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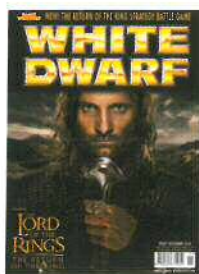
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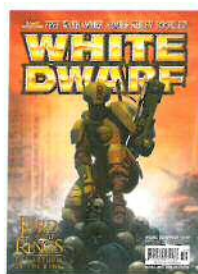
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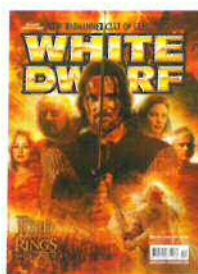
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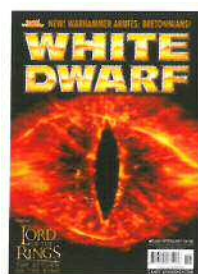
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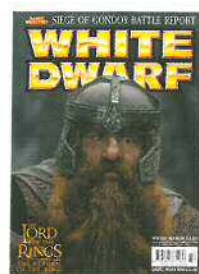
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- Mike Walker: Dice rolling!
- Heroes & Villains: O'Shovah
- Chapter Approved: Tyranid Bio-weapons
- Chronicles: Cult of Ulric army list



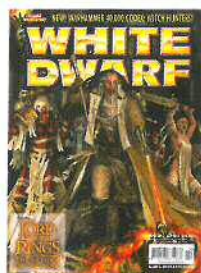
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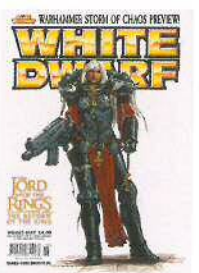
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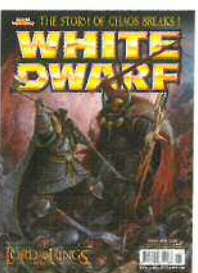
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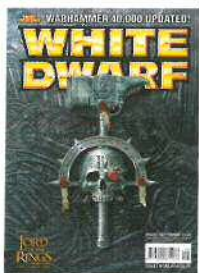
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- The Lord of The Rings: The Battle of The Pelennor Fields
- Warhammer 40,000: Armoured Companies
- Warhammer: Deathmaster Snikch



WD297:

- Warhammer 40,000: Designer's Notes
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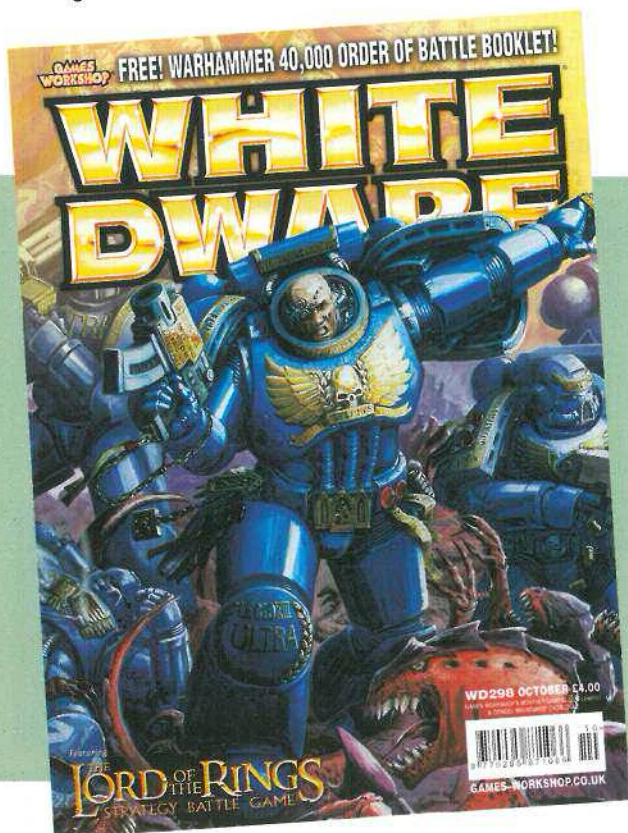
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WD298

298 October 2004

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EDITORIAL

Nostalgia, as they say, ain't what it used to be. Many are the times we've looked back misty-eyed at some bygone item only to be horrified by how much it had aged in the intervening period when we do actually see it again. Hindsight is indeed 20/20, and the fun really is in the reminiscing.



Left: One of Ruglud's Armoured Orcs and a trio of Harboth's Orc Archers from Guy Haley's model collection.

Below: Some of the earliest metal-based Regiments of Renown from the second Citadel Compendium in 1984.

Bottom Left: In 1985 the third Citadel Compendium showed updated and slottabased versions of the original Regiments of Renown. Of particular note is Mengil Manhide's regiment which has been reborn this month!



MENGIL MANHIDE'S DARK ELVES

RR4



Standard

Champion

Witch Elf

Trooper

Leader

Musician

Back to the, er, past...

Many years ago when I first started gaming (my ten year old daughter, Catherine, asks if we used to live in black and white back then...) I'd pore over our various catalogues planning out which models I'd buy with next week's pocket money.

During those days there were no slottabases, only metal based models. There were many brilliant old figures that the Longbeards amongst us fondly remember. Amongst them were the great old Regiments of Renown. Names of such legend that when discussing it in Bugman's Bar over a coffee they had grown men describe, with lumps in their throats, how they had lovingly owned the likes of Harboth and the Black Mountain Boys, the Avenging Knights of the Cleansing Flame, and Elwing's Elven Guard.

The Past

I had a great time sitting here flicking through old Journals, Compendiums and various catalogues. This prompted many here to bring in examples of their prized classics for all to see.

The Present

Some of these Regiments of Renown have long been consigned to history but there are also a few who have seen several incarnations down the years and are going strong today: Bugman's Dwarf Rangers, Golgfag's Ogres and now, this month, Mengil Manhide's Manflyers (see them on page 50).

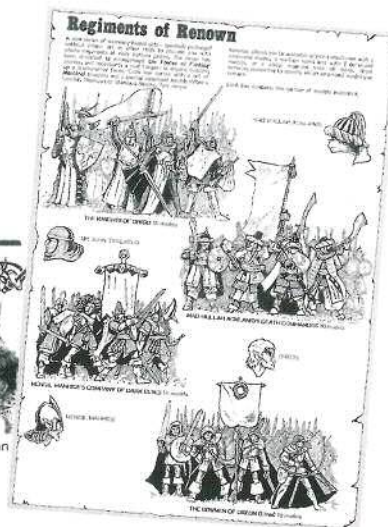
And the moral of the story? Well, we all love to see and get our hands on the new stuff, but often our glorious heritage is pushed to the back of our minds as we

clamour for the latest release. Sometimes it does your soul good to take a look back and immerse yourself in reflection on your gaming roots. I'm sure we can all remember the first metal models we ever bought or the first model we ever painted. In my case the former was a Citadel Miniatures Slime Beast with Sword and the latter saw a five-year-old future editor commit GBH on a 1/32nd scale plastic Airfix Afrika Korps model using silver enamel paint...

Next time you get together with your mates for a battle take a few minutes to reminisce – it's more fun than you'd think.

Until next month,

Paul 'Fat Bloke' Sawyer
Editor





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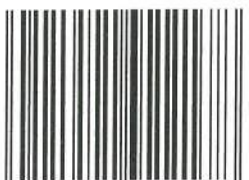
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THUNDER FROM THE EAST

OGRE KINGDOMS

A powerful force is soon to make its presence felt upon the Warhammer World as the brutish inhabitants of the Ogre Kingdoms charge in. "Ogres excel at two things – eating and fighting," says Games Developer Phil Kelly. "The Ogre army is a brutal collection of ravenous monsters that hits like a ton of bricks," adds Phil, the author of the book.

And Warhammer: OGRE Kingdoms offers far more than only Ogres, covering the east of the Warhammer world and its savage denizens.

Ogre Kingdoms will be released early next year.



Left: This plastic Ogre Bellowing is merely a sample of what is to come...

Right and below: Some of Paul Jeacock's concept art for the Ogres and their sneaky greenskin servants, the Gnoblar.



ALIEN MENACE ON MACRAGGE

BATTLE FOR MACRAGGE

Released this month is the new starter set for Warhammer 40,000 –The Battle for Macragge. Though it's aimed at beginners, the boxed set has some awesome terrain that all gamers will love, including the crash-landed Aquila class Lander, the Dauntless, as well as Tyranid Hive Nodes and power field projector pylons. There are also

plenty of miniatures in the boxset. Although the models in The Battle For Macragge have been designed so that they are easy to put together, they are based on our standard ranges and would look great in any Space Marine or Tyranid force. There's a brilliant Imperial Pilot model in there too, perfect for an objective marker or character in your own scenarios.



Left: Imperial pilot, and secret agent, Lieutenant Varras is the only survivor of the shuttle wreck and makes a great objective marker for your games.

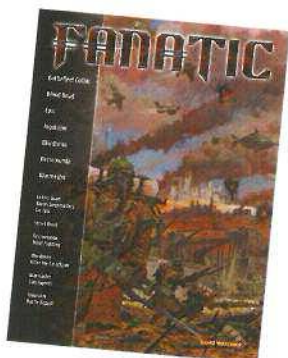
Below: Some of the clip-together Space Marine models (left to right) missile launcher, flamer, trooper and Sergeant.



FANATIC MAGAZINE 4

Fanatic magazine 4 is even bigger than usual this month with 112 pages of Specialist Games material.

- Yriel's Raiders – Rules for the Flame of Asuryan, Yriel's flagship in the Doom of The Eldar.
- Reikland – The Province of Reikland is explored for the benefit of Mordheim players.
- Street Bowl – A Blood Bowl variant played on the streets and alleyways of the towns.
- Baran Siegemasters – A new Imperial Guard army for epic with rules and an army list.
- Escape from Cephalon – This Inquisitor Battle Report concludes a narrative campaign begun in White Dwarf. Will Kessel escape from the clutches of Tyrus?
- Blind Fighter – Necromunda players get full rules for fighting in the dark.
- Hordes of Nurgle – The Plague God in Warmaster.

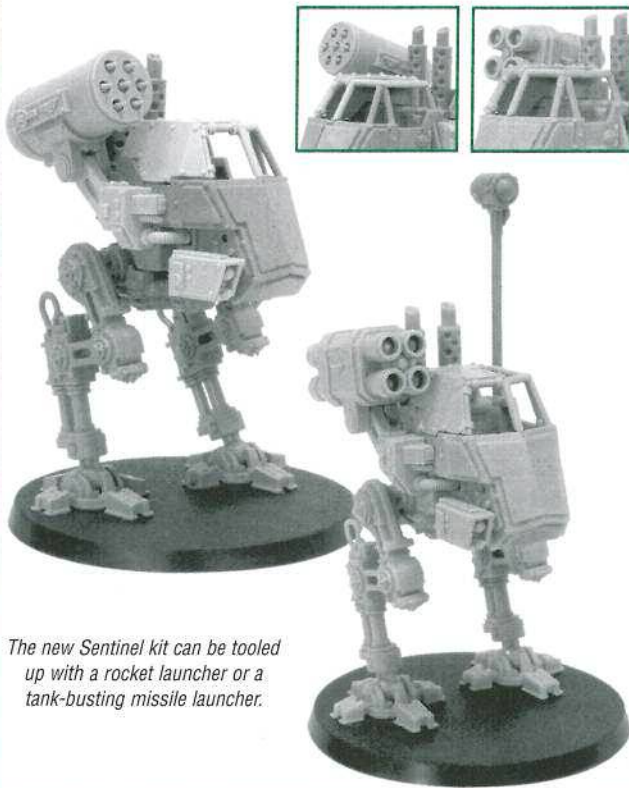


NEW SENTINELS STRIDE IN

Two great new Imperial Guard Sentinels are released from Forge World this month. These armoured scout walkers are bristling with some serious tank-busting firepower with a choice of either an additional missile launcher with periscope targetter or a rocket launcher.

Both Sentinels also have the addition of a blast shield in order to protect the driver against the missile backwash.

These cool conversion kits are an add-on for the plastic Sentinel model and are designed by Daren Parrwood.



The new Sentinel kit can be tooled up with a rocket launcher or a tank-busting missile launcher.

GAMING CLUB

GAMING CLUB NETWORK

It has recently come to our attention that there was an error in the telephone numbers provided for one of the 12 clubs in the Gaming Club Network article featured in White Dwarf 296.

The Gobstysks Club in Lincoln is now presided over by William Platten and has a new number: 01522 803310

You can get in contact with William about any club matters and any information regarding forthcoming events and tournaments.

WARP ARTEFACTS

THE SLAYER OF KINGS

If you're thinking about what to get for Christmas this year, what more could you ask for than your very own replica Slayer of Kings sword stuffed into your stocking over the mantelpiece?

The Slayer of Kings is a life-sized replica of the Daemon Sword of Archaon, Lord of the End Times, and is available now from Warp Artefacts. Log on to the website given below for more details and some cool background about this fabled weapon.

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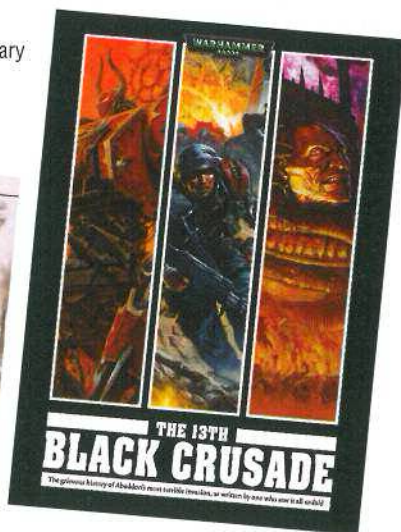
This year's Games Day promises to be the best yet as the Black Library line up a huge array of exiting new products including the brand new Ultramarines novel, Dead Sky, Black Sun, the awesome Gaunt's Ghosts novel Traitor General and the fantastic pocket-sized omnibus edition of Titan. Also make sure you check out the superb 13th Black Crusade background book – the limited edition version features a hardback book, campaign maps, medals and compass packed into an officer's bag.

Exclusively for Games Day, we've also got a range of limited edition T-shirts including Titan, Skaven, Gaunt's Ghosts and Dead Sky, Black Sun. Look out for three new posters including a massive Sabbat Worlds campaign map and the glorious Tzeentch Daemon. Also

check out our fantastic new Uriel Ventris diorama and the totally awesome Tanith Regiment watch!

As if that's not enough, come along and meet the Black Library acolytes, artists and authors, including special guests Dan

Abnett, Graham McNeill, Sandy Mitchell, Ben Counter and loads more too.



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CONTENT FLOODS IN ON NEW UK WEBSITE!

More in-development shots of the new Games Workshop UK website this month. Our Web Developers have been working overtime to get masses of in-depth hobby content onto the website for every single army Games Workshop produces!

This massive rebuild is due for release early 2005, so keep your eyes peeled on White Dwarf over the coming months and the Games Workshop website at:

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If you are already signed up to the weekly newsletter, you'll know how essential it is. There have been scoops on new miniatures and Warhammer 40,000 rules updates to name just two of the fantastic items we have sent out in recent newsletters.

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Watch out in next month's White Dwarf for the Games Workshop Retail Recruitment Roadshow flyer detailing all of our upcoming recruitment events. Coming in October to a Gaming Room near you...

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THE WHITE DWARF TEAM



Paul Sawyer
 (the real Magpies) fan my expectations are a bit more realistic/pessimistic/masochistic (delete as applicable). Still I've missed watching them lose...

On the hobby front all is still Goblins and rafts. I made the foolish decision to forego the plastic Goblins and instead convert the slightly smaller metal Grots from the Warhammer 40,000 Orks range. Hindsight is a wonderful thing.

The conversion I'm most pleased with is my converted Troll Goblolba which uses the Goblin Doomdiver rules - expect pics soon.

The boats are all but finished and only need a lick of paint, though the 40 or so Goblin conversions are a different matter altogether...



Guy Haley

The campaign has an Empire town by the name of Bartenhof being attacked by the hordes of Chaos and other bad sorts. My Empire have performed rather admirably, winning two out of three games, primarily due to judicious use of a mortar on the greenskin hordes I was facing. The final game was another story, however. A band of Beastmen assaulted the town walls. It was hubris indeed on my part to think such hairy primitives would be seen off by a volley of musket fire! Being Skirmishers, they are very hard to hit. Also they move faster than many armies meaning that, setting up 24" away, they were on top of my walls and eating my men for tea by Turn 3. At least Captain Pin... ahem, I mean Stahlritter redeemed himself, slaying a pretty tough Wargor of Khorne. Well done! Pity he's dead now.



Greg MacGregor

Isn't it funny how you can labour for hours getting one regiment painted up and lacking inspiration? And then at other times you can catch the painting bug full-on and whisk out a brand spanking new unit in a blur of frenetic bristle action. I've been taking a while to finish off my Lahmian Border Patrol it's fair to say, but then on Friday night I was in the painting zone and refused to leave the office until I had a new War Walker ready to take to the battlefield (much to my girlfriend's disgust). I guess that one reason for this is I'm hugely excited about the updated Warhammer 40,000 - and that means more additions for my Eldar! Some of the artwork has really fired up my imagination.

Next up I'm going to redo my Fire Dragon Aspect Warriors by repainting their Aspect armour black with Blazing Orange highlights, to fit in with my Craftworld's colours.



THE LORD OF THE RINGS SCHOOL CHAMPIONSHIP 2004

For some time Games Workshop has been working with a number of schools and libraries in order to help teachers, librarians and young people set up and run hobby clubs where they can play games and develop a range of hobby activities.

On the 1st July 2004 schools from the Nottingham area who were involved in this scheme competed in the first The Lord of The Rings School League Championship. This exciting event involved 26 pupils from different secondary schools. It was a great contest but, as always, there could be only one winner. The coveted prize went to

Mill Hill School in Derbyshire who have also recently achieved Specialist Status for the performing arts.

Our thanks go to all of those who made this event possible, pledging their spare time to the School Clubs; the teacher of Mill Hill, Fred Barret; the teacher of Allsaints, Diane Mears and Mark Wells, Governor of Abbotsholme.

JUST THE BEGINNING

We aim to start more leagues through this school year so more of you can take part, and we even plan to start up a Warhammer

40,000 league too! If you want to join and are part of a school club then just get in touch with us. We'll get one of our Community Hobby Managers to help you get started. Who knows, this time next year your school trophy cabinet could be proudly displaying the Championship Cup!

For information on how to get involved with the Championships, or anything to do with setting up clubs and how we can help with one already running, you can contact the Community Team on 0115 916 8380 or e-mail:

Schools@games-workshop.co.uk



Rudgie: As I write this it's currently nearing the end of July and the new football season is rapidly approaching

and everyone here seems to be talking football. It's been a very busy month – in the periods when I'm not monitoring the football news (constantly, in the hope that Newcastle United might sign somebody useful) I have been toiling endlessly over the first in a series of terrain articles. The first article is a big one as it features a huge 4'x4' battlefield that you can take a closer look at on page 16. You can also see my attempt at creating a more natural looking table as I experiment with a selection of different flocks which I bought from my local hobby store. Not content with writing just one article in the few spare moments of time I have (and there ain't been many this month) I've also been adding the finishing touches to my Mūmak. You can read all about it on page 118.



Nick Kyme

nightmare. Everywhere I look, all I see are Dwarfs (and no cracks about looking in the mirror, okay?). Honestly though, I'm glad, because the reason for the Dwarf invasion is the first article in a four-part series called Bugman's Lament. I've been painting Warriors, Slayers, Crossbowmen, Characters and all sorts of other gubbinz for the articles, the first of which appears in this very issue. And there's more too, much, much more but you'll have to wait and see.

On the gaming front, there's been precious little. Besides playtesting for Bugman's, I did get a Warhammer breather and had a quick game of Warhammer 40,000 against my brother. He hates those Wraiths ya know – better luck next time Rich.

Nick: I never thought I'd ever say this, really I didn't. But sweet baby Moses, the stunted ones are like a recurring



Christian Byrne

to fit more with the updated Warhammer 40,000. In particular, an old Daemon Prince received a new lick of paint and a menacing Dread axe after languishing at home for some time.

A few weekends ago I got together with a couple of mates from down South for a weekend of slaughter, ie, Chaos versus Chaos. So with the Black Legion newly spruced up and with my Iron Warriors making up the numbers, I took on a force of Death Guard and Alpha Legion in two 4,000 point-a-side games over a couple of days in Warhammer World. I love playing massive games and the carnage wreaked in those two days rates as some of the best games I have ever played.

Christian: I haven't painted anything new recently, instead I upgraded some of my Black Legion

WARHAMMER HISTORICAL

TALES OF THE OLD WEST

The Old West is a brand new skirmish-based game set in the wild American West, from Warhammer Historical. Previewed last month, The Old West is a complete core game system that will be expanded with two further supplements that deal with Indians and the Seventh Cavalry, and a third book based around the events of the Alamo.

The Old West allows you to re-create dramatic gunfights and daring stage coach raids with what is a completely new system for Warhammer Historical. Players can build up Poses of Lawmen, Outlaws, Mountain Men and Cowboys and fight it out in a skirmish campaign. There are also rules for Hired Guns and Legends to fight alongside your Poses, including such famous characters as Doc Holliday, Wyatt Earp and Jesse James.

Anyone who wants a taste of the rootin' tootin' action best saddle up and mosey on over to Warhammer World after the Warhammer Historical Campaign Day (see the Events Diary on page 8) 'cause there'll be some gunfights in the bar afterwards y'all.

The Old West due for release at the end of October to coincide with the anniversary of the Gunfight at the OK Corral and is priced £20.

For further details or any other information about Warhammer Historical visit:

www.warhammer-historical.com

You can ring Warhammer Historical on: 0115 916 8466.

NEW ONLINE STORE!

Warhammer Historical now has its own online store.

Much like the Games Workshop online store, here you'll be able to order all of the published Warhammer Historical books from the Warhammer Ancient Battles core rules to the most recent, Spartacus. You can get to it via the Warhammer Historical website at:

www.warhammer-historical.com

Also available right now are tickets to the forthcoming Warhammer Historical Campaign Event. If you want further details of how to get involved with this competition turn to the Events Diary on page 8.

THE NEWS

EVENTS DIARY

WHAT'S ON AND WHERE

The White Dwarf Events Diary is the place to find out about events in your area or at Warhammer World in Nottingham. Whether it's a tournament, campaign day or painting competition the Events Diary has all the details you need to know.

Are you running an event? If you want to advertise it for free in this fine publication simply drop us an e-mail at:

eventsdiary@games-workshop.co.uk

The closing dates for receiving details for publication in the following issues are:

14 October for WD301 (January)
14 November for WD302 (February)
14 December for WD303 (March)

Please note all dates and details are correct at the time of going to print but are subject to change.

Events diary abbreviation guide

WH Warhammer
 40K Warhammer 40,000
 BB Blood Bowl
 WAB Warhammer Ancient Battles
 WPS Warhammer Players' Society
 WECW Warhammer English Civil War
 Epic Epic Armageddon
 LOTR The Lord of The Rings
 GW Games Workshop
 GT Grand Tournament

SEPTEMBER

BLOOD BOWL ALBION CUP

Date: 25th September, 2004

Venue: GW Aberdeen.

Details: The Second Far Albion Cup Annual Blood Bowl. There are places for up to 20 players. All approved teams welcome. Contact the Aberdeen store for further details.

Contact:
 01224 649779

Website:
www.games-workshop.co.uk/events

TO THE VICTOR

Date: 26th September, 2004

Venue: GW Newcastle (central).

Details: An artefact of the Old Ones has been discovered. The fleets of Rogue Traders and Chaos champions have converged to take it. To join in this BFG event, register in-store and bring along a 1,500 point fleet.

Contact:
 0191 2322418

Website:
www.games-workshop.co.uk/events

OCTOBER

A CLASH OF STEEL

Date: 2nd October, 2004

Venue: GW Middlesbrough.

Details: Take part in a 40k tournament that will test your tactical genius to the utmost.

Contact:
 01228 598216

Website:
www.games-workshop.co.uk/events

CONFEDERATE WARS

Date: 9th October, 2004

Venue: GW Dumfries.

Details: A 40k campaign. Which confederacy will reign victorious?

Contact:
 01387 249702

Website:
www.games-workshop.co.uk/events

STORM OF VENGEANCE CAMPAIGN DAY

Date: 16th October, 2004

Venue: GW Wakefield.

Details: Bring your 1,000 points

painted 40k army along to take part in a day of gaming with results counting towards the ongoing Storm of Vengeance storyline. Will the Dark Angels be able to hold out?

Contact:
 01924 369431

Website:
www.games-workshop.co.uk/events

THE ASHES OF THE EMPIRE

Date: 16th October, 2004

Venue: GW Middlesbrough.

Details: Register at the Hobby Centre for this Warhammer campaign as the Empire looks to rebuild after the onslaught of Archon

Contact:
 01624 254091

Website:
www.games-workshop.co.uk/events

WARHAMMER DAY: STORM IN THE EAST

Date: 16th October, 2004

Venue: Uplands Community Centre, Carlton Colville, Lowestoft, Suffolk.

Details: This is a single-day Warhammer Tournament of 2,000 points with three games. The action lasts from 10.15am to 7.30pm. Entry fee is £7. E-mail contact preferred.

Contact:
 01502 50 1381 (Mike Nursey)

Website:
mikefanta@netscape.net

MASTERCRAFTED: TERRAIN

Date: 16th and 17th October, 2004

Venue: Warhammer World, Lenton.

Details: Hone your terrain building skills with the finest scenery builders Games Workshop has to offer. You will benefit from six hours per day of tuition from our very best hobbyists in a variety of terrain techniques or projects, lunch on both days, and an evening meal on Saturday. This event is designed for very experienced hobbyists who wish to perfect techniques and skills they are already proficient in. Tickets are £100, and the event is only open to those aged 18 or over.

Contact:
events@games-workshop.co.uk

Website:
www.games-workshop.co.uk/events

CROM'S INVASION OF NULN

Date: 23rd October, 2004

Venue: GW Brentcross.

Details: Chaos and Orc forces led by Crom the Conqueror and Borgut Facebeater have launched an attack upon Nuln. Their mission is to destroy the war machines forged in the city and weaken the Empire's war effort. Fight in a desperate siege at the walls of Nuln, or within the city in a series of Skirmish scenarios for key objectives including the Gunnery School. There will also be painting and modelling classes all day, focusing on siege engines.

Contact:
 0208 202 4979 (Harry Johns).

WARHAMMER 40,000 GRAND TOURNAMENT 2005: HEAT TWO

Date: 23rd and 24th October, 2004

Venue: Warhammer World, Nottingham.

Details: Fight for a place in the final of the most prodigious tournament in the Warhammer 40,000 gamer's calendar. You will need a 1,500 points Warhammer 40,000 army and be at least 16 years of age. Full details will be sent with your tickets. The weekend consists of six games across two days and the ticket price includes lunch on both days, and an evening meal on the Saturday.

Tickets are available from Direct Sales on 0115 91 40 000, and cost £50.

Contact:
40kgt@games-workshop.co.uk
Website:
www.games-workshop.co.uk/gt

CIVIL WAR TOURNAMENT

Date: 25th October

Venue: GW Kensington, Richmond, Romford and Thurrock.

Details: 1,000 points WH and 40K tournament. Three games.

Tickets are only available from the participating stores, ask inside for further details. Get involved and help decide the fates of millions.

Contact:
 See pg 102 for hobby centre details.
Website:
www.games-workshop.co.uk/events

WARHAMMER HISTORICAL CAMPAIGN WEEKEND

Date: 30th-31st October, 2004

Venue: Warhammer World.

Details: A Warhammer Historical campaign weekend which includes games for the Siege of Troy and many of our other supplements. Tickets for this event are £38 and include a hot lunch for both days and an evening meal on Saturday.

You can also participate as a team in which father/son or junior/senior partnerships are encouraged. Team entry fee is £60.

Contact:
 Rob Broom (0115 916 8466).
Website:
www.warhammer-historical.com

THE BLIGHTED ISLAND

An almighty host of Dark Elves has descended upon the Altar of Khaine on the blighted Isle at the north of Ulthuan. High Elves must launch an assault on their hated kin before they can unleash the power of the sword of Khaine.

Ten High Elf players, with a 1,000 points army each, are needed to take on a mighty 10,000 points Dark Elf host. Can the High Elves stop their hated cousins? Contact the store to register your force.

The action takes place on 16th October, 2004, at GW Carlisle. Call 01228 598216 or check the events website for more details:
www.games-workshop.co.uk/events



WARRIORS OF ULTRAMAR

Date: 30th October, 2004

Venue: GW Burton-On-Trent, Coventry, Leamington Spa, Leicester, Macclesfield, Peterborough, and Stoke.

Details: Dawn on Tarsis Ultra. Captain Uriel Ventris of the Ultramarines stands ready for battle, for today will decide the fate of the entire planet. The contrails of falling spores darken the sky. The Tyranids are to devour the world. Can the Ultramarines halt this latest Tyranid assault? You decide.

Contact:

See p102 for Hobby Centre details.

Website:

www.games-workshop.co.uk/events

CLEANSING BY FIRE

Date: 31st October, 2004

Venue: GW Newcastle (central)

Details: In the wake of the 13th Crusade of Abaddon the Despoiler, the ruined Imperial worlds on the fringe of the Eye of Terror are infested by the corruption of Chaos. It is the wish of the divine Emperor that the servants of the Dark Gods be ruthlessly purged from the soil of our holy worlds.

Take part in a full day's campaigning by bringing along a fully painted 40k army and two army lists; one for 750 points and one for 1,500 points. Call the store to register as places are limited.

Contact:

0191 2322418

Website:

www.games-workshop.co.uk/events

NECROMUNDA GANG WAR

Date: 31st October, 2004

Venue: GW Glasgow.

Details: A whole day of Necromunda for up to 24 gamers. The day will consist of four great games. Bring along a fully painted starting gang complete with roster to participate.

Contact:

0141 3325588 (Ed French)

Website:

www.games-workshop.co.uk/events

MORDHEIM CAMPAIGN DAY: BRING OUT YER DEAD...

Date: 31st October, 2004

Venue: GW Wakefield.

Details: Register Warbands with GW Wakefield by 25th Oct. All players must have a starting Warbands with no more than 500 gold crowns spent upon it. All warbands to be fully painted. Any non-standard rulebook armies must have a copy of the appropriate official rules publication.

Contact:

01924 369431

Website:

www.games-workshop.co.uk/events

NOVEMBER

IT'S A KNOCKOUT BLOOD BOWL DAY

Date: 6th November, 2004

Venue: GW Wakefield.

Details: A Bloodbowl tournament with standard Starting Team rules – 1,000,000 gold pieces. One skill per player between matches. Referees' decisions on the day are final. Register at the Hobby Centre by October 31st, places are limited.

Contact:

01924 369431

Website:

www.games-workshop.co.uk/events

BEHOLD THE SOUL DEVOURERS

The Imperial mining world of Bahja finds itself under attack simultaneously from the horrifying forces of a Tyranid Hive Fleet and the mysterious and ancient Necrons. The motives of these menacing Xenos creatures are unknown, and they attack relentlessly.

With little time to act the Imperial forces of the planet have gathered to stage a desperate defence. Can the combined might of the local Imperial forces hold off the attack, or will the planet fall? The fate of a whole world rests in your hands.

Battle commences in this Warhammer 40,000 Campaign Weekend on the 20th and 21st November at Warhammer World in Nottingham. To play you will need a fully painted 1,500 point army of either an Imperial faction, Tyranids or Necrons. Players must be at least 16 years old. Tickets cost £40, and include lunch on both days, and an evening meal on the Saturday. To get your ticket, or for more information call Games Workshop Sales on 0115 91 40 000.

For further details contact:

events@games-workshop.co.uk



LANCASHIRE OPEN WARHAMMER TOURNAMENT

Date: 6th November, 2004

Venue: Wargames World, 22 Cooper Street, St Helens.

Details: A WH 2,000 points Swiss pairings tournament, running from 10am to 5pm. All armies must be painted. Participants must bring a piece of terrain themed to their army. Points are awarded for players' armies and terrain pieces. There are 32 places available with prizes for 1st, 2nd and 3rd place and Best Painted Army. Entry is £10.

Contact:

info@wargamesworld.com

Or send a large SAE to:

Wargames World, 50-52 Skipton Road, Ilkley, West Yorkshire, LS29 9EP.

Website:

www.wargamesworld.com/events.htm

THE LORD OF THE RINGS BATTLE DAY

Date: 6th November, 2004

Venue: Warhammer World, Nottingham.

Details: A day including hobby workshops for terrain building, Bring-and-Battle tables and ten participation games to enjoy! Guests from the GW Design Studio will reveal future developments, and 'Eavy Metal painters will offer their expert advice. Tickets cost £10, and are available from Games Workshop Direct on 0115 9140000. The day lasts from 10am-5pm, and is open to gamers aged 12 and over.

Contact:

events@games-workshop.co.uk

Website:

www.games-workshop.co.uk/events

THE HORROR

Date: 6th November, 2004

Venue: GW Middlesbrough.

Details: As reports of a Tyranid Hive Fleet reach Imperial commanders, forces are immediately dispatched to deal with the grave threat. Join the Middlesbrough Hobby Centre in a massive 40k multi-table battle to test every budding tabletop general.

Contact:

01624 254091

Website:

www.games-workshop.co.uk/events

WARHAMMER DOUBLES

Date: 6th November, 2004

Venue: GW Dumfries.

Details: Two player teams take on other doubles. With 500 points per player this tournament relies on skill and trust.

Contact:

01387 249702

Website:

www.games-workshop.co.uk/events

VETERANS OPEN DAY

Date: 7th November, 2004

Venue: Warhammer World, Nottingham.

Details: An Open day designed for experienced gamers looking to learn new systems and hobby skills. It features specially designed scenarios for the Specialist Games Range as well as, WH, 40K and the LOTR. Warp Artefacts, Black Library, and Forge World will be there and our Hobby Heroes will be on hand to teach you new tricks. Tickets cost £10, and are available from Direct Sales on 0115 9140000, and the event is open to those aged 16 or over.

Contact:

events@games-workshop.co.uk

Website:

www.games-workshop.co.uk/events

40K DOUBLES

Date: 13th November, 2004

Venue: GW Dumfries.

Details: Two players ally together to take on other doubles. With 400 points per player this tournament relies on skill and trust.

Contact:

01387 249702

Website:

www.games-workshop.co.uk/events

WARHAMMER GRAND TOURNAMENT 2005: HEAT THREE

Date: 13th and 14th November, 2004

Venue: Warhammer World, Nottingham.

Details: Strive to qualify for a place in the Grand Final of the most prestigious tournament in the Warhammer season. To play you will need a fully painted and legal 2,000 points Warhammer army and be at least 16 years old. Full details

will be sent with your tickets. The weekend consists of six games across two days and the ticket price includes lunch on both days and an evening meal on the Saturday. Tickets are available from Games Workshop Direct on 0115 9140000, and cost £50.

Contact:

whgt@games-workshop.co.uk

Website:

www.games-workshop.co.uk/gt

40K WARZONE TOURNAMENT

Date: 20th November, 2004

Venue: GW Wakefield.

Details: 1,000 points. Bonus points awarded for army selection and painting. All lists to be handed in to the hobby centre by 13th November. Follow the standard force organisation rules. Only 30 places, tournament play. During all games warzones will be declared where bonus objectives and special play cards will be available to affect further games.

Contact:

01924 369431

Website:

www.games-workshop.co.uk/events

THE RIGHT TO BEAR ARMS

Date: 20th November, 2004

Venue: GW Hobby Centre.

Details: Join in this second Warhammer tournament being held in the Middlesbrough Hobby Centre to prove who truly has the right to bear arms. Ask in-store for more details.

Contact:

01624 254091

Website:

www.games-workshop.co.uk/events

THE RUINS OF ERENGRAD

Date: 20th November, 2004

Venue: GW Carlisle.

Details: Bring your warband to pillage what loot remains in the ruins of Erengard in this one day Mordheim campaign. Register your warband at the Carlisle Hobby Centre.

Contact:

01228 598216

Website:

www.games-workshop.co.uk/events

MACABRE MERCENARIES

MENGIL'S MANHIDE'S MANFLAYERS

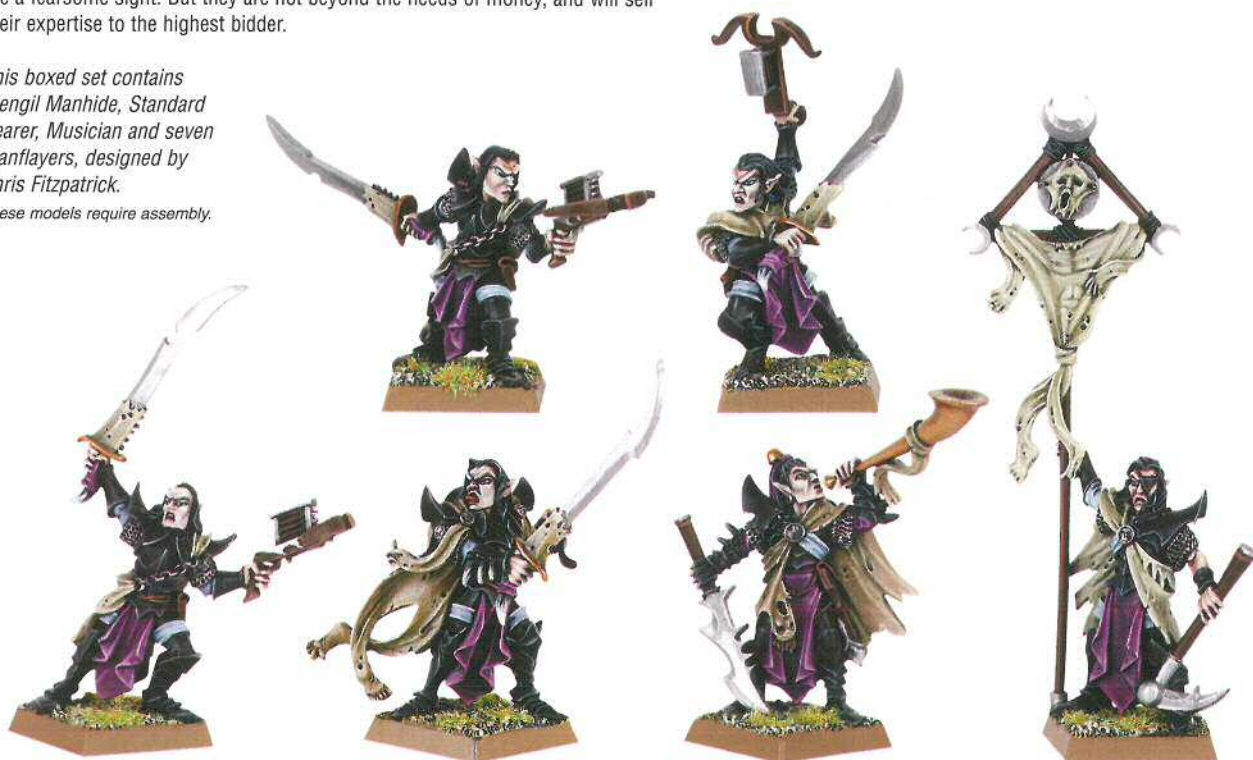
The insidious Mengil Manhide and his Manflayers are a dreaded menace who kill and maim for pleasure. Adorned with the flayed skins of their victims, they are a fearsome sight. But they are not beyond the needs of money, and will sell their expertise to the highest bidder.

This boxed set contains Mengil Manhide, Standard Bearer, Musician and seven Manflayers, designed by Chris Fitzpatrick.

These models require assembly.

MENGIL'S MANFLAYERS £20.00

Denmark	kr 250.00	Sweden	kr 300.00
Euro	€ 35.00		





THE BATTLE FOR MACRAGGE

Brave Ultramarines, the greatest warriors of humanity, clash with the alien menace of the ravenous Tyranids in Battle For Macragge, a Warhammer 40,000 starter set. Enact awesome battles between these two foes in the grim darkness of the far future.

THE BATTLE FOR MACRAGGE.....£40.00

Denmark kr 350.00 Sweden kr 400.00
Euro € 50.00

This starter boxed set contains:

- 10 plastic Space Marines
- 10 Termagants/6 Genestealers/8 Spore Mines
- Crashed spaceship and objectives
- Battle For Macragge 32 page manual
- Dice, range rulers and templates
- 112 page full rules manual



Contents shown at 20%.

Below: Some of the awesome unique terrain in the Battle for Macragge boxed set, which even includes a crash-landed Imperial ship!



These models are available via the in-store order point, the website at: www.games-workshop.co.uk/storefront or direct on 0115 91 40000

WARMASTER



DAEMONIC BEASTS OF NURGLE£6.00

This blister pack contains 3 Daemonic Beasts of Nurgle, designed by Mark Harrison.

These models require assembly.



GREATER DAEMON OF NURGLE£7.00

This blister pack contains 1 Greater Daemon of Nurgle, designed by Mark Harrison.

This model requires assembly.



DAEMONIC CHARACTERS OF NURGLE£6.00

This blister pack contains 2 Daemonic Characters of Nurgle, designed by Mark Harrison.



DAEMON NURLINGS£5.00

This blister pack contains 3 Daemon Nurglings stands, designed by Colin Grayson.

BATTLEFLEET GOTHIC



YRIEL'S FLAGSHIP£15.00

This blister pack contains 1 Yriel's Flagship for the Eldar, designed by Daren Parrwood.

This model requires assembly.



EPIC



IMPERIAL GUARD SIEGFRIED TANK.....£7.00

This blister pack contains 6 Siegfried Light Tanks, designed by Mark Bedford.

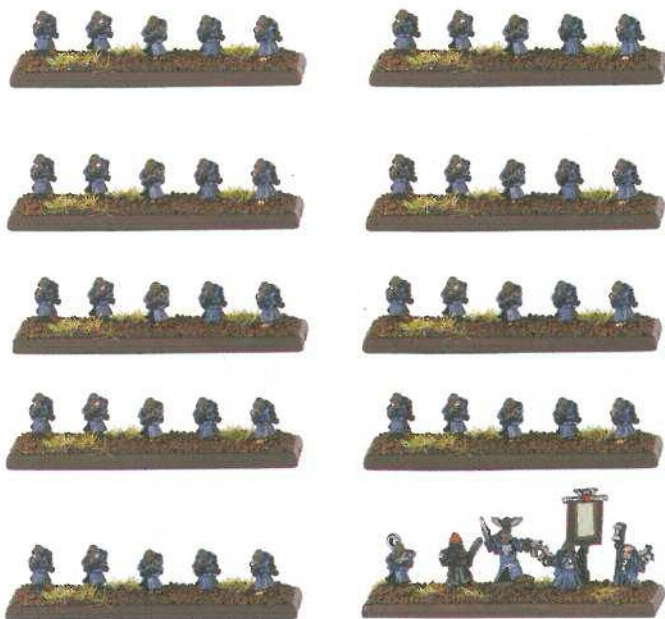
These models require assembly.



IMPERIAL GUARD SIEGE ARTILLERY BATTERY£10.00

This boxed set contains 9 Imperial Guard Siege Artillery Battery models, designed by Mark Bedford.

These models require assembly.



IMPERIAL GUARD SIEGE INFANTRY COMPANY.....£20.00

This boxed set contains 9 Imperial Guard Siege infantry units, 3 Rapier Laser Destroyers, 3 Thudd Guns and 1 Imperial Guard commander unit, designed by Mark Bedford.

These models require assembly.



NEW RELEASES

GAMING DICE

Dice are an important part of the Games Workshop hobby. After all, no dice, no game! Both these packs boost the number of dice you have at your disposal for even faster and more frantic gaming.

The Warhammer 40,000 Battle Dice include 8 dice and 1 Scatter dice and bear special insignia. The Battle dice contain 20 red dice, 10 black dice, a Scatter dice and two special Artillery dice.

WARHAMMER 40,000 BATTLE DICE.....£6.00

Denmark	kr	75.00	Sweden	kr	85.00
Euro	€	10.00			

BATTLE DICE.....£5.00

Denmark	kr	60.00	Sweden	kr	70.00
Euro	€	8.00			



CHAPEL OF SANCTUARY

The Chapel of Sanctuary is a stunning terrain piece which is ideal as a mission objective for your games of Warhammer 40,000.

This boxed set contains 1 Chapel of Sanctuary terrain piece, sculpted by Dave Andrews.

This model requires assembly.

CHAPEL OF SANCTUARY.....£35.00

Denmark	kr	400.00	Sweden	kr	500.00
Euro	€	60.00			

Haradrim Raiders

Designed by Gary Morley, this blister pack contains 1 Haradrim Raider.

HARADRIM RAIDERS £6.00

Denmark kr 75.00

Sweden kr 85.00

Euro € 10.00



Haradrim Horsemen Chieftain

Designed by Gary Morley, this blister pack contains 1 Haradrim Chieftain mounted and 1 Haradrim Chieftain on foot.

HARADRIM HORSEMEN CHIEFTAIN £9.00

Denmark kr 115.00

Sweden kr 140.00

Euro € 15.00

▼ Hâsharin

Designed by Gary Morley, this blister pack contains 1 Hâsharin.

HÂSHARIN £4.00

Denmark kr 50.00

Sweden kr 60.00

Euro € 6.50



BUGMAN'S

Part one of a Warhammer campaign by Nick Kyme



LAMENT



Nick Kyme

Bugman's Lament is a Warhammer campaign that re-enacts the events building up to and including the destruction of the legendary Bugman's Brewery. The campaign is staged over four linked scenarios which we'll be publishing over the next few issues, and explores historical campaigns as one way of devising your own games.

Campaigns are a great way of playing your games of Warhammer, from a simple series of linked scenarios to a full-blown epic that is waged across continents; they add an extra dimension and sense of consequence to your battles. While a stand-alone Pitched Battle is great, imagine if the game didn't end after just one scenario. Perhaps the beaten army is forced to retreat and must fight a rearguard. A victory for the fleeing army here could allow them to set an ambush for the opposing force or if they are beaten again, force them into a desperate last stand. This is a very simple example of how, by combining scenarios and with a little thought, you can create a more interesting game and explore a narrative.

HISTORICAL NARRATIVES

Inspiration for your narratives can come from a variety of sources and inform a variety of different kinds of campaigns, but perhaps that which is the most interesting and possessing the greatest resonance is the 'historical campaign', and we're not just talking real history. The world of Warhammer has a rich and diverse background replete with tales of mighty heroes and arch villains in great battles that have shaped the futures of their time. The Battle of Hel Fen is a dark and notorious period in the history of the Empire, the culmination of a long war fought across centuries against the Carstein Vampire Counts of Sylvania. The campaign reached a dramatic conclusion with Man, Dwarf and Elf allied together to defeat the dreaded

Count Manfred Von Carstein. Such grand tales would make awesome campaigns, but there are smaller incidents in history that are no less potent as source material.

One such event is the sacking of Bugman's brewery by a horde of Goblin raiders, a dark blot upon the pages of Dwarf history. Though hardly a nation-breaking battle, its importance in the history of the war-torn Old World should not be underestimated, as many a dwarf Longbeard will attest as he gazes mournfully into a pint of inferior ale.

But what if Bugman had been warned of the attack on the brewery? What if he had reached it in time? And what were the battles that led up to the final confrontation? It might not be earth-shattering but it's the stage for an awesome campaign based upon some minor historical events and the potential to perhaps change their course (cue *Quantum Leap* music)...

This is the first article in a series that explores the period of history and the events surrounding the destruction of Bugman's Brewery. Each article will focus on a particular scenario and event that will, in the final part, lead up to and influence the battle for the brewery itself. During the course of these battles, it is entirely possible that the disaster that befalls Bugman's will be averted and the course of history changed. Please note though that these scenarios DO NOT alter the existing Warhammer history, rather they present a series of what ifs and possibilities. Hopefully it will provide you with some inspiration for your own games.

THE CAMPAIGN

In the unravelling of the saga of Bugman's Lament there will be a succession of new special characters that are the key protagonists in the campaign, and each scenario will also come with a specific army list that will allow new troop types or restrict others, in order to present a certain type of force. It closely resembles the format adopted in such campaign packs that veteran players might remember like *Grudge of Drong* or *Circle of Blood*, and in doing so you can recreate your very own personal microcosm of history.

THE SCENARIOS

Each of the scenarios are presented in much the same way as given in the Warhammer rulebook. Although in each of the battles the battlefield itself will be preset according to the scenario being played and we recommend players should represent it as faithfully as possible. The scenarios will also have a set of special rules that only apply to that scenario but are in effect for the full duration of that game unless otherwise noted. It is important to read each scenario carefully before playing as they often have specific victory conditions and a bearing on future battles.

SPECIAL CHARACTERS AND ARMIES

In each battle players are given one or more special characters, often the charismatic leaders of a particular force. Unless otherwise noted, players **MUST** choose these characters and cannot take any additional characters in their force, even if their force organisation normally allows them to. Each of the characters must be used as described and cannot be given any additional magic items or extra equipment.

Every scenario has a special army list for each side, one for the Dwarfs and one for the Goblins. Players may only choose

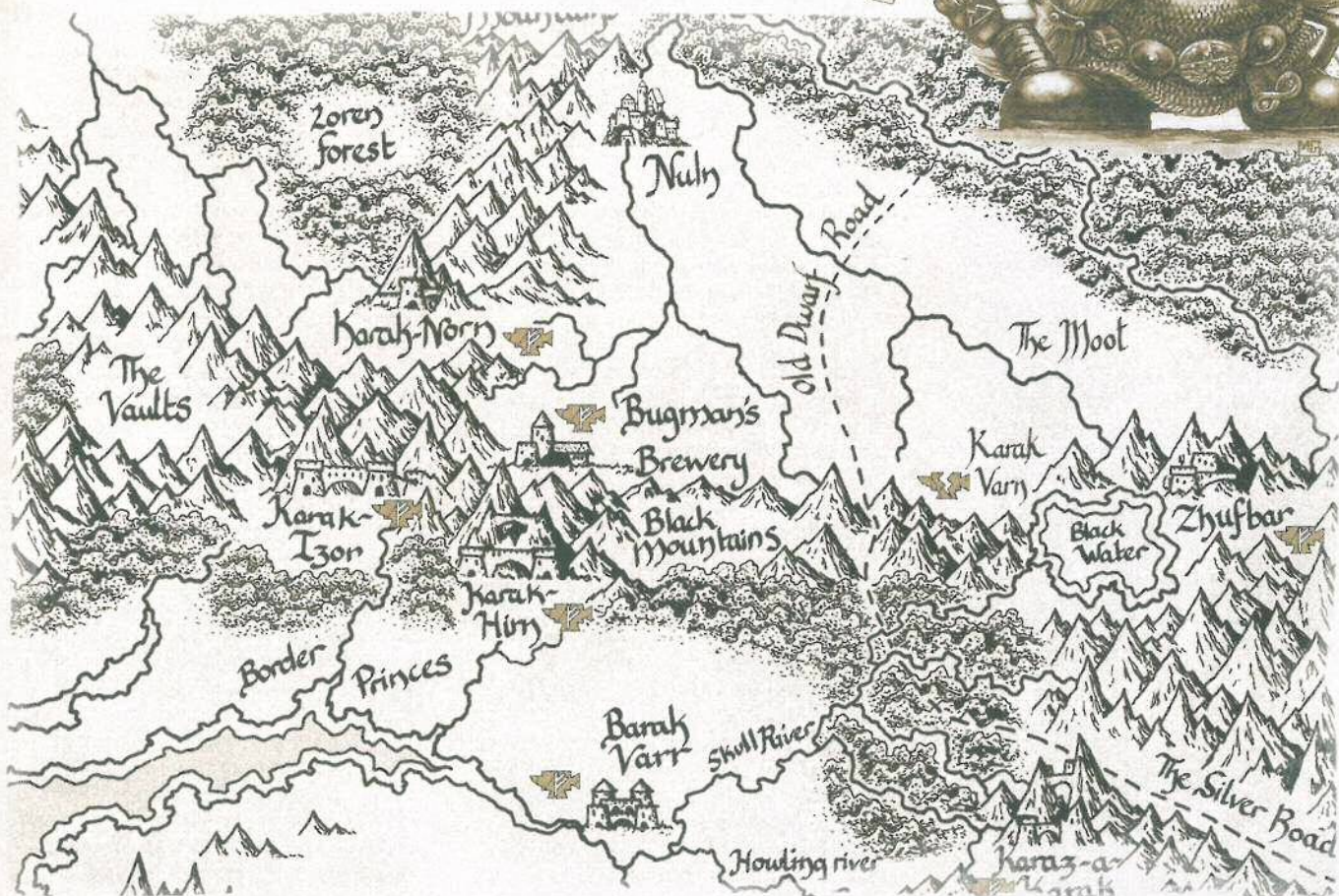
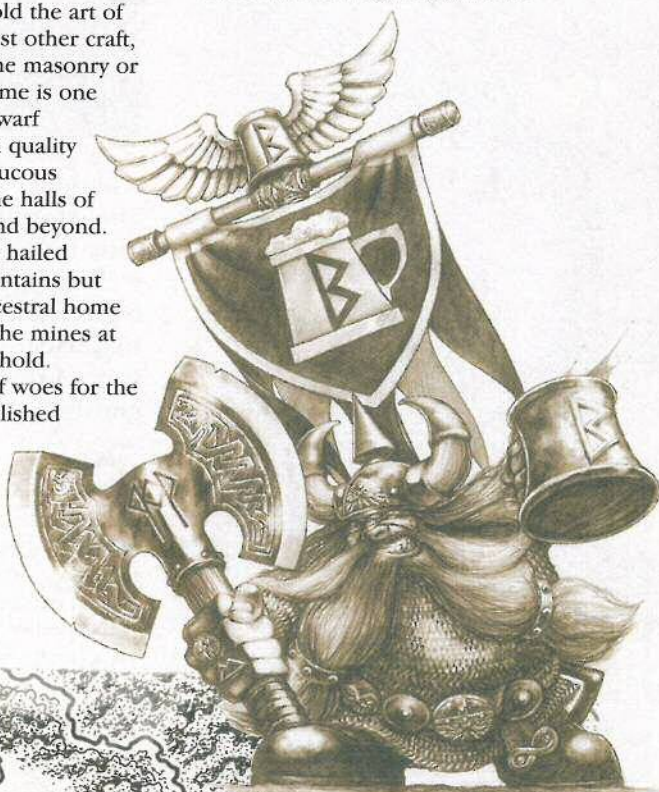
their units from this list and unless otherwise noted, all the restrictions given in the appropriate army book apply to that force too.

THE SAGA OF BUGMAN

Josef Bugman is well-known as perhaps the greatest Dwarf Master Brewer of his time. This accolade means he is held in high esteem and commands great respect amongst other Dwarfs. Above all other races, the Dwarfs hold the art of brewing high amongst most other craft, equalling that of even stone masonry or engineering. Bugman's name is one revered throughout the Dwarf realm as synonymous with quality and the toast of many a raucous drinking evening within the halls of the mountain kingdoms and beyond. Bugman's family originally hailed from the Dragonback mountains but were driven from their ancestral home by foul Orcs, who sacked the mines at Erkund and desolated the hold. Although this was a time of woes for the clan, many Dwarfs re-established themselves in the Grey Mountains, whilst others took up residence in the Empire, forging livings as smiths and craftsmen. The skill and artistry of the Dwarfs is highly prized in

the Empire and so their businesses flourished.

It was in the eastern forests of the Empire in the state of Wissenland that Bugman's father Zammil chose to set his roots and establish the family brewing business. His stout brewhouse stood upon the banks of the crystal clear river Sol, a mighty tributary of the Reik, whose everflowing waters would



provide a trade route into the heart of the Empire.

Once settled in the Empire, Zamnil chose to change his name to something easier for his potential customers to deal with, something they could recognise and trust. So it was that he became Samuel Bugman, and when his son was born he called him Josef. It is certain that Josef Bugman has a true Khazalid name but it has never been recorded.

When his father died, Bugman chose to honour him by expanding the business and soon a large community had grown up around the brewery, complete with merchants, smithies, engineers and of course, other brewmasters all keen to learn under Bugman's expert tutelage. The name of Bugman soon became known far throughout the Empire, the quality of his beers second-to-none. All remember the infamous Troll Brew and the legendary XXXXXX.

As the business grew, so did demand and Bugman would take regular shipments by barge down the Sol and along the Old Dwarf Road to furnish the cities of the Empire with his brew. Such journeys were often fraught with danger and were heavily guarded, Bugman knowing only too well of the threat of Goblin and Beastman raiders.

The Brewery itself grew into a mighty bastion, protected with stout walls and clans from the Grey Mountains to defend it. A guild of Brewmasters was founded there under the auspice of Josef Bugman and the community he had helped to build thrived.

Heavily defended and in a secret location, Bugman never thought raiders would attack the Brewery itself and so he always set out for the Empire, upon one of the many beer barges, believing the settlement would be safe.

THE THREAT GROWS

But Bugman didn't know a large horde of Goblins had begun to amass in the eastern forests, known locally as Cragbracken. They had come from the Black Mountains and beyond, driven out by the determination and steel of mercenary captains in the pay of Averland and Wissenland. At first the disparate tribes had squabbled until a single, powerful Goblin united them.

Git Guzzler the Goblin King, and his tribe had watched the Beercarts along the seldom trodden roads with great interest, licking their lips. Git Guzzler, who had a girth to rival that of even the mighty Grom the Paunch, began to plot.

Bugman through the ages



There have been many incarnations of Bugmans over the ages, the first made way back in the early 1980's by the Perry twins. Two more variants, again by the Perrys, followed, the second being mounted on the infamous 'swivel' regiment bases. The third is still available.

Finally, Aly Morrison recently made this special Bugman (*bottom right*), which is on sale only in Bugman's Bar itself.



With his iron will and tribe's greater numbers he set about brutalising the other Goblins. To form an army, he needed an incentive... Beer. All he had to do was find the brewery, and with its great leader abroad, destroy it and dish out the ale to his followers.

With this in mind he despatched the bandit Grotsnag and his Wolf Riders. And so began his war, a war which the hapless Dwarfs knew nothing about...



SCENARIO ONE: AMBUSH ON THE OLD DWARF ROAD

The roads and highways of the Empire are the regular route of the beer carts headed out of the brewery. Here they traverse the long and dusty pathways to the smaller nearby Imperial settlements or those of other ex-patriot Dwarfs. These 'brew runs' are hazardous, particularly out in the wilds or so close to the mountains. Oft a Dwarf Brewmaster, a member of the guild, will

accompany such a journey to ensure the beers remain intact. Such wagon trains are always guarded by a band of stout Dwarf warriors, who despite their vigilance are occasionally known to sample some of the brew themselves.

It was on a day like any other that Bazrak Bolgan, Dwarf Brewmaster, journeyed forth with a trio of beer carts in his charge.

Not far into the journey though, with the mountains looming and the sun in their eyes, a grim feeling crept upon the wagon train. A cry echoed out from the mountains and a horde of Wolfriders sprang from concealed positions behind the Dwarfs. Bazrak bellowed a fierce warning to the guards and applied the lash to the mules pulling the first beer cart, but it was too late, the Goblins were upon them.

AMBUSH!

Bazrak and his warriors have been ambushed as they traverse the Old Dwarf Road. The Goblin Wolf Riders attack without warning and the Dwarfs can't waste time or risk the brew fighting them off. They must race off as fast as they can with the beercarts, the warriors forming a rearguard to dissuade pursuit.

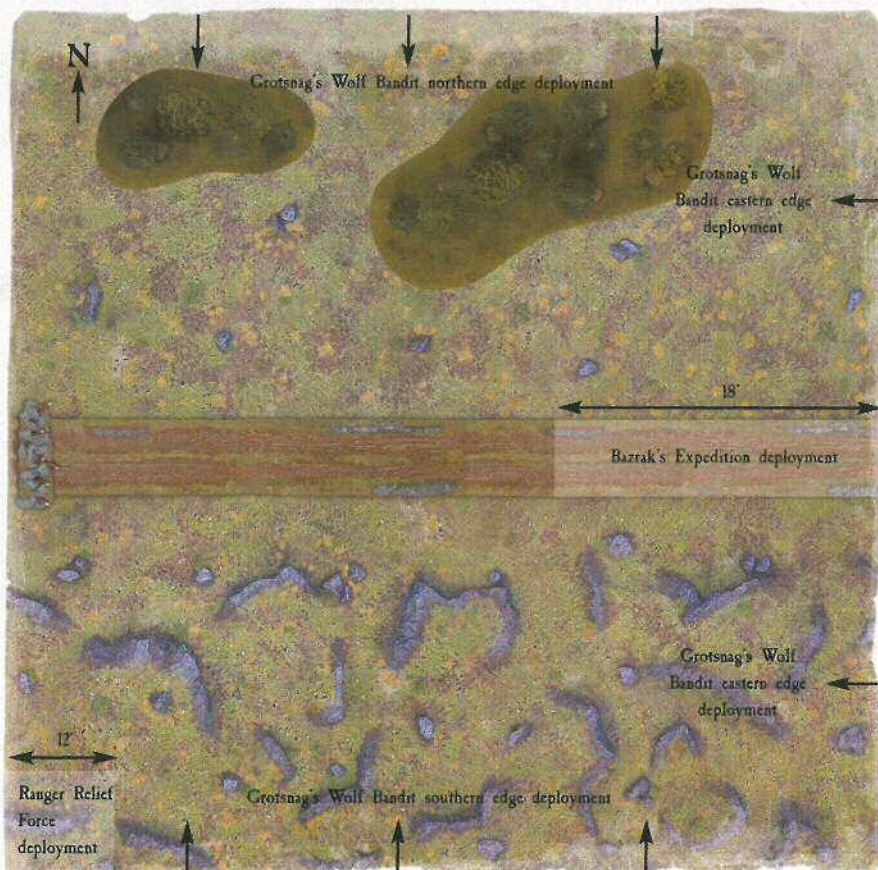
It is the Goblin bandit Grotsnag with his band of Wolf Riders that watches the roads into and out of the brewery. Not without cunning, Grotsnag waited until the Dwarfs were isolated and out in the open to launch his attack. Little does he realise though, that the embattled Dwarfs on the road were not the only ones being watched...

THE PATHFINDERS

High above the battle, in the mountains a band of Dwarf Rangers are patrolling, looking out for signs of Orcs, Goblins and Beastmen. They are alerted to the presence of the Goblins by rough tracks in the earth. Ranging across the many mountain passes they have espied the Goblins lying in wait for the Dwarf convoy and are making their way down the mountain paths to aid them.

THE BATTLEFIELD

The battle is fought over a 4'x4' table and is fought upon the Old Dwarf Road



THE ARMIES

BAZRAK'S EXPEDITION

Bazrak's Dwarf force is 275 points. It is led by Bazrak Bolgan, Dwarf Brewmaster who is the army general. The force must be chosen from the list printed below:

Warriors, Crossbowmen, Thunderers, 3 beer carts (see special rules), Slayers.

RANGER RELIEF FORCE

The Dwarf Rangers Relief force is 100 points in total. They are an independent force and do not have a general and must roll separately for

Rout tests. The force may be chosen from the list below.

Rangers, Mountain Rangers (see special rules).

GROTSNAG'S WOLF BANDITS

Grotsnag's bandit horde is 400 points. It is led by Grotsnag, Goblin Bandit, who is the army general, and must be chosen from the list below:

Goblin Wolf Riders. 0-3 Stone Trolls, 0-1 Doom Diver.



which runs across the centre of the battlefield as shown in the map below. Grotsnag and his goblins have placed a barricade of rocks and stakes 6" in from the western edge (the Dwarfs' route of escape) which blocks the road. There are mountainous crags along the southern edge of the table. These count as very difficult terrain and impassable at the board's very edge so no unit can flee or pursue off this edge. The road counts as open terrain and should be around 6" in width, but any beer cart moving upon it may add +D3" to its move. When a beer cart moves off the road to get around the barricade, then its move is reduced by -D3".

DEPLOYING FOR BATTLE

The Dwarf force is making its way along the Old Dwarf Road in a column. The Dwarfs are set up within 18" of the eastern table edge and deployed along the width of the road. All three beer carts must be deployed in a column within 2" of each other.

Bazrak Bolgan may start the game riding in one of the beer carts in addition to the crew.

The Rangers Relief Force moves on from the west board edge, within 6" of the mountains. They are not deployed with the rest of the Dwarfs at the start of the game. Instead, starting with the second Dwarf turn roll a D6. On a roll of 4+ the Ranger Force appears and may set up as described above. They do not count as moving on the turn that they arrive as they are assumed to have been hiding in the mountains and waiting to strike. For each turn after the second add +1 to the roll to see if the Rangers arrive ie, on the third turn they arrive on a 3+, and so on.

The Goblins move on from any of the east, north or south table edges around the Dwarf column as if they had just pursued an enemy off the table in their first turn. If the Goblins have taken a Doom Diver, it is hidden in the mountains, within 12" of the long mountain edge (the south).

The Dwarf force is deployed first.

SPECIAL RULES

The following special rules apply during the battle.

Skirmish. The Ambush on the Old Dwarf Road is fought using the Skirmish rules as described in the back of the Warhammer rulebook on pages 242-246. There are a number of amendments which apply specifically to this scenario and are given below.

Bazrak Bolgan

Bazrak is one of the oldest Dwarf Brewmasters in the expatriot Dragonback Dwarf settlement. His beers impress even the great Bugman, although he could never rival this alemaster. An aging veteran who fought in the original Goblin Wars, Bazrak has retired from battle to lead a simpler life but still leads the beer carts from the brewery, his ever-watchful gaze wary of ambush, old instincts still sharp.

	M	WS	BS	S	T	W	I	A	Ld
Bazrak Bolgan	3	4	3	4	5	2	2	2	9

Cost: 120 points

Equipment: Bolgan carries a Dwarf handgun and Rune axe.

As a Brewmaster, Bazrak uses up one of your hero choices.

SPECIAL RULES

Fiery Temper: Bolgan is a grumpy old Dwarf, renowned for his ferocious temper. Few would bother to test him when his blood is up. He is furious at the Goblin's attack on the beer carts and under the influence of the brew he is immune to psychology (this includes All Alone tests – see below).

Tremendous Girth: Bolgan's massive beer gut is so huge it offers some protection against wounds that would fell a lesser Dwarf! Bolgan has a 5+ save which ignores Armour Save modifiers, but due to his size, Bolgan and any unit he is with, pursues and flees at -2 to the dice roll, instead of the usual -1.

MAGIC ITEMS

Bolgan's Finest: This rare brew of Bolgan's own concoction is said to fire up the spirit and fortify whoever drinks it. Only another Dwarf could sup this fine ale and stay standing such is its potency and strength.

Bolgan may take a draught of the brew at the start of any Dwarf turn. For the duration of that turn and until the start of the next Dwarf turn, his Strength is increased by +1 to 5. Each time the brew is used roll a D6. On a roll of 1 the brew has run out and cannot be used for the remainder of the battle.

Bolgan's Axe: Bolgan's trusty axe is inscribed with the Grudge Rune and the Rune of Striking (see page 20 of the Dwarf army book).

MODELLING BAZRAK BOLGAN

by Nick Kyme

I based Bazrak Bolgan upon the old Flame Cannon crewman with the huge gut and barrel under one arm (some of Bolgan's finest, no doubt). In a fairly simple conversion job, I added Bazrak's weapons and put an additional beer cask on his back to emphasise the fact that Bazrak is a Dwarf Brewmaster.



I took the handgun from the Mordeheim Accessory sprue and glued it to the model's back.



For the cask I used the back banner of Burlock Dammison, a vintage Dwarf character, and simply removed the pole...



I used an axe head from the plastic Dwarf Command sprue for Bolgan's axe.



I used the icon from the tip of Dammison's banner as an extra detail, glueing it to the end of the cask.

Rout. The Dwarfs are determined to get the brew to its destination and as such only take Rout tests when 50% of their warriors are *out of action* (do not count the beer cart crew for this) and are immune to All Alone tests. The Ranger Relief Force is treated as a separate army but also benefits from this rule. But if Bazrak's Expedition routs then it's all over and the Dwarfs have lost.

Cavalry. If a Goblin Wolf Rider takes a wound then his wolf is killed (do not roll for injuries). Replace the model with a Goblin on foot.

Shooting. As all the models are effectively Skirmishers there is no to hit modifier for shooting at single models or shooting at groups of Skirmishers. Other modifiers still apply.

Drunken Dwarfs. On their travels some of the Dwarf bodyguard may have dipped into their supplies to fortify themselves for the journey ahead. Roll a D6 at the start of the game for every Dwarf model in Bolgan's Expedition (excluding Bolgan and the beer cart crew) on a roll of 1 that Dwarf is drunk. All drunk Dwarfs are immune to *panic* but suffer a -1 to hit in close combat and shooting. Before charges are declared, roll a D6 each turn for each Dwarf and consult the Drunken Dwarf Table to determine their behaviour (add +1 if there are enemies within charge range).

DRUNKEN DWARF TABLE (Roll a D6)

- 1 *Stupor* – the Dwarf sits down in a drunken stupor. They may not move or shoot this turn and count as knocked down.
- 2 *Wander* – The Dwarf wanders off in a random direction, fighting imaginary phantoms. Roll a D6 and the scatter dice to determine how far and in what direction that the Dwarf moves. If this move takes him into an enemy then he counts as charging.
- 3-5 No ill effects.
- 6 *Enraged* – the Dwarf becomes enraged and throws himself towards the enemy with drunken abandon. He moves D6" immediately towards the closest enemy and if he gets in close combat adds +1 to his Strength for the first round of combat only.



THE BATTLE

FIRST TURN

The Goblins are launching a surprise attack and so they automatically get the first turn.

GAME LENGTH

Ambush on the Old Dwarf Road lasts for eight turns but will end immediately as soon as one side is utterly destroyed, all the beer carts escape or are destroyed, or when one side fails its Rout test. In this case the victors are those who are remaining at the end.

VICTORY OR DEFEAT

Sudden Death Victory Conditions: If two or more beer carts escape then the Dwarfs are automatically victorious (fleeing carts do not count). But if all the Beercarts are destroyed then the Goblins will be victorious.

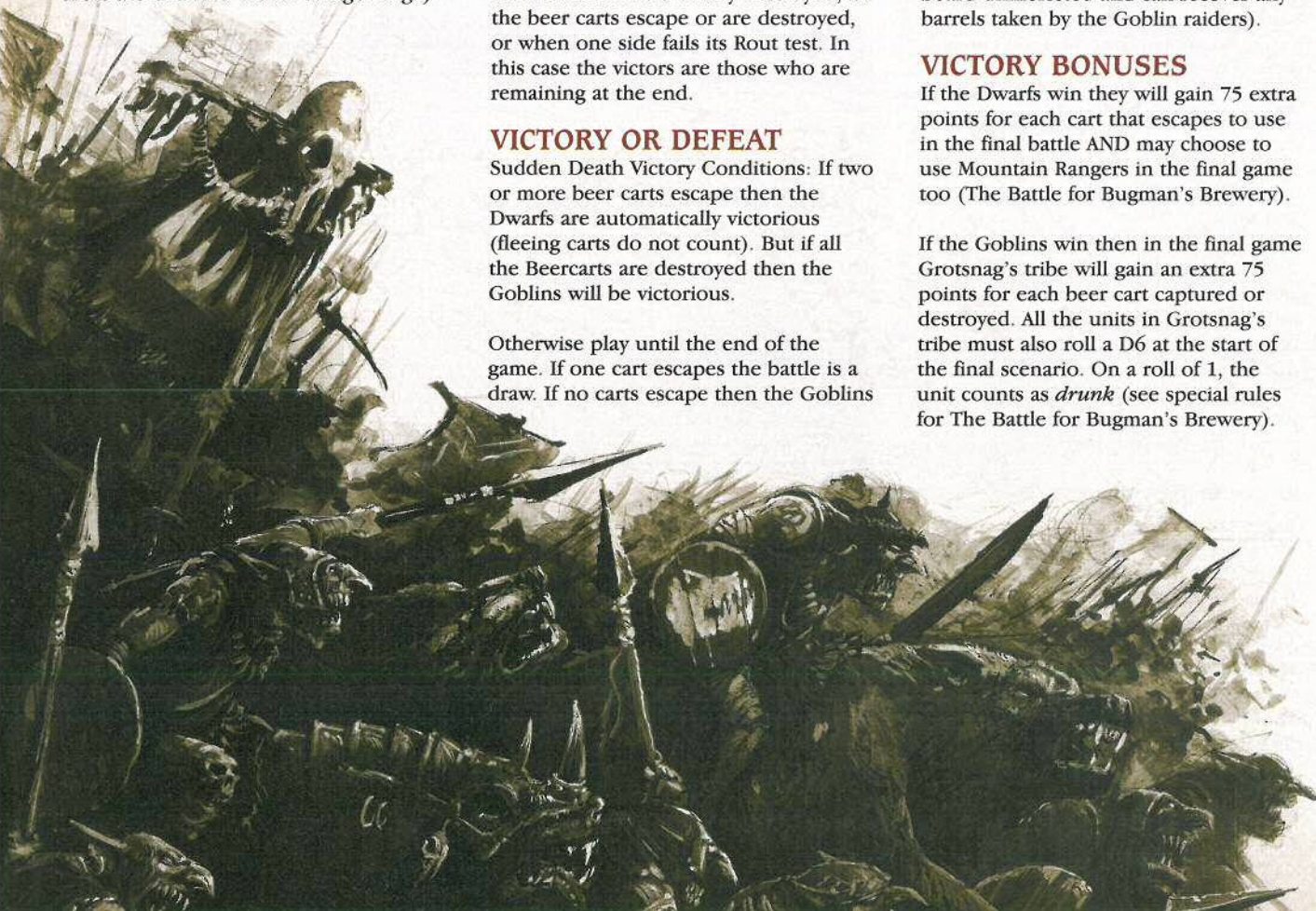
Otherwise play until the end of the game. If one cart escapes the battle is a draw. If no carts escape then the Goblins

are victorious, more Goblins have been drawn to the struggle and any Dwarfs left will be overwhelmed. If either side routs before all the carts have escaped or are destroyed then they will instantly lose by default (it is assumed the Goblins chase down the escaped carts or the Dwarfs are free to move off the board unmolested and can recover any barrels taken by the Goblin raiders).

VICTORY BONUSES

If the Dwarfs win they will gain 75 extra points for each cart that escapes to use in the final battle AND may choose to use Mountain Rangers in the final game too (The Battle for Bugman's Brewery).

If the Goblins win then in the final game Grotznag's tribe will gain an extra 75 points for each beer cart captured or destroyed. All the units in Grotznag's tribe must also roll a D6 at the start of the final scenario. On a roll of 1, the unit counts as *drunk* (see special rules for The Battle for Bugman's Brewery).



Grotsnag

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

Self proclaimed 'Scourge of da Black Mountins' and leader of the Red Tooth Bandits, Grotsnag fancies himself as something of a Goblin folk hero. He leads a small raiding force of Wolf Riders in the mountains and launches frequent ambushes throughout the southern Empire against Man and Dwarf alike. Despite his overblown opinion of himself, Grotsnag is cunning and possesses an uncanny knack of taunting his quarry into foolish and rash decisions, making them easy meat for him and his boyz.

Cost: 98 points

Equipment: Grotsnag carries a hand weapon, short bow and shield. He rides his wolf, Snarler.

Grotsnag counts as a Goblin Big Boss and uses up one of your hero choices.

SPECIAL RULES

Taunt: Grotsnag has perfected an annoying method of taunting his enemies. He rains a barrage of insults, stupid faces and rude noises upon them to force his enemies to attack, leaving them vulnerable and exposed as he canters away, blowing a parting raspberry. At the start of the Dwarf turn Grotsnag may try and taunt a Dwarf unit within 12" of him. That unit must pass a Leadership test or immediately

declare a charge against him, to which he may react to as normal.

Fast Cavalry: Grotsnag and his wolf Snarler are treated as Fast Cavalry.

Snarler: Snarler is Grotsnag's wolf who he raised from a mere pup on a diet of fat merchants. He is now larger and nastier than other wolves. He has the profile below.

	M	WS	BS	S	T	W	I	A	Ld
Snarler	9	3	0	4	3	1	3	2	7

MAGIC ITEMS

Grotsnag wears Nobbla's E'lnet and carries Wallopa's One Hit Wunda (see page 31 of the Orcs & Goblins army book).

MODELLING GROTSNAG

by Guy Haley



Grotsnag's head is from the plastic Goblin sprue. To make him look a little different and more grizzled, I sculpted an eyepatch onto his face with Green Stuff.



Snarler is the classic Ghazak Khan wolf. His huge size makes Grotsnag himself look much bigger, as befits a Goblin boss.



The shield I painted to look like a Goblin's handiwork (ie, shoddy). The shield arm is the one holding the severed head from the boxed set with the head cut off.



The topknot is made of Green Stuff. Follow George's advice on page 96 and let it set for 20 minutes before sculpting. I didn't. Monkey.

SPECIAL UNITS

DWARF BEER CARTS

The beer cart is a special unit for use in this scenario. It is effectively mobile booty and as such doesn't have a points value. In game terms a beer cart follows all of the normal rules for chariots but as they are not designed for battle they cause no impact hits. Both beer cart, draught mules and crew are regarded as a single model like a chariot for hand-to-hand combat and shooting purposes.

The Dwarf crewman with the handgun has a free reign around the beer cart

BEER CART

Points/model: free

	M	WS	BS	S	T	W	I	A	Ld
Beer cart	-	-	-	-	5	3	-	-	-
Mule	6	2	0	3	3	1	2	0	4
Crew	3	4	3	3	4	1	2	1	9

Number of crew: 2

Crew's weapons and armour: Hand weapon and light armour. One crewman is armed with a Dwarf handgun.

Special Rules

See opposite.

and therefore counts as being a single model for the purposes of shooting his Dwarf handgun (ie, 360° arc of fire).

Bazrak is the only Dwarf model that can 'mount' a beer cart and may start the game riding in one. Because the Beercart is not as well constructed as a chariot or in fact designed for war, Bazrak gains no bonus to his Armour Save whilst riding in a beer cart.

DWARF MOUNTAIN RANGERS

Mountain Rangers guard the lofty passes and treacherous pathways of the Dwarf mountain realms. They are well-equipped to deal with the hazardous conditions in the mountains, their short-range blunderbusses a deadly deterrent to the creatures that dwell there. The Mountain Rangers also carry the fabled Dwarf mountain horn, which when blown emits a terrible booming noise, sending unruly beasts to flight.

Mountain Rangers are a Rare choice and only one unit of them may be taken in a Dwarf army. They are also a special unit only available in this scenario and if the Dwarfs are victorious, in the final battle, The Battle for Bugman's Brewery.

Blunderbuss

The blunderbuss is a deadly short-range weapon, which is based on a similar principle to cannon grapeshot. The blunderbuss barrel is crammed with all manner of shot including, nails, bolts, old forks and other scrap, then discharged at close quarters to devastating effect.

Maximum Range: 12"; **Strength:** 3

Rules: Armour piercing.

Barrage: When shooting with a Dwarf blunderbuss roll an artillery dice and halve the result to determine how many shots are generated by the blast. Each shot hits automatically. Any roll of a misfire means the blunderbuss has jammed and can no longer fire for the rest of the battle, furthermore the firer takes a Strength 3 hit as if he had been hit by the blunderbuss himself.

As soon as a blunderbuss has been fired it takes an entire turn to reload in which the firer can do nothing.

Mountain Horn

The mountain horn may be sounded once per battle, after which the bearer counts as a normal musician. All cavalry units within 24" must take an immediate Panic test as they are dismayed by the eerie blast.

0-1 MOUNTAIN RANGERS

Points/model: 15

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

Unit Size: 5-10

Weapons and armour: Hand weapon, light armour and Dwarf handgun.

Options:

- The unit may swap their handguns for blunderbusses for free.
- The unit may be equipped with shields (+1pt/model).
- Upgrade one Mountain Ranger to a Musician for +6 points.
- Promote one Mountain Ranger to a Pathfinder for +12 points.
- The Musician may carry a mountain horn for +10 points.

Special Rules

Scouts, Skirmishers, Blunderbuss, Mountain Horn (See opposite).

MODELLING MOUNTAIN RANGERS

by Nick Kyme

I modelled the majority of the Mountain Rangers using the Dwarf Warriors plastic sprue. I took the blunderbusses and handguns from the Empire Militia sprue and Mordheim Accessory sprue respectively. Finally, I added details like the pipes, barrels and ropes to characterise the unit. When painting the unit I stuck to colours like Bubonic Brown and Bestial Brown to help tie all these elements together and give the unit an earthy feel to it.



Pathfinder: The blunderbuss arm of the Pathfinder has been cut at the wrist and angled upwards, with the additional hand filed off so he could hold the blunderbuss one-handed. The addition of a rope, wolf cloak and left arm from the Mordheim Accessory and hairy head sprue help to make the model stand out.



Mountain Horn: The right arm is from a Dwarf Warrior with great weapon. The weapon was cut away and a handgun from the Mordheim Accessory sprue rested in its place. The mountain horn is King Kazador's thunderhorn, a classic Dwarf character, filed down at the arm so that it fits the model neatly.



Mountain Ranger: The Mountain Rangers with blunderbusses had to have the arms holding the weapon filed down to fit in with the Dwarf torso. It was then a simple case of glueing them on and choosing a suitable beard to accommodate the weapon resting across the body.

MODELLING BEER CARTS

by Chris Bone

Chris: Think chunky, think solid, think Dwarf I said to myself, as I quaffed a refreshing pint in Bugman's Bar at work one evening. This was how I started to visualise Bugman's beer carts. Several hours later I found myself incapable of squeezing a superglue tube with due care and consideration. So on the next day I began to make the carts ('Drays', I believe is the technical term).

I made the body of the cart from the old Empire War Wagon. I cut the top off both side panels using a razor saw and smoothed them with a file.



I glued the sides and rear frame to the deck with superglue. Then I secured the sides with Blu-tack whilst the glue dried.



The driver's seat and Thunderer's footplate were made with balsa wood. I rummaged around in my bits box and found some parts of a plastic siege tower and a piece from the Mordheim Stagecoach which I cut in half and glued on the underside of the chassis.



The big chunky 'mag' wheels are from the Empire Steam Tank. They should see the wagon safely over the rocky mountain pathways.



I used the mule team from Bronzino's Galloper Guns as I liked the padded collar.



I used the yoke from the old Empire War Wagon and bent it with my own bare hands using my superpowers to ensure it was the right angle to accommodate both the mules and stick under the chassis. But ow!! It hurt. I advise you use pliers and a vice.



I then sprayed all parts black and drybrushed with Bestial Brown, then Bubonic Brown and finally Bleached Bone as it's easier to paint before it all gets stuck together.

I now glued the wagon to a plasticard base. This was textured beforehand with PVA and sand, sprayed black then drybrushed with Graveyard Earth and Bleached Bone. I also glued on static grass and clumped flock for some colour.

I then glued the yoke and team together and attached them to the wagon chassis. The barrels were then glued in place (you can leave them loose for gaming if you wish).

I used a Dwarf Engineer for the driver and added a piece of bent brass wire to represent a whip in place of his hammer. The Thunderer was from the Dwarf Classic range. Once again it's easier if you paint the driver, gunner and barrels separately.

And so altogether now, "Whipcrackaway! The Bugman's stage is coming on over the hill, with its barrels of beer guaranteed to make Elves ill... Whipcrackaway Whipcrackaway!!!! Whipcrackaway!!!!"

Turn to our Order Direct section on page 98 for a full list of components to make your own beer carts.



The completed beer cart ready to set out into the Empire.

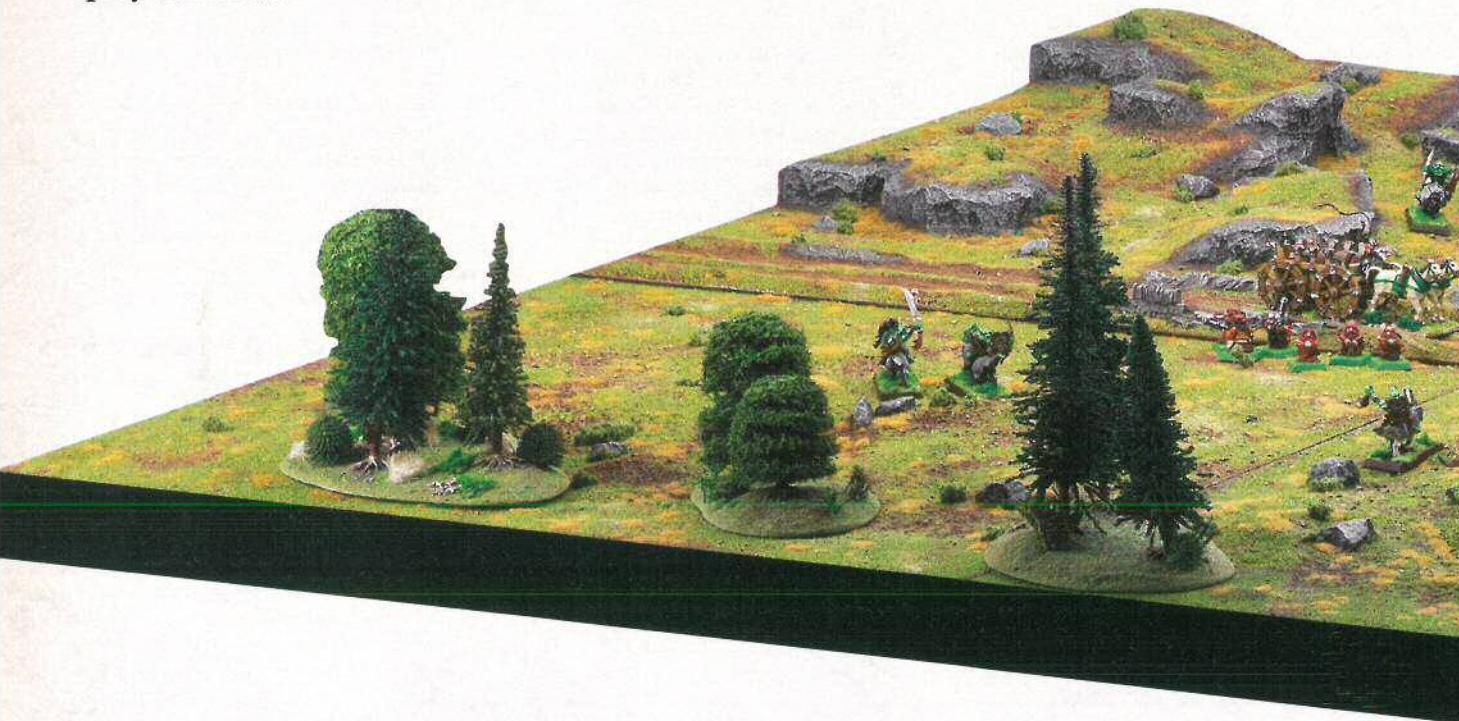


CREATING THE BATTLEFIELD

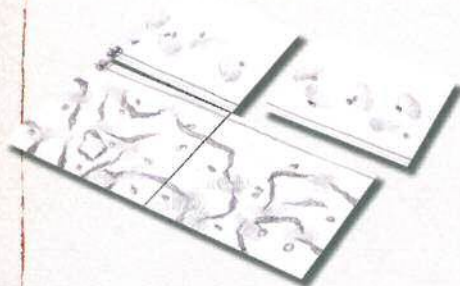


Paul Rudge

The Ambush of the Old Dwarf Road takes place in a rocky valley under the shadow of the Black Mountains. The terrain would be craggy, with a well-used cart road running through it. Paul Rudge set about building and creating an awesome modular board to represent the battlefield. Here he presents a step-by-step guide to creating the entire table, complete with rocky crags, a well-trodden roadway and a spiky barricade.

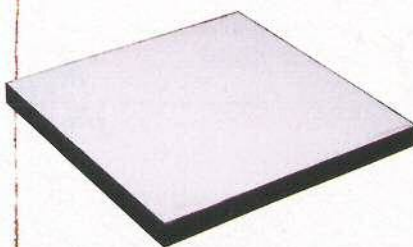


Step 1 – Planning



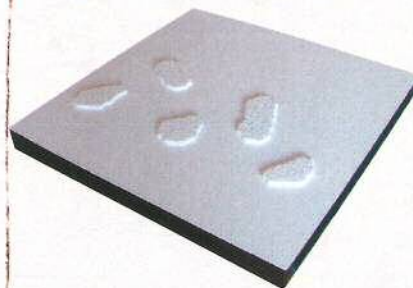
The board was made from four tiles, each 60cm/2' square. I made a small mock-up of the finished board by drawing the sections out onto card. This gave me an idea of how the board sections joined together and allowed me to factor in the rocky crag terrain on two of the boards so they fitted each other whichever way round they were placed.

Step 2 – The Base



I made the first section flat. Each section was made from two squares of 2cm/1" thick expanded polystyrene. I used PVA wood glue to glue one square directly on top of the other, making a double-thickness square. Once the glue had dried, I stuck strips of duct tape around all the sides of the board to strengthen it and improve its longevity.

Step 3 – Undulations



I made some small hillocks for the first two boards by tearing some random shapes from a polystyrene sheet. I arranged these pieces of polystyrene on the board surface until I was happy with their position, then glued them down with PVA.

CONVERTING YOUR OWN MODELS

For a full list of components with which you can convert and model Bazrak Bolgan, Grotsnag and the Dwarf Mountain Rangers, turn to our Order Direct section on page 98.



Step 4 – Smoothing



To make the raised polystyrene hillocks look natural, I used sandpaper to smooth them down until they were curved. It's important to be careful when sanding polystyrene, as it can get very messy.

Step 5 – Rocky Outcrops



I created the slabs of rock that make up the outcrops by using a hot wire cutter to make several rough, polystyrene shapes. I then cut away the underside of these slabs to form gentle slopes, which make the rocks jut out at realistic angles. I then stuck them to the board to create a variety of rocky formations.

Step 6 – Natural edges



I used some sandpaper to create the texture of the rocky outcrops. I smoothed the flat edges of the polystyrene to look like bare, flat rock and distressed the rough texture of the broken edges to make them look jagged. This gave the outcrops a much more naturalistic look.

Step 7 – Applying Texture



I applied a liberal coat of thinned-down PVA wood glue. Before the glue was dry, I sprinkled a generous layer of modelling sand all over it. I then left the board to dry for a while before tipping off the excess sand onto some newspaper.

Step 8 – Sealing



In an old container, I mixed up some textured masonry paint and PVA wood glue with water until I had a runny mix. I painted the top surface of the board, ensuring that the mixture thoroughly covered the sand and soaked in.

Dyeing Glue



I find it useful to dye my glue so that I can see it when working with polystyrene. A small amount of Goblin Green was added to the PVA glue for this board, which made ensuring I had textured the entire board much easier.

Step 9 – Drying time



At this stage I left the board to dry as I had now made the polystyrene rocky outcrops, smoothed them and added a seal texture. Once dry the board was ready for painting.

Step 10 – Painting



Firstly, I sprayed the board black and then drybrushed it with Bestial Brown. This was followed by a Desert Yellow highlight. The rocks were then drybrushed Codex Grey and highlighted with Fortress Grey.

Step 11 – Flocking



I covered the board in rough patches of PVA glue and sprinkled on three different colours of flock (a mix of yellows and dark greens). Once dry, I covered the board in green flock and finally added green sponge and yellow static grass.

The Old Dwarf Road



We used a Forge World road for the Old Dwarf Road. For the barricade I laid a piece of cling film over one road section. Green Stuff was applied on top, following the road indentations. I then used small pieces of sharpened dowel for the spikes and stacked small stones over the Green Stuff base, interspersing the spikes between.

THE FIRST BATTLE

Nick: As Guy's Goblin Wolf Riders sprang from the mountains they were quick to surround the Dwarf caravan of beer carts. Arrows flew as they peppered the carts and the Dwarfs guarding them, but thankfully to little avail.

Ahead, just behind the barricade, Guy positioned Grotsnag and a lumbering Troll, hoping to block off the road. Whilst in the northern woods another group of Wolf Riders lurked, ready to launch a second attack.

All the Dwarfs could do was lash the mules and drive the carts on as fast as possible. A few parting shots from Thunderers and Crossbowmen took out a few wolves to weaken the greenskins.

Seeing his numbers falling, Guy committed the Goblins in the woods to the battle. They battled a group of Thunderers and drunken Dwarfs to a stalemate. All the while he tried to destroy one of the carts with shots from the Doom Diver. But he must have been packing banana elastic, because it missed every shot, until finally misfiring and destroying itself.

The Mountain Rangers were quick to arrive and blasted the Goblins from the mountains with their blunderbusses, killing several of the little blighters.

As running skirmishes grew around the battlefield, the carts neared their objective. Bazrak, who had been leading

the first cart, leapt off with a fierce, drunken battlecry and took on the head honcho himself, Grotsnag. After a dizzying battle, Grotsnag's wolf lay on the battlefield along with his cheeky master, who had taunted several Crossbowmen out of position during the game, stopping them from shooting.

Bazrak was badly wounded now and Guy sent his Troll to pound him with his meaty fists. Although he fought bravely, Bazrak was given a right royal tonking and fell at the last. But he'd done enough. Despite the efforts of the Goblins in the final turns of the game, two of the carts trundled off the board edge and made a dramatic escape, securing a win for the Dwarfs!



NEXT MONTH...

The brave garrison of a Dwarf watchtower and Bugman's trusted captain, Skeggi Threkkson, try to repel a horde of Goblins led by the dastardly Shaman, Grabnatz.

The Dwarfs must keep the tower's beacon lit to warn Bugman of the coming Goblin invasion as he travels down the Sol. Will the Dwarfs succeed in their defence or will the Goblins and their Shaman raze the tower to the ground?



THE GENERAL'S COMPENDIUM

A big book full of very big ideas for Warhammer

The General's Compendium is an indispensable tome of hobby information, packed to the gunnels with campaigns, scenarios, modelling projects and more. It's a resource that no self-respecting Warhammer player should be without.

Although the General's Compendium is aimed at veteran hobbyists, the wealth and detail of the hobby material presented within is possibly a little impenetrable for the younger or more inexperienced gamer, the sheer variety of material within will help those who have played Warhammer for a couple of years or more to take their games to the next level.

CAMPAIGNS

The book is largely devoted to discussing and providing playable examples of campaigns. Divided into chapters, the first section details simple linked campaigns. But it also presents a number of new scenarios with new rules. Subsequent chapters introduce more advanced campaign structures such as map-based campaigns with in-depth rules for campaign turns and using Gamesmasters. A whole chapter is devoted to a ready-made Border Princes campaign, complete with a map and a host of terrain projects such as Border Fortresses, Barrows and Rock Labyrinths. In fact every chapter is interspersed with scenery workshops providing modelling tips and painting guides for producing campaign terrain.

The later chapters focus upon the environments that provide the settings for your games. These cover such

diverse terrain as deep woods, frozen battlefields, deserts and deadly volcanic regions. Whilst they are not exhaustive, these rules and suggestions provide an excellent basis for theming your own games. By linking some of the scenarios together with advice from the earlier chapters you can form a mini-campaign with them in their own right.

MIGHTY EPICS

Most veteran players like to experiment with the hobby and play massive games, perhaps involving several players from their regular gaming group or club. One of the chapters in the General's Compendium deals with multi-player games and rules for using allied forces. There are a total of eight scenarios in this chapter, designed to be fought by four to eight players, in conflicts ranging right up to 20,000 points! There is also a scenario involving a game fought over two separate tables.

This section is ideal for organising larger games and gives some great guidelines for including a titanic struggle in an existing campaign. Such games often provide a fitting conclusion to a long campaign or allow for players to make alliances against one another, adding an element of intrigue and drama to the narrative of your war.

TAKE TO THE HIGH SEAS

The General's Compendium also provides players with various gaming variants. One of the most involved and elaborate is fighting naval battles in Warhammer. Many older gamers will doubtless remember the phenomenon that was Man O' War (an ancient Games Workshop game that revolved around fleet-sized naval battles in the Warhammer world). Well, the Compendium includes rules for using full-sized boats and ships in your Warhammer games. There are some fairly detailed rules, which cover moving, shooting and boarding naval vessels of various types. Included too are rules for sea monsters! This chapter also provides tips on building your own boats and showcases some examples of the kinds of vessels you could construct.



Soldiers of the Empire balk at the site of a ghost ship rolling into port.

LAYING SIEGE

The final chapter of the book deals with Sieges, Raids and City Sacking. Complementing and expanding upon the siege section in the Warhammer rulebook, the prevalent theme here is destruction. In the Raid scenarios there are rules for looting, burning and destroying all manner of settlements and fortifications. The chapter begins with the simple Storm the Watchtower scenario but moves onto fighting a full siege with new fortress upgrades. There are several nasty surprises for besieging enemies, many of which are race specific, such as Squig Pits for Orcs and Goblins, and Ironclad sections for Dwarfs, making subterranean Dwarf castles even harder to crack! The gaming then assumes a sweeping scale with rules and scenarios for staging the sack of an entire city. There are rules and modelling tips for various different types of castle and city buildings, like stables and monuments, and how they can affect the game.



Siege games are covered in detail, with new siege engines and equipment unveiled for your armies.

A veritable veteran's paradise, the General's Compendium will take your games of Warhammer to a whole new level of exciting detail. This impressive book is totally packed with a massive array of hobby material that tackles both gaming and modelling in equal measure and presents them as they should be – in perfect symbiosis. The General's Compendium is a volume that provides inspiration and useful ideas to help you unlock the diverse potential of the Warhammer game.

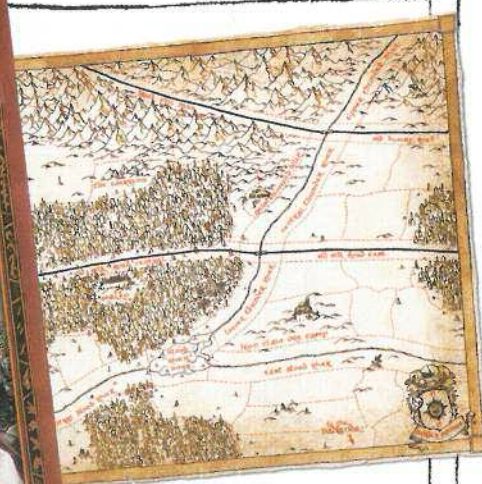
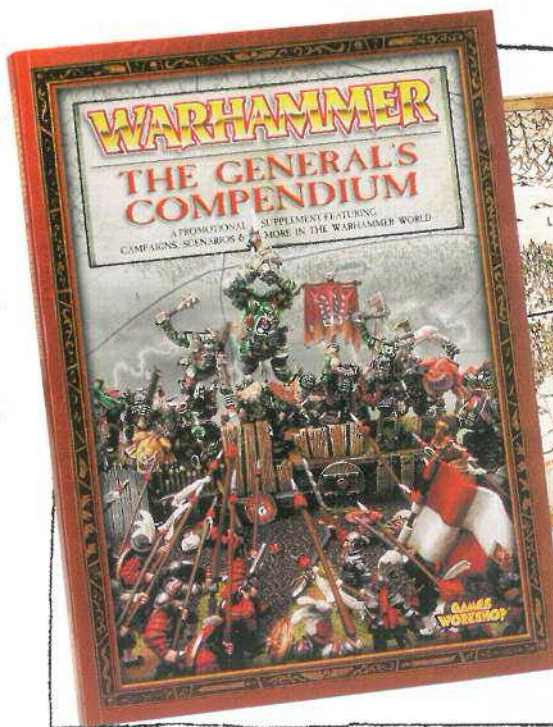


Modelling sections show you how to build impressive models like this Undead battering ram.

WHITE DWARF

And that's where we come in. As we're all mad keen Warhammer fans here on White Dwarf, obviously the General's Compendium makes us all as happy as a Snotling with a bag full of shiny beads. And we want you to share that pleasure. Over the coming year we'll be printing the occasional article that directly refers to the book, or adds our own spin on the modelling tips within. We'll be publishing The Valley of the Grismerie, a campaign set in Bretonnia which utilises the campaign rules within the book. We also have plans to explore Warhammer at sea, which will take the rules included in the Compendium a step further, plus we'll be doing something on castles. Guy for one is keen that the disgraced Kapitan Joachim Von Stahlritter 'Der Ananas' should have a keep in some Sigmar-forsaken part of Averland to preside over.

The General's Compendium is one of the biggest things to happen to Warhammer for some time, and we intend to make full use of it.



The General's Compendium is available in Games Workshop Hobby Centres and via the website at: www.games-workshop.co.uk/storefront or from Direct on 0115 91 40000 (see page 96 for more details).



Warhammer Chronicles is the place where we take a look at the Warhammer game, introducing new scenarios, rules and army list entries of all types, frequently stolen from army books in progress here at the Studio, as well as providing occasional Question and Answer forums. It also acts as a forum for dedicated players of Warhammer who have produced inspired, well thought out and just plain brilliant additions to the game. If you've got something good for Warhammer Chronicles then write to us at the address given here.

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

Warhammer Chronicles
Games Workshop
Willow Road, Lenton
Nottingham
NG7 2WS, UK

Warhammer chronicles

Since the release of the Storm of Chaos book, we've had a number of questions appear in our e-mail inboxes, received many letters and had people stopping us in corridors to ask rules questions, so we thought it was high time for a Q&A. The following questions, answered by Anthony Reynolds, replace any that have been seen elsewhere before – as a result a couple of the answers may have changed from the previous Question and Answer section that featured on the website.

General questions

Q: Will the Storm of Chaos army lists be official even after the campaign is over?

A: Yes.

Q: If a unit included in a variant list has no selection restrictions listed (ie, no 0-1 where there is a 0-1 in the regular army list), should the criteria default to the original army book?

So, for example, should Knights of the Realm be 1+ in an Errantry list, White Wolves be a 0-1 choice, and Von Carstein Vampire Lords be 0-1?

A: If there are no selection restrictions in the variant army list, that means there are no restrictions on that unit type in the variant list. So, Knights of the Realm are not a 1+ choice, multiple units of White Wolves ARE allowed in a Middenheim army list, and Von Carstein Vampire Lords are NOT 0-1 (it's a bad idea to fight in Sylvania). Any exceptions to this are noted in the relevant army list below.

Q: Some units in army books have notes that allow two units to be chosen as a single unit choice. For example, two High Elf Bolt Throwers may be taken as a single Rare choice in a normal High Elf army. Do these apply in the Storm of Chaos lists, as they are generally not marked as such.

A: Players should refer to the army book unit entries for everything but selection restrictions (as noted above) – in this case that means that if they are allowed more than one unit as a single choice in the army book, then they are allowed that in the variant list as well.

So, two Bolt Throwers in a Sea Patrol list may be chosen as a single choice, two Spear Chukkas chosen as a

single Special choice in Grimgor's 'Ard Boyz and two Chaos Spawn chosen as a single Rare choice in Archagon's Hordes, etc.

Q: If a unit included in a variant list does not have special rules noted, but they do have special rules in their army book, should we default to the army book? For example, do Slayers in the Slayer list have Relentless?

A: Yes, unless stated otherwise, the relevant special rules in army books are always used. So, Dwarf Slayers in a Slayer army ARE Relentless, Unbreakable etc, even though it is not noted as such.

Q: Can new units, magic items, skills etc that appear in these Storm of Chaos lists be used in regular armies of the relevant type?

A: Only where specifically stated (such as the Dark Elf magic items, the Hellcannon and Malakai Makaiison's Goblin-hewer).

Archagon's Horde

Q: Warriors of Chaos get free upgrades if they number 16 or more models in a unit. Does this apply to Chosen units also?

A: Yes.

Q: In a regular Mortal Chaos army, the Hellcannon can be taken as a 0-1 Rare choice and takes up two Rare slots. What are the restrictions for taking Hellcannons in Archagon's Horde?

A: In Archagon's Horde, the 0-1 restriction is removed. They still take up two Rare slots, however.

Q: Can the Hellcannon fire normally or Spew Ichor if it moved?

The Empire and their Kislevite allies fight in earnest to halt the Legions of Chaos.



A: War machines cannot move and shoot. However, when the Hellcannon Rampages, it IS allowed to Spew Ichor, as noted in the special rules for the Hellcannon in Storm of Chaos.

Q: If a Hellcannon charges a friendly unit, should that unit take a Terror test?

A: No.

Q: If a Hellcannon misfires and a 6 is rolled on the Misfire chart, all wizards on the table are affected. Does this affect Warrior Priests, Tomb Kings and the like?

A: No, only models that are explained as working as wizards – so Liche Priests will be affected, but Warrior Priests and Tomb Kings will not.

Q: How are Victory Points worked out for the Hellcannon?

A: Even though the Hellcannon is a war machine, for such an expensive and powerful model that can continue to cause great damage after its crew has been destroyed (albeit sometimes to its own side), we decided that Victory Points should be awarded in a slightly different way than normal.

If all the crew are destroyed, the enemy gets half the Victory Points for the unit. If the Hellcannon itself is destroyed, then the enemy gets the full Victory Points for the unit, even if the crew are still living.

Daemonic Legion

Q: Do Flesh Hounds count toward the minimum Core unit

requirement, or not, as in the Hordes of Chaos book?

A: They do count as a Core unit in a Daemonic Legions list, though not as a True Core unit.

Q: Be'lakor has only 5 of the 6 Dark Emissary spells listed as available to him. Is this correct?

A: Yes. These are the five spells that he uses in battle.

Q: Can the Screammers pulling a Chariot of Tzeentch perform a slashing attack?

A: No.

Q: In a Daemonic Legion, the spell *Yellow Fire of Transformation* is fairly useless, as the Daemons already get a Ward Save. Should we treat the effects of *Yellow Fire* in the same way as the *Diabolic Splendour* gift? Would this then apply to the *Blasted Standard* as well?

A: In both cases (*Yellow Fire* and the *Blasted Standard*), treat them in the same way as *Diabolic Splendour*.

Q: Has the 0-1 limitation on Screammers been removed in the Daemonic Legions list?

A: Yes.

Q: If you give a Daemonic Herald the Mark of Khorne, he gains a 6+ Armour Save. If you also give him the Armour of Khorne, does he get a 4+ Save or is it cumulative, so that he gets a 3+ Save?

A: The effects are not cumulative, so a Herald with the Mark of Khorne and the

Armour of Khorne will have a 4+ Armour Save.

Q: The way that the new Daemonic mounted units are presented represents a combined profile of the rider and the steed. Are they treated as cavalry in other respects?

A: Yes. For spells etc, they are treated as normal cavalry, and they are also subject to Killing Blow.

Q: Being cavalry, do the new Daemonic mounted units get +1 to their Armour Save for being mounted models?

A: Mounted Daemonettes, Changebringers, Plagueriders, Pleasureseekers and Bloodcrushers are all cavalry so they all gain the +1 Armour Save. Note this is already included in the Bloodcrushers' 5+ Armour Save.

Army of Middenland

Q: Do I choose exactly when I want to use the Shard of Skoll? Or is it assumed to always be in use and therefore might be spent at any time in the battle?

A: You must specify that you are using the Shard of Skoll, so you can choose when to use it.

Q: It says that the Hunt Master cannot be singled out by missile fire, yet isn't he quite a bit bigger than the rest of the unit? He is a man on a horse, while there are hounds.

A: The Hunt Master cannot be singled out, as he is regarded as the same size (ie, on a cavalry base) as the hounds.

Q: The Cloak of Anraheir says that the bearer causes *fear* in Minotaurs. Minotaurs would normally be immune to *fear* as they themselves cause *fear*, so how does that work?

A: The bearer of the Cloak causes *fear* to Minotaurs, even though they would normally be immune to *fear*.

Q: Although Crossbowmen and Handgunners are Rare units, can they be taken as detachments for Core units?

A: No. They can only be taken as parent units, not as detachments at all.

Grimgor's 'Ardboyz

Q: Can every Orc unit be Big 'Uns, or should there be at least the same amount of common Orcs like in the Orc & Goblin army list?

A: You can have as many Big 'Uns in the army as you want without the need to have the same number of 'normal' Orcs. So, if you wanted, you could have an entire army of Big 'Uns!

Q: Can every Big 'Uns and Black Orcs unit carry a magic standard?

A: Any unit of Black Orcs or Big 'Uns can have a magic banner.

Q: Grimgor's bodyguards can now be armed with great weapons at no extra cost; Is this true also in a regular Orc army?

A: Yes.

Q: There must be 'more' Warbosses/Bigbosses than Great Shamans/

Shamans. Is it 'at least one more' or 'at least the same number'?

A: More means more! There must be MORE Warbosses and Bigbosses in total than there are Great Shamans and Shamans, ie 'at least one extra'!

Q: Black Orc characters only take up an extra Hero slot if they are mounted. Do they count as mounted if they are riding a chariot?

A: Yes.

Q: How big should the Effigy of Gork be?

A: A regiment base (100mm x 75mm) is about the most suitable size. See the pictures on page 60 of the Storm of Chaos book for two examples of Effigies of Gork.

Q: Does Borgut Facebeater count as two Hero slots in Grimgor's 'Ardboyz?

A: No, Borgut only takes up a single Hero slot in Grimgor's 'Ardboyz, though he takes up two slots in a regular Orc & Goblin army.

Slayer Army of Karak Kadrin

Q: Can I take the Goblin-hewer as a Regiment of Renown in a Dogs of War army?

A: Yes. It takes up a Rare unit choice and a Hero slot.

Q: If the 'Look, Snorri, Trolls!' rule brings Slayers in contact with enemy scouts, do they count as charging?

Can the enemy declare a reaction?

A: Yes, and no charge reaction except Hold is permitted.

Q: Unbreakable is not listed for the Brotherhood of Grimmir. And it's not listed in the Slayer rules of the Dwarf book. Are they Unbreakable?

A: They are still Dwarf Slayers, so have all the special rules of Slayers in the Dwarf army book. This means that they are Unbreakable.

Q: Can a Brotherhood of Grimmir unit take a banner with the Master Rune of Grimmir on it?

A: No. Although a Brotherhood of Grimmir unit may take a runic standard worth up to 50 points, only army Battle Standard Bearers may take one with Master Runes.

Q: Can I give a Slayer character in a normal Dwarf army Slayer skills?

A: No.

Q: Long Drong's Pirates always attack with their pistols at Strength 4 with armour piercing. Do these attacks also benefit from the Slayer skill?

A: No.

Q: Can the Wards of Grimmir (Magic Resistance 2 within 6") be used against a spell that targets an area rather than a unit, such as Invocation of Nehek, if part of the area is within range?

A: Yes, although no specific model is targeted, if the spell would be cast within 6" of the Wards, the Magic Resistance will come into effect.

Cult of Slaanesh

Q: Does the Anointed's gift Avatar of Slaanesh allow units of Daemonettes to re-roll Instability checks?

A: No, as units of Daemons do not take Break tests.

Q: If an Anointed is upgraded to a Sorcerer, can he use armour/shields and still cast spells?

A: The Anointed may use Chaos armour, Magic armour and magic shields and cast spells, but cannot cast any spells if he has any other mundane armour (including shields).

Q: Mounted Daemonettes refers to the Daemonic Legion description. Does this mean they are Leadership 9 and have a true 5+ Ward Save?

A: No. They do not benefit from the Daemonic Legion bonuses. Mounted Daemonettes in the Cult of Slaanesh army have a Leadership of 8 and a 5+ Daemonic Aura.



The Army of Middenland face down Grimgor's 'Ardboyz

Q: If a unit of Cold One Knights has the Soul Shadows Standard and fails its Leadership test and becomes *Stupid*, can it still elect to flee (and then automatically rally) when the unit is charged?

A: Yes. This is because a unit that becomes *Stupid* effectively becomes Immune to Psychology, and the standard states that units that are Immune to Psychology can still use it.

Q: Can a unit that is *frenzied* that has the Soul Shadows Standard choose to flee from a charge?

A: No

The Army of Sylvania

Q: If a Grave marker scatters into the enemy's deployment zone, may I place it there?

A: Yes

Q: What happens if there is a unit on top of a Grave marker?

A: At least one model being raised must be within 6" of the marker, and cannot be within 1" of an enemy unit. If this is not possible, no unit may be raised. If the raised models are being added to an existing unit, then at least part of the existing unit must be within 6" of the Grave marker.

Q: When raising a new unit of Dire Wolves with a vampire with the Wolf Lord Bloodline power, do you still need to summon 5 or more models for the spell to work?

A: Yes. Just as when trying to raise any other unit, if less than five models are created, the spell has failed to work and no models are placed on the table. Just make sure you roll 5 or more!

Q: If a Von Carstein Vampire casts Invocation of Nehek, does he raise Sylvanian Levy and Militia or does he raise regular units from the Vampire Counts book?

A: In a Von Carstein army, replace Skeleton units with Sylvanian Militia units and Zombie units with Sylvanian Levy units when casting Invocation of Nehek. They may be armed with any option allowed to Levy or Militia units (if a Militia unit is raised, it would have light armour, and could be armed with a spear and shield, a halberd and shield, or a crossbow).

Q: The equipment options for Sylvanian Militia are a bit unclear. Should it be "spear and shield, or halberd and no shield" or "shield plus either spear or halberd"?

A: Sylvanian Militia come with light armour and shield, and either a spear or a halberd.

Brettonian Errantry War

Q: Battle Pilgrims are listed as a Rare choice. Do they accompany a Grail Reliquae?

A: Oops; this entry should read 'Grail Reliquae with Battle Pilgrims', just like in the Brettonian armies book.

Q: Is a Battle Standard mandatory in an Errantry War army list? Is the army allowed the extra Hero slot like normal Brettonian armies?

A: Yes, the Battle Standard is still mandatory, and the army is still allowed an additional Hero (see pages 64 and 65 of the Brettonian Army book for details).

Q: Are Pegasus Knights a 0-1 choice?

A: Yes, they are still a 0-1 choice unless the general is mounted on a Royal Pegasus.

Skaven Clan Eshin

Q: The rules for Under Cover of Darkness say that "You cannot shoot, charge, or cast spells at targets you cannot see." Can spells that do not require Line of Sight still be cast at targets in range?

A: Yes. This is a line of sight special rule to represent the battle taking place at night – if a spell does not require line of sight, then it may still be cast.

High Elf Sea Patrol

Q: Which comes first, the extra round of shooting or the Brettonian's praying for the Blessing?

A: The Brettonian Prayer occurs before the Master of the Mists shooting.

Q: A Merwyrm must take an immediate Leadership test if it fails a Regeneration roll. If there is no Regeneration roll (ie, the Merwyrm has been wounded by a flaming attack), what happens?

A: A Leadership test is taken if the Merwyrm fails a Regeneration roll – if there is no Regeneration test, then it cannot be failed – so, the Merwyrm does not need to test.

Q: Can Ship's Company armed with spears fight in three ranks like other High Elves?

A: Yes. They are still High Elves.

Q: Do units take Panic tests as a result of the Master of the Mists round of shooting?

A: No.

Q: If two Sea Patrols are fighting each other, who gets to shoot first with the Master of Mists rules?

A: Roll a dice to see who shoots first.

Whoever rolls highest may choose one of his units and work out all the shooting from that unit, then the enemy chooses one unit and resolves its shooting. Continue to alternate shooting units until every unit that is allowed to shoot has done so.

Q: Does the Master of the Mists Honour and the exemption from the Intrigue at Court rule only apply to Sea Lord Aislinn? If I am using the Sea Patrol army outside of the Storm of Chaos campaign, and choose to have the army led by a Sea Lord other than Aislinn, does he also benefit from the Master of the Mists Honour and the exemption from the Intrigue at Court rule?

A: The Master of the Mists Honour and the exemption from Intrigue at Court applies to all Sea Lords. The name of the Sea Lord in the Storm of Chaos campaign happens to be Aislinn. Also note that Aislinn is not considered to be a special character.

Q: May characters deployed with a unit of Sea Guard or Sea Rangers also fire during the Master of the Mists special round of shooting?

A: Yes.

Q: Can a Sea Lord (or Commodore) with the Radiant Gem of Hoeth or Loremaster Honour act as a mage for purposes of the Summoned from the Deep rule?

A: No, the special rule refers only to Storm Weavers and Mist Mages.

Q: During the Master of the Mists special round of shooting, may shots be aimed enemy units' flanks?

A: No!

ERRATA

Unfortunately a few additions need to be added to the Storm of Chaos book.

Add to page 94 next to the High Elf Sea Patrol army list:

Special Units 2+ Lothern Sea Rangers (Shadow Warriors)
Great Eagles

Add to page 94. Insert between second and third paragraph under Master of Mists special rule:

"No enemy unit may be shot at a second time during this round of shooting, unless all enemy units on the table have been shot at once. No enemy unit may be shot at a third time during this round of shooting, unless all enemy units on the table have been shot at twice, etc."

CHAOS

Julian Bayliss'

Julian Bayliss is a fanatical painter and converter of models whose expert skills have thus far won him two bronze Golden Demon statuettes. A real veteran's veteran, a man whose paintbrush is never dry, he came over to Games Workshop HQ with his impressive Chaos horde, which boasts a pair of mighty War Mammoths, to tell us how sometimes a Black and Decker power saw is a hobbyist's best friend.

"I'd love that sword. I really would," says Julian Bayliss with a slightly dreamy look in his eye. "I have a collection of swords, even a Klingon Bat'leth from Star Trek. Because I love painting so much, the Golden Demon Slayer sword would be the icing on the cake. I'd hang it on the wall with the others in my studio. That's where I paint. Models on one side of it and music mixing desks on the other." He pauses, then laughs. "It's a bit posey, actually!"



LEGION

awe-inspiring Chaos Army

Julian is one of those guys who spends all his spare time tinkering with models, something he's been collecting since the 1970s. "I remember the first models," he says. "They had metal bases and came in little plastic bags." He modestly describes himself as an "inconsistent hobbyist", but what he really means by that is that he was into Games Workshop as a young 'un then started going to the pub. This is the familiar road many veteran hobbyists tread,

finding beer and members of the opposite sex more interesting than models for a while. But they're always there, our faithful troops, and once Julian had settled down into adult life they were waiting for him, old friends to help spice up the dullness of day-to-day reality with adventures in the 41st millennium and the Warhammer world.

This is true even for Julian, who does not play the games associated with the models. ►



The mighty Chaos War Mammoth thunders into battle across the wastes.



MAMMOTH TASK

"The first one took a month to make. It was a real pain," says Julian of his Forgeworld Mammoths. "But the second one I did in a week. I knew how it went together then, even though it was more complicated. That doesn't include the chaps on the back. I tried out different ones, and dropped some with flails. There's not a lot they can do from the back of a Mammoth!"

The second Mammoth is extensively converted. Its head has been lifted up to make the beast look like it is trumpeting in rage. Many of the original sculptor's hidden flourishes are revealed, like the tooth-ringed maw at the end of the trunk.

"It's a great model. You can get so much more movement out of it. Even something simple like swapping the tusks can make a big difference."

He's broken one tusk to tie the various elements together, if you look carefully, you'll see that every one of the banners

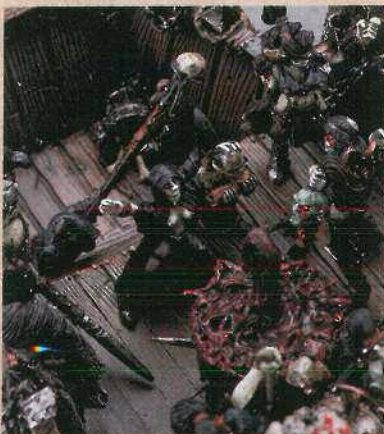
has a broken horn. Small touches like this often help make big models come alive. Not that all the modelling on these war-elephants was subtle. Before he could reposition the head, Julian had to remove it.

"I used a Scorpion electric saw to saw its head off!" he says cheerily. "I held it down with one foot and just attacked it." Similarly brutal, he used a 6" nail to pin the head back onto the body! "There was a huge gap, so I filled it with Milliput. I pressed a spiked chain into the putty to break what would be a big expanse of fur, then sculpted hair."

Julian uses Milliput, it's heavy duty and better for big jobs like this than Green Stuff, which is suited to fine detail. He says modestly that he's not very good at sculpting – we disagree. He also says, amazingly for someone who makes so many multipart models, that the nail is the only pin on the whole model. In fact, it's the only pin he's used for a while. He prefers to use modelling putty to reinforce joints.



"There's mutant men in one, female warriors in another. I see these as either two separate tribes, which is obvious, or as bits of the same one, with the chosen of the gods in one boudab, the priestesses in the other."



Julian may enter the two Mammoths into Golden Demon together in a battle scene. "If you put them together, they look like they are fighting. I just need to make a base for it. I'm thinking of calling it 'Chaos Divided'."



The Mammoth bearing the female warriors forms part of a summoning scene. Cultists load the severed heads of their enemies into the cauldron as the priestess invokes the summoning rites and a daemonic creature of Chaos emerges.

"I come up with stories whenever I am making models," he says. "It's a visual thing going on in my mind, like a movie." Julian has a huge collection of fantasy films, citing Conan the Barbarian as a big influence on his modelling (with all those loin-clothed barbarian types in his army, it's easy to see). He even argues the dubious merits of *Hawk the Slayer*, and it's getting swept up in the movie-like mythos of Games Workshop that makes him love the hobby so much.

"All the imagery, the background. I love it," he explains. "I can't pick a fault with it. You get to a point where you think it must end, but it just goes on, getting deeper and deeper. You have to compare Warhammer and Warhammer 40,000 to what Tolkien did with Middle-

earth. These two whole worlds have been created. I don't think people realise. Even I'm discovering new things all the time, I mean, I didn't read the Black Library novels, but I read the free Storm of Chaos book from White Dwarf 294, and I really enjoyed it. So I thought – why don't I read the books too?"

If this is the case, and his love of the hobby is very obvious – how many people splash out on TWO War Mammoths? – why doesn't he indulge in that most satisfying of pursuits, chucking a few dice about?

"Um, I don't really have anyone to play with," he says, even though he's come up today with his friend and fellow hobbyist John. ►



Two of Julian's converted Beastmen. As with a lot of his models, Julian has built up highly detailed bases and created two small dioramas.



"I saw these daemonic Centigors at a Golden Demon. They didn't win, and I was gutted for the painter, but the one thing I took away that year was that I had to do some of those, thanks!"

It's our turn to go "um". Why don't they play against each other?

"Actually, I never really thought about that. We could do, couldn't we, John?" he says. Dismayed at poor old Julian missing out on some serious Chaos carnage with his fantastic army, we sort out a game for him and his awestruck companion (it's John's first trip up to the big Games Workshop HQ) in Warhammer World. We'll get him hooked on Warhammer!

"For me it's a very solitary hobby," he says almost apologetically. "I didn't even start entering Golden Demon until eight years ago." Julian was inspired to take the plunge and enter, he explains, after spending a fabulous day wandering between the various Golden Demon cabinets at Games Day '95 and being amazed at all the great models that were on display.

"When I do something I enjoy, I like to have a benchmark to measure myself against. And Golden Demon is a fantastic benchmark. So I was pleased the first time I entered that I got into the finals of all seven categories." Indeed, he tells us, there was only one occasion that a model Julian entered did not get into a final. "I was gutted," he said, "it was my favourite model!"

So far he's won two bronze statuettes. First in 2000 for his Cold One-riding Tallarn Rough Riders, then in 2002 for his Marauder regiment. He enters every year now, usually in multiple categories, but he tends to avoid the Open section.

"Realistically the competition is very tough, with only one prize. My Mammoths, which I want to enter this year, have lots of work in them, so I want to put them where they will achieve the most. The only year I did enter the Open Category, my model was placed in what would have been the second place slot in the cabinet in any other section. So I like to think the judges liked it."

Besides painting, Julian, who used to be in a band, has also turned his musical talents to the hobby. He makes soundtracks of exciting music people can play while they game. He's even made them race-specific. In fact, there's very little in Julian's life that doesn't get touched by the all-consuming hobby.

"I did ask my wife about putting a Space Marine water feature in the garden. To be fair to her she did think about it before she said no." He grins. "For at least three seconds."



This duel between a Chaos Warrior and an Empire Soldier is based on the above artwork, "I'm happy with the composition on this one. It uses the base to the fullest extent without cheating."

Julian has created this diorama from a pair of vintage Chaos Dwarf Renegades. No longer available, these models demonstrate the sheer chronological extent of Julian's collection.



The chains added to this chariot give the impression that the ravening hounds pulling it are straining at the leash.

ENGRA DEATHSWORD

"This is the Engra Deathsword off the front cover of the Hordes of Chaos army book," says Julian. "He's made out of 90 pieces, a lot of which are on the base, and I don't usually go to town on bases." Julian wanted to make this model for over two years, but he couldn't figure out how. He tells us that it was only last Christmas that he finally figured it out by going through the Citadel catalogue for bits.



"What's my favourite model? That's a tough one. How do you compare a Mammoth to a foot soldier? Though I'm pleased with my second Mammoth, I think this one, with the body of the Flesh Hound, is my favourite at the moment. I really like the pose."

DROOLING CHAOS HOUNDS

"The drool on these dogs is very easy to do," says Julian. "Just get the worst clear glue you can find, I mean really cheap, something for sticking paper or card, and put it on the model. It goes stringy as it dries and you can tease it out." This is really a great tip that can be employed across a variety of different models, but is perhaps

particularly suited to less intelligent monsters and creatures such as giants, trolls and the like to help make them look stupid or fierce. If you decide to follow Julian's excellent advice we recommend applying the glue after varnishing the model as this will prevent your drool going opaque.



Wrath of the Slann

A quick and easy tree campaign for the ancient armies of the Lizardmen



Evan Lougheed

From across the World Pond (or the Atlantic, if you prefer) comes this two-part Lizardman campaign by GW US's Evan Lougheed. Evan is an experienced creator of battles, writing many for the US Grand Tournaments in his capacity of Chief Scenario Writer. Join him for this adventure in the steamy jungles of Lustria where light-fingered warmbloods attempt to sneak the relics of the Old Ones from the decaying cities of the Slann.

Sometimes people shy away from campaigns as they see them as being a lot of commitment and work, with loads of book-keeping for not much reward. Indeed, many's the time we've seen 20-player, map-based extravaganzas named something grandiose like 'Conquer the Border Princes' or 'Death to the Lords of Zhar-Naggrund' implode under a weight of player confusion and apathy. All too

Enraged Lizardmen pour out of the humid jungles to take back what is rightfully theirs.



soon a tear-stained map and the sobs of a distraught games master echoing round an empty room are the only testimony to the thing's existence.

But campaigns needn't be very complicated at all. This simple one is a great way of playing a couple of linked games without going nuts over pins and food counters. There are only two games to worry about, so no-one will end up crying (unless they're a very sore loser).

The action begins with the first scenario 'The Treasures of the Old Ones', in which the scaly Lizardmen defend the resting place of a sacred relic from pillaging invaders. If the outsiders can fight their way past the Lizardmen defenders to pilfer the temple, a hasty retreat to a waiting ship will be in order and you can play 'Escape with the Goods'. However, if the Lizardmen succeed in defending their refuge, they will attempt to destroy the invaders to the last man for their insolence in 'Run for your Lives!' If that really isn't easy

enough to follow, the chart on the right shows the flow of the campaign.

Perfect adversaries for the Lizardmen in these battles are Dogs of War or Empire (Estalian-themed armies, aping the armies of the real-life Conquistadors always seem to work well); Dark Elves, both vanilla and the rather more exotically flavoured Cult of Slaanesh; Vampire Counts from the Vampire Coast; Skaven; and Marauder-heavy Chaos (Norscan Raiders). All of these armies have something of a history with Lustria, though of course you could dream up a reason for just about any army to be there. You don't even have to go for the Lizards vs A N Other option either, as all races in the Warhammer world have a reason to pinch something off everyone else. There is not a lot of respect for property rights there, that's for sure.

Playing a short campaign is a great excuse to add to your scenery collection too, and we've got some easy-to-make terrain pieces that will liven up these

two games no end. There are enough pieces shown here to make the centre of a Lizard city. Try substituting ziggurats for hills, use statues as obstacles and the sacrificial pit instead of the same old dreary farmstead. You only need three or four pieces, and there are few happier times in a gamer's life than when they're carving up polystyrene.

When you've done that, set the table up, boot your spouse/parents out, put the beer/milkshake on ice and call a mate up for a couple of exciting games.

There you go, easy, and not a map pin in sight.



Treasures of the Old Ones

All the races of the Old World know about the valuable and often magical artifacts hidden in the ancient temples and cities of the Slann. Many of these cities were ruined and abandoned in ages past, but some artifacts can still be found hidden deep in the ruins of their temples. Some armies from the Old World venture into the Southlands or Lustria to claim some of these forgotten treasures.

However, upon closer inspection, not all of these ancient cities are as abandoned as they initially appear.

Armies

Both armies are chosen from the Warhammer army lists to an agreed points value. One army is the Defending Lizardmen – the other is whichever Invading army you have chosen.

Battlefield

We recommend using a 6' x 4' table for this scenario. If you are playing this scenario on a different sized table, you may have to adjust the deployment zones accordingly.

The Invading player may set up the following terrain: 2-3 spawning pools and 2-4 bases of jungle trees or other jungle terrain (each piece may be no larger than 6" x 8"). These terrain pieces may not be set up within 6" of any of the table's edges.

The Lizardmen player then sets the temple entrance – a doorway approximately 6" wide and 2" deep – adjacent to the centre of a long table edge of his choice.

Deployment

The Invading forces are deployed along the long table edge opposite the temple entrance up to 12" in.

With the exception of units held in Reserve (see Special Rules below), the Lizardmen forces are deployed within 12" of the opposite table edge.

First Turn

Both players roll a D6. The player who rolls higher may choose to go either first or second.

Game Length

The game lasts six turns.

Special Rules

Reserves. At least half of the units and characters from the Lizardmen army must be held in Reserve. For purposes of splitting the army into Reserves and regular units, Salamander Hunting Packs are counted per pack, not as a whole. Units that are held in Reserve are not deployed normally. At the beginning of each Lizardmen player's turn after the first, roll a D6 for each unit in Reserve and consult the following table.

Turn	2	3	4	5
Roll needed	4+	3+	2+	auto

When a Reserve unit arrives, it may move on from any table edge, or if the Reserve unit is Aquatic, it may enter from any of the spawning pools. If the unit enters from a table edge, treat it as though it had pursued an enemy unit off the board (see page 76 of the Warhammer rulebook).

If the unit enters the board from a spawning pool, it may be placed anywhere in the pool and may face any direction at the beginning of the turn. The unit may move normally but may not declare a charge on the turn it arrives.

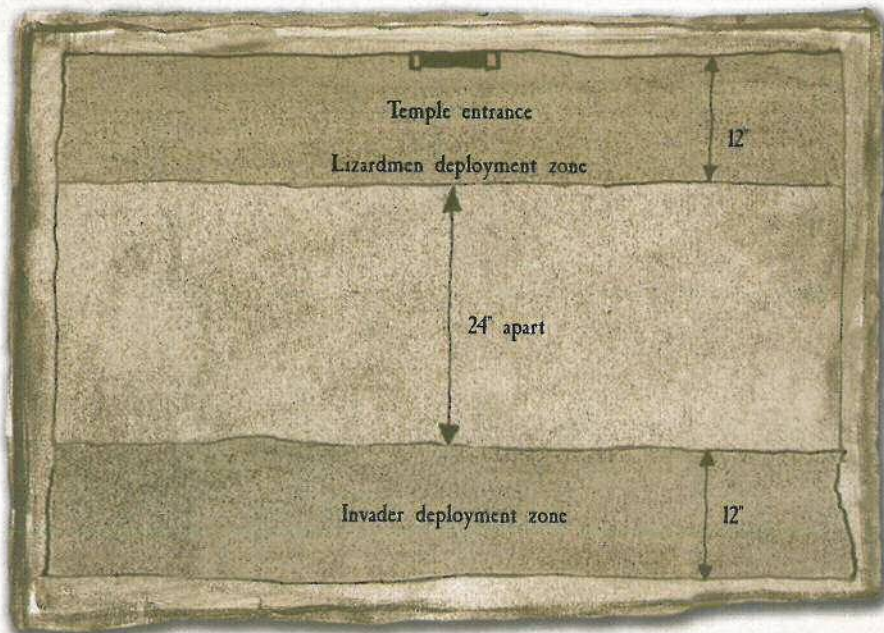


Victory Conditions

The Invading army must try to get to the temple and steal artifacts. To do so, an Infantry or Cavalry unit from the Invading force must move into contact with the temple. The unit may not be in combat on the turn it is raiding the temple. If the unit remains in contact with the temple and is not engaged in combat for one turn (ie both the Invading and Defending players' turns), the unit has stolen an artifact.

One model from the unit that stole the artifact may leave the unit with the artifact if the Invading player wishes. From that point on, this model is effectively treated as a character model. Alternatively, the artifact may remain in the unit. If the model or unit carrying the artifact is destroyed, place a marker where it was killed. Any Infantry or Cavalry unit or any individual character not mounted on a flying mount may pick up the artifact by moving into base contact with the marker. The army in possession of the artifact at the end of the game earns a bonus 300 Victory Points. Otherwise, Victory Points are determined as normal.

If the Lizardmen are victorious, move on to the 'Run for Your Lives!' scenario. If the bold Invader is the winner of the battle, play 'Escape with the Goods'.



Run for your Lives!

Ignorant to the fact that the temple city was occupied, the Invading forces were caught off guard and outmatched by the Defending Lizardmen. The Invading army has become the prey in a distant, foreign, and dangerous land.

Armies

Both armies are chosen from the Warhammer army lists. The Lizardmen player may select 20% more points of troops for his army (eg, if the Invaders have 2,000 points, the Lizardmen would have 2,400 points).

Battlefield

We recommend a 6' x 4' table for this scenario. If you are playing this scenario on a different sized table, you may have to adjust the deployment zones accordingly. Players set up terrain in any mutually agreeable manner.

Deployment

The Invading army deploys in the trapezoid-shaped deployment zone as detailed below. The Lizardmen army deploys in the deployment zone shown on the map.

First Turn

Both players roll a D6. The player who

rolls higher may choose whether to go first or second.

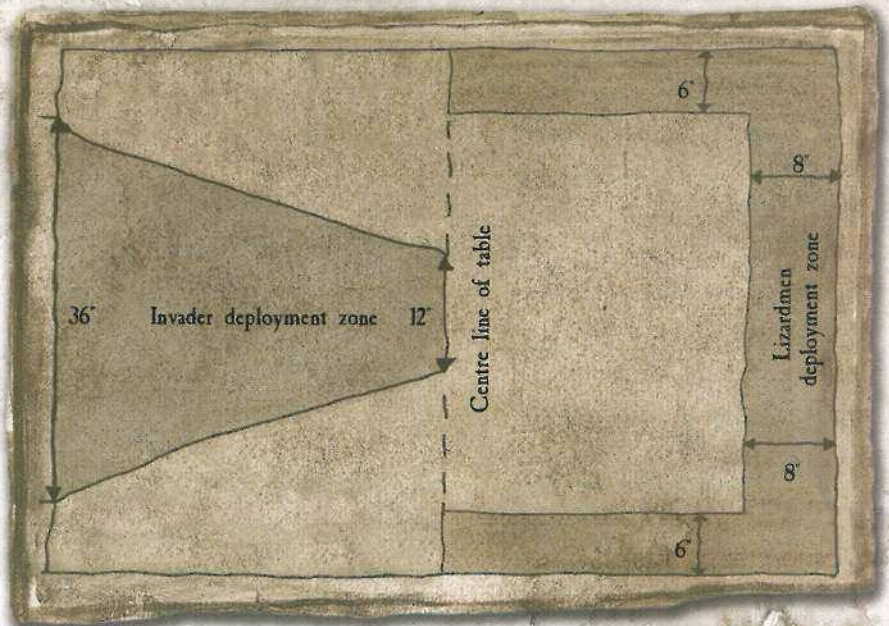
Game Length

The game lasts six turns.

Victory Conditions

Use the standard Victory Point rules

found on page 198 of the Warhammer rulebook with the following additions. At the end of the game, the Invading player may claim an additional 50 Victory Points for each Invading unit with a Unit Strength of 6 or more in the Lizardmen's half of the table (fleeing units don't count).



Escape with the Goods

After successfully claiming a powerful artifact and escaping the Lizardmen forces protecting the temple, the Invaders must make their way to their ship. The Lizardmen, however, will do anything to prevent the Invaders from leaving their lands with the ancient treasures.

Armies

Both armies are chosen from the Warhammer Army lists to an agreed points value. One army is the Lizardmen – the other the Invading army escaping with the artifact.

Battlefield

We recommend a 6' x 4' table for this scenario. If you are playing this scenario on a different sized table, you may have to adjust the Deployment Zones accordingly. Players set up terrain in any mutually agreeable manner.

Deployment

Beginning with the player who has the most units to deploy, players take it in turns to place their units in their respective deployment zones (see the map to the right).

First Turn

Both players roll a D6. The player who rolls higher may choose whether to go first or second.

Game Length

The game lasts 6 turns.

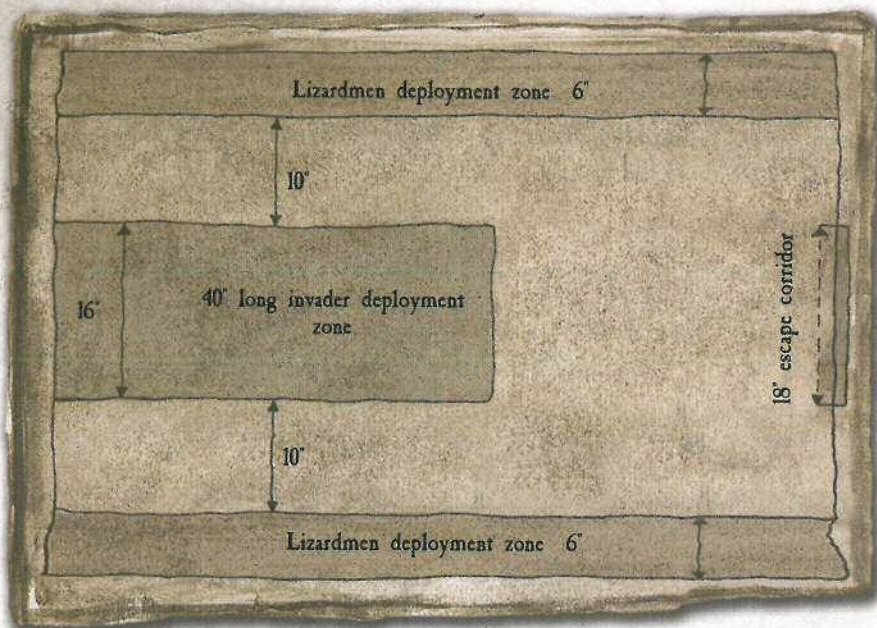
Special Rules

Cupped Hands of the Old Ones. The Invading army has stolen a powerful artifact from the Lizardmen temple. One character in the Invading army selected by the controlling player has the Cupped Hands of the Old Ones Sacred Plaque (see page 52 of Warhammer Armies: Lizardmen) at no additional points cost. In addition, the character and any unit he joins are *stubborn* while the character holds the artifact. This character may not be mounted on a flying mount. If the character carrying the artifact is slain or flees, the artifact is

dropped. Place a marker where he was killed or at the point he began fleeing. Any Infantry or Cavalry unit or any individual character not on a flying mount may pick up the artifact by moving into base contact with the artifact marker.

Victory Conditions

Victory Points are calculated as normal for the game. In addition, the Invading forces receive a 300 Victory Point bonus if an Invader model carrying the Sacred Plaque manages to leave the board via the escape corridor shown on the map.



Ruins of the Old Ones

Building Lizardmen-themed scenery



Rob Hawkins, Steve Stiefel, and Chris Walton got together to make this excellent Lizardman scatter scenery. Their plan was to replace traditional terrain with jungle-themed pieces – ziggurats for hills, broken idols for linear obstacles, and jungle trees for woods. These pieces gave their table a Lustrian feel, they didn't have to come up with new rules for the special terrain, and it was cheap to make.

MATERIALS LIST

- 1" insulation foam (available in 4' x 8' sheets at DIY stores)
- Foamboard, thick card or plastocard (available at many craft and hobby stores)
- A variety of plastic plants (available in craft shops or in the aquarium department of pet shops)
- Modelling sand, a couple of colours of flock, and static grass.
- Warhammer 40,000 jungle trees
- Various Lizardmen bitz
- Plastic bird eggs (available in a variety of sizes at craft stores)
- Masking tape

TOOLS LIST

- Modelling knife
- Super glue
- PVA wood glue
- Steel ruler
- Pin vice
- Large brushes
- A variety of paints (mostly greys, browns, and greens)

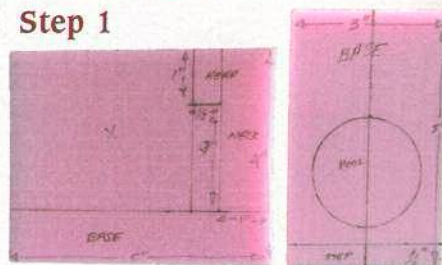
SACRIFICIAL PIT



The completed sacrificial pit. The inset shows the sacrificed Skaven.

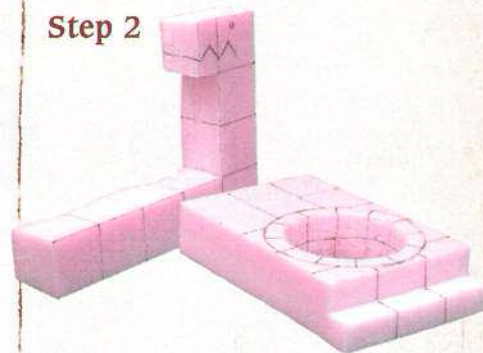


Step 1



This shrine to Sotek was first laid out on 1" insulation foam with a pen and ruler. The circular pit was drawn on by tracing the bottom of a spray primer can. You will need to make one of the L-shaped idols for each side of the shrine.

Step 2



The basic forms of the statues were cut out with a knife. Next, a 1" grid was drawn on the pieces to indicate stonework. Sotek is pleased!

Step 3



By cutting a series of V-shaped grooves, the illusion of stone blocks is created. The shrine was based on a piece of foam board and details such as the altar and unfortunate Skaven victim were added to finish it off. Death to the vile rat-spawn!

OLD ONES ZIGGURAT

Atop these stepped temples, the all-knowing Slann contemplate the fate of the universe. Replacing hills, ziggurats rise high above the jungle canopy and provide a fantastic vantage point for missile troops.



Step 1



Starting with a sheet of 1" insulation foam, draw a grid of 1" squares. Cut out each layer of the temple with a sharp blade, making the levels progressively smaller by one row of squares.

Step 2



In the centre of each level, mark a 2" wide by 1/2" deep area for the step. Then cut it out square with your blade. When you stack the levels of the temple, these cut-outs will form ascending steps.

Step 3

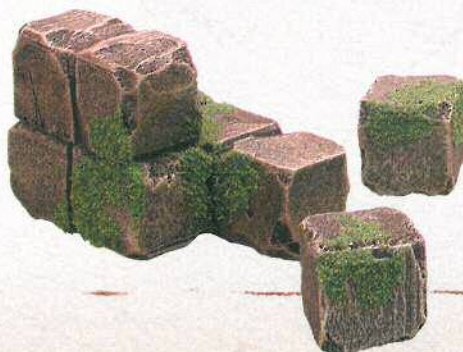


Cut V-shaped grooves into the 1" grid of each tier of the ziggurat. Chip random chunks of foam away to give the piece an ancient and time-worn quality. Then paint a layer of watered down wood glue over the foam. As most spray paint dissolves foam, this layer of glue will protect it when you undercoat.

Step 4

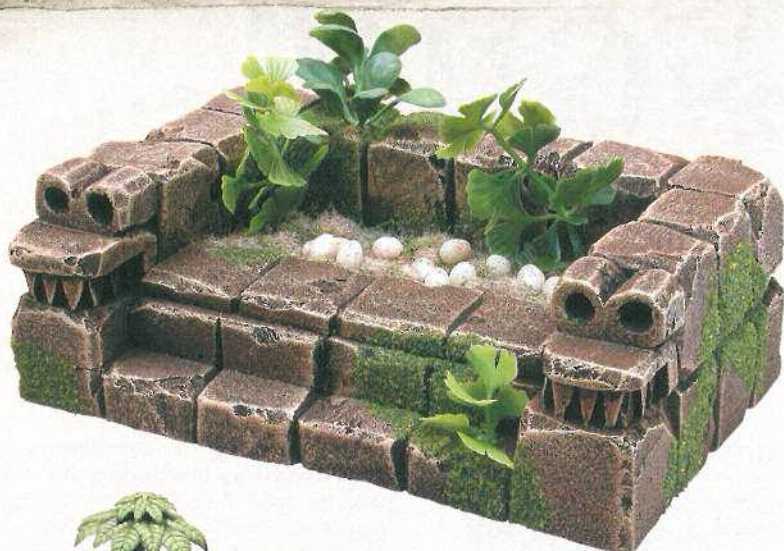


✚ As regiments advance towards the summit of the ziggurat, it becomes necessary to prop up their movement trays. We made some small foam blocks that can be used to support them.



Here you can see how the levels stack atop one another. If you don't glue it, each layer can be used to create ziggurats of varying heights.



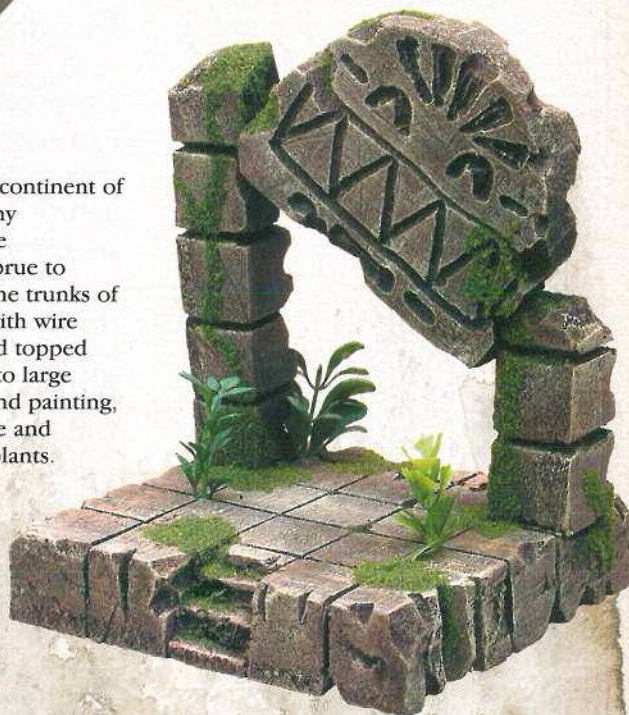


◀ Guarded by fierce Saurus warriors, this hatchery shelters the next generation waiting to be born! What hatches from these eggs will one day decide the fate of Lustria.

↘ The face of Chotec welcomes the casual visitor to a once-mighty temple. This piece was constructed from insulation foam by employing the same techniques used on the ziggurats. The face was etched into the surface of the foam with a wood-burning tool.



◀ As dense jungles span the continent of Lustria they are a must for any Lizardmen table. We used the Warhammer 40,000 jungle sprue to create small jungle pieces. The trunks of the stumps were extended with wire wrapped in masking tape and topped with the treetops and glued to large round bases. After priming and painting, we drilled holes into the base and attached the smaller plastic plants.



◀ These statues of the many forms of Sotek were made by using the techniques explained earlier. By gluing them to individual large bases these pieces can be used as battlefield embellishments, objectives, or grouped together as a Stone Circle.



MENGIL'S MANFLAYERS

The classic Dark Elf Regiment of Renown returns with all-new models



Mengil Manhide is the sadistic, cannibalistic leader of a vicious group of Dark Elves known throughout the Old World as the Manflayers. They travel unseen across the lands under the cover of darkness, selling their savage skills to the highest bidder and adorning themselves with the flayed flesh of those they slaughter in battle. Ant Reynolds delves into the grim history of this black-hearted individual...

Even amongst the Dark Elves of Naggaroth, a nation renowned for its cruelty, ruthlessness and sadistic tendencies, Mengil of Clar Karond is particularly noted for his bloodthirsty nature. Such is his cunning and his gleefully murderous behaviour that many amongst the Dark Elves regard him as an unhinged killer. While most Dark Elves would happily slit the throat of any who got in their way in order to further their own political aims or gain more personal power so long as they could get away with it, Mengil kills for the fun of it, without care or thought of the consequences. On more than one occasion, he has slain allies merely on a whim, and many believe he has only a tenuous grip on his sanity. He is seen as dangerously unpredictable, and regarded with suspicion and distrust by other Dark Elves.

Mengil's father, Kraal the Heart eater, was a cruel and powerful noble lord of Clar Karond, whose ruthless reputation ensured that none would dare to oppose him. He frequently set his sons tasks and trials as they were raised in

order to weed out those he deemed too weak to carry his bloodline, and to test their loyalty to him. Those that failed his cruel tasks were slain without mercy, their hearts cut out and offered to Khaine. His youngest son Mengil was no exception, and he was routinely beaten and forced to fight his older brothers. In one such test, Kraal released a human captive, a powerful young Norseman, into the Black Forests outside of the dark city, giving the warrior weapons and a shield. The young Mengil was sent to hunt this human, and only once he returned with evidence of the kill would he be allowed back into the city. Through the icy wilderness Mengil tracked his quarry, eventually coming face to face with the Norseman. His speed and skill with the blade was enough to overcome his larger and more powerful foe, and he rejoiced in the thrill of the kill, smeared blood across his face and he drank deeply from the powerful heart of his fallen enemy, before skinning the Norseman and eating his flesh. While in the wilds, he sharpened his teeth to points, making him look particularly fearsome. Mengil wore the bloodied skin as a cloak as he walked back into Clar Karond, earning him the respect of his father and the honorific title 'Manhide'.

The favouritism that Kraal showed for his youngest and most vicious of sons was regarded jealously by his brothers, and on more than one occasion Mengil was forced to fight for his life against his brethren, killing two of his murderous siblings in one night. He ripped the skin from their bodies, and had their bloodied, skinless corpses delivered to his one remaining brother as a warning.

When he was old enough, Mengil joined the ranks of the Corsairs of Clar Karond, and his rapid rise was tarnished only by his increasing viciousness and unpredictability. Where his superiors would have him conduct lightning quick raids, slaughtering any defenders and retreating with captives before a ►



Mengil Manhide leads his Manflayers as they stalk their prey through the Drakwald Forest.

Captain Alessandro fumbled to draw his pistol as he scrambled painfully backwards through the mud of the battlefield. His left leg was useless – two small, black crossbow bolts protruded from his bloodied thigh. His men were scattered around him, mostly dead or dying. The battle against the cursed rat-beasts had been going well, the cowardly things fleeing from the Knights of the Rose, Luccini's famed heavy cavalry, and Alessandro's crossbowmen had killed hundreds with their very accurate and disciplined volleys.

Then his men had started dying. In confusion, Alessandro had ordered his men to turn to face this new threat, but none could be seen. Still more of his men fell to the unnervingly accurate bolts. Within moments, his regiment was scattering in confusion, and Alessandro himself fell to the ground, two bolts punching through the mail of his thigh. That was when the Dark Elves made their appearance, running from the dark copse of tall trees to hack at the Tilean mercenaries with massive, barbed blades. The darkness continued to swirl around them, as if it was reluctant to relinquish them from its touch. Already the butchery had begun as the cursed Elves began ripping the skin from the bodies of the captain's men. Alessandro's eyes opened wide as a tall, elegant figure closed in on him, and he raised his pistol in a

shaking hand. The Dark Elf tutted, shaking his head with a regretful sigh. The dark figure raised its arm and a small black bolt punched through Alessandro's bicep, forcing him to drop the weapon. Tall and pale, the stranger's grace and noble bearing belied the madness in his black eyes – eyes that held the promise of pain. He wore a bloody skin over his shoulder as a cloak, and Alessandro started when he recognised a tattoo on the skin as belonging to his employer.

The Dark Elf closed on the Tilean captain, drawing a large, viciously barbed knife from its scabbard.

"Don't worry. Your skin will soon be joining that of your benefactor," said Mengil, waving the knife menacingly. Alessandro fumbled at his belt, pulling out a bulging coin pouch, and offered it up to his killer. The Dark Elf chuckled.

"It's not about the money, friend," he said, the cruel smile on his face exposing sharpened teeth. "I do this because I enjoy it."

Mengil's eyes gleamed in the darkness as he slashed the knife across the Tilean's throat, and began to methodically and expertly draw the skin from his body.

strong defence could be formed to counter-attack, Mengil would more often than not stubbornly refuse to retreat and strike at the larger defensive force. While his skill, ferocity and powerful leadership would often ensure that he was victorious, he would generally return with few slaves, for he took perverse pleasure in killing. Even those who gave up their swords Mengil would slay, rejoicing in the flow of blood, and often continuing to hack and cut at the bodies long after life had left them. He continued his practise of skinning his defeated foes, and his father's halls in Clar Karond were bedecked with these savage trophies, reaped from all over the world. Nevertheless, this was merely a slight blemish upon his otherwise praiseworthy name, and the fact that he would sometimes turn on an ally and brutally murder him in cold blood was seen more as an eccentricity than any kind of problem.

Within half a century Mengil was himself leading the majority of raids launched from the Black Ark known as the *Citadel of Spite*. This was once a massive castle that guarded the south-western tip of the now sunken lands of Nagarythe before it was turned into a giant floating fortress by dark magicks. The Dark Lord of Clar Karond himself gave Mengil the honour of leading these assaults from the front, making him one of the

youngest Slave Captains of any Clar Karond Black Ark. Over the next two decades, the *Citadel of Spite* became much hated by the High Elves, synonymous with despair and grief as it routinely raided Ulthuan's coast and shipping lanes, as well as raiding the coasts of Norsca, Bretonnia, Araby and Estalia. Though the Black Ark did not often return with many living slaves once Mengil had done with them, the terror that his brutal raids spread was regarded as pleasing to his superiors.

For a time, the *Citadel of Spite* controlled the entrance to the Tilean Sea, preying upon smugglers, pirates and merchants alike, and routinely slaughtering the villages to the south of Remas and near the pirate-city of Sartosa. While engaged on land on one of these raids, the Black Ark came under attack by swift moving Elven ships from Lothorn, and the Black Ark was forced to retreat to deeper waters without Mengil. The captain of the Black Ark, who had seen his three predecessors slain in a mad rage by Mengil, decided not to return for the vicious warrior, and claimed that he was dead. Mengil and his men were stranded in Tilea. They made their way inland under the cover of darkness, moving into the forests and then into the southern Apuccini Mountains. After a season of preying indiscriminately on passing merchants

and their hired guards, Mengil was approached by a wealthy warrior-merchant from Verezzo. He struck a deal with Mengil, and thus began the Dark Elf's new career as a paid killer. He is often used by those who wish to make an example of the target, for Mengil takes savage pleasure in skinning his foes, often leaving the skinless bodies of his victims hanging from trees or impaled on spikes in the ground. For many years, he fought at the side of his old comrade, the renegade Dark Elf known as Ean Hawkbane, until Mengil gutted, skinned and ate him one night after a disagreement.

Throughout the lands of the Old World Mengil has plied his trade, and his Dark Elves, known as the Manflayers, are rightly feared. They are employed as assassins and murderers, and are often used to eliminate rivals. Mengil took to the life as a hired killer with joyous abandon, and has even returned to Naggaroth several times where the Dark Lords readily employ him to eliminate their foes. On one such return to Clar Karond, Mengil repaid the captain of the *Citadel of Spite* for abandoning him those years before, and the story of that unfortunate Dark Elf's demise is still told in dark tales. On occasion, Mengil's Manflayers will take to the field of battle, employed to infiltrate deep into enemy territory to spread terror and confusion.

PAINTING THE MANFLAYERS

We take look at how 'Eavy Metal's Neil Green painted the warped Manflayers.



Black Armour: The Chaos Black basecoat was highlighted with Codex Grey. Fortress Grey was used for the final highlight.



Purple Cloth: The basecoat is Liche Purple highlighted with a 1:1 mix of Liche Purple and Skull White.



Skin: A basecoat of Tanned Flesh was highlighted with Dwarf Flesh followed by Bleached Bone.



1 The Manflayer's gruesome skin cloaks have a basecoat of a 1:1 mix of Graveyard Earth and Catachan Green.



2 The skin was then highlighted by adding Bleached Bone to the original mix.



3 More bleached Bone was added to the mix for the final highlight. The whole cloak was then given a wash of watered down Catachan Green.



MENGIL MANHIDE'S MANFLAYERS

For Hire: Any Warhammer army other than Bretonnians, High Elves, Wood Elves and Dwarfs may hire Mengil's Manflayers, as a Rare unit choice. Dogs of War and Dark Elf armies (including any Dark Elf variant armies, such as the Cult of Slaanesh) may choose Mengil's Manflayers as a Special unit choice.

Points: Mengil and five Manflayers (including a Standard Bearer and a Musician) cost a total of 287 points. This is the minimum sized regiment that you can hire. The size of the unit can be increased by adding additional Manflayers at +19 pts per model, to a maximum of nine additional Manflayers.

	M	WS	BS	S	T	W	I	A	Ld
Mengil Manhide	5	6	6	4	3	2	7	3	9
Manflayers	5	4	5	3	3	1	5	1	8

Weapons: Hand weapons, repeater crossbows and great weapons. Mengil himself carries a repeater crossbow-pistol instead of a repeater crossbow. All weapons (including their repeater crossbows and the repeater crossbow-pistol) carried by Mengil and his Manflayers are coated in Dark Venom (see page 22 of the Dark Elf Armies book).

Armour: Heavy armour

SPECIAL RULES

Hate High Elves, Skirmishers, Flayers, Repeater Crossbow, Banner of Kalad.

Flayers

Mengil and his Manflayers are cannibalistic killers that skin their foes and wear the flayed hide as cloaks.

The regiment may never pursue enemies that they break in close combat – instead, they will fly those that have fallen,

ripping their skin from their flesh. For each enemy unit that they break or wipe out in close combat they gain +100 Victory Points.

Repeater crossbow-pistol

Mengil's specially designed crossbow-pistol is a light and flexible weapon, and extremely deadly at close range.

Maximum range: 8" **Strength:** 3

Rules: 3 x Multiple Shots. Ignores To Hit penalties for shooting at long range and for moving and shooting.

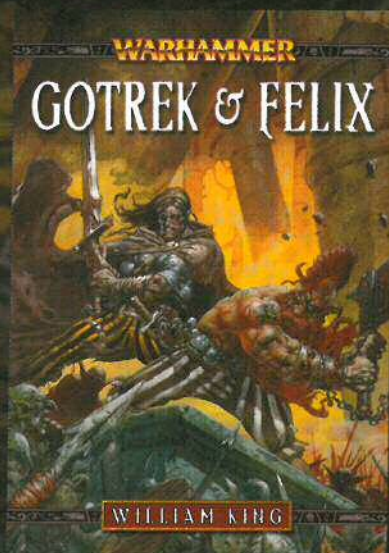
Banner of Kalad

Kalad was one of the black-hearted brothers of Mengil who showed great natural skill in the manipulation of dark magicks. Such a practise by males is outlawed by order of the Witch King, and Mengil took great delight in skinning his brother alive. He then had the skin attached to his personal standard. Such was Kalad's power that a nimbus composed of evil daemon-spirits constantly hovers around his flesh, keeping his essence alive in torment. These dark spirits form a cloak of perpetual darkness around the banner, allowing Mengil and his Manflayers to move unseen through the shadows and stealthily approach their enemies as well as making them difficult to see at a distance.

The Banner of Kalad allows Mengil's Manflayers to be set up as Scouts. In addition, any unit wishing to target Mengil's Manflayers with shooting attacks suffer -1 to hit. This is increased to -2 if the Manflayers are more than 12" away from the shooters.



Mengil's Manflayers.

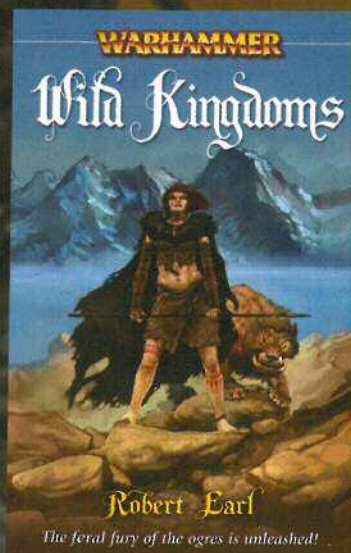


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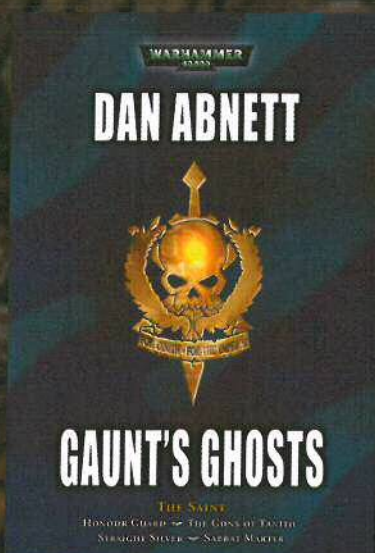


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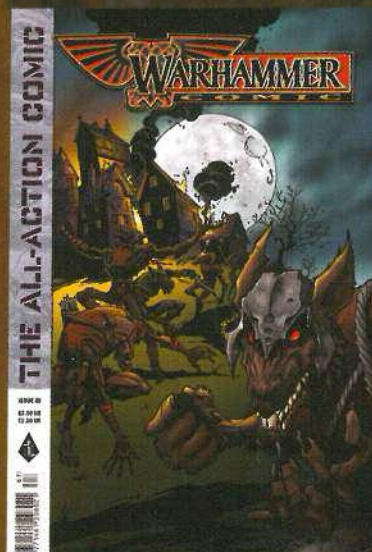


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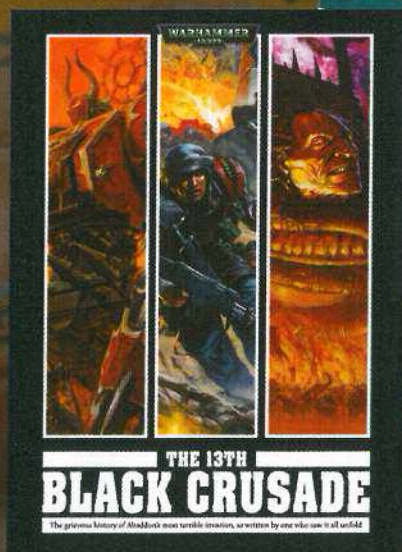
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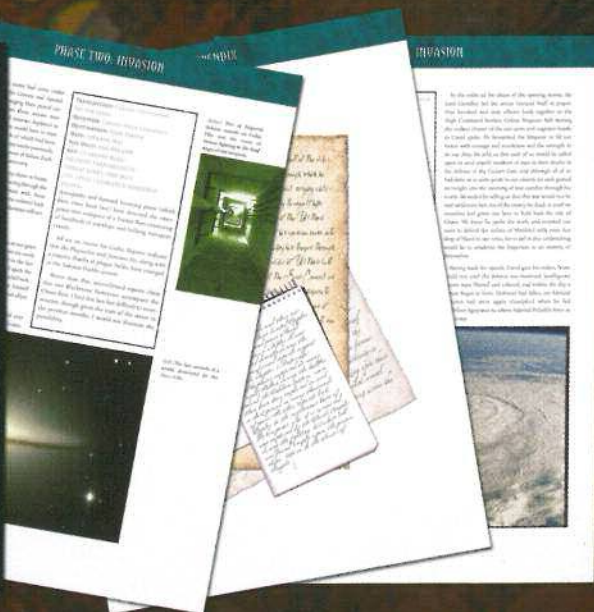
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'EAVY METAL SHOWCASE

Warlord Skarsnik

Tim Lison, Slayer Sword Winner
Gold, Warhammer Single Miniature
Games Day Chicago 2003



Chaos Troll

Kevin Fulop
Bronze, Warhammer Large Miniature
Games Day Canada 2003



Nurgle Warband

Liliana Troy
Bronze, Open Competition
Games Day Los Angeles 2003



'EAVY METAL SHOWCASE FEATURES SOME OF THE FINEST
PAINTED MINIATURES IN THE WORLD. THIS MONTH WE
PRESENT SOME OF THE BEST GOLDEN DEMON ENTRIES
FROM 2003'S NORTH AMERICAN GAMES DAYS.

Eldar Farseer

Bryan Shaw

Bronze, Warhammer 40,000 Single Miniature
Games Day Los Angeles 2003



Angels Renascent Champion

Jennifer Haley, Slayer Sword Winner

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Slaanesh Trinity

Tom Schadle

Gold, Open Competition
Games Day Baltimore 2003



Colonel Zukov

Tim Lison

Gold, Warhammer 40,000 Single Miniature
Games Day Chicago 2003



Grandmaster Octavius

Jason Richards

Silver, Warhammer 40,000 Single Miniature
Games Day Baltimore 2003



Wulfen

Matt Gubser

Silver, Open Competition
Games Day Chicago 2003

Empire Handgunner

Daniel O'Toole

Bronze, Warhammer Single Miniature
Games Day Baltimore 2003



Sword Masters of Hoeth

Earl Mark

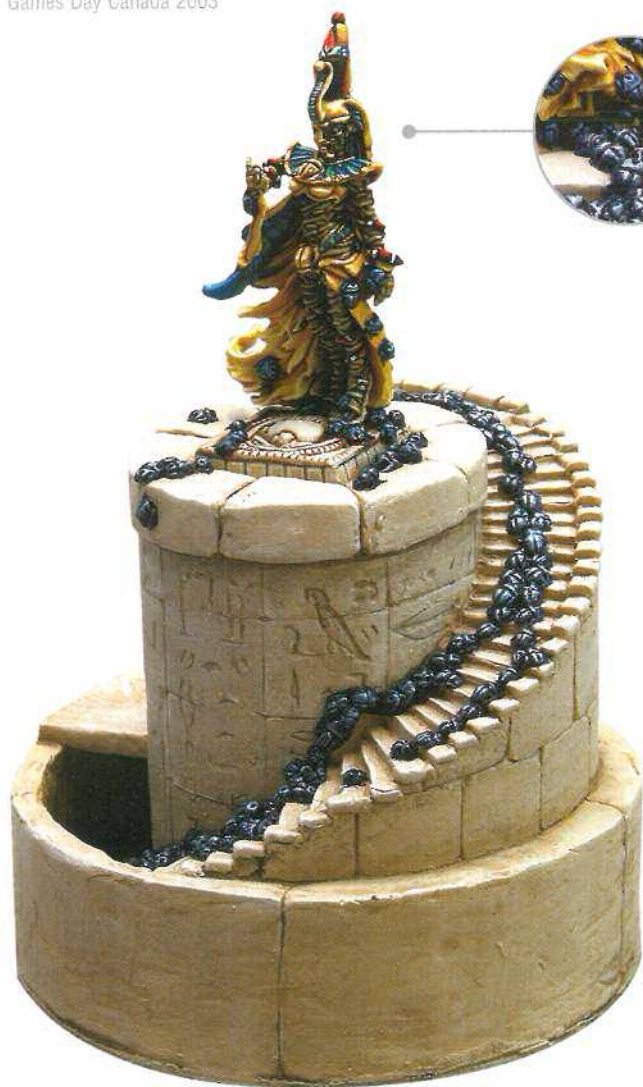
Gold, Warhammer Regiment
Games Day Canada 2003



Settra's Bride

Ben Bishop

Gold, Warhammer Single Miniature
Games Day Canada 2003



Space Wolf Rune Priest

Brian Okey

Silver, Warhammer 40,000 Single Miniature
Games Day Canada 2003



Space Marines

Superhuman, unflinchingly loyal and ultra-religious, the Space Marines of the future are far more than power-armoured soldiers. They are warrior monks, men of great devotion whose aestheticism and life of denial only makes them more deadly upon the field. Next month a new codex is out for these mighty warriors. Along with it comes a range of excellent miniatures. Guy Haley talks to Lead Miniatures Designer Jes Goodwin, artist Mark Gibbons, and sculptors Dave Thomas and Mark Harrison about how the design team went about taking the look of the Adeptus Astartes deeper and darker.

"People keep making the mistake that we're changing the Space Marines imagery. But we're not, we're making it deeper. We're always talking about artificer armour, or wargear that is 10,000 years old, that was used in the Horus Heresy. We're trying to bring that out more in the miniatures." So speaks Jes Goodwin, a man whose name has long been associated with Space Marine models. He's worked on virtually every incarnation of these heroes of the Imperium. Starting with the now legendary RTB01 'Beakee' or 'Womble' Marines, Jes has designed some truly memorable Astartes over the years, and was largely responsible for the last plastic set, a set so good that, in a trend-bucking development, will not be replaced by new models.

"The plastics in general are now at such a point of excellence that we needn't update them every time round. We used to be in a position that when a new version of a game came out, we'd have to do absolutely

everything again. And that meant no new armies, no new troop types, just new versions of the same old miniatures."

NEW BITS

But that does not mean that you won't see any change to Space Marines. Now the time of endless redesign has passed, the design teams can concentrate on updating the sprues, adding extra bits to that which has already been wowing us for several years.

"We've relaid out the frames, so instead of lots of little ones, the Space Marines now come on what you'd regard as a more traditional regiment sprue, and that gives us space to add lots of extras. All the special weapons now come on the sprue, for example. We didn't want to disturb the armour itself, instead we concentrated on adding lots more gothic accessories. Purity seals, hangers, reliquaries. We even added some little shoulder pauldrons like the Grey Knights have, though we didn't go all the way down that route."



Soon a new Space Marines codex will be unleashed. This month we take a look at the exciting new models that will accompany it, and how they came into being.

These extras will allow you to make your Marines look more like they are described and illustrated in our books. But more importantly, they also give people a choice.

"The idea is to cover two bases. Some people like their Space Marines sci-fi, plain and clean with only the colours and insignia on the armour. So you can assemble them like that, or if you are one of those people who likes their Space Marines really crusty and gothic, you can do that too. You need to cover all the bases or you run the risk of disenfranchising half your gamers," explains Jes. "Making the models adaptable means people can have free reign for their imagination. We're not being totally prescriptive by saying 'this is how all Space Marines look'. Of course, as we needn't sculpt whole models, it also means we can do extra bits for individual chapters too..."

METAL MARINES

Plastics aside – and there are a whole host of them, including a new Attack Bike and, for the first time, a Command squad – there are also loads of new metal models to come. The design team have really gone to town on these, to bring the Ultramarine's chapter to life...

"The Ultramarines have long suffered for being what people regard as 'normal' Space Marines, calling them boring, 'vanilla' Marines!" says Jes. Not a battle honour of which the sons of Guilliman could be proud. "Classical's the word for the look we've chosen. People always look at that Ultramarines captain I did years ago and say 'Roman', but that annoys me, as it's not. It's classical. That's a much larger grab-bag you can take things from."

Besides the Ultramarines-specific Honour Guard and Tyrannic war veterans, plus some new special characters, there are also metal models which are non-chapter specific. The most exciting, perhaps, are the new Techmarines, who now sport more than just a red lick of paint to distinguish them from their battle-brothers.

"We decided to make them more combat orientated, with big servo-harnesses coming over their backs. Again, we want to play up the links in the background. The last lot of Techmarines, which I designed, had a fair bit of Adeptus Mechanicus influence, but these new ones by Juan-Diaz have loads!"

Jes suddenly looks a bit wistful. "I'd love to do a Mechanicus army!" He smiles. "There's always a project, and never enough time."

Previewing the new Space Marines for the updated Warhammer 40,000



SUPERHUMANS REDRAWN

Artist Mark Gibbons takes us behind the scenes and shows us some of his concept sketches for the new Space Marines.

Mark Gibbons is a long-time Games Workshop man. He originally worked here in the late 1980's, before taking a six-year break and heading off into the big, scary, outside world. After being a little freaked out by his time working for computer games manufacturers he came back to Games Workshop where, it is 'safe and warm', he says with a wry smile. Rejoining the company in February, he was immediately co-opted onto the Space Marine project. Dave Gallagher, one of Games Workshop's longest-serving artists, had already been looking into the Space Marines, helping to redefine them.

"Dave had done pages and pages of rough designs," says Mark. "I kind of picked out the ones that spoke to me. In the end the miniatures were a combination of Dave, filtered through me and then the sculptors at the end. It's a very collaborative process."

Mark seems genuinely happy with the way the whole process works. Come to think of it, he seems to be over the moon that he's not working anywhere else.

"One of the things I do is to write notes in the corner of my sheets, but often I don't need to. The great thing about working here is that people understand what you're doing without you having to explain. Everyone's really into the hobby, even if they don't play the games or do much modelling, they're absorbed in the game worlds." But surely, working on Space Marines, who have a rich history, can be quite restrictive?

"I suppose so," Mark says. "Space Marines are less free than, say, new races, because there's so much that has been done before. You have to be respectful of it. In a way, you can only refine the existing imagery, but it's good fun. You have to stay honest with it, that's all."

He means it when he says it's fun. In fact, when we ask him if he drifts off while drawing and thinks about basting turkeys

and other such tedious domestic trivia, he laughs.

"No! It's the other way round. I often find myself thinking about drawings. All the time when I'm doing other stuff like cooking. You know, if I see something I think 'Hey, I could use that.' Provided we don't get any turkey-shaped Tyranids, I suppose that's all okay."



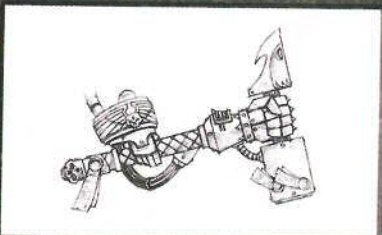
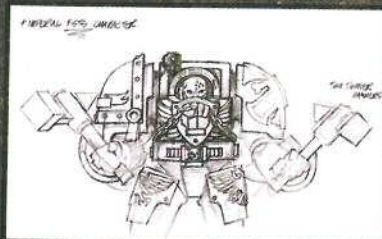
Dave Thomas' Green for Chaplain Cassius.

HEROES OF THE ADEPTUS ASTARTES



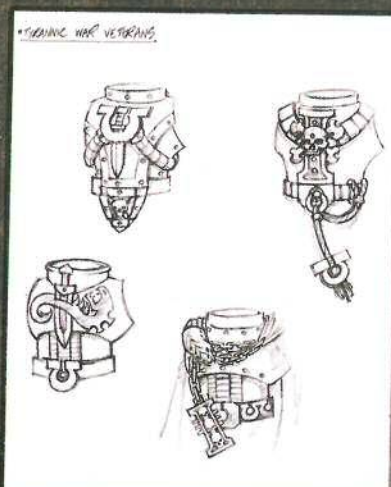
THOSE WHO SERVE

Mark: The Warhammer 40,000 universe is full of the shadowy figures you see here in the background, but we don't often find them in Space Marines art. One of the things John Blanche was keen on us to do was to tie the Space Marines into the wider universe, so we focussed on this kind of thing more. If you think about it, there might be only 1,000 Marines in each chapter, but they have maybe 20,000 support staff.



CAPTAIN LYSANDER

With Lysander I was thinking 'Imperial fists, siege experts, let's give him two thunder hammers for bashing down the walls'. Then someone said, what about a thunder hammer and an enormous lightning shield? So I did that. I tend to do several versions anyway. I did a similar one with a big fist on the end, because I knew someone would suggest it, just to point out that it would look like an enormous boxing glove on a spring.



VETERANS' BATTLEGEAR

We're trying to make all the veterans look individual. The idea with this is to give the designers a whole host of things to use, they might take a shoulder pad here and a breastplate there. But this Tyrannic war veterans imagery combines Ultramarines and Deathwatch iconography, indicating time spent away from the chapter hunting aliens with the Inquisition. Symbols and unique designs represent the chapter's history battling the Tyranid race.

THE EVOLUTION OF CHAPLAIN CASSIUS

Mark: The first sketch I did for Cassius (*top left*) had only a few elements that survived into the finished model, but basically he's a veteran Chaplain from the Tyrannic wars, so the idea was to combine the iconography of an Ultramarines Chaplain with Tyranids. We wanted to make the Ultramarines more flavourful, so we're drawing on their history with the Tyranids. That's why we have the Hive Tyrant embryo in a cage here, and the book bound in Tyranid skin. The historical Classical influence is also already there – the trick is to keep it subtle, not to just make them look like Roman soldiers in space.

One thing that stayed all the way throughout was his head, half eaten away by bio-acid. He's been blinded, but has chosen to leave one eye-socket empty as a reminder, having only one bionic eye. I mean, he could have a full-on visor, but he chooses not to. It mirrors the classic look of the Space Marine Chaplain, the skull mask, and makes him look like a living icon.

So I did the first picture, and the Design Team wanted something else. They asked me to take it further (*centre left*), as they thought the first sketch underplayed the whole thing. But I took it too far! I think they thought they might have to up my medication.

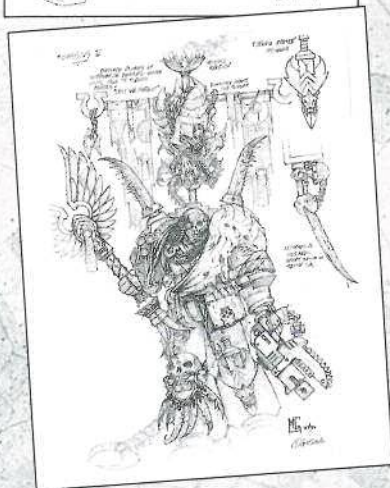
It shows the evolution of the character, the Tyranid embryo has become the banner, but predictably, this mummified Tyranid on a stick didn't make it into the final design!

The main problem with it is that it is too feral. The skin coming off the head

on the shoulder pad is drawn from Classical influences, Roman soldiers used to wear the skins of exotic cats, for example. But they decided to steer clear of it, as it is too reminiscent of the imagery of other, wilder chapters like the Space Wolves. It's also too close to Salamanders, who wear lizard-skin cloaks. What it did give me were lots of components that were used in various places later on. For example, the veterans' insignia came out of this stage, the crozius Arcanum with the Tyranid skull survived. So the big Tyrant on a stick went, but we kept the Termagant on a stick.

This picture (*bottom right*) is what the actual miniature was based on. We've brought the Classical stuff to the fore, in the armour decoration and so on. And we ruled out too many trophies as being too feral. Instead the Tyrannid imagery, the decoration that marks Cassius out as a veteran of the first Tyrannic war, became skulls and icons crafted into jewellery and wearage rather than actual trophies. We felt this reflected the more civilised approach of the Ultramarines – even the croizius. It depends on how it is painted, you could paint it to look like an actual skull has been mounted on it, but in the final image I painted it to look like some kind of dark metal all over. It's a crafted artefact, and not an actual physical trophy.

This all led to the picture I did for the book (*bottom left*). This kind of thing defines the concept of the character. The illustration fixes the idea of what he represents in the mind of the gamer. I want the picture to tell you a story, that you know what he's all about.



SCULPTING SPACE MARINES

Sculptors Dave Thomas and Mark Harrison reveal some of their secrets

Dave Thomas and Mark Harrison are two of our very talented sculptors. Though both are still relatively young – they're in their twenties – they're experienced enough manipulators of Green Stuff to have been entrusted with some of our most important miniatures – the Space Marines. Something of a big responsibility.

Though other sculptors were involved in the Space Marine project, Dave and Mark were solely responsible for many of the excellent new special characters you'll soon be seeing, something which, as hobbyists, they think is rather quite an honour.

"It's cool to revisit something we had as kids and get a chance to attempt to better it," explains Dave. "Not that I'm saying that we have succeeded, but sculpting has moved on in the last ten years, and we're glad to update some of our favourite models. Especially the old characters. They're integral to the whole look of the Space Marines. From the Ultramarines to the Blood Angels characters, they represent that whole Jes Goodwin Space Marine period that defined the Space Marines. It's good to be part of that evolution."

CHIEF LIBRARIAN TIGURIUS

Mark: It's quite strange to be working on things you actually collected and drooled over as a child. I did the new Tigurius, the original of which was a favourite of mine for years. The pose is the hardest thing. The old one was in a very strong pose, although it was in only one piece. So I kind of rather cheekily paid homage to this seminal piece and nicked it! Positioning is the hardest thing to achieve. The whole character of a model depends upon it. Especially here, it's a very big model so you have to be careful how you do it.



Tigurius

CHAPLAIN CASSIUS

Dave: It was interesting to do a really old armour. It's Mark IV, so it's very medieval looking. He's in a dynamic pose because he's a zealot, he's crushing the alien underfoot. These models are supposed to be a snapshot of the guys on the battlefield doing heroic deeds. If a model's stood there, you can suggest passive strength, like Juan's Inquisitor Coteaz, who looks absolutely rock hard. But for 35mm I like sculpting dynamic poses.



Cassius

CAPTAIN SHRIKE

Mark: The idea with him originally was to have him in a pose reflecting the Imperial Aquila, with his arms outstretched and his loin cloth flying behind him to suggest a tail. But it didn't quite work, so I reposed him. I wanted him to look very natural and dynamic in the air. Space Marines have to look strong, but it's very easy to make them stiff and forced. It's a shame that you can't do much with the claws, but when something's going to be pressed flat in rubber you have to be careful. It might sound stupid, but you have to compose when you sculpt. Shrike, I think, is my personal favourite of the models I sculpted. I did him at home where the conditions are a bit different. He was good fun.



Shrike

PLASTIC COMMAND

Mark: This boxed set is almost completely new. It's based on the metal equivalents. The boxed set is mostly composed of add-ons for the basic Space Marine sprues, so you find yourself working on individual parts rather than whole models, which is one of the strange things about plastic, and we both worked on this set. Of all my bits, I'm the most pleased with the banner and the apothecary arm.



Lysander

CAPTAIN LYSANDER

Dave: When we sculpt for plastic we have the resin facility, we have a lot of moulds of basic parts which we can cast and then work on at three times the size, so making a new bit for a plastic Terminator is quite straight forward. With metal, there was no reference for the new Terminator suits, so I had to measure the three ups, I got down to the quarter millimetre scale! The trouble is, because of this, when we get our models back we can see defects and it really stands out for us, but it's just fractions of a millimetre. Lysander had to suggest real heaviness. Guys in power armour can move about a bit, but terminator armour is very restrictive, they have to stomp forward, so you make them seem like they are moving with a real sense of purpose. We always say that our favourite model is the next one we're working on, but I was chuffed with Lysander!



Chapter Master

The amazing Chapter Master competition, open to our hobbyists living in Sweden, Norway, Holland, Denmark, Finland, Poland or Belgium, continues. Here we showcase some of the example chapters devised by our Northern Europe staff to inspire you.

The Chapter Master competition continues to gather steam throughout Games Workshop Northern Europe. This ambitious contest lets you design your very own Space Marine chapter with its own colour scheme and insignia. If you win, your Space Marines will then be immortalised the pages of White Dwarf!

That's not all. If your chapter is judged the best you'll win enough Space Marines of your choice to make a 2,000 points army. Trophies will also be awarded for the Best Painted Chapter and Best Converted Models.

Entry is easy. Model three Space Marines and paint them in your chapter markings. The only stipulations are that they must be loyal to the Emperor (no traitors!) and that your chapter must be represented by the following:

- A Tactical Marine.
- An HQ Marine (i.e. Space Marine Hero, Librarian or Chaplain).
- A Devastator OR Assault Marine.

Once complete, take your models to any participating Retail, Elite or Partnership store in Northern Europe (a full listing can be found from pages 94) by the following date:

Wednesday 1st December

The best chapters from each store will go to Games Workshop HQ for the grand final.

For further details you can contact Games Workshop Northern Europe on:

++115 918 8506

Opposite are some examples from our Northern Europe staff and Outriders. They can't enter the competition, but are having a go purely for the fun of it.

Imperial Scars

By Jurgan Bax



Dark Templars

By Asger Granerud



Draconis

By Martin Isaksson



Brotherhood of the Bear

By Oystein Berg



CREATE YOUR OWN CHAPTER IN THIS
COMPETITION EXCLUSIVE TO GAMES
WORKSHOP'S NORTHERN EUROPE
RETAIL, ELITE AND PARTNERSHIP STORES

White Nobas

By Arno Blokhuis



Furor Marines

By Ian Huxley



Shifting Sands

By Daniel Boone



Look to your battle gear and
it will protect you

We guard it with our lives

Your armour is your Soul,
and your Soul's dedication its
armour

The soul of a warrior is the
shield of humanity

Honour the craft of death

Only the Emperor is higher in
our devotion

Honour the battle gear of
the Dead

We ask only to serve



Part of the Warrior's
Catechism of Worship

CHAPTER MASTER COMPETITION TERMS AND CONDITIONS

1. Only residents of Denmark, Finland, Sweden, Norway, Belgium, Holland and Poland are eligible for entry, excluding employees of the Promoter, their families, agents or any other person connected with the administration of this competition.
2. Entries are limited to one per household. An entry must consist of painted Citadel Miniatures and include an HQ, Tactical and either a Heavy Weapon or Assault Space Marine model in accordance with the Warhammer 40,000 game rules.
3. Entries must be received by a participating store no later than 01/12/04. The Promoter cannot accept responsibility for late, lost or misdirected entries.
4. Eligible entries must be received by a participating store no later than 01/12/04. The Promoter cannot accept responsibility for late, lost or misdirected entries.
5. One winner from the submitted entries will be chosen at the judges' sole discretion by 1/1/05.
6. The prize consists of (1) Space Marine Citadel Miniatures equivalent to 2,000 points in accordance with the Warhammer 40,000 game rules and (2) accreditation in White Dwarf magazine [UK edition only]
7. The winner will be notified by 15/1/05. The winner must confirm receipt of the prize notification and provide all details requested by the Promoter including proof of age within 2 weeks of the above date, failing which the Promoter reserves the right to draw an alternative winner.
8. By accepting the prize, winners agree that the Promoter can use their name and likeness for advertising and promotional purposes, for the purposes of data protection legislation any prize acceptance will be deemed to be consent to that use, unless otherwise stated in writing.
9. The judges' decision is final and no correspondence will be entered into. Entry indicates acceptance of the above terms and conditions.

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Create your own chapter of the Emperor's finest!

Desert Kidnap

A convoy of vehicles carrying an important Imperial Guard Officer to the battlefield is bombed by Ork Fighta-Bommerz, trapping him. George Dellapina's warband of crazed Speed Freeks are racing to the scene, intent on destruction. Can the bold men of the 374th Tahnelian Drop Troop Regiment, commanded by Owen Rees, rescue the colonel in time?

Among the four Imperial Guard regiments sent to relieve the mining colony of Ribald's World in 835 of the 39th millennium were the 3rd Mondlian 'Ork Bane'. As this veteran regiment had spent nearly a decade battling back incursions from the Ork Empire of Charadon, they were Xenos fighters without peer, and many of their officers had gained a deep understanding of Orkish warfare.

One gifted officer was Lieutenant Colonel Robard Mulkan. A mere boy when the 3rd

was raised, he had grown into adulthood fighting Orks, rising through the ranks as he did so. He had read voraciously on the subject of the Orkoid, and had even mastered several of their brutal dialects. He was regarded as one of the best hopes for the war effort, and, at his request, was sent to the bitterest front. The Orks had been successfully plundering the planet's mines for ores to build their crude machines. Mulkan's attachment to the regiments fighting them would certainly help swing the battle in the Imperium's favour. The Orks had other ideas.

The mind of the Ork is unsuited to the subtleties of grand strategy, their desire to prove themselves against the foe usually restricts their tactical considerations to 'Waaaagh!'. However, there are those amongst the Orkish races who exhibit a certain kind of sneakiness that could almost be called intelligence, especially amongst the Blood Axe clan. Whether genetically designed to be by the Orks' mysterious creators, or made so by prolonged contact with other races, Blood Axe Warbosses often exhibit an alarmingly human command of tactics.

Unfortunately for the defenders, most of the invaders were Blood Axes, and that included

their Pirate-Warlord Ra-Grod Ursnik Dulgull. Ra-Grod had come to know of Mulkan's presence and associated many of his recent defeats with the man. He was Morkish enough to realise that if he captured Mulkan and set his Painboy torturers to work on him he might well learn a lot about the Imperials' strategy. He ordered the Speed Freek Big Mek Lugnutz and his hulking Tinboy creation Tank to his command wagon for a 'speshul briefing'. It was as Mulkan approached the front that the Orks struck. As the convoy travelled through a rocky valley Fighta-Bommerz streaked from the sky, destroying many vehicles at the front and rear of the column, blocking the road and gunning down men as they tried to escape the flames. The survivors scattered into the rocks and awaited the aircrafts' return, but though they twisted high above, scarring the sky with dirty contrails, they did not attack. The remaining men activated a homing beacon and sent in a call for immediate extraction, a call they were assured by high command would soon be answered.

Relieved, the men dug in and began watching the skies with a mixture of fear and hope. But their relief was shortlived. From the distance came the throaty roar of Buggies.



**CRAZED ORK SPEED FREES AND
IMPERIAL GUARD DROP TROOPS
CLASH IN A DESERT VALLEY IN A
DESPERATE STRUGGLE FOR THE
LIFE OF AN OFFICER WHO COULD
TURN THE TIDE OF THE WAR.**

EXTRACTION by Guy Haley

An important leader lies trapped and wounded in a wrecked convoy. Enemy forces are closing in, determined to capture and interrogate him. This cannot be allowed to happen. An elite detachment has been sent to extract him.

SET UP

- 1** The battle takes place in a rocky valley. The board should consist of hills down either side, with a road running from one short table edge to the other.
- 2** The Defender chooses a short board edge as his own. Vehicle wrecks should be placed within 12" of the board centre. The defender sets up his Target and bodyguard squad in these wrecks, within 8" of the table centre. One other Troops choice may be deployed on the board at the start of the game within 24" of the Target, but no closer than 12". This represents the vanguard of the rescue force. The rest of the force starts in reserve, entering from the Defender's board edge.
- 3** The Attacker begins the game with only the Fast Attack choices and Infiltrators from his army. The rest of the army is in reserve.
- 4** The Attacker's Infiltrators may set up anywhere on the board, so long as they are 18" away from opposing troops.
- 5** The attacker takes first turn. His initial forces (including Speed Freek first turn reserves) move on from the short board edge opposite the Defender, reserves may move onto the board from any table edge except the Defender's.



MISSION OBJECTIVES

The attacker must capture the Target. To capture him, a squad must defeat him in combat. If the Target, or the unit he is with, is either wiped out or Falls Back, the Target is captured. Any hits landed upon him by the Attacker in an assault are assumed not to wound as the troops are under strict orders to subdue him, not kill him. Once captured he is treated like an independent character with no attacks under the control of the Attacker.

Should the squad he is with be wiped out in combat, or if he is left on his own for an Attacker's turn, then the character reverts to the control of the Defender.

If the character is captured and taken off the Attacker's table edge, the Attacker wins a major victory.

The Defender must evacuate the character off his own board edge. If he does so, he gets a major victory. If the game ends with the character still on the board, whoever has control of him wins a minor victory.

If the character is killed, for example through shooting or by a scattering Ordnance template, the game is a draw.

Target Squad: The defender gets one additional squad of no more than 10 men chosen from his Troops choices. They may be armed and equipped according to their unit options, but may not cost any more than 100 points.

Target Character: The target is chosen from HQ choices with 2 Wounds. He is armed with the equivalent of a bolt pistol and power weapon and has a 4+ Armour Save. However, he is badly hurt. He has only 1 Wound left, and his Weapon Skill is halved. The Target and his bodyguard are free to the Defender.

RESERVES: Standard rules apply

GAME LENGTH: The game lasts six turns.

LINE OF RETREAT: The Defender will fall back towards the table edge used to escape. The Attacker falls back toward the table edge they came on from.

SCENARIO SPECIAL RULES

Infiltrators, Deep Strike, Reserves.



TAHNELIAN 374TH AIRBORNE

HQ	Command Platoon Squad: Heroic Senior Officer 'Captain Brade' with power weapon and Medallion Crimson.	
	4 Imperial Guard: Veteran Medic, Veteran Standard Bearer, Vox Trooper, plasma gun, Iron discipline.....	137pts
	Commissar Krutt: Power sword, storm bolter and Carapace armour.....	55pts
	Geronimo (Nork) Dedog: Ripper gun and Carapace armour.....	55pts
	Special Weapons Team (6 Imperial Guard): 2 meltaguns, 1 Demolition Charge.....	75pts
	Anti-tank Support Squad (6 Imperial Guard): 3 Lascannons.....	110pts
ELITES	9 Storm Troopers: 1 grenade launcher, 1 meltagun.....	108pts
	10 Imperial Guard Veterans: 2 plasma guns, 1 meltagun and a Veteran Sergeant.....	115pts
TROOPS	1st Squad Platoon Command Squad: Junior Officer 'Lieutenant Ashbridge' with bolt pistol and chainsword.	
	4 Imperial Guard: Veteran Medic, Vox Trooper, missile launcher, Iron discipline.....	77pts
	Chimera: Turret autocannon, heavy bolter, Smoke Launchers, Extra Armour and Improved Comms.....	118pts
	1st Squad 1st Platoon (10 Imperial Guard): Grenade launcher and heavy bolter.....	78pts
	2nd Squad 1st Platoon (10 Imperial Guard): Grenade launcher and heavy bolter.....	78pts
	3rd Squad 1st Platoon (5 Imperial Guard): Flamer.....	36pts
	2nd Squad Platoon Command Squad: Junior Officer 'Lieutenant Tarkin' with plasma pistol and Power Sword.....	
	4 Imperial Guard: Veteran Medic, Vox Trooper, missile launcher team, Iron discipline.....	77pts
	1st Squad 2nd Platoon (10 Imperial Guard): Grenade launcher and heavy bolter.....	78pts
	2nd Squad 2nd Platoon (10 Imperial Guard): Grenade launcher and heavy bolter.....	78pts
	3rd Squad 2nd Platoon (5 Imperial Guard): Flamer.....	36pts
FAST ATTACK	Sentinel: Autocannon and Improved Comms.....	70pts
HEAVY SUPPORT	'Devil' Vulture: Twin-linked lascannons, 2 missile racks of 3 Hunter Killer missiles.....	70pts
	'Snake' Valkyrie: Lascannon.....	150pts
GRAND TOTAL:		1,750pts



SMOKE ME A KIPPER...

Owen: A factor in my favour is the nature of my Drop Troop Imperial Guard force. Opponent's plans tend to go awry when they don't know where you are going to attack. Timing my men's arrival right was critical. To this end I included two Improved Comms on my Armoured Car (a conversion that counts as a Chimera) and my Sentinel to help me make sure I got what I wanted, when I wanted (you can use Improved Comms to re-roll a successful Reserve roll too...)

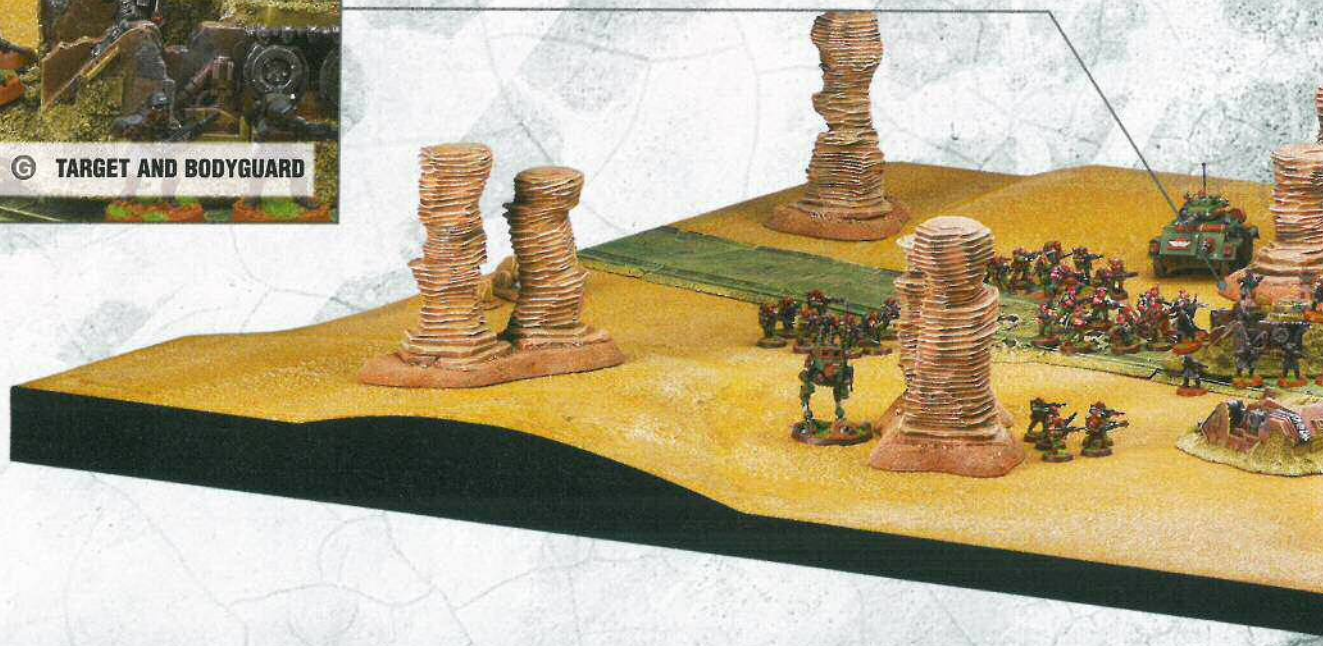
This force also had to be able to take the knocks and keep on coming. No other type of unit is as good as plain old simple infantry at this job. I have plenty of it in this force – 98 infantry models in total! The whole force has Close Order Drill which is perfect for Deep Striking units and all the Officers have Iron Discipline meaning my troops should hang around for longer. In addition to these I also had a Vulture and a Valkyrie for flying sorties against the enemy. The Valkyrie would also allow me to attempt an airlift of the colonel.

At the end of the day, no matter what the casualties, all that really mattered was getting the Package off the board. If it meant sacrificing my entire army to achieve this aim, then so be it.

For more on Owen's army check out:
www.games-workshop.co.uk/imperialguard



○ G TARGET AND BODYGUARD




VROOOOM!

"Start Da Trukks, boyz! We got some humies ta bash!" I've just got to get in quick, grab some puny 'umie and get out again. Simple.

I was confident – I'm an Ork! But we were using the updated rules for this game, in which travelling fast in lightly armoured open-topped vehicles can lead to all sorts of very bad things happening to the boyz. The new Entangle rule, where troops can be pinned when bailing out of a vehicle, makes Speed Freeks much more vulnerable than before. This weakness was born out in the practise game where a single squad of Veterans demonstrated just how good rapid fire wepaons are now!

My army initially deployed from the short table edge in this game. Anything that arrived on Turn 1 would have at least 36" to travel. That's a lot of shooting to weather, so hopefully the bulk of my boyz would show up from Turn 2, allowing me the opportunity to assault the same turn as I arrived. I also had a couple of new units that I hoped would prove not only very effective in game terms, but would also look very characterful. These new units were my newly finished Stormboyz squad. The second is my Fighta-Bommer, piloted by Killboy. This speed-crazed loon was packing two Big Bombs, which are S6, AP4 Ordnance. That should do nicely for taking out some of Owen's scarier squads. Not that I mean the Veterans, or anything.

TANK'S SPEED FREEKS

HQ	Warboss Tank: Mega armour, Cybork Body, Big Horns, power claw and shoota.....	106pts
	Big Mek Lugnutz: Kustom Forcefield, choppa, Mek tools and 3 Grot Oilers	67pts
ELITES	8 'Ard Boyz: Slugga, choppa and 3 burna's	
	1 Nob: Mega armour, power claw and shoota	304pts
	Battlewagon: twin big shoota, 1 twin rocket launcher, 1 scorcha, Grot Riggers, Turbo Boosta and Forcefield	132pts
	8 Skarboyz: Slugga, choppa and 3 burna's	
	1 Nob: Mega armour, power claw and shoota	215pts
	Wartrukk: Rocket launcher, Grot Riggers, Turbo Boosta, stik bomb chucka	45pts
	4 Stormboyz: Slugga, choppa and frag stikbomz	
	1 Nob: Choppa, power claw, Big Horns, Cybork Body, frag stikbomz	132pts
TROOPS	6 Trukk Boyz: Slugga, choppa and burna	
	1 Nob: Mega armour, power claw and shoota-scorcha combi weapon	166pts
	Wartrukk: Grot Riggers, Turbo Boosta, stik bomb chucka	48pts
	6 Trukk Boyz: Slugga, choppa and burna	
	1 Nob: Mega armour, power claw and shoota-scorcha combi weapon	166pts
	Wartrukk: Grot Riggers, Turbo Boosta, stik bomb chucka	48pts
	War Buggy: twin-linked big shoota, Grot Riggers	48pts
	War Buggy: twin-linked rocket launcher, Grot Riggers	42pts
	War Buggy: Scorcha, Grot Riggers	40pts
FAST ATTACK	Mek Kopta Ratbig: 1 Mek Kopta, Kustom Forcefield and power claw	80pts
	Deth Kopta Squadron: 2 Koptas, 1 Mek Kopta with Burna	115pts
	Deth Kopta Squadron: 2 Koptas, 1 Mek Kopta with Burna	115pts
HEAVY SUPPORT	Fighta-Bommer: 2 twin-linked big shootas, 2 big bomz	155pts
GRAND TOTAL:	1,751pts



TAHNELIAN AIRBORNE



Ⓢ STORM TROOPERS

ⓐ 3RD SQUAD

ⓐ 1ST SQUAD

ⓑ 2ND SQUAD

ⓐ COMMAND SQUAD

ⓐ VETERAN SQUAD

ⓐ SENTINEL



① ANTI-TANK SQUAD



③ 3RD SQUAD



① 1ST SQUAD



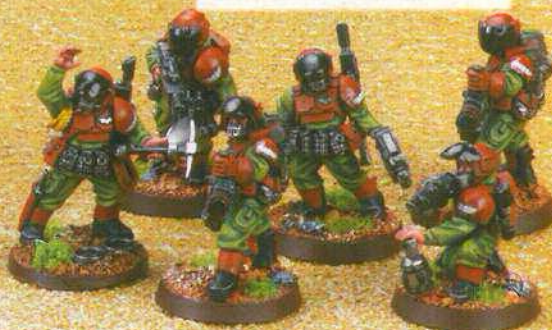
Ⓢ COMMAND SQUAD



Ⓜ Ⓢ Ⓜ Ⓢ COMMAND HQ



Ⓢ SPECIAL WEAPONS SQUAD



② 2ND SQUAD



Ⓢ ARMOURD CAR (CHIMERA)



FIGHTA-BOMMER



DETH KOPTAS



STORMBOYZ



WARTRUKK



WARTRUKK



TRUKK BOYZ 2



SKARBOYZ



WAR BUGGY 3

TANK'S SPEED FREEKS



BATTLEWAGON



DETH KOPTAS



MEK BOY RATBIG



WARTRUKK



'ARD BOYZ



BIG MEK
LUGNUTZ



WAR BUGGY 1



WAR BUGGY 2



WARBOSS TANK



TRUKK BOYZ 1

DOGFIGHT

The players place their aircraft on the table for an attack run as per the rules for Flyers in Imperial Armour Volume 1, page 277. However, if there is another flyer on the table on the turn when a player makes an attack run with his aircraft, rather than bombing the troops on the ground he may opt to Dogfight.

If this occurs, the player nominates which flyer he is attacking, then moves his aircraft as he would normally, but directs his attacks at his opponent's aircraft. The player must roll a 6 to hit as with all flyers, though he does not have to add 12' to the range as he would were he attacking from the ground.

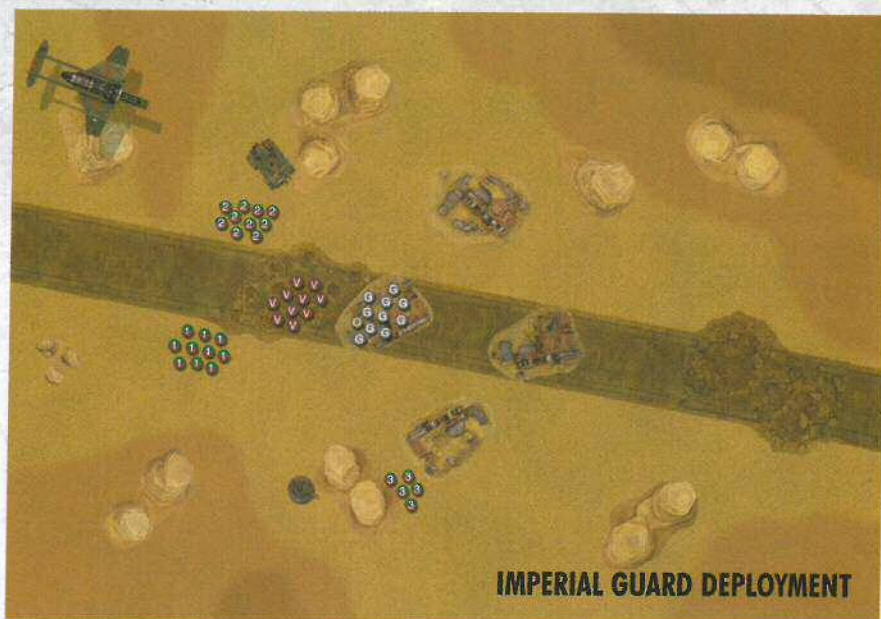
Dogfighting is a risky business. To represent this, the other aircraft may opt to fire back. If this is the case, all attacks are resolved simultaneously as the two aircraft strafe each other as they fly by. However, if a player decides to defend himself in this manner, then he may not make an attack run in his own turn, instead he moves his aircraft off the table once his own turn is done.

INTERCEPT

If a player has two aircraft on the table at once and one is attacked in the air using the Dogfight rules, then he may opt to intercept with another flier. This interceptor must not have been nominated for Dogfighting by the enemy. On a roll of 4+, the Dogfight is resolved using the intercepting craft.

If any flyers are landed or hovering in VTOL mode they are attacked as normal.

As the planes are flying past each other at enormous speeds, any hits inflicted upon them during a Dogfight are glancing hits.



IMPERIAL GUARD DEPLOYMENT

IMPERIAL GUARD DEPLOYMENT

Owen: I had quite a lot to deploy on the board. On top of the one Troops choice and Infiltrators that the scenario allowed, I also deployed my Sentinel using its Scout special rule. Then I had a spare 100 points to spend on a Guard Infantry squad (hereby referred to as the Convoy squad) to represent the survivors of the Ork bombing run. This is quite a lot of troops to start with. However, the Orks would be going first and I would have to endure two turns of Speed Freak fun before anything else of mine even thought about turning up. I would have to deploy quite cleverly if I were to keep Colonel Mulkan (hereafter referred to as the 'Package') safe.

One thing which made a lot of difference was the fact that after Turn 1 George's reserves could turn up on the long

board edges. Considering his mobility it would not be unusual for the Orks to charge me in the same turn if I deployed badly.

I went for a set up that would hopefully protect me from any flank charges and allow me to protect my troops and the Package until the main body of my force turned up. With all this in mind I set up the Package and his squad a little back from the exact middle. I then set up two of my Infantry squads either side of the road behind them to allow for an escape route. I deployed the Remnant squad above and to the right of the Package so as to tempt battle-hungry Orks away from the main event. I also placed the Command squad in the same position on the opposite flank mounted in the Chimera Armoured Car. However, their role was not to be bait, but instead to drive forward immediately and pick up the Package! If I could just make one more move after I had boarded the car I would be happy, as this would go a long way to getting the Package off the board. Next I placed the Sentinel with the Remnant squad, hiding it behind some rocky ground. I intended to use the range and hitting power of this weapon to take out a transport early. You have to love move and fire autocannons!

Finally I placed the Veterans. I just knew George would gun for these boys. If there is one thing I have learned over time, it is that sometimes it is better to bide your time with your forces than rashly throw them away early on. I could have deployed the Veterans anywhere. But the amount of incoming fire from the Orks would have easily killed them very quickly. I wanted to play on George's fear of these hard-hitting elites. I resolved to deploy them out of the field of fire but in a great central location just behind the Package so they could cover him as he retreated. They would be a thorn in his side for the whole game. I figured that if George was worried



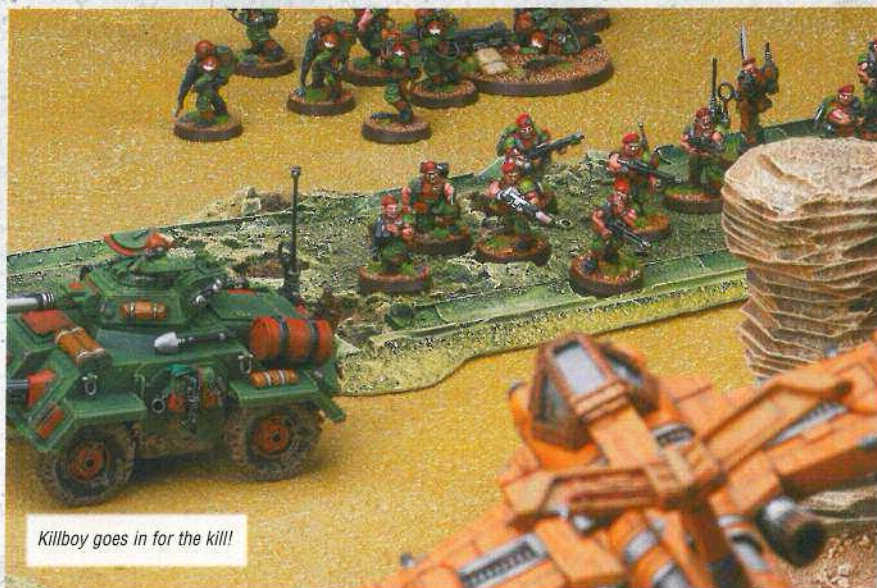
about them, then he might not notice all the other more subtle, yet just as destructive, elements of my army.

My biggest worry was flank attacks. Only my Flyers could intercept George's troops before an assault. I would have to try and deal with them the best I could. The central position of my troops should prevent a Turn 1 charge, but it also means that I have little cover.

The plan, then, was quite simple. Weather the first shots of the game, pick up the Package in the Armoured Car and make a run for it up the middle of the road. I would use the existing troops to slow down the Ork advance while shielding the Package. Hopefully the cavalry will arrive on time...

SPEED FREEK DEPLOYMENT

George: Owen's Deployment phase was like watching a magician pulling endless rabbits from a hat. I was facing four well dug-in squads, an Armoured Car and a Sentinel. Both his vehicles had good lines of fire up the table, and the Armoured Car was poised to swoop in and grab the target quick. That's what I'd have done in Owen's shoes, well, at least until my flying taxi arrived to do the job even quicker! He'd also put the target as far back as the rules allowed. He wasn't making this easy for me. If that wasn't enough to spoil my day, there wasn't anything for me to deploy. The only things I could start with were my Fast Attack choices, and that meant my Deth Koptas and Killboy in his Fighta-Bommer. Everything else was held in reserve, but like I said earlier, hopefully the boyz would wait just a little while before turning up so that they could swoop in for the Target. All that was left to do now was to shake hands, read Owen the closing quote from Codex: Orks (the one about Orks never losing) and scream "WAAAAAAGH!" like only slightly disturbed East Londoners can.



SPEED FREEK TURN 1

George: I started with rolling for reserves, and to my dismay most of my boyz arrived. The 'Ard boyz in the Battlewagon with Lugnutz the Big Mek, the Skarboyz and two Buggies all showed up. This left two Trukk Boyz squads, Tank and some Buggies. Faced with a long drive up the table, I headed straight for cover. The Deth Koptas on the right used their turbo boosta rule to move 24" straight up the flank and hide behind the rocky outcrop closely followed by the buggies with the rokkit launchas. On the opposite flank went the remaining Deth Koptas, the Skarboyz to the cover of the rocks. A Buggy sped 24" up the centre to hide in the shadow of a burning Chimera. Bold as brass came Lugnutz in his Battlewagon, confident in the power of his Kustom Forcefield.

High up in the sky Killboy's contrails could now be seen moving up the right flank. In all

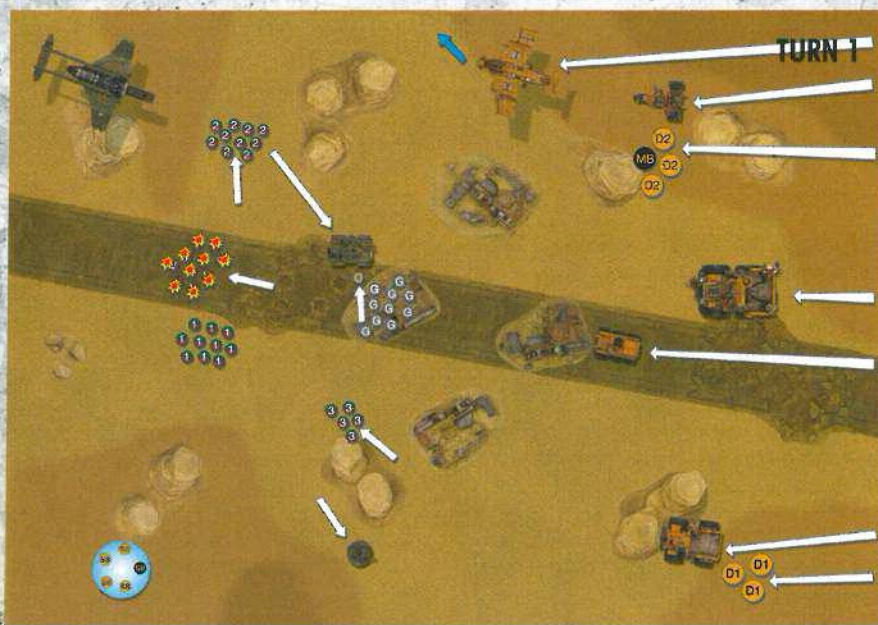
the black smoke and engine roar, no-one seemed to notice a second aircraft approach. This one carried a special payload. Under its wings hung five rokkits, and under these five rokkits hung five windswept Orks. With a push of a big button, the clamps opened and released the loons to barrel down at breakneck speed. The boyz fired their rokkits as they approached the ground and landed with almost balletic precision in a rocky patch on the left flank. That should leave Owen with a sour taste in his mouth. I had no shooting this turn as my entire army was moving too fast to shoot. It was all in Killboy's hands, and Mork only knew what he was going to shoot at in Owen's turn.

IMPERIAL GUARD TURN 1

Owen: George's forces had definitely arrived! I've never known someone roll so many 4+ Reserve rolls in one go. The ability of Ork Speed Freeks to start rolling for reserves from Turn 1 is a boon in this scenario. Or is it? The fact that George's initial forces had to come on from his short board edge meant that they had a long way to travel, giving me longer to shoot them. What was unfortunate for me though was that George still had some of the hardest hitting and fastest units in his army ready to swoop on me from next turn.

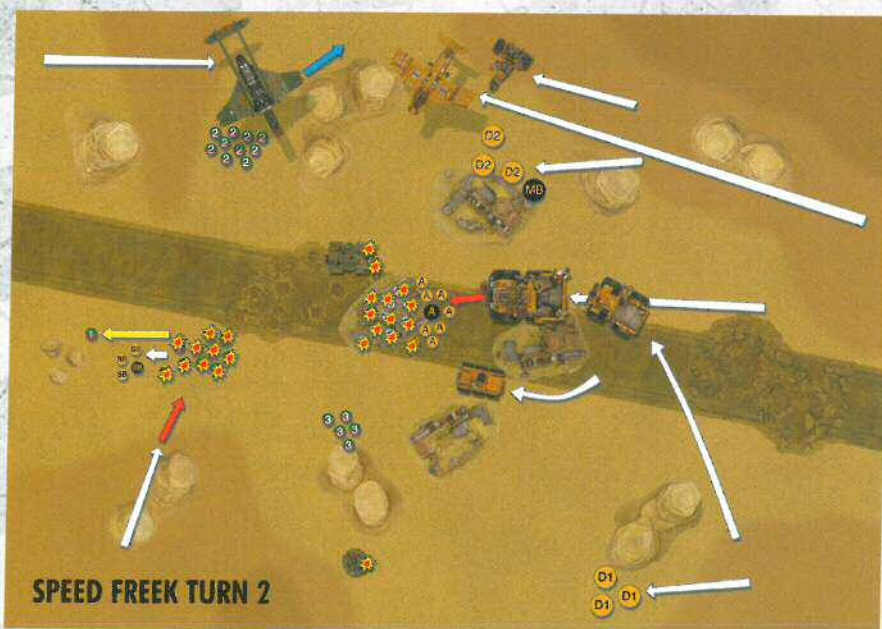
My Armoured Car moved at full throttle up to the wrecked Chimera and the Package ran out to meet it. I moved my Veterans back and spread them out. Killboy, George's pilot, was on the prowl, and I knew they might be targeted. But I was also expecting him to go for the Armoured Car.

My other troops moved into the best positions for shooting. I considered moving an Infantry squad so as to shoot the Stormboyz, but they were so well hidden behind the rock mound I couldn't see them even if I did move. They moved towards the road a little to help with the extraction. The



Stormboyz swoop down to attack the enemy rear.

A detailed miniature wargame scene set in a desert environment. In the foreground, a large green tank with orange accents and a yellow tractor are visible. The middle ground is filled with numerous miniature infantry units, including Stormboyz, engaged in combat. A large, multi-tiered stone structure is in the background. The scene is set on a sandy, yellowish-brown terrain with some green patches representing grass or low-lying vegetation.



George: Killboy, KILLBOY! WAAAAAGH! What a shot. Veterans, schmetarans! What an amazing turn for me. Absolutely no damage, all my Truks intact and the boyz aboard ready for some close-up action... I can't believe it. With the Veterans gone I was feeling confident. But the Target had managed to make it into the Armoured Car and might soon be off! It had to be stopped. I then rolled for reserves. When you need the dice to go your way, they don't. I only needed 3's to get my boyz on the board, but rolled two 2's and a 1. Oh well, I'll just have to make do with what I've got, which isn't too bad, considering. However, I also had to contend with Owen's aircraft. The Vulture was staring straight at me. Toting all that firepower, the Naval bad boy made me quite worried for my Armour 10 vehicles. Killboy flew back onto the table for another attack run, hell-bent on dropping his other big bomb.

The Battlewagon, directed by Lugnutz, moved straight up the table heading for the Infantry squad holed up in the wrecked Chimera. After moving 12" they really didn't look like they'd make it this turn so Lugnutz ordered the

pushing of the go-fasta lever. This could have been risky. If I rolled any more than a 3, the boyz wouldn't be getting out.

Mork was smiling on me. I rolled a 2, the boyz jumped out leaving Lugnutz and his Grot Oiler on board. (Lugnutz doesn't get involved in the fighting often, that's what he made Tank for). The skorcha Buggy drove round the Chimera, ready to burn baby burn!

The Skarboyz saw the 'Ard Boyz getting the boot in and quite frankly were a little green with envy. Stamping on the gas, they raced a full 24", almost rear-ending the Battlewagon. The Deth Koptas carried on up the flank, looking for where those autocannon shots came from. The Stormboyz squad now kicked open their jump packs and roared towards one of Owen's Infantry squads.

At this point Owen made his attack run move with the Vulture, keeping well back so as not to allow me to shoot him.

The great thing about Speed Freeks is that not only are they brutal in close combat, they are also quite good shots. In fact, I seem to hit with them more often than with my Space Marines! Two of my Deth Koptas were in range of the Chimera, as was the the rokkit Buggy. Two glancing hits took the autocannon off and stunned it, but I hadn't managed to stop it. This was not good.

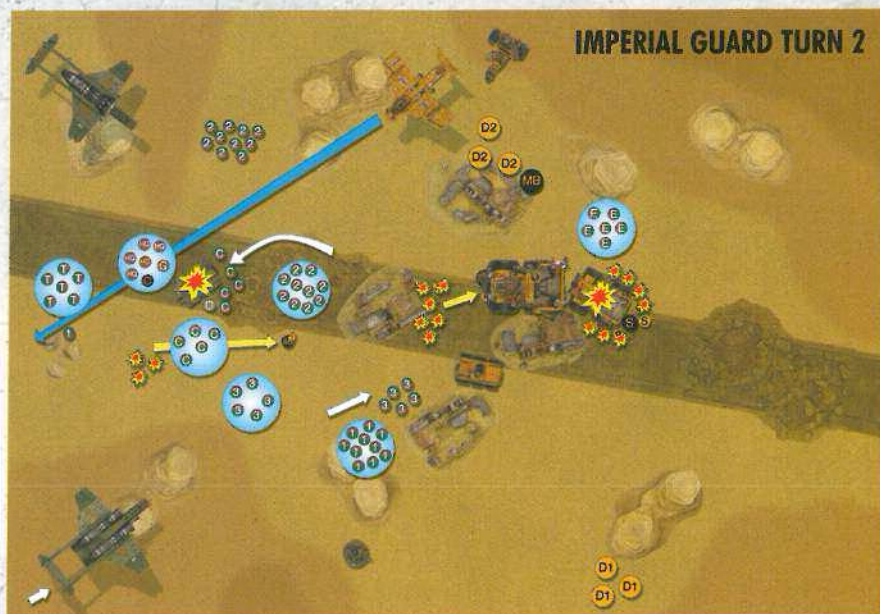
The Deth Koptas over on the other flank spotted the Sentinel and riddled it with big shoota shells, blowing the weapon off and immobilising it. That's more like it! He's not going to be any use now. The Buggy with the skorcha then let rip, toasting six men of a ten-man Infantry squad. I love the smell of burning 'umie in the morning! Even the Stormboyz found the mark with their shooting, killing three of the infantry.

Then the Vulture arrived. Deen 'The Devil' indeed – ha ha! The pilot unleashed shot after shot at the Stormboyz truck and succeeded only in blowing off the gun – a gun I never use! PUNY STOOOOPID HUMIES!!! WAAAAAAGH!

After witnessing this farce the 'Ard Boyz' Nob threw his mega-armour into action and lurched forward, the boyz following him into the infantry squad in the wreck. One boy fell, but then the killing really started. It was swift and brutal – 19 hits, 13 wounds, all dead.

The Stormboyz literally flew straight through the infantry squad they had shot at, leaving only one man alive. They lost only one Stormboy, and that was only because he hit the ground head first on the way in. Hur hur. It's funny when da boyz do dat.

What an amazing turn! And I thought this was going to be hard!



IMPERIAL GUARD TURN 2

Owen: George's turn had been pretty brutal. I had lost a squad to the Stormboyz, and they were threatening my flank. George's Battlewagon-mounted squad had also thundered into the unit from the Chimera column, finishing what the Fighta-Bommers had failed to do previously. Killboy was back too, I had an bad feeling about this crazy Ork. My own flyers had been useless. The pilot of the Vulture Deen the "Devil" had unleashed a heavy bolter, a twin-linked lascannon and two hunter-killer missiles only to blow the rokkit launcher off a Trukk. Rubbish!

The good news was that none of George's reserves had shown up and, though it was damaged, my Armoured Car had survived (boy, am I glad of Extra Armour).

I needed some troops down on the table ASAP, or it'd be a really short game. It was with some trepidation that I rolled the reserve rolls for my force, but I succeeded in getting all my reserves on the board on the first dice roll! In an instant my game had turned from the pathetic to a whole world of juicy hurt for Mr Dellapina. It's at times like this when your sprits are up that the dice seem to behave in an oddly pleasing way...

I mainly deployed my units towards the back of my line so the Package would have plenty of protection. A couple I placed a little further forward, and as if this was a sign both units scattered massively, right towards George's lines. This wasn't too bad as I had his big beefy Orks, who'd mauled the Convoy squad, right in flamer range – nice. The fact that three other squads could now draw line of sight to this unit was also a benefit!

I placed my Flyers back on the board, intending to save the Storm Troopers aboard the Valkyrie for a last ditch effort to help my

troops out. Finally, I landed my Combat Engineers as close as I could to George's Battlewagon, containing the 'Ard Boyz, and the Skarboyz Trukk for a do-or die mission. They scattered, but because of the small size of the squad they avoided being destroyed from being within 1" of enemy models.

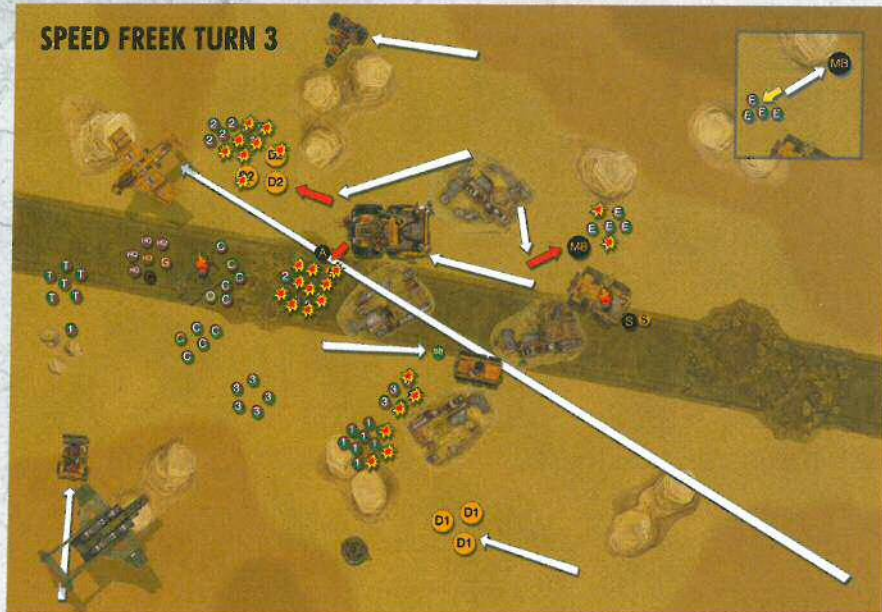
Because my Officers have Iron Discipline I was able to rally the lone grenade launcher trooper who had fled the wrath of the Stormboyz. Lastly I moved the Armoured Car. At the end of my movement I debussed the Package and the Command squad, as I knew if the car got shot up I would bail out and be pinned. Sometimes it's safer to walk.

Then shooting... my back line was almost all within rapid fire range of the Stormboyz squad, so everything opened fire on them. After 35 lasgun shots, two grenade launchers, a plasma pistol and a storm bolter, only the Nob remained and he promptly fled.

Next I fired three Infantry squads and the Remnant squad with a flamer at the 'Ard Boyz. All hell broke loose with just a Nob and a Boy surviving. They fled, but immediately boarded their Battlewagon and regrouped.

In the heat of battle I nearly forgot about my Combat Engineers. They blew the Skarboyz Trukk up, their melita weapons scoring automatic penetrating hits and George failing both his Obscured rolls for the Kustom force field. As the vehicle had travelled over 6" in the previous turn the roll for wounding troops on board could be re-rolled. They were not Trukk Boyz, so it was on a 4+. Seven of the nine died. They were also pinned – not bad overall. And I still had my Demolition Charge. As a well known American footballer once said "When it's my time, it's pain time – whoooo!". How apt indeed. (*What are you on about Rees? – Fat Bloke.*)

SPEED FREEK TURN 3



SPEED FREEK TURN 3

George: Where has everyone gone? That wasn't very nice at all. My cunning plan seems to be going very wrong. The 'Ard Boyz and the Skarboyz are all but mush, with only two Orks left in each squad, those pesky combat engineers made a real mess of the Skarboyz' Trukk, the Stormboyz are all but dead... Saying that, these units, especially the Stormboyz, took so much fire that it's left my Deth Koptas and vehicles pretty much unscathed. Killboy the flyboy is proving he's worth his 155 points, taking out Owen's Armoured Car. That should slow the target down enough so that I can catch up with him.

Fingers crossed my boyz should turn up. By this point I really needed some help from my reserves – double 1. Mork! Why do you hate me so? Only the remaining War Buggy and the reliable Killboy showed up! He'd been great, but things were looking grim.

Clutching at straws, I moved the Battlewagon, containing the two remaining 'Ard Boyz and Lugnutz, up the table 12". The 'Ard Boyz and Big Mek jumped out to confront another Infantry squad, vengeance in their eyes, burnas in their hands. The Buggy with the skorcha repositioned itself slightly to greet a Remnant squad, which had just landed.

I really needed to make every move count if I was going to survive this turn. The Deth Koptas on the right split, with the squad of three heading towards the target and a lone Mekboy chasing off to counter the threat of the Combat Engineers who were too close for comfort to the Battlewagon. The Koptas on the left flank now started to move in towards an infantry squad, itching for combat.

With the Valkyrie on the table, I brought the War Buggy up, hoping to bring it down, killing the Stormtroopers inside. The Koptas on the left let rip at the infantry squad in front of them, nailing three. The Infantry promptly fell back. This was not good, they were now out of charge range. The Buggy missed the Valkyrie, things were just getting worse and worse! But then the remaining 'Ard Boyz lit up their burna, and toasted seven of the Guard, while the Koptas on the right killed three more in another squad.

Then came Owen's flyers. The Valkyrie opened up on the Deth Koptas who were harrying the right, killing one of them, and the Vulture unloaded on the 'Ardboys. Surprise, surprise, it failed to kill a single Ork. I say again, 'Devil' indeed.

Then I launched a rather pathetic assault. Two 'Ard Boyz charged the Infantry squad they'd just toasted. The two Koptas charged another squad closeby. The Mek let rip with his Psycho-blastas rule. He only nailed one, but this was enough to get them to run. The Koptas thought better of looking down the barrels of two meltaguns and flew off round some rock spires.



Hand-to-hand fighting erupts along the battleline.

SPEED FREEK TURN 4

George: At last the gods were smiling! The Big Mek's Kustom force field worked for once against those pesky Combat Engineers. Killboy finally dropped his last bomb, so when he returned he flipped up his gun sight, kicked in the afterburner, and went to take the Imperial Navy on in a little air-ballet.

At last the rest of my boyz arrived, bringing Tank with them. Apparently they were having trouble with Tank's oil pressure.

Even with the arrival of the Trukk Boyz, it was going to be tricky to win. The Target was way over by the centre of the table. I was going to have to push it if I was going to catch him.

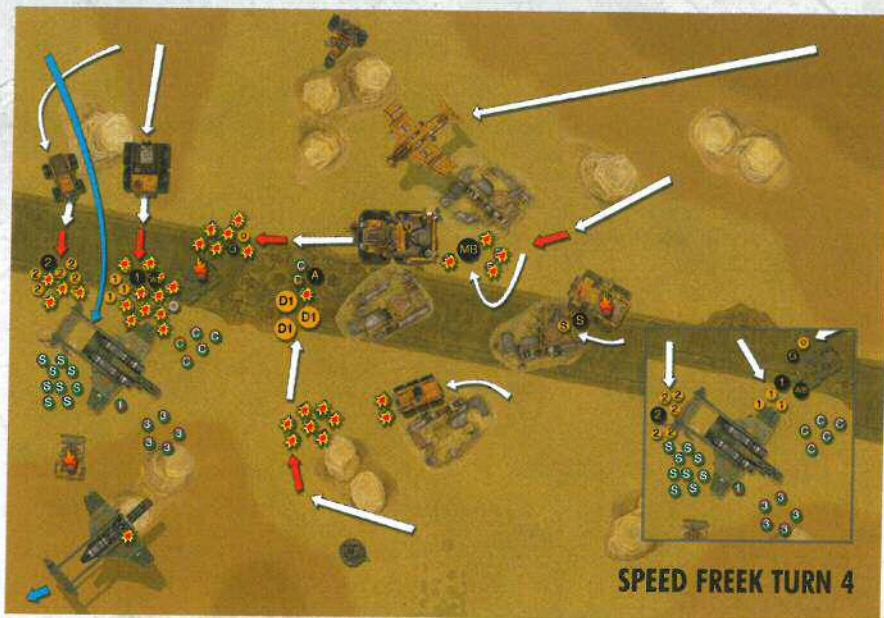
It all depended on this move. Both Trukk Boyz squads entered the board as far down the right flank as possible in order to cut off the target's retreat. I also had this nasty feeling Owen was going to land that Valkyrie and airlift the target straight off the board. I had to turbo boost. Not too much, not too little. Fortunately the dice gods were smiling again – two 3's. Absolutely perfect.

Meanwhile, Lugnutz threw caution to the wind and left the safety of his Battlewagon to aid the 'Ard Boy Nob. The burna Buggy followed the last two of the Remnants squad, the Koptas on the left were now at last in range, totally unscathed and raring for a fight. Over the other side of the table the Mekboy piloting the lone Kopta weaved round his rocky hiding place and beat a track back to the engineers. Maybe I could finish the job this time round!

Shooting was short and sweet. The Buggy with the skorchas finished off the Remnant squad, the Koptas killed two on the flank. Just right that, as the squad had no need to take a Leadership test meaning the Koptas would make it into combat at last.

The Trukk Boyz and tank did an amazing 5 Wounds on the Command squad. But they were not safe themselves. The Vulture rose up into the sky, poking his cowardly face out from behind his cover. He fired his remaining hellstrike missiles and heavy bolter at the Trukk Boyz and only killed two! Useless. This guy is laughable. Who taught him to fly? An elephant? The Valkyrie, though, was another matter. It landed next to my prisoner and unloaded a whole squad of Storm Troopers. This very scary squad came from nowhere, and would have free reign next turn.

Now was crunch time "Waaaagh!" I screamed, silencing Warhammer World, and launched my brutal assault. My mega armour rolls meant they were all in! It was down to this Combat phase. The Deth Koptas ripped through the Infantry squad, wiping them out, and the Mekboy followed suit, killing the final Combat Engineer at last!



In the middle of the table, the 'Ard Boy Nob found his mark, killing one man, and Owen's one-man army with the grenade launcher was taught a lesson by Lugnutz' Gretchin, who was sent into a frenzy by seeing his two little Grot buddies get cut down before him. The Platoon Command squad was gone. Sweet justice – Lugnutz is quite tasty in combat.

The first Trukk Boy squad went through the Anti-Tank squad, followed through and ended up face to face with the Storm Troopers at the rear door of the Valkyrie.

Tank and his squad were truly magnificent, butchering their opponents completely. That is the mighty machine that is Tank. The tinboy-behemoth took one Wound, but things were looking great. I nearly had him, I just needed to get through the next turn and as long as there was a Trukk close at hand I thought I could make it!

IMPERIAL GUARD TURN 4

Owen: That had been really harsh. Captain Brade, Commissar Krutt and Geronimo Dedog were out of the game (not really dead, of course, just in need of serious medical treatment). The Anti-Tank squad was also shattered. Seeing the inevitable threat in George's turn I had brought the Valkyrie down and landed it on the battlefield. The Storm Troopers had piled out behind the craft so that they couldn't be charged if things went bad. I was hoping that someone, anyone, would remain in the Command HQ to hold up the rampaging Orks. No one had and now the Package was surrounded even though the Vulture had unloaded everything into the mob before it charged. To add insult to injury, the second Ork mob, after butchering the Anti-Tank squad, rolled a perfect 6 to consolidate into one member of the Storm Troopers. My escape plan was going very wrong.

There wasn't much left of my force either, my numbers were now seriously dwindling. The Engineers had met their match when the Mekboy on a Deth Kopta (re)charged them, finishing the job. Everywhere else the Orks had gone about their grisly work. I thought the Imperial Guardsman's Primer said all Orks were stupid and soft?

Desperate measures were called for and I moved my units with purpose. As long as the Package still lived, there was hope! The Vulture arrived back to see if its aim could improve. Platoon 2, Remnant squad moved so as to charge the Trukk Boyz mob in combat with the Storm Troopers. Mr grenade launcher, now taking orders from Lieutenant Ashbridge, hashed his Difficult Terrain roll



with a roll of 2. Perhaps he wasn't so well-starred as I thought: Finally I moved the 'Platoon 2's Command squad towards the wounded Tank.

The only shooting I had was from a solitary door gunner in the Valkyrie. It spied the War Buggy, and heavy calibre mini-rockets found their mark, destroying the vehicle. That was the best it had done all game, and it wasn't even airborne! Once my shooting was over it was time for Killboy in the Fighta-Bommer. With no more bombs available George elected to Dogfight with me. At this crucial point in the game I decided to take my chances and weather the hail of fire. With the usual Ork flukiness for rolling to hit, despite needing straight 6's, the Vulture was heavily damaged. It pulled up from its attack run, now just a supersonic heavy bolter...

With nothing else in line of sight it was straight onto the Assault phase. I charged the Remnant squad in, to help out the Storm Troopers and also Lieutenant Ashbridge and his troops into Tank (making sure Ashbridge was in base-to-base contact with Tank).

The combat with Trukk Boyz mob 2 against my Storm Troopers went quite well. The additional attacks from my Remnant squad and the Storm Troopers killed four Orks. In reply the Orks killed three. I had won the combat, I really outnumbered the Orks too, so it looked like I might break them and catch them. Then George spied an extra Ork he had missed in the squad. He rolled for the attacks and it killed another Storm Trooper. A draw. Not quite as good as before. To make things worse a lone burna boy put his blow torch on and ignited the Valkyrie's fuel tanks, blowing it up. So much for the airlift!

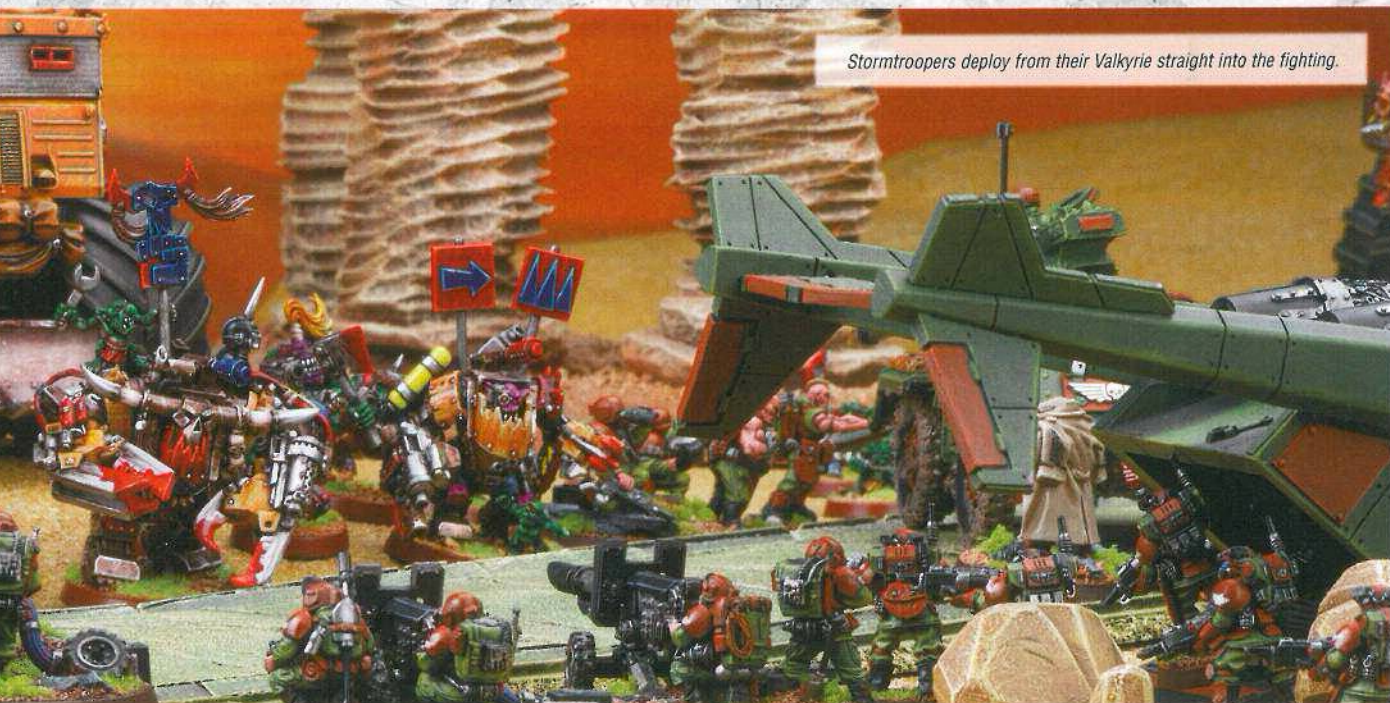
Then came the combat against Tank and the Trukk Boyz. There was only three boyz, a mega armoured Nob (only!) and Tank himself. The Package went first as the Orks had lost their Waaaagh! Initiative bonus. He did quite well for a wounded Officer (it must've been all those years fighting Orks).

As an Independent Character I placed all his attacks against Tank. He wounded him once and George failed his Invulnerable Save. Only one Wound left! It was Lieutenant Ashbridge up next, but he failed to find a gap in my mighty opponent's defence. Two other basic models were in base contact with Tank too, a Veteran Medic and a Vox Trooper. What the hell, I thought. There were six Attacks, four hits and two Wounds with basic close

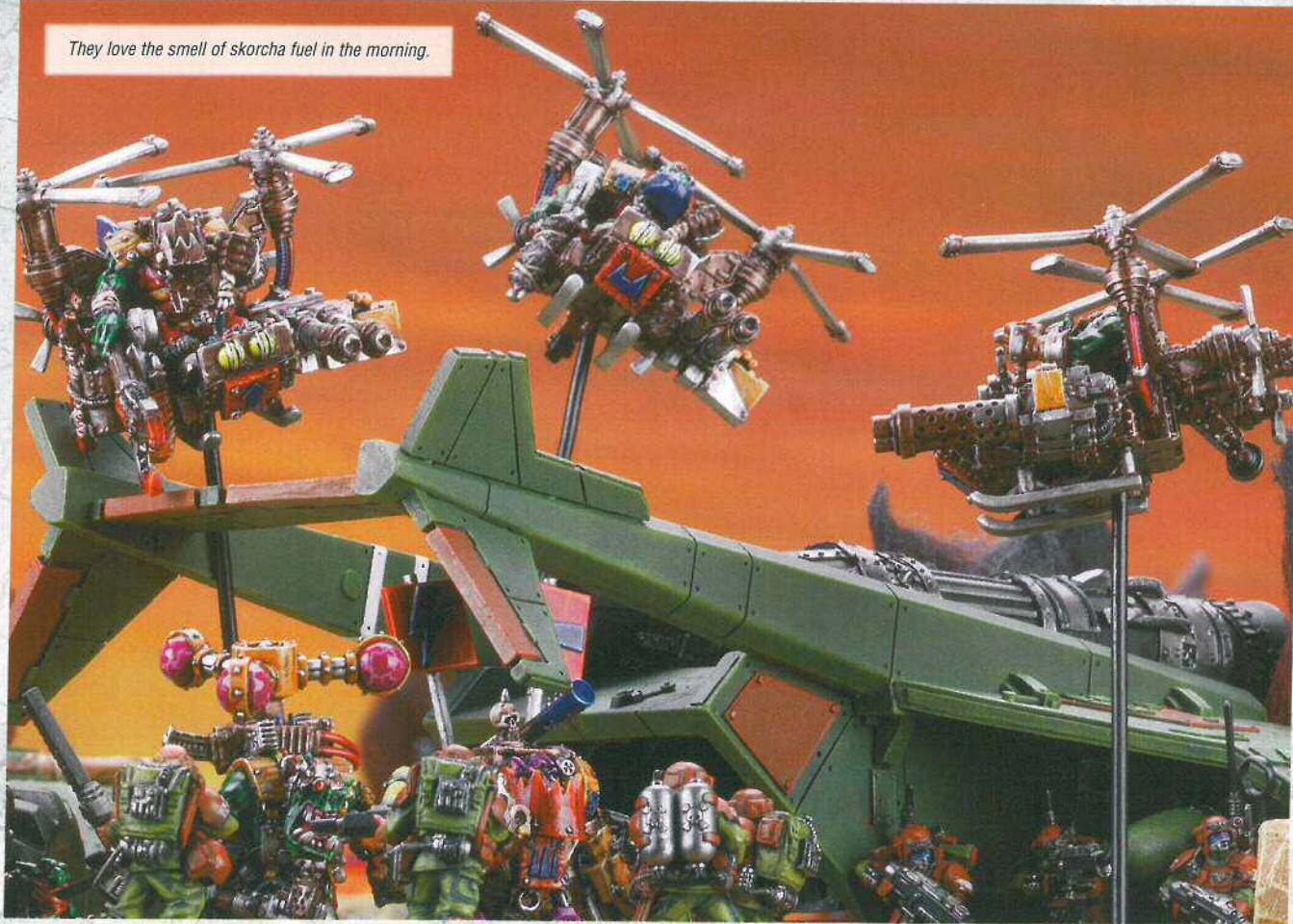
combat weapons. George had a 2+ Armour Save. But he failed!

The Command squad had done it. I yelled so loud I scared a mum buying some models for her son in the Warhammer World shop. As if spooked by their boss's demise, the other Orks legged it and the Package caught them! Both units consolidated towards the board edge – the Command squad 5" and the Package 3".

By the barest of margins I had managed to keep hold of the Package. I had less than 20 models on the board. If I could just hold out for one more turn, I'd be home and dry! But as the sound of rotor blades filled the air, I realised it was far from over.



They love the smell of skorcha fuel in the morning.



SPEED FREEK TURN 5

George: Imperial Guard aren't supposed to be good in combat! Tank's DEAD! (Well, not dead, merely lost oil pressure, Lugnutz will fix him later). The boyz are all but wiped out... Is this madness ever going to end? At least I took that Valkyrie down, nobody's going to be going anywhere in that (I LOVE burnas). Killboy was back on the prowl and I still had my Deth Koptas, so I wasn't about to give up. I moved everything I had up to support the Big Mek. Even the Trukks! I'll try and cut the target off if nothing else.

In the Shooting phase my Trukks let rip at the Platoon 2's Command squad, killing three of the remaining troopers. That aside, there wasn't much else to shoot at.

Apart from the 'Devil' versus Killboy. In the 11th hour, Killboy flies in and blows the Vulture clean out of the sky. I can't believe that's just 155 points worth of Fighta-Bommer! It had been devastating.

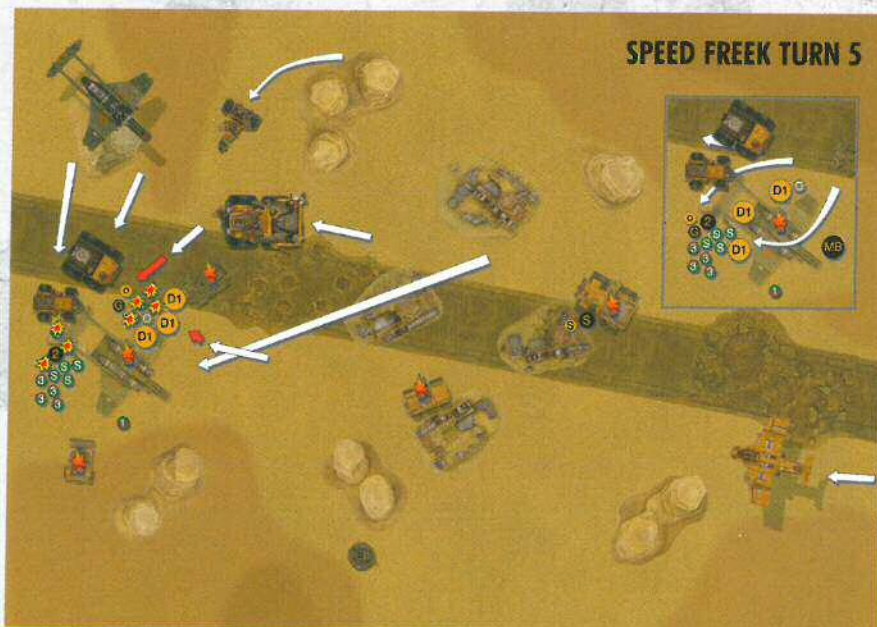
The smell of victory drove the remaining Orks wild. Lugnutz and the Deth Koptas wiped out the Command squad, recapturing the target. The Trukk Boyz exchanged two Orks for two dead Storm Troopers.

The prize would be mine.

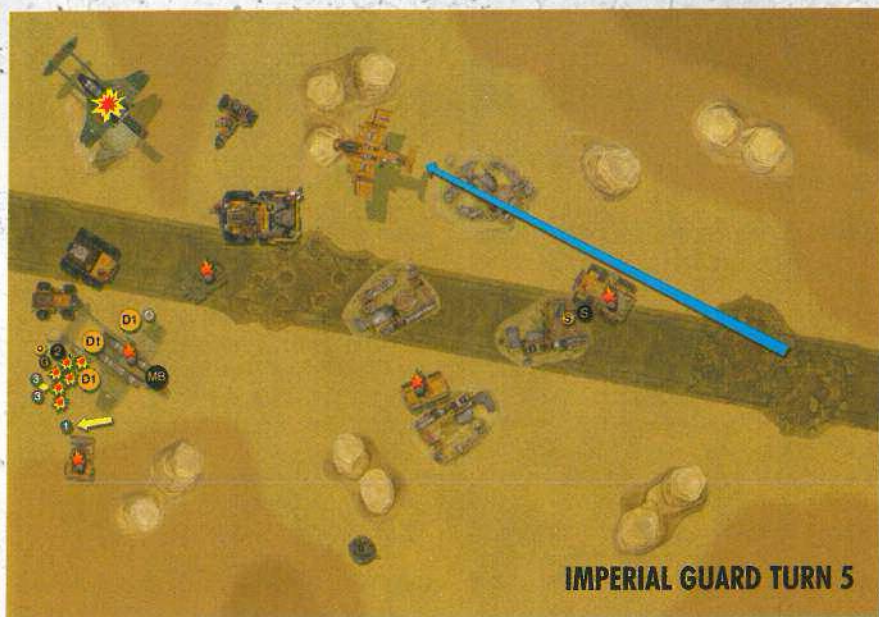
IMPERIAL GUARD TURN 5

Lieutenant Ashbridge was dead, everybody was engaged by the Deth Koptas and the last vestiges of the Trukk Boyz. I'd lost quite a few Storm Troopers in my turn, leaving only four. I also only had two models from the Remnant squad, and my escape was blocked by George's Trukks too.

I could still do it though! I was bare inches from freedom. The Package was still mobile and functional, with a healthy four power weapon attacks. All my troops would be going before the Orks. Whether that would be enough or not remained to be seen. The game would be decided in this final and vital round of combat.



SPEED FREEK TURN 5


IMPERIAL GUARD TURN 5

The damaged Vulture came back onto the board with a successful Reserve roll. Next Mr grenade launcher, with no officers from his own regiment in sight, finally ran for it. He didn't quite make it off the board, but there was no Iron Discipline to stop him this time.

The Shooting phase started off with a gracious invitation to once again Dogfight with Killboy, this time I accepted. My nose-mounted heavy bolter sprayed wild fire into the sky. Killboy's two twin-linked big shootas lanced through the Vulture. The bird was down at last. Killboy had done his job well today, and the 'Devil' was off to meet his namesake, who would no doubt give him a stern ticking off for being such a bad shot. The rest of my shooting consisted of Mr grenade launcher popping a krak grenade

into one of George's Trukks blocking my escape. He missed. (*What do you expect? He was running away!* – Fat Bloke). In the Assault phase I went first. The Package achieved nothing. The troopers couldn't find the chink in the Deth Kopta's armour. In return everyone bar the Package was butchered. The Orks had done it; they had prevented me escaping just inches from the board edge. A damaged Sentinel and a running Guardsman were all that was left to tell High Command. So close, yet so far.

Though it was a six turn game, I had nothing with which to rescue the Package now, and George and I called it a day, with victory to the Speed Freaks. My lone Sentinel pilot stopped hiding under his dashboard and radioed in the bad news...

FLYING HIGH

Before the game some of the following interesting queries popped up concerning Flyers. Owen asked Warwick Kinrade, Imperial Armour editor, if he could answer his questions:

Q: If a Valkyrie is destroyed in flight or in VTOL with its passengers still onboard, do they all die or get the normal 4+ Wound, take an Armour Save or die as per normal transport vehicles?

A: If the Valkyrie is in flight then everybody dies! In VTOL mode I'd treat it like a normal vehicle and give passengers a chance of survival.

Q: Do you leave Flyer wreckage on the battlefield (since only a 6 on a penetrating hit or ordnance hit removes a land-based vehicle in Warhammer 40,000)?

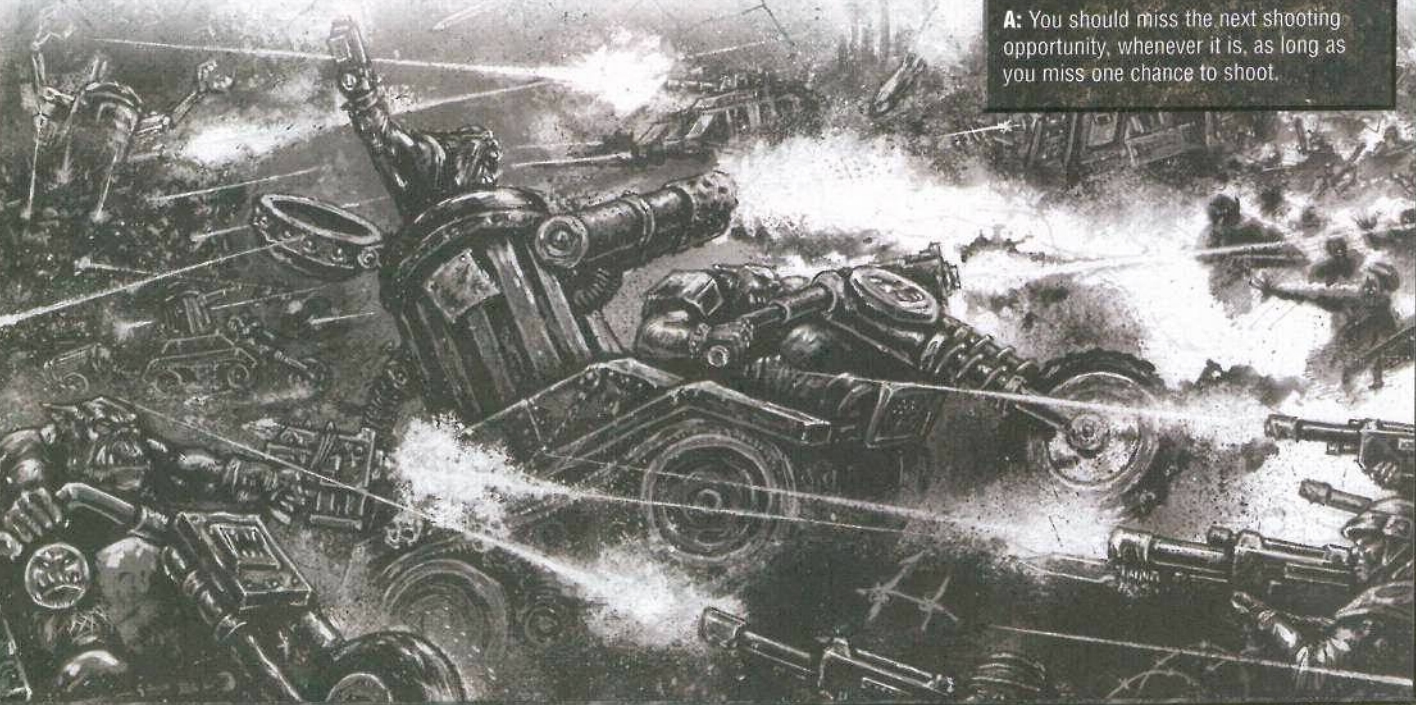
A: No, best to just take it off.

Q: If a Valkyrie or Vulture is shaken, stunned, or weapon destroyed normally a flyer has to abort its attack run – however does dropping troops off via Orbital Landing or having its VTOL engines count as an 'Attack Run'?

A: No, it can't fire but troops can still get out.

Q: If a Valkyrie or Vulture is shaken, stunned and has just engaged its VTOL engines – does this mean that the flyer cannot shoot in the enemies turn (as a normal flyer, in its attack run), or during the enemies turn and the next turn (effectively the players next turn)?

A: You should miss the next shooting opportunity, whenever it is, as long as you miss one chance to shoot.



MISSION DEBRIEFING



ONE WAY TICKET

Owen: I lost. Every single model in my army, bar two, was dead. But what an absolute blast of a game! It was so exciting all the way through, a real rollercoaster. It had it all; desperate

retreats, stalwart defence in the face of impossible odds, attempted air evacuations. Some might ask 'was it fair?' Possibly not, but then does it always have to be? Isn't it sweeter when you win through in impossible odds, or when the spectacle of the game is more important than the overall result?

The scenario that Guy wrote was really good, and I'd love to give it another go with different forces some time. The Dogfighting rules also worked well. They didn't interrupt the game too much, or confuse matters overly. Sure, they aren't a detailed game of twisting, turning, evading and tailing (leave that to Epic), but for the Warhammer 40,000 battlefield they're perfect. I really recommend not only using the rules, but just giving Flyers a go full stop. They add a great extra level of

detail to Warhammer 40,000 and are just plain good fun!

Looking at the game in detail, it was clear to see that there were several turning points where it could've gone either way. The most obvious and most important being when George made his turbo boost roll (not too much, not too little) for both of his Trukks coming at me on the flank. This meant a one-turn charge despite being in the middle of the board. I really think he would have struggled if he had not made these rolls. The resulting combat, further enhancing his sheer luck, locked the Package and the Storm Troopers in place. Charging in one turn denied me the opportunity of reacting to the new threat and taking the initiative from George. It also stopped the Package from boarding the Valkyrie for a dramatic getaway! I have to say though, that after the awful bad luck of rolling snake eyes for his reserves in Turn 3, George was due some good luck.

I had two points of good luck in the game. The first was successfully rolling all of my Reserve rolls in Turn 2 (and boy, did I need

that then). The second was killing Tank and retaking the Package in Turn 4, something which I had considered a cut and dry game winner once his Warboss had got hold of the Package.

I still stand by the strategy I used. I think I succeeded in using initiative (if only on my part by dropping from the skies) and tenacity (Heroic Senior Officer – don't leave home without one). Despite losing all my troops, the bloodied nose I gave George's army was very impressive – almost all his units were severely mauled, and I had slain his prized Warboss Tank to boot.

One thing I would've changed was deploying my Veterans in some cover at the beginning of the game. They could've covered the blind spot in my defence, where the Stormboyz landed in Turn 1, and also helped out later in the game. A 4+ Cover Save would have been most welcome. As it was they were easy to prey to the Fighta-Bommer.

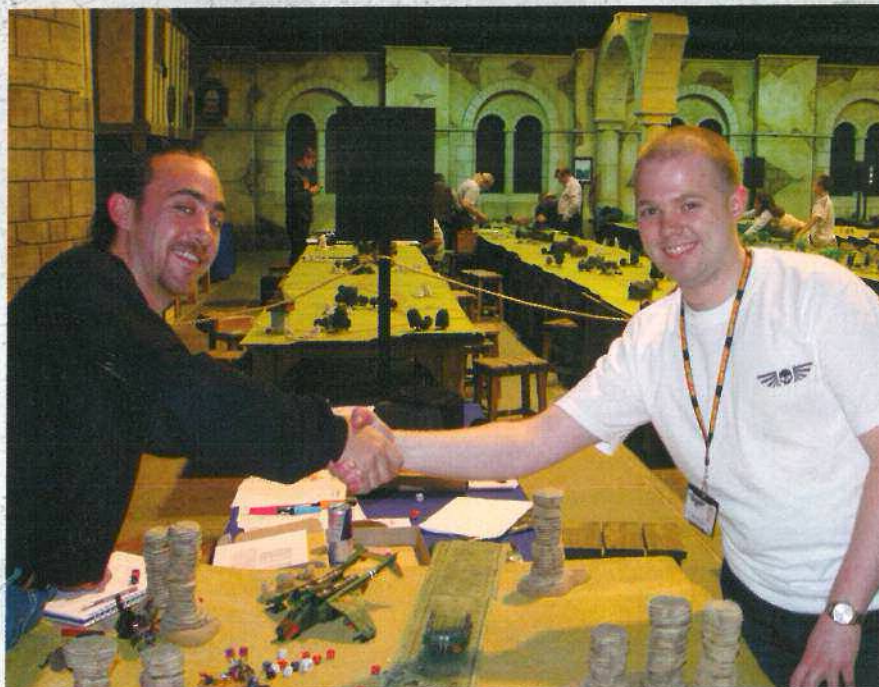
Speaking of Flyers, mine were singularly useless, the Vulture unleashing a set of the



most disappointing Hunter-Killer missiles ever (I think they loaded broom sticks, not deadly missiles – why do Hunter-killer missiles always miss?). George's lone Fighta-Bommer was awesome, mashing up two units and gunning down the Vulture. Fair play to the Orks, I am most impressed. Perhaps a Thunderbolt would've been a better investment for this game...

Finally, I'd like to say a few words about my opponent. What a great guy to play against! He was always very sportsmanlike, and even reminded me of certain things I had missed during the game – often to his own detriment on the battlefield.

I've got a mega-battle arranged later in the month where a large Imperial Guard force faces off against three Ork armies, George being one of those generals. Looks like some ideal payback time and it should be a cracking game! Perhaps part of the game could be rescuing the Package from the Orks' clutches? I'd also like to point out the great terrain for this game, namely the ruined Chimeras, all of which George made. These really added to the atmosphere and goes to show that a little extra effort beforehand with such things as terrain makes for an even better game.



Both competitors manage a smile as the hard-fought game ends in Turn 5.

To sum up: My troops may have gone down – but boy they went down in glorious style! Death or glory, the one way ticket – 'tis the Drop Troop way. I'll get you next time Dellapina, next time!



BY THE SKIN OF MY TEEF

George: Talk about ending on a high! That was probably the most exciting game of Warhammer 40,000 I have ever played.

When Tank fell I thought it was all over – Owen's puny humies earnt some respect from the Orks, I can tell you.

At the end I was left with my Battlewagon, a couple of Skarboys, two Nobs, Lugnutz and his now very famous Gretchin, four Koptas, two Trukks and a Buggy. I don't think I've ever used this army and ended with so many vehicles in play at the end of the game and so few actual men. I was getting quite anxious about there actually being anybody left to actually jump in a Trukk with the Target.

Owen played a flawless game, and was stricken more than once with some of the worst shooting rolls I've ever seen. He seemed to manage to keep coming. There were so many of them! (Strange for an Ork to say that).

It was a game of ups and downs. In Turn 2 I thought it was all over, then the clouds parted and it rained Drop Troops. It is hard dealing with an army that can enter play in this way and just goes to show what a fantastic tactic it can be when used properly.

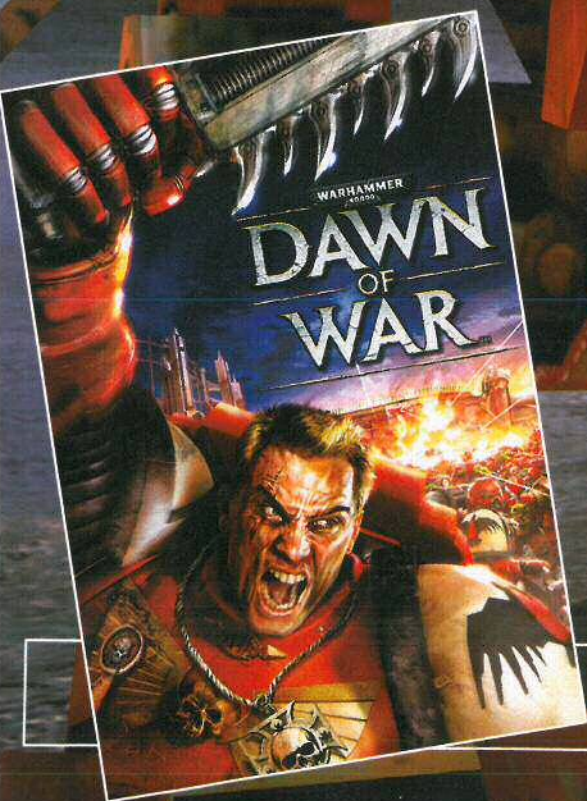
My other real low was my inability to make my Reserve rolls. I think if they had come on in the second turn things would have been a lot more brutal, but who am I to question the dice gods? Everything that happened helped to create a game that was action packed, thrilling and extremely good fun for both sides. I suppose the biggest single turning point in the game for me was when my boyz finally got their act together and showed up. I made the two sweetest Turbo Boosta rolls, followed by that jammy 6" Consolidation roll which got me into the Storm Troopers and my burna into the rear door of the Valkyrie.

It seemed that just as the Valkyrie blew Killboy flew past and nailed the 'Devil'. I never actually planned on tackling either of the two airborne nightmares, and to destroy them both...! I'll just have to rename Killboy. I did ask Guy about some rules for a Kamikaze run, using the Fighta-Bommer as a big big bomb. But he said no, gave me some Green Stuff and told me to sit in the corner!

And finally I'd like to say thanks for a fantastic game. The scenario that Guy wrote helped give us a strong narrative for our battle, and playing games should be about the story more than the outcome. As long as fun is had it's never a bad game. I'm saying that and I'm a tournament player! Much laughter was had, not to mention Owen's attempts at being a Vox-caster and his referring to the Package and ETA's, all in the face of me trying to be as brash and argumentative as only an Ork can be.

As Lugnutz might say to Da Boyz after the battle, "We is da Orks. We always Win. Espeshully when we win."





RELEASED THIS AUTUMN

WARHAMMER
40,000

Dawn of War



The grim far future of the Imperium is brought to stunning life with the release of ground-breaking PC real-time strategy game Warhammer 40,000: Dawn of War.

Two years ago Games Workshop teamed up with games publisher THQ and developer Relic to create a brand new real-time strategy (RTS) game based on Warhammer 40,000. Dawn of War is the fruit of those labours, taking the RTS genre into the uncharted territory of the 41st millennium.

Dawn of War is not your usual strategy game. Many RTS games rely upon endless resource gathering, so while you have hundreds of men fighting on the front line, there'll be some easily-killed Goblin with a hatchet cutting down trees to build your troops. Dawn of War dispenses with this. As you move across the map, there are strategic objectives of varying value to capture and defend in order to gain Requisition points. These Requisition points allow you to call more troops and unit types down out of orbit. Cue the sight of drop pods plunging to earth at breakneck speed! This resource management system means that the game feels more realistic, as simply put, you have to focus on the fighting, and merely on accumulating assets to build a giant, game-winning army.

The core of the single-player game is the Campaign mode, which consists of over 12 missions and is played from the perspective of a specially created Space Marine chapter, the Blood Ravens. The action in the campaign takes place on the planet Tartarus, with battles raging from the ruined cityscape of Magna Bonum to vast wastelands and lush jungle, all of which look amazing in the fully 3D game. But it's not just cosmetic, the environment can be used to your advantage. Areas of heavy plant growth provide light cover for troops from ranged weapons while craters and ruins give greater protection. However, nothing is going to help you against artillery!

The multiplayer side of RTS's is often their best attribute, and Dawn of War does not disappoint. In the Multiplayer and Quick battle modes you can play as any of the four races from the campaign and fully customise your own armies thanks to a simple, yet cool, design interface. Multiplayer games include 'Annihilate', which you win by destroying your enemy; 'Assassinate', where you have to kill key characters; and 'Destroy HQ', which charges you with destroying a key enemy building. As an extra twist a diplomacy feature lets you secretly message other players to form sneaky alliances.

That's all very good for your PC nuts, but the game also offers lots to players of the tabletop version of Warhammer 40,000. It is in the selection of units available to the various races that you'll see the similarities shine through. For example, Space Marines have Tactical Squads (upgradeable to Devastator squads), which can be outfitted in a number of ways. There is an impressive selection of ramshackle buggies available to the Orks, Chaos get Bloodthirsters and Defilers, while the Eldar can call upon the might of digital Aspect warriors to help them achieve their goals. The game expands upon the universe too, with excellent in-game buildings which exemplify the character of each of the warring groups. There's some great ideas for scenery in there!

The graphics for the game look awesome, while the camera allows you to zoom right into the action to see the combatants fighting in their own unique styles or pan out for a strategic overview. There are tons of different animations, so the battles capture the bloody spirit of Warhammer 40,000 perfectly. But that's enough from us. Over the next few pages you can take a closer look yourselves at some of the things you can expect to see in the game...





MORALE

Morale is an important part of the tabletop game because it affects your tactical decisions as you try not to put your vulnerable units in clear line of sight of snipers or artillery. Rather than replicate the Morale and Fallback rules of the tabletop game, Relic instead set out to capture the spirit of them. In the case of Dawn of War, when a unit's morale breaks, it becomes 'combat ineffective', meaning it is drastically less accurate and does much less damage when shooting and in close combat. They also get a speed bonus, allowing them to retreat out of harm's way and regroup. Of course, Sergeants, Nobz, and all characters provide morale bonuses to the units they join, which is similar to their higher Leadership value in the tabletop game.

BLOOD RAVENS

The single player game puts you in command of the Blood Ravens Space Marines Chapter, which has been created especially for the game. They are led into battle by Captain Gabriel Angelos, aided by his loyal advisor, Librarian Isador Akios. The Blood Ravens are a chapter steeped in mystery. They include an unusually high number of very powerful Librarians among their ranks, but even they know little of their origins. Gabriel arrives on Tartarus to counter an Ork incursion, and discovers a dark and terrible reason behind the greenskins' presence...



PAINTING SPACE MARINES

Dawn of War comes pre-loaded with lots of familiar chapters, craftworlds, and so forth, but you can also fully 'paint' them yourself using a simple menu. You can even import your own badges and banners into the game to 'paint' onto your units, just like the miniatures!



ARMOUR

As well as Dreadnoughts and Killer Kanzas, expect to see many familiar vehicles among the game's 15 plus war machines. These range from Rhinos, Whirlwinds, and Land Speeders to Fire Prisms, Vypers, Wartraks, Looted Leman Russ tanks and Defilers.



FINISH IN STYLE

In most real-time strategy games, when units fight in close combat they stand next to each other and enact pretty basic 'hacking' animations at each other until one dies. In Dawn of War, units interact with one another, so as you close in on the action, you'll see the units parrying, dodging and actually fighting one another. When one unit is finally victorious, it will perform a distinctive death move. For example, a Space Marine Dreadnought might pick up an Ork, squash the life out of him, then toss his lifeless form into the distance. Every unit has numerous death moves, each tailored to specific opponents. Some of these are quite spectacular; such as the way a Force Commander armed with a thunder hammer (and a good deal of luck!) banishes a ferocious Bloodthirster back into the Warp...

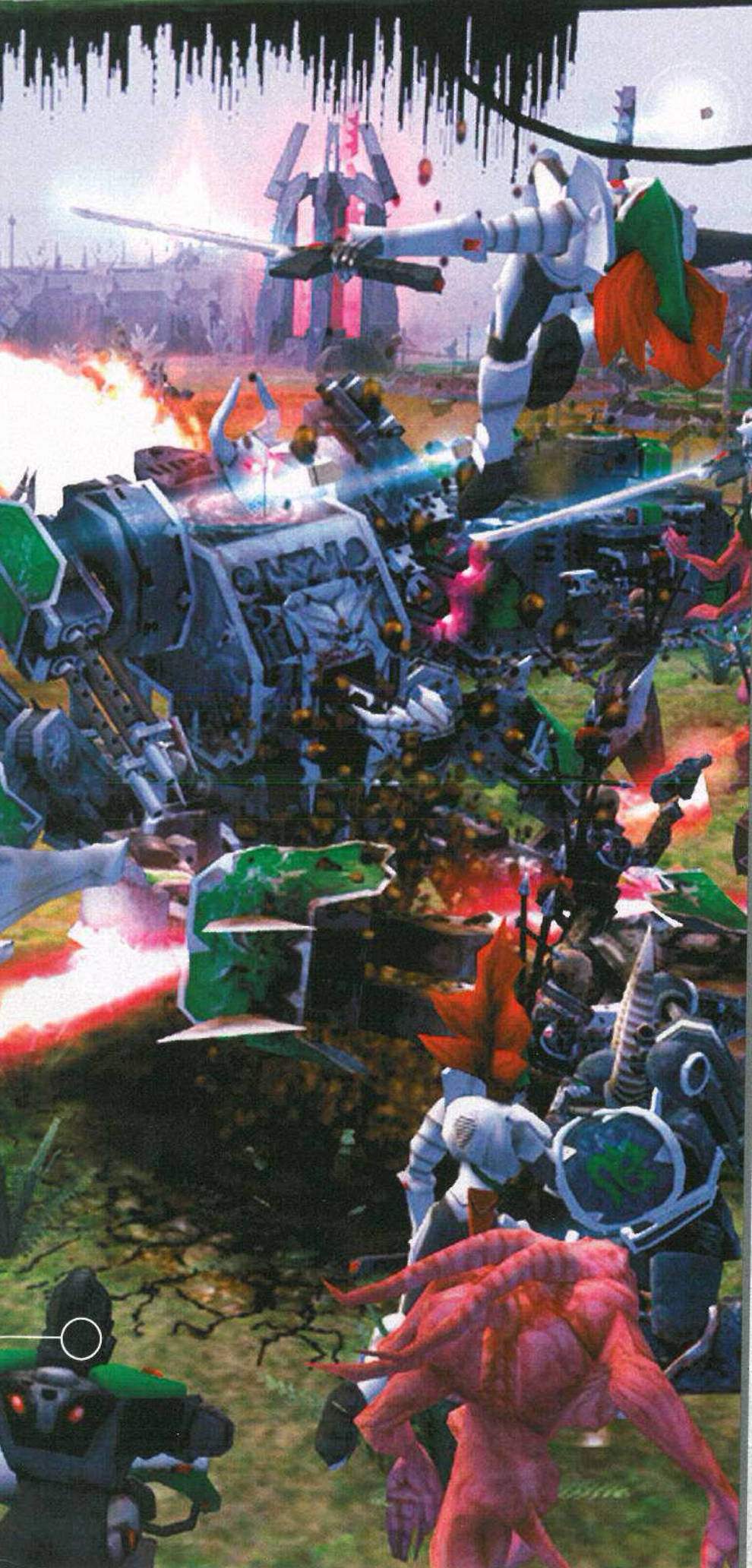
UNITS

Although there are many differences between Dawn of War and the tabletop game, Relic have strived to retain the look of the Warhammer 40,000 universe. Many of the units that make up your armies also put in an appearance in the computer game. Here you can see some Chaos Space Marines, but Cultists, Horrors, Obliterators and Raptors also join the fight for Chaos. The Space Marines count Tactical squads – which are upgradeable to Devastators – Assault squads and Terminator squads among their number, while Shoota Boyz, Slugga Boyz and Storm Boyz line up for the Orks. Finally, the Eldar enter the fray with Guardians, Howling Banshees, Warp Spiders and an Avatar. Relic has also introduced some new unit types to perform the game's building functions. For Chaos this role is filled by Heretics while Eldar get Bonesingers.



WEAPONS

This Dark Reaper stands ready with his reaper launcher while his fellow Eldar bear the brunt of the Chaos Defiler's onslaught. Relic have put a lot of work into the game's finer details, creating unique sounds and effects to represent each weapon firing. Dawn of War's arsenal boasts over 75 weapons including bolters, sniper rifles, flamers, melt bombs, rocket launchers, shuriken pistols and death spinners. Not to mention the close combat weapons like power fists, thunder hammers and chainswords. Just like the tabletop game, when and how these weapons are deployed can decide the outcome of a battle.



THE RACE TO WIN

Each race has a massive selection of characters and monsters to send into battle. Throughout the course of the campaign your Force Commanders get to square up against Farseers, Warbosses and Chaos Lords. Here are how the Blood Ravens' daunting enemies line up:



ORKS

Boss Orkamungus is always looking for a good fight, and the Planetary Defence Force of Tartarus seemed like a good warm up for his ladz. He didn't quite expect to find Space Marines and Eldar there as well. No matter – they all make for good stompin'.



ALPHA LEGION

Led by Lord Bale and the insidious Sorcerer Sindri Myr, the forces of the Alpha Legion are on Tartarus looking for something – something that could threaten billions of Imperial citizens. They seem to have some link to the Orks on Tartarus, which needs investigating...



BIEL-TAN

Farseer Macha knows what Bale is after, and has brought a contingent from her craftworld to ensure that he doesn't find it... no matter what the cost.

Wild Boyz!

Ace modeller George Dellapina has defected from his Speed Freaks to build a new army. But he's remaining true to his Orky roots. He's tackling the ultimate conversion project – an entire Feral Orks army. Over the next six months we'll be dropping in on George from time to time to witness this monster as it evolves. Hold onto your nose bones, it's going to be a wild ride.

"I've had the Feral Orks bouncing around in my head for a while now," George says. "They're really appealing because there are no miniatures for them in the current range. It's the biggest cherry of all for someone like me, an army that has to be converted!" George rubs his hands together with glee. "About a

year and a half ago I was given the small Squiggoth from Forge World," George explains. "I instantly set about converting the beast and got bitten by the Feral Ork bug. But before I went mad and built up a load of units I wasn't going to use, I made an army list. All my armies are 1,500 points tournament lists, as tournaments are the only time I get to game, so I plan every force I take to the tabletop – the Feral Orks were no different."

A CHANGE OF PACE

"My Speed Freaks army, led by Warlord Tank, has been ripping up the battlefields of the 41st millennium for a while." While George loves his awesome Speed Freek army, in action in this month's Battle Report on page 90, he felt it was time for something new.

"They're still my beloved Orks but they have a different spin. The great thing about Feral Orks is they're less civilized – if you can say that about an Ork! They're slower and less well-equipped than the Speed Freaks."

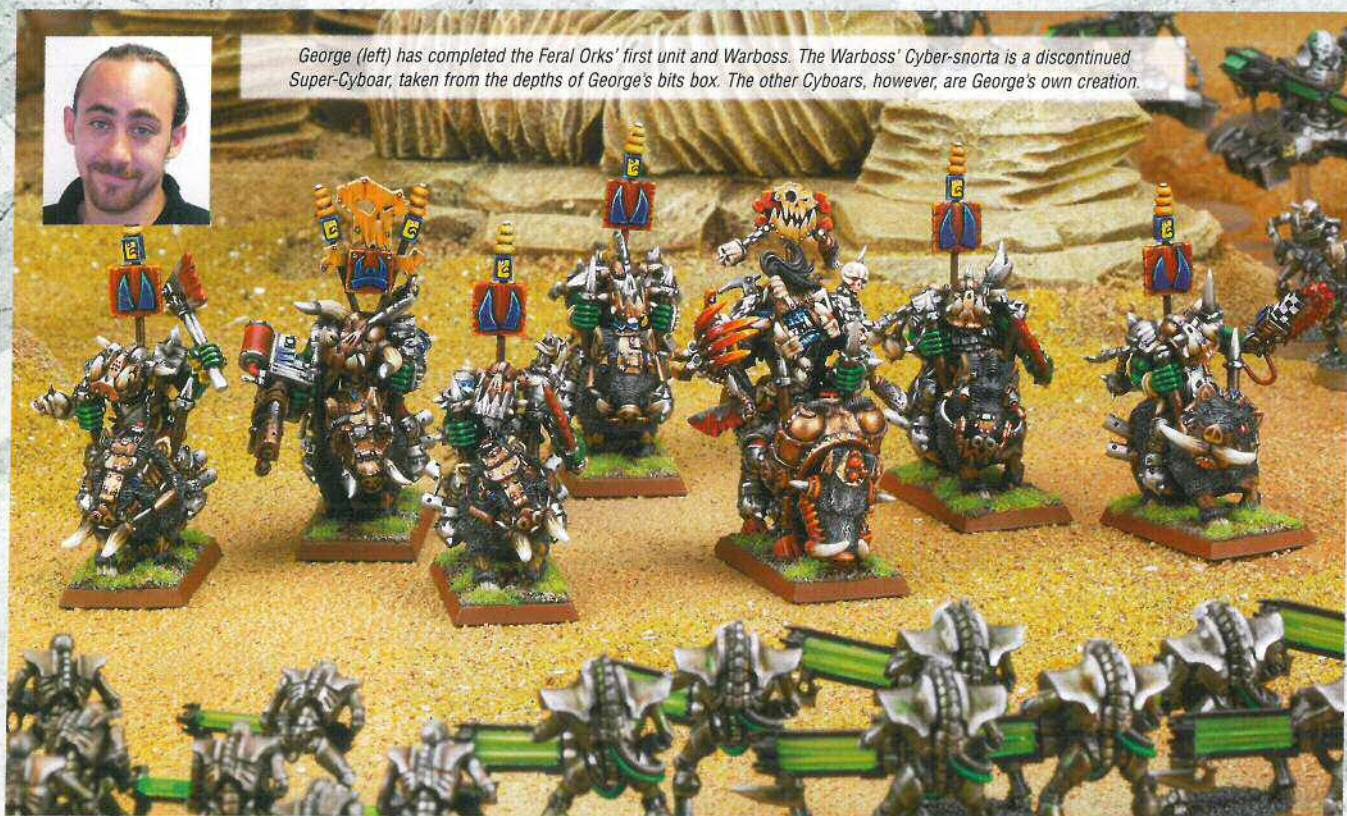
This downside is balanced by one big advantage... "My boyz excel at shooting.

They're as good as a Guardsman!" George says with a little grin. One of the defining characteristics of most Ork armies is their poor BS. As they are a race that is geared towards close combat, Ork shooting suffers. They'd much rather show their foes the pointy end of a choppa than snipe at them. Feral Orks, forced to rely on hunting to feed their tribe, are better at ranged combat than their more-advanced cousins. "They've had to learn to shoot straight see, 'cause times is 'ard and food scarce," says George, lapsing into Orky-London speak.

But that's not the only thing that makes Feral Orks different. "They are immensely savage, just look at those Squiggoths! That's what sets them apart – their command of beasts," Feral Orks are totally different to any other Warhammer 40,000 army. Technologically backward, they are the only force barring Kroot Mercenaries that use a lot of animals and, as such, Feral Orks have an ethos not so far removed from Orcs in Warhammer. As it is such an unusual force, George had to approach selecting an army of them in a totally different way to his Speed Freaks.



George (left) has completed the Feral Orks' first unit and Warboss. The Warboss' Cyber-snorta is a discontinued Super-Cyboar, taken from the depths of George's bits box. The other Cyboars, however, are George's own creation.





George Dellapina collects a new Feral Ork army

THE DRUMS OF WAR

George's army relies on big mobs to get the job done. Large beasts provide the much-needed muscle in both assault and shooting. But with typical Grot cunning, this is just a diversionary tactic, as George explains.

"The bulk of the army slogs across the board, three big squads of Madboyz making up the core. These boyz are highly unpredictable," George says. "just as likely to punch each other in the head as damage the enemy. They're fearless too but best of all, with a little persuasion from a Pig Dok's blunt needle, they can be turned into Strength 5, choppa-wielding loonies with loads of Attacks on the charge. I support the Madboyz with three Squiggoths and a Gretchin shield to protect the boyz against nasty firepower." Any Ork unit shot at through a 'shield' of Gretchin gets a 5+ Cover Save. If successfully taken, a Gretchin is removed instead of an Ork.

With such meaty units and hulking Squiggoths, George's Feral Ork army is a daunting prospect for his opponents, who face a difficult choice of target. "Either they go for 30-plus mad choppa-wielding maniacs or the three enormous Squiggoths bearing down on them," he explains. But really – and here's the clever bit – they are a distraction from my large squad of Boarboyz, with the Warboss, and the squad of Junkaboyz."

The truck-borne Junkaboyz are the only element to the army that makes use of crude vehicles, and hark back to George's Speed Freeks. "They're not as good as my Trukk-boyz. They're wounded on a 4+ when they fall off their Trukk, they have no turbo boostas and the Trukks are prone to breakdowns. But they're good for rolling up the flanks."

"The last part of the army is the Huntas," George continues. The Huntas are the real firepower squad in the army and are tooled up with heavy weapons. Coupled with Feral Ork BS3, their guns pack a real punch at long range. "They sit in a wood with their big shootas, hunting for meat and going for the kill," George adds with a glint in his eye. But it's the Boar Boyz that get him really excited.

"The Boar Boyz are the most characterful unit in the army. They are everything that typifies Feral Orks – use of beasts merged with crude technology," he says. It is these he built first. He's going to show us how he made the boars now, and 'da boyz' next month.

As a veteran gamer, George has an extensive knowledge of the Ork range and cites some ancient miniatures as the source of his inspiration. "I based the squad on the old Ork Cyboars which had a wheel in place of the boar's back legs. With typical Orkiness, I was drooling at the thought of creating a unit of Boar Boyz that didn't just look like a Warhammer regiment I'd stuck guns on..."

WAAAAAAGHHH!!! GULL-GULL SKRAGAGOR

George: This army is taken from the 2004 Annual which has the most recent version of the army list, including four sizes of Squiggoth. My army is themed to show Feral Orks using all manner of animals and sub-species, from mighty Squiggoths to insignificant Snotlings.

Gull-Gull Skragagor 131pts
Power claw, choppa, super-cyboar, shiny bitz, flash furs, skulls, trophies.

7 Boarboyz 182pts
Nob Bosszag – Cyboar, burna, choppa, flash furs, skulls, trophies.
Boyz – Cyboars, sluggas, choppas.

10 Huntas 114pts
Shootas, 2 big shootas

14 Madboyz 135pts
Pigdok Snikkipig – burna, choppa, 3 grot styboyz
Boyz – slugga, choppa

14 Madboyz 135pts
Pigdok Grubnak – burna, choppa, 3 grot styboyz
Boyz – slugga, choppa

14 Madboyz 135pts
Pigdok Bordag – burna, choppa, 3 grot styboyz
Boyz – slugga, choppa

14 Gretchin 64pts
Slaver "Grot Boss" Grimsnik – squighound
Gretchin – Grot Blastas

7 Junkaboyz 163pts
Nob Durwazza – burna, choppa, flash furs, skulls, trophies
Boyz – sluggas, choppas, 1 burna
Junkatrukk – rokket launcha, stikbomb chucka

Squig Herd 71pts
Herda Nabgrak – burna and 10 Squig Hounds.

Large Squiggoth 105pts
Two twin-linked rokket launchas

Large Squiggoth 105pts
Two twin-linked rokket launchas

Massive Squiggoth 160pts
1 Kannon, 2 twin-linked big shootas

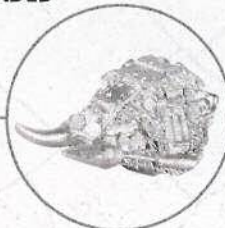
Total 1,500 pts

George is available for Hobby classes at Warhammer World. Call **0115 916 8410** or e-mail warhammerworld@games-workshop.co.uk for information. Make sure you leave your contact details so we can get back to you.

PIGDOK'S

Get your scalpels out! George lets us into

BEING PIGHEADED



I used a couple of the old metal Cyboar heads on the models, and they provided inspiration for my own conversions.



Using plastic rod, thin plasti-card and the metal jaws from the Ork sprue, I built up the head until it looked mechanical.



When sculpting fur, leave the area for a while after sculpting, then go back and lift and push a few strands for texture.



I loathe it when the models just float on their mounts, so I used Orc spears as levers to join the boars to the boys.

SURGERY

a few secrets of greenskin animal care as he creates the ultimate in Ork pork

BACK LEGS TO BIKE WHEELS



I went the route of any good Pigdok and cut off the back legs, (useless them back legs). A small bike wheel fitted the gap.



I pinned the wheel into place by drilling a hole through the back of the Boar and into the wheel to create a secure bond.



I used two small round shields (Dwarf shields are perfect for this) and fixed them on either side of the wheel.



I took some plastic tubing, squared one end and cut the other at 45°. Small holes were drilled to create an exhaust effect.



I bent 5mm of plasti-card around the back of the wheel, affixing it gradually, to form the wheel housing/mud guard.



In creating fur I used the model as a guide, cutting small lines, working across and then back over the Green Stuff.



This process was then repeated, overlaying the new piece of plasti-card on the original to create a ridged plate effect.



The rivets are made from 2mm plastic rod. I sliced it finely and stuck them to the wheel housing.

PLASTI-CARD

George: If you've never used plasti-card, I urge you to get some. You can buy it from any model shop or architectural supplier; it comes in various weights and textures. It's better than thin card as it won't rip. When cutting Plasticard don't cut all the way through, make a strong score and snap it at the line. Thin plasti-card will also bend.



PICKING UP RIVETS

Small modelling items such as plastic rod rivets can be tricky to attach without getting glue everywhere but on the model. Empty a small reservoir of glue onto your modelling table and use a scalpel tip to pick up your rivets. Then simply dip them in the glue and affix to the model. This will save on mess and helps you get the rivets perfectly in place.



GREEN STUFF

The big problem with Green Stuff is that it sticks to everything. This problem can be overcome by ensuring your hands, tools and the area where you're mixing your Green Stuff is wet. After you've applied your Green Stuff, leave it for about twenty minutes, as it's much easier to sculpt. It's a good idea to work on three to four boars at once or have a cup of warm Squig juice while you wait. A good tip for smoothing your Green Stuff is to use a rubber sculpting tool called a 'clay shaper' which can be bought in any art shop.



**NEXT MONTH:
BUILDING DA BOYZ!**

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Games Workshop Direct is the ultimate service for Games Workshop hobbyists. With a quick trip to the internet or a chat on the phone to one of our friendly Hobby Specialists every Citadel miniature you want can be dispatched to your address. But Direct is far more than merely an ordering service.

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They can also provide assistance with making an army list, from devising a starting force to expanding an existing one. They're also available to give helpful advice on how various units work on the tabletop, discussing any special rules and tactics for using them in a battle and assessing their relative strengths and weaknesses.

Our Direct Sales staff are also a great source of gaming knowledge. If you have any rules queries they are happy to help and suggest solutions to ensure you get the best out of your gaming.



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All hobbyists love to personalise their armies. With Direct you can order individual models from boxed sets and blisters or even individual components from multi-part kits. So if you want to create a fantastic conversion using Archaon's sword and a Griffon's head, Direct is the place to go.

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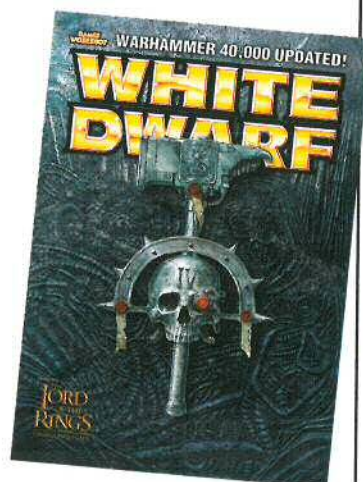
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COLLECTORS' GUIDES

Collectors' guides are an amazing resource for gamers and collectors alike. Each book focusses on the models for one Warhammer or Warhammer 40,000 race. Within its pages, you will find nearly every model we have ever produced for that particular range. Dozens of exciting models gathered together in logical order so you can build the force you really want without scrabbling through a load of old catalogues.

Also included are fantastic examples of painted armies and individual models and, for the sake of completeness, ancient models that are no longer available anywhere.

Collector's Guides now available from your local Games Workshop include:

- Chaos Space Marines
- Imperial Guard
- Empire
- Orcs and Goblins
- Chaos
- The Lord of The Rings

COMING SOON!

- Space Marines

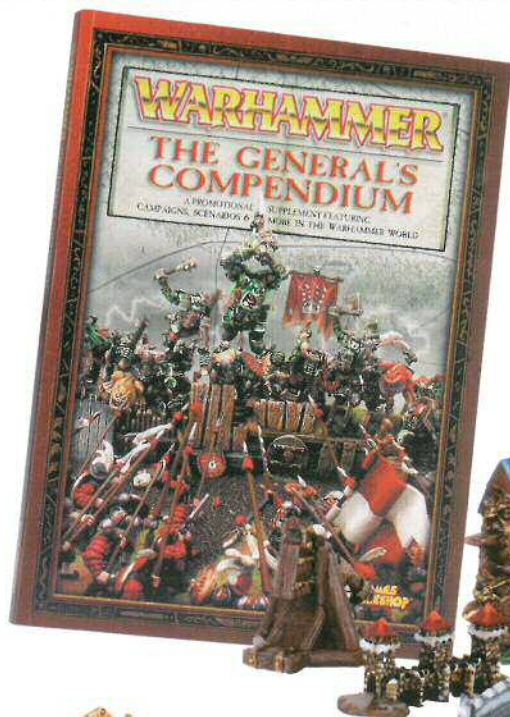
QUESTION OF THE MONTH

Every month the Hobby Specialists deal with hundreds of hobby-related queries. Whether it's how to make the most from your Snotling Pump Wagon, or suggesting a fitting colour scheme for your new regiment of the Knights of the Blazing Sun, to finding out the Strength of a Railgun, the Hobby Specialists have all the answers. Here's a recent question that keeps cropping up:

Q: Can Orc Boyz armed with spears use their choppas when they are charging?

A. Yes. Orc Boyz armed with spears can choose to use either their choppas or their spears before the first round of any combat. But remember that whichever weapon you choose must be the weapon you use for the entire combat (page 88 of the Warhammer rulebook). If you elect to use your choppa you will receive the +1 to Strength bonus on the charge. But if you decide to use spears then the second rank will be able to fight in subsequent rounds of combat.





General's Compendium

This hobby tome is essential for any die-hard Warhammer player. Packed with great gaming and modelling material, the General's Compendium presents a range of alternatives ways to playing Warhammer, from campaigns to battle on the high seas!

GENERAL'S COMPENDIUM.....£20.00

Denmark kr 200.00 Sweden kr 250.00
Euro € 27.50

Veteran players may recognise these as the old Mighty Empires metal models. They have been re-released in a special blister to accompany the General's Compendium for use as markers.

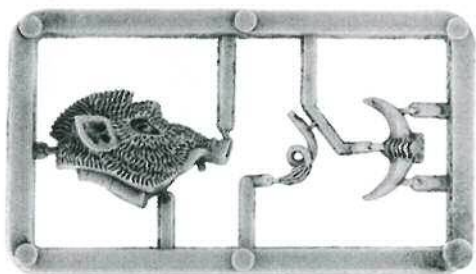


CAMPAIGN MARKERS
99060299031 £10



Feral Ork Cyboars

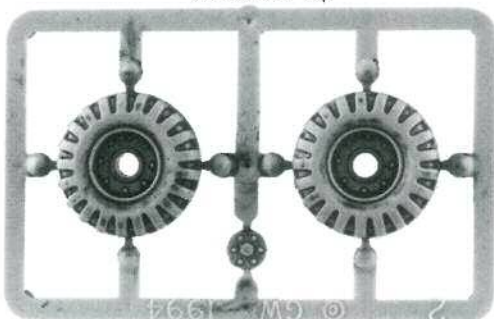
The Cyboars are part of George Dellapina's army building article, Born to Be Wild. Full details of how to convert your own Cyboars can be found on page 95.



BOAR HEAD
99389999017 50p



BOAR BODY
99389999009 £1.50



SMALL WHEEL SPRUE
99399999034 £1.00



ORK CYBOAR HEAD 2
9947010301610 £1.50



Grotsnag

Full details on converting Grotsnag can be found on page 23.



WARGHAN RIGHT BODY
9947021404006 £2.00



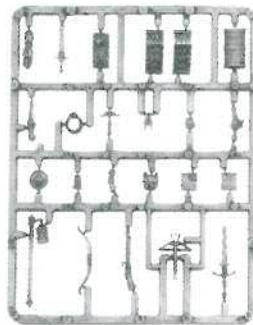
WARGHAN HEAD
9947021404007 £1.00



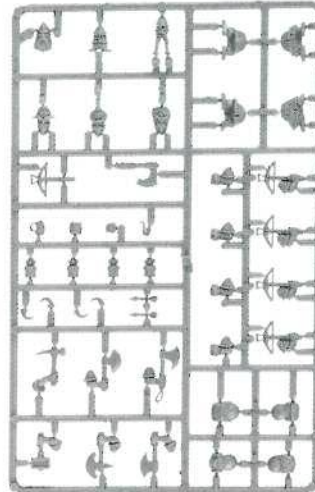
WARGHAN LEFT BODY
9947021404005 £2.00

Mountain Rangers

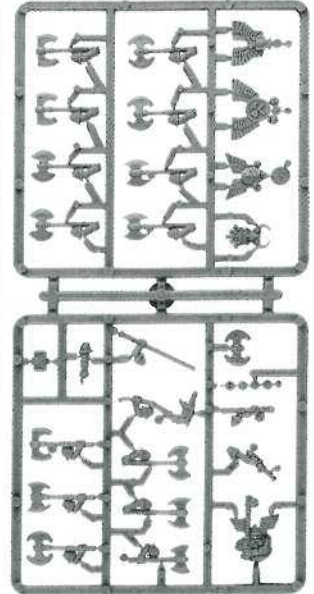
The Dwarf Mountain Rangers are a special unit featured in Bugman's Lament. Conversion details can be found on page 24.



MORDHEIM ACCESSORY SPRUE
99391199001 £5



DWARF REGIMENT SPRUE
99380205001 £5



DWARF REGIMENT COMMAND SPRUE
99380205002 £4

Bazrak Bolgan

Bazrak Bolgan is one of the special characters featured in Bugman's Lament. Full details on how to convert him can be found on page 21.



Sprues shown at 30%



**BURLOCK DAMMINSON'S
BANNER POLE**
9947020500702 £1



FLAME CANNON LOADER
9947020500302 £2.50



**KING KAZADOR
THUNDER HORN**
9947020500502 £1.00

Beercarts

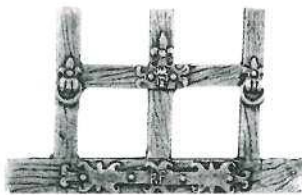
Dwarf Beercarts are featured in Bugman's Lament. For full details on how to build your own Beercarts turn to page 25, where Chris Bone will reveal all.



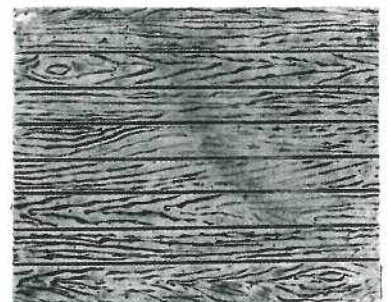
THUNDERER 9
9947020502839 £2.50



ENGINEER 2
9947020508402 £4



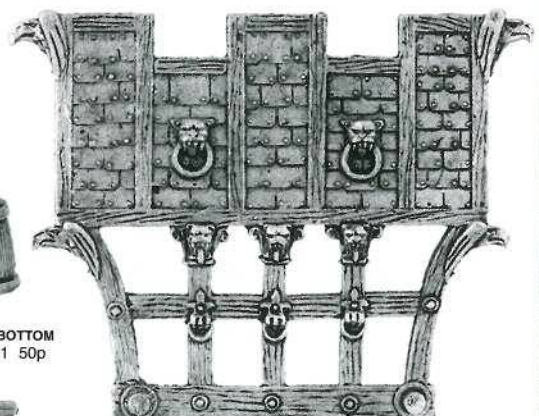
**WAR WAGON
FRONT/REAR FRAME**
9947020204104 £2



WAR WAGON DECK
9947020204102 £4



STEAM TANK REAR WHEEL
9947020211714 £2



WAR WAGON SIDE PANEL
9947020204101 £5



WAR WAGON YOKE
9947020204106 £1



MYDAS' MULE'S TAIL
9947021402206 50p



**GALLOP GUN
HORSE'S HEAD**
9947021400511 £1



LARGE BUCKET LID
9947029901012 50p



LARGE BARREL TOP
9947029901010 50p



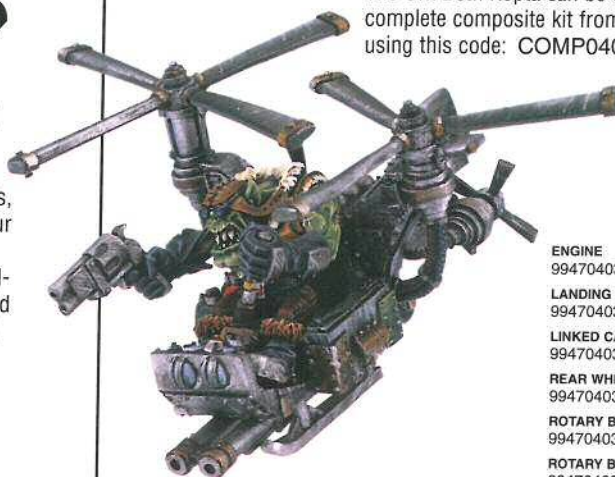
LARGE BARREL BOTTOM
9947029901011 50p



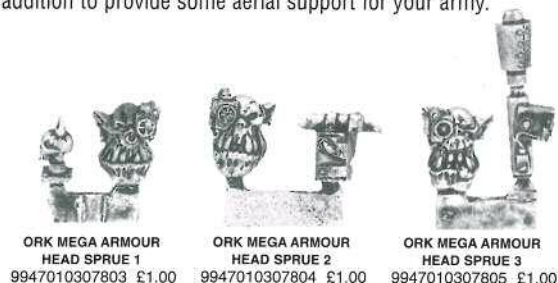
WAR WAGON HAFT
9947020204105 £1

ORK SPEED FREEKS

Following on from this month's Battle Report featuring George Dellapina's unique and awe-inspiring Speed Freeks army, we've put together a collection of models and components that would be a great starting point for converting your own Ork Speed Freeks army. A wide variety of Ork heads will personalise your force, particularly the Burna Boyz heads with goggles and masks, which are perfect for bikers. Glyph plates can be attached to your vehicles and bikes, and no Speed Freeks force is complete without a cadre of Grot oilers and riggers to help with those mid-battle repairs. Besides kicking up dust and burning rubber, Speed Freeks chop up the skies too, and the Deth Kopta is an essential addition to provide some aerial support for your army.



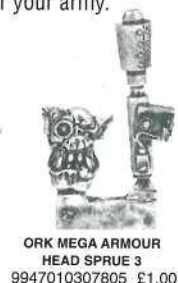
The Ork Deth Kopta can be ordered as a complete composite kit from the webstore using this code: COMP0403023 £12



ORK MEGA ARMOUR HEAD SPRUE 1
9947010307803 £1.00



ORK MEGA ARMOUR HEAD SPRUE 2
9947010307804 £1.00



ORK MEGA ARMOUR HEAD SPRUE 3
9947010307805 £1.00



ORK NOB HEAD 2
9947010308219 50p



ORK WARBOSS HEAD
9947010307904 £1.00



ORK WARBOSS HEAD 2
9947010309102 £1.00



GHAZGHKULL'S HEAD
9947010309203 50p



ORK STORM BOYZ NOB HEAD
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ORK NOB HEAD 3
9947010308220 50p



ORK NOB HEAD 4
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ORK NOB HEAD 5
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ORK NOB HEAD 1
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MAD DOC GROTSNIK HEAD
9947010309702 50p



ORK BOYZ WITH HEAVY WEAPON HEAD 3
9947010308807 50p



ORK BOYZ WITH HEAVY WEAPON HEAD 4
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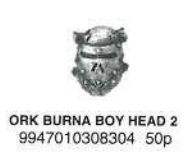
ORK BOYZ WITH HEAVY WEAPON HEAD 1
9947010308805 50p



ORK BOYZ WITH HEAVY WEAPON HEAD 2
9947010308806 50p



ORK BURNA BOY HEAD 1
9947010308303 50p



ORK BURNA BOY HEAD 2
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ORK BURNA BOY HEAD 4
9947010308306 50p



ORK BURNA BOY HEAD 3
9947010308305 50p

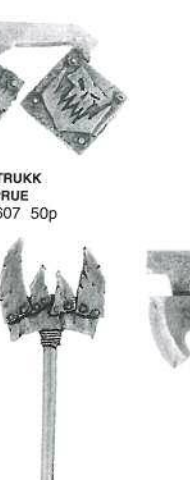


'ARD BOYZ JAW SPRUE 1
9947010308505 £1.50

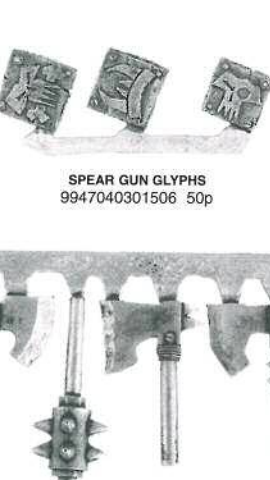
ORK 'ARD BOYZ SHOULDER GUARDS
9947010308506 £2.00



HARPOON TRAK GLYPHS
9947040301305 50p



ORK BIKER ICON
9947040302005 50p



ORK HAND WEAPON SPRUE
9947040300801 £1.50



GRETCHIN ASSISTANT 5
9947010300243 £1.50



GRETCHIN WITH SCREWDRIVER
9947010302201 £1.50



GRETCHIN WITH TOOL BOX
9947010302009 £1.50



GRETCHIN WITH WRENCH
9947010302303 £1.50



GRETCHIN WITH OIL SQUIG
9947010302202 £1.50



WARTRAK SKORCHA TRAILER COUPLING
9947010303106 50p



WARTRAK SKORCHA SNOT PUMPER
9947010303110 £1.00



WARTRAK SKORCHA TANK TOP
9947010303104 £1.00



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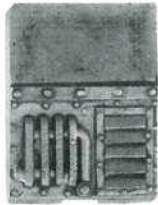
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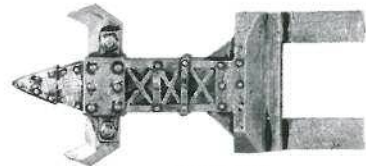
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STORE FINDER

GAMES WORKSHOP HOBBY CENTRES & INDEPENDENT STOCKISTS

Games Workshop products are sold by a large number of shops in 16 different countries across the world. What follows is a large listing of all the stores that sell Games Workshop products across the UK, parts of Europe, South Africa and the UAE. Most Games Workshops are open seven days a week and late for gaming evenings. Contact your local store for more details. You can find a list of all our retail outlets on our website at:

www.games-workshop.co.uk/storefinder

If you're still unsure as to where your nearest stockist is located, why not call Games Workshop Direct on 0115 916 40000. Stores highlighted in yellow indicate new stores. Stores in green are elite Northern European stores; stores in blue are Northern European partnership stores. To be sure they will have exactly what you want in stock, we recommend you give them a quick phone call before visiting.

Hobby centres marked with a cross (x) have Gaming Room facilities.

A Games Workshop Hobby Centre is much more than just a shop...



FREE GAMING AND TACTICS ADVICE

All our staff are gaming veterans (after all it's what they do for a living!) They can give you sound tactical advice, help you build battle-winning armies and clear up most of your rules queries.



FREE PAINTING AND MODELLING ADVICE

No matter what your level of painting or modelling skill, if you spend 30 minutes with one of our members of staff you will see those skills improved and you might find out something new!



FULL RANGE OF PRODUCTS

All our centres stock a full range of Warhammer 40,000, Warhammer and The Lord of The Rings games and models as well as all the hobby materials you need to collect, build and paint your armies.



IN-STORE ORDER POINT

All of our stores are fitted with an in-store order point which you can use to get your hands on all of our Specialist Games products, plus many components and classic models with which to customise your armies.



BEGINNERS

Our special Beginners' programme teaches you how to play and helps you take your first steps into the Games Workshop hobby. The programme runs throughout **Sundays**, so whether you want to learn how to charge your Knights into your opponent's battle line or lead a squad of Space Marines into battle, all you need to do is come along!



HOBBY ACTIVITIES

Games Workshop hobby centres provide support and expert advice on all aspects of the hobby. They feature team participation battles for you to take part in, painting workshops to develop your painting skills, and a forum for gamers to talk about the hobby. On **Sunday** evenings many stores run specific activities for those who have graduated from the Beginners' Programme.



VETERANS

Many Games Workshop hobby centres run evenings (usually **Tuesdays** and **Thursdays**) for veteran gamers. They are aimed at older gamers with plenty of experience on the battlefield. You can share ideas about all aspects of your hobby, play games against equally experienced opponents, and also play Games Workshop's more specialised gaming systems well into the evening.



HOBBY CENTRE GAMING ROOMS

A growing number of our hobby centres now have additional space to the normal shop floor in the shape of Gaming Rooms. This makes it perfect for meeting fellow hobbyists and arranging larger games, playing campaigns or just painting and modelling. On Monday to Friday these rooms are reserved for veterans over the age of 16 but the weekend is free for all veteran gamers and those who have been through the Beginners' programme. These centres are marked by a cross. Give them a ring to find out what's going on and to avoid disappointment! The following Games Workshops all have Gaming Rooms: GW Aberdeen, GW Bromley, GW Burton, GW Carlisle, GW Chester, GW Exeter, GW Ipswich, GW Macclesfield, GW Maidenhead, GW Middlesbrough, GW Newcastle, GW Newport, GW Poole, GW Shrewsbury, GW Uxbridge, GW Worcester.



Find your nearest Hobby Centre or independent retailer on these pages; on our website: www.games-workshop.co.uk/storefinder; by e-mailing us: hobbyspecialists@games-workshop; by calling us: 0115 916 40000

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Tel: 01338 569595
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Tel: 0121 360 5080
EDGECASTON, Wayland's Forge:
Tel: 0121 887 0195
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Tel: 0121 365 8300
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Tel: 0121 433 3269
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Unit 2, West End Extension, 502 Silbury Boulevard,
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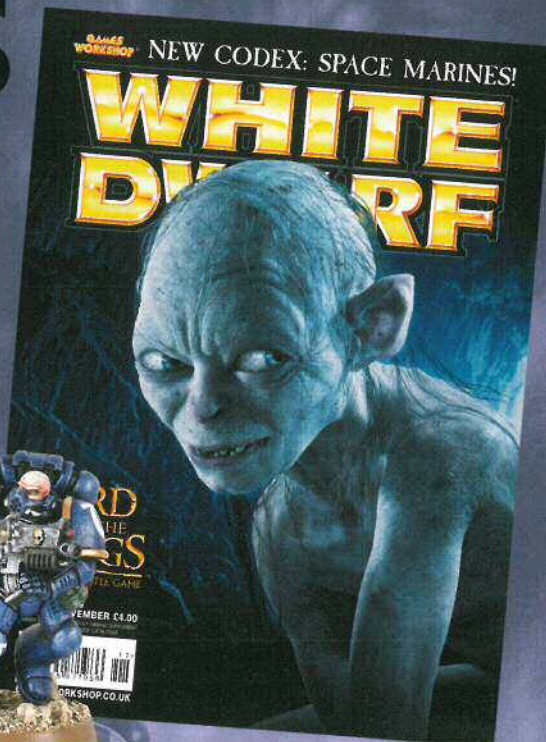
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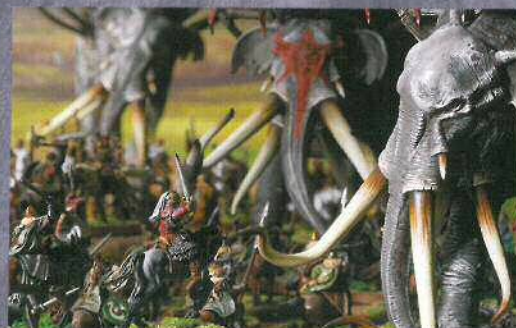
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Of Harad and Umbar

The history of the Haradrim, by Mat Ward

The people of Harad have long endured a life of instability and uncertainty, a weakness exploited by Sauron to bend the Haradrim to his will in his quest to conquer Middle-earth.

The land known to most as Harad lies upon the southern border of Gondor, past the Harnen river. Only along the shores of the great sea can truly fertile ground be found, for leagues of savannah and desert stretch far inland. It is an arid place, a stark contrast to the green and fertile fields of Gondor's southern fiefs, but one which has played its part in the great events of Middle-earth.

The early history of Harad is largely unknown, for it was shunned by the Elves when the world was young. Of those few Haradrim legends that have come to the ears of the Wise, some tell that Harad was once a great and verdant kingdom before tragedy befell it, scattering its people and leaving much of the land barren and wild.

Life in Harad has remained unchanged for centuries, for even the will of kings and princes finds difficult purchase upon those who live amongst desert and rock. Before the arrival of the Númenóreans, Harad was an anarchic and fractious land.

The Rule of Númenor

As the years of the Second Age passed, the growing power of Númenor began to touch the shores not only of Harad, but all the lands of Middle-earth. The Númenóreans founded a great city in the firth of Umbar, a vast natural harbour on the southern shores of the Bay of Belfalas. They satisfied themselves with the friendship of the Haradrim tribes, trading goods and knowledge with the people of the land about their city. However, as Númenor's greed grew, the city of Umbar became a fortified citadel from whose gates the Men of Westemness would levy great tribute upon the lesser Men. The Númenóreans installed as client kings those chieftains that submitted to their will; any who would not swear fealty were slain.

As is told more completely elsewhere, what had been good and noble in the Men of Númenor became twisted and wicked. The Lord of the Rings had cast his influence over them.

The Third Age Begins

In time, Sauron was cast down by an alliance of Elves and Númenóreans who had remained faithful to the old ways; the Second Age passed and the Third Age began. The victorious Men, the Dunédain, prospered and their kingdom of Gondor grew to rival glorious Númenor ere Sauron's shadow fell upon it. As Gondor waxed, the power of the surviving Black Númenóreans remaining in Umbar waned.

King Eärnil I of Gondor resolved to retake Umbar from his sundered kin, for it had ever been a threat to Gondor's southern border. The king set sail for the shores of Umbar with a great navy and, after a long and costly siege, his estranged kinsmen were driven from the city, and the Black Númenóreans were forced to seek shelter with the very people over whom they had claimed rulership.

So it was that resentment and hatred of Gondor burned deep within the hearts of the Haradrim. Though their people had been all but enslaved by their previous masters, the hurt of this new acquiescence was all the more raw. The common people chafed at Gondor's will and the kings of Harad were dismayed and broken – and a peace endured for many years.

From the fortress of Dol Guldur the Dark Lord, now returned, sent emissaries to those he would bend to his will. Some journeyed to Harad, offering his friendship to the remaining descendants of the Black Númenóreans. Hidden from the sight of Gondor's vassal rulers, these hidden renegades began to encourage the worship of Sauron as a deity, whose power and wisdom would free the people of Harad. This worship spread rapidly throughout the Haradrim, though the kings tried to suppress it as best they could for they still feared the retribution of Gondor's armies. In truth, their fears were unfounded – Gondor's gaze was now fixed upon itself. Civil war had broken out in the north, fanned by Sauron's guile as he set his mind upon the division of his enemies.

THE KINSTRIFE

There was a new king in Gondor, Eldacar, son of Valacar. He was not of pure Númenórean descent, for his mother was born of the lesser men of Rhovanion. Many held Eldacar in disdain, for they held that union between the two races diminished the majesty of the Dunédain.

Such mistrust was fertile ground indeed for Sauron's deceptions. Soon Castamir, a cousin to the crown, rallied all those whose malcontent was greater than their loyalty into uprising against their rightful sovereign. Seeing Gondor weakened, the Black Númenóreans provoked a similar uprising in the lands of Harad.





The Haradrim have been forced to adapt to life in the desert.

In a week of treachery and death, the Haradrim kings and their families were slain by agents of the Cult of Sauron, and the Black Númenórean lords seized power once more. The people of Harad, united in their desire for freedom from Gondor, rose up by the thousands. Their own ranks were in turmoil while beset by the Harad, and those who remained loyal to Eldacar were hard pressed to contain both uprisings.

For five years, the loyalist forces struggled to maintain control over Gondor's domains but, united by common cause, their enemies grew ever stronger. In a desperate battle that consumed the city of Osgiliath

in flames, Eldacar and the loyalist forces were driven out into the north and Castamir usurped the throne. With the exile of its rightful king, Gondor's hold over the south was broken; only the city of Umbar remained loyal to Eldacar, where many of his surviving supporters remained.

In time, the banished king was able to marshal enough support to regain his throne. Though the pretender held his position for only a decade, his sons, and the forces still loyal to them, escaped with much of Gondor's fleet.

Whether you're wanting to play small skirmishes, large-scale battles or sieges, you can use this article to give you ideas for games set in and around Harad. They don't all require special scenarios – many can be played from the standard 'Points Match'. We've included three basic scenario ideas, with a few suggestions on how to expand them. Use these as a starting point for inventing your own games.

Alternatively, with such a rich background available to experiment with, why not create your own narrative campaign and scenarios? There are plenty of important events and characters within the history of Harad that you can use. If you wish to re-enact the rise of Mârdat, for example, you could start off with a few small games to represent the Haradrim king gathering his strength. If he survives, play some larger battles and sieges that re-enact his forging of the kingdom of Far Harad. Throughout all of this, the Good player should be aiming to kill Mârdat and thus end the uprising.

For more on Harad see *The Battle of the Pelennor Fields* supplement.



The Corsairs of Umbar

Castamir's sons led their followers south to Umbar and while the loyalist garrison strove against attack from the Haradrim on land, assailed them from the sea. Many are the tales told in Gondor of Umbar's fall, of deeds noble and black performed in its defence. After seven days of continuous fighting, the citadel finally was taken.

In the years that followed, Umbar rebuilt its strength, its fleet of corsairs again raiding the lands loyal to Gondor. Though the armies of Gondor twice defeated the men of Umbar and Harad, they lacked sufficient ships to beset their foe at sea, and so Umbar endured.

The Deeds of Thorongil

In the late Third Age, the realms of Gondor and Umbar continued their rivalry. As Sauron's malice grew in the north, Gondor weakened, its cities beset by plague and its armies stretched by conflicts on other fronts. Once during the late Third Age was a great blow struck against the fallen haven; a captain of Gondor deemed the corsairs about to strike and so led a fleet south into the very harbours of Umbar. His forces cast down the Master of the haven in a battle upon the quayside, before setting much of the corsair fleet aflame. This captain was known to his

followers and to the Steward of Gondor as Thorongil, but his true name was Aragorn, son of Arathorn, and his actions spared Gondor a great hurt.

The Gathering Storm

Time passed and, as the War of the Ring drew on, a noticeable change came over Harad. Spurred on by Sauron, the Lords of Umbar tightened their control over the tribesmen, demanding ever-increasing tribute from them. Even though this drove many to the brink of starvation, these fractured tribes had no choice but to accede to the demands. Indeed some – those who had maintained the worship of Sauron – welcomed the chance to fight his enemies. Great armies were assembled and trained in the lands below the Harnen river, awaiting the onset of Sauron's great war. The mighty Mûmakil were assembled in their scores, mercenaries from the lands below Harad were drawn in by the lure of gold, and the ships of the Corsairs made ready for battle. As these armies assembled, the Lords realised that by bringing their forces into one place they invited the repressed Haradrim to revolt against their decrees. To guard against such a rebellion, the Hâsharii were given greater power and sent out to maintain control over the tribes. The Hâsharii became the emissaries of the Lords of

Umbar, the arbiters and implementers of their will. Some chieftains who refused the Lords' demands simply vanished. Others were seized and executed, the better to set an example. Slowly, the disparate tribes came tightly under the control of the Lords of Umbar, and the Hâsharii, once more.

The Two Emissaries

Some years after Thorongil's raid, two emissaries came to Umbar. The first, a grey pilgrim, proclaimed that a war was coming to change the world forever. He advised an alliance with Gondor but was turned away. The second, dressed all in black, proved persuasive after the head of Umbar's ruling council was assassinated. An alliance with Mordor beckoned.

Trapped in a cage fashioned by their own hands, the Lords of Umbar bound themselves to a stratagem crafted to protect them from the consequences of their folly. To appease Sauron their armies would march north on Gondor, but each would be divided into a smaller force under the constant scrutiny of the Hâsharii. If Sauron won the war, he would likely allow the Lords to keep the land they had taken in exchange. Should Sauron be defeated, the forces of Gondor would be so reduced that it would be many years before they could reclaim their lost fiefs.

SCENARIO IDEA 1: THE UPRISING

The people of Harad have risen against their overlords and the Hâsharii have been unleashed to eliminate the traitor rulers of the southlands. Can Gondor's garrison thwart the assassination attempt, or will the cultists prevail?

Participants: Good

- 3 Haradrim Chieftains
- 4 Warriors of Minas Tirith with bow
- 4 Warriors of Minas Tirith with shield
- 4 Warriors of Minas Tirith with shield and spear

Evil

- 3 Hâsharii

Layout

This scenario is played on a board 24"/56cm by 24"/56cm. The playing area represents the centre of a Haradrim town and should be covered with houses, forming a tight network of streets.

Starting Positions

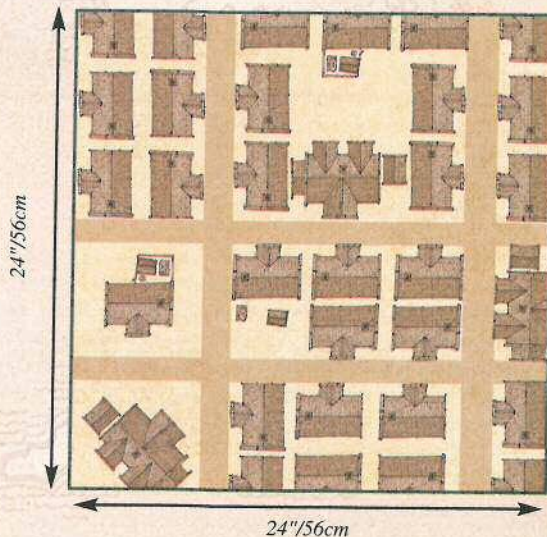
The Good player deploys his force anywhere on the board but no model may be deployed within 3"/8cm of another. The Evil player places each Hâsharin in base contact with a different board edge.

Objectives

The Evil player wins if the Haradrim chieftains are slain – the Good player wins if the Hâsharii are killed before achieving their objectives.

Taking it further

To add to the drama of the scenario, try using a reinforcements-style rule for the Warriors of Minas Tirith to make the action into a race against time for the Hâsharii. Alternatively, use slightly different profiles to represent the chieftains, give one 3 Wounds, for example, and another only 1 Attack.



SCENARIO IDEA 2: THE KINSTRIFE

A deadly battle rages in Osgiliath, with loyalists and insurgents fighting for control not only of the capital, but of all Gondor. Can Eldacar hold onto his throne, or will Castamir usurp him?

Participants: Good

- 1 King of Men (Eldacar)
- 3 Citadel Guard with spear
- 3 Citadel Guard with longbow
- 4 Warriors of Minas Tirith with bow
- 4 Warriors of Minas Tirith with shield
- 4 Warriors of Minas Tirith with shield and spear

Evil

- 1 Captain of Men (Castamir)
- 6 Haradrim Warriors with bow
- 6 Haradrim Warriors with spear
- 4 Warriors of Gondor with shield and spear
- 4 Warriors of Gondor with shield
- 4 Warriors of Gondor with bow

Layout

This scenario is played on a board 48"/112cm by 48"/112cm. The playing area represents the centre of Osgiliath town and should be covered with ruins and houses, with the one or two wide plazas.

Starting Positions

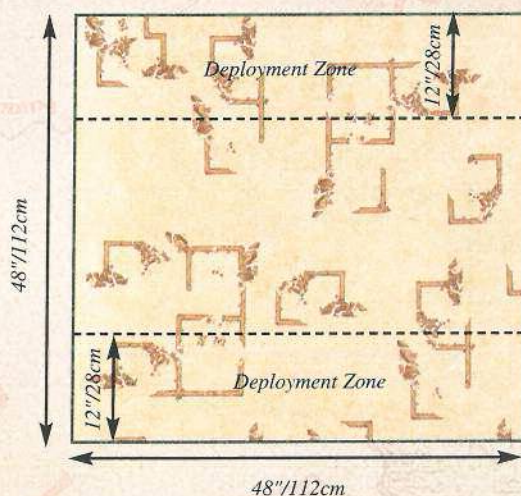
The Good player deploys his force within 12"/28cm of a board edge of his choice. The Evil player then deploys his force within 12"/28cm of the opposite board edge.

Objectives

The Evil player wins if Eldacar is slain and the Good force is reduced to 50% or below. The Good player wins if Castamir is slain and the Evil force is reduced to 50% or below. Any other result is a draw.

Taking it Further

Try increasing the size of both forces – particularly adding some Trebuchets to either side. Alternatively, the battle could be taking place on the great bridge as it burns – models taking a Strength 1 hit from the flames at the start of each Priority phase.



SCENARIO IDEA 3: THORONGIL'S RAID

A daring attack has been launched on Umbar's harbour, throwing the fleet into disarray and threatening many vessels. As the boats burn, Thorongil attempts to hold the Haradrim back from the ships. Can the Haradrim defenders repulse the raiders, or will Thorongil succeed in his mission?

Participants: Good

- Aragorn (Thorongil)
- 4 Warriors of Minas Tirith with bow
- 4 Warriors of Minas Tirith with shield
- 4 Warriors of Minas Tirith with shield and spear

Evil

- 1 Hāsharii
- 2 Haradrim Chieftains
- 6 Haradrim Warriors with bow
- 6 Haradrim Warriors with spear

Layout

This scenario is played on a board 12"/28cm by 48"/112cm. The board represents the quayside of Umbar and will have one or two small buildings with crates and barrels nearby forming barricades.

Starting Positions

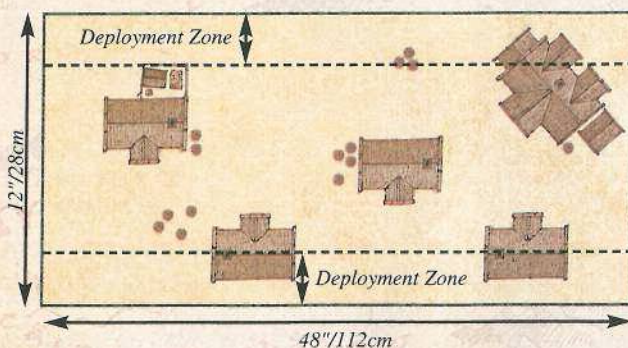
The Good player deploys his force within 3"/8cm of one of the long board edges. The Evil player deploys within 3"/8cm of the opposite edge.

Objectives

The Evil player wins if more than 4 of his models leave the board from the Good player's deployment edge – they reach the boats in time to quench the flames (note that models leaving the board as the result of a failed Courage test do not count). Any other result is a Good victory.

Taking it Further

Try expanding the board to a 24"/56cm by 48"/112cm playing surface and use models or objective counters to represent the boats. You can also introduce rules for burning the boats and have the victory conditions work towards this goal instead.



The Tale of Years – Harad Timeline

SECOND AGE

- 600** The ships of Númenor begin to appear off the coasts of Harad.
- c1000** Sauron takes Mordor as his stronghold and begins the building of Barad-dûr.
- c2280** The haven of Umbar is founded. It is greatly fortified and swiftly becomes the chief haven of Númenor upon the shores of Middle-earth.
- 2350** The founding of Pelargir, chief haven of the Faithful.
- c2700** Umbar begins to dominate the surrounding lands.
- 3261** The Dark Lord surrenders to the king of Númenor and is taken prisoner. A memorial of the event is set upon the Umbar headlands.
- 3262-3310** Sauron corrupts the Númenóreans.
- 3319** The downfall of Númenor. The island realm is swallowed by the sea. Only the Faithful and the Black Númenóreans of Umbar remain.

3320 The foundation of Gondor. Sauron returns to Mordor.

3430- The years of the Last Alliance. Sauron
3441 is defeated.

THIRD AGE

1-900 The years of strength. The might of Gondor grows while that of Umbar diminishes.

933 King Eärnil I of Gondor masses a great fleet to assail Umbar and, after a great battle, takes the haven for Gondor. The Black Númenóreans are driven out into the plains of Harad and forced to seek shelter with their former subjects.

933- The Black Númenóreans muster an army

936 in the deserts of Harad.

936 Eärnil is lost at sea along with much of the fleet of Umbar.

c1000 The armies of Harad invest Umbar. Gondor's seapower keeps the haven safe, but it remains besieged for many years.

1015 King Ciryandil of Gondor is slain in the siege of Umbar.

1020- King Ciryaher rebuilds Gondor's fleets
1050 and armies.

1050 Gondor's armies cross the river Harnen and relieve Umbar, utterly defeating the Men of Harad. Ciryaher takes the name Hyarmendacil 'South-victor'. The kings of Harad are forced to swear allegiance to Gondor. Sauron comes to Dol Guldur.

1100 Sauron sends his emissaries out into the world. They come to Harad and found the Cult of the Eye.

1205 Birth of Mârdat of Harad.

1232 Mârdat becomes king of Badhra in Far Harad and is thereafter known as the Serpent Lord.

1235 The desert kingdoms of Far Harad are united under the banner of the Serpent Lord. Those Haradrim kings still loyal to Gondor strengthen their defences.

1236 The city of Kârna becomes the capital of Far Harad.

1237- The years of peace. An uneasy accord
1240 is formed between the Serpent Lord

and Gondor's client kings. All land below the East Road remains independent of Gondor and under Mârdat's rule.

1241 The Serpent Lord breaks the truce and attacks Near Harad, but is defeated when mercenaries from Khand assail his army. As the army retreats, Mârdat is slain in a duel by another chieftain. Without the Serpent Lord's leadership, the armies of Far Harad swiftly collapse.

1242 Gondor sacks the ancient city of Kârna, which thereafter becomes a deserted and haunted place.

1242- Gondor reasserts control over Far Harad. Umbar becomes the capital of Harad once more. Mârdat's kingdom is divided between five new rulers, each loyal to Gondor.

1278 Jilaad, ruler of the land about Abrahân forms a secret alliance with a Khandish prince, hoping to muster enough warriors to follow in the Serpent Lord's path.

1281 Jilaad is betrayed to the court of Gondor by his own son. His severed head is sent across the border to Khand as a warning.

c1350 The Cult of the Eye and the Black Númenóreans begin to encourage rebellion in the kingdoms of Harad.

1432 The Kin-strife of Gondor begins. Civil war erupts in Gondor as King Eldacar opposes rebels led by his cousin, Castamir.

1433 The Black Númenóreans see Gondor weakened and provoke an uprising in Harad.

1436 Gondor's forces are driven out of Harad, except for the garrison of Umbar.

1437 Osgiliath is burnt. Eldacar is driven northwards to Rhovanion. Castamir usurps the throne.

1447 Eldacar returns to Gondor and slays Castamir and besieges the rebels in Pelargir.

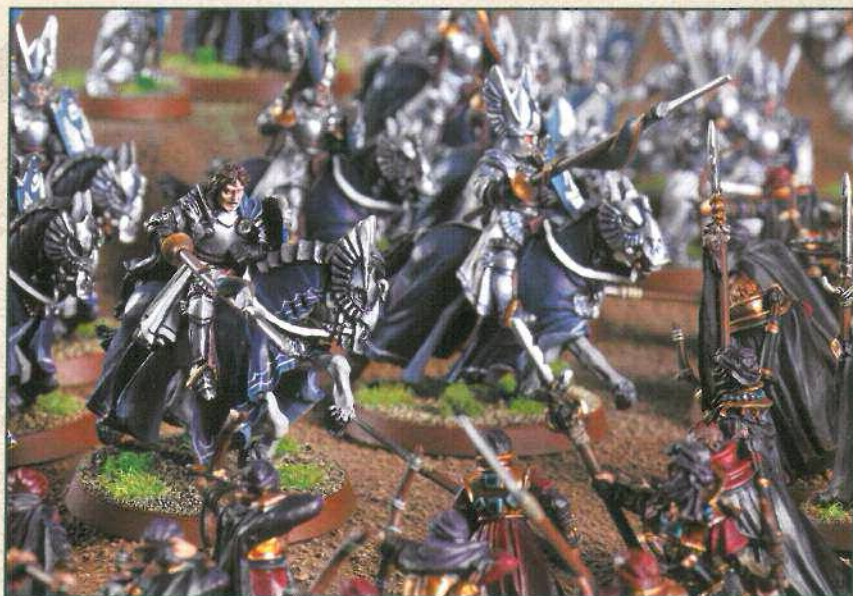
1448 The remaining rebels flee to Umbar and, taking the garrison unawares, conquer the city.

1540 An army comes out of Harad and vies



with Gondor on the plains of Harondor, but is defeated.

- 1551** The Haradrim attack Harondor once more, but are routed.
- 1634** Pelargir is attacked by Castamir's grandsons. King Minardil is slain.
- 1810** Gondor takes Umbar by storm and the last descendants of Castamir the Usurper are slain. The haven is swiftly retaken by the Haradrim.
- 1815** King Telumehtar of Gondor oversees the construction of fortifications along the Harondor-Harad border.
- 1820-2800** With Harad and Umbar weakened and Gondor beset from the East, a state of uneasy peace exists between the two realms.
- 1851** The Wainriders attack Gondor. The defences of Harondor are abandoned.
- 1902** Harad invades Khand. The Eastern War begins.
- 1904** The armies of Harad are defeated by a Khandish host upon the Field of Swords. The Lords of Umbar sue for peace with the Khandish kings.
- 1968** The Hsar Karnakh becomes the chief seat of the Hasharii.
- 1973** Lord Karmakh of Umbar speaks out against the growing power of the Hasharii. Over the following years he tries to build support amongst the other nobles of Umbar but meets with limited success.
- 1975** Karmakh is accused of treason by the Hasharii. He is abandoned by his supporters and taken into the depths of the Hsar Karnak where he is tortured to death.
- 2050** The last king of Gondor is lost. The rule of the stewards begins.
- 2201** Merchants out of Abrahân find a great treasure hidden in tombs deep in the Nafarat. They are pursued by three Dimlokhî, who slay them and reclaim their possessions.
- 2885** At the urging of the Cult of Sauron, Lord Dûnath of Umbar leads an army across the Harondor border. After defeating the garrison of that land, they cross the Poros and march on into the land of Gondor itself. The Kingdom of Rohan sends aid to Gondor and its horse-mounted warriors defeat the Haradrim's invasion.



The Haradrim fight against the Knights of Dol Amroth at the battle of the Pelelennor fields

- 2964** Birth of Kharid Drôzhna.
- c2970** About this time Aragorn, under the name Thorongil, raids Umbar, burning many ships and slaying the Captain of the Haven. Drôzhna is recruited by the Hâsharii.
- 2974** Birth of Suladân, later the second Serpent Lord of Harad.
- 2981** Drôzhna is sought out by Sauron's Nazgûl and is brought under the sway of the Dark Lord.
- 2982** A mysterious malady strikes the tower of Azkâhar, slaying all within – the folk of Harad avoid it from this point onwards.
- 2999** Two emissaries come to Umbar, seeking its allegiance in the war that is to come. The Lords of Umbar begin to assemble the Great Army of Harad.
- 2995** Suladân becomes leader of his tribe.
- 3002** Wary of Suladân's success, Drôzhna conspires to have him sent to guard the border with Khand.
- 3003** One of the Nine comes to Azkâhar in secret and takes it for his own.
- 3005** A series of skirmishes erupt along the border between Gondor and Harad. Many lives are lost on both sides until The noble Prince Imrahil leads an army south from Dol Amroth and thwarts the Haradrim.
- 3006** Boromir, son of Denethor leads a bold raid out of Harondor. He and his followers wreak destruction amongst the gathering Great Army of Harad, setting back the plans of the Lords of Umbar by many years.
- 3007** The town of Ratarn in Far Harad refuses to contribute either men or supplies to the army that is growing in the north. Drôzhna is given the task of ensuring their compliance. Instead, he razes the town to the ground and has its inhabitants slaughtered.
- 3010** A great army sweeps out of Khand, destroying the fortress of Pazghar. Suladân counter-attacks, slaying the Khandish king in combat. With the death of their leader, the Khandish horde scatters and flees. Suladân claims the Khandish ruler's armour for his own.
- 3012** The Lords of Umbar offer Suladân command of the Great Army of Harad that they are assembling for Sauron. The chieftain refuses and returns to the Khandish border.
- 3017** Sauron's influence touches the Khandish kings. Alliance of Harad and Khand begins. Suladân returns to Badharkhan.
- 3018** Suladân is offered command of the Great Army of Harad once more. When he refuses a second time, Drôzhna has his family imprisoned. Suladân accepts command to ensure their release.
- 3019** The Haradrim army marches north. Suladân slays Kharid Drôzhna and takes control of the army. The Battle of the Pelelennor Fields takes place. Death of Suladân.

Chronicles of Middle-earth

The Order of the Hâsharii by Mat Ward

At the heart of the City of Corsairs stands Hsar Karnak, the Silent Tower, home of the order of Hâsharii. The despotic lords who rule Harad exercise their will through this ancient order. To question the will of the Hâsharii almost certainly leads to death, as this Haradrim scribe reveals...

"I bring ink to paper this day to speak of the Hsar Karnak, the Silent Tower that stands in the heart of the City of the Corsairs. Made from polished white marble, this edifice reaches many hundreds of feet in the sky, and towers above all else in the city save those towers and palaces belonging to the Lords of Umbar and the council chamber itself. Where many of the buildings in the city of Umbar reflect its Númenórean origin, the Hsar Karnak is something else entirely, crafted after the fashion of the great Haradrim cities, most of which have long since been destroyed by conflict. Strangely, even when compared with the ruins that remain of places such as Kârna, the Hsar Karnak seems somehow different. It seems to emit a discordance that goes far beyond the normal five senses and rests with unease deep within the mind of he who beholds it. I know, for I set eyes upon it once and, though it was many years ago, the sense of unease I felt has stayed with me.

Perhaps most discomforting is the silence that surrounds the tower, peculiar in a city as vibrant as Umbar. The overall effect is to make this imposing structure seem something alien and otherworldly, even within the mélange that is the city-state of Umbar. Some tales would credit that this building predates all but the oldest havens of the Elves, and though I can find nothing to support this wild claim, there is an unquestionable presence commanded by the Hsar Karnak that cannot be denied.

This tower is no less imposing in function than in aspect, for it is home to the Hâsharii, an order that is by no means a force for good in the affairs of Harad. Their origins are shrouded in time, and while there is no better defence against prying eyes, even ones so well-intentioned as my own, the taint of the Dark Lord has never been as subtle as he believes it to be.

Of the history of the Hâsharii, there is little I can say with certainty. In the records of Minas Tirith there are scattered references from more than fifteen hundred years ago that a cult was born in the poor areas of the Umbar and Harad, a cult that preached resistance to the then occupying forces of Gondor. Popular rumour has long since attributed their inception to the machinations of Sauron, although I remain unconvinced. Though they took the Dark

Lord's name as their rallying cry, what could be more natural to a people oppressed by Gondor than to look to Gondor's greatest enemy for deliverance? I do not argue that this cult swiftly became one of Sauron's many tools but, undeniable manipulator though he is, I believe that we all too often credit him with greater foresight than he truly has. It can, after all, be as dangerous to overestimate your enemy, as to underestimate him.



A Hâsharin leads the Haradrim to do Sauron's will

This cult played a pivotal role in the uprising against Gondor, when the northerners were cast from Harad forever, for its agents were skilled in the arts of silent death, indeed the name 'Hâsharii' or Silent Ones, appears to date from this time. Their masterful command of stealth and assassination enabled them to eliminate many of the client kings that Gondor had installed, making the outcome of the rebellion a foregone conclusion.

In the following years, the cult grew into a great and powerful creature, the more so when the restored Lords of Umbar bent it to their will. From that point onwards, the Hâsharii seem to have become personal agents to the Lords and were soon their tool to control the people of Harad. To cross a Hâsharin is to sentence oneself to death, or so it is said, for they have the authority to order executions of any they believe to be disloyal. Common rumour has it that in a deep chamber within the Hsar Karnak there is a room full of records and scrolls, each detailing the transgressions of the prominent citizens of Harad. I find this incredible, for such a task would require painstaking organisation, but if the Hâsharii are judged by what they have achieved, then it becomes far harder to question the veracity of these rumours.

How many people have been undone by the vigilance of the Hâsharii none can truly know, but when I travelled in Harad it

seemed that every family there could name one of their kin who had been taken for treason. I suspect that the order itself has probably long lost count of those it has judged and executed. To my mind, the Lords of Umbar have created a deadly two-bladed sword in giving such power to the Hâsharii, for who can truly know where their loyalties lie? Even now, their influence continues to grow in Harad, for they have apparently taken authority over many of the armies and warbands. As to the whispers that they have begun to prosper further afield, in Khand and amongst the tribes of the Mahûd, I can only hope that my sources are mistaken. Furthermore, I have heard many rumours that at least one of the senior Hâsharii is primarily loyal to Sauron, and not to the Lords, but who can truly say if this is so? I cannot help but wonder who it is that truly rules in the south.

As I have previously stated, whether the Hâsharii were a sept borne of Sauron's will, or simply one that he guided to his own purpose, I do not truly know. In many ways, it matters little for, from the earliest date that they came to my attention, the men sworn by oath to the service of this order have been nothing save a force for evil. In the years that I have walked this earth, I have often given thought as to what separates those of us who would do good from those who hold only ill-will towards their fellows. To such questions there is no simple answer, but I do sincerely believe

that the means often define the end towards which a person strives.

Casting aside the transgressions and deeds of the past, it takes little wisdom to perceive that Sauron holds much the same goal as other, more virtuous, powers. Though their differing motives for action are separated by a vast chasm that is not easily spanned, they all seek to unite the peoples of this world under one banner. The aims are much the same, but the difference between the two sides is as much how they attempt to achieve their goals, as why they wish to. Where some attempt to move the pieces in this, the grandest of games, to their place on the board through reason and cooperation, Sauron chooses to dictate their actions through fear and malice.

It is this, more than anything else, which betrays his influence upon the Hâsharii, for they have grown into an instrument of dominance. If Sauron and his vassal Lords of Umbar are the spider, then the Hâsharii are the web upon which they perch, ever sensitive to the tiniest of tremors sparked by the merest rebellion in thought or will. While it is foolishness to say that men are not capable of great evil when left to their own ends, history teaches us that this pattern is one that Sauron has provoked through all the ages and countries of this world. Not just in the land of Harad alone, but in Angmar and in Númenor, and countless others."



The despotic lords who rule Harad exercise their will through the Hâsharii, an order founded in Sauron's name. Any decision taken by the Lords of Umbar, no matter how trivial, must be ratified by a member of the Hâsharii order, and any attempt to skirt their authority is always noticed and remembered. To frequently question or contradict the will of a Hâsharin leads to death, whether by public execution, or through the quiet application of their murderous skills.

Hâsharin (Man)

Points Value: 90

	F	S	D	A	W	C
Hâsharin	5/3+	4	4	3	2	4

Might: 1

Will: 1

Fate: 3

Wargear

Hâsharii carry a wide array of poisoned blades, throwing daggers, and a blowpipe (treat it as a bow with a range of 12"/28cm).

Special Rules

The Bane of Kings. The weapons of the Hâsharii are coated with a deadly poison, far more potent than that commonly used by other warriors. Each time a Hâsharin strikes a model with a shooting or close combat attack, but fails to wound, he must re-roll the D6.

Stalk Unseen. Hâsharii learn to walk silently and stealthily through all manner of terrain. A Hâsharin always counts as wearing an Elven cloak (see the entry under Frodo's rules in the main rules manual).

Preternatural Agility. Hâsharii are graceful and elegant fighters, able to dart aside from the thrust of a blade with ease and strike through the gaps in a foe's armour with pinpoint accuracy. To represent this dexterity in gaming terms a Hâsharin can never be trapped whilst still standing.

"Lords and Kings are as shifting as the breeze, but we Hâsharii are unchanging and inevitable."

Kharid Drôzhna

PREPARING FOR BATTLE

Taking the already impressive Mûmak one stage further



Inspired by both the movie and the Mûmak kit Paul Rudge decided to try to see if he could create one of the more aggressive-

looking Mûmakil featured in the *The Return of the King* film. Here he tells us how he built and converted the beast.

Rudge: I began by putting together the two halves of the body and attaching the inner part of all four legs, thus creating the main body of the beast. Apart from the obvious and unavoidable join lines the only problem with the body was a small gap that ran along the stomach and ended at the tail. I filled this gap with Green Stuff. Where the putty filled in the detail of the model I used the blade edge of the sculpting tool to

1 Don't be afraid to file away the detail when removing the join line...



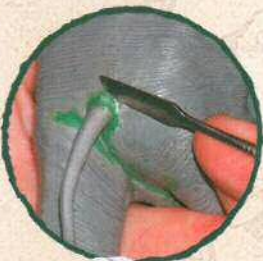
2 ...as you can always re-define it later.



3 Gaps like these are easily filled with a small amount of Green Stuff.



4 The folded skin texture of the Mûmak hide is simple to reproduce.



TOP TIP

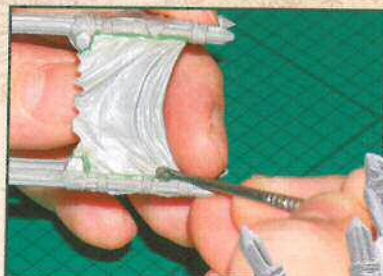
When assembling any large kit it's always useful to have some Blu-tack or elastic bands at hand as using either of these means you can try alternative poses. They can also be used to hold the model together while the glue dries, freeing up your hands to work on other parts of the model.



The Howdah

One thing that I noticed while looking at pictures of the finished model was that it was always going to be difficult to paint the underside of the howdah if the whole model was glued together. To solve this problem I decided to assemble the howdah in separate sections and glue

them together only when they were completely painted. Again the Howdah went together well, the only problem I found was some very small gaps in the top platform that I simply filled with Green Stuff.



The prow

I attached the Howdah's prow beams to the body of the Mûmak. This join was a little tricky and needed to be re-defined, so I padded out the area with Green Stuff before using the sculpting tool to re-define the heavy rope texture.

The rope texture is very simple to recreate using your trusty sculpting tool.



The head

I put the tusks to one side as this would allow me to work on the head without them getting in the way. There were a few small gaps where the ears and trunk joined the head that soon disappeared with a touch of the old Green Stuff magic.

1 Don't be afraid if you accidentally fill in the texture of the skin with Green Stuff...



2 ...as you can re-define it using the blade edge of your sculpting tool.



3 Green Stuff not only fills small gaps but also adds strength to delicate joins.



TOP TIP

You can achieve a very smooth finish on Green Stuff by brushing over it with a wet brush.



Tusks

I used the film as reference for different Mûmakil. Just before I burnt out the pause function on my DVD player I noticed that the surface of the tusks on the Mûmaks were actually quite grained and scarred.

To achieve the same result on my model I used a modelling knife to shave bands of plastic down the length of the tusks. Using the edge of a file I cut scars across the width of the tusk.

I added a broken tusk by simply cutting through one with a pair of clippers. I then hollowed out the tusk with a large drill bit in my pin vice. (I know that real tusks are solid, but this looked better. Sometimes a bit of poetic license is necessary when modelling!)

1 Rotating the tusk after each cut to create angular graining.



2 Using the blade edge of the file you can create very smooth grooves across the tusk.



3 Finding a drill bit just smaller than the width of the tusk is the key to hollowing it out.



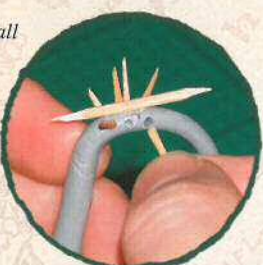
4 When the tusks were complete they were then attached to the model.



1 Cocktail sticks might appear small but still need to be whittled down to a suitable thickness.



2 Drilling small pilot holes first will help with the placing of the spikes.



3 Take time when wrapping the string around the tusk if you want to create even spacing.

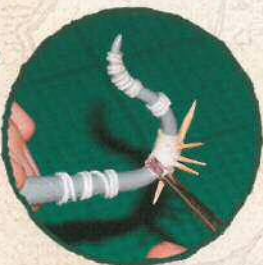


Spiky bits

The Mûmakil's tusk weapons looked great in the movie and make them even deadlier in the game so I had to give mine some.

I began by sharpening some cocktail sticks to form spikes, these were then glued into holes that I had drilled earlier. Next I wrapped string around the tusk, forcing the spikes through the thread as I did so. I used more string to adorn the other areas of the tusk.

4 To seal the string paint it with a 1:1 PVA wood glue and water mix.



5 Ankle bracelets. I'm not talking the kind you'll find in a nightclub on a Friday night, but a variation of the tusk weapons.

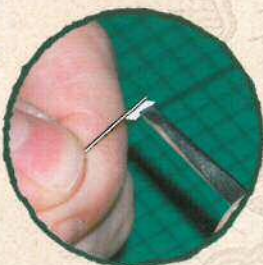


Arrows

Being so big Mûmakil seem to attract arrows as even the worst shot cannot really miss such lumbering targets, so they're often covered with arrows. But rather than turning the Mûmak into an oversized pin cushion I decided to add just a few here and there.

A piece of metal wire from a paper clip creates the perfect shaft of an arrow. The flights were cut from a thin strip of plasticard and then carefully attached to the wire with superglue.

1 A pair of tweezers and a steady hand are essential for this job.



2 When attempting something fiddly like this it's always useful to have everything close to hand.



Attaching the head

With all the modelling complete it was finally time to attach the head. I changed the position at which the head joins the body but this unfortunately left a rather large gap on the underside of the neck. I filled this up with Green Stuff then sculpted folds of skin onto it.

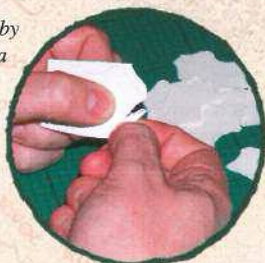
Sculpting a large area such as this might appear daunting but the simple texture of the Mûmak hide is simple to recreate.



Extra animal hides

To make these I used cartridge paper (any thick paper will do, even a paper towel). After cutting out small pieces of the paper I crumpled it up into a very small ball to add creases and folds, opened it out again then painted it with PVA wood glue before placing it on the howdah.

Tear the paper by hand to create a natural-looking edge.



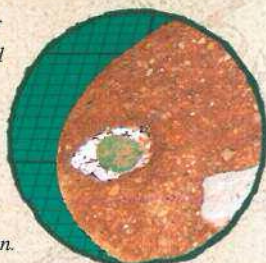
Basing the model

I wanted to make a base which would make my Mûmak different to everyone else's. I used the original base as a template to cut a new base from a piece of plasti-card. I attached a layer of polystyrene ceiling tile to this, rounded the edges with sandpaper, then finished it with small stones and modelling sand.

1 *Before covering the base in sand I drew round the feet so I could leave the areas clear.*



2 *Green Stuff can be used to level the areas where the feet will be attached to the base, making them easier to glue on.*

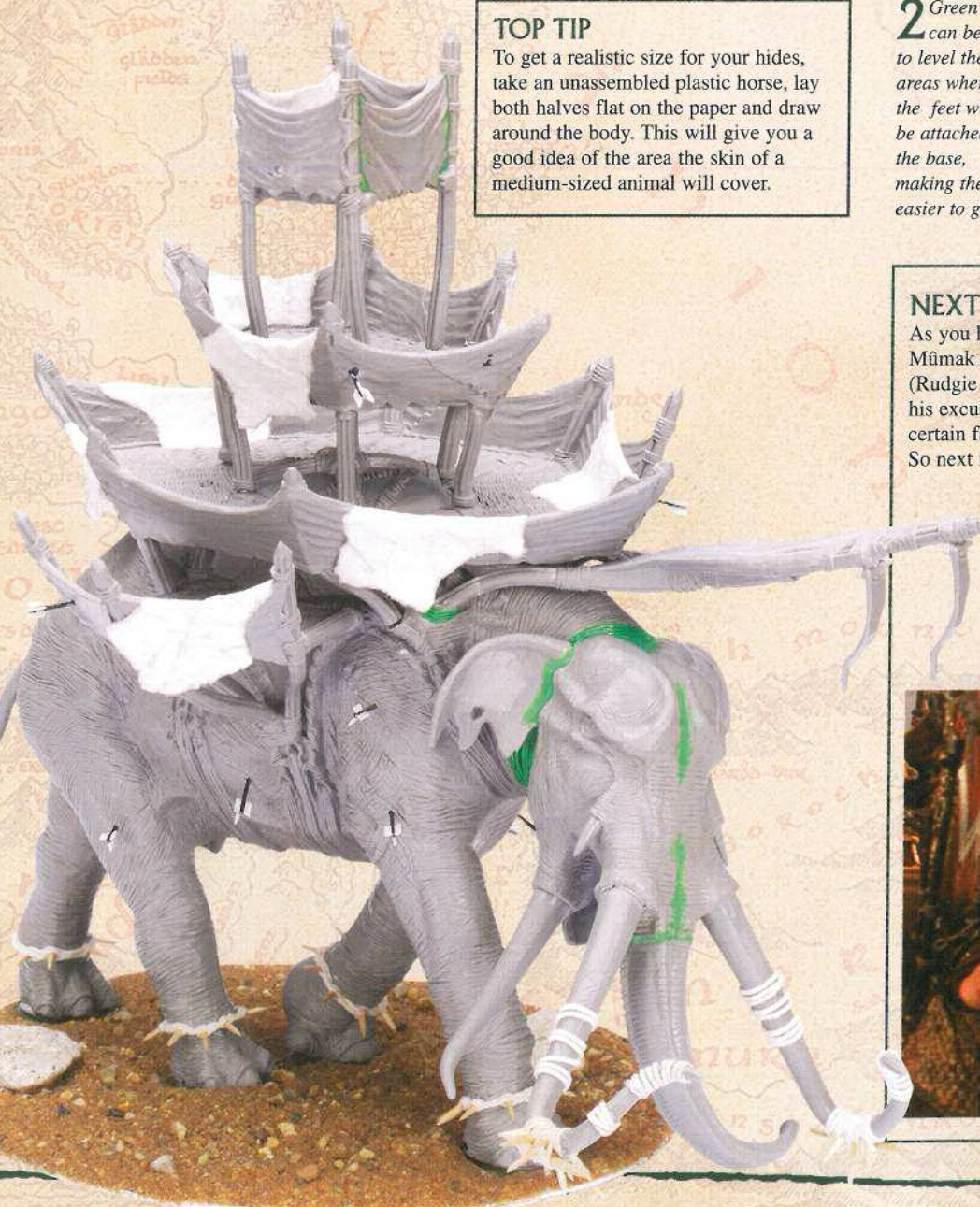


TOP TIP

To get a realistic size for your hides, take an unassembled plastic horse, lay both halves flat on the paper and draw around the body. This will give you a good idea of the area the skin of a medium-sized animal will cover.

NEXT MONTH

As you have no doubt noticed the Mûmak still needs to be painted. (Rudgie didn't have time this month, his excuse was something do with a certain famous Dwarf – see page 26). So next issue he's going to tackle painting the mammoth beast. He also plans to add a Mahûd (the Oliphaunt version of an elephant mahout), the model for which will soon be available, and some rigging to the howdah.



The Salvation of Imrath

Part one of a set of linked scenarios: Defend the city of Dol Amroth

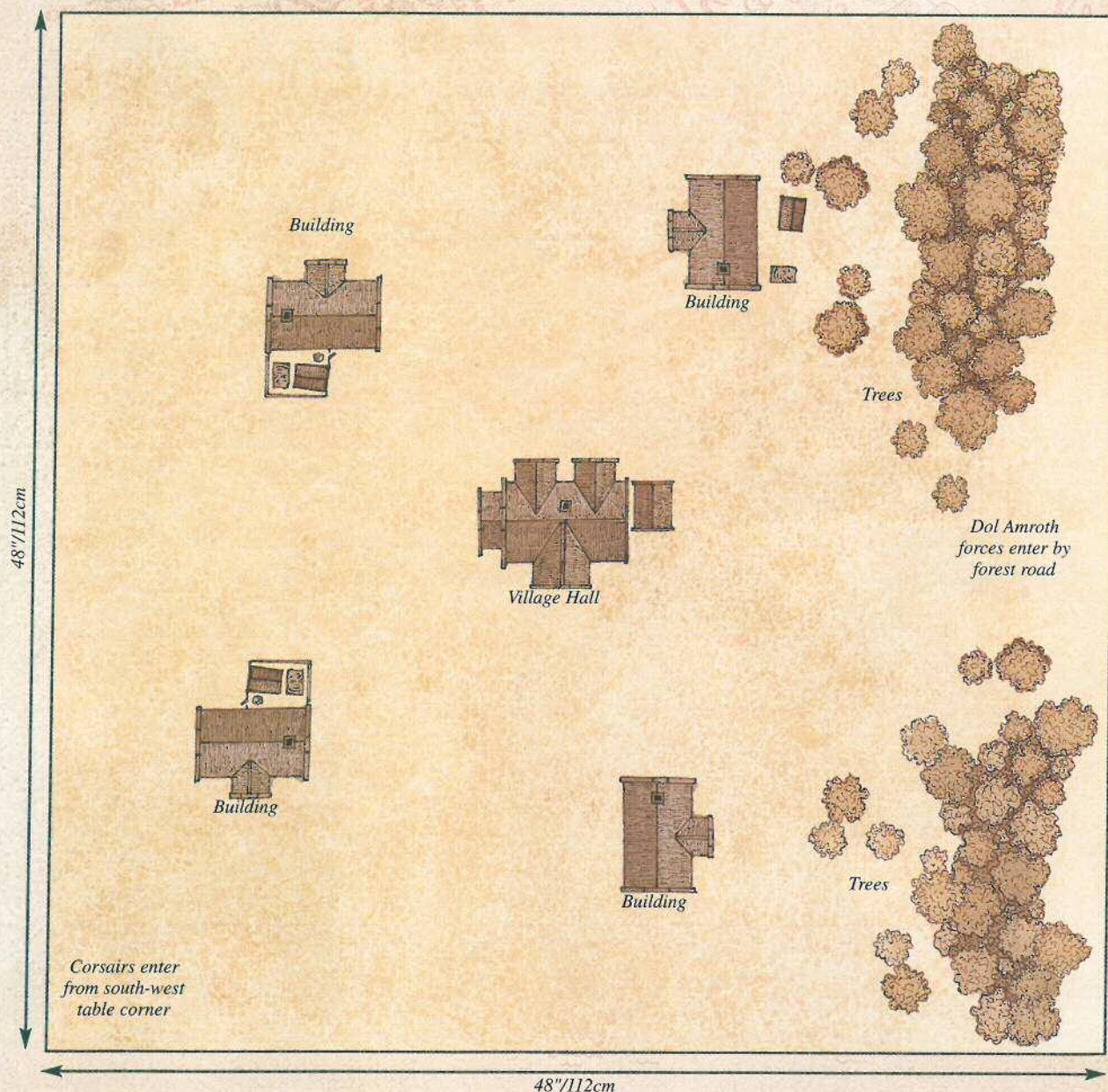
The fortified city of Dol Amroth is the second most powerful city in the realm of Gondor. A place of lesser endurance would struggle when faced with a raid by the Corsairs of Umbar, but not all its surrounding villages are as heavily defended. Part one of this mini-campaign details such an attack.

Dol Amroth is a fortified coastal city, proof against all but the most powerful of assaults. Due to this, it is seldom the victim of attacks itself; the surrounding towns and villages of the fiefdom are not always so fortunate.

To protect them, and to provide aid in crises, a series of garrisons exist along the coastline. These valiant defenders vigilantly watch the Bay of Belfalas for signs of danger and the tell-tale smoke from one of the many beacon

fires placed within the coastal communities to signal for aid.

Imrath is one such village, lying some 50 miles to the east of Dol Amroth itself and sitting in a dry riverbed. Prosperous and peaceful, it gains its generous wealth through trading with other nearby towns, and of course plentiful fishing. In Imrath the Corsair Raiders see an easy target and rich pickings, and so with courage born of



arrogance they launch their raid in broad daylight, indifferent to the risks this could bring. While the men-folk, brave and strong enough to defend their homes, light the beacon fires and ready themselves to meet their foe, the villagers of Imrath seek refuge in the woods as they see the black sails of the Raiders draw close, hoping aid will not be too long in coming.

Only a couple of miles away is one of Dol Amroth's garrisons, captained by Môrathol. Seeing the smoke from the beacon he calls his warriors to arms and races to the aid of the beleaguered village.

Participants

Good

- Môrathol (Captain of Men on horse with heavy armour and shield)
- 3 Warriors of Minas Tirith with shield
- 3 Warriors of Minas Tirith with bow
- 3 Knights of Dol Amroth with lance and on horseback
- 6 Knights of Dol Amroth on foot

Evil

- Andacar – Corsair Captain (Easterling Captain)
- 6 Corsair Guard (Easterlings with shield)
- 6 Corsairs with spear (Haradrim Warriors with spear)
- 6 Corsairs with bow (Haradrim Warriors with bow)

Layout

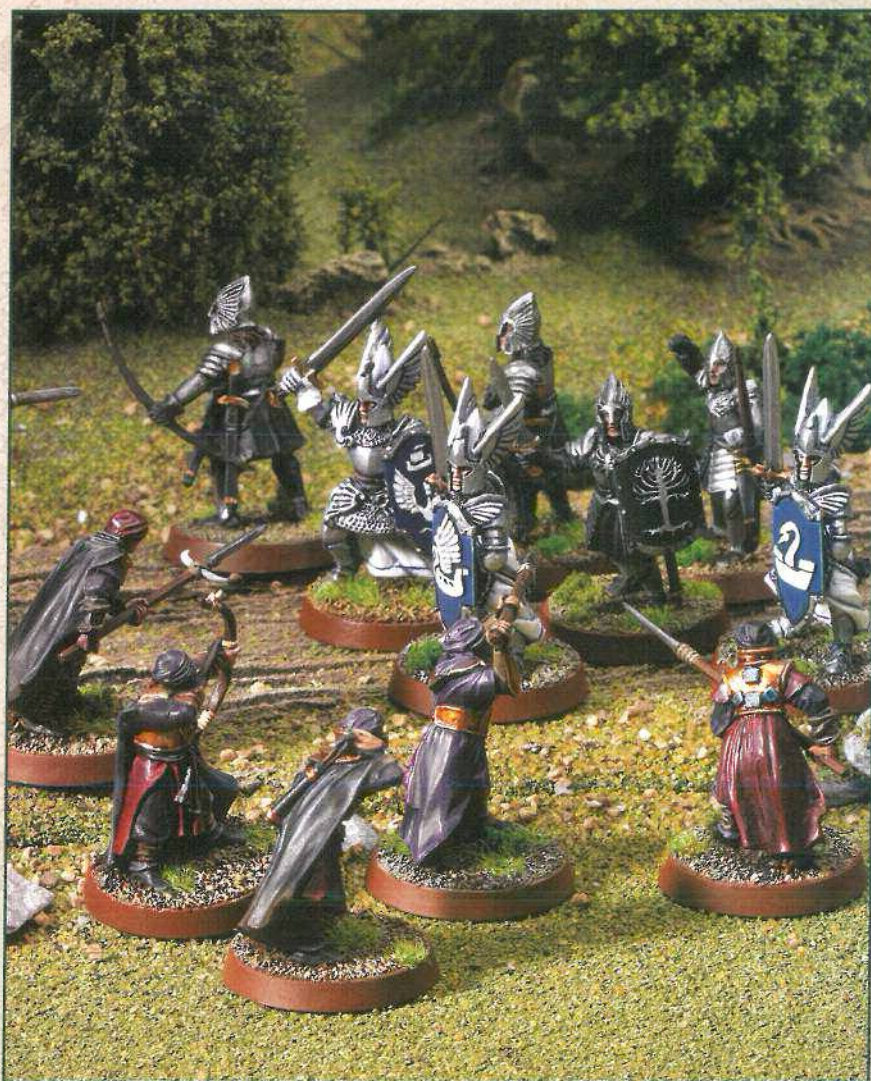
Set up a 48"/112cm x 48"/112cm board. This board represents the coastal village of Imrath, so it should have a number of houses and other scenery pieces, such as a beacon fire, carts, a well, wooden fences or other suitable terrain, to make it look convincing. One of the houses should be placed in the centre of the board to represent the village hall, where the defenders are making their stand.

You will need five plunder counters to play the game with, to represent the loot the Corsairs are after. You use anything to represent these markers, from buttons or beads to coloured dice or you could specially craft counters. These should be placed touching the village hall.

The eastern table edge should be heavily wooded, with a clear pathway through the trees to the village in the centre (see map).

Starting Positions

The Good player deploys the Warriors of Gondor within 6"/14cm of the village hall in the centre. The Knights of Dol Amroth do not start the game on the table, although they may become available later. The Evil player deploys all of his models within 6"/14cm of the south-west board corner.



The Corsairs attack.

Objectives

The Corsairs hope to make a quick, decisive raid. For the Evil side to win they must successfully carry three Plunder markers off the table within 3"/8cm of the south-west board corner or kill all the Good models. If the Evil force is reduced to 25% of its starting number before they can do this, the Good force wins.

Special Rules:

Plunder. A Corsair may drag a single Plunder marker by moving into base contact. Once a Corsair is in base contact with the marker, it may complete its move normally, dragging the marker alongside. A Corsair dragging a Plunder marker will automatically release it if engaged in combat.

Dol Amroth for Gondor. The Knights of Dol Amroth have seen the signalling fire and are racing to relieve their allies from whatever befalls them. At the end of the Good Move phase on the fourth turn, roll a D6 to see if the Knights of Dol Amroth are

Points Match

If you want to play this scenario using alternate forces, the Evil player should select 150 points worth of models including at least one Hero. The Good player may select 200 points worth of models, including one Hero. 50 points worth of Warriors take the role of the Warriors of Gondor, the remainder and the Hero replace Môrathol and the Knights of Dol Amroth. Neither side should have more than 33% of its number armed with bows.

available. On the score of a 4+ Môrathol and the Knights of Dol Amroth may be moved onto the board via the forest road.

If the Knights fail to arrive roll again at the end of each successive Good Move phase in the same way. Newly arrived models may not charge in the turn that they arrive, but may otherwise act normally.

Boromir's Charge

Can Boromir succeed in a daring mission behind the Haradrim lines?

Despite Boromir's weakness whilst a member of the Fellowship, his loyalty to Gondor is immeasurable. In such a time of need his bravery is epitomised by his charge into the heart of the Great Army of Harad.

Description

The Great Army of Harad is beginning to muster on the south bank of the Harnen river. Its intentions are plain – once it has sufficient numbers it will march north on Gondor. The stone kingdom has little chance of deflecting such a blow if it is struck soon. Gondor's armies are scattered to meet threats out of the east and the north, its garrisons to the south are insufficient to block an army the size of the one that now gathers to destroy them. It is in this hour that Boromir, son of Gondor's Steward, steps to the fore. On his own authority he gathers the bravest knights of Gondor and leads them on a suicidal charge into the Great Army's camp. Once there, he intends

to destroy supplies and sow confusion in the ranks of the Haradrim...

Participants

Good

- Boromir, Captain of the White Tower (does not carry the Banner of Minas Tirith)
- Maethor (Ranger of the North)
- 3 Citadel Guard with spear
- 3 Citadel Guard with longbow
- 15 Knights of Minas Tirith

All Good models are on horseback.

One Good Warrior may carry a banner.

Evil

- Drôzhna (Hâsharin)
- Khalemdâr (Hâsharin)
- Mûrithir (Chieftain of Harad)
- Ghân (Chieftain of Harad)
- 18 Haradrim Warriors with spear
- 18 Haradrim Warriors with bow
- 3 Haradrim Raiders with lance
- 3 Haradrim Raiders
- 12 loose mounts (horses)

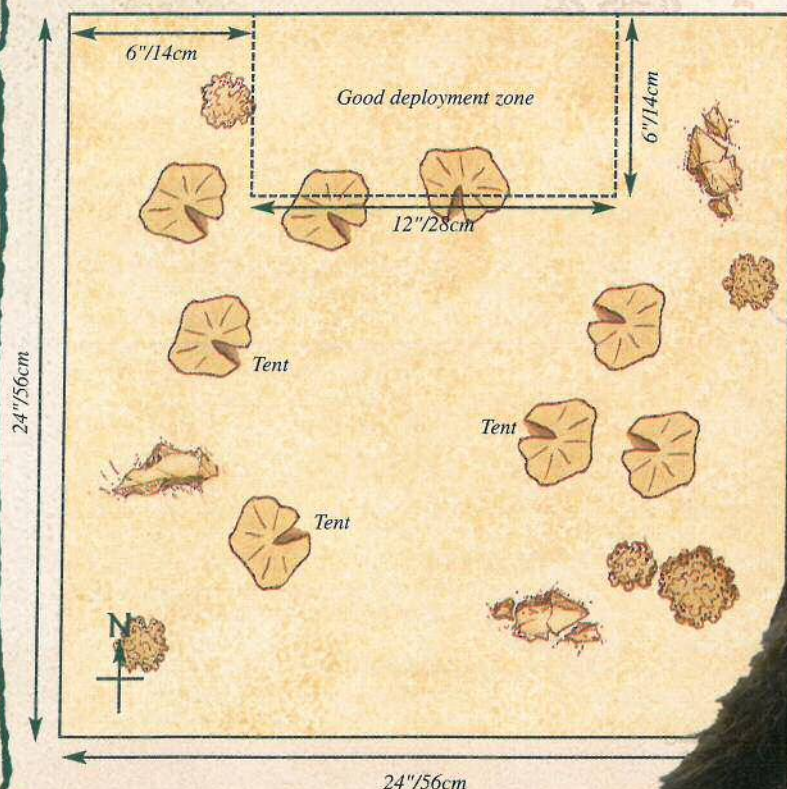
Two Evil Warriors may carry a banner.

Layout

This game is played on a board 24"/56cm by 24"/56cm. Set in the heart of the Great Army's camp, the board should have eight Haradrim tents scattered on it. A clear area (about 6"/14cm wide) should be left in the middle of the board.

Points Match

If you want to play this game with other forces, choose 500 points of troops for the Good side and about 250 points for the Evil side. The most expensive model on the Good side takes the role of Boromir while the most expensive model on the Evil side takes the role of Drôzhna. Up to 33% of either force may be spent on warriors with bows.





The Knights of Minas Tirith sweep away all before them.

Starting Positions

The Evil player first of all deploys his loose mounts within 6"/14cm of the centre of the board. The Good player then deploys his force in the Good deployment zone (see map opposite). The Evil player may then deploy two Haradrim Warriors (of his choice) in base contact with each of the tents. The remainder of the Haradrim are kept in reserve and will be available later in the game.

Objectives

The Good side wins if Boromir and his followers manage to kill all of the horses or drive them from the table (see below) and at least 25% of the Good models (including Boromir) escape the board from the northern table edge. The Evil player wins if

the Good player fails to meet his objectives and Drôzhna is still alive. Any other result is a draw.

Special Rules

Sound the Alarm! As Boromir's force arrives, the Haradrim are slow to sound the alarm, giving him time to strike deep into the camp. From the start of each of his Move phases after the first, the Evil player may roll a D6. On the roll of a 4+, the Evil models that were not deployed at the start of the game may move onto the board from any edge. Newly arrived models may not charge on the turn they arrive, but may otherwise act normally.

In the Heart of the Foe. The Great Army is almost numberless and, as the fight

continues, more Warriors rush to the battle. At the end of the Evil player's fourth Move phase, and at the end of every fourth Move phase thereafter, he may replace any Warriors that were removed as casualties earlier in the game from any board edge. Newly arrived models may not charge on the turn they arrive, but may otherwise act normally. Heroes do not return to play in this way and must remain defeated and off the board.

Scatter the Horses! The horses are skittish and easily panicked. At the start of each of the Evil player's Move phases, each unmounted horse must take a Courage test or retreat. Good and Evil warriors may attempt to mount the horses as normal if they wish.

Dark & Light

A Painting Guide to the Armies of Middle-earth

The armies of Nick Davis and Jason Buyaki are points match forces. Here they reveal how they painted their hosts.

Nick's High Elves

My army was inspired by seeing the ranks of Elves from the Last Alliance scenes in the first film.

Flesh: Basecoat with Bronzed Flesh. Highlight with Elf Flesh then with a 1:1 mix of Elf Flesh and Bleached Bone.

Armor: Basecoat with Shining Gold. Wash with thinned-down Chestnut Ink. Highlight with a drybrush of Shining Gold.

Cloaks: Basecoat with Fortress Grey. Wash with thinned-down Codex Grey. Drybrush with Fortress Grey. Finally highlight with a drybrush of Skull White.

Chainmail and Weapons: Drybrush Chainmail over the undercoat. Wash with a 1:1 mix of Black and Blue Inks. Finish with a light drybrush of Mithril Silver.

Robes: Basecoat with Midnight Blue. Wash with Blue Ink. Highlight with Midnight Blue. Highlight with Regal Blue.

Leather and Bows: Basecoat with Scorched Brown. Highlight with a 1:1 mix of Scorched Brown and Snakebite Leather.

High Elf Leaders

Nick's High Elf Captain and Banner Bearer were simple head-swap conversions. He used the bodies of Elrond and Gil-Galad and the heads of High Elf Spearmen. He used Green Stuff to sculpt extra hair on the models to hide gaps. The banner was taken from www.games-workshop.co.uk/lotr. It was painted with a 1:1 mix of Golden Yellow and Blazing Orange.



Left to Right: High Elf with bow, High Elf with Elf sword, and High Elf with spear.



Nick Davis's 300 points High Elf war host led by Lord Daverion.

Jason's Moria Goblins

I'm normally a slow and meticulous painter, but I wanted to paint up a horde of Moria Goblins quickly for our lunchtime league. The idea of swamping my opponent with wave after wave of Goblins was really appealing to me.

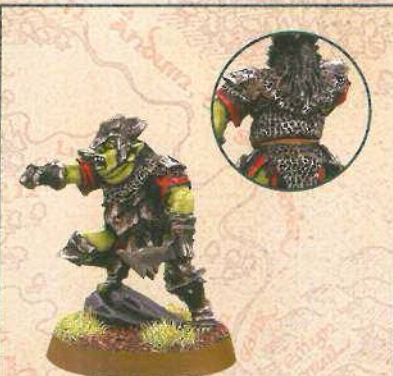
Unfortunately, I didn't have much time to paint my Goblins. So I came up with a simple but effective (for me) paint scheme for these little evil-hearted beasts. All of my Goblins were first primed with Chaos Black spray.

Flesh. Basecoat with a 50/50 mix of Camo Green and Codex Grey. Highlight with Rotting Flesh added to the basecoat mix.

Armour and Weapons. Drybrush Tin Bitz over the black undercoat. Highlight with Boltgun metal on the edges of the armour to yield a dark and menacing feel.

Cloth. Basecoat with Scab Red. Highlight with Red Gore.

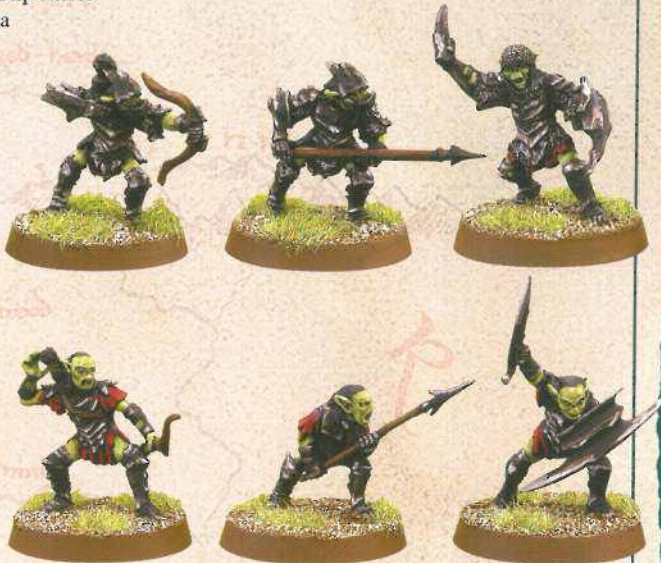
Weapon Hafts, Bows and Leather. Basecoat with Dark Flesh. Highlight with Vermin Brown.



Moria Goblin King Durburz.

Moria Goblin Captains

Jason uses metal Moria Goblins to represent the Captains of his Moria horde (top) while the plastic versions of these lesser Orcs fulfil the role of rank and file troops (bottom). He also has the Moria Goblin Drum in his force. Jason has found that if you add Codex Grey to green or brown colours, you end up with effective Moria Goblin skin tones. Add Rotting Flesh to this basecoat mix for the highlights.



Cave Troll

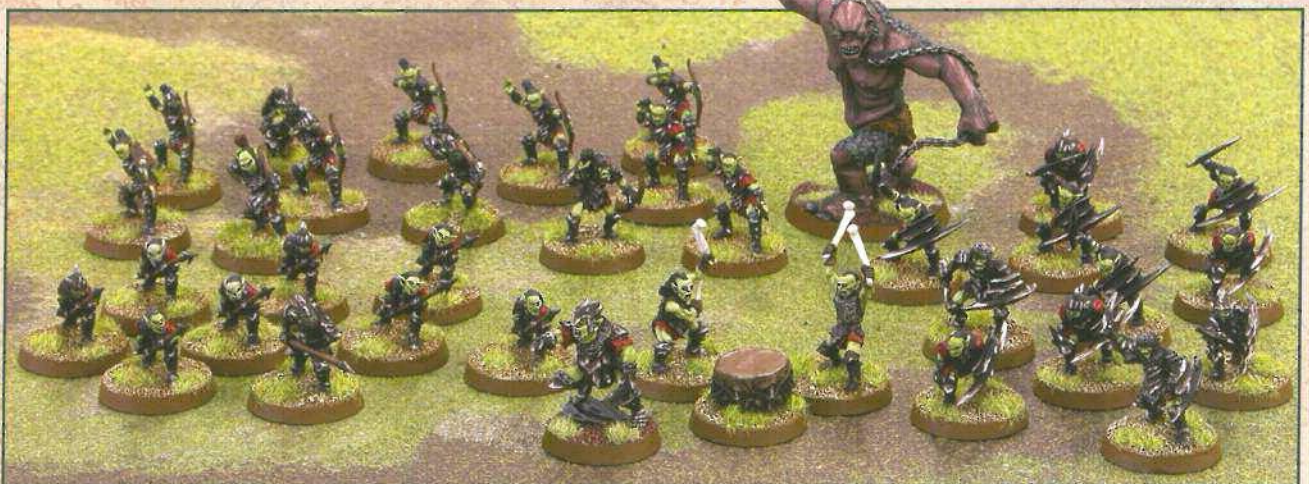
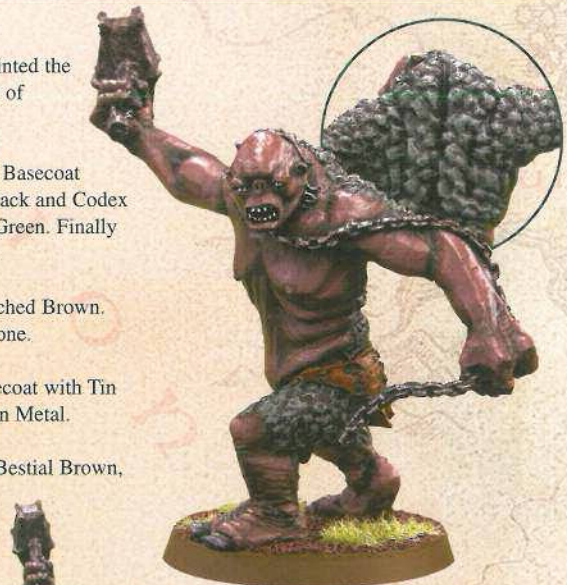
Like the Goblins, Jason painted the Cave Troll from a basecoat of Chaos Black.

Scales: Do the scales first! Basecoat with a 1:1 mix of Chaos Black and Codex Grey. Drybrush with Snot Green. Finally drybrush with Codex Grey.

Flesh: Drybrush with Scorched Brown. Highlight with Bleached Bone.

Chain and Weapons: Basecoat with Tin Bitz. Drybrush with Boltgun Metal.

Loincloth: Drybrush with Bestial Brown, wash with thinned-down Chaos Black. Drybrush with Bestial Brown.



Jason Buyaki's 500 points Moria Goblin horde led by Durburz, the Goblin King of Moria.

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