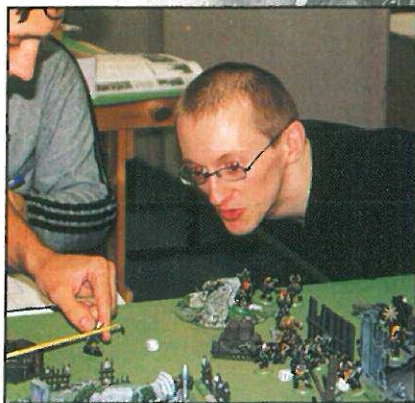


Throttles roaring, the White Scars of the Adeptus Astartes take up positions amongst the overgrown ruins.

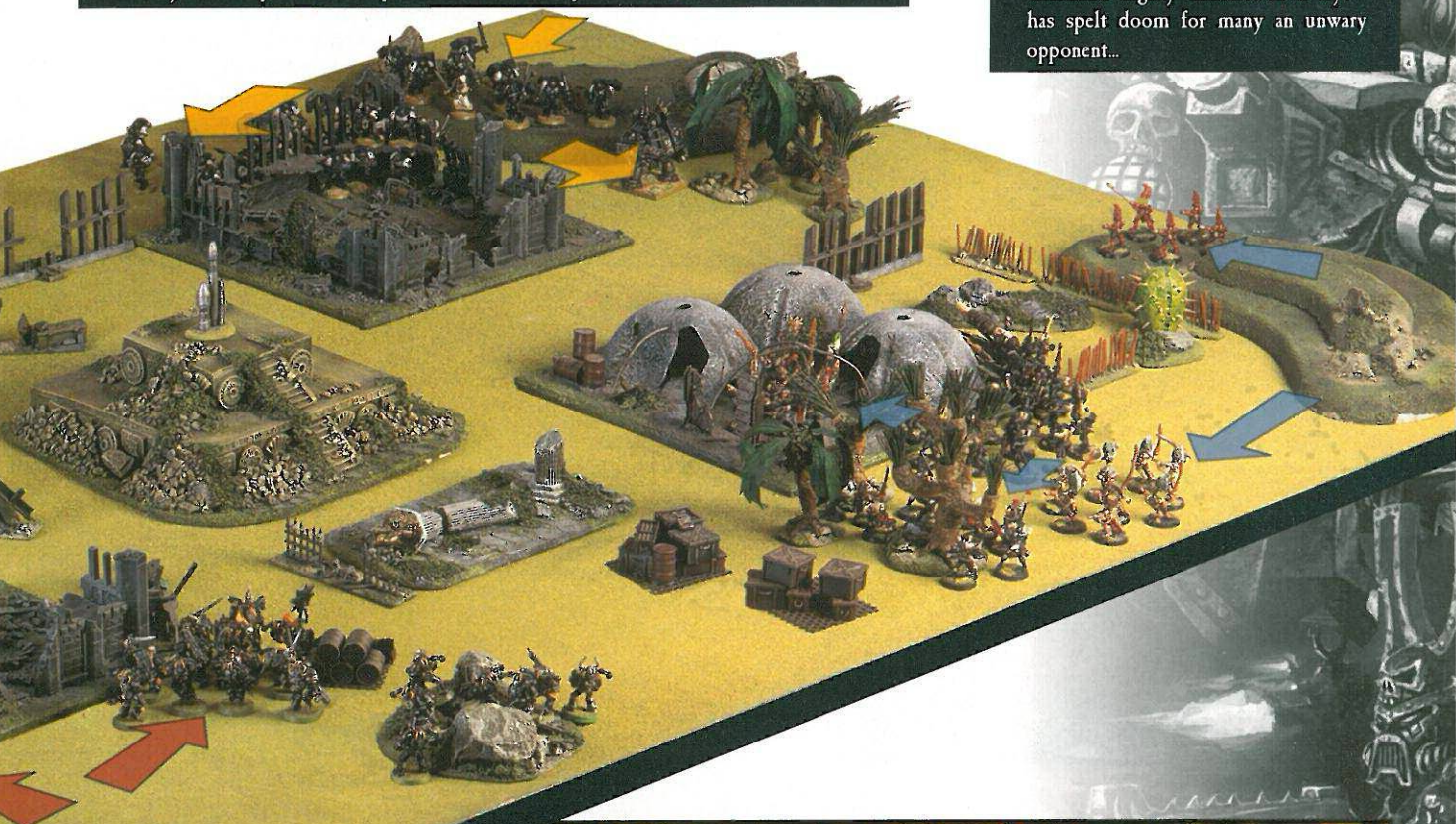




Led by the Emperor's Champion, the Black Templars advance.



Graham's highly effective Evil Eye has spelt doom for many an unwary opponent...



**Paul:** "We need to kill everything in Phil's army – let's pick on him, Matt. I'll shoot at him and leave you alone."

**Matt:** "I don't believe you."



Phil's Black Guardian Storm Squad sprint into the cover of the nearby woods.



## TURN TWO

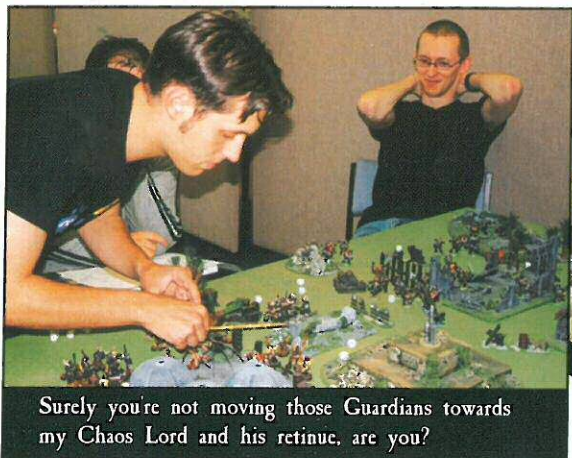
Graham's turn started with him rolling to see whether the Bloodthirster would manifest itself this turn. Having only two characters, one of which was his Khorne Lord mounted on a Juggernaut, this was always going to be a bit of a gamble. With a flourish of the dice, however, Graham produced a 6 for his Aspiring Champion, and worried glances were exchanged by all the team as the model was replaced by a vast winged Daemon! The minions of Chaos marched forward through the ruins, their vision no longer impeded by the shadows of the night. The Chaos Terminator squad heading toward the White Scars' flank loosed off a volley of autocannon fire at the exposed side of Paul's Razorback, detonating with an explosion that

shook the crew so that the vehicle would not be able to shoot next turn.

Seeing the threat moving towards his troops, Paul moved his Attack Bike to face the approaching Terminators. The multi-melta hissed a fine stream of fusion into the armoured hide of one of the beasts, vaporising it where it stood. The Tactical Squad within the damaged Razorback disembarked and, readying their weapons, loosed a fusillade of fire at the Chaos Terminators. The plasma gun had little effect, merely scorching one of the armoured monstrosities, and the combined bolter fire did little to harm them either. The White Scar armed with the lascannon, however, sent a bolt thudding into one of the Chaos Terminators, vaporising the

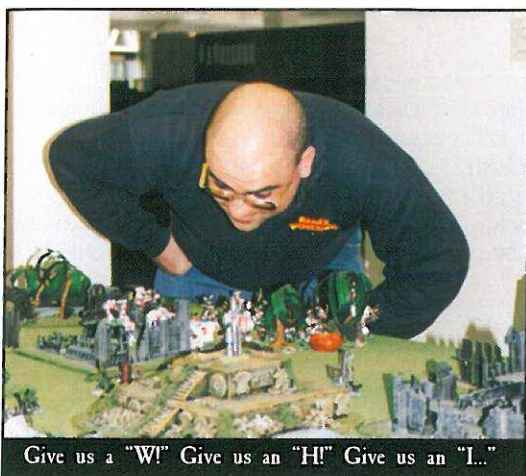
gnarled, hulking creature. Graham was forced to take a Morale check, which he passed.

Concentrating his fire on the Chaos forces, Paul's White Scars poured assault cannon shots into the Khorne Lord's retinue, but in their frenzy they shrugged off the fact they were under fire, trusting in their vile gods for their safety. Moving forward toward the objective, Paul's foremost Dreadnought fired its assault cannon at the newly manifested Bloodthirster. Although two bolts struck home, the towering beast ignored the detonations as if they were beneath its notice. However, the Dreadnought had now made its presence known to the looming Daemon...



**Graham: "If you leave the Bloodthirster alone, I'll see to that Seer Council."**

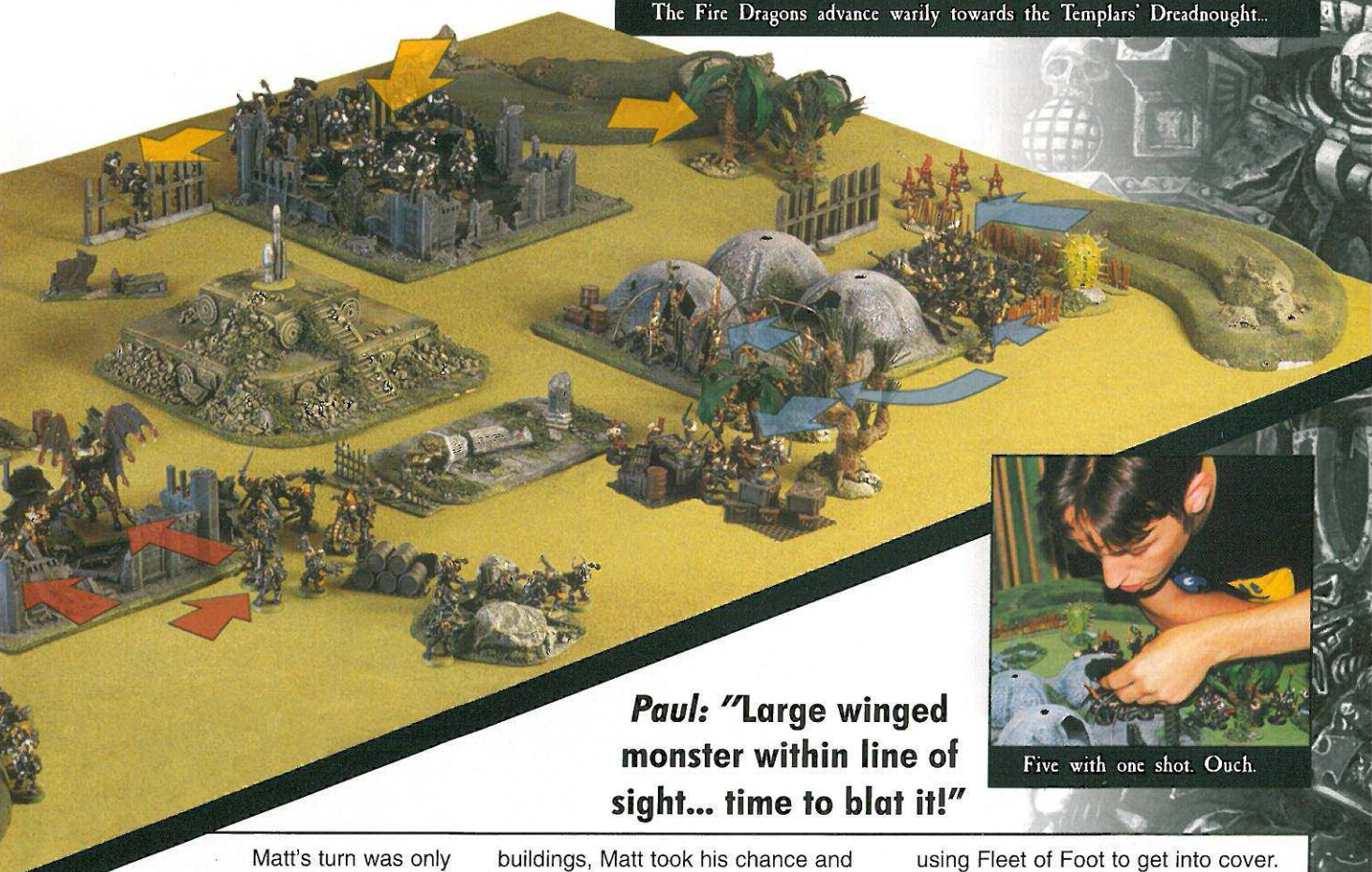




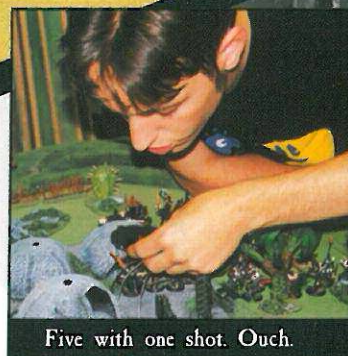
Give us a "W!" Give us an "H!" Give us an "I..."



The Fire Dragons advance warily towards the Templars' Dreadnought...



**Paul: "Large winged monster within line of sight... time to blat it!"**



Five with one shot. Ouch.

Matt's turn was only slightly more eventful than his last. Moving all his forces forward, he continued the slow advance through difficult terrain with the main body of his forces. However, his Assault squad advanced behind the ruins toward the White Scars, backed up by a small Tactical squad equipped with a meltagun. The Black Templars Dreadnought split off to attack the approaching Fire Dragons, using the intervening woodlands for cover.

Sighting the densely packed Seer Council moving through the ruined

buildings, Matt took his chance and opened fire with the plasma cannon and one of the accompanying squad's bolters. With a superbly placed template, Matt managed to cover five of the Seer Council. However, the psychic effects of *Fortune* forewarned the Eldar leaders of the attack. Ducking into the nearby buildings like wraiths, they escaped enough of the blast to avoid being hurt altogether, as Phil unsurprisingly made his five re-rolled saving throws.

Phil's turn was once more devoted to manoeuvring his troops more effectively, with a lot of the units

using Fleet of Foot to get into cover. At the beginning of the turn, Phil passed all his Psychic tests, once more using *Guide* on the Black Guardians and casting *Fortune* on the Seer Council. The starcannon opened fire once more on the only visible Black Templars squad, this time causing three hits. However, Matt had manoeuvred into cover, and as a result only one of his Templars, a Neophyte, was killed by the plasma bolts. The Black Templars were losing men, but gaining ground. Very soon, all-out war would begin in earnest...



## TURN THREE

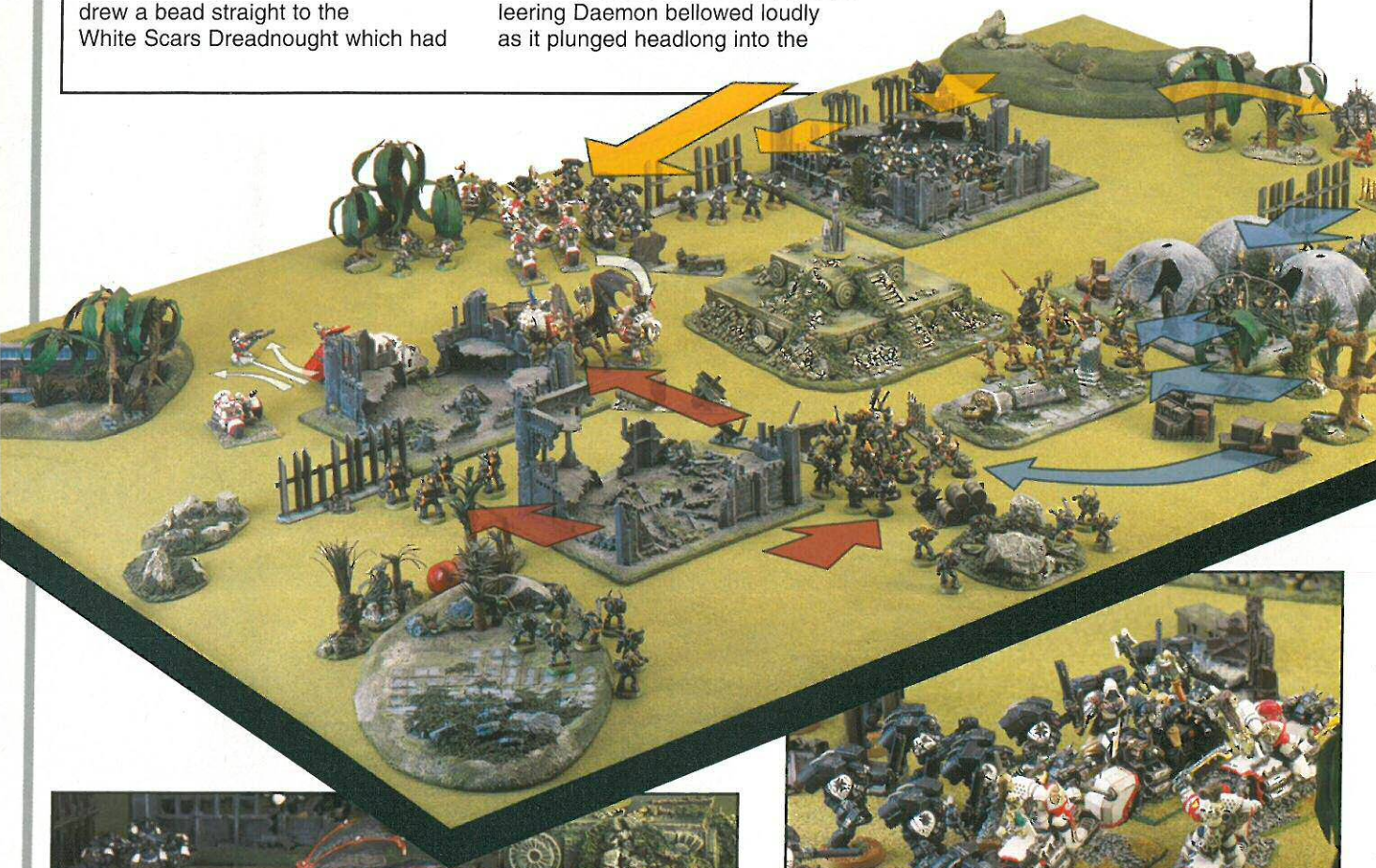
With an evil grin (*Graham's trademark – Fat Bloke*), Graham began moving his troops straight towards Paul's White Scars. The Terminators broke cover, and the Khorne Lord and retinue moved worryingly close to the ziggurat. The Bloodthirster looked to be in assault range already, and the look on Paul's face was as if he had been told that bacon had been made illegal.

The lascannon on the hill at the back of Graham's lines took a shot at the Attack Bike, but amazingly failed to wound it. The second lascannon drew a bead straight to the White Scars Dreadnought which had

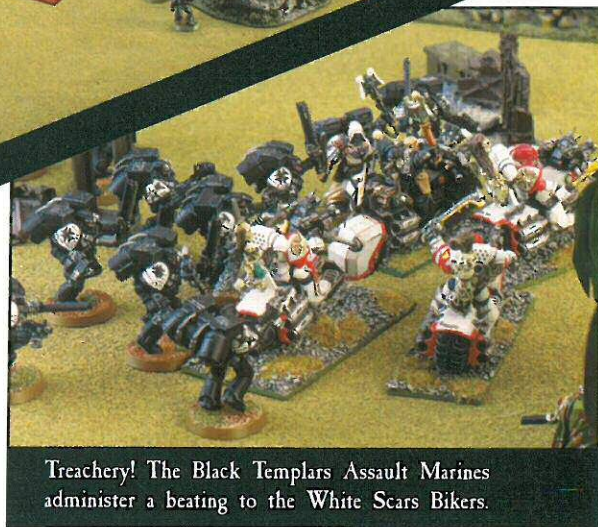
fired its autocannon at the Bloodthirster last turn, and the bolt slammed home, disabling one of its weapons. The Chaos Terminator with the autocannon once again targeted the exposed side of the Razorback, the powerful explosions blowing off the tracks and immobilising it completely. One of his infernal brethren fired his meltagun at the tank as well, rendering the tank's weapons systems inoperative for the coming turn.

With crushing inevitability, Graham's Assault phase commenced, and the leering Daemon bellowed loudly as it plunged headlong into the

midst of Paul's Tactical squad. Cleaving the poor unfortunates apart with its daemonic axe, the Bloodthirster killed a White Scar with each of its ferocious attacks. The only Space Marine left, under the burden of his lascannon, backed away from the carnage, knowing he could never best the thing in close combat. Worse still for Paul, the Bloodthirster was able to consolidate into close combat with one of his Dreadnoughts, denying him the chance to open fire on the monstrous Daemon.



The rampaging Bloodthirster begins ripping the White Scars to shreds.



Treachery! The Black Templars Assault Marines administer a beating to the White Scars Bikers.

**Paul:** "Matt, if you turn on me I will charge you with everything."

**Matt:** "That's a threat, is it, Paul?  
**CHARGE!"**



It was Paul's turn, and he was forced to take drastic measures if he was to survive. The White Scars Bike squad, led by the Force Commander and the Chaplain, moved in to occupy the centre of the board so that they had a clear run to the objective. Paul's unengaged Dreadnought moved toward the combat with the Bloodthirster to support its beleaguered battle brother. The Attack Bike fell back, out of assault range of the Chaos Terminators, and opened fire with both its multi-melta and its twin-linked bolters. The

armoured monstrosities walked through the fusillade unharmed. The White Scars Marine that had survived the Bloodthirster's initial attack fell back hoping to find a position where he could use his lascannon to good effect, but was unable to locate a viable target.

Paul's hopes rose slightly as he charged his second Dreadnought into combat with the Bloodthirster, confident that the combined power of two of these massive war machines would be a match even for the rage of a Greater Daemon of Khorne.

However, given that a Bloodthirster is a Monstrous Creature and therefore rolls 2D6+Strength for armour penetration, Paul's Dreadnoughts would have to be lucky indeed to win the fight with the daemoniac assailant. The Dreadnoughts caused two hits on the Daemon, but the thing's daemoniac aura protected it from harm as Graham made both his saving throws. The Bloodthirster roared in fury and, after a flurry of penetrating hits, one of the Dreadnoughts was reduced to a smoking pile of mangled metal.



The Storm Squad charge the Chaos Lord, buying time with their lives...

**Paul: "Matt, what an interesting way to resign."**

But the worst was yet to come. In an act of unprecedented treachery, the Black Templars swooped toward the White Scars bikes, fire spitting from every weapon. Matt gloated as his meltagun, bolters and bolt pistols accounted for no less than four of the unsuspecting bikers. The Black Templars Assault Marines, led by Chaplain Fernandez, boosted into combat with the remainder. Due to the fact that their sacred vow meant they were hitting on a 3+, the Templars had the advantage. In a bloody and painful combat, the remainder of the bikers were killed, and the Chaplain was wounded. In return, the White Scars managed to

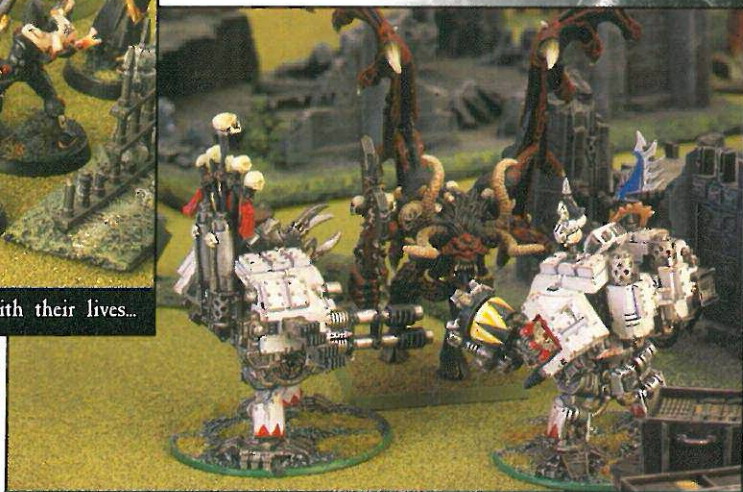
wound Chaplain Fernandez before falling back to the relative safety of the woods. Paul was not a happy man as the Assault Marines swept after them into combat with his Scout squad.

On the other side of the table, things were hotting up for the Eldar. With a resounding battle cry of "Oh what the hell, I'm going to get some," Phil hurled his Black Guardian Storm squad into the Khorne Lord's retinue in an attempt to delay them from reaching the objective. Despite being hopelessly outclassed, the Guardians not only killed one of the Chaos Marines, but also wounded the Khorne Lord himself. With a faint

look of surprise, the mounted Chaos Lord set about them with his axe, felling three Guardians, but they steadfastly remained locked in combat.

On the right flank, however, Phil had miscalculated the distance between Matt's Dreadnought and his squad of Fire Dragons. The black behemoth charged into the Aspect Warriors with a metallic bellow before the Eldar even had a chance to use their potent fusion guns. Red-plated bodies were ripped to pieces by the Dreadnought, and soon it was storming toward the vibro-cannon in Phil's deployment zone.

**Matt: "Paul, you hold that Bloodthirster up with your army and I'll grab the objective."**



...while even the two mighty Dreadnoughts fail to fell the Bloodthirster.



## TURN FOUR

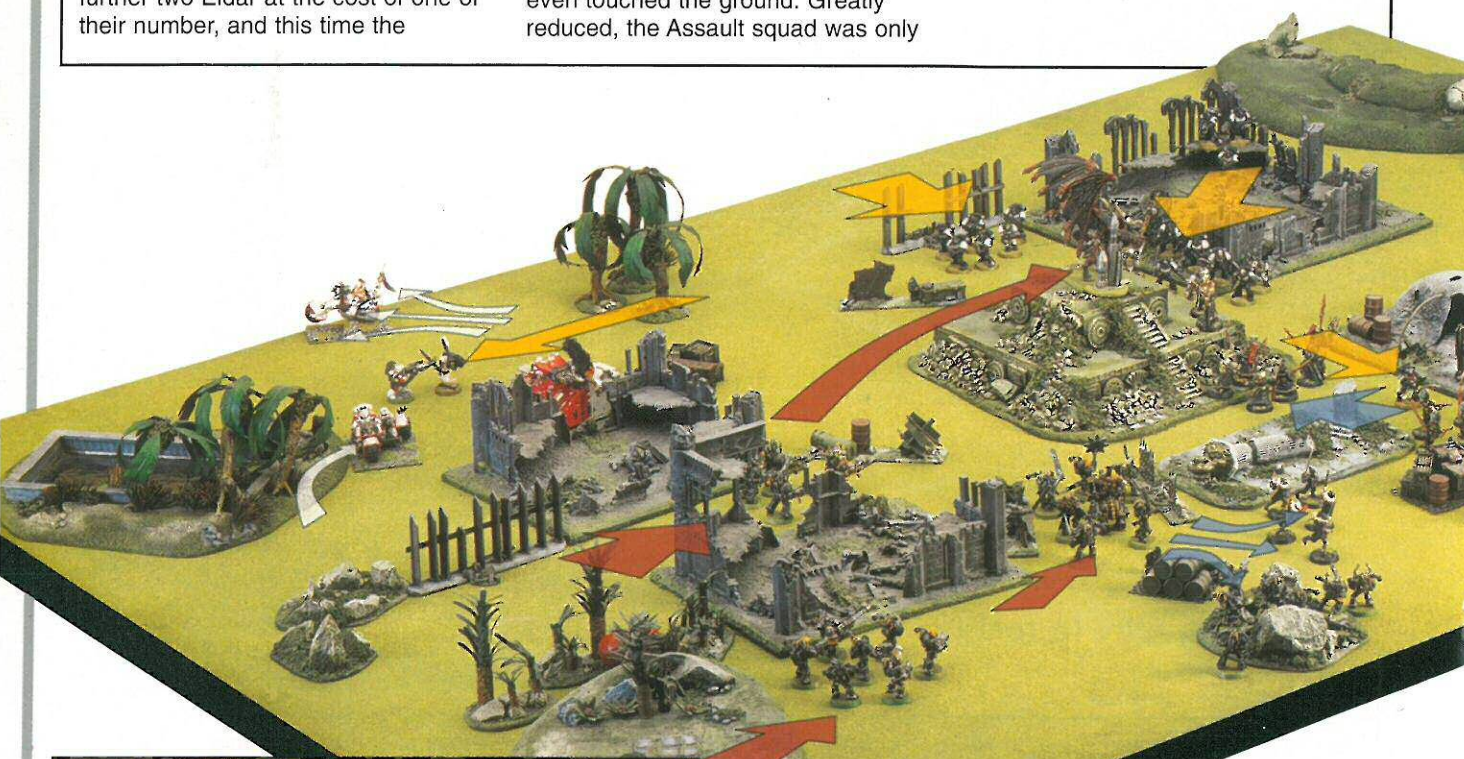
As Graham's Terminators changed direction and began the march toward the objective, they opened fire at the Howling Banshee squad nearing the steps of the ziggurat. Dancing through a hail of autocannon and bolter shells, the Banshees emerged unscathed. The Chaos Marines behind them, however, managed to mow down two of the sprinting Eldar. The Khorne Lord, recovering from the shock of the Guardians' assault, struck down the Warlock accompanying the Storm squad, but the psyker must have sapped the mighty Chaos General's strength, as with an outbreak of 1s, his next three blows did no damage at all! His companions struck down a further two Eldar at the cost of one of their number, and this time the

Guardians ran from the combat.

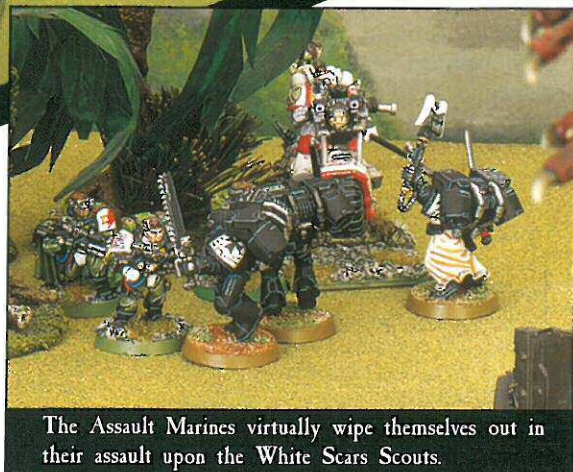
The Bloodthirster, thoroughly enjoying the combat against the remaining Dreadnought, stepped back nimbly to avoid the machine's power fist before smashing it into pieces with its axe. Just to be the first to occupy the objective, Graham gleefully moved the Bloodthirster up onto the top of the ziggurat.

Incensed by the betrayal shown by Matt last turn, Paul fired everything he had at the advancing Black Templars Assault Marines as they swept into the woods. Bolters, heavy bolters, lascannons, sniper rifles, and multi-meltas opened fire on the Templars, killing four before they even touched the ground. Greatly reduced, the Assault squad was only

able to kill two Scouts. In return the White Scars Scouts and Matt's Chaplain struck down another two of the Black Templars Assault Marines. Subsequently, the Chaplains went crozius to crozius, with Matt getting the upper hand and killing Paul's Chaplain in his saddle. Even though he killed another Assault Marine, Paul still lost the combat, and the Scouts fled from the woods towards the White Scars deployment zone. Matt's Chaplain, the only other survivor, swept into combat with the last remaining White Scars Tactical Marine. Needless to say Paul was by now less than overjoyed (*yep, teddy was long gone from the pram – Fat Bloke*).



The Storm Squad run for their lives from the Lord of Chaos.



The Assault Marines virtually wipe themselves out in their assault upon the White Scars Scouts.





As the Bloodthirster roars its defiance at the Templars, a duel to the death breaks out between the Banshee Exarch and the Emperor's Champion.

**Graham: "Aargh! The dice have turned against me!"**

**Phil: "I'm gutted for you..."**

Seeing the Bloodthirster roaring its defiance on the highest tier of the ziggurat, Matt opened fire with everything at his disposal. The Bloodthirster came under fire from squad after squad of Marines, explosions riddling its mottled skin. When the smoke settled, the evil creature still leered down, weakened but still standing. Flapping its leathery wings, the Daemon rose into the air...

The rampaging Dreadnought on the right hand side of the table charged toward the vibro-cannon crew, toasting them with its heavy flamer, and assaulting into a straggling Guardian at the back of the Defender squad. Knowing he could not win the

combat, and fearing that the Dreadnought would munch its way through the entire squad, Phil voluntarily fell back. The Dreadnought pursued, but failed to reach them.

In the centre of the table, the Emperor's Champion attempted to charge the Seer Council, but this time it was Matt who misjudged the distance and the hero failed to get into combat.

Working arcane sigils in the air, the Seer Council turned to face the oncoming Emperor's Champion, but despite unleashing everything from psychic attacks to singing spears, the Champion's ornate armour protected

him from every wound. However, three of the Seer Council had managed to make it onto the first tier of the ziggurat, with one even making it to the top.

Down below, the rallying Guardians' starcannon twice failed to damage the oncoming Black Templars Dreadnought. Phil's run of bad luck continued when the Banshee squad, led by their Exarch, leapt into combat with the Emperor's Champion only to stand helpless as the Champion issued a challenge to their leader. The Templars dispatched the Exarch with his ornate blade and, filled with terror, the other Banshees fled! Looking as if he had just bitten into a lemon, Phil ended his turn.



## TURN FIVE

Graham's troops manoeuvred tantalisingly close to the ziggurat, with both the Terminators and the Khorne Lord reaching the base of the pyramid. Recognising that they could still cause some damage, his Terminators opened fire on the fleeing Banshees, killing four. Graham's Command squad opened fire at the Seer Council, but the bolts were wasted; the Seer Council were no longer where the bullets were aimed.

The Bloodthirster, aloft above the warp portal, swooped into the heart of the Black Templars squad. In the mayhem that followed, a full five Marines were struck down by the Greater Daemon before one of them managed to thrust its chainsword deep into the ichor-filled heart of the beast. In a frenzied wave of battle-

lust, the Templars swept over its dissipating corpse, clambering onto the first tier of the pyramid and entering combat with the Seer Council. The Emperor's Champion turned, having seen off the Banshees, and assaulted the Farseers as well. Issuing a challenge, the Black Templars hero faced off against one of the Farseers. To everyone's surprise (including Phil's) the Farseer managed to wound the Emperor's Champion, whilst escaping harm himself! Truly he had seen exactly what the Space Marine had intended to do and reacted accordingly. On the first tier of the ziggurat, the Farseers and Warlocks killed another two of the Templars Battle Brethren with spear and sword, with no losses. The combat was convincingly

won by the Eldar but, as the Templars never run from a good scrap, the fight went on.

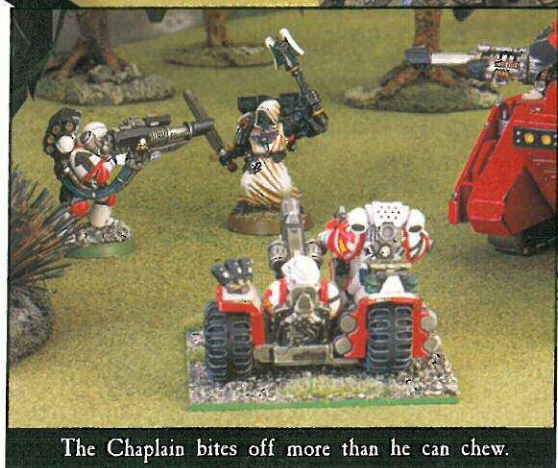
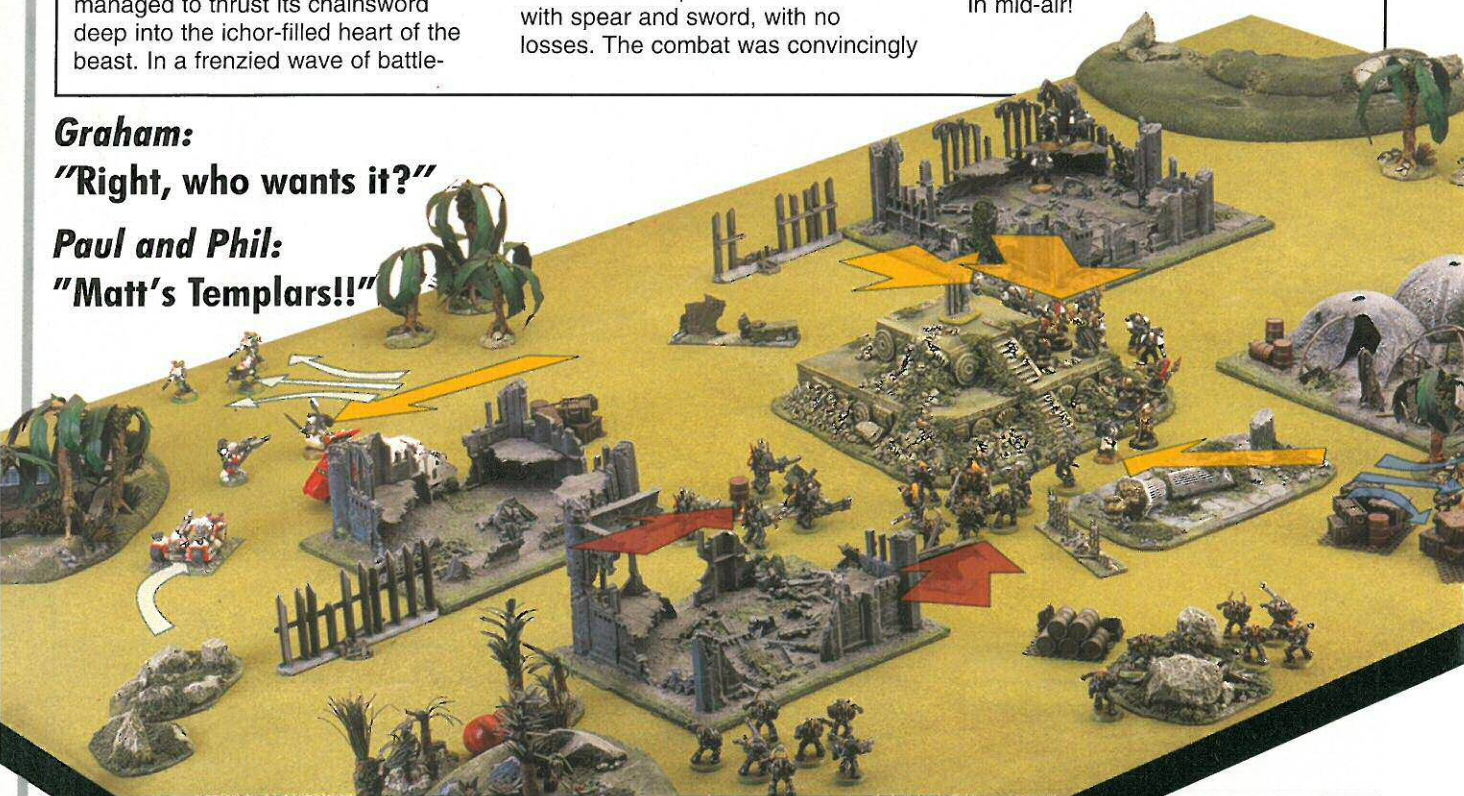
Over the other side of the table, Paul decided to give Matt a good strong kick before his shattered army caved in completely. The Black Templars Chaplain, using his Sweeping Advance from the last turn, made a tempting target for a variety of heavy weapons. True to form, those weapons which didn't miss altogether either failed to wound or were nullified by his rosarius. However, the lone White Scar that was being charged coolly levelled his lascannon, and at the last moment unleashed a bolt so powerful that Chaplain Fernandez was blown apart in mid-air!

**Graham:**

**"Right, who wants it?"**

**Paul and Phil:**

**"Matt's Templars!!"**



The Chaplain bites off more than he can chew.



In the shadow of the ziggurat, a lethal duel is resolved...



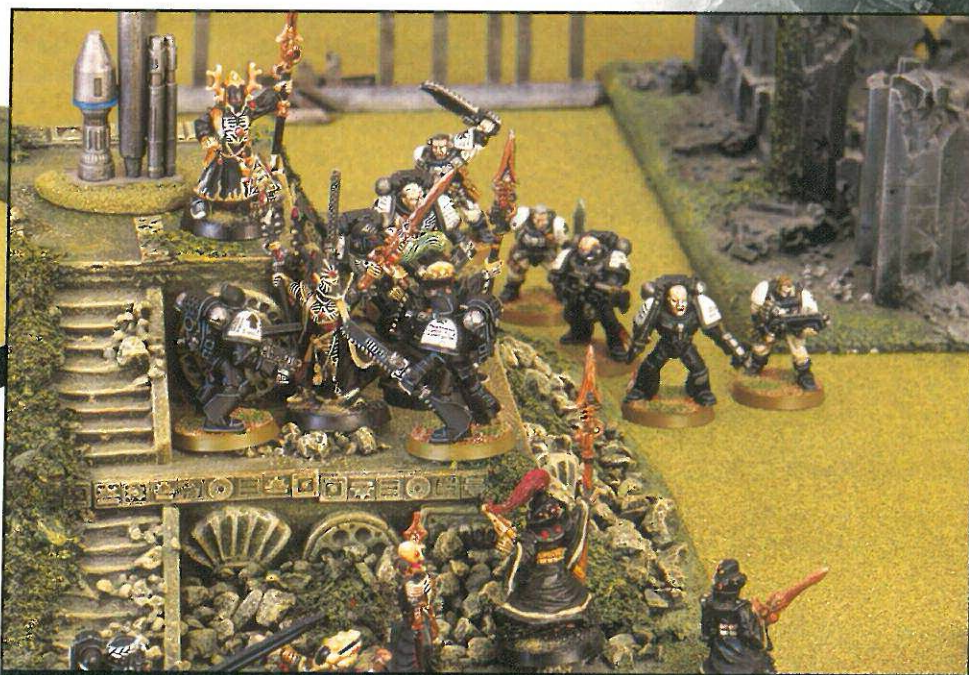
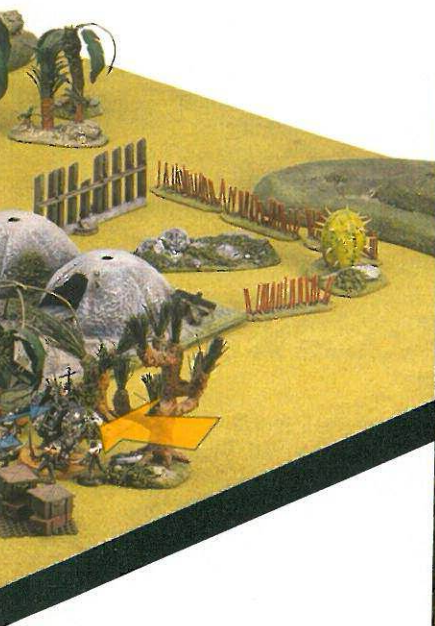


The Eldar firepower fails to stop the rampaging Dreadnought.

**Phil: "Come on, I can still blag this.  
Game end now please..."**



The Black Templars finally end the Thirster's reign of terror.



The Seer Council desperately defend the tiers of the Ziggurat from the Black Templars.

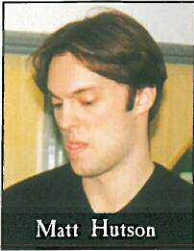
Over by Phil's deployment zone, the screaming Dreadnought discharged its heavy flamer and assault cannon, barrelling through the fire to confront the burning Black Guardians. Knowing they could not harm it, the Eldar suffered an outbreak of common sense and finally fled the battlefield. This left the Dreadnought space to assault the Storm squad, where it crushed yet another Guardian. Despite their hopeless position, they refused to break.

Up on the tiers of the ziggurat, the Seer Council were slowly and methodically taking their opponents apart. Three of the Warlocks put down their opponents, and the Black Templars were powerless to penetrate the rune armour of the weaving, shifting aliens. However, the Emperor's Champion, locked in mortal combat, finally managed to eviscerate his foe with the Black Sword, killing the unfortunate Farseer with one mighty blow.

At the end of Phil's turn, a dice was rolled to see if the Random Game Length rule would draw proceedings to a close. The dice spun for a couple of long seconds before coming up with a 2, and the frantic battle ended. Since both Phil and Matt had models on the first tier of the ziggurat at the end of the game, they were declared joint winners.



## DEATH, GLORY AND PLENTY OF CARNAGE



Matt Hutson

**Matt:** Bwa, ha, ha, ha, haaa!

Well, Paul did threaten to wipe out my army if I attacked him, and in the end I just couldn't resist it. I was

even considering attacking him a turn earlier when Paul presented the rear armour of his Dreadnoughts to my meltagun and plasma cannon!

The game did show how much of an advantage hitting Space Marines on a 3+ is. My Assault squad and Chaplain were more than a match for the White Scars characters and Bike squad. In all I was very pleased with the way the game went. My Dreadnought did a great job in holding up most of Phil's army and generally going on the rampage. The Emperor's Champion is absolutely awesome, what other Space Marine character can beat a Howling Banshee squad in close combat and then hold up the Seer

Council? The only real disappointment was not getting him into combat with Graham's Khorne Lord as these two characters have a history of duffing each other up.

In the last few turns the politics really came into it. Surely Graham should have a Tzeentch Chaos Space Marine army as he was the biggest schemer of us all. In all, the scenario was a lot of fun to play. One thing to keep in mind when playing it though is never to trust anyone – you never know when they might turn on you...



Phil Kelly

**Phil:** Well, the Seer Council saw me through at the end. I have to admit this unit has won me loads of battles purely because they absolutely

refuse to die. It doesn't matter if they are hit by bolt pistols, plasma cannons or power swords, they remain defiant through whatever the enemy throws at them. This never fails to irritate my opponents and, bearing this in mind, I used the rest of the army to distract and delay the enemy long enough to get the Council onto the stepped pyramid.

I played far too recklessly at times, throwing away valuable troops

merely to stop the advance of the Khorne Lord and lure away the more potent elements of Matt's Templars. Sadly this backfired badly as Matt's Dreadnought and Emperor's Champion munched their way through most of my fragile army! I now know how annoying it is having a huge squad locked in combat with a Dreadnought when they have no chance of even scratching it.

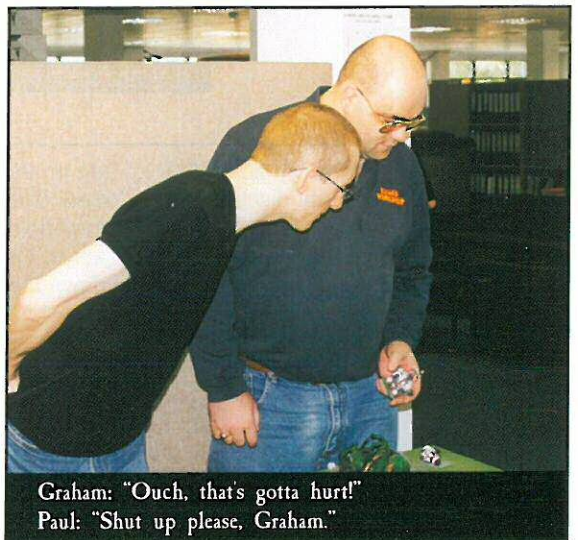
My whole Howling Banshee squad was wasted due to the Challenge rule the Emperor's Champion benefits from. I nearly got away with the fatal charge, and was ready to deliver 18 power sword attacks, but thanks to a timely reminder from Nick I now see why the rest of White Dwarf despises the Emperor's Champion! Still, with the mission in mind, the Banshees and Storm

squad did exactly what they were there for, acting as bodyguards for the Council until they could reach the objective. Once they were in place, it was pretty much plain sailing, and they gave such a good account of themselves against the Black Templars that when the game finished I had more models on the ziggurat than Matt (yep, re-rolls to the rescue I'm afraid). The Storm squad even managed to win a combat against the Chaos retinue, scoring a wound on the Khorne Lord himself!

My only regret is that the rest of the army didn't fare so well. Still, it was all about getting my models into the centre at any cost. My whole game was a series of expensive gambles, but, ultimately, they paid off.



As a decider, Matt and Phil resorted to the Colgate Challenge.



Graham: "Ouch, that's gotta hurt!"  
Paul: "Shut up please, Graham."



## CLOSE – BUT NOT QUITE CLOSE ENOUGH...



**Paul:**  
Treacherous  
crusading  
malcontents!  
The  
Inquisition  
shall hear of  
this attack  
on the loyal  
White Scars

– there is quite obviously a dreadful taint in the geneseed of the Black Templars. Mutter, mutter, rant, mutter...

Well, it couldn't have gone any worse. A Bloodthirster turning up on my doorstep and rampaging through my army just about floored me even before the Black Templars dogs turned on their loyal allies (despite the proximity of aliens and traitors). The Templars must harbour a dark secret indeed if they think this is the way the Emperor envisaged the Astartes to perform on the field of battle.

Other than curses and threats, there really isn't a great deal I can say. Once Graham's Bloodthirster arrived on turn two and promptly turned both Dreadnoughts into so much scrap metal I was always going to struggle. The treachery of the supposedly loyal Black Templars only exacerbated the situation and meant that within a couple of turns I was reduced to being a spectator, although this did mean that I could grab an early lunch, so it wasn't all bad.

Now then, how does that old saying go? Ah yes, "He who laughs last... is probably your boss."

Let me see... which one of the Dwarf team is ideal for all those tedious, dreary little jobs that take days to complete, sapping your will to live? Those jobs you wouldn't wish on your worst enemy? Those jobs that don't engage your mind enough to stop you from thinking that stabbing your boss in the back was a very big mistake?



**Graham:**  
Well, it was an  
eventful battle  
and loads of  
fun, with  
plenty of  
negotiations,  
alliances,  
scheming and  
back-stabbing.

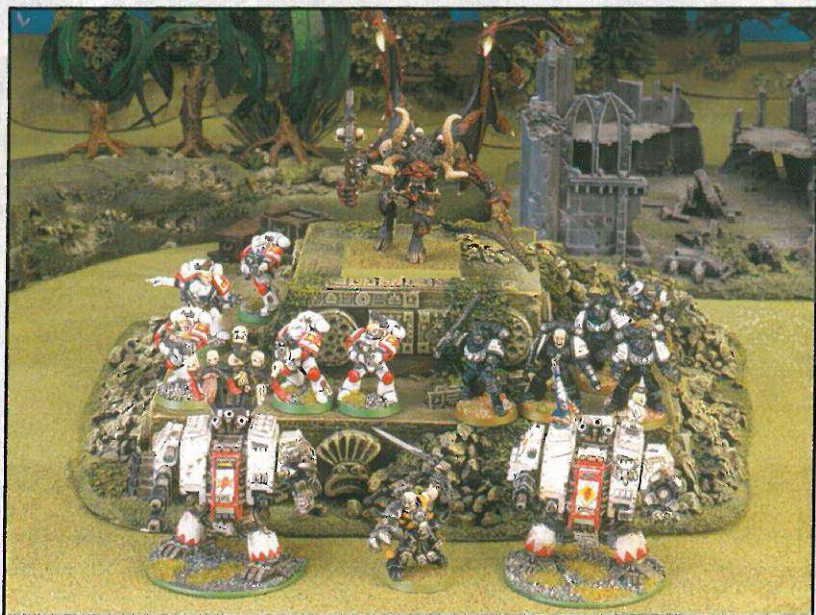
It was a nice surprise when the Bloodthirster possessed the right model, if somewhat earlier than I expected. He proceeded to rip through Paul's army, taking down a squad and two Dreadnoughts without even working up a sweat. He swept onto the objective and spent a few triumphant moments bellowing at the other armies. It wasn't much of a shock when Matt fired his entire army at the Greater Daemon, but it was a surprise that he was still standing for my next turn. Unfortunately, when he charged the Black Templars he

must have run straight onto a chainsword, dying to a lowly Marine. Actually, Black Templars have some strong advantages against the big Daemon, as they can hit it on 3+ instead of the 5+ that most Space Marines need (Matt nearly always takes that vow), and they will never run away.

The rest of my army performed okay, with lascannons, boltguns and Terminators dealing out plenty of destruction, but my close combat squad with the general in only managed to see off one Guardian squad during the game – and even that took two turns! If we'd played one more turn then my General and Terminators would have reached the pyramid and fought for victory, but the game ended too soon. Basically, my Bloodthirster was too early and the rest of my army was too late – obviously I need to work on my timing!

## Entity ~~MAN~~ OF THE MATCH

Graham's Bloodthirster managed to wreak a horrendous amount of destruction throughout the game, killing five White Scar Marines, five Black Templars Marines, TWO White Scars Dreadnoughts and of course the Aspiring Champion that the loathsome thing burst out from in the first place. Although Matt's Chaplain and Dreadnought both caused a comparable amount of casualties, the Bloodthirster took all that the Templars could throw at it for a full turn and still came out roaring!





"What in the Emperor's name does it take to kill this filth?!" bellowed Brother Thectus as he fended off another blow from his alien assailant. His bolt pistol was completely empty of shells, each consecrated bolt having been expended attempting to find a weak spot in the Eldar's fiercely burning armour. It hurt his head to look at the shimmering runes, but mercifully the alien was moving his resonant spear with slow deliberation, contrasting with the furious assault of the Black Templars. So near to the objective, they had intercepted the worst of their enemies – a group of alien Warlocks. Thectus despised all psykers with the same passion he reserved for daemonspawn.

It was a matter of minutes before the Chaos scum to the west would reach the alien artefact, and several of his comrades had bought time against the aliens already on the ziggurat with their lives. But no matter how hard they struck, how many blows rained down upon the vile enemy, the aliens would not fall. Every nuance of the psyker's martial style led him away from Thectus's blows, the fluid and illogical movements resulting in a ripped cloak, a glancing graze, nothing more. Even when Thectus managed to land a solid blow, the runic armour blazed white, ringing with the impact but ultimately protecting the mutant witch from harm. The suspicion of eventual defeat weighed heavily in Thectus's mind. He could vanquish the psykers, as the Emperor was with him, but if the artifact should fall to the White Scars, they would unwittingly release hell itself with their procrastination. And if it should fall to the followers of Khorne...

A voice rang out, clarion clear, over the bedlam of battle. Brother Vorschach, the Emperor's Champion himself, had joined in battle with one of the aliens' leaders; a tall, thin psyker with an elaborate insectoid helm. Thectus smiled grimly; the alien's doom was sealed.

The rest of the mutant filth had enough honour to step away, engaging his fellow battle brothers as the deadly challenge was fought. Even Thectus's assailant halted, holding up a hand crackling with energy as a recognition that the challenge should be observed.

The Emperor's Champion was swinging the Black Sword in huge arcs, any one of which would split a Dreadnought in two. Somehow, the Farseer was leaping inside and over each vorpal circle, only just managing to stave off its execution. Suddenly the Farseer ducked inside the Champion's reach like a striking snake, smashing its curved sword down onto the crown of his helmet with a piercing shriek. Staggering back, the Emperor's Champion fought off a rain of blows from the alien assailant that even the mighty warrior was hard pressed to parry. Almost disarmed, the Black Sword hanging from one hand, the Templar had no choice but to give ground. However, Brother Vorschach had not been chosen as Champion of the Emperor of Mankind for no reason. Smashing his gauntleted forearm up into the face mask of the alien, he pushed the Farseer back with his fist around its throat. Servo-motors whined as the alien witch was lifted at arm's length, its feet ceasing to touch the ground. Whirling the Black Sword around with his free hand, Brother Vorschach smashed the alien's knees apart with a blow that crushed wraithbone and flesh alike. Concentration broken, the Farseer dropped helplessly to the floor. Raising the Black Sword above his head, the Emperor's Champion swung the ancient blade in an oblique arc that tore the psyker's torso clean in two. The thing's blood gushed onto the dusty ground, thin and insipid.

Thectus's smile was short-lived, however. In the confusion, one of the other Farseers had managed to reach the warp portal at the top of the ziggurat, now shimmering with a black light that burned in the back of his mind. Black, gnarled figures had begun to climb the ziggurat on the opposing side. The daemon-soldiers of Khorne had reached the lower steps of the pyramid. Brother Thectus felt the Emperor watching him from above. Barging his opponent to the floor with a roar of pure anger, he flung an energy charge straight at the Farseer. It turned, saw the device arcing towards the portal, and stepped in front of it, taking the blast full in the chest.

The death wail of the alien psyker seemed to resonate from a thousand throats, his arms flung wide as the explosion tore apart his chest. Still the voices sang, rising in a deafening crescendo. As the final shout of the Farseer climbed into the boundaries of unbearable pain, the black light from the warp portal dwindled. Now silent, the broken corpse of the alien fell backward into the dimensional gate generated by the arcane construction. For a fraction of a second, Thectus thought he could see a leering bovine skull open its jaws impossibly wide in the black mists. With a rush of stinking air, the psyker and the gateway disappeared completely.

The immediate danger had been resolved, but while there were warlocks infecting this planet, Thectus would not rest. Leaping from the steps of the pyramid, Thectus ran after his quarry.





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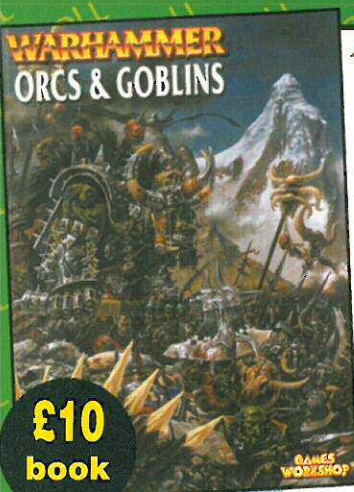
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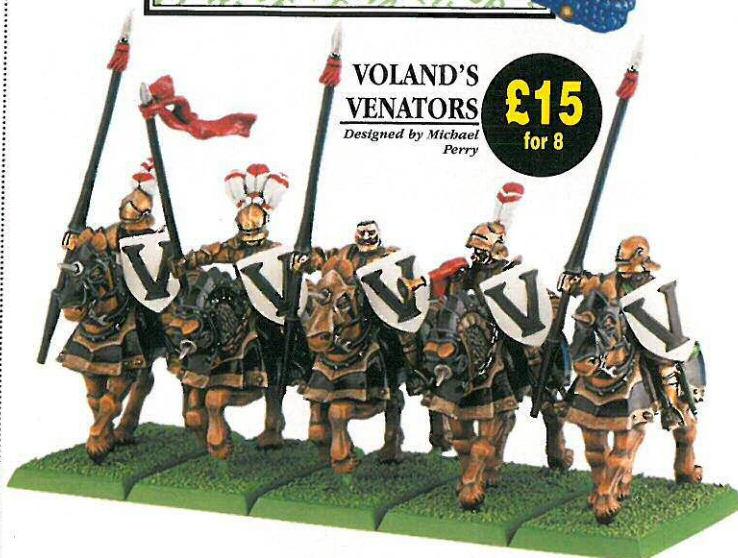
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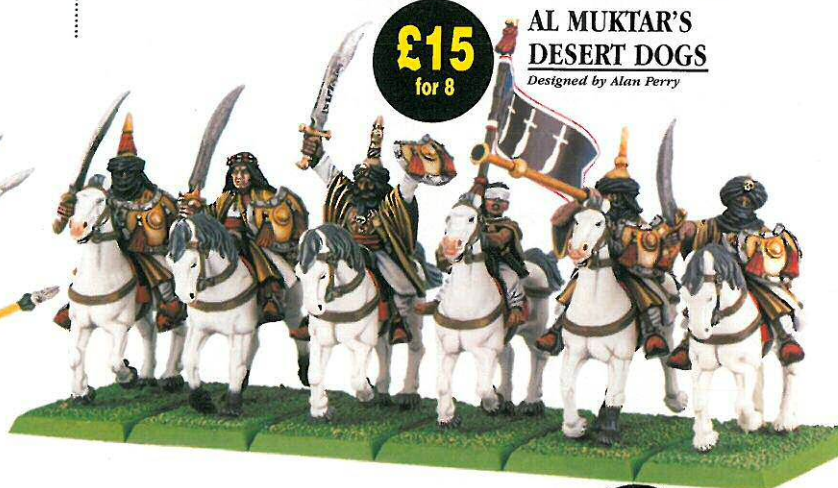
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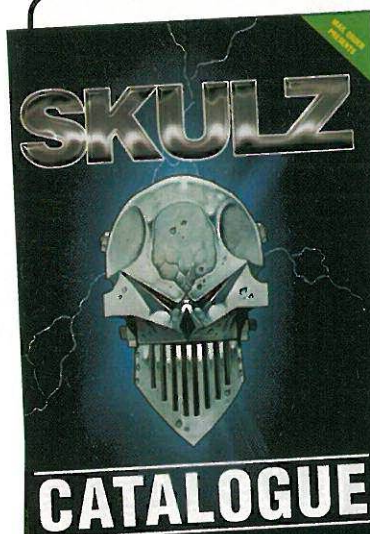
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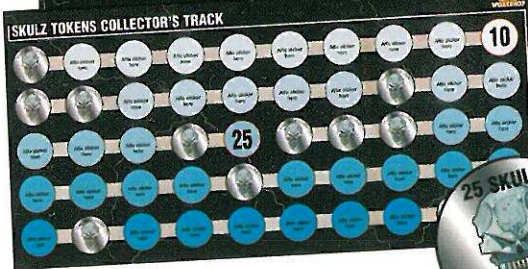
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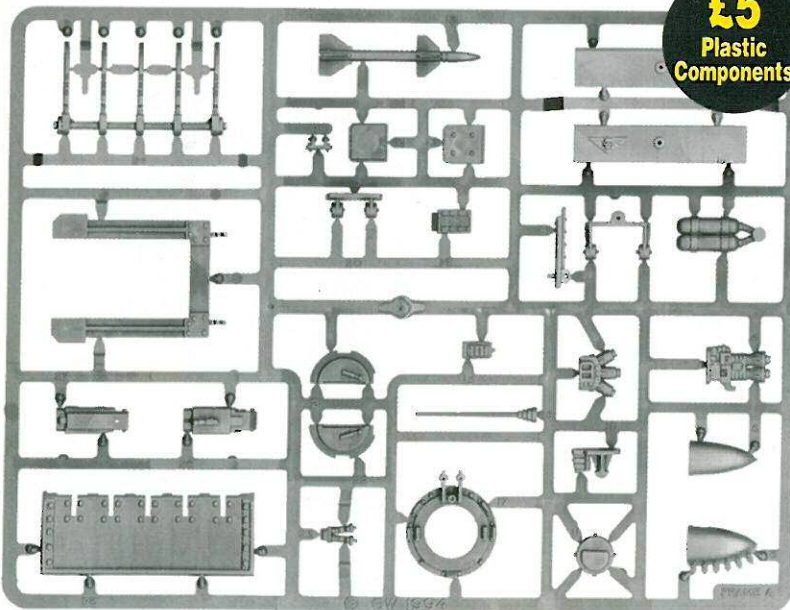
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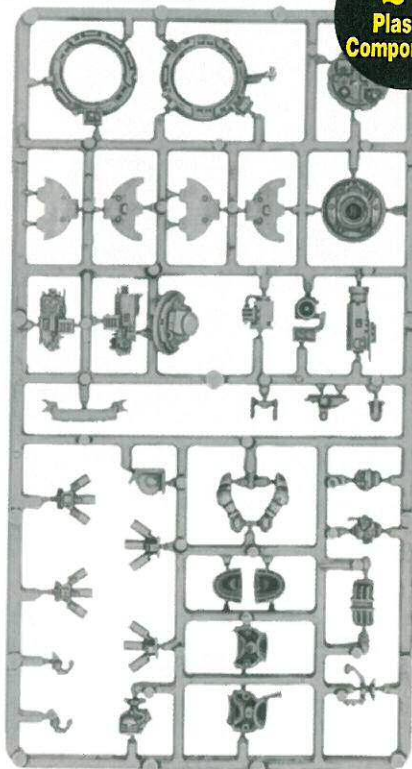
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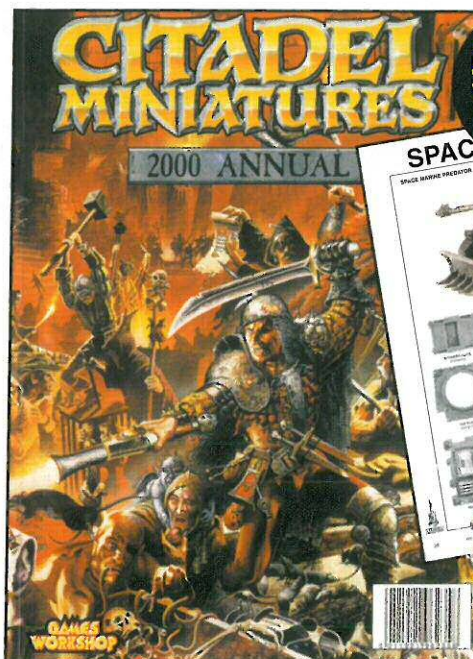
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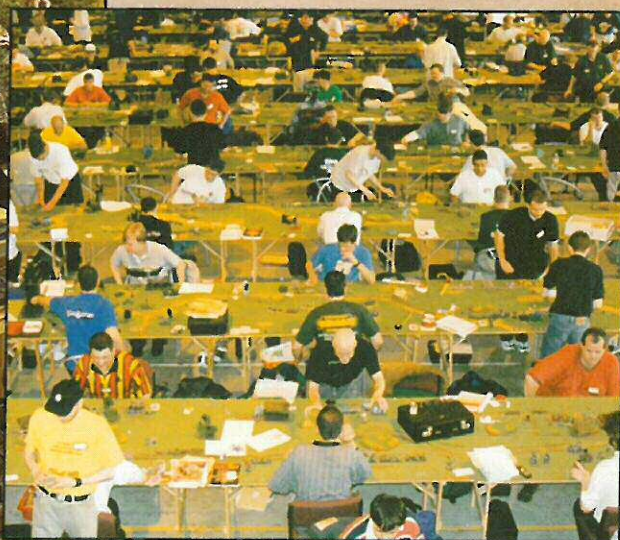
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