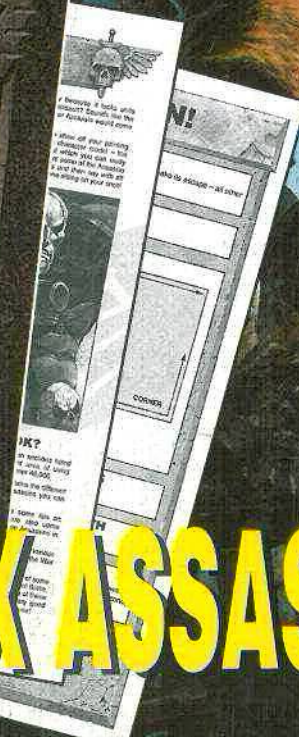
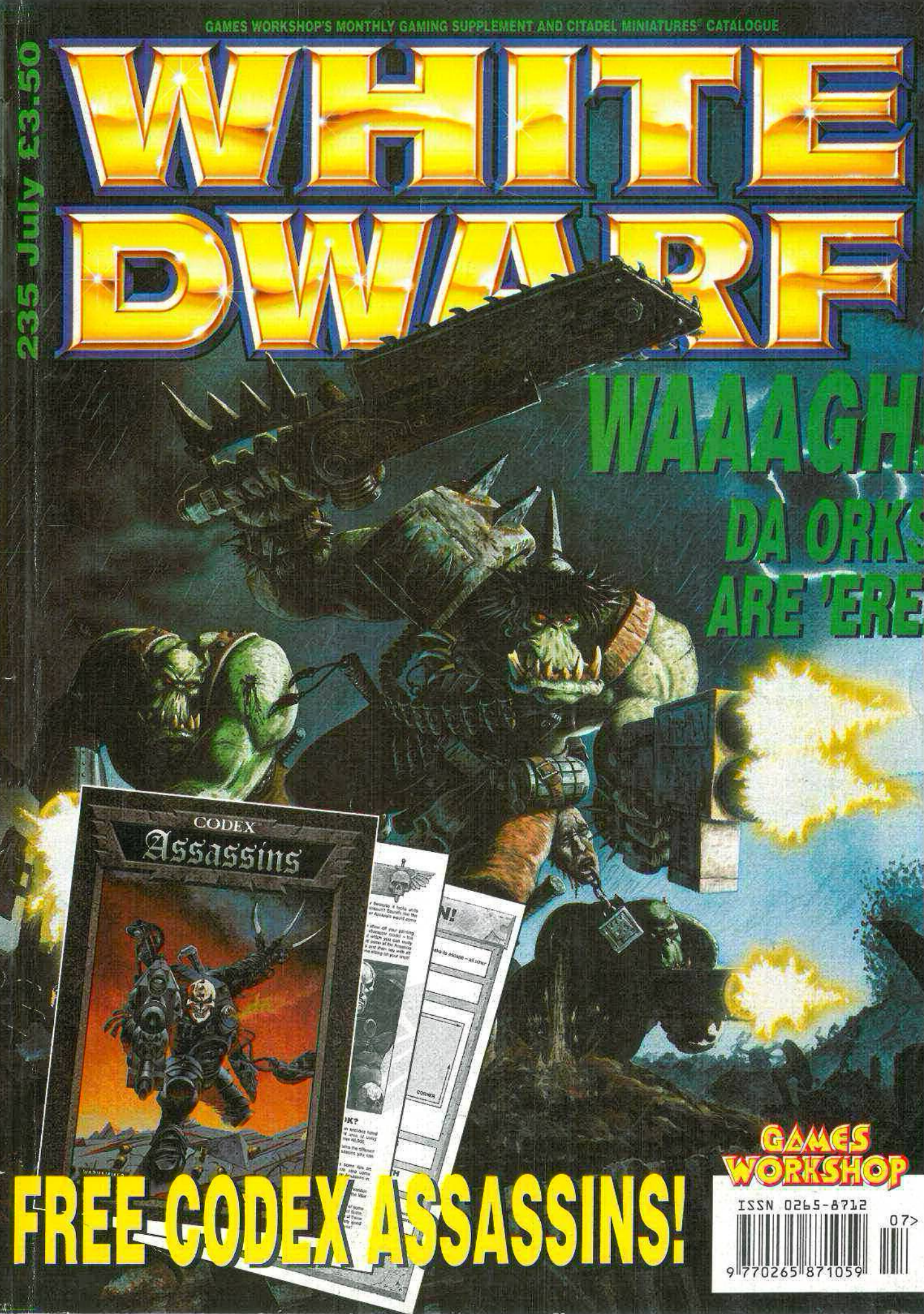


235 July £3.50

WHITE DWARF

WAAAGH! DA ORKS ARE 'ERE



FREE CODEX ASSASSINS!

GAMES WORKSHOP

ISSN 0265-8712



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WHITE DWARF

ORKS

COVER

Art by Dave Gallagher.

GAMES WORKSHOP NEWS

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Stacks of new stuff this month (a lot of it Orky, some of it Undead, a bit of it... well, read and find out) and that nice Graham Davey has very kindly volunteered to tell us all about it.

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Loads of exciting events are in the pipeline here at Games Workshop HQ. Find out what they are and how to take part. There's something for everybody so don't miss out!

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It's that time of the year again! Find out how to enter the world's biggest and best painting competition.

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Do you know what's going on this month at your local Games Workshop store? Check out all the exciting summer events.

MAIL ORDER

101

Now you've seen all the cool new stuff, you'll want to get your hands on it. Here's how (and watch out for some special offers).

◀ Want one of these? Find out all about how to enter this year's Golden Demon painting competition on page 29.



WARHAMMER

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The deeply sinister Necrarch Vampires are out this month. We expand on their horrifying background.

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Jervis Johnson introduces a special scenario featuring the Doom Lord Dieter Helsnicht, plus two new army lists to try out.

ZOMBIE REGIMENT

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Slow and ponderous, Matt Hutson gets to grips (yuk!) with the brilliant plastic Zombies.

COLLECTING A VAMPIRE COUNTS ARMY

70

The definitive guide to raising your own foul army of Undead. Matt Hutson turns his baleful gaze to the sorcerous Necrarch Vampires.

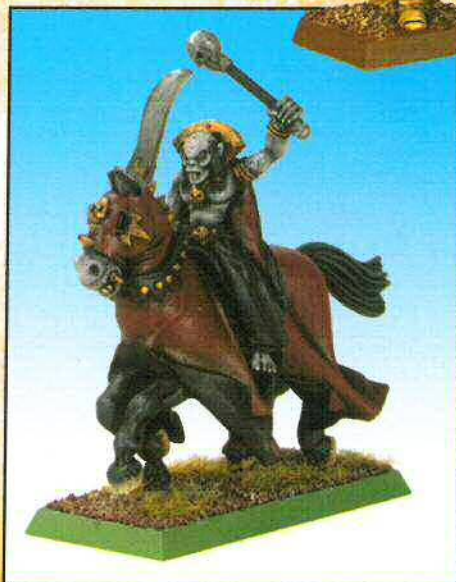
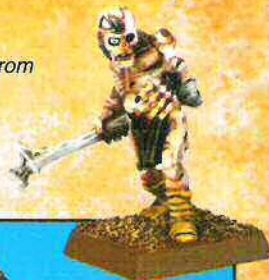
THE UNDEAD HORDE OF NUNIC DIMITTIS

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The hideous Necrarch Vampires, arrayed for battle.

▶ A plastic Zombie from the new Warhammer Regiment.

▼ A mounted Necrarch Vampire.



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More good news this month for Dark Angels Space Marine players, as Veteran Sergeant Naaman infiltrates enemy lines.

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The Orks are here!

GORK TOLD ME TO DO IT! 8

Andy Chambers gives us a designer's eye view of Codex Orks.

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ORK INVASION 14

Check out all the amazing, new Ork models that are released this month (and a few that are coming soon), sculpted by our talented Orky designers Brian Nelson, Mark Bedford and Norman Swales.

WAZNEK'S WARBOYZ 33

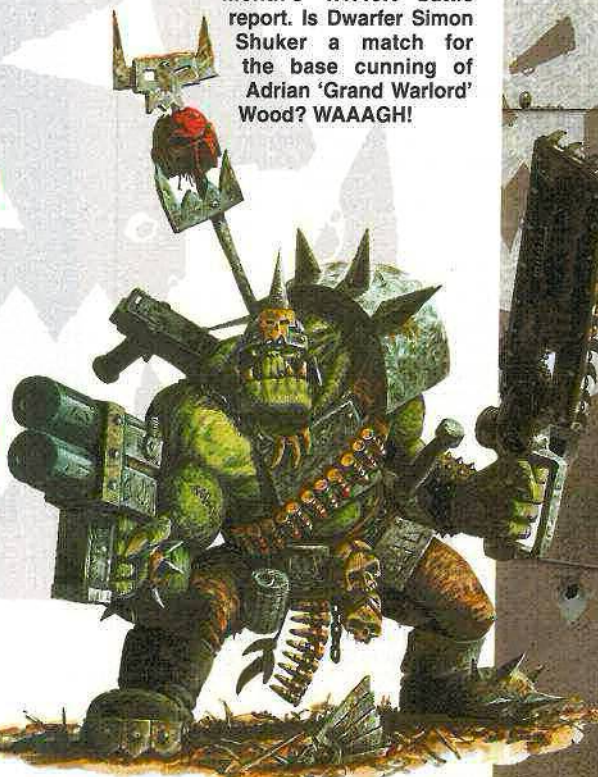
Gary James tells us all about his awesome Warhammer 40,000 army. Bet you can't guess what race it is.

WHEELS OF FIRE 56

Doomrider, Daemon biker of Slaanesh, rides in. Full details of this frightening Chaos special character are included.

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Andy Chambers tells the epic tale of the Ork invasions of Badlanding and Rynn's World, home world of the Crimson Fists Space Marines.



BATTLEFLEET GOTHIC

TO CLEANSE THE STARS 43

White Dwarf proudly presents exclusive, new rules for Space Marine vessels, including a fleet list and the awesome Space Marine battle barge!

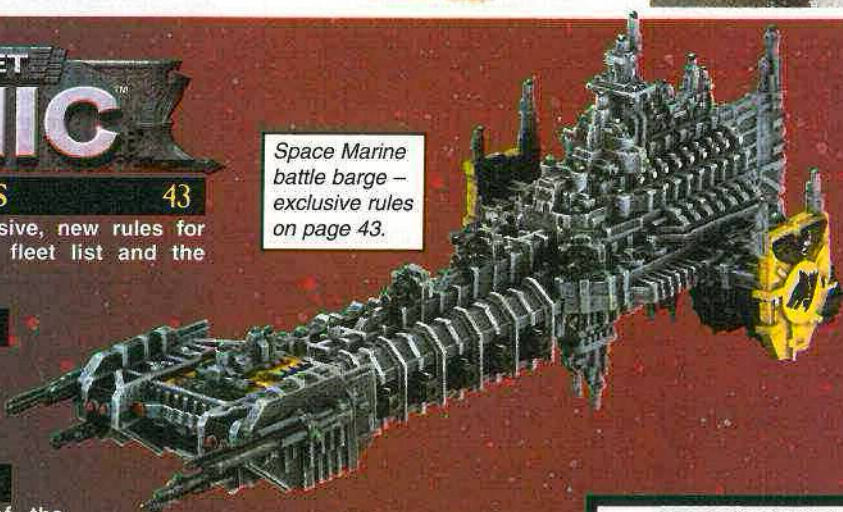
TORPEDOES AWAY! 58

More exclusive rules for Battlefleet Gothic. Andy Chambers has devised some new torpedo types for you to launch at the opposition.

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Confused over the finer points of the Battlefleet Gothic rules? Andy Chambers answers all your questions.

Space Marine battle barge – exclusive rules on page 43.



WHITE DWARF™

THE WHITE DWARF BLOKES



Paul Sawyer, Fat Bloke

Warboss

Job: Bossing and slapping da Orks.

What are you working on at the moment? More White Scars bikers, to make them into ten-man squads.



Nick Davis

Mad Dok

Job: Nailing the uvver Orks back togevva when they get hurt.

What are you working on at the moment? Covering a new Raider with loads of gruesome Zombie bits (check it out later this issue).



Graham Davey

Kommando

Job: Sneaking around doing surprise attacks an' stuff.

What are you working on at the moment? Combining Zombies with Khorne Berzerkers to make Undead Chaos Space Marines!



Simon Shuker

Mek

Job: Always cuttin' and sawin' and changin' and addin' new bitz.

What are you working on at the moment? An Assault squad for my Salamanders Space Marines.



Iain Compton

Weirdboy

Job: Actin' really strange and wavin' his arms about a lot.

What are you working on at the moment? Skink Cold One riders.



Matthew Hutson

Skarboy

Job: Being bigger than all the uvver Orks.

What are you working on at the moment? Painting a Bretonnian army in a month.

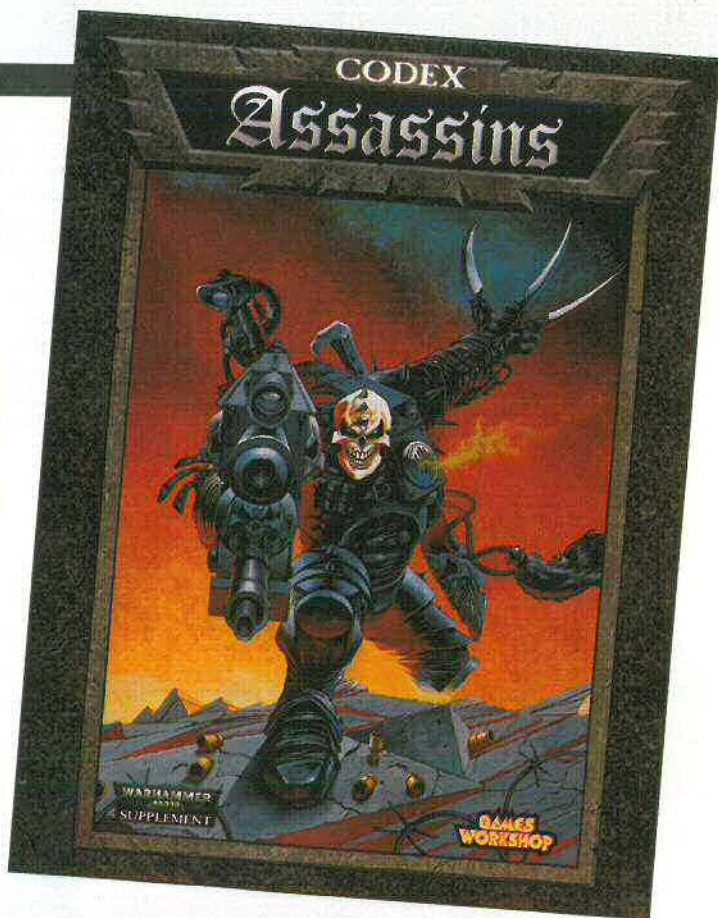


Matt Nicholls

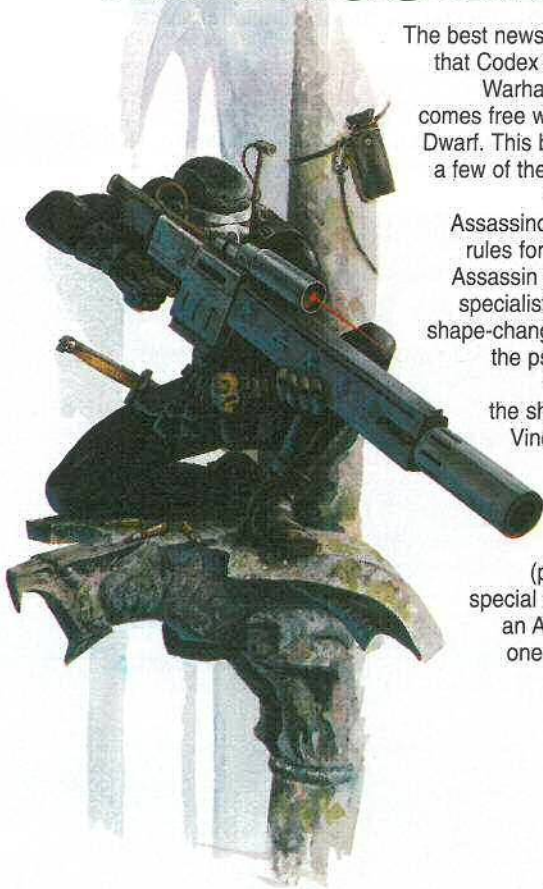
Grot

Job: Doing the jobs that the Warboss can't be bothered with (ie. all of them).

What are you working on at the moment? Painting a Necrarch army in a month (the two Matts have a bet going to finish their armies in this time).



FREE CODEX ASSASSINS!



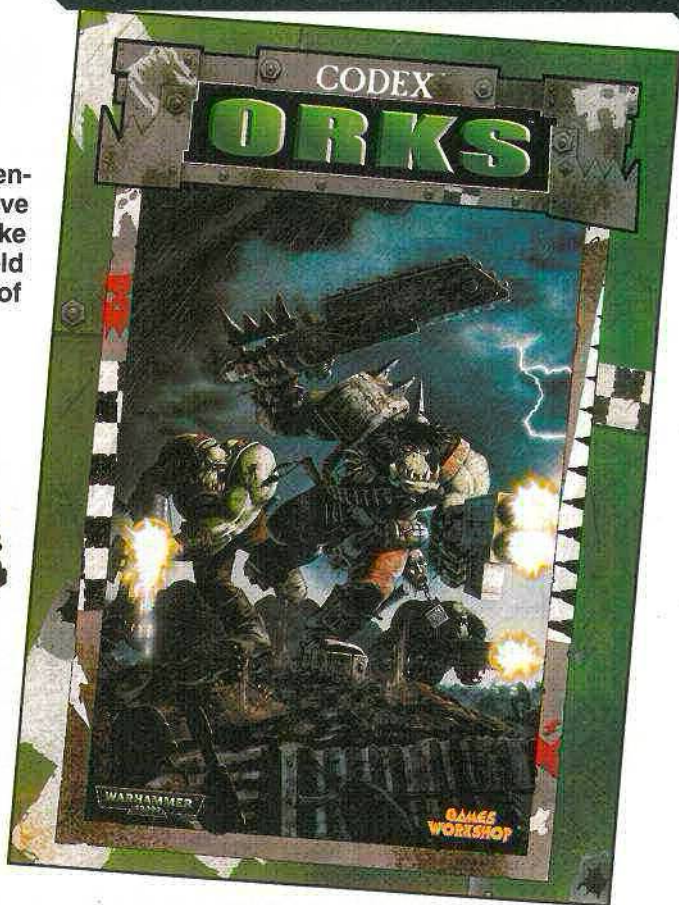
The best news this month is that Codex Assassins for Warhammer 40,000 comes free with this White Dwarf. This book contains a few of the dark secrets of the Officio Assassinorum, with full rules for four types of Assassin – the combat specialist Eversor, the shape-changing Callidus, the psyker-hunting Culexus and the sharp-shooting Vindicare. There are also painting and gaming tips (plus ideas for special games using an Assassin as a one-man army!).

WAAAGH!

Codex Orks unleashes the full might of the green-skinned monsters on the Galaxy. The Orks now have complete mobs of Boyz all armed with choppas, take Waaagh! tests as they charge into combat, can field the dreaded Burna Boyz and can use all manner of dangerous wargear – such as the attack squig and the bionic bonce – plus vehicle upgrades such as the ingenious red paint job. Andy Chambers explains what it's all about in 'Gork told me to do it'. And then there's the new range of Ork models – prepare to be impressed!



◀▲ Two examples of models from the new Ork Boyz Battle Squad. These fantastic, multi-part, plastic kits are the work of Ork designer Brian Nelson.



NEW STORES

Amsterdam is one of the newest places to boast a Games Workshop store. This brings the total number of stores across the world to 200, located in 16 countries from Wellington in New Zealand, to Hong Kong, North America and much of Europe!

Amsterdam: Rokin 36, 1012kt, Amsterdam, Tel: ++ 020 6223 863

The largest shopping centre in Europe has recently opened in Kent. The Bluewater Centre is located just off the M25, and of course one of the first stores to open its doors was Games Workshop. As you can see from these pictures, this Games Workshop is something special.

For the largest shopping centre in the country, we gave Bluewater one of our immense Space Marine statues! It's so big, you have to walk underneath its legs to get into the store! This makes Bluewater the only place you can see one of these Space Marines apart from Games Workshop's Head Office building in Nottingham (you can see it if you visit Warhammer World).

Bluewater Centre: Upper Thames Walk, Bluewater, Greenhithe, Kent. Tel: 01322 427880



The huge Space Marine statue at our new GW Bluewater store.

THE WALKING DEAD

Bringing fear to the hearts of all honest men, the vile forces of the Vampire Counts are swelled even further this month. The hideous, rotting Necrarch Vampires are masters of Necromantic magic – and none more so than Melkhior the ancient, who rides into battle on a huge Winged Nightmare. Newly risen from the dead to join Vampire armies are Dire Wolves, Vampire Bats, Banshees and the Zombie Warhammer Regiment.



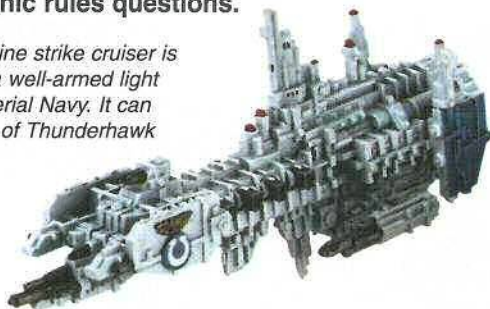
▲ *The Zombie Warhammer Regiment. Necrarch Vampires are particularly adept at raising the dead, so these new Zombies are perfect troops for Necrarch armies. They are also great fun to stick together and convert, as you can see later this issue!*

The Necrarchs are perhaps the most loathsome of the Vampire bloodlines. While the von Carsteins retain their noble dignity, the Blood Dragons practice strict martial discipline and the Lahmians are elegant and beautiful, the Necrarch Vampires have no redeeming features. Their bodies are rotted and disgusting and they hide themselves away, studying the terrible art of Necromancy – the dark magic that raises the dead.

THE SPACE MARINE FLEET IS HERE!

Out this month for Battlefleet Gothic are the Space Marine battle barge and Space Marine strike cruiser. Full rules for these new Imperial vessels are included in this White Dwarf and be warned – they have a LOT of guns! Also in this month's issue is a new feature called 'Brace for Impact', that will provide tips, tactics, thoughts and, as in this issue, answers to commonly asked Battlefleet Gothic rules questions.

► *The Space Marine strike cruiser is the equivalent to a well-armed light cruiser of the Imperial Navy. It can also deploy wings of Thunderhawk gunships.*



NEW ARMY LISTS!

Exclusive in this issue are two new army lists for Warhammer. The Necromancer's army covers Undead forces that are raised and led by powerful Necromancers, without the control of a Vampire Count. Meanwhile the Ostland army is a themed Empire army list, led by the Ostland Elector Count special character, Valmir von Raukov. Coming from the dangerous north of the Empire, Ostlanders are famous for their tenacity and refusal to surrender.

Both army lists are used in an exciting, new scenario, **The Battle of Wolfen River** by Jervis Johnson.



◀ *Necromancer Lord, designed by Gary Morley*

NEW RELEASES THIS MONTH



This month's Battlefleet Gothic releases:

SPACE MARINES

Space Marine strike cruiser (1 model per blister)	£5.00
Space Marine battle barge (metal boxed set)	£12.00



This month's Warhammer releases:

VAMPIRE COUNTS

Zombie Regiment (plastic Warhammer Regiment)	£12.00
Melkior on Winged Nightmare (metal boxed set)	£15.00
Necrarch Vampire on foot (1 model per blister)	£4.00
Necrarch Vampire mounted (1 model per blister)	£6.00
Dire Wolves (2 models per blister)	£3.00
Doom Wolf (1 model per blister)	£5.00
Vampire Bats (2 models per blister)	£5.00
Banshee (1 model per blister)	£4.00



This month's Warhammer 40,000 releases:

ORKS

Codex Orks	£8.00
Ork Boyz (plastic Warhammer 40,000 Battle Squad)	£12.00
Ork Stormboyz (metal & plastic boxed set)	£15.00
Ork Dreadnought (metal boxed set)	£25.00
Ork Nobz (metal boxed set)	£15.00
Ork Warboss (1 model per blister)	£8.00

CHAOS SPACE MARINES

Chaos Space Marine biker (plastic boxed set)	£5.00
Doomrider (metal & plastic boxed set)	£10.00

SPACE MARINES

Veteran Sergeant Naaman (1 model per blister)	£5.00
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This month from the Black Library:

Warhammer Monthly 17	£2.00
Warhammer Monthly 18 Redeemer Special	£2.00
Gang War 3	£2.75
Deathblow	£4.00



Whisperings from the
Black Library

REDEEMER SUMMER SPECIAL

I am sure that you all saw the awesome pilot episode of the Redeemer in last month's comic and would love to see more. Well here at the Black Library, we think that the Redeemer is so good that we couldn't wait to show you more, so over the summer you will be able to buy the comic every two weeks. The issues will alternate between your regular Warhammer Monthly, and a special edition featuring the Redeemer – that's six issues of the comic over the next three months. So check out this month's Warhammer Monthly to ensure you don't miss the first issue of this fantastic, new mini-series.

BLOODQUEST SAGA CONTINUES

Bloodquest is the epic saga of Captain Leonatos, written by Gordon Rennie with art by Colin MacNeil. Exiled from the Blood Angels Chapter, Captain Leonatos must seek out and reclaim the lost Blade Encarmine to regain his honour. Accompanying Captain Leonatos on this epic quest are his loyal Blood Angels battle brothers. Together they battle across the galaxy, fighting all who stand between them and the completion of their gruelling quest. Book II of this fantastic series starts in issue 17 of Warhammer Monthly and is heralded by awesome cover artwork from none other than Kev 'Daemonifuge' Walker. But the action doesn't end there, for next month we will be releasing Book I of Bloodquest as a graphic novel. Not only does it contain every action-packed episode from the first Bloodquest series, but it also has the prelude story from Inferno!, and Red Secrets, the blood-soaked story of Brother-Sergeant Cloten. Bloodquest Book I is a must for all Blood Angels fans and will be hitting the stores next month.

FANATIC PRESS LAUNCH

Here at the Black Library we are proud to announce the launch of Fanatic Press. The purpose of Fanatic Press is to provide the dedicated GW hobbyists out there with loads of exciting stuff for their hobby. Whether you play Necromunda, Blood Bowl, Epic, Warhammer Quest, Gorkamorka or just Warhammer and Warhammer 40,000, there's bound to be something for you. You may already have seen magazines like the Blood Bowl Compendium, Gang War and Epic Firepower, and just like the Citadel Journal all of these are written by gamers for gamers. So as long as you guys (and girls) are out there playing our games, then Fanatic Press will be churning out great and exciting products. This month sees the release of Gang War 3 and the very first Warhammer Quest supplement – Deathblow.

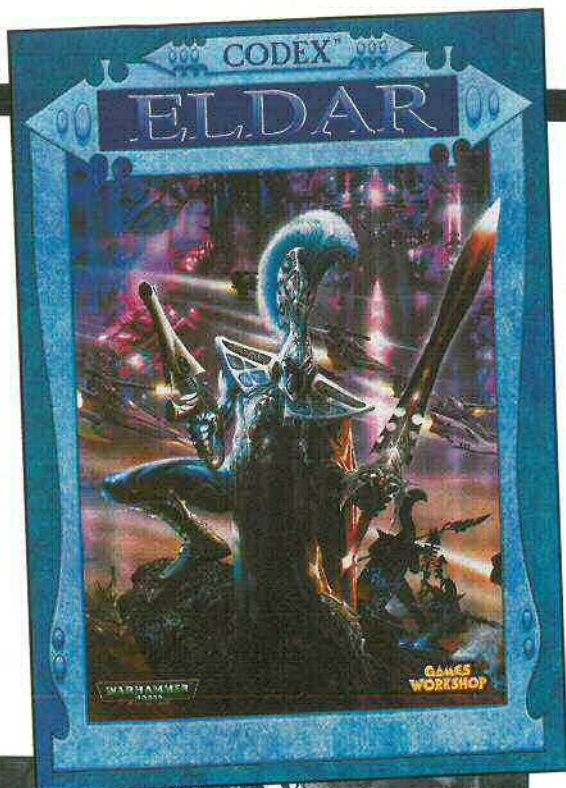
NEXT ISSUE...

CODEX ELDAR



Weapons, wargear, psychic powers, Exarch powers – there's loads of deadly alien weirdness for you to add to your craftworld army in this new Codex, out next month!

◀ Mike McVey's excellent new Eldar Warlock. Also out next month are the superbly detailed, multi-part, plastic Eldar Guardians – check them out in the Mail Order pages.



TROOPS NEEDED AT DA BUNKER



Want to join in the Waaagh? Well Warboss Fat Bloke is looking for a new recruit or two to help us put together your favourite magazine...

The ideal candidate will have qualifications in graphic design or desktop publishing, at least two years experience in a studio environment and a strong working knowledge of Apple Macs including Quark Xpress, Freehand and Photoshop software packages. But by far the most important qualities the successful candidates will have are dedication, perseverance and a love for our games and miniatures that borders on obsession!

So, if you think you have these qualities in abundance and want nothing more out of life than to work at the heart of the GW Studio, then drop us a line at:

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Willow Road, Lenton, Nottingham, NG7 2WS

CODEX™

ORKS™



"The green tide of Orkdom is upon us and we are alone. There can be no mercy. No surrender. If we survive this day it will be a miracle."

Commissar Yarrick at the Battle for Armageddon.

GORK TOLD ME TO DO IT

Andy Chambers'
Designers Notes for Codex Orks

Now that the Orks are fully equipped with their own Codex, we thought it was time for Andy Chambers to explain just what he was thinking...

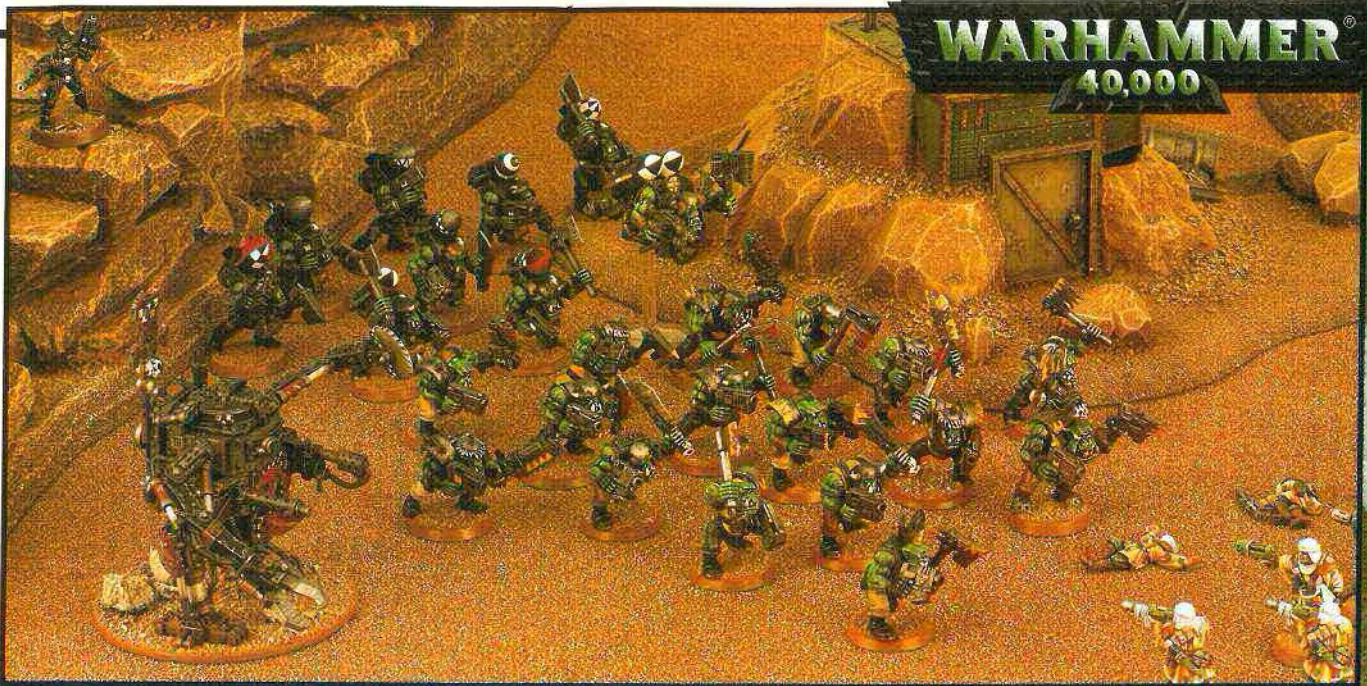
Well I'm just placing my feet on the desk in time honoured fashion, having seen the Ork Codex off to the printers. Hah, another job well done(?). But just to prove that no good deed goes unpunished, Paul promptly suggested that I tell everyone just why I did what I did with the new rules and give you all a bit of insight into the process behind doing the Codex list. I can't guarantee any insights, but I'll cheerfully blather on for a while until someone makes me stop. Before I get started though I would just like to say thanks to everyone who sent me comments and suggestions about the early draught of the Ork Codex list. They're too numerous to name here but you know who you are – thank you one and all.

The Ork trail leads all the way back to the 40K rulebook and the Ork army list in the back of it. In the course of putting together the army lists for 40K we took the opportunity to re-define each of the armies to make them more characterful and a bit more balanced in relation to each other. When I worked on that Ork list I was strongly influenced by my experience of what Ork armies were like when put together using the old Ork Codex. I felt that they tended

to be very 'bitty', with lots of small mobs from different clans, usually armed to the teeth with meltaguns and plasma guns and hiding behind huge screens of Gretchin cannon-fodder. Close combat was something only indulged in by Boarboyz or occasionally Stormboyz, and most of the damage the army inflicted was by shooting, particularly with a selection of grotesquely effective Squig Katapults, Shokk Attack Gunz and other weirdy weapons.

This didn't seem right to me at all. Orks are supposed to be tough, brutal alien warriors which are always depicted as attacking in big, ferocious mobs which threaten to overwhelm the enemy in close combat. Having a handful of Orks in the army skulking around at the back and shooting just didn't seem right. The first remedy was to reduce the Orks' Ballistic Skill and increase their Weapon Skill and Attacks to make them markedly better in hand-to-hand than at shooting. When 40K came out, a few Ork players were mortified by the lower Ballistic Skill, but most seemed more than happy that their Orks could now get in there and fight it out with the enemy up close and personal.





An Ork Dreadnought supports the Boyz as they charge towards the Imperial lines.

THE NEW RULES

The Orkish predilection for close combat has been carried through to the Codex army list, with a few extra tweaks to make it work properly. Over the course of playing battles with the Orks and listening to feedback, two things became apparent. Firstly, the Orks' low Initiative meant that they often spent most of the game legging it across the battlefield and getting shot up, only for the survivors to get killed in close combat before they had a chance to fight back (boo, hiss). Secondly, when the Orks fought Space Marines, ordinary Orks couldn't scratch the Emperor's finest, despite having huge numbers of attacks. An example is the best way to show this – see right.

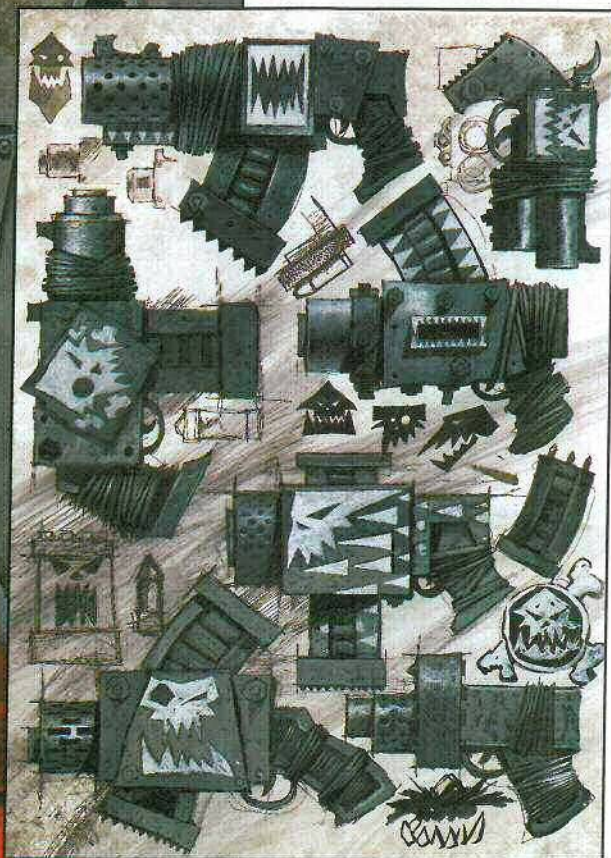
What Ork players did was ensure that every mob included a Nob with a big choppa, so that he ignored the Space Marines' armour saves. This meant the Boyz would do virtually nothing while the Nob slaughtered most of the opposition single-handedly. The Boyz were reduced to being a 'delivery system' for the Nob, useful only to ensure that he didn't just get picked off by enemy fire. This seemed a bit rough on da Boyz to say the least – they should have a chance for glory too!

To resolve these problems in Codex Orks I've done three things. Firstly, I've introduced a Waaagh! test for charging mobs, to represent the sheer ferocity and momentum of their charge. If they can pass a Mob Size check (roll equal to or under the number of Orks left in the mob on 2D6), they double their Initiative in the first round of close combat; if they fail, they attack with their normal Initiative. This ensures Orks have a chance of getting their blows in before they get cut down.

EXAMPLE OF PRE-CODEX CLOSE COMBAT

Ten Orks assault a Space Marine squad and miraculously all get into base-to-base contact. They get two Attacks each plus one for charging and one for using two weapons – that's forty attacks (sounds impressive eh?). Assuming none of the Orks get killed by the Space Marines striking first (fat chance), half the Ork attacks should hit because they need a 4+ to hit. So twenty attacks hit; one third of those should wound (S3 vs T4 = 5+ to wound), so that's seven wounds (being generous and rounding up). The Space Marines will then save two thirds of the hits on their armour, so two or three Space Marines will become casualties – if you're lucky – more likely some of the Orks would be killed and some wouldn't make it into base contact, leading to less attacks and only one or two Space Marine casualties. Overall it's not something worth charging over the entire table for.

Secondly, I've added a rule for Ork choppas (nasty, sharp Ork close combat weapons) which means opponents are limited to a saving throw of no better than 4+ against wounds inflicted by these weapons. This means even heavily armoured opponents have to fear for their lives when attacked by a mass of Orks. It also allowed me to do some fine tuning in the army list, by defining just which troops get choppas and which don't. Thirdly, in order to limit the effectiveness of Nobz, the old 'no armour save allowed' big choppas have been dropped altogether. Nobz can now just get choppas like the Boyz, though their higher Strength, Attacks and Initiative means they'll still be considerably more dangerous in close combat than ordinary Ork warriors. This also means the trusty old Ork power claw is more worthwhile than it was before, as it ignores armour and doubles the user's Strength for dealing with recalcitrant vehicles and monstrous creatures.



In previous editions of 40K, Orks used Imperial weaponry instead of having their own distinct weapons. Easily cured, now Orks don't use bolters and bolt pistols, instead they have shootas and sluggas plus big shootas and rokket launchas for heavy weapons. However when I started to get some feedback from established Ork players, a number of them found they had no uses for their Ork miniatures armed with plasma guns or meltaguns. In the Codex I've designated these as 'Flash Gitz', Orks who've got their hands on shootas which have been customised so that they get more shots, a higher strength or more armour penetration.

I've also introduced mega blastas to cover the Ork equivalents of plasma cannons and multi-meltas mounted on Wartraks and buggies – ie big energy weapons which leave smoking holes where their targets used to be! Another new weapon type is the burna – a cross between a thermic lance

and a flame thrower, which can be used in close combat as a power weapon or fired in the shooting phase with the same effects as a flamer. These were originally designed to equip a new troop type – yes you've guessed it, Burna Boyz! These are mobs of apprentice Mekz who take to the battlefield to crispy fry the opposition. Early draughts of the army list produced a chorus of requests to allow other sorts of mobs to have burnas too, which they now can.

There's a new kind of big gun too – the kannon, which can fire frag or armour piercing shells (just a big missile launcher really). Orks also get access to limited amounts of weapons and vehicles looted from their opponents, so if you're tired of being shot at by sniper rifles and Whirlwinds, you can get your own back! There are also stats for Ork Battlewagons – Orky tanks which can be scratch-built or converted for the time being but may, just may, be done as a plastic kit in the future.

STRENGTHS AND WEAKNESSES

By now all the Ork players will be rubbing their hands with glee and all the non-Orks will be sticking pins into their voodoo dolls of me. Well fear not, because I am a firm believer in the fact that an army is characterised not just by its strengths but by its weaknesses too. So for example, I had a heap of mail saying Orks can't deal with tanks very well – I say "tough," they can't be good at everything, and it seems appropriate to me that Orks have to take desperate measures against tanks. This isn't to say that there are no extra anti-tank weapons in the Codex list, there are, but none of them will 'solve' the problem on their own – that's for the Warbosses themselves to figure out.

In a similar fashion I've had requests for some sort of protection for light Ork vehicles, to stop them getting fragged early in the game. Again I say "tough!" The defining feature of these vehicles is their vulnerability – if I were to cure that, they would just become too good. It's

better if people learn to use them in an appropriate tactical fashion. What I'm getting at is that there are deliberate weaknesses built into the army. A clever opponent will identify these and exploit them certainly, but a clever Ork player will find the best ways around them, without taking specialised super-troops to do it.

A final note on weaknesses is one that I did decide to do something about – pinning. Orks were horribly vulnerable to being pinned down by barrages and snipers. For a long time I looked on this as being a weakness they should keep. However, enough tales reached me of Space Marine and Imperial Guard players ruthlessly exploiting this to keep the Orks' faces down in the dirt, to change my mind. Ork morale is very good at present, bolstered by the size of their mobs – the bigger the mob, the longer it will keep going regardless of casualties. In the end I decided that this fine Orkish morale should apply to pinning too, by allowing the Orks to use Mob Size checks to avoid it.



The Warboss leads his Boyz to battle.

THE CLANS

One of the features of Orks in 2nd edition 40K was the Ork clans. The idea of the clans was that they would help to 'theme' Ork armies in a similar way to Space Marine Chapters. Each clan had its own colour scheme and predilections in combat. So, for example, the Goff Ork clan wears black and is (even more) orientated towards close combat, whereas the Bad Moon clan wears yellow and uses a greater proportion of heavy weapons and armoured troops. Unfortunately the clans became so closely entwined with the army list in 2nd edition that the list was made up of troop types each belonging to a different clan – armoured troops had to be Bad Moon clan, Kommandos had to be Blood Axe clan and so on.

The upshot of this was that Ork armies tended to look like an explosion in a paint factory. All those clan colours for different units meant that armies had no unified colour scheme. When we did the lists for the 40K rulebook we decided to back off a little on the clans and present Orks as Orks without all the added confusions of the clan system too. In the Ork Codex clans make their return, but as a set of colour scheme ideas and to give players some pointers if they want to collect an army based on a particular theme. For those players who like to come up with their own schemes, or like the explosion of colours look, we've also put in some notes on Freebooter warbands – piratical types who fight for the highest bidder and don't stick to the clan themes. Hopefully the intricacies of Ork clans is a subject I'll be able to explore in a future White Dwarf.

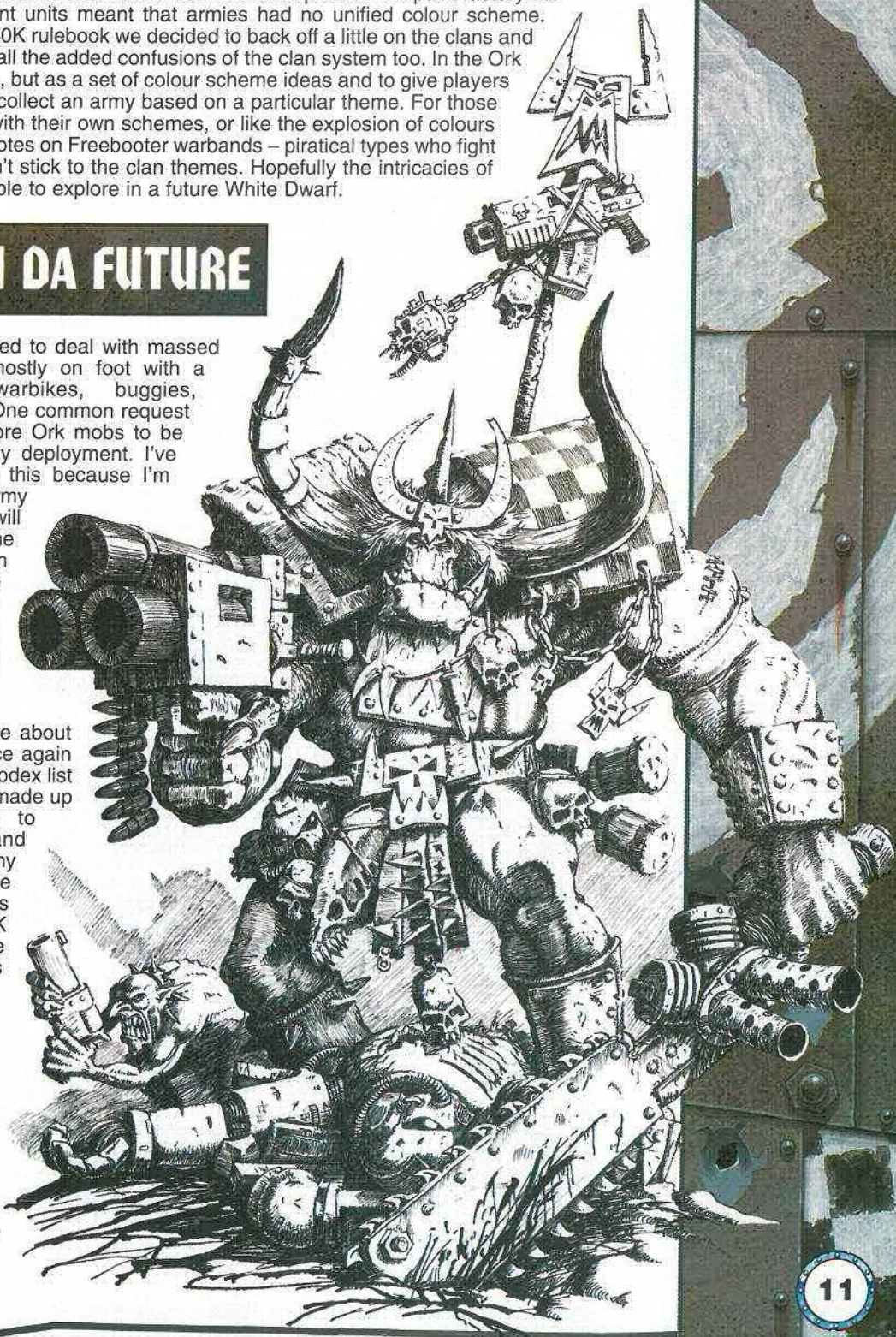
ORK LISTS IN DA FUTURE

The Codex Orks list is intended to deal with massed Ork warbands which fight mostly on foot with a supporting swarm of warbikes, buggies, Dreadnoughts and big gunz. One common request from players was to allow more Ork mobs to be mounted in Trukks for speedy deployment. I've resisted the urge to go with this because I'm planning to do a separate army list for Speed Freeks, which will involve all of the Orks in the army being mounted on vehicles of some sort. There are also issues about points values of close combat monsters like Orks being higher when they are carried into battle on a vehicle.

Other queries I've received are about Boarboyz and Weirdboyz. Once again I've not included these in the Codex list to keep it as a 'pure' warband made up of Ork warriors. I hope to incorporate Weirdboyz and Boarboyz into a 'Feral Orks' army list at a later date. In the meantime, the appendix options in the Ork list from the 40K rulebook should cover those people with these troops already in their armies.

Well, that's about all we have room for. I've thoroughly enjoyed working on the Ork Codex and I hope that you enjoy it too. Now I can just settle back and wait for an avalanche of ideas and comments on Orks for Chapter Approved, can't I?

Handwritten signature

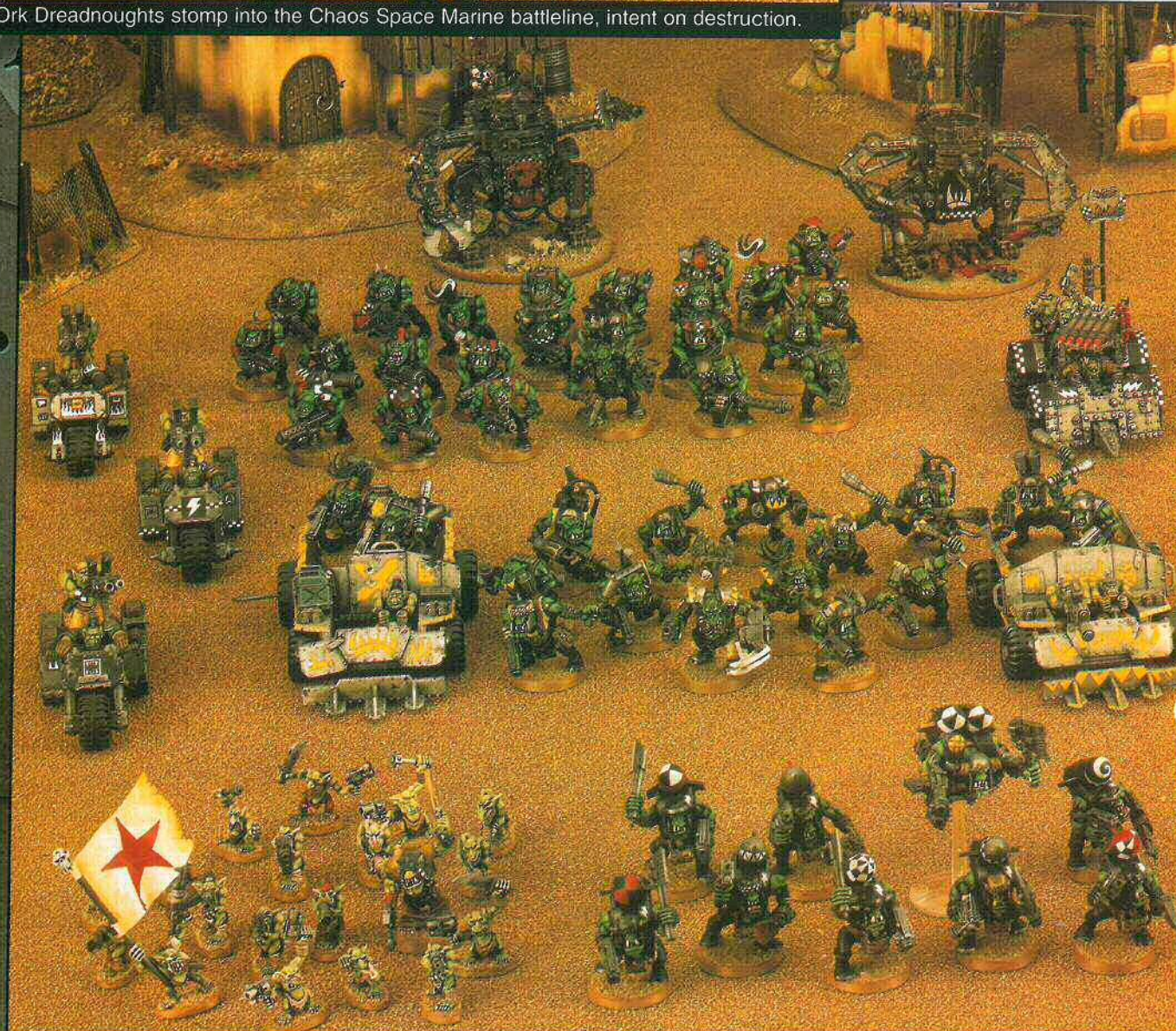




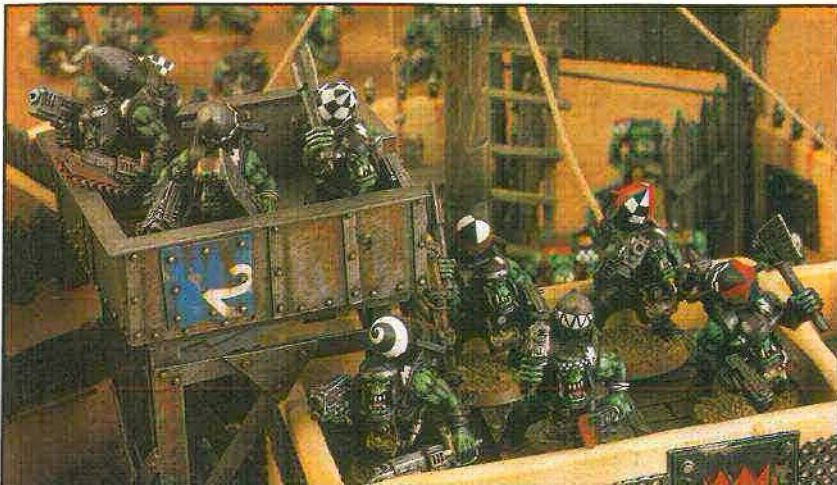
◀ Ork Dreadnoughts combine the three main elements of Ork warfare – they're big, shooty and stomp! They are often created by the combined skills of Meks and Doks, because the pilot is 'wired-in' to the control systems so that the huge, armoured vehicle moves as if it were his own body. Other Dreads are not so sophisticated and are controlled by a wild array of levers, buttons and gears.



Ork Dreadnoughts stomp into the Chaos Space Marine battleline, intent on destruction.



A massive Ork army gathers for battle, under the leadership of a mighty Warboss.



Ork Stormboyz prepare to launch themselves at the enemy lines.

► Ork Nobz are the largest, meanest and most successful of all Orks, with the exception of the massive Warbosses. They can be found either bossing around mobs of their own, or accompanying the Warboss into battle as his bodyguard.



The Nobz disembark from their personal wartrukk.



ORK INVASION!

The Orks are back and they're bigger, meaner and greener than ever before...

The Ork range for Warhammer 40,000 has been completely recreated by the talented hands of Brian Nelson, Mark Bedford and Norman Swales – and what a remarkable job they've made of it...

Over the next few pages we'll be showcasing some of these brutal looking warriors of the 41st Millennium, and letting you know about our plans to add even more Orks to the Waaagh! over the next few months, so you really won't have any excuse not to go and stomp their enemies, will you?

SPACE ORK BOYZ

Big mobs of Boyz are the core of any Ork army. The new Space Ork Boyz Battle Squad is the best way to build up your army, as it contains 16 Orks, which can be armed with either shootas or sluggas and massive, great choppas. Brian Nelson has done an awesome job of sculpting the biggest, meanest, ugliest and most brutal Ork Boyz ever. The models can be assembled in countless different combinations, making each mob of Boyz unique (just like it should be!). As well as separate weapons, arms, heads and legs, you also get extra equipment and weaponry, gruesome trophies and even giant, toothed, metal jaws – all in all, everything you'd expect to be able to make a unit of ded 'ard Ork Boyz. These models will also be used as the basis for other mobs, such as the Stormboyz and Stikk Bommas. And that's not to mention all the converting opportunities...





Space Ork Boyz armed with shootas



Space Ork Boyz armed with sluggas and choppas



"Oo's da best den?"

The awesome new Warboss is the biggest Ork we've made, and Brian's favourite Ork so far. Brian's not alone though, as this is one of the most wanted miniatures in the GW Studio, with eager Ork players camping out overnight at Gordon Davidson's desk (he's the bloke who bosses the miniature designers about) just to be first in line for the next batch! Apart from compulsory troops which vary from mission to mission, the Warboss is the one element of an Ork army that you absolutely must have. This model is so big that we've had to make a new size base for him. This 40mm round base will be used for more of our large figures in the future.



Sculpted by Brian Nelson



Ded 'ard!

Fulfilling a dual role on the battlefield – protecting the Warboss and leading da Boyz – every Ork Warboss will need plenty of Nobz, and Brian has really gone to town on these babies! The Space Ork Nobz boxed set is released this month and contains five of the meanest Orks that inhabit the 41st Millennium. The box contains a variety of weapons (just look at the size of that power claw!), allowing you to arm them in any manner you desire.

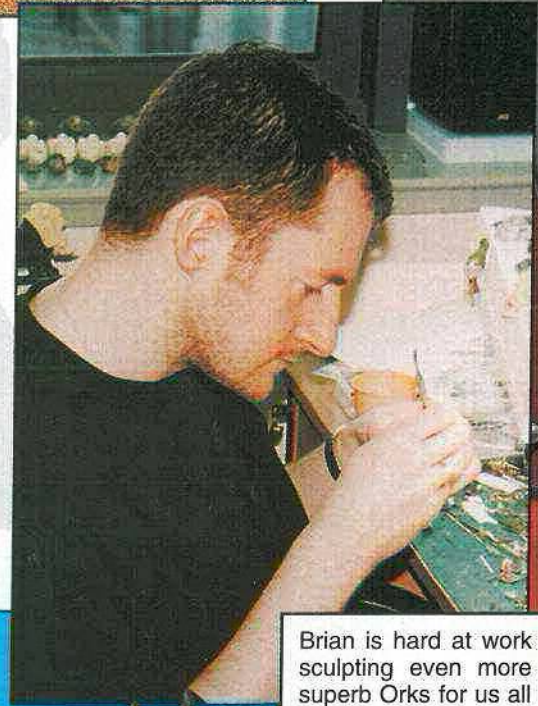


Sculpted by Brian Nelson

Brian's favourite miniatures he has sculpted to date are the Gretchin pictured here. Puny yet malicious, and possessing a low cunning that belies their size, Gretchin are great for use as mine clearance and shielding the Ork Boyz from enemy firepower in the heat of battle.



Sculpted by Brian Nelson



Brian is hard at work sculpting even more superb Orks for us all to drool over.

Da 'eavy stuff

Ork Dreadnoughts are heavily armoured fighting machines, equipped with multiple heavy weapons and, more often than not, deadly close combat weapons for tearing opponents limb from limb (hurrah!). Dreadnoughts are used to support the Boyz in assaults, where their heavy firepower and the tremendous carnage they can cause at close range will really tip the balance. Dreadnoughts are frequently supported by Killer Kans, but you'll have to wait till next month for those!

The colossal new Ork Dreadnought is the result of the combined efforts of Norman Swales and Brian Nelson. This awesome model can be armed with big shootas, scorchas and a variety of really nasty close combat weapons.



Sculpted by Brian Nelson and Norman Swales

Sculpted by
Brian Nelson



Up, up and away!

Stormboyz are fierce Ork warriors, whose need to get to grips with the enemy has driven them to strap crude Ork rocket packs to their backs.

Brian Nelson has created metal rocket packs and armoured torsos to add to the new plastic Ork Boyz sprue, to create this unit of Ork nutters! Check out the brilliant Ork Stormboy Nob conversion by our Eavy Metal team.



With plans for Orks in mega armour (I guarantee you'll want to collect a new Ork army when you see these – Fat Bloke), Orks toting heavy weapons, squads of Stikk Bommas and all the special characters in the pipeline, Ork players really have got it made. As a wee tease we've previewed Mark Bedford's ace Burna Boyz below, which, if you're good, we'll be releasing next issue. Burna Boyz can use their weapons for a flamer-type attack or as a power weapon in close combat. Fortunately for the Orks' opponents they can only be used in limited numbers!



Sculpted by Mark Bedford



96

**PAGES OF
HARDCORE HOBBY
EVERY TWO
MONTHS!!**

Did you know that each and every issue of the Citadel Journal is crammed full of loads of exciting articles, covering all aspects of the hobby. There's gaming, modelling, painting tips, scenarios and much more. And furthermore it's for all of our games - Warhammer, WH40K, Necromunda, Epic, Blood Bowl & Gorkamorka.

Here's just a small selection of the great stuff in the latest Citadel Journal:

We've got a WH40K terrain-making spectacular, so get some hot tips and check out the cool terrain that you guys have been making!

Cheerleaders aren't just for decoration, you know - give your team an injection of morale, with these cool house rules.

Plus Palanquin of Nurgle, Necromunda campaign, Conqueror tank and much, much more...

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The war-torn worlds of Warhammer and Warhammer 40,000 hold many secrets and many hidden threats. Only one place holds all this knowledge, and its doors are barred and guarded, its location a close-kept secret. Few people even dare to whisper its name: "The Black Library"

For one day only, these doors are being thrown open for those who dare to enter. If you love the background to our gaming worlds, if you enjoy the stories from *Inferno!*, or the art from *Warhammer Monthly*, or are a fanatical reader of the *Journal*, then this is the day for you! Read on and see why...



The artists and writers from these awesome publications will be available throughout the day. Come and meet Dan 'Gaunt's Ghosts' Abnett, Gordon 'Bloodquest & Kal Jerico' Rennie, Colin 'Bloodquest' Macneil, Karl 'Kal Jerico' Kopinski, Paul 'The Big Fella' Staples, Ralph Horsley and Wayne Reynolds. Take part in a full comic strip improvisation, and come and view the original artwork gallery, which for the first time will include the incredible possibility of purchase.

Steve Hambrook and Warwick Kinrade present their exciting "Dark Tide Rising" Warhammer Campaign. Also, the *Journal* has rallied the might of the gaming clubs to venture into the fray! The crazed creations of the *Journal* bunker are exposed for your viewing pleasure.



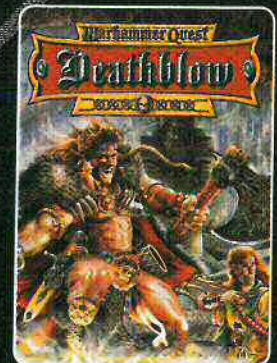
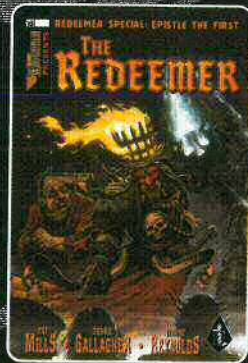
Take part in an exciting participation game - *Rattus Middenheimicus*. And to cap it all, the guys will be on hand to show you what's new in the Fantasy Roleplay pipeline...



Forge World is a new venture for Games Workshop, producing high quality, large scale figurines, and an amazing range of battlefield scenery pieces cast in resin. Buy some of the most closely guarded secrets in Games Workshop.



He's 140mm tall!!!



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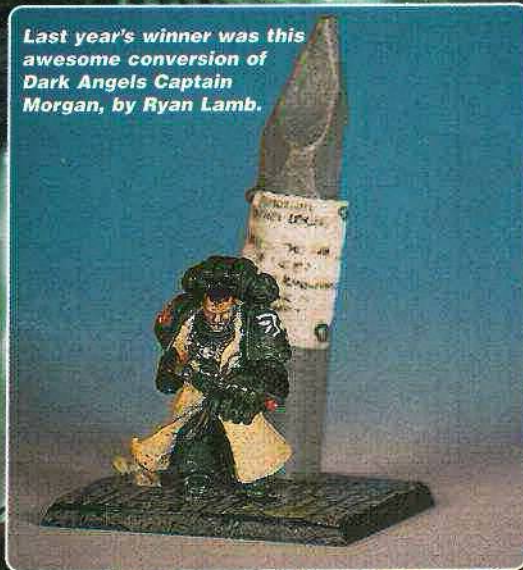
Awarded to the most original and best painted miniature to represent any character from any Black Library publication. You may enter either your own painted & converted model or a painted limited edition model. Bring your entry on the day and submit it for judging.

VEHICLE CONVERSION COMPETITION

Following the advent of Imperial Armour kits, we have decided to take a peek at the best conversions of vehicles we could find.

Simply bring your converted vehicle from the 41st Millennium. The judges will reward the most original and well-painted model with an appearance in the Journal.

Last year's winner was this awesome conversion of Dark Angels Captain Morgan, by Ryan Lamb.



Games Workshop presents Warhammer World - a complete centre which includes a small but exciting museum, the purpose-built exhibition hall and a unique shop.

The Warhammer World museum features awesome life-size Warhammer 40,000 characters in amazing settings, including the Chaos Space Marine below.

If that's not enough to whet your appetite, there is also an entire gallery filled with a terrific selection of games displays, including the Siege of the Emperor's Palace. The Warhammer World shop brings you the 'Eavy Metal 'Ardware range, Warhammer Fantasy Roleplay, the special Citadel Legends range and all the regular Games Workshop services.

Some details and contents may vary from those shown here. See White Dwarf 234 for map.



WARHAMMER WORLD

Masters of Alchemy

By Tuomas Pirinen

Here we continue our extended look at each of the four Vampire bloodlines in the Vampire Counts armies book. This month Tuomas tells of the history of the physically corrupt Necrarchs and their quest to transform all living things into Undead.

"Dread the servants of the dead, but dread the Necrarchs above all others."

Proverb of Ostland

The Necrarchs are the rarest and the most inhuman sect of the Undead creatures which men call Vampires. Legends name Wsoran, the prince of Rasetra, as their forefather. He is now long gone, slain in the rock tombs of Lahmia – but his foul legacy lives on.

Necrarchs are mainly shunned, even by their own Undead

brethren, for they are incomprehensible creatures, and most seem utterly insane. Their madness is tempered by their undeniable genius and mastery of alchemy and Necromantic magic.

Of all the Vampires, Necrarchs are least human. Whereas many Vampires seek dominion over the Human kingdoms either by cunning or might of arms, the Necrarchs wish to see the end of all living things.

Necrarchs are the rarest of the known great Vampire families. They differ from their immortal brothers in many aspects. The most obvious is their appearance: they are reeking,

rotting horrors, and few men can gaze at their horrifying visage without trembling. Necrarchs are as horrible to behold as the proud Carsteins or the enchanting Lahmians are beautiful. The other differences are subtler, but perhaps more important. Of all the Vampires, the Necrarchs alone do not require blood to sustain themselves. How they avoid the curse of all other Vampires is unknown. But while most Vampires must hunt for the blood of men and risk being revealed for what they are, the Necrarchs can hide far from the eyes of men and concentrate upon their study of black magic.



Necrarch Vampires prepare to capture new subjects for their vile experiments.

The Nocrarchs do not see the world as do other Vampires. To them the world of the living is but a blurred image, while the world of the dead, the bodies in their graves, the corpses and overflowing charnel houses are crystal clear and far more real than the mortal world filled with life.

Nocrarchs are loners: they are alchemists and sorcerers that few can match. In the arts of black sorcery they have no equals amongst the Vampires. Even other Vampires are wary of challenging one of their rotting brothers.

Nocrarchs live in secluded towers and dens, far away from human cities or towns. Hidden by sorcerous wards and guarded by their Undead servants, the Nocrarchs devote their eternal lives to the study of magic. Witch Hunters frantically seek these abodes and when they uncover the den of a Nocrarch, bitter battle ensues. Often those who would slay the Vampires end up serving their enemies in a ghastly unlife. Nocrarchs value their privacy above all else.

Still, the Nocrarchs often have need for bodies or living sacrifices for their magical rituals and experiments. This means that they need agents in human society. As physical beauty has little value to the Nocrarchs, they accept the services of those who others scorn: the diseased, madmen, the disfigured and mutated. For some reason the Nocrarchs seem to pity those that men scorn, and in return their servants are fanatically faithful, and they are capable of performing tasks which the Vampires would find difficult. During the daylight these dregs rob graveyards and plague pits, to find raw materials for their masters' experiments. The most intelligent of these, the Nocrarchs school in the art of Necromancy. Rarest of all are men that the Nocrarchs decide to initiate into their own ranks as new Nocrarch Vampires.

Like all Vampires, the Nocrarchs can trace their origin to the ancient city of Lahmia, where they once ruled as undying overlords of that distant land. Nocrarchs claim that they descend from



Wsozan, who they revere as the father of Vampires. Perhaps he was a scholar and alchemist in the forgotten time when the Nehekharans studied the black arts in their quest to cheat death. No one knows for sure, as so little is known about the kingdom of Vampires, and Nocrarchs themselves are difficult to interrogate about their past.

When the fall of Lahmia occurred, and the kingdom of Vampires came to an end, the Great Library of Lahmia was burned to the ground. The accumulated knowledge of ancient Nehekhar was destroyed, and many of the disciples of Wsozan died in the flames, reluctant to abandon their work. Unfortunately for the world, a handful of Nocrarchs fled, and survived the pursuit of the armies of the Kings of

Numas and Zandri.

They scattered all over the world and hid themselves to patiently wait for the death of their enemies and continue their studies. They built tall towers from where they could study the stars and defend themselves if attacked.

From their towers the Nocrarchs cast great spells during the dark nights of Geheimnisnacht. The purpose of these sorceries is always the same: to kill all living things within the reach of the Nocrarch magic. From their dark abodes corruption slowly spreads, poisoning rivers, withering forests and causing animals and men to sicken and die. It seems that the Nocrarchs are determined to strangle all life from the known world.

Those who study such things suspect the hand of the Great Necromancer, Nagash the Black, behind the slow, corrupting work of the Nocrarchs. It is

forever there shall be cold under the sun,
Rivers will run dry and the forests wither,
The stars shall grow dim, flicker and die,
And Death shall reign from forever to forever.

From the Black Curse of the Necrarchs.

known
that
this dread
Necromancer
wishes the whole
world turned into a
kingdom of the dead where no
living creature walks under the

sun, and only Undead that are all bound in the service of Nagash remain. Such a world would have an eternal order without change, growth or life. This is why the Witch Hunters revile the Necrarchs above all other Vampires, and spare no effort trying to eradicate them. Unfortunately, finding these

elusive creatures is the most difficult task a Vampire slayer can set himself.

Only very rarely do the Necrarchs openly march to war, but at such times are perhaps more dangerous than any other lords of Undeath, for with their Necromantic lore the Necrarchs can raise huge armies of Undead. Such wars are most often fought not for earthly gain or temporal power, but rather for acquiring knowledge and magical lore. The folk of Estalia still shudder when they remember the Wars of Death when Nourgul, the terrible Wamphyri of Estalia, marched against them. His undead armies, marshalled over long millennia, numbered in tens of thousands, and they crushed the proud condottieri of Estalia, leaving thousands dead. The whole war was fought for possession of a single book: the Tome of Wisdom, which was kept in the temple of Myrmidia. Luckily for the world, the Vampire Lord was killed in the temple just as he acquired the book, but it took decades for Estalia to recover.

Because of their rarity, many scholars doubt whether the Necrarchs really exist. But in the dark places of the world, hidden from the eyes of the authorities, the Necrarchs continue their slow, insidious work. One day their labours will bear fruit, and the world will know horror unlike any before.

Thomas



The Betrayal of Nicodemus

by Alessio Cavatore

The spiral stair to the crypt was ancient and dank – shadows danced on the walls at the light of Nero's lantern. He reached the bottom of the staircase and tore his way through the cobwebs obstructing the archway. A sudden thought stopped him in his tracks. He was sure the dungeons of this tower were the resting place of the Vampire, yet how could it pass through those webs every morning without removing them? Obviously there was another entrance to the crypt... or was it just another of the many powers of the creature he was hunting?

Undeterred, Nero entered the room and felt at once that he was no longer stepping on a stone floor. The room was covered in moist soil, the foul mould of that accursed land of Sylvania. That was how the Vampires recovered their supernatural energies in their daily slumber – they needed to lay in the womb of their evil land.

Then he saw the coffin and froze, holding his breath. Inch by inch he approached. After reaching it, he put down his lantern and prepared his wooden stake and his mallet for the job he had come to do. He slowly removed the lid of the coffin and... empty! There was no trace of the body, he had been fooled!

Yet something small moved suddenly in the furthest end of the coffin. Nero started and raised his lantern again. The creature he illuminated was born out of a nightmare, it was a rotten human head standing on eight articulated legs like those of a huge spider. Certainly this was one of the experiments of the dark master of the tower. The creature hissed a disgusting "masssteerr!!!" and at the same time scuttled towards a dark corner of the room. Nero moved a few steps in that direction and saw a great stone sarcophagus, carved in strange symbols. They reminded him of the scrolls from the ancient kingdom of Khemri that he had studied in the past. Before he could make a move, the heavy slab covering the sarcophagus fell aside with a loud thud. Then a shadow, darker than the surrounding darkness, moved out of it and into the chamber. The only detail Nero could clearly see were the eyes of the Vampire, two gleaming jewels of ancient evil.

"So, miserable mortal, you thought you could catch Nicodemus unprepared!?" whispered a voice from the darkness, a voice that reached Nero's innermost fears and overwhelmed his senses with sheer horror.

Nero gave a shrieking cry of frustrated anger, immediately followed by a series of arcane words of power. From his eyes erupted two black rays of pure dark magic, that struck the Vampire and seemed to engulf him. The creature was surprised by the violence of the attack, hardly managing

to disperse the energies that threatened to destroy him. Nicodemus raised his arms and chanted aloud in the language of his long-lost homeland. Answering to his call, a dozen animated Skeletons clawed their way out of the crypt's ground and started to move towards Nero. As the circle closed, an unpredictable smile appeared on the thin lips of the human. "Wrong move, Nicodemus!" Nero assumed the same posture as the Vampire and uttered a series of commanding words.

The Skeletons stopped their advance. Nicodemus felt his control on the mindless servants fading, his sorcery challenged by another powerful mind.

He struggled to maintain control of his minions, and the two wizards, the living and the Undead, started a titanic battle of will. Nicodemus could feel the vast flow of dark magic that his opponent was channelling and at the same time the subtle level of control he was using, in an attempt to exploit any gap in Nicodemus' defences. How was that possible? When did his student reach such an unbelievable level of mastery?

Slowly the Skeletons turned and began to advance towards their creator. Nero started to laugh aloud "You are defeated, pathetic monster! You have lost your arrogance all of a sudden! I am the master now."

The Vampire moved back until he was pressed against the wall and then made a last attempt to regain control of the Skeletons: Nero moved forward and kept the pressure high. He almost felt pity for the rotten monster that had once been his master and who was now desperately cornered in his own crypt, betrayed by his apprentice. Then the Vampire abruptly ceased the struggle. Nero was surprised by this apparent surrender and stared at his former master with suspicion. Was he really going to give up?

Nicodemus spoke in a slow, patronising tone "I see that your knowledge of Necromancy has grown to an impressive level, but you must consider you are just a human. And humans are fragile, their life is so easily crushed out of their weak bodies. Don't you think that in your eagerness to defeat me, you have come a bit too close?"

Then the Vampire darted towards Nero, literally moving through the Skeletons, which exploded as if they were made of fragile clay when the immensely strong creature hit them. Nero realised his mistake. When he was young, in Tilea, he had heard legends of the great strength of the Lords of the Night, but he had never imagined that his former teacher, who seemed a wizened carcass, could move like that. He had never imagined he could move so fast... never imagined he could burst through those Skeletons so

easily... never imagined those skeletal hands could break his neck so quickly.

The Vampire threw away the broken puppet that was Nero's body, while the Skeletons collapsed to the ground. Then he staggered back towards his sarcophagus. Rest, he needed to rest. The human had wisely attacked in the middle of the day, when Nicodemus' powers were at their weakest. The Vampire could feel the presence of the sun, even this deep underground. After putting the heavy lid back in place and before falling into his deep slumber, Nicodemus reflected on what had happened. How was it possible that a mere scholar, a creature that had been learning Necromancy for such a short time (how long had it been anyway? Maybe thirty years?) could have become a match for his powers? He had studied the Black Art for thousands of years, he had been taught by the Great Necromancer himself, he who challenged Death and created the discipline of Undeath. How was it possible?

A couple of nights later, Nicodemus woke up. He had had enough rest, what he needed now was the life force of a living creature. He stood up and crossed the crypt towards the stairs. He hardly noticed the remains of the battle, piles of bones where the Skeletons had fallen and the body... where was Nero's body?

He knew he had killed the human – he clearly remembered the flame of life extinguished by the force of his own grasp. Nicodemus was astonished. A contingent spell! Nero must have learned the legendary technique of casting a spell whose effect was triggered by the death of its caster. Such was the skill of his student! That kind of spell could only be sustained by awesome will-power, a strength that he'd never suspected could be found in any human. Only then did Nicodemus understand. There was the answer! That was the reason why humans could progress in the Necromantic arts beyond the limits of any Vampire, even of the Nocrarch line. Humans were obsessed with the fear of dying, of passing away from the world and disappearing. Their lives' span was so short that they had to find a way to cheat Death in the space of a few decades. The blood kiss brings immortality to Vampires, but immortality also means that they lose that most powerful driving force, the fear of Death. They become in this way limited, incapable of reaching the peaks of the Black Art.

At this revelation Nicodemus was at first dismayed, but then he started to think of the problem as a challenge. He needed to find another apprentice, so that he could study him much more closely. Maybe there was something that could be learned even from the humans which he used to prey upon... From that night on, Nicodemus would experiment on his victims with a new and refreshed scholar's interest.

fresh from the Grave

New out this month is a whole host of 'fresh' troops to bolster the necrotic army of the Vampire Counts. Melkhior the Ancient is foremost amongst these, as he leads the terrifying legions of the Undead into the world.

Necrarch Vampires

Necrarchs are perhaps the most terrifying of all the lords of the night. Most Vampires retain their human features when they join the ranks of the Undead, but something in the blood of the Necrarchs is tainted and foul. Their physical corruption continues throughout their existence, leaving them as horrifying rotting skeletons that reek with the stench of charnel houses.



Melkhior mounted on a Winged Nightmare



Melkhior the Ancient

The Necrarchs are the most reclusive and incomprehensible of the undying Vampires, and none more so than Melkhior. Melkhior lives far from human settlements and his secret tower is hidden from view in the great Forest of Shadows, by powerful enchantments. In the highest chamber of this tower, the most ancient of Vampires works alone. He is decayed, irredeemably evil and utterly insane.



Vampire Bats

Also known as Fell Bats, the Vampire Bats of Sylvania grow to monstrous proportions, some with wingspans of twelve feet or more. They are nightmarish predators of the dark, silent and deadly, and can only exist on the blood of the living – that of Humans being their favourite. The scholars of the Old World speculate that perhaps an ancestor of these beasts drank the blood of a Vampire and thus joined the ranks of the Undead.

Banshees

Banshees are the restless spirits of the most evil women who ever lived. Their shades linger in the material world, fearing to cross the void to face punishment for their evil deeds. Banshees howl in bitterness and remembrance of when the pleasures of life were theirs. Their wail is lethal to mortals who hear it. Those who do not have a will of iron may die of sheer horror upon hearing them.




Dire Wolves

The land of Sylvania is plagued by giant wolves that sometimes emerge from their haunts high in the World's Edge Mountains to destroy entire villages. Men of the Empire hunt these beasts mercilessly, but unfortunately that is not always enough. Even from beyond the grave these awful creatures come back to terrorise men.

Doom Wolf



GAMESDAY & GOLDEN DEMON 99

The central figure is the Golden Demon character, a metallic, blue and silver humanoid figure with a large, spiky, blue mohawk. He is holding a large, futuristic gun in his right hand and a large, curved blade in his left. The background is a vibrant, futuristic arena with red and blue lighting, featuring various flying vehicles and structures. The overall scene is dynamic and action-packed.

SUNDAY 12TH SEPTEMBER 10AM TO 4PM
BIRMINGHAM NATIONAL INDOOR ARENA
TICKETS AVAILABLE AT YOUR LOCAL
GAMES WORKSHOP STORE FROM JULY 1ST

It's Golden Demon time again! This year's Games Day features the Golden Demon 1999 painting competition – your chance to win one of the most admired and respected prizes in our hobby. As usual there are ten different categories of painting excellence for you to enter. For each of the ten categories we will be awarding splendid Golden Demon trophies to the best three entries. One of the category winners will win the coveted 'Demon Slayer Sword', for the best overall entry!

As in previous years we will also be running a Young Bloods competition and an Open competition. The Young Bloods provides our younger enthusiasts with a tournament of their own, although every single year we are amazed and delighted at how high the standard of painting is! The Open Competition is a free-for-all and we actually encourage GW staff to enter (especially the really talented painters and modellers). Why? Well we want to have some fun as well!

We are organising the Golden Demon, the Young Bloods and the Open competitions just like we have done in the last couple of years, so veterans should know the ropes by now! If not, read the information on the next couple of pages carefully! Our aim as always is to showcase the work of the very best figure painters in our hobby and to have some fun! See you there!

Hints and tips from the judges

1 Probably the most important tip is about your choice of miniatures. Don't choose a model purely because it's the latest release, or because it's from a currently fashionable army. Pick something which **you** really want to paint, regardless of whether it is an old or new miniature. You will make a much better job of it if you have genuine enthusiasm for the project rather than just trying to please.

2 The next point to bear in mind is don't neglect your bases. The temptation is to break your back over the miniatures themselves, whilst only paying lip service to the look of the base. The fact is, a good base, finished with a little care and attention, really sets off the model on it and greatly enhances your chances of winning (don't obscure it with a mass of detail though, as this will definitely detract from the miniature itself).

3 Don't try to enter loads of categories, as this will give you more time and focus your concentration on the models at hand. Concentrate on two or three categories and do what you're best at. If you like vehicles, enter the Warhammer 40,000 Vehicle category or if you're mad for characters then enter the Single Miniatures category.

4 When painting units or groups of multiple figures, it's important that they should look coherent. Try to be consistent with colour schemes for groups of models. This will guarantee they are more visually striking than groups painted with two or more colour schemes.

5 As a final point, it is worth personalising your models, particularly if you are intending to enter one of the single miniature categories. A miniature comprising a lot of neat conversion work, hand painted banners and modelled detail is in with a good chance. Just ask last year's Slayer Sword winner, Nigel Carman!



The 1998 Golden Demon Slayer Sword winner, Nigel Carman, and his winning Gorkamorka battle scene.

Golden Demon Competition '99

1. Best Warhammer 40,000 Miniature

Any single Warhammer 40,000 miniature on a standard 25mm round slottabase. Models mounted on 40mm/50mm round or square bases should be entered into Category 7. This includes especially large characters such as the new Ork Warboss (see this issue!). Individual models on bikes and the like should be entered in Category 3.

2. Best Warhammer 40,000 Squad

This category is for Warhammer 40,000 squads or squadrons of 5 or more models. The unit must be a 'legal' choice from the relevant Codex army list or main rulebook. Judges will be looking out for squads or squadrons which exemplify the qualities and character of the army they represent. Note this category includes bike squadrons of 5 or more models but excludes larger vehicles such as Land Speeders which should be entered into Category 3. All models must be presented on standard gaming bases (slottabases where they're appropriate).

3. Best Warhammer 40,000 Vehicle

This category is open to single Warhammer 40,000 vehicle, Dreadnought or War Walker models. This category includes individual small vehicles like bikes if appropriate to the model and the army, eg Eldar character on a jetbike or Space Marine Chaplain on a bike.

4. Best Warhammer Single Miniature

This category is open to single Warhammer miniatures on standard slottabases up to 25mm x 50mm maximum size (cavalry base). Models on Monster bases should be entered into the Monsters category.

5. Best Warhammer Command Group

Entries for this category consist of four Warhammer miniatures on their standard slottabases (25mm x 50mm maximum size as for single miniatures). Your entry must include a Standard Bearer, a Musician, and a Champion for a single regiment **plus** an Army General or a Wizard.

6. Best Warhammer Monster

This category is open to Warhammer monsters on 40mm x 40mm or 50mm x 50mm standard bases and other models that don't come with a base or are too big for a standard sized one! This covers Hydras, Dragons, Chariots, War Machines and you may include a ridden monster if you wish, eg: Orc Wyvern, etc.

7. Best Large Warhammer 40,000 Model

Open to large Warhammer 40,000 models on 40mm round or square bases and 50mm square bases. This category covers Avatars, Ogryns, Tyranids, etc.

8. Best Necromunda Gang or Gorkamorka Mob

Entries for this category consist of 4-12 models in the case of Necromunda gangs and 1-2 vehicles (except for Muties) along with 4-8 other models for Gorkamorka mobs. All models must be presented on their standard gaming bases.

9. Best Battlefleet Gothic fleet

A new entry for this year's Golden Demon. An entry to this category should consist of between 6 and 12 models of which up to 1 may be a battleship.

10. Battle Scene

Entries for this category consist of a Battle Scene from either Warhammer, Warhammer 40,000 or Epic 40,000. The display must not be larger than 30cm x 30cm and the maximum permitted height is 30cm. The Battle Scene should have at least two miniatures arranged in a combat pose, but otherwise there are no restrictions on the Battle Scene's theme or content.

HOW TO ENTER

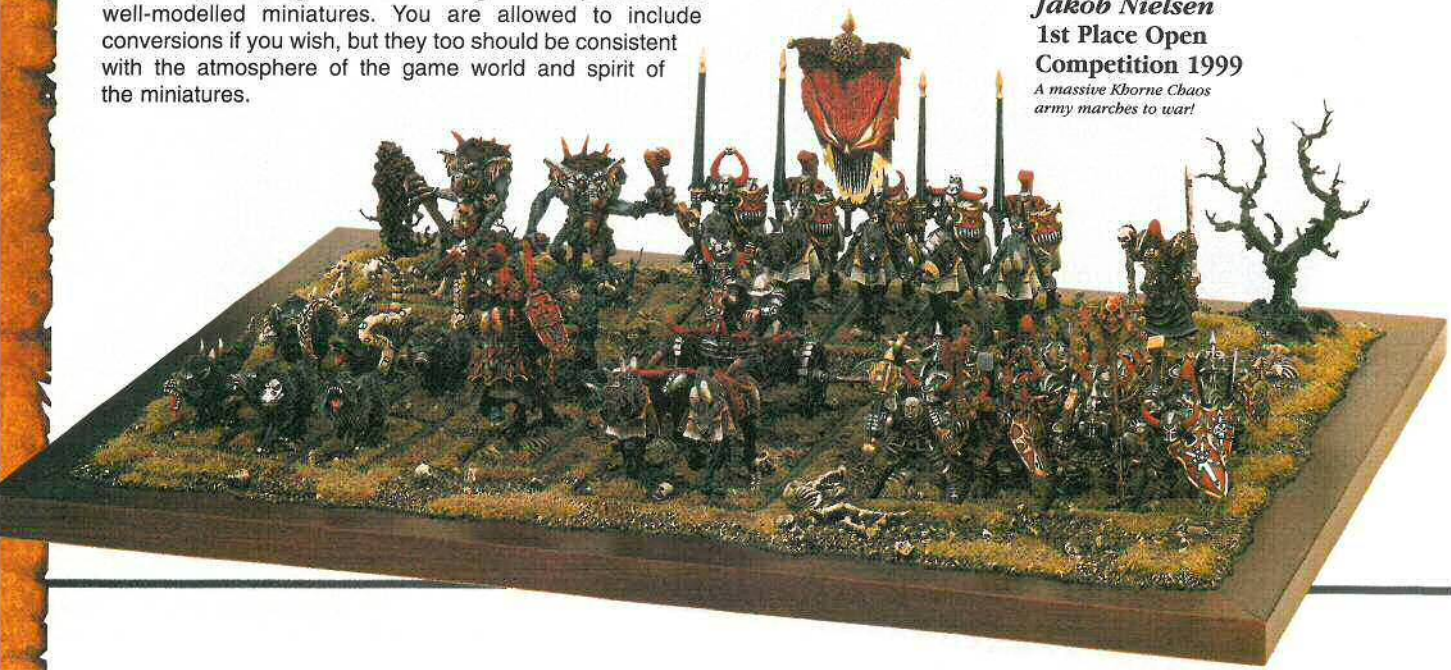
1. Make a separate copy of the entry form opposite (or cut this one out) for each of your entries. You have our permission to photocopy the form.
2. Decide which competition/category you wish to enter and mark it on the entry form.
3. Fill in the rest of the form in block capitals.
4. Bring these forms with you when you register the models on the day of competition. Note: we won't be able to accept models without these forms so don't forget them!

The Open Competition '99

The Open Competition is quite literally that – an open opportunity for you to let your imagination run riot! There are no restrictions on your entry, so it could range from a single miniature to a sweeping diorama. Anyone can enter the Open Competition, including Games Workshop staff, so beware that the competition will be very stiff, with everyone coveting the top prize! Remember that no matter how wild your entry, the judges will be looking for well-painted and well-modelled miniatures. You are allowed to include conversions if you wish, but they too should be consistent with the atmosphere of the game world and spirit of the miniatures.

Jakob Nielsen 1st Place Open Competition 1999

*A massive Khorne Chaos
army marches to war!*



**GOLDEN DEMON '99
COMPETITOR'S GUIDELINES**

- You can only enter once in each category and all entries to the Golden Demon Awards must be painted Citadel Miniatures.
- All single miniatures must be mounted on the appropriate gaming bases.
- Conversions are allowed, but should be consistent with the atmosphere of the game world and spirit of the miniatures.
- Overall, the judges will be looking for well-painted miniatures that adhere to the imagery and ethos of Games Workshop's different fantasy universes.
- All entries to the 1999 Golden Demon Awards must be personally handed in and registered at the National Indoor Arena, Birmingham, on the 12th of September 1999. All entries must be picked up on the day of the event at the specified times, by the entrant in person.
- Competitors will be fully responsible for the transport of their own entries to and from the competition and for storing their own transport and packing materials on the day.
- Once they have been booked in, Games Workshop undertakes to treat all entries with the greatest care, but can accept no responsibility for loss or damage to individual entries. Entry to the competition is entirely at the competitor's own risk.
- Entry into any of the competitions gives Games Workshop the right to display, photograph and publish any entry as they see fit. The judges' decision is final and no correspondence will be entered into.

**The Young Bloods
Competition '99**

The Young Bloods painting competition is open to any competitors aged 14 years or under. Your entry should consist of any single Citadel miniature, either Warhammer or Warhammer 40,000, on its standard gaming slottabase (25mm round base for Warhammer 40,000, 20mm or 25mm square base for Warhammer).

Note that as in previous years you can enter either metal or plastic miniatures in the Young Bloods competition.



*Tom Allen
1st Place
Young Bloods 1999
Ork Warboss*



Entry Number For official use only

OFFICIAL ENTRY FORM

Please fill in a separate entry form for each entry

Name

Address

Postcode

Telephone Number

Category Name Category Number

Description of entry

.....

FOR OFFICIAL USE ONLY

Category Number

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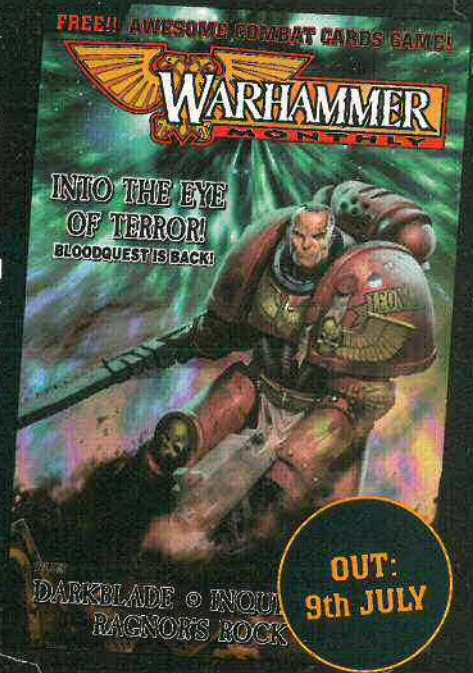
Tales from the Black Library

WARHAMMER MONTHLY #17

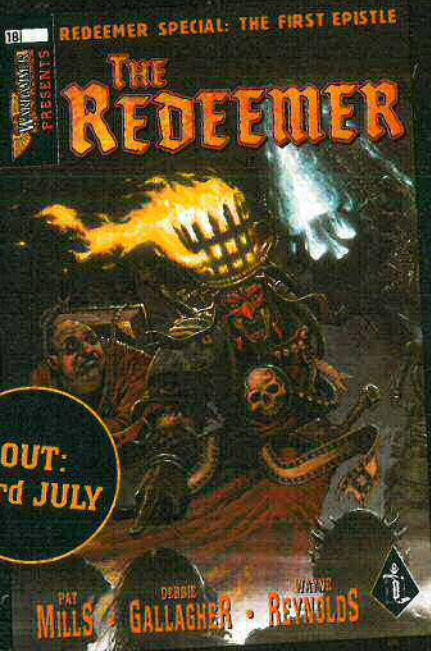
OUT 9th July

Great news for all Bloodquest fans as Warhammer Monthly #17 heralds the return of Bloodquest. Book II of this incredibly popular series sees Captain Leonatos and his few remaining battle brothers plunging headlong into the dreaded Eye of Terror. Also this issue Malus Darkblade finds a lost keep, deep in the Chaos wastes, and Inquisitor Defay and Gravier are beset on all sides by daemonically possessed nobles. All this and much more, only in your all-action Warhammer Monthly.

**FREE
COMBAT CARDS
WITH THIS ISSUE**



**OUT:
9th JULY**



**OUT:
23rd JULY**

WHM #18 REDEEMER SPECIAL

OUT 23rd July

Yes, it's the one we've all been waiting for, the awesome Redeemer comic. Written by Pat Mills and Debbie Gallagher, with artwork by Wayne Reynolds, it is simply incredible. Set on the hiveworld of Necromunda, the first issue sees the Redeemer coming face-to-face with the Caller, a deviant Ratskin shaman. Amidst blazing cannons, whirring chainswords and the burning fires of Redemption, the Caller and his mutant tribe are cut to ribbons. However the Caller manages to escape using the unholy power of the Bloodmare Stone, an ancient artefact of terrible power.

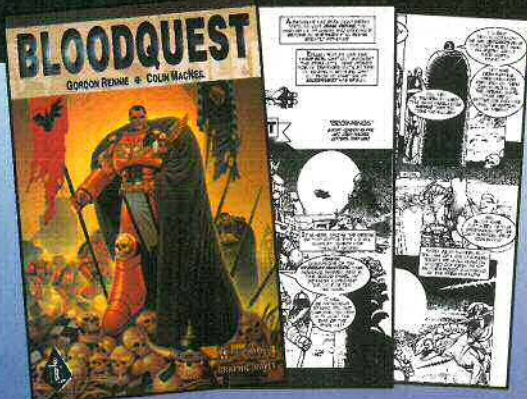


INFERNO! 13

OUT NOW!

Inferno! is our bi-monthly fiction anthology. Every issue is packed full of the very best short stories, artwork, illustrated features and comic strips, all set in the dark and gothic worlds of Warhammer and Warhammer 40,000. A great way to find out more about your favourite gaming worlds.

**COMIC OUT
EVERY TWO WEEKS!**



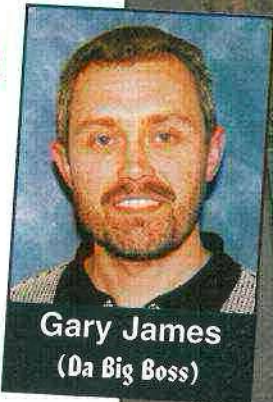
BLOODQUEST GRAPHIC NOVEL

As if a brand new series of Bloodquest wasn't enough, we've gone and compiled this Bloodquest graphic novel. It contains all the episodes from Book One, plus the special prelude episode from Inferno! and Red Secrets, the blood-soaked story of Brother Sergeant Cloten. See next month's White Dwarf for more details of this incredible compilation.

COMING NEXT MONTH

Get all the latest news on the internet at: <http://www.blacklibrary.co.uk>

WAZNEK'S WARBOYZ



Gary James
(Da Big Boss)

At this year's Warhammer 40,000 Grand Tournament we went hunting for examples of really good armies to show off in White Dwarf. We spotted Gary James with his fantastic Ork horde and invited him along to have the army photographed for all to see. Here's what Gary had to say about the Orks...

I have to confess that Orks are the only army I have ever played in 40K. The opportunities for conversions and modelling and the somewhat chaotic playing style make for a really compelling and fun combination.

This army was prepared specifically for the 40K Grand Tournament in February of this year. I had decided that I would just use my 2nd edition army... after all, there wasn't much point in starting a new army until the new miniatures came out, was there? But I needed to add a few vehicles... and a wartrukk mob... and before long I began to realise that my second edition Orks didn't look right next to the ones I had painted afresh. And so I found myself on a slippery slope which ended in the completely new army that you can see in these pages.

Da Stormboyz

Although I still like the old Stormboy models, they no longer fitted the look and feel of my army, and so I made some new ones using Gorkamorka Orks and a few bits and pieces. I thought that propeller-based jump packs would be fun and sufficiently Orky, and the Dethkopter provides a ready source of propellers. These were fixed to old 'eavy stubber juice boxes with small nails. I repositioned some of the Boyz by cutting part-way through their legs at the knee or ankle, changing the position and filling the gap with a bit of modelling putty. They were then fixed to bases on wires in suitably chaotic positions. The Nob (being far too fat to be lifted by a small propeller and wanting to be able to go faster than anyone else) has a kustom jump pack made from the inverted power plant off a Space Marine Dreadnought (that 'e ripped off wiv iz bare 'ands).



Kandreg (with kustom jump pack)



Mad Dakka Jakhhal Jnr

Da Bosses

The first conversion that I did was to make a new Warboss, Waznek (right), naturally with the biggest shoota in the entire army. This was made by fixing one of the old Deathskull Loota guns onto the handle of a pistol and adding a couple of glyph plates. The Nob (above) who leads the Shoota Boyz has a similar gun and is converted from the Games Day '98 Nob model, with the ammo box replaced by a Tallarn casualty.



Da Warboss Waznek



Two of Kandreg's Stormboyz



Torkrench da Mehboy

The vehicles (see main picture) for the Nobz mob and Wartrukk Boyz are basically two Gorkamorka trukks glued together and then made wider by sawing them through the middle and inserting a piece of plasticard. The Gorkamorka gubbinz bags available from Mail Order provide enough wheels, tracks and spiky bits to finish them off nicely.

When compared to the new, bigger trukks, the old traktor kannons and pulsa rokkits that I had been using to represent big

lobbas just didn't seem intimidating enough. So I set about scratch-building some new ones from various bitz and pieces. The chassis for each gun is made from two Gorkamorka gun-plates glued together, with the worky bitz from a Grot Rigger acting as the gun mount. The barrel from an Imperial Griffon was glued in place as the lobba gun, and the original traktor kannon serves quite nicely as a big zappa. More wheels and traks from the gubbinz bag finished them off.



Da Big Lobba and da Big Zappa



The whole of Waznek's Warboyz deployed for battle, complete with his latest acquisition:

Da Kommandos

The old Blood Axe Kommando models are amongst my favourites and I used them unchanged apart from a new paint scheme. The Nob needed to have a Kommando look about him too, so I made him from an Ogryn body and added a Nob's head. I chose the legs that had full trousers and snipped off the various dog tags

and plates to get a smooth surface for the camo pattern. His backpack is a couple of Imperial tank rolls and once a bobble hat had been modelled on and the ripper gun swapped for a more Orky weapon, he looked just the part.



Klapkan (Tiny) Narkzaga

WARHAMMER
40,000

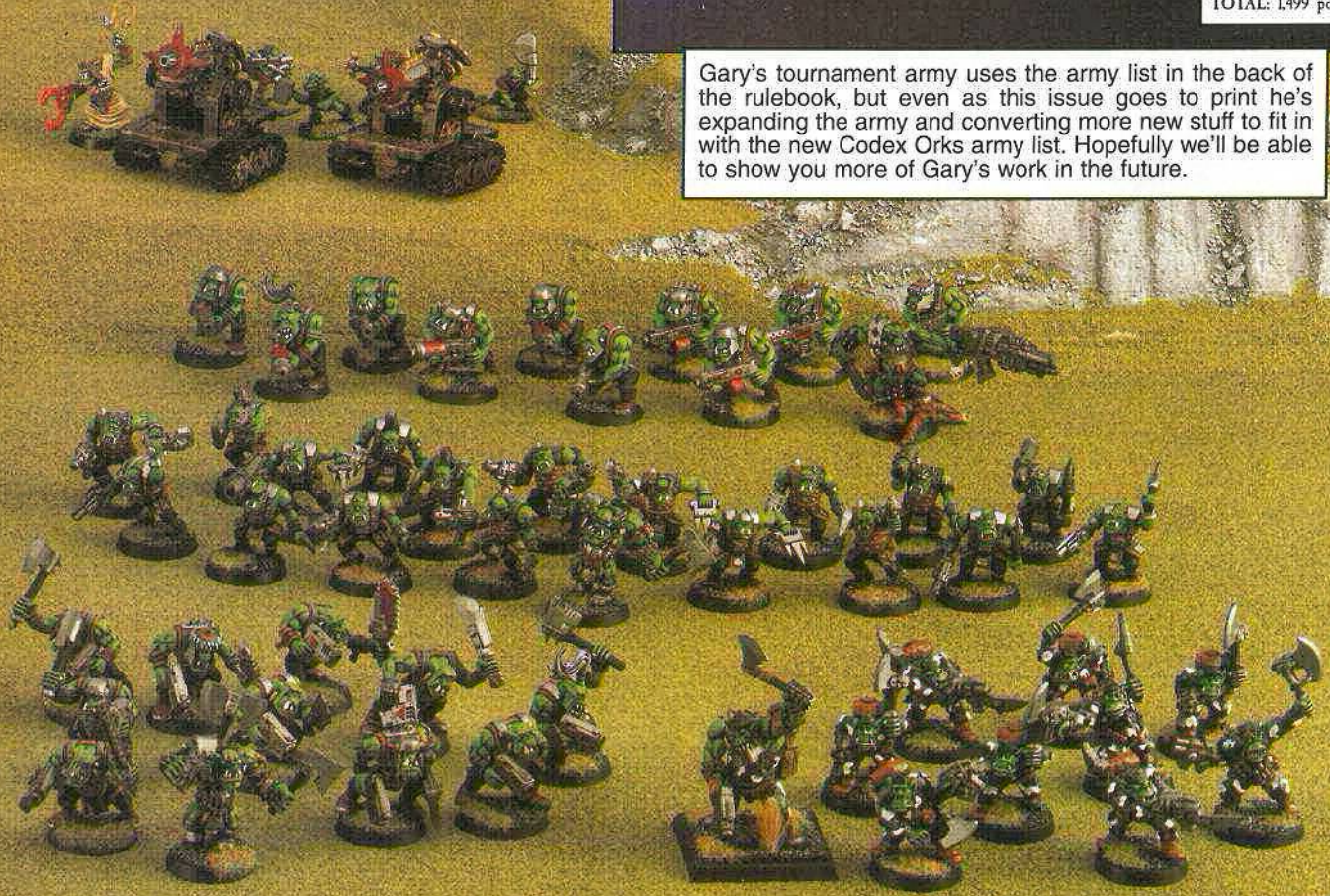
WAZNEK'S WARBOYZ

Unit	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points
Wazek Szaszak											
Warboss	5	2	5/10	4	3	4	4	9	6+	Power claw, big shoots, Waagh banner	110pts
5 Nobz	4	2	4	4	2	3	3/4	7	6+	Shoots, big chopps	150pts
3 Grotz	2	2	2	2	1	2	1	5	-	Blasts	9pts
Mdkboy	4	2	3	4	1	2	2	7	6+	Shoots, kustom force field	25pts
Katreg											
Nob	4	2	4	4/8	2	3	3/4	7	6+	Slugga, chopps, power claw	46pts
15 Stormboyz	4	2	3	4	1	2	2/3	7	6+	Jump packs, sluggas, chopps	133pts
Klapkan Tiny Narkzaga											
Nob	4	2	4	4	2	3	3/4	7	6+	Slugga, big chopps, frag stikkbombe	33pts
10 Kommandos	4	2	3	4	1	2	2/3	7	6+	Slugga, chopps, frag stikkbombe	108pts
Med Dakka Jakkal Jr.											
Nob	4	2	4	4	2	3	3	7	6+	Big shoots	30pts
9 Shoota Boyz	4	2	3	4	1	2	2	7	6+	6 Shootas, 3 big shoots	96pts
Nob	4	2	3	4	2	3	3/4	7	6+	Slugga, chopps	20pts
9 Slugga Boyz	4	2	3	4	1	2	2	7	6+	Slugga, chopps, 3 rakkit leachas	186pts
Suzooky Bikkboyz											
5 Warbikes	4	2	3	4/5	1	2	2	7	6+		150pts
Nob	4	2	4	4	2	3	3/4	7	6+	Slugga, chopps	20pts
Wartrakk Mob	4	2	3	4	1	2	2	7	6+	Sluggas, chopps	81pts
2 Big Lobbas											69pts
2 Big Zappas											69pts

Vehicle	Armour			BS	Type & Notes	Points
	Front	Side	Rear			
Wartrakk	10	10	10	2	Big shoots	38pts
Wartrakk	10	10	10	2	Big shoots	38pts
2 War Buggies	10	10	10	2	1 twin-linked big shoots and 1 twin-linked rakkit launchas	86pts

TOTAL: 1,499 points

Gary's tournament army uses the army list in the back of the rulebook, but even as this issue goes to print he's expanding the army and converting more new stuff to fit in with the new Codex Orks army list. Hopefully we'll be able to show you more of Gary's work in the future.



a mob of freshly painted, new Ork Boyz.



WRITTEN BY GAMERS FOR GAMERS!

That's the motto of Fanatic Press, and this is a call to arms. Each and every month there is something new and exciting coming from Fanatic Press, and what's more it isn't just the big games that we're covering. We've got Necromunda, Blood Bowl, Epic, Gorkamorka and Warhammer Quest by the bucket-load. This month alone there's another storming issue of Gang War and a great treat for all you Warhammer Quest fans out there. The very first issue of Deathblow, is packed fuller than a Skaven sewer with loads of great articles for your favourite game.

GANG WAR 3

Gang War is the essential Necromunda supplement which brings you house rules, new gangs and scenarios, and it's written entirely by fanatical Games Workshop fans!

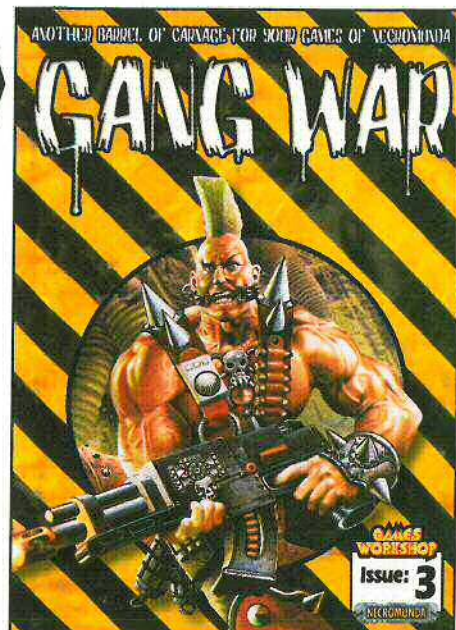
Totally cool new stuff: In this issue, we're going 'Deeper Underground', with this campaign set in a sinister, abandoned spire of Necromunda, where a new evil has awoken...

Things turn 'Ultraviolet' when the bloodsucking menace of Vampyre gangs hits the Underhive. Full rules for Vampyre gangs and special undercover Inquisition agents, to really get the blood flowing.

The very best of: Gary James's incredible 'The Underhive Workshop' from Citadel Journal 23 makes a comeback, giving you a complete modelling guide to the structures of the Underhive, for use in your games.

OUT: 12th July

Price: £2.75



DEATHBLOW

Brought about by the sheer demand from Warhammer Quest fans, this is the first of many Warhammer Quest supplements. It's packed with 96 pages of rules, characters and adventures from the Citadel Journal.

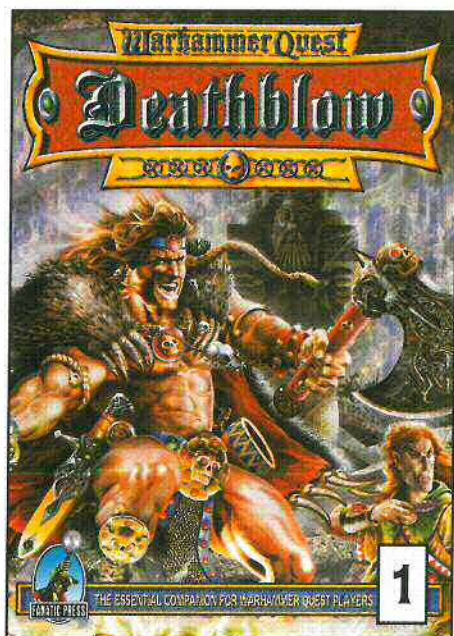
This issue brings you literally skip-loads of new stuff, such as the fabled 'Spawn of the Old Ones' and 'Rumble in the Jungle', which outline the full rules for Lizardmen and questing in the sinister continent of Lustria.

'Claws of the Bear' covers all of the background and locations for adventuring in the frozen wastes of Kislev. Or if it's new characters you're after, then the Assassin will certainly fulfil your contract!

Plus there are rules for the Ogre, Kislevite Shaman and the Halfling Thief. Finally those bad-tempered 'Dangerous Dwarfs' are back in town and they're real thirsty...

OUT: 14th June

Price: £4.00



The essential Games Workshop hobby magazine, written by gamers, for gamers!

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The Battle of Wolfen River

Part One of 'The Return of the Doomlord'

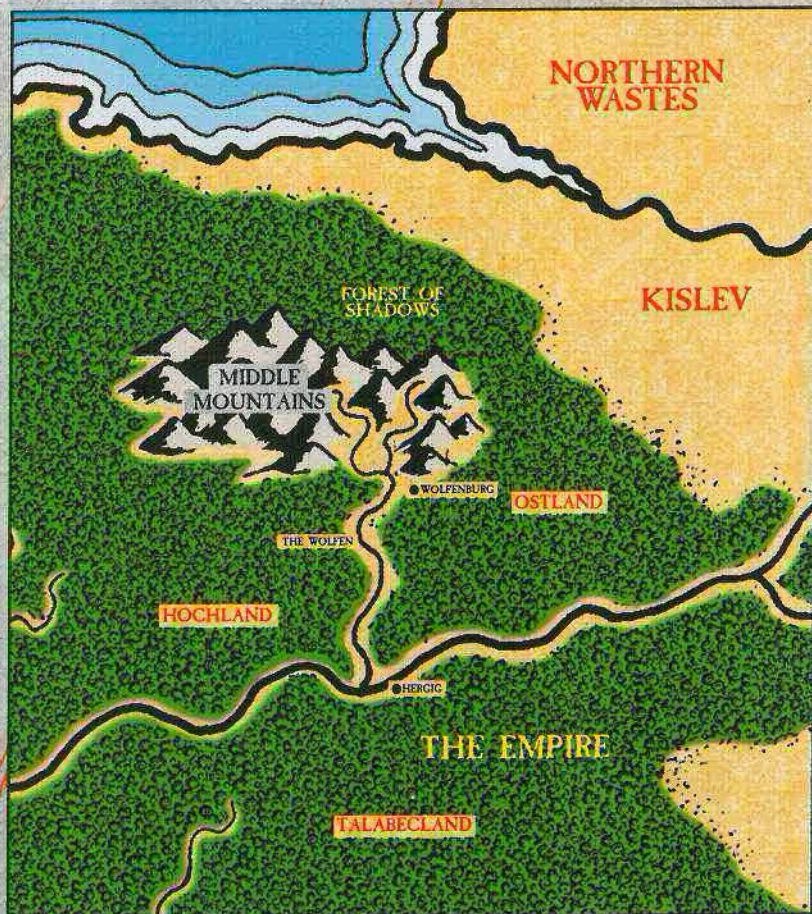
By Jervis Johnson

Jervis has designed this historical scenario, in which you can refight the battle between an Empire army from Ostland and the dreaded army of Dieter Helsnicht the Doomlord. Included are two new, characterful army lists, for the forces of Ostland and for Undead armies that are raised and led by powerful Necromancers instead of Vampire Counts.

It had been five years since Dieter Helsnicht, the Necromancer better known as the Doomlord, had been defeated by an Empire army at the Battle of Beeckerhoven (a full description of this battle and of the Doomlord can be found in *Warhammer Armies Undead* and *WD174 - Fat Bloke*). Although many had hoped and prayed that Helsnicht had been destroyed, none really believed this to be truly the case. Thus it came as no real surprise when a series of small but devastating raids began against Ostlander settlements on the Wolfen River. The hideous remains found in the ruins of one settlement left little doubt that it was the forces of the Undead that were at work.

The Wolfen is a tributary of the huge Talabec River. It runs from deep in the Middle Mountains, growing in size as it is fed by countless smaller mountain streams and rivers, until it emerges on the barren Ostland plains near the town of Wolfenberg. From there it meanders many miles to the south until it finally reaches the mighty Talabec, and marks the boundary between the provinces of Hochland and Ostland. To the north of Wolfenberg, however, the Wolfen falls under the protectorate of the Elector Count Of Ostland. The present Count is one Valmir von Raukov, and once news reached him of the attacks taking place on the upper Wolfen, he decided to act swiftly and decisively.

Gathering together what forces were available to him at that moment, Von Raukov struck north, following the course of the Wolfen as it headed towards its source in the Middle Mountains. As the army struck further into the mountains,



they encountered a steady stream of refugees fleeing southward, who told terrible stories of attacks by unnatural creatures. However, the numbers of the attackers appeared to be small, and Raukov was certain he could deal with them once he had tracked them down. Finally a group of survivors told of an attack on a settlement just a few miles north that had happened the night before. Determined to track down the foe, Raukov decided to force march his vanguard towards the settlement in the hope

of catching the enemy before they left the area.

Once he arrived, however, he found to his frustration that the settlement was deserted. It being late, he prepared to make camp while he waited for the rest of the army and his baggage train to catch up with his advance force. Picking a position atop a large hill beside the Wolfen River, he was completely unaware that from the forests on the other side of the water, the Doomlord was watching his every move.

The Battle of Wolfen River

Spring 2499. About 100 miles north of the town of Wolfenberg in the province of Ostland.

In his desire to engage the enemy, Raukov had allowed his army to become somewhat dispersed, and had split it into two main contingents. Raukov and the bulk of his army were busy building a camp along a ridgeline by the Wolfen river, while the rest of his army and the army's baggage train was still slowly making its way to the camp site, and were some miles away when Dieter Helsnicht attacked. The Doomlord had deployed his Undead army under cover in an area of dense forest on the other side of the Wolfen River from Raukov's camp, and suddenly burst out upon the surprised Ostlanders just as the sun was starting to set.

The resulting battle was a desperate affair. It opened with the Undead swarming out of the forest and across the river (which was only 3 feet deep at this point) to attack Raukov's disorganised troops. The battle was a chaotic one, and according to his diaries, Raukov himself had to fight in the front ranks of his infantry in order to stiffen his men's resolve. Eventually his example, supplemented by the Ostlanders' famous tenacity and the timely arrival of the troops that had been guarding the baggage train, turned the tide in Raukov's favour, and the Doomlord was once again defeated. Nonetheless, it was a very close run thing, and could easily have gone either way.

Refighting the Battle of Wolfen River

The Battle of Wolfen River can be fought as a game of Warhammer using the special rules and guidelines below. To make the scenario as useful to as many players as possible, it's designed to work with any two armies, not just Empire and Undead. However, I've included a section at the end which will allow players to field armies based on the two which actually took part.

The Armies

There are two sides in this battle, called, for the sake of consistency, Raukov's army and The Doomlord's army. Note that these are just titles for the armies, and that any army list can be used to pick either force.

Both armies should be chosen to the same points value. Raukov's army is split into two contingents; one must be smaller than the other (in terms of points), and the smaller contingent may not include the army general or army standard. Units may not be split between the two contingents.

Game Length & Victory Conditions

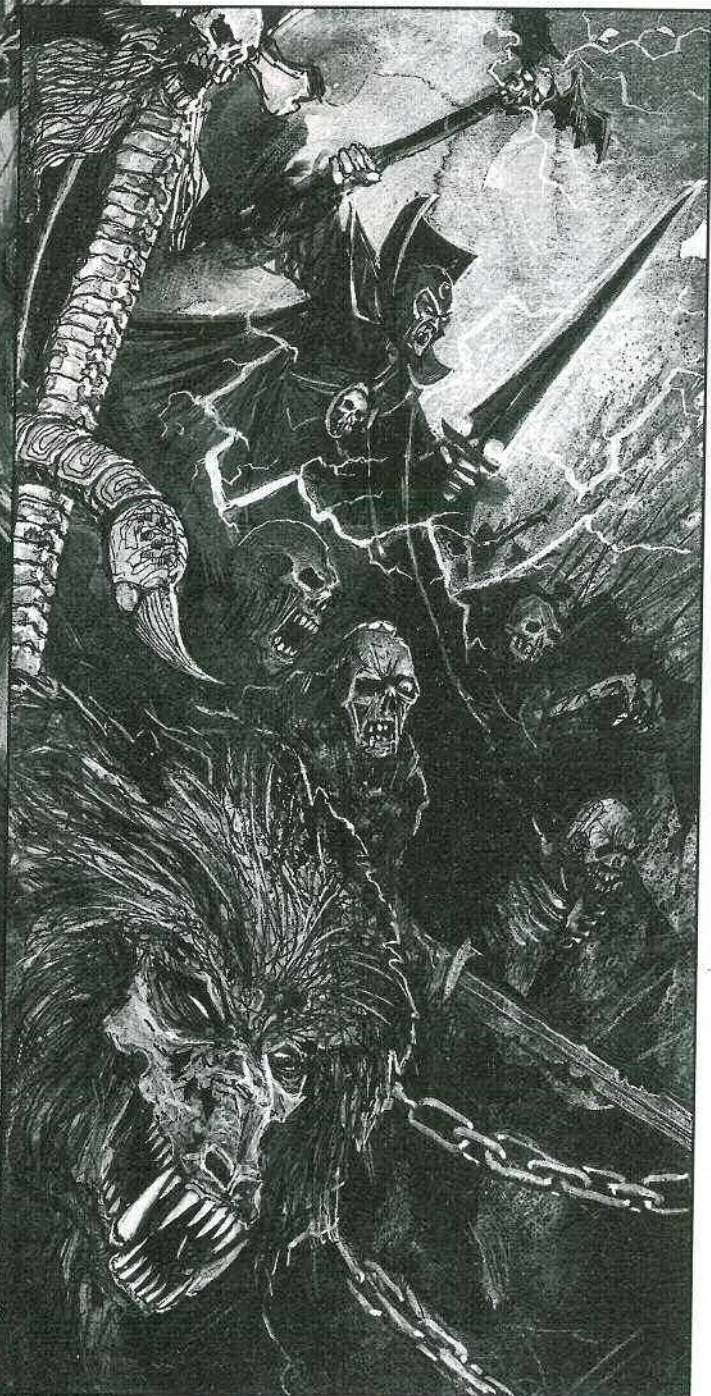
The game continues until either Raukov's army breaks (as described below), or at the end of Raukov's eighth turn, whichever comes first. If Raukov's army breaks then the Doomlord is the winner. If the Ostlanders have not been broken by the end of the eighth turn, then Raukov is the winner.

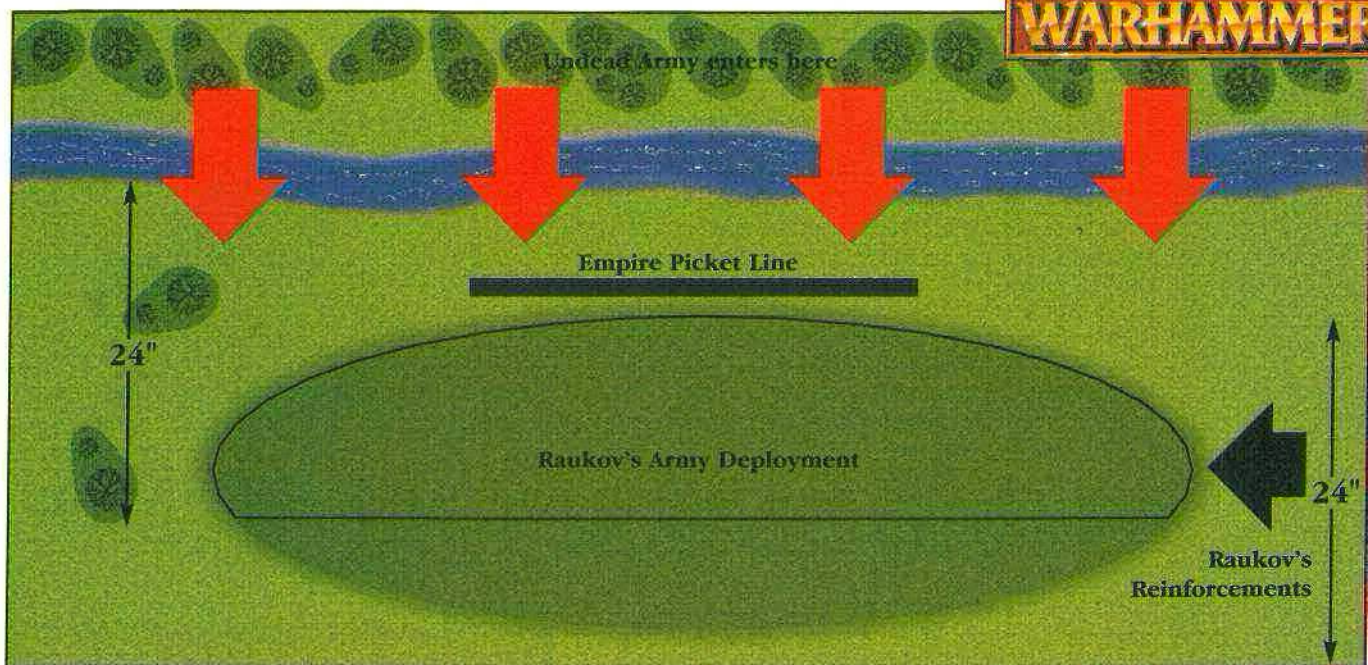
Raukov's army breaks once it has been reduced to a quarter of its starting number of models, at the end of any player's turn. For example, if his army had 100 models, it would break once reduced to 25 or less. Round any fractions down. Models with more than one wound, chariots and characters riding monsters all count as a single model for break point purposes. Models that are fleeing count as being alive until they have left the table.

Set-Up Instructions

Raukov's army sets up first. The larger of the two contingents deploys upon the hill, except for one unit that may set up between the hill and the river (see the special rules below). The smaller contingent will enter later. No models in Raukov's army may deploy more than 24" away from the Wolfen River.

The Doomlord's army sets up using special rules, as described below. The Doomlord gets the first turn.





Special Rules

The following special rules apply to this scenario:

Surprise Attack!

The Doomlord caught Raukov by surprise as his troops were constructing their camp. To represent this, all of Raukov's army, with the exception of one unit of skirmishers or fast cavalry which can be deployed as a picket line (see below), must deploy on the hill.

The units deployed on the hill are constructing a camp, and so are deployed in skirmish formation, even if not normally allowed to do so. Take a Leadership test for each unit on the hill at the start of Raukov's first turn. If the test is passed then the unit reforms into a normal formation, but may not do anything else that turn. If the test is failed then the unit may do nothing in the first turn and reforms in Raukov's second turn (and again may do nothing else on the turn it reforms). Units that are attacked while in skirmish formation, before they have had a chance to reform, must remain in skirmish formation until they have beaten off their attackers.

Units deployed on the hill that can operate in skirmish formation normally, may reform without taking a Ld test, or can remain in skirmish formation and move on the first turn.

Note that in this scenario, units can reform on the first or second turn even if they lack a musician.

The Picket Line

One unit that can normally operate in skirmish formation or is a fast cavalry unit can be set up anywhere between the hill and the Wolfen River, if Raukov desires. This unit is set up normally, and does not have to reform in order to do anything.

The Undead Surge forth

Rather than setting up the Doomlord's army in the forest (a thankless task, especially seeing as how they are going to come rushing out anyway on the first turn!), deploy them in the Doomlord's first turn, using the following special rules.

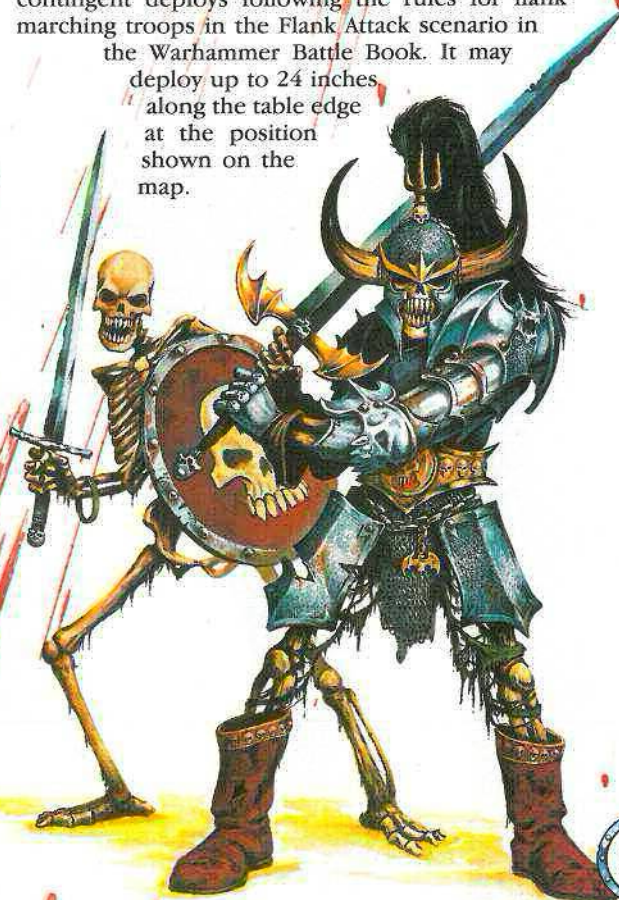
Roll 3D6 for each unit. The result is the number of inches away from the Wolfen River the unit can deploy (on the side opposite the forest). If there is an enemy unit within

this range, then the unit can deploy in contact, and counts as charging. Units cannot set up in a position that would leave any enemy models between them and the Wolfen River (ie. you can not hop over the picket line!). This special set up counts as the units' move for the first turn, and they may not move normally. They can shoot (counting as moving) and fight (counting as charging) on the first turn, however.

Raukov's Reinforcements

The smaller contingent in Raukov's army arrives on the third or fourth turn. Raukov rolls a D6 for the contingent at the start of turn 3. On a roll of 4+ it arrives that turn, and on a roll of 1-3 it arrives at the start of his next turn. The contingent deploys following the rules for flank marching troops in the Flank Attack scenario in

the Warhammer Battle Book. It may deploy up to 24 inches along the table edge at the position shown on the map.



Von Raukov's Army

Ostland is a harsh and dangerous land. It is covered in the most part by the gloomy pine forests that make up the Forest of Shadows, and its human inhabitants live in constant danger from the bands of Orcs and Beastmen that habitually raid the province. Its army reflects this, and is tough and tenacious, renowned for its stubbornness and refusal to surrender, and also its dour, no-nonsense appearance. The Ostlanders themselves are somewhat contemptuous of the ostentatious finery they see being worn by regiments of other provinces, preferring their own well-worn and dusty black and white uniforms. The Ostland army consists primarily of infantry, as the deep forests that characterise the province make it difficult to feed and maintain cavalry. What mounted troops it does have tend to be provided by the neighbouring state of Kislev. Artillery and other war machines are also extremely rare, both because of the cost of buying such equipment, and because of its limited usefulness in forested terrain.

Ostland Army List

The Ostland army is based on the Empire army list in *The Empire armies book*. Feel free to use this list for other games of Warhammer, besides this scenario. The army consists almost entirely of Ostland infantry, backed up by allied and mercenary contingents of cavalry. To represent this, the army may only include the following types of troops:



*Valmir von Raukov,
Elector Count of
Ostland.*



The Imperial Army of Ostland

Characters

1 Army General – Valmir von Raukov, Elector Count Of Ostland: The army of Ostland must be led by Raukov, who is described in the special character section of *Warhammer Armies The Empire*. Note that you can use Raukov even in games when special characters would not normally be allowed.

Heroes

Champions

Wizards

Regiments

0-1 Pistoliers

Halberdiers

Spearmen

Greatswords

Swordsmen

Archers

0-1 Kislev Winged Lancers

0-2 Kislev Horse Archers

War Machines

0-1 Mortar, great cannon or volley gun

Special Rules

Ostlanders: Ostlanders are noted for their tenacity and stubbornness. To represent this, all units in the army may re-roll any failed Break test. If the army standard is within 12" then units do not automatically break if beaten by Fear-causing creatures that outnumber them. Instead they take a Break test (with a re-roll if needed) just as if they were not outnumbered.

The Doomlord's army must be led by Dieter Helsenicht. Dieter Helsenicht is a special character as detailed in the Warhammer Armies Vampire Counts book. His army may be chosen as detailed in the Necromancer army list below (for the scenario Dieter replaces the Necromancer Lord General).

Necromancer Army List

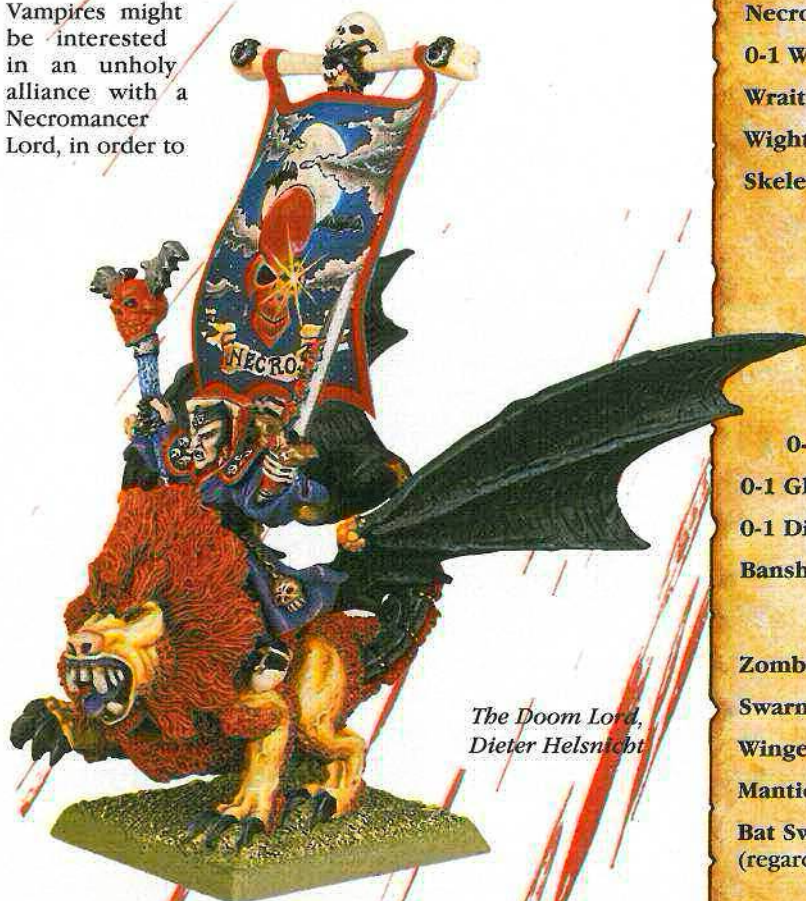
By Alessio Cavatore

In the past, your Undead army could be led by a Vampire Lord, Liche or a Necromancer Lord.

Liches are now in the Khemrian Tomb Kings list (see WD227) and Vampires are leading their armies in the brand new Vampire Counts book. When designing that book, we decided that Necromancers would assume the role they are best at, that of spellcasters. Undead forces though are very strongly linked with magic, and it feels right to see on the battlefield an army that has been raised entirely by a Necromancer. On top of that, the history of the Warhammer world is full of episodes where a single, powerful Necromancer marched at the head of a mighty army of walking dead.

Therefore I went through the Vampire Counts army list and decided to create an alternative one, so that players could use an army led by a Necromancer. Here follows a list of my decisions and the reasons behind them...

If you decide to go for this option, your general must be a Necromancer Lord and you cannot have more than one of these powerful wizards (they do not like to share command). No Vampire Lords or Counts can be used in the army (to avoid any personality clash with these powerful Undead), but I imagine that a couple of minor Necrarch Vampires might be interested in an unholy alliance with a Necromancer Lord, in order to



The Doom Lord,
Dieter Helsenicht

develop their skills under the tutelage of such a skilled master. I also decided to disallow the deadly Black Coach (because all its powers come from the Vampire Lord resting inside it) and the useful Vampire Bats (which need to be summoned by the call of a powerful Vampire). On the same basis, Dire Wolves, Bat Swarms and Ghouls are much rarer in the army of a Necromancer, because they all need the presence and the willpower of a Vampire to join an Undead army in great numbers. To compensate for these weaknesses and for the absence of the mighty Vampires, the cost of other Undead creatures has been reduced. This reflects the fact that living Necromancers outclass the average Vampire in their mastery of the black arts and can raise and control far more Undead servants.

When playing with a Necromancer's army you can choose your forces from the units in the following list (the full rules and stat lines for all these units can be found in the Vampire Counts book, but the points costs listed here apply instead):

Anything not mentioned here cannot be included in a Necromancer's army. Please give this army list a try, and write in to tell me your impressions.

The Necromancer's Army of Restless Dead

Characters

1 Necromancer Lord General	normal
0-2 Necrarch Vampire Thralls	normal
Necromancers (level 1-3)	normal
0-1 Wight Battle Standard	59
Wraiths	56
Wight Lords	29
Skeleton Champions	16

Regiments

Wight Cavalry	21
Grave Guard	10
Skeleton Warriors	6
Zombies	4
0-1 Spirit Hosts	60
0-1 Ghouls	normal
0-1 Dire Wolves	normal
Banshees (normal restrictions)	80

Monsters

Zombie Dragon	normal
Swarms	normal
Winged Nightmare	normal
Manticore	normal
Bat Swarms	100
(regardless of the number of Vampires in the army)	

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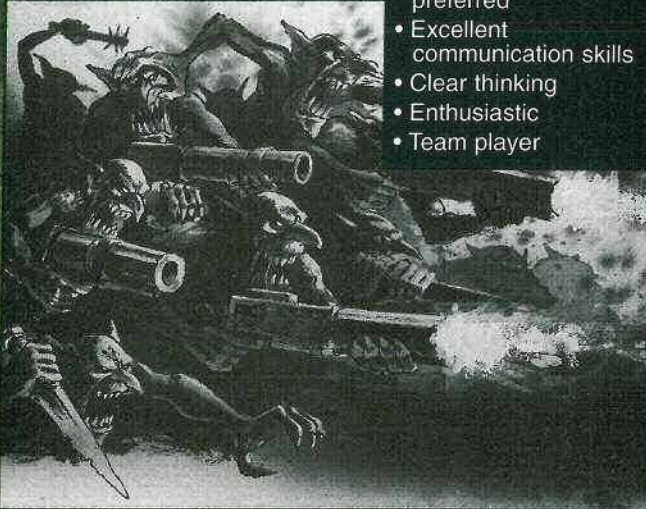
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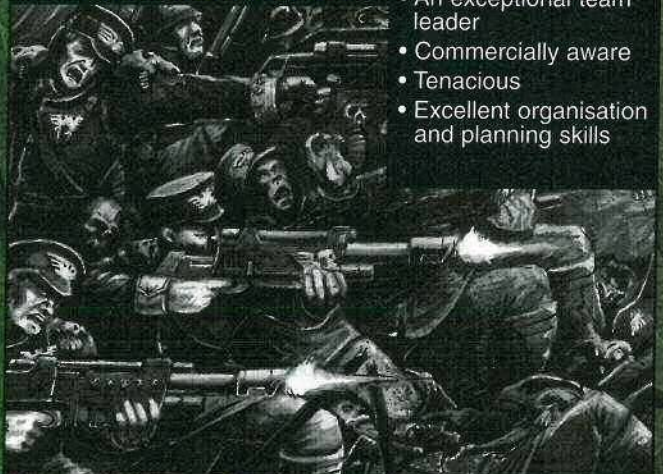
TELESALES – NOTTINGHAM BASED

- Telesales experience preferred
- Excellent communication skills
- Clear thinking
- Enthusiastic
- Team player



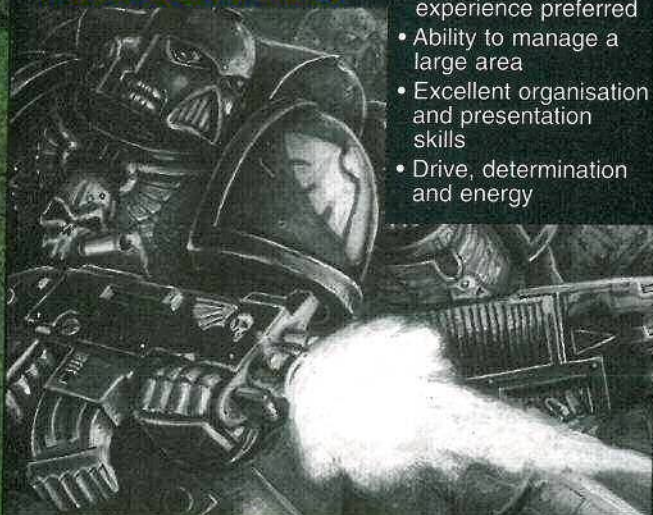
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- Excellent organisation and planning skills



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BATTLEFLEET GOTHIC™

TO CLEANSE THE STARS

Space Marine fleets of the Gothic Sector by Gav Thorpe and Andy Chambers

Not content with bringing you Imperial Navy, Chaos, Eldar and Orks fleets with which to lay waste to the Gothic Sector, this month we bring you exclusive rules for the ships of the Adeptus Astartes – the Imperial Space Marines! To coincide with this we've also released the huge battle barge and the deadly strike cruisers. Enemies of mankind beware...

Although there were no Space Marine Chapters stationed in the Gothic Sector at the outbreak of the Gothic War, there were several Adeptus Astartes vessels in the area, responding to calls for aid due to the rising number of rebellions. Also, as the warp storms that had isolated Gothic Sector began to abate, ships from the White Consuls, Red Talons and Exorcists Chapters arrived to combat the Chaos invasion. The presence of Space Marine ships from any one Chapter ranged from a single rapid strike vessel (usually used for patrols and long range transportation) to several Space Marine strike cruisers and a battle barge.

The aid of the Space Marines proved invaluable in reclaiming many worlds that had been lost to the forces of the Chaos Warmasters. It is this kind of counter-incursion activity that the Space Marines excel at.

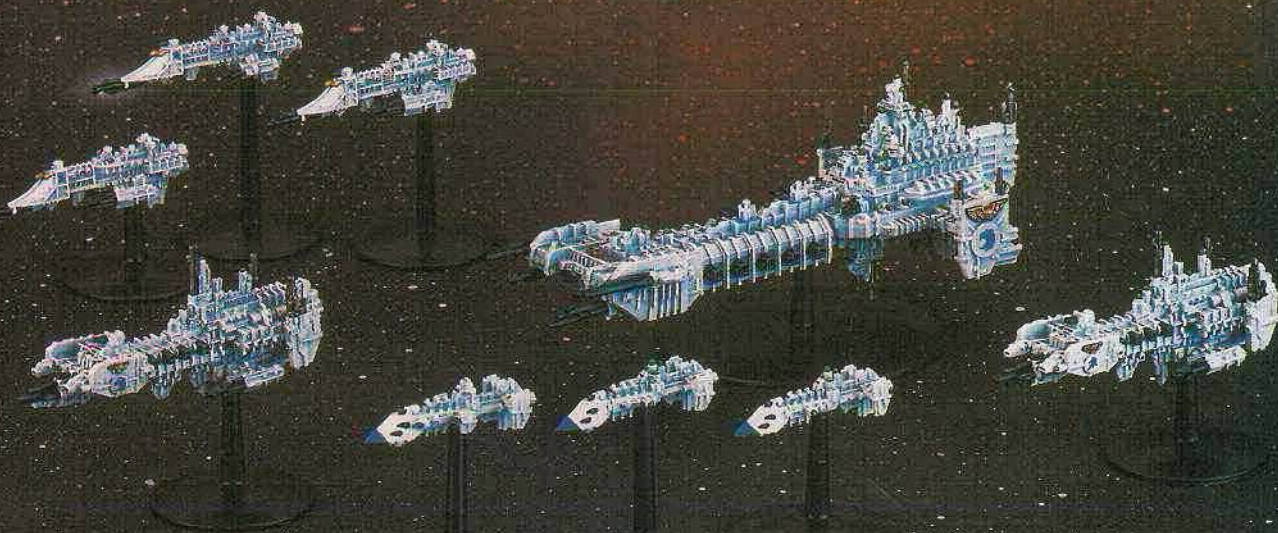
On land, in the air and across the stars, my loyal sons shall always know victory!

Attributed to the Almighty Emperor of Mankind, during the Great Crusade.

"A typical offensive against a rebel or alien-held planet begins with the arrival of strike craft which clear away defending system ships. The strike craft then neutralise orbital defences, ground-based defence laser silos and missile bunkers. By preference, if the system defences are weak or still under friendly control, the Space Marines will deploy directly onto the planet's surface, often directly into the midst of a decisive engagement to take advantage of the considerable shock of their arrival.

In conclusion I would surmise that the Adeptus Astartes command powerful fleet forces, capable of overwhelming even a heavily defended system. In a fleet action they would be at a disadvantage in comparison to Imperial Navy vessels, due to their special adaptations for planetary assaults. However it is hard to imagine that the Adeptus Astartes would accept a ship to ship fight on any but the most favourable terms, instead operating against shipping lanes, dock facilities and other vulnerable assets.

– From the lectures of Lord Captain Morley of the Fleet Insturum of Alien Studies.



Battlegroup Nemesis of the White Consuls Chapter, en route to the Gothic Sector.

ADEPTUS ASTARTES FLEET LIST

FLEET COMMANDER

0-1 Master of the Fleet

You may include 1 Master of the Fleet. If your fleet includes any battle barges, he must be assigned to a battle barge in preference to a strike cruiser. If the fleet is worth over 750 points, the Master of the Fleet must be included to lead it.

Master of the Fleet (Ld 10) 50 pts

You may buy Fleet Commander re-rolls for your Master of the Fleet.

One re-roll 25 pts

Two re-rolls 50 pts

Three re-rolls 75 pts

In addition, the Master of the Fleet's ship may carry a Terminator boarding party for +50 points. Taken from the elite First Company and wearing the heaviest armour known to man, Terminators are the greatest ship-to-ship fighters in the galaxy. Once per battle you may

use the Terminators in a teleport attack. All the normal rules for teleport attack apply (see the Battlefleet Gothic rulebook) except that this teleport attack may be made in addition to a normal teleport attack that turn. The Terminators' teleport attack rolls 2 dice for its hit and run attack, and applies both results (including the normal +1 bonus for being Space Marines). Once the Terminators have performed their attack, they may not be used for the rest of the battle.



CAPITAL SHIPS

0-3 Battle Barges

You may include one Space Marine battle barge for every 1,000 points or part thereof in your fleet.

Space Marine battle barge 425 pts

0-10 Cruisers

Space Marine strike cruisers 145 pts

ESCORTS

Rapid strike vessel (Firestorm) 45 pts

Rapid strike vessel (Sword) 40 pts

Rapid strike vessel (Cobra) 35 pts

ORDNANCE

Any ship with launch bays carries Thunderhawk Gunships. Ships with torpedo tubes are armed with ordinary torpedoes and boarding torpedoes.

SCENARIOS INVOLVING SPACE MARINES

Including Space Marines in an Imperial Navy fleet

The Space Marine fleet list given above is designed as a separate force in its own right, however on many occasions in the Gothic War, Space Marine vessels fought alongside other Imperial ships. There are several ways to include Space Marines in a fleet of the Imperial Navy. Firstly, if you are playing a campaign then you can request aid from the Space Marines, which may or may not result in a vessel being despatched to fight alongside your ships. If this is the case, you can include the vessel as indicated. See the Space Marines table on page 157 of the rulebook.

If you wish to include a combined fleet in a one-off game, then here are two ways you might like to do this. One option is to

basically amalgamate the two fleet lists into one, so that battle barges are another battleship type, strike cruisers are in the cruisers category and rapid strike vessels are escorts. You then pick your fleet as normal (with all the restrictions for including battleships and battlecruisers unchanged). As an alternative, you can divide your total points value between the two fleet lists and then select two separate fleets that are fielded together on the tabletop.

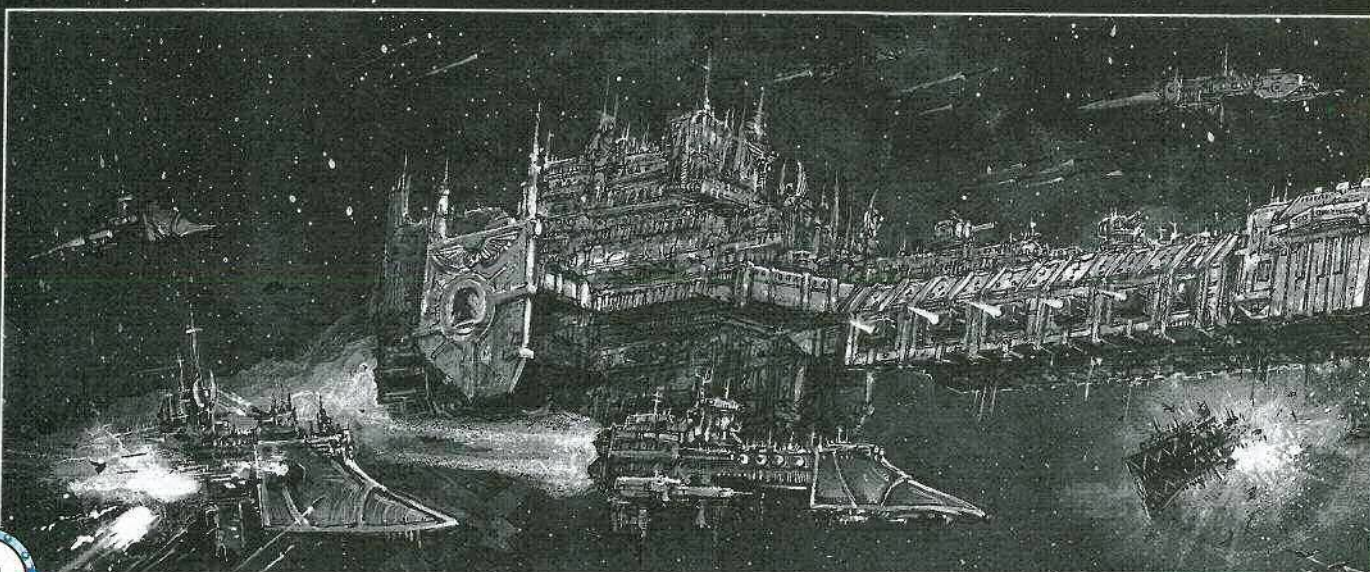
Whilst, historically, the three Chapters placed around the Gothic Sector were the White Consuls, The Exorcists and the Red Talons, there is no reason why you can't paint your Space Marine fleet to match any Space Marine Chapter. So, if you have a Dark Angels army in Warhammer 40,000 for instance, there is nothing to stop you

painting your fleet to match it!

You can use a Space Marine fleet in any of the scenarios from the rulebook, however certain missions are more appropriate to Space Marines than others. Here are some ideas for variants on the standard scenarios to make them more appropriate for a Space Marine fleet. Of course, you don't have to play with Space Marines to use these ideas, they're just characterful of the way Space Marine vessels operate.

• *An Imperial Navy fleet is ambushed and their distress calls are answered by a nearby Space Marine vessel.*

To fight this out, you could base the battle on The Raiders scenario, though both forces start with an equal points value. In addition to these fleets, randomly determine what Space Marine presence is in



Ships of the Adeptus Astartes

Unlike the vessels of the Imperial Navy, a Space Marine ship has a relatively small crew. A Space Marine is far too valuable to waste in manning a gun or watching a surveyor screen, and so only the officers aboard a vessel are likely to be Space Marines, as well as the few Techmarines who oversee the engines and perform other mechanical duties. Almost all the ship's systems are run and monitored by servitors; half-human cyborgs who are wired into the vessel's weapons, engines and communications apparatus. There are also a few hundred Chapter serfs to attend to other duties, such as routine cleaning and maintenance, serving the Space Marines during meal times and other such honoured tasks. These serfs come from the Chapter's home planet or the enclave they protect, many of them Novitiate or applicants who have failed some part of the recruiting or training process. These serfs are fanatically loyal to their superhuman masters, and indoctrinated into many of the lesser orders of the Chapter's Cult. Although human, they still benefit from remarkable training and access to superior weaponry than is usually found on a naval vessel, making them a fearsome prospect in a boarding action – even without the support of their genetically modified lords.

the area – perhaps three D6 rolls: 1-2= D6 rapid strike vessels, 3-5= strike cruiser; 6= battle barge. Each Space Marine vessel or squadron is represented by a contact marker, and arrives as detailed in *Escalating Engagement*.

• *An enemy fleet has made a sudden offensive against an Imperial world, and the Navy's ships are not in a position to respond. However, several Space Marine*

against the Emperor's rule, and the Space Marines have despatched a small task force on a punitive mission. A display of the Emperor's military might should curb the rebellion in its infancy! Again this is a variant of the Planetary Assault scenario. The Space Marine player has only a small fleet (two strike cruisers and some rapid strike vessels perhaps) while the defender spends an equal points value on planetary defences. Obviously the Space Marines shouldn't have too much difficulty,

vessels have been sighted in the area and are underway to combat the invasion. The race is on!

This is a variant of the Planetary Assault scenario. The two fleets start an equal distance from the contested world – the enemy has troop transports as detailed in the Planetary Assault scenario, whilst the Space Marines just have their 'natural' expertise. Both sides score 'assault points', and the victor is the side with the most assault points at the end of the battle, or the first to reach a predetermined total.

As mentioned in Planetary Assault, you can continue this fight on the surface with a game of Epic 40,000 (planetary assault scenario) or Warhammer 40,000 (the Planetfall mission in Codex Space Marines).

• *A strategically important planet has rebelled*

but if they do lose a strike cruiser this will be a terrible shame for the Chapter to bear!

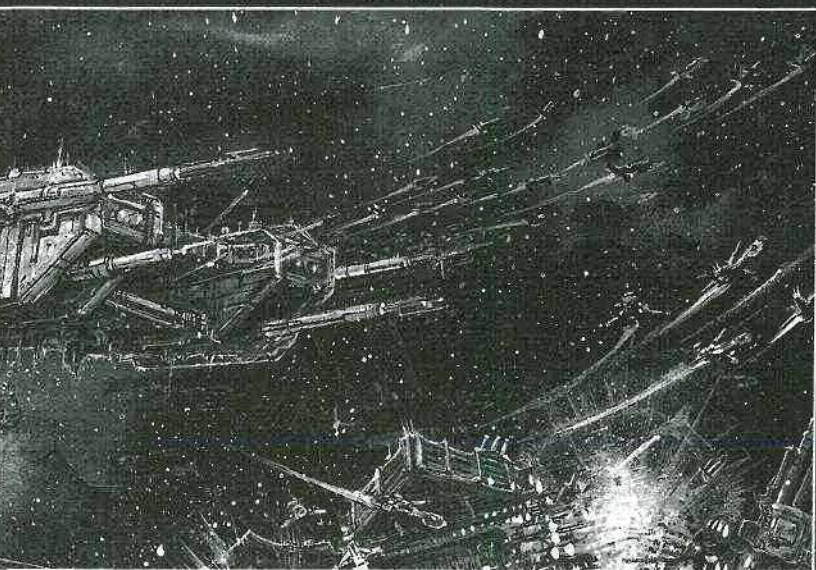
• *The Space Marines have recently reconquered an enemy-held planet, but just as they are departing, an enemy fleet shows up with reinforcements. The enemy fleet is unaware that the world is no longer theirs, until the Space Marine vessels cruise out of low orbit on an attack course!*

This is kind of a reverse Planetary Assault. The Space Marines start on the low orbit table, within assault distance of the planet's table edge, and must prevent the enemy from landing any troops on the world.

• *A small force of Space Marine vessels is on patrol through wilderness space when it encounters an enemy force massing for an invasion. The Space Marines must get as much information as possible about the enemy fleet, before escaping to report the build up of the opposition.*

This is based upon the Surprise Attack scenario, with the Space Marines attacking. The Space Marines are limited to strike cruisers and rapid strike vessels. However, rather than attempting to destroy as much of the enemy as possible, the first time a Space Marine ship approaches within 45cm of an enemy capital ship or escort squadron, it scans and identifies it (this doesn't affect either vessel's ability to move or shoot). The Space Marine ships can exit off the table edge or disengage without giving away victory points (unless they have been crippled). The Space Marines score VPs equal to the points value of each enemy vessel or squadron they identify, the enemy score VPs for destroying or crippling ships as normal.

You can also fight battles to resolve Space Marine help generated from the Space Marines table in the Campaigns section of Battlefleet Gothic. For example, you could use the rebellious planet scenario above for determining how many of a planet's defences are destroyed before the Imperial Navy assault the world (result 12), or you could fight a Convoy scenario to represent them attacking enemy supply routes (result 11).



Onwards they came and we were ready. A tide of filth and heresy swept towards us but it could not pierce the adamantine shield of our purity and devotion. Our righteousness flung back the traitors, back into their Daemon-haunted fastness and from thence into the void where the Emperor's justice was served upon their craven souls.

From the report of Captain Palatine of the White Consuls, during the Scouring of Lethe.

Space Marine Fleets in Battlefleet Gothic

Starting Space Marine Leadership values

Space Marines are highly organised, efficient and disciplined, allowing them to out-perform their enemy in almost any situation. When randomly generating the Leadership value for a Space Marine ship, use the table here.

D6 roll	Leadership
1-2	8
3-4	9
5-6	10

Boarding actions and hit and run attacks

Space Marines are the supreme fighting force of the Imperium, and excel at ship-to-ship boarding actions, where their skill is paramount and their lack of numbers irrelevant. To represent this, Space Marine ships add +2 to their D6 roll when they fight in a boarding action and +1 when they make a hit and run attack.

Dey'ze almost as good
inna proper fight as uz!
Warlord Lagga 'Edbiter.

Enemy hit and run attacks against a Space Marine ship deduct 1 from their dice rolls (and so will fail on a roll of 1 or 2 before modification).

Planetary Assaults and Exterminatus

Space Marines excel at planetary landings and attacking enemy-held systems. Their entire organisation and the weapons and ships at their disposal are designed solely for the purpose of reclaiming or destroying planets that have fallen into enemy hands.

In a Planetary Assault scenario, Space Marine strike cruisers and battle barges earn 2 Assault points for every turn they spend landing troops or bombarding the planet, rather than 1 point as is normal. In an Exterminatus scenario, a battle barge can be used as an Exterminator, unchanged from the following data sheet (battle barges are equipped with virus bombs and cyclotronic warheads as standard). In addition, once a battle barge is in position to exterminate the planet, you need to roll a 3+ to do so rather than a 4+.

We shall never rest while a
single renegade draws breath.
Captain Lertz of the Exorcists

Bombardment Cannon

Space Marine battle barges carry a heavyweight battery of bombardment cannons as part of their main armament. Bombardment cannons are huge, turret-mounted linear accelerators, capable of launching a salvo of heavy magma bomb warheads. As their name implies, bombardment cannons are used primarily for pounding planetary defences into rubble and giving devastating orbital support to Space Marine landing forces. Bombardment cannons are equally devastating in ship-to-ship combat, capable of blasting apart any capital ship in just a few salvos.

Special Rules. Bombardment cannons fire in the same way as weapon batteries with two exceptions.

- Bombardment cannons always hit on a 4 or more, regardless of the target's armour (even vs ordnance).

- Bombardment cannons inflict critical hits on a roll of 4 or more, rather than just on a roll of 6.

Ordnance

Rather than the bombers and fighters employed by Imperial Naval forces, the Adeptus Astartes make exclusive use of the Thunderhawk gunship. They also make use of other types of ordnance not widely used in the Imperial Fleet.

Special Rules. Space Marine vessels may fire boarding torpedoes instead of ordinary torpedoes, as detailed in the Ordnance rules in Battlefleet Gothic. Remember that as these are Space Marines, they will have a +1 bonus to their hit and run attacks if they hit an enemy ship.

There are no specific rules for drop pods – they have been taken into account with the Space Marines' special rules for planetary assaults.

Thunderhawk gunships combine the abilities of assault boats and fighters, and move like any other attack craft, with a speed of 20cm. A Thunderhawk counter that is intercepted by enemy fighters or moves onto an enemy ordnance marker removes the enemy as fighters would. However, roll a dice when this happens. On a score of 4+, do not remove the Thunderhawk marker (though Thunderhawks can only remove one enemy marker in any given ordnance phase and stop moving as soon as they intercept an enemy). Note that against Eldar fighters, which also have this ability, it is possible that you end up with neither marker being removed! If this happens, either marker is free to move away in their next turn, or they can stay in place and attempt to remove their enemy again.

When a Thunderhawk marker moves into contact with an enemy ship's base, they are treated exactly like assault boats (with the +1 bonus to their hit and run attack for being Space Marines). Once a Thunderhawk marker has made its hit and run attack, it is removed from play.

"In addition to standard missiles and torpedoes, the Adeptus Astartes utilise three main types of ordnance; drop pods, boarding torpedoes and Thunderhawk gunships. Drop pods are basic ablative capsules which descend to a planet in a rapid drop, controlled by a ring of retro burners, closely resembling a simple ship's life pod in operation.

Boarding torpedoes are large, self-guiding missiles which appear to carry a significant number of troops and are used for ship-to-ship boarding actions [...] With both drop pods and boarding torpedoes, the troops in transit are vulnerable during the transport period, but detection of these small craft is very difficult, limiting any defensive measures to the last moments of their approach.

Thunderhawk gunships are employed as intra-system transports, moving troops and war material between ships and planets or between planets, moons or asteroids within a star system. Thunderhawks also carry a substantial armament of missiles, rockets and cannons for their size, and are used to give direct fire support to the Space Marines once they are on the surface. Though Thunderhawks are relatively ponderous, their heavily armoured heat shielding and flexible weaponry make them a prickly proposition when it comes to interception.

— From the lectures of Lord Captain Morley
of the Fleet Insturum of Alien Studies.

SPACE MARINE BATTLE BARGE. 425 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20cm	45°	3	6+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Port weapons battery		45cm	12	Left	
Starboard weapons battery		45cm	12	Right	
Prow launch bays		Thunderhawk: 20cm	3 squadrons	-	
Prow torpedoes		Speed: 30 cm	6	Front	
Dorsal bombardment cannon		30cm	8	Left/front/right	

Most Space Marine Chapters control two or three battle barges. They are very brutal vessels, with only one purpose behind their design.

As might be expected [a battle barge] is configured for close support of planetary landings and carries numerous bombardment turrets and torpedo tubes. A considerable amount of hull space is given over to launch bays for intra-system craft and drop pods, observations indicating that up to three companies can deploy simultaneously. The vessel is extremely heavily armoured and well shielded, presumably so that it can breach planetary defences without harm coming to its cargo. [...] Naturally the battle barge would make a frightening opponent in any situation where boarding is involved.

- Lord Captain Morley of the Fleet Insturum of Alien Studies.



FAMOUS SHIPS OF THE GOTHIC WAR

Punisher, Redeemer (Exorcists Chapter)
Sword of Truth (White Consuls Chapter)
Emperor's Blade (Red Talons Chapter)

Notes: The battle barge is heavy to manoeuvre and cannot use Come to New Heading special orders.

SPACE MARINE STRIKE CRUISER. 145 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/ 6	25cm	90°	1	6+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Port weapons battery		30cm	4	Left	
Starboard weapons battery		30cm	4	Right	
Prow launch bay		Thunderhawk: 20cm	2 squadrons	-	
Prow bombardment cannon		30cm	3	Front	

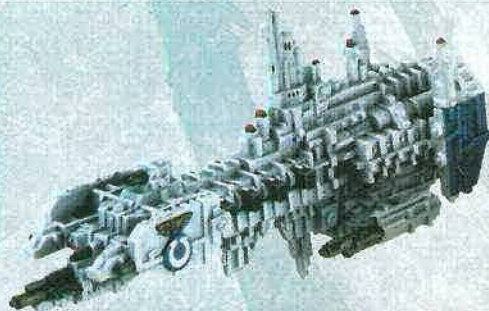
While a Space Marine Chapter only rarely employs the might of its battle barges, Adeptus Astartes strike cruisers are a more common, although still rare, sight. Often the arrival of a Space Marine strike cruiser is enough to quell a rebellious system. The Space Marines are quick to act if their enemies' surrender is not immediately forthcoming.

FAMOUS SHIPS OF THE GOTHIC WAR

Titus (Imperial Fists Chapter)
Hermes, Eternal Faith (White Consuls Chapter)
Captain Augusta, Eternal Defiance, Hunter (Exorcists Chapter)
Holy Execution, Claw of Justice (Red Talons Chapter)

[Strike Cruisers] are fast, lightly-armed vessels which mass slightly less than our own Dauntless class light cruisers. Their primary function seems to be that of rapid response, reports indicating that they are invariably the first craft to arrive at a threatened planet. [...] Strike cruisers appear to carry approximately one full company of Space Marines (including support vehicles) and have been observed to deploy them within twenty minutes of arrival in orbit.

- Lord Captain Morley of the Fleet Insturum of Alien Studies.



SPACE MARINE RAPID STRIKE VESSELS. pts: varies

All Space Marine Chapters make use of ships known collectively as rapid strike vessels. These ships are mainly used for patrols through the Space Marines' domains, and for providing a mobile escort for the battle barges and strike cruisers. Rapid strike vessels are crewed by the Chapters' serfs, overseen by a cadre of Techmarines and other specialists.

There are many different types of rapid strike vessel, and their design can vary from Chapter to Chapter. For these reasons, we recommend that you use the frigates and destroyers from the Gothic Sector fleet list, with the additional Space Marine rules listed earlier. As you will see from the Adeptus Astartes fleet list, an additional 5 points has been charged for this. Of course, these must be painted in the appropriate fleet colours - you can't just take your Imperial Navy escorts and say that they are rapid strike vessels!





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THE BLACK RAGE

PLYMOUTH'S STORE ARMY



Tony Carrasco
GW Plymouth Store Manager

I have been collecting Blood Angels for several years now and I find them fascinating. I think the main reason for my fixation is their Dark Secret, their lust for blood (and especially Ork blood, those horrible green things need killing, and my Marines are just the guys to do it).

As you can see, I am completely mad about converting models to make my army stand out from the crowd, and I also like scratch-building vehicles! So a big feature of the army is conversions, like the Land Raider, quad bikes and Scout Titan.

I just had to have a Land Raider, but a model hasn't been available in years, and I couldn't wait for one to come out. So I went to work with plasticard and my bits box, and now my Marines have the support of the best tank available to any 40K army!

I liked the idea of bikes but I wanted something that looked capable of going off road, and so were born my quads! Then I thought – why stop there, let's make a four-wheel drive – so I did (check out the close-up, on the right)! The biggest job was the Scout Titan. The original idea was Tony Cottrell's (check out Tony's Dark Eldar Raider in WD233), thanks Tony! It comes in handy when you have lots of smelly, little, green things to stomp on (yes, I do mean Orks and not Dark Angels). But perhaps my favourite vehicle is the 'Recovery Rhino' conversion. I had the idea after seeing so many of my Dark Angels colleagues stuck in the mud (ha ha).

I regularly play with my army and they have always done me proud (as the Albrightski 12th, a friend's Imperial Guard force, knows all too well). Of all the Space Marine Chapters I think that the Blood Angels are best (not that I'm biased), and their fighting style and history really fit my way of gaming.

The only problem is that I never know when to stop. I've got several new projects on the go, including an Apothecary created from the awesome Chaos Lord figure!



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40,000

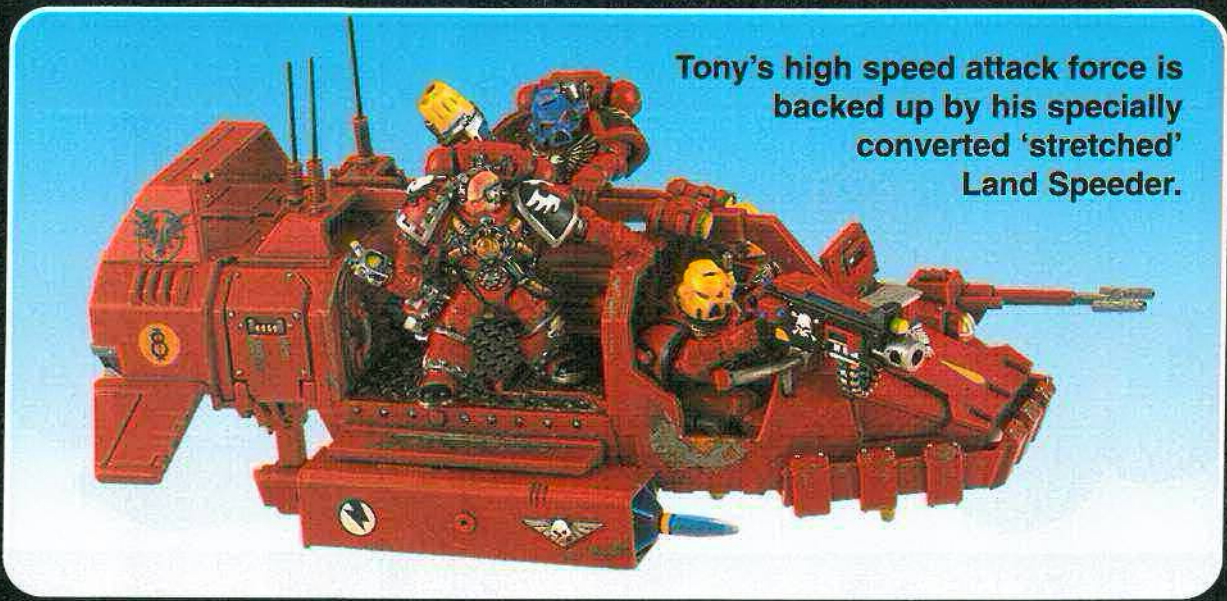
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Tony's high speed attack force is backed up by his specially converted 'stretched' Land Speeder.





▲ The quads form one of the most interesting parts of this Blood Angels army. Instead of the standard bikes (and the one Tony has included is heavily converted as you can see here) he's built a squad of all terrain vehicles!

To accompany the Blood Angels quads (in place of an attack bike), Tony converted a Land Speeder into this heavier support vehicle, complete with multi-melta!



▲ These conversions form the command units for Tony's huge Blood Angels army. Each has been painstakingly converted to match the feel of the army, and take their rightful place in the front line.

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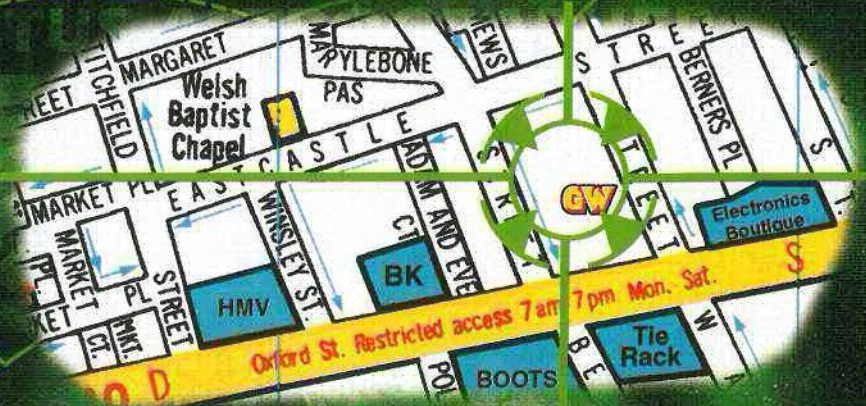
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HUNTERS IN THE DARK

In the depths of space, no one can hear you scream!

Harkaion of the Black Heart Kabal sends forth his followers to plunder a twin-planet system. Only the unsuspecting planetary defence force stand in his way.

Dare you face the terror in the dark?



WHEELS OF FIRE



"Oh great Lord Slaanesh, send forth your servant, the Daemon Prince Doomrider!"

Let our enemies tremble in raptured awe before his fearsome visage!

Grant them an exquisite death, crushed beneath the flaming wheels of his chromium steed!

Permit them the ecstasy of being slaughtered by Doomrider's throbbing Demonsword and his pulsating gun of gushing plasma!

Bestow on them one fleeting moment of pleasure as they stare in wonder and orgasmic delight at one of your most divine creations, before dying at his hand!

Oh great Lord Slaanesh, for these reasons and many others that tease and titillate our imaginations, we beseech you, send forth your servant, the Daemon Prince Doomrider!"



DOOMRIDER



A Chaos Space Marine army may include Doomrider as a special character. If you decide to take him then he counts as one of the HQ choices for the army. He must be used exactly as described here and may not be given extra equipment from the Chaos Armoury. In addition, he may only be used in a battle where both players have agreed to the use of special characters. Doomrider is an independent character and follows all the Independent Character special rules as given in the Warhammer 40,000 rulebook.

Wargear: Chaos Space Marine bike fitted with a twin-linked meltagun. Doomrider carries a plasma gun, bolt pistol and a power weapon.

DOOMRIDER

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Doomrider	150	6	5	5	5	3	5	4	10	4+

SPECIAL RULES

Wheels of Fire: Although not a skimmer, Doomrider's bike has an unearthly ability to 'leap' over things and so moves as if it had a jump pack.

Invulnerable: Although once mortal, Doomrider has been raised to Daemonhood by the Chaos God Slaanesh. He is treated as being invulnerable and may therefore take his armour save against any and all wounds he takes, even those that would normally pierce his armour and allow no save to be made.

Summoned: Doomrider must be summoned to the battlefield in the same way as a unit of Daemons. See the rules for summoning Daemons at the start of the Chaos army list in Codex Chaos Space Marines. Note that he does not possess models as a Greater Daemon does.

He Comes, He Goes: Roll a D6 for Doomrider at the end of each Chaos turn that he is on the table. On a 1 he disappears as mysteriously as he appeared and will not be able to come back in the same battle. Note that it is possible for Doomrider to vanish on the same turn that he appears! Doomrider does not count as having been killed for the purposes of Victory points, etc., if he vanishes in this way.

X CHAOS SPACE MARINE BIKES X

The Chaos Space Marine bike squad boxed set is a great way to begin a new unit of bikers. As the set contains metal parts to build two special weapons Marines and an Aspiring Champion, all you will need to add are more individual bikers, should you want to increase the size of your squad (and why on earth wouldn't you?).



In last month's White Dwarf, Simon Shuker explored tactics for bikes and showed how effective they can be when used properly. Chaos Space Marine bikers are amongst the best of all as they have most of the advantages of Space Marines – high Toughness, good Leadership and excellent armour, but with even better close combat capabilities, as each biker gets two Attacks while the Aspiring Champion gets three! Few squads will be able to stand up to a well executed assault from a large squad of Chaos Space Marine bikers.

Most missions allow you to choose up to three Fast Attack units, so it is possible to build a Chaos Space Marine army themed very strongly around bike squads. Like most units, bikes are at their most effective when deployed in large numbers. You can have up to ten Chaos Space Marine bikers in a squad – a truly fearsome prospect!



As with their Imperial counterparts, Chaos Space Marines have a wide variety of colour schemes depending on their Legion. To the right are three examples of Chaos Space Marine bikers painted in different colour schemes.

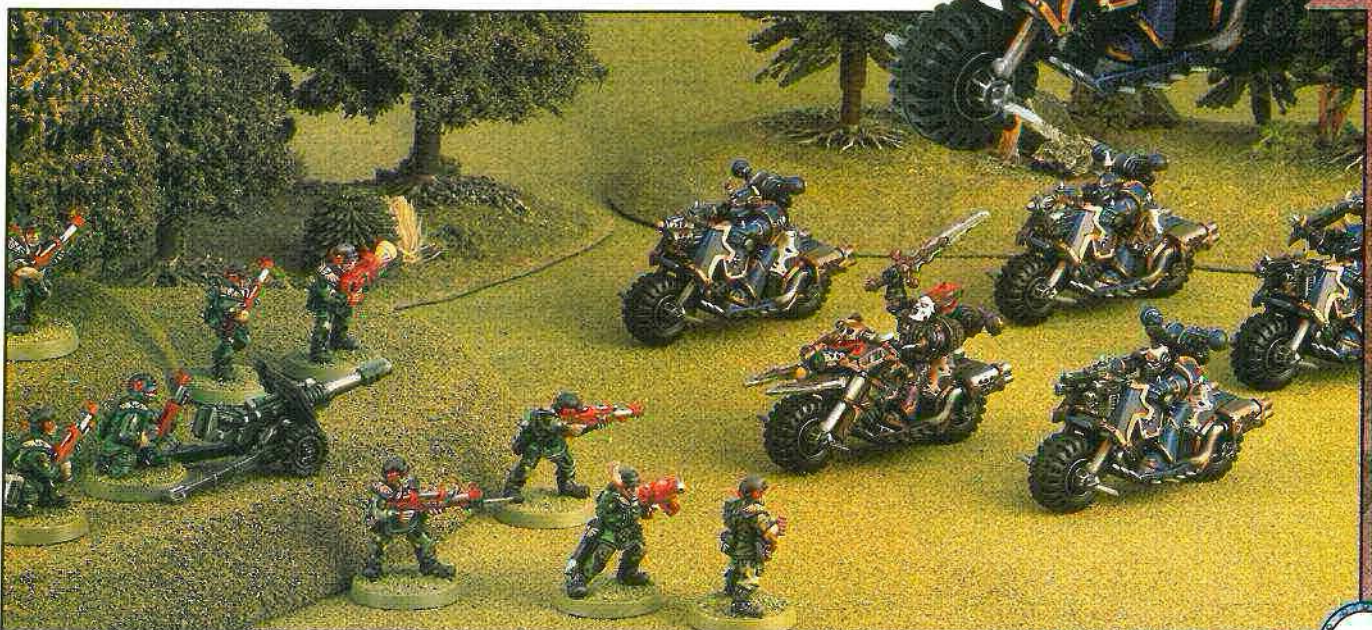
WORD BEARERS



BLACK LEGION



NIGHT LORDS



Imperial Guard defenders are overrun by Doomrider and Night Lords Chaos Space Marine bikers.

TORPEDOES AWAY!

New Torpedo Rules for Battlefleet Gothic by Andy Chambers



Andy Chambers

This month, Battlefleet Gothic commanders are being spoilt rotten. Not only do we bring you exclusive rules for the awesome Space Marine fleet, but we also badgered Andy until he let us have these fantastic new rules for special torpedoes. So all ahead full and damn the torpedoes!

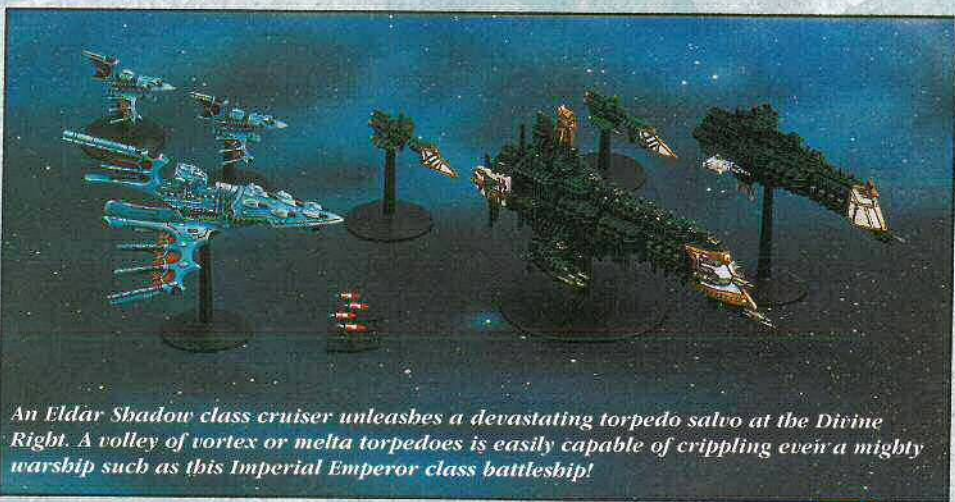
During the development of Battlefleet Gothic, we toyed with ideas for a number of different torpedo types before deciding that overall, the game worked fine with just the standard type plus boarding torpedoes. Rather than complicate things unnecessarily, we decided to keep the other types back for a later Dwarf article (and complicate them now instead!).

SPECIAL TORPEDOES

There are various types of torpedo available for capital ships, which are listed below. As these are rare and fairly unusual (not to mention powerful) types of ordnance, they can't just be given to ships at will. Instead you have to make an appeal to fleet command and take your chances as to what types of special torpedo they will allocate to you. This is determined by making a roll on the Special Torpedoes table. If you're playing in a campaign and you are granted a weapons refit after a game, then you can choose to roll on the Special Torpedoes table instead of the Weapons Refit table, at the normal cost of 10% of the ship's points value. If you're playing in a one-off game, rolls on the Special Torpedoes table can be purchased for the number of points shown below.

Ship's Torpedo Strength	Cost to roll on Torpedo table
Up to 6	10 points
7 or more	15 points

Notes: No ship may be equipped with more than one special torpedo type. Escort squadrons and defences may not be equipped with special torpedoes at all. Ork ships may



An Eldar Shadow class cruiser unleashes a devastating torpedo salvo at the Divine Right. A volley of vortex or melta torpedoes is easily capable of crippling even a mighty warship such as this Imperial Emperor class battleship!

only use special torpedoes if they have been upgraded to have Looted Torpedoes, but count as having a Torpedo Strength of up to 6. Eldar ships pay double points (or 20% of the ship's points value in a campaign) to use special torpedoes, as their torpedoes are pretty special to start with!

SPECIAL TORPEDOES TABLE	
D6 roll	Type acquired
1	Short Burn Torpedoes*
2	Guided Torpedoes*
3	Seeking Torpedoes
4	Barrage Bombs*
5	Melta Torpedoes
6	Vortex Torpedoes

Torpedoes marked with an asterisk (*) are supplied in enough quantities to last the entire game. Ships will only be equipped with enough of the other special torpedoes to fire

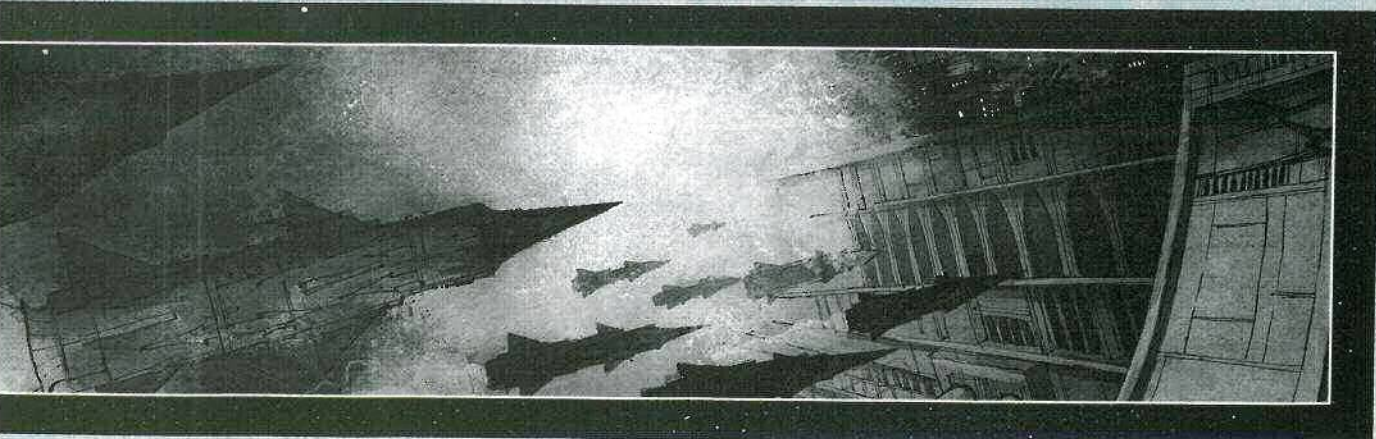
a single salvo of them in a game. In a campaign, vessels with one-use torpedoes will be automatically resupplied after each game.

Running out of special torpedoes

If a ship with special torpedoes runs out of Ordnance before it has fired its special torpedoes, it has missed its chance! An accident in the loading room or some unforeseen problem with the torpedoes means that they are just as unavailable as the ship's ordinary torpedoes.

1. SHORT BURN TORPEDOES

Short burn torpedoes have more powerful engines but a limited amount of fuel. They are considerably faster than ordinary torpedoes but will 'burn out' and lose engine power very quickly in comparison to ordinary torpedoes, which are designed to cruise at speed for longer periods.





Short Burn Torpedoes



Guided Torpedoes



Seeking Torpedoes



Barrage Bombs



Melta Torpedoes



Vortex Torpedoes

Here are some torpedo counters for you to use in your games of Battlefleet Gothic. We recommend that you photocopy this page a few times, stick the copies to thin card and then cut out the counters. To represent different sized salvos, you can simply cut up spare counters to the desired size. For those of you who don't like all this fiddling around with counters, Games Workshop Mail Order sell metal torpedo models, which can be painted in different colours to represent the various torpedo types. Give them a call on 0115 91 40000 for details.

Special rules

Short burn torpedoes have an increased speed of 40cm. However, to represent the chance of them burning out, roll a D6 for each salvo of short burn torpedoes after they have moved and made any attacks – on a roll of 6 the torpedoes run out of fuel and are replaced with a blast marker.

2. GUIDED TORPEDOES

Guided torpedoes are directed via telemetry from the ship which launched them, allowing them to be guided onto a target, even directed against a specific enemy ship amidst the confusion of battle. Although tight beam communication links are used for control from the parent ship, guided torpedoes are still vulnerable to enemy interference and jamming.

Special rules

Guided torpedoes can make a turn of up to 45° at the beginning of the ordnance phase, if the ship which launched them passes a Leadership test. If the Leadership test is failed, one enemy ship can attempt to give the torpedo salvo false instructions by passing a Leadership test. If the enemy ship is successful, the enemy player is allowed to turn the torpedoes instead!

3. SEEKING TORPEDOES

The art of building self-guided torpedoes is almost lost to the Imperium, but they are still manufactured in tiny numbers at the great Adeptus Mechanicus temples on Mars. Logic engines and matriculators aboard the torpedoes themselves enable them to identify the attack vector most likely to result in the salvo reaching a target. The disadvantage of seeking torpedoes (other than their rarity) is that the surveyors they use to detect enemy ships are easily blinded by blasts and debris, leading to premature detonation.

Special rules

A seeking torpedo salvo will make a turn of up to 45° at the start of the ordnance phase, so that it is pointing towards the nearest enemy ship. If several enemy ships are an equal

distance away, the seeking torpedoes will turn to attack the largest enemy ship. Seeking torpedoes which move through blast markers will detonate on a D6 roll of 5 or 6, instead of a 6 as is the case with ordinary torpedoes. Unlike ordinary torpedoes, the superior logic engines on board seeking torpedoes mean they will not attack friendly ships that they move into contact with.

4. BARRAGE BOMBS

Barrage bombs are configured specifically for penetrating the atmosphere of a world and bombarding planetary targets. In comparison to ordinary anti-ship torpedoes, barrage bombs have a relatively diffuse blast radius, being designed to achieve maximum saturation of the target area.

Special rules

Barrage bombs can be launched while a ship is in low orbit, where they will move just like ordinary torpedoes in deep space (they are unaffected by the gravitic pull of the planet). Barrage bombs may also be launched in space, like ordinary torpedoes. Each salvo of barrage bombs which strikes a planet during a planetary assault scenario earns 1 assault point if it is strength 6 or less, 2 assault points if it is strength 7 or greater. Barrage bombs which attack ships do not ignore shields like other ordnance; knock down shields and place blast markers for hits just like a direct fire attack (which can be pretty useful in its own right).

5. MELTA TORPEDOES

Melta torpedoes are fitted with multiple melta bomb warheads, which detonate into mighty conflagrations of nuclear fire when they impact. The fires will burn through even the outer hull of a warship, threatening to consume the entire vessel in a hellish inferno.

Special rules

Hits from melta torpedoes inflict no damage points, instead each hit causes an automatic Fire critical. If a ship which is carrying unused melta torpedoes suffers a critical hit to its prow (or wherever the torpedoes are

launched from) it suffers an extra D3 Fire criticals as the torpedoes detonate!

6. VORTEX TORPEDOES

Vortex torpedoes carry warheads which implode to create a highly unstable and dangerous rift in warp space. The damage inflicted by even a single vortex torpedo is horrendous – whole sections of the ship and its crew are ripped asunder and sucked into the warp.

Special rules

Hits inflicted by vortex torpedoes will automatically cause critical damage. If a ship which is carrying unused vortex torpedoes suffers a critical hit to its prow (or wherever the torpedoes are launched from) it suffers an extra D3 points of damage and an automatic critical hit as the torpedoes detonate!

TORPEDOES IN GRAVITY WELLS (OPTIONAL RULE)

This is an idea which came up while we were playing a game – why not have the gravity wells of planets and moons affect torpedoes which move through them? This will allow salvos to 'sling shot' around a world or spiral down into it – great fun! So here's the rule...

Torpedoes are affected by gravity wells and must make a 45 degree turn towards the planet (or moon) if they are within the gravity well at the start and/or end of a move.

Have Fun!

BATTLEFLEET GOTHIC

“BRACE FOR IMPACT!”

Extra Rules 'n' Stuff for Battlefleet Gothic by Andy Chambers

It's an imperfect world. Planes crash, ships sink, rulebooks don't explain the rules properly. Although I can't do anything about the first two things, I can answer questions about the Gothic rules. Since writing the Gothic rules we've played a lot more games and had to interpret various new and unexpected situations according to the spirit of the game. In some cases the answers actually expand on what's in the rulebook in order to make a better game, but rest assured that they all have my personal seal of approval.

Special Orders

Q Can a ship have more than one special order at a time?

A No.

Q Does the player have to declare all his special orders intentions before rolling for any of them? (Or can I pick a ship, try to give it orders, move it, then go to the next ship, try to give it orders, move it and so on...?)

A You can do them one at a time – as in the bracketed example you give.

Q If a ship fails a Brace For Impact command check, are no other ships allowed to Brace For Impact that turn, even though it is the other player's turn?

A No, other ships can try to Brace For Impact.

Q Can a ship Brace For Impact during its own movement phase if it's about to strike torpedoes or asteroids for example?

A The rules for Brace For Impact specify that it may be attempted in the shooting and ordnance phases, but I allow ships to (try to) brace at any time – it's also relevant vs ships ramming, exploding and so on. This won't upset game balance at all – the braced ship will always have to 'pay later' by reducing its firepower and not using special orders in its next turn.

Q Can a ship try to Brace For Impact against each separate attack that comes against it (for example different ships firing at it), even if it fails the first attempt?

A Yes, a ship can keep trying to brace against each new attack, regardless of whether it or other ships have failed to pass command checks earlier in the turn.

Eldar

Q Can Eldar turn in the Ordnance phase if they are using Lock On orders?

A Nope.

Q Do Eldar get a holofield save against attacks by assault boats

A Yep.

Q The Eldar Shadow and Eclipse cruiser illustrations shown on P131 of the Gothic rulebook aren't the same as the models; are the models wrong?

A No, it's just that the illustrations were put in the wrong way round! Level three excruciation has been ordered for the perpetrator of this heinous act.

Blast markers

Q My ship is fired upon from another ship directly ahead of it, leaving two blast markers to my front, in contact with the base. When it comes time to move my ship, I have no shields and must move through the blast markers. Do I take potential hits for an unshielded ship moving through blast markers? To put it another way, does a ship with no shields take hits when moving through blast markers the ship began in contact with?

A No, only ships with a shield strength of 0 (ie due to suffering a shields collapse critical result or being Eldar) can take damage from moving through blast markers.

Q A ship is moving through an asteroid field and fails its Leadership test. It has 2 shields, which help against the impacts. The ship ends its movement on the other side of the asteroid field. Where do you place the blast markers?

A Place them in the front arc of the ship.

Q Blast Markers are placed along a line from the firing ship to the target ship, post to post. If a ship is struck 4 times in the side and takes 4 blast markers, are the four layered on top of each other, as the rules would seem to indicate, or spread in some manner?

A Spread so that they touch on an edge and envelop the ship's base. Don't stack 'em.

Celestial Phenomena

Q Solar Flares/Radiation Bursts: Do you roll the D6 at the start of each player's turn, or just at the Start of 'Player A's' turn?

A Each players turn.

Q Can more than one solar flare/radiation burst appear in a turn? If yes, what are the effects?

A No, multiple results on the celestial phenomena tables just increase the chances of one occurring (because you're rolling multiple dice). The effects remain the same.

Q Can ships remain stationary on top of a planet template (as long as it's 2D)? Can they be hit by ordnance?

A Yes, but stationary ships count as defences for gunnery purposes. Ordnance would still hit the planet.

Ordnance

Q If a ship moves into contact with ordnance during its movement phase what happens? Does the ordnance attack the ship or is it simply ignored?

A The ordnance attacks the ship just as if it had moved into contact with it in the ordnance phase.

Q Does target priority for direct firing weapons apply to ordnance? For example if a ship has a wave of bombers closer to it than enemy ships does it have to fire at the bombers unless it can pass a Leadership test?

A No, ordnance may be ignored for the purposes of target priority.

Q Fighters and Bombers can move in any direction, but can they change direction mid-flight in one turn (5cm forward, turn 30 degrees, 5cm forward, 90 degrees right, 10 more cm forward...)?

A Yep, they can wiggle their course as much as they like.

Q Can attack craft enter/leave low orbit?

A If launched from ships or stations in high orbit yes, if launched by airfields no.

Miscellaneous

Q If column shifts take the shot off the edge of the table, just stop at the furthest left or right column, right?

A Yep.

Q If a ship rams a defence unit (such as a space station or Blackstone fortress), does the defence roll half its damage in return as if it were a ship rammed in the side, or all of its damage as if it were a ship rammed in the front, since defences have no front or sides to speak of?

A I imagine defences to be more solidly built than ships, so they always roll their full damage against ships which ram them.

Q A ship is 5cm from the table edge, facing the edge. A ship in the fleet has failed a command check earlier so it cannot attempt to Burn Retros. This means the ship will hit the table edge. When it does return? What happens? Is it just gone?

A This counts as disengaging. It is also a good way of disengaging during a game – it just feels right if ships can flee off the tabletop.

Q Are Victory Points (if they are being used) given up for ships which move off the table? If so, how many (what percentage)?

A Use standard VPs for disengaging vessels.

Q Under catastrophic damage, if a ship started as a Blazing Hulk, then rolled and got Drifting Hulk, would the Blazing Hulk rule of rolling each turn for more damage cease to apply? (Does the Blazing Hulk 'go out' in essence?)

A Yes it would 'go out'.

BLOODIED FIST

The Rynn's World Incident

By Andy Chambers

This article was entirely inspired by two scenarios from the first edition of Warhammer 40,000, affectionately known as 'Rogue Trader'. These can be found in the Rogue Trader rulebook (p61) and White Dwarf 94 (p56). Although intended as inspirational background and nothing more, I couldn't help but think of it in gaming terms while I was writing it. So I've included the ideas I had in mind for fighting a narrative campaign at the end of this article.

Kantor (Chapter Master Kantor, he bitterly reminded himself) gazed back at the actinic plasma fires, which climbed so high into the night-sky they created a false dawn. The Crimson Fists' thousand year old fortress-monastery was at the heart of those fires. A thousand years of service to the Emperor on Rynn's World, a thousand years of discipline and faith and sacrifice was being consumed by those hungry, white flames. Kantor felt an icy and unaccustomed knot of fear in his stomach. He was Master of the Chapter, the responsibility was his and his alone. He had failed in his duty.

It all began on Badlanding, an Imperial system at the fringes of Ork dominated space and only a few weeks away from the Rynn star system through warp space. On 3650989.M41 Badlanding was invaded by Ork hordes under the command of Warlord Snagrod the Arch-Arsonist of Charadon, one of the many Ork empires which blight the galaxy. Violently independent and as hostile to other Ork domains as to any other kind of alien, the empire of Charadon had endured for over sixteen centuries under a series of different warlords – each more vicious and sadistic than his predecessor. The current incumbent, the self-proclaimed Arch-Arsonist, had conquered all the Ork tribes opposing him in a twelve year reign of bloodshed and war. This made Charadon the most powerful coalition in the anarchic confines of Ork space, and made Warlord Snagrod exceptionally popular with the Orks under his sway.

The single habitable world of the Badlanding system was protected by three recruitment companies of the Imperial Guard (from 18th Mordia, 24th Lammas and 49th Boros regiments), commanded by Commissar-General Alhaus Baldur, plus a planetary defence network of ground-based missile silos and defence lasers which had not been used or blessed by a Tech-Priest in over three centuries. Perhaps unsurprisingly the Orks made successful landings across the planet, although they lost a number of ships to both the antiquated defences and some ill-considered landings in the treacherous dust seas of the equatorial quatal.

The Imperial Guard troops fought alongside the indigenous Badlanders and between them they put up a stout resistance centred around Krugerport, the only sizable settlement on the planet and seat of government. But, however bravely and desperately the forces of Badlanding fought, the Orks were both braver and more numerous. Ork big gunz battered at the walls of Krugerport and fast-moving warbuggy and warbike squadrons ravaged the surrounding settlements, capturing or killing most of the human populace who did not manage to flee into the caves honeycombing the nearby Scratch mountains. The Imperial garrison was swiftly outmatched by the growing numbers of Orks which gathered against them, and Krugerport fell within days, even as a counter strike of Crimson Fists Space Marines was readied at their fortress-monastery on Rynn's World.

The irregular broadcasts of the Arch-Arsonist took on an ever more strident, bragging tone after the fall of Badlanding. Warlord Snagrod boasted of the invincibility of his Orkish legions, the power of his fleets and his ability to destroy the most powerful Imperial enclave on his border – Rynn's World itself! Evidently some sort of retribution was required to curb the Warlord's overweening ambitions. Unfortunately a substantial portion of the Crimson Fists Chapter was already engaged in hunting Eldar pirates in The Wheel of Fire and securing the N'goth-Katar trade routes, so resources were limited.

Imperial record 0034.567.87 ref. 1601.34

- Name: Badlanding [Agri-world]
- Cross ref.The Galaxy: Imperium Files 302-5530 0034.567.87 ref 2543.3.
- Location: Loki Sector/Segmentum Tempestus
- Cluster: Peryton163
- Attitude: VH-820/HS+45
- Distance from Terra: 29,500 k-l
- Primary Type: Binary G2/K8 comb
- Orbital bodies 9: 2:D-class 1:A-class, secondaries
- Graviometrics: 1*D62/>4
- Population: 10,000 <
- Tithe Grade: Exactis Particular
- Aestimare: C800
- Principal Export: Indigenous lifeforms (cf 'Dust Weevil' Cross ref. Power Generation/Organic 9477623.2753ki) harvested by semi-mobile ultrasound rigs.
- Principal Imports: Water filtration and extraction mechanisms, respirators, anti-static footwear, machinery parts, sodium chloride.
- Notes: Orig. colony date unknown. Re-discovered by Rogue Trader Uzieth Pallandaro 8790238M.34 (Cross ref. Explorer Fleet/Saturnalia 98373834.21490mj). An arid planet with few autochthonic inhabitants. Extensive dust 'seas' are subject to the pull of two major satellites and build up powerful electro-static charges across their considerable surface areas.

UZRIETH
DUST SEA

LINCOS
DUST SEA

BADLANDING

Although resting Badlanding from the Orks' control would be impossible in the short

term, Chapter Master Kantor planned a series of raids on Warlord Snagrod's latest acquisition. These would serve a number of aims. Firstly they would secure information on the strength of the Orks, their war machines and ships. Secondly they would disrupt the Orks and prevent them tightening their grip on Badlanding and exploiting its resources. Thirdly they would encourage the resistance of the surviving humans now engaged in a guerrilla war from their scattered settlements in the Scratch mountains.

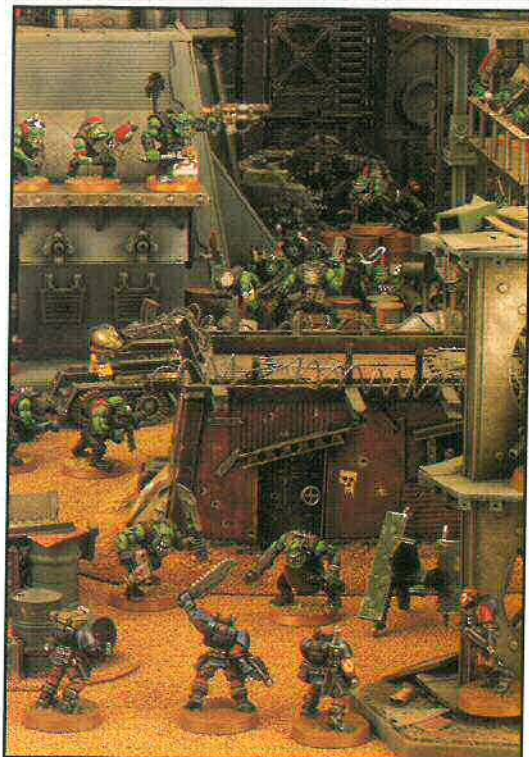
"...Gonna burn dis city to da ground, an' kill anyfing dat fights. Yous all gonna be slaves 'an when we done ya gonna say thankyoo boss'..."

Warlord Snagrod

Localised warp storms delayed the first Crimson Fists strike cruiser, the Crusader, under the command of Brother-Captain Drakken and carrying the Crimson Fists' 4th Company, for several weeks. On its arrival the Crusader managed to slip into the system and approach Badlanding undetected. The airwaves were thick with Ork transmissions, and the crew identified some sixteen different Ork warships in the area of the

From the report of
Scout Sergeant Mishina

"...Everywhere there was evidence of the Orks' presence - rubble lay strewn in the streets and damage from the recent fighting had been left unrepaired. My squad spotted a rough bunker built out of girders and debris. We crept up to the outpost and found it to be manned by three Orks. We drew one Ork out by calling to him in his own tongue, dispatched him and then rushed the other two. They put up a fierce fight, Scout Vermian was killed and Scout Rogar injured before the Orks were slain. Although some shots were fired in the combat the alarm was not raised, probably because of the noise of vehicle engines and random gunfire which was coming from the centre of town. After concealing the bodies, we pressed on towards the comm-tower which was clearly visible some two hundred yards off against the night sky..."



planet alone. Though the wisdom of continuing with the planned raid was questioned in the face of the Ork armada, Captain Drakken determined to lead his Company down to the planet's surface.

Three Thunderhawks cut through the yellow haze of Badlanding's atmosphere to place the Space Marines within thirty miles of Krugerport. Captain Drakken planned to march his troops to the town, destroy its communications tower and water filtration plant, gauge the strength of the Ork garrison and then withdraw for extraction before overwhelming reinforcements arrived from the nearest harvesting rigs.

The initial phases of the raid passed well. At nightfall Scout squads infiltrated the town ahead of the main body of Crimson Fists and eliminated several guard posts to prevent the alarm being raised as the rest of the Company moved forward.

Within an hour, the 4th Company had advanced within the outer limits of Krugerport. At this point however, the Orks became alerted their presence and fighting broke out across the town. Initial resistance was weak and scattered as individual Orks or small groups tenaciously held ruined buildings or recklessly counter-attacked down the winding streets. Brushing aside the opposition the Space Marines pushed forward towards their twin objectives of the communication tower and filtration plant.

Showing the customary resolution of their race, the Ork resistance soon stiffened. Within minutes whole mobs of Ork warriors spilled into the streets and a host of Ork vehicles thundered out onto plains around the town, hemming in the Space Marines and making vicious hit and run raids on their sides and rear. The 4th Company became increasingly bogged down by having to turn and protect themselves against the repeated counter attacks, and the two prongs of their attack became separated.

Sergeant Werner, commanding the troops making for the filtration plant, achieved his objective just before midnight after several hours of fighting. All contact was lost with Captain Drakken and the thirty brethren which had accompanied him to the communications tower, and in light of the casualties suffered by his own force, Sergeant Werner was forced to conclude that the Captain and his men had been wiped out.

From the report of Veteran Sergeant Werner

"...Orks were everywhere, every building and street was overrun with them. Several times we were forced into a fist formation and stood back to back to fight off another wave of those alien scum. They reached our group three times and each time we had lost another three or four brethren by the time we threw them back. We saw no Ork leaders or Dreadnoughts. I would guess that the Cap'n found them on the way to the comm tower..."



Footage captured by Sergeant Werner's datacam recorder.

Thunderhawks were summoned to extract Sergeant Werner and his men from the blazing filtration plant. By now Ork ground defences were fully mobilised and a storm of cannon fire rose against the heavily armoured gunships as they descended. Both Thunderhawks were damaged and their crews injured, and only by the most strenuous efforts were the survivors of 4th Company embarked and the Thunderhawks taken aloft. More hits were scored on them as they took off, and one craft had an engine disabled. Unable to achieve escape velocity, the damaged Thunderhawk was forced to crash-land in the Scratch mountains and no further communications were received from it.

The Crusader escaped Badlanding hotly pursued by several Ork ships. Out of the eighty four Space Marines committed to the action, fifty six had been lost.

The Ork warbands on Badlanding had inflicted a heavy defeat on the Crimson Fists. Sensorium uploads to the Crusader were subject to stringent tactical analysis upon its return to Rynn's World. The Orks in Krugerport had proved to be alert and exceedingly aggressive. Their leader was identified as Warboss Uzrog Mag-Kull, a powerful and respected war leader reputed to be one of Snagrod's most dangerous lieutenants (dangerous to the Arch-Arsonist too, which is probably why he had been sent to Badlanding). Uzrog's warband was mainly composed of members of the Deathskull clan, easily identified by their blue warpaint and wargear scavenged from the Imperial Guard troops slain in Krugerport.

Uzrog's warband was known to be sizable but the number of Orks encountered in Krugerport was greater than its known size and included many from the Goff clan. It was surmised that another warband was present in the town, doubtless sent by the Arch-Arsonist to ensure that Uzrog's ambitions didn't extend to building an empire of his own, based around Badlanding.

The raids which had been planned against Badlanding were suspended indefinitely. Chapter Master Kantor, a veteran fighter against Orks could see what was coming by the strength and aggression of the Ork forces encountered there. An Ork Waaagh! was gathering strength and the attack on Badlanding had only been the first stage, the first ripple of lightning at the beginning of a storm. More and more Orks would be drawn to the fighting like moths to a candle flame, warbands at first and then entire tribes.

Kantor believed any further action taken against the Orks would only stir them up further, accelerating their build-up to even more dangerous levels. It was suggested that Badlanding be subject to the cleansing fires of the Exterminatus to destroy the growing Waaagh! But Kantor saw that this would only delay rather than destroy the Waaagh!, giving it time to gain in strength and become more terrible than before – even worse, Humanity would be robbed of another precious habitable world into the bargain.

WARHAMMER
40,000

No, Badlanding would be reconquered when the Orks had expended their strength on expansion and conquest, not while the Orks were gathering their strength there. The Imperium would be informed, but fighting ships and troops would take months or even years to reach the sector, if they arrived at all. When the storm broke, it would mean years of fighting in this corner of the galaxy. Where the next blow would fall was impossible to say, but the Crimson Fists would need to be ready to stem the tide.

The fortress-monastery of the Crimson Fists was placed on alert and all companies

recalled. The defence militias of the human inhabitants of the planet were mustered and armed, even though an attack on the Crimson Fists' heavily-defended home world seemed insane. Nonetheless it was possible that Ork raiders might attempt a sneak attack in much the same way as the Crimson Fists had at Badlanding.

On 3903989.M41 sirens sounded throughout the Crimson Fists' fortress-monastery as orbiting augur satellites registered an alien warfleet exiting the warp within ten planetary diameters of Rynn's World. For several minutes the defenders were paralysed by astonishment and disbelief that anyone would risk exiting the immaterium so close to a planet. Opticon scans confirmed the approaching fleet as a mass of ramshackle Ork ships which were in the process of launching a cloud of assault boats and landers at the planet. Snagrod was apparently psychotic enough to try a full-scale invasion of Rynn's World.

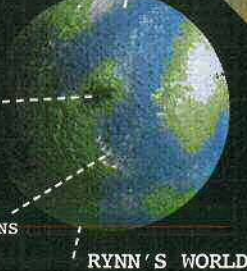
"I know that it is against all our instincts to let this outrage go unpunished, but to dispense retribution at this time will only fuel the fire to greater heights. Once our enemy has struck his blow, when his arm is extended and his body vulnerable, then we shall be avenged!"

Chapter Master Kantor

But the planetary defences of Rynn's World were not those of Badlanding, weak and ill-kept. Defence platforms and system ships were clustered thickly around the planet, great batteries of defence lasers and missiles lay beneath its surface. Within seconds of arrival, the first Ork ship was torn apart by incandescent blasts of flame. More followed moment by moment as more weapons came on line and the defensive fire intensified. Ork attack craft burned like clouds of cinders – the night side of Rynn's World grew bright as day beneath the terrible inferno which stalked the heavens.

The Ork fleet plunged on into the maelstrom with reckless bravery. They blasted satellites and platforms, rammed or boarded system ships and monitors. The first assault landers breached the atmosphere and plummeted down on laser silos and missile sites, their cargoes of green-skinned warriors spilling out to slaughter the defence crews. The tally of casualties and combat reports became a stream and then a flood as the fighting spread.

Then, at the height of the fighting, a single missile from a salvo launched by Battery Laculum on the western flank of the fortress-monastery went awry. At the edge of the stratosphere it fell back, its fiery trail describing a

Name:	Rynn's World [Agri-World]	
Cross ref. The Galaxy:	Imperium Files 302-5530 0034.567.87 ref 1632.73.	
Location:	Loki Sector/Segmentum Tempestus	
Cluster:	Peryton163	
Attitude:	VH-745/HS+15	
Distance from Terra:	29,380 k-1	
Primary Type:	Binary A7/M2 comb	
Orbital bodies 8:	2: A-class 1: F1-class, 2: D-class, secondaries	
Graviometrics:	1*D58/>3	
Population:	[CLASSIFIED].	
Tithe Grade:	Aptus Non	
Aestimare:	D100	
Principal Export:	[CLASSIFIED]. Foodstuffs (cf 'Jadeberry pie' Cross ref. Culinary/Exotic 94847839.6902ki)	
Principal Imports:	Armaments (cross ref. Ad.mech 937.294.048 ref 271-639.). [CLASSIFIED]. Munitions (cross ref. Ad.mech 854.429.204 ref 027-331.). Pre-cast Adamantine plates. Ceramite polymers. Gravitic motors. [CLASSIFIED]. [CLASSIFIED].	
Notes:	Home world of the Crimson Fists Space Marine Chapter (Second Founding, Imperial Fists acted as primogenitors). Re-discovered by Rogue Trader Uzieth Pallandar 8539222M.34 (Cross ref. Explorer Fleet/ Saturnalia 98373834.21490mj). Granted as home world to Crimson Fists at the termination of the Vortigern Crusade on 0336745.M40 by the will of the Emperor. One major conurbation (New Rynn City) and eight smaller cities plus small farms and agricultural centres (1,468 facilities according to most recent census). Space Marine fortress-monastery located in the inhospitable Hellblade mountains on southern continental coast. Space Marine initiates recruited from feral world of Blackwater during yearly 'Festival of the Bloodied Fist'.	

long, elegant arc back towards the heavily armoured bulk of the Chapter fortress. A single rogue missile should have been able to inflict little harm on those adamantium walls, let alone threaten its vulnerable arsenal protected by stasis fields, ceramite doors and hundreds of meters of solid rock. Yet harm it did – by infernal chance it bit deep into the impenetrable stone, its plasma warhead detonated with full force and breached the arsenal walls.

The ancient stronghold shook as secondary explosions ripped through the catacombs beneath it. Flash fires raced through corridors and up stairwells. Jets of flame

geysered from every slit and embrasure and in moments the fortress-monastery had become an erupting volcano of terrible violence. The rock itself melted and ran like wax in the resultant inferno.

Chapter Master Kantor had escaped the destruction of the fortress as he was engaged in surveying the outer defences at the time the attack came, and was hastening back as the missile struck. So Kantor and a handful of Crimson Fists survived the conflagration and, grimly setting aside their fury at the destruction of their revered Chapter fortress, retreated towards the distant planetary capital of New Rynn City. With their fortress, heart of the planetary defences, gone, the skies above them soon filled with the distant glitter of the multitude of Ork ships in orbit.

Hundreds of assault boats and landers streaked across the night sky like fiery meteors.

**"I shall not rest while Orks still draw
breath on Rynn's World."**

Chapter Master Kantor

Over the next five days the Orks rampaged across Rynn's World virtually unchecked. Cities were pounded into rubble by orbiting Ork ships. Settlements and farms were sacked and burned by the barbaric warriors in a frenzy of bloodlust. Columns of clattering Orkish vehicles carved swathes of devastation over the green hills, killing and enslaving the populace wherever they could be found. Kantor and his men fought skirmishes with Ork hunter-killer-eater patrols, often barely escaping before more Orks arrived in overwhelming numbers. They travelled by night to avoid the attention of Ork fighta bombers which criss-crossed the skies by day. During the daylight hours they were forced to seek cover where they could – lying up amidst the ruins of a farm one day, hiding out in an abandoned quarry the next. Food and ammunition grew scarce but every night the distant thunder of Ork guns around New Rynn City grew closer.

On the tenth night after the destruction of the fortress-monastery, Kantor and his command reached the outskirts of New Rynn City – to find only shattered ruins. The central portion of the city was built on an island in the midst of the great river Pakomac, and this appeared battered but still standing. The rest had been destroyed in the fighting. Many Ork forts had been built out of the rubble and it was obvious that equally many warbands were vying for the glory of capturing the last city on the planet. Each warboss had his own schemes to cross the river – some were trying to build bridges under withering fire from the defenders, others were constructing boats or pontoons or submersible siege towers, still others were bombarding the city with artillery.

All existing bridges to the besieged isle had been destroyed, so Kantor led his men to a major underzooom which led under the river near Jadeberry Hill. The Crimson Fists were forced to take a wide detour around an Ork warband mustering in the pre-dawn for an attack and reached the tunnel entrance only minutes before the Orks advanced. They rejoiced when they



discovered that the tunnel mouth was being held by Brother Marines of the Crimson Fists who had been dispatched to New Rynn City before the Orks attacked.

Nothing ever assured me more that the Emperor truly watches over us than when I saw our Chapter Master return to us from death.

Sergeant Huron Grimm

Their leader was Veteran Sergeant Huron Grimm, who was astounded to find his old Chapter Master, who was believed to have died at the fortress-monastery, emerging from the pre-dawn mist with the battered and bloodied remnants of three squads of his brethren.

The rejoicing of the brethren was short-lived as moments later all had to man the barricades to stave off the first of many attacks that day. A vast force of Ork assault troops, with a high proportion of Stikk Bommas, led by Warboss Ulruk, battered at the Crimson Fists in successive wave attacks. After three days of constant fighting, the Crimson Fists were driven back down the underzooom tunnel and forced to use demolition charges to prevent the Orks following. New Rynn City was left completely isolated and besieged.

The eighteen month siege of New Rynn City, and the campaign to liberate Rynn's world when Imperial reinforcements finally arrived, would make epic tales in their own right. As Kantor had predicted it took years of fighting to reconquer the worlds in Loki Sector which were seized by Waaagh! Snagrod. Badlanding remains in Ork hands to this day.

Gaming around the Rynn's World Incident

If you fancy playing games based around this campaign, I've listed the scenarios I had in mind for each part of the storyline below. The basic narrative for the campaign can be adapted to any Space Marine Chapter battling against alien invaders. Historically speaking, the Space Marines are onto a loser from the start, but the fun behind playing a narrative is often the challenge to defy the odds and improve on the 'historical' record.

BADLANDING:

- | | |
|--|-----------------------------------|
| <i>The fall of Krugerport: -</i> | <i>Bunker Assault mission</i> |
| <i>The attack on the filtration plant: -</i> | <i>Patrol mission</i> |
| <i>The attack on the comm tower: -</i> | <i>Strongpoint Attack mission</i> |

RYNN'S WORLD:

- | | |
|--|-----------------------------|
| <i>The long road to New Rynn City: -</i> | <i>Breakout mission</i> |
| <i>The battle of Jadeberry Hill: -</i> | <i>Meat Grinder mission</i> |

For those who want to use a historically accurate Ork force, I've included this breakdown of the warbands involved in the fighting at Badlanding. The forces used on Rynn's World were huge in numbers and so don't require specific troops.

WARBOSS UZROG'S DEATHSKULL CLAN WARBAND

- Warboss Uzrog
- Uzrog's Personal Bodyguard: Ork Nobz mounted in a personnel carrier
- 1 unit of Ork Boyz in armour, led by an Ork Nob
- 5 units of Ork Boyz
- 1 unit of Gretchin slave-troops
- 10+ Ork bikes
- 3-6 light attack vehicles
- 3 'Kan' type light Dreadnoughts
- 1 captured Leman Russ battle tank
- 1 unit of Ork Boyz armed with captured Imperial heavy weapons

GOFF CLAN WARBAND

- Warboss (title unknown)
- 2 units of veteran Ork Boyz plus Ork Nobz
- 1 unit of Ork jump-pack troops plus Ork Nobz
- 4 units of Ork Boyz
- 2 units of Gretchin slave-troops
- 3 units of Ork Boyz in personnel carriers
- 1 battery of artillery
- 2 'Slayer' type heavy Dreadnoughts

Gunfire echoed along the rubble-strewn streets and thoroughfares of Krugerport, explosions tearing across the night sky with shells smashing rockcrete into dust and ravaging balls of plasma exploding against the walls of the settlement's ancient buildings. The crackle of lasgun fire sounded continuously, accompanied by the staccato rattle of heavy bolters and autocannons. The Orks' own cacophony of war was nearly drowning out the din of battle – mobs of the huge greenskins charging into the fusillade, chanting guttural war cries, their own weapons unleashing a constant salvo of fire at the human defenders. Nearly all resistance had been crushed now and Uzrog was stood in the back of his trukkg with his Nobz, watching the war-torn scene. Around him his Boyz shouted gleefully, starting fires in the captured buildings so that the smoke would billow towards the humies on the strong winds, obscuring the vision of the heavy weapons teams and allowing the mobs to get into the thick of the fighting with the fewest casualties.

Uzrog saw Ghazgit leading his mad bikers in a charge against a fortified position. The humies had erected a wall of twisted girders and stone blocks and were hiding behind it. Ghazgit skillfully rode his bike along a twisted length of metal, leaping over the wall with an exultant shout, the guns on his bike blazing all the time. Some of his mob followed him, while others simply revved their engines even harder and crashed through the impromptu barricade. Uzrog laughed out loud when he saw one of the bikers hit the wall badly, the steel tracks of the warbike skidding wildly and then flipping the whole machine in a fiery cartwheel, to land with a bright explosion in the midst of the enemy.

"Even when we're ded we can still kill dese humies! Da Grois are 'arder dan their boyz." Uzrog joked, slapping the trukkg's driver on the shoulder and directing him towards the fighting. With a lurch the trukkg sped forward, almost throwing the Warboss and his Nobz from its open back. As Uzrog and his retinue careened down the road, the trukkg leaping and lurching over piles of rubble and slipping in piles of bodies, the Warboss noticed some of his Boyz jumping back over the wall. A hail of furious fire roared into the night, gunning down the Orks as they tried to fall back. Peering into the gloom, Uzrog could see one of the humie bosses. He



could tell he was a boss because he wore a funny helmet and was covered in loads of gold rope.

"Dese humies are brave or stoopid. Dey knows dey can't win, so why don't dey jus' give up?" Uzrog demanded, glaring around at his cronies.

"P'raps dey don't like wearin' chains, boss!" Madzog laughed, stabbing a thumb back towards the Ork camp where the Slavers had already put the captured humies to work constructing proper Orky buildings.

"Dey ain't gonna get da chance to find out!" snarled Uzrog, annoyed by the humies' persistence. "I wannem all slaughtered! I wanna eat their bones! I wanna drink their blod! I wannem ded, smashed, killed and ripped apart!"

The trukkg slewed to a halt beside the wall as more lasgun fired erupted into the night. With a maddened roar the Warboss and Nobz leapt over the side of the trukkg and onto the wall. The humie boss gave a horrified, strangled shriek as he glanced up and saw the monstrous beasts silhouetted against the fires that raged across Krugerport. With a deafening bellow, Uzrog jumped down from the wall, pulling his massive bloodstained choppa from his belt. He brought the weapon back over his head, its blade glinting menacingly in the flames, and then smashed it down on the nearest humie. The choppa easily slashed through the human's helmet and split him

in half down to his chest. With a grunt, Uzrog twisted the choppa free, the humie's blood splattering across his face. As he licked the sticky fluid from his lips, he felt something jabbing him in the back of the leg. He turned round to see a humie poking at him with a long knife strapped to the end of his gun. Looking down, Uzrog saw a trickle of his own blood dripping to the floor. Incensed by this insult, the Warboss grabbed hold of the humie's gun in one clawed fist, the barrel bending easily in his thick fingers. Tossing the mangled weapon aside, he smashed his other fist into the humie's chest, the blow accompanied by the crack of shattering bones, and hurled the humie to the ground. Blood gurgled from the humie's lips and it raised a weak hand in a lame attempt to fend off the next blow. With a derisive snort, Uzrog brought his heavily booted foot down on the pinkskin's neck, snapping it like a twig.

As he wiped the gore from his boot on a jutting piece of stone, Uzrog looked around. The humies were beaten. Some of them were trying to run away and were being chased down by Ghazgit's bikeboyz. Others were throwing their weapons to the ground and falling to their knees in surrender.

"Da city is ours!" shouted Smashgob, the Orks' second-in-command.

"Nah! Da 'ole wurld is ours!" Uzrog corrected him with a toothy grin.

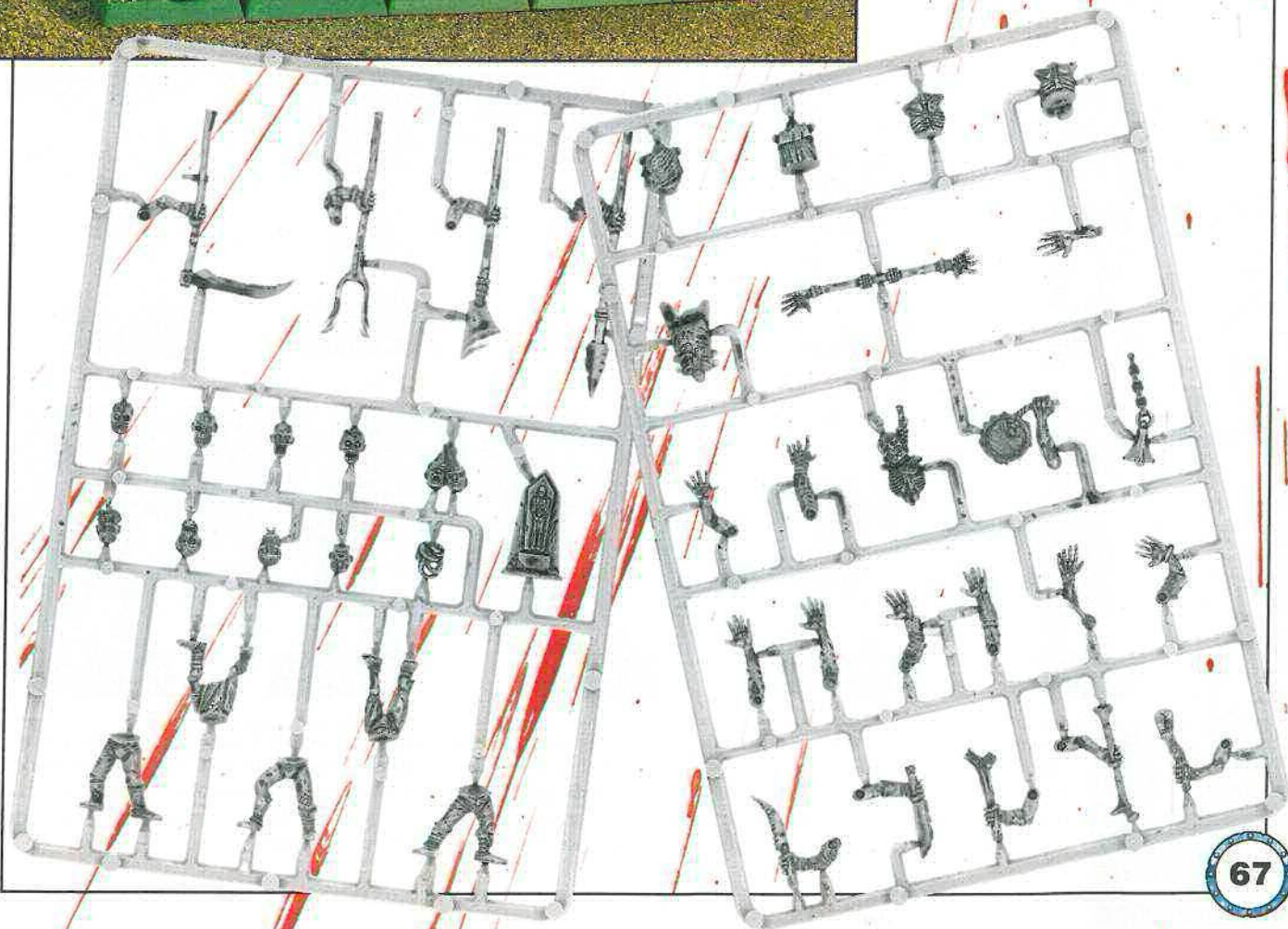


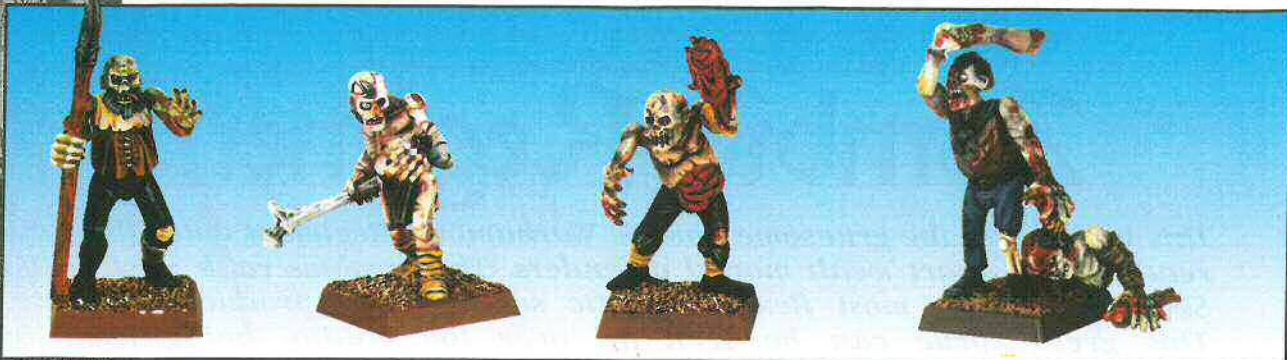
Zombie Regiment

This month sees the gruesome Zombie Warhammer Regiment enter the fray, ready to rip apart weak mortal defenders. The Zombies rank next to the Skeletons as the most flexible plastic set we have produced to date. This great sprue can be seen all over the Studio, being used in modelling projects for practically every race.



The brand new Zombie Warhammer Regiment is here. Designed by Mark Bedford and Aly Morrison, this boxed set contains twenty Zombies including bits to make a standard bearer and musician. The boxed set contains enough pieces to provide unlimited options when modelling your Zombies. It also features a number of cool extras such as dismembered heads and hanging corpses. On the next two pages you will find a number of conversions that have been done around the Studio.





Matt Parkes modelled and painted these prior to painting the regiment for our Studio Vampire Counts army. For the third conversion, Matt has made use of the sprues 'spare' intestines, to make it look like he's about to eat his own entrails! Far right, Matt has modelled the miniature so that he is dragging a hanging body. These models show how great your Zombies can look, just using what's available in the boxed set.



Matt Nicholls has converted these as part of his Necrarch Vampire Counts army. Matt wants his army to be a shambolic horde of walking corpses. The Zombie in the centre has a spine attached to its dismembered head, made from the tail of a plastic Undead steed.



Colin Dixon has used what's available on the sprue, plus the torso from a Skeleton for the second Zombie. On the first model he has used the dismembered head from the sprue, with a body.



John Wigley has modelled all of these Zombies for his Blood Dragon Vampire Counts army. These have been assembled using bits from all manner of different plastic regiment sprues and stuff from his bits box. John's army is based on the Empire so he has made good use of the Soldiers of the Empire sprue to give his regiment a characteristic appearance. He has also added components from the Skeleton regiment sprue. The unit shows how easy it is to combine different plastics to achieve stunning results.



Mark Bedford has assembled his models in dynamic poses by repositioning the legs on the models, this is particularly evident on the Zombie on the far left. Again he has added components from other plastic models such as the rat from the Skaven Clanrats regiment and the arrows from the Skeleton regiment.

WARHAMMER
40,000



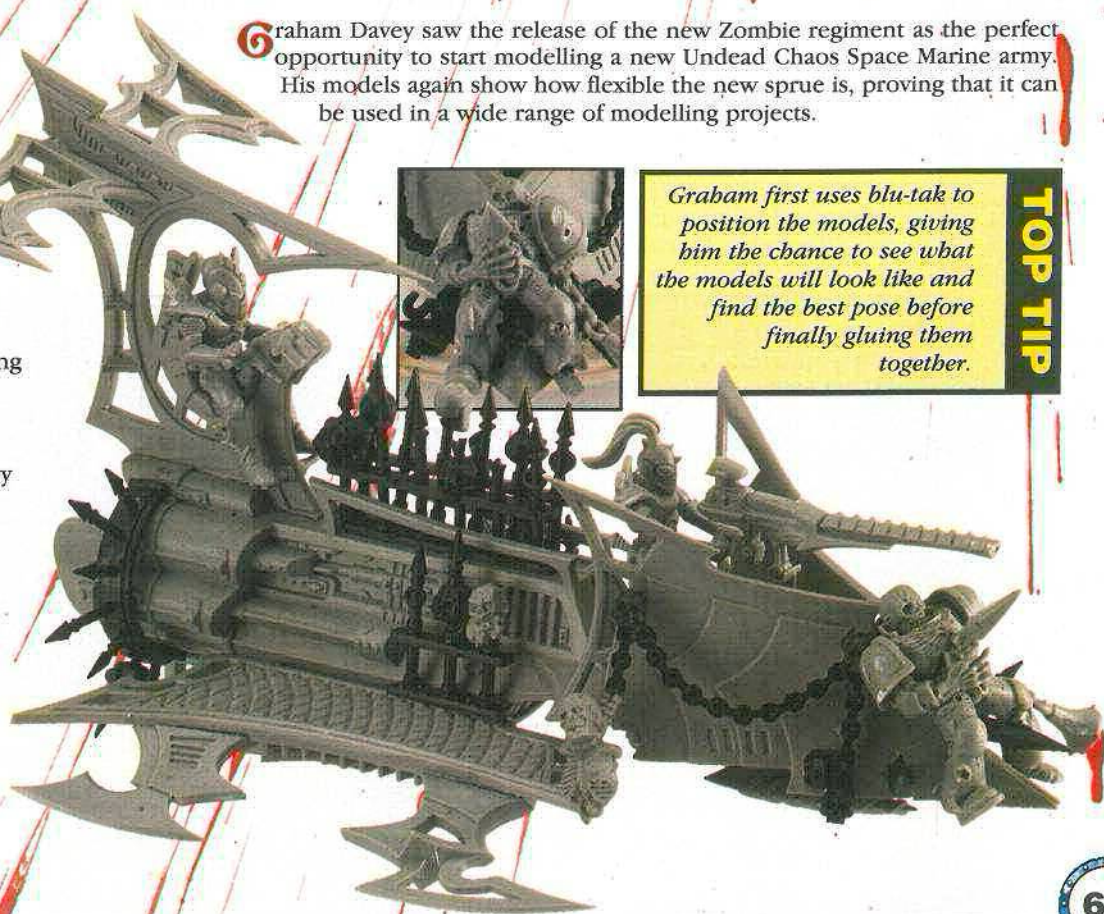
Graham Davey saw the release of the new Zombie regiment as the perfect opportunity to start modelling a new Undead Chaos Space Marine army. His models again show how flexible the new sprue is, proving that it can be used in a wide range of modelling projects.

Nick Davis has converted a Dark Eldar Raider decorating it with all manner of heads. The decaying Space Marine on the front has been built by combining the head, guts and arms of a Zombie with a plastic Space Marine to create a truly gruesome trophy.



Graham first uses blu-tak to position the models, giving him the chance to see what the models will look like and find the best pose before finally gluing them together.

TOP TIP



Collecting a Vampire Counts Army

by *Matthew Hutson*

One of the great things about Warhammer Armies Vampire Counts is that you can theme your army around your choice of Bloodline. Matt guides us through some of the basics of putting together a Necrarch Vampire army...

Collecting Vampire Counts?

If the idea of hordes of Skeletons and Zombies marching ponderously across the battlefield, led by awesome Lords of the Night, appeals, then Vampire Counts are for you. The main benefit of the Undead is that they never flee, while their opponent, on the other hand, will. With the introduction of the new Bloodlines, a Vampire Counts army can be tailored to suit your own playing style. Vampires themselves are awesome in hand-to-hand combat, easily capable of killing any opponent. I like Vampire Counts because of the different characteristics of the Bloodlines, the Blood Dragons' martial code, the insane Necrarch sorcerers, the von Carsteins' arrogance and the Lahmians' seductiveness. Vampire Counts armies also offer the modellers amongst you a number of options. The Zombie and Skeleton sprues are fantastic for converting. They can easily be combined with other sprues, such as the Empire one, to add even more character to your army – as you'll see elsewhere this issue.

Vampire Count Armies

Over the next few pages I will be putting together a Vampire Counts army. The very first thing I do when planning a new army is to get hold of the Armies book and read the background. This gives you an idea on the type of army you want and which troops to start with. A good size for a new force is 1,000 points. This will contain the core of the army, which you can add to later. Vampire Count armies are now very easy to collect with the release of the new Zombie Warhammer Regiment boxed set and the Skeletons boxed set, as they are both full of great, multi-pose models and are fantastic value.

The first thing to do when collecting a Vampire Counts army is to choose which Bloodline your Vampires belong to. This choice will determine which Bloodline powers you can choose and so should depend on your own style of play. If you prefer characters who lead from the front then Vampires from the Blood Dragon bloodline will



The Undead Horde of Nunic Dimittis

be a good choice. On the other hand, von Carsteins are ideal if you prefer a more balanced army. The Bloodline you have chosen will affect the feel of the army, for instance if you have chosen Blood Dragons then units of Wight Cavalry led by Vampires would suit the army perfectly.

The Vampire Counts army list has a wide variety of troop types to choose from. Massed units of Skeletons and Zombies are great for wearing down the enemy in a battle of attrition, Wight Cavalry and Grave Guard with their Wight blades can hack through even the toughest opponents. Dire Wolves and Vampire Bats can range ahead of your army, attacking war machines and skirmishers that threaten your slow, core troops.

The Undead Horde of Nunic Dimittis

For my army I have chosen Necrarchs. Lahmians and Von Carsteins are quite manipulative, while Blood Dragons have their martial honour. But Necrarchs are the most evil and insane of all Vampires, their sole aim is to kill all living things. My opinion of a Vampire army is that it should dominate the magic phase. All Vampires can cast spells to some extent, but the Necrarchs, as masters of Necromancy, can be improved with their Bloodline powers. For instance *The Awakening* allows the Vampire to summon a further D3 models whenever they cast *Summon*

WARHAMMER ROSTER SHEET

THE UNDEAD HORDE OF NUNIC DIMITTIS - VAMPIRE COUNTS ARMY

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points Value
NUNIC DIMITTIS Necrarch Vampire Count Army General Sword	6	8	6	7	6	4	9	4	10	-	2 Magic items: Rod of Power (Can store up to 3 extra power cards), Dispel Magic Scroll (Automatic dispel) 2 Bloodline powers: Master of the Black Arts (+1 Bonus to recast spells), Forbidden Lore (Vampire has one extra spell)	300
VHARASH Wraith Double-handed weapon	4	3	0	3	4	3	3	2	5	-	Ethereal	70
25 Zombies None	4	2	0	3	3	1	1	1	5	-	Unit contains a musician and standard	105
ERICH VON DANKEN Necromancer Sword	4	3	3	4	4	3	5	2	8	-	1 Magic item: Dispel Magic Scroll (Automatic dispel)	308
VILYA Skeleton Champion Shield, Spear	4	3	3	4	3	1	3	2	5	6+	1 Magic item: Biting Blade (-1 Save)	32
19 Skeleton Warriors Shields, spears	4	2	2	3	3	1	2	1	5	6+	Unit contains a musician and standard	210
9 Dire Wolves	9	3	0	4	3	1	2	1	4	-		115
1 Doom Wolf	9	4	0	5	3	1	3	2	4	-		
2 Vampire Bats	2	3	0	3	3	2	3	2	5	-		50

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TOTAL

998 points



Skeletons, Raise Dead or Summon Undead Horde. Dark Acolyte allows a Vampire Thrall to use Dispel Magic Scrolls and retain a magic card even though they are not Necromancers. Necrarch Vampires are always experimenting on the bodies of the dead and to carry this theme into the army selection I have chosen a large core unit of Zombies. They are obviously the result of my Vampire's foul experiments! To lead my army I have chosen a Vampire Count - although not as powerful as a Vampire Lord, he costs a lot less points! I can easily make him a Vampire Lord when I come to expand my army in the future. To make him more powerful in the arts of magic I will give him a couple of Bloodline powers. He will lead a large unit of Zombies accompanied by a Wraith. To back up my general my next choice is a level 1 Necromancer. He will stay with a unit of Skeletons armed with spears and led by a Skeleton Champion. Finally, to round off the army with fast moving forces, I have chosen a unit of Dire Wolves, complete with Doom Wolf and a couple of monstrous Vampire Bats.

The first 1,000 points will form a core of troops that represents the personal bodyguard of Nunic Dimittis. This 1,000 point starting force can easily be expanded into a larger and more terrifying army.



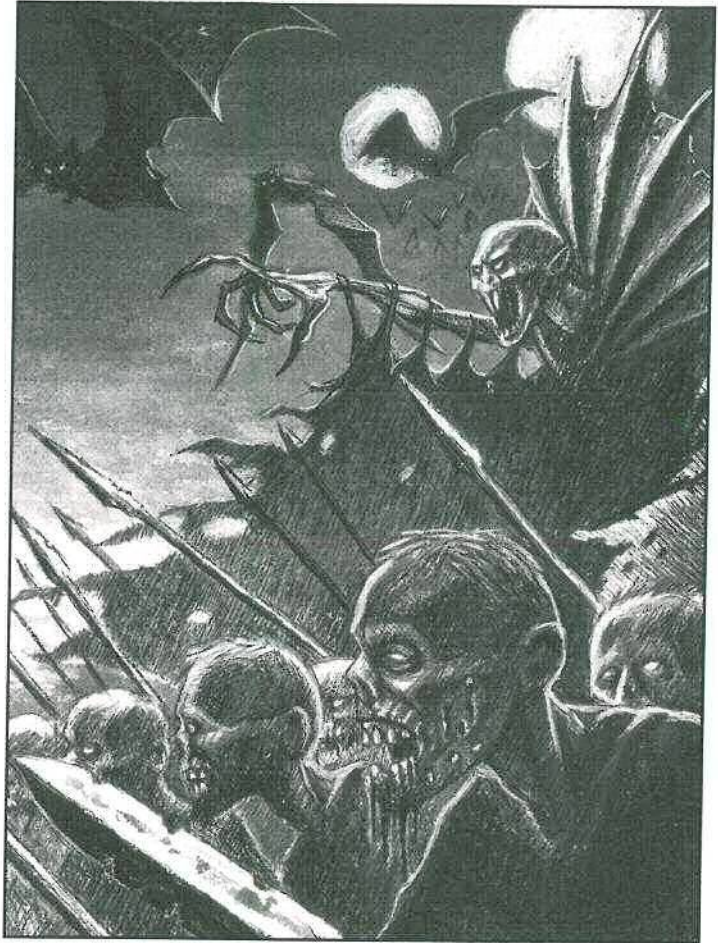
The Army General

At the head of the army stands a powerful Vampire. Necrarch Vampires live in towers hidden away from the realms of Man. Necrarchs raise hordes of Undead to protect their towers from aggressors such as zealous Witch Hunters, who fanatically seek out these dark lords of the night.

All Vampire Counts armies are centred around their Vampires. Not only are these Lords of the Undead very powerful in hand-to-hand combat, but the force relies on their magic to improve the rest of the army's combat effectiveness. As the army is only 1,000 points, I have chosen a Necrarch Vampire Count to lead it. This character still costs a considerable 185 points, but also has a magic level of 2 and 1 spell. Although he is not as powerful as a Necromancer, only being able to recast on a roll of 6, I can improve his abilities with Necrarch Bloodline powers. The first power I have chosen is *Forbidden Lore* (this power will give him an extra spell although it won't improve his magic level). As he is a Vampire Count I can give him two Bloodline powers, so for his second I will make him a *Master of the Black Arts* – this gives him a +1 bonus to his rolls to recast Necromancy spells. My Vampire Lord is now a level 2 Necromancer, with two spells, that can be recast on a roll of 5+. To make sure he has enough power to cast his spells I

have equipped him with a *Rod of Power* so he store up to three magic cards a turn and guard against hostile magic. I have also given him a *Dispel Magic Scroll*. As I can choose spells I will give him one destructive spell, such as *Hand of Dust*, to aid him in hand-to-hand combat, and one summon spell, such as *Raise the Dead*, as he would have to summon the army in the first place.

I have called him Nunic Dimittis and he will be placed in the battleline with the Zombie regiment. Here he will gain protection from the enemy's missile troops and war machines. The Zombies' rank bonus combined with Nunic Dimittis' considerable combat prowess and magic skills makes this the core regiment in the army.



The Necromancer

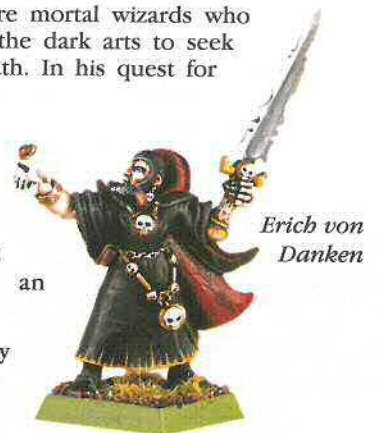
Necromancers are mortal wizards who have turned to the dark arts to seek escape from death. In his quest for forbidden

knowledge
Erich von Danken has sought Nunic Dimittis and now studies under him as an apprentice.

To support my Vampire I have chosen a level 1 Necromancer.

This character only has one spell but can recast on a roll of a 4+. When choosing spells he will be better off with one such as *Vanbel's Danse Macabre*, as he has a greater chance of recasting it compared to my Vampire Count. To help the fight against enemy sorcery he will carry a *Dispel Magic Scroll*.

Erich von Danken will join the Skeleton regiment in the battleline. He is quite weak in close combat so I intend the Skeleton Champion, Vilya, to accept any challenges on his behalf.



Erich von Danken



Necrarch Vampire
Nunic Dimittis

Skeletons

Skeletons are the remains of long dead warriors who fell in combat during some ancient battle. They have been raised from the grave to serve their new master Nunic Dimittis.

Skeletons are very similar to Zombies but they do have some benefits – they have a slightly higher Initiative, so they won't always be striking last (just most of the time!), and they can be armed with different equipment. I have taken a unit of twenty Skeletons armed with spears and shields. The unit includes a musician, a standard bearer and is led by the Skeleton Champion Vilya. As they are armed with spears, the regiment should be able to hold its ground if charged. This unit will be deployed next to my Zombie regiment in the battleline, and will have the Necromancer in their bony ranks.

The Skeletons, along with the Zombies, will form the backbone of the army, advancing steadily towards the enemy while faster units attack up the flanks. I have used the Skeleton Warhammer Regiment boxed set to assemble the unit. In the future it can easily be expanded using further boxed sets.



The Skeleton regiment led by Vilya

Zombies

Zombies form the majority of a Necrarch Vampire Counts army. They are often the unfortunate victims of the Necrarch's vile experiments, or even unlucky Witch Hunters, who now serve in undeath the one they sought to destroy.

Individually, Zombies are very poor fighters as they only have a Weapon Skill of 2 and an Initiative of 1, however they do have some redeeming features. Firstly they're cheap points-wise, so you can have lots of them. They are immune to psychology, they never break, they always lap around their enemy even when they lose a round of hand-to-hand combat and they cause Fear! As a bonus you can also use spells like *Raise the Dead* to replenish the unit's casualties. I have included a unit of twenty-five of these in my army, with a musician and standard bearer. Under the

new rules, Zombies no longer have any equipment – their sole aim is to tear the enemy apart with claw and tooth. To lead the unit I have chosen the Wraith Vharash. He will be ideal for accepting challenges, allowing my Vampire Count to concentrate on destroying enemy rank and file. He will also make the unit cause Terror. The unit's large rank bonus makes them the perfect bodyguard for my Vampire Count. The combination of the Vampire Count's hand-to-hand abilities and the unit's rank bonus will make this unit the most powerful in the army, and so will form the centre of my battleline. The unit's large size combined with its ability to cause Terror should make any unit they beat in combat flee automatically. I have assembled the unit using two of the new Zombie regiment boxed sets. The remaining models will be used in conversions or to bolster the regiment when I add to the army.



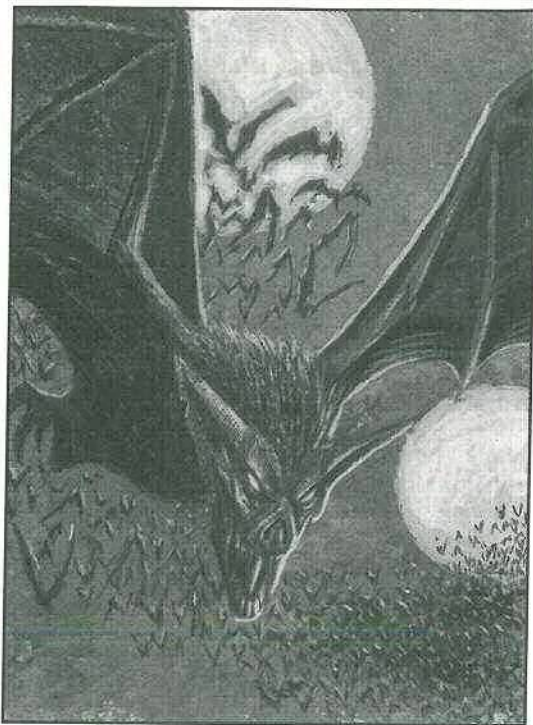
The Zombie regiment led by Vharash

Vampire Bats

The land of Sylvania is plagued by giant Bats, nightmarish predators of the dark who can only exist on the blood of the living. Vampires summon these mighty Fell Bats to give their armies much needed support from the air.

Their 24 inch flying move and their ability to fly high makes them the fastest unit in my army. In the battleline they will first be deployed next to my Skeleton unit.

From here they will be able to range ahead of the rest of the army to attack war machine crews and stop the enemy from march moving. This should help cancel out my army's inability to march move. Once my army has made it into combat, they can be used as a mobile reserve to tip the balance in any close fights.



Vampire Bats

Dire Wolves

These Undead wolves are the hunting packs of Vampires. They gather around the castles of the Vampire Lords and follow the princes of Undeath to war. In battle they are used as the hunting beasts of the Vampires. They mercilessly hunt down troops who have strayed away from the main battleline. Dire Wolves are fast (although you can't cast Vanhel's Danse Macabre on them), have a Strength of 4 and get an extra Attack when they charge. On the downside, they only

have a Toughness of 3 and no save, so they are vulnerable. This makes them good against lightly equipped units and enemy war machines. I have chosen a unit of ten which includes a Doom Wolf. In the battleline the unit will be deployed on the flank next to my Zombie unit. I intend to use the unit to protect the flanks of the slow moving core regiments and then use their speed to attack war machines and skirmishers. If the unit charges, their extra Attacks and good Strength should be enough to see off lightly equipped units.



Dire Wolves led by a Doom Wolf

Nunic Dimittis' Undead horde is fully capable of taking on similar sized armies. It also makes a good starting point for collecting a larger army. I like to collect my armies in chunks of 1,000 points. The next step for this army will be to take it up to 2,000 points.

The first thing I do when expanding an army is to strengthen the units and characters I already have. As this will be a more powerful army I will upgrade my general, Nunic Dimittis to a Vampire Lord. This combined with the Bloodline powers he already has makes him a level 3 Necromancer with 3 spells, and he can now recast spells on a 4+. Vampire Counts armies need to dominate the magic phase to be at their most effective; a *Destroy Magic Scroll* will help my Vampire Lord do this by destroying spells such as *Banishment*, which can have a huge effect on the outcome of a battle. To give me an even greater choice of Necromancy spells I will also upgrade Erich von Danken to a Master Necromancer. He now has a magic level of 3, the same as Nunic Dimittis, but can recast on a 2+. Surely the pupil's skills have surpassed his master's.

A larger unit of Zombies will make sure they still have their full rank bonus in combat and also allow them to make full use of their Fear and Terror abilities. At only 5 points a model it will be very easy to do this. To this end I will increase the size of the unit to a whopping forty models. This unit will need more protection for its flanks. Ghouls are good at this as they don't have to take Break tests as long as they outnumber their opponent. They are also very hard to kill as they have a Toughness of 4. On the downside, they only have a Leadership of 5 and can't be led by a character. A unit of twenty of these will advance next to the Zombies protecting their flank as well as benefiting from Nunic Dimittis' Leadership. Banshees are another good choice for protecting a flank. Their Banshee scream is devastating against heavy cavalry as it ignores armour, or skirmishers who do not benefit from their general's Leadership.

A unit of Wight Cavalry will be very useful, as they could be used on the opposite flank to the Dire Wolves. They could also, along with the Dire Wolves and Vampire Bats, be used as a first wave of attack to soften up the enemy before my core units make it into combat. I will take a unit of five of these led by a Wight Lord. The Wight Blades cause D3 wounds each, and this, combined with their lances, makes them an awesome unit, easily capable of destroying the toughest opponents. Their Leadership of 8 also means they can operate away from the general.

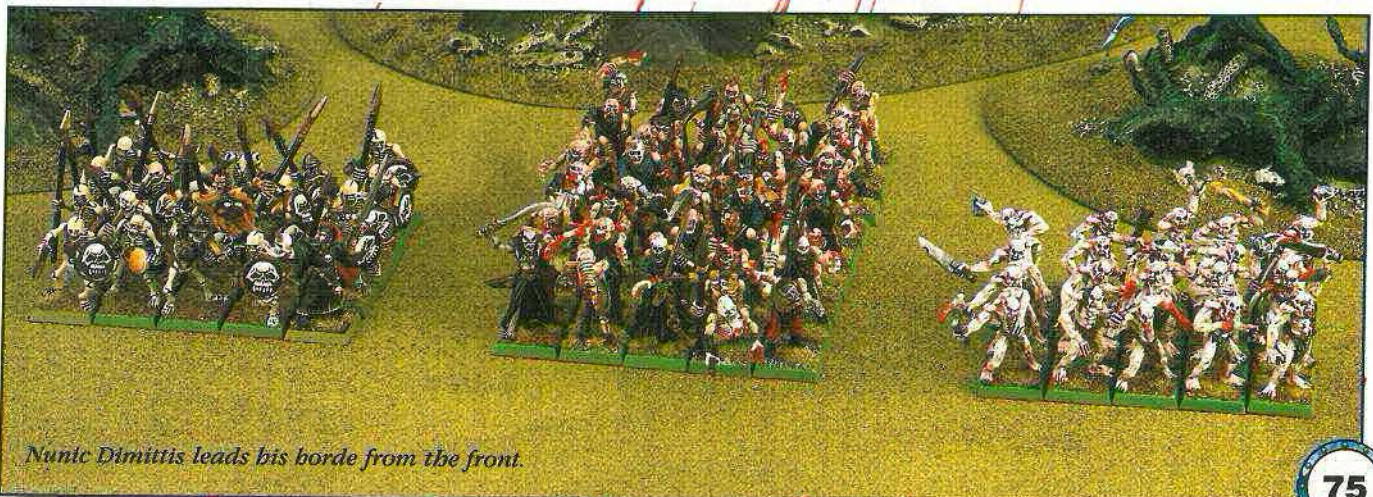
Other Options

Vampire Counts have a wide range of units to choose from and the possibilities for expanding the army are endless. A second Vampire would add support to any Undead unit. Vampire Thralls are good for this as they are fully capable of taking out an army general, but only cost 70 points. They can also be given Bloodline powers to increase their combat capability even further. To improve the effectiveness of the army you could easily add a number of low level Necromancers – this would allow you to make full use of the Necromancy spell deck. Grave Guard make a great bodyguard for Vampires and Necromancers as they have a Toughness of 4 and have weapons that cause D3 wounds.

The Black Coach has tremendous attacking abilities. Any unit it charges is likely to be utterly destroyed. The Black Coach is able to call upon the raw power of necromantic magic; the more of the living it destroys the more powerful it gets. The coach's speed makes it ideal as part of a first wave of attack, alongside Wight Cavalry and Dire Wolves. If a unit is charged by this awesome machine of destruction, its fate is probably sealed. Just be careful of enemies that do not break and units with many ranks, because the Coach will not last long if left alone in a prolonged fight. Watch out for flyers and cavalry faster than you, because if you let them charge it, the Coach will lose a great part of its effectiveness.



Banshees



Nunic Dimittis leads his horde from the front.

The Undead Horde of Nunic Dimittis

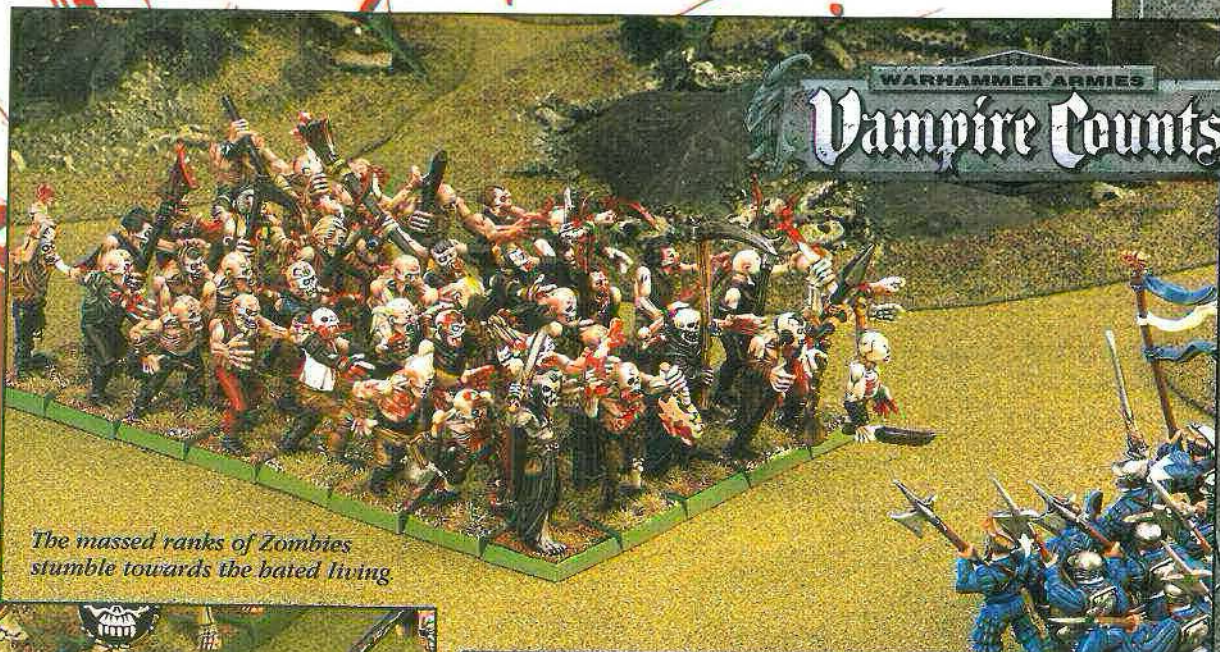


Nunic Dimittis' vile experiments often draw the unwanted attention of the local lord. Here Empire troops try to drive him from their land.



The necrotic forces of Nearch Vampire Nunic Dimittis mustered for battle.

Vampire Counts



The massed ranks of Zombies stumble towards the bated living



Erich von Danken and the army general, Nunc Dimittis

WARHAMMER ROSTER SHEET

THE UNDEAD HORDE OF NUNC DIMITTIS - VAMPIRE COUNTS ARMY

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points Value
NUNC DIMITTIS Necrarch Vampire Lord Army General Sword	6	8	6	7	6	4	9	4	10	-	3 magic items: Rod of Power (can store up to 3 extra power cards); Dipel Magic Scroll (automatic dispel); Destroy Magic Scroll (destroy spell on 4+); Bloodline powers: Master of the Black Arts (1 Bonus to recast spells), Forbidden Lore (Vampire has one extra spell)	515
VHAKUSH Wrath Double-handed weapon	4	3	0	3	4	3	3	2	5	-	Ethereal	70
39 Zombies None	4	2	0	3	3	1	1	1	5	-	Unit contains a musician and standard	205
ERICH VON DANKEN Master Necromancer Sword	4	3	3	4	4	3	5	2	8	-	3 magic items: Staff of Damnation (may cast spell to make one friendly unit make extra action); 2 Dipel Magic Scrolls (automatic dispel)	308
VILYA Skeleton Champion Shield, spear	4	3	3	4	3	1	3	2	5	6+		22
39 Skeleton Warriors Shield, spears	4	2	2	3	3	1	2	1	5	6+	Unit contains a musician and standard	210
REQUIAR Wight lord Light armour, shield, sword, lance Nightmare	4	4	0	4	4	2	4	2	9	4-	Weapons cause D3 Wounds	43
5 Wight Cavalry Light armour, shield, sword, lance, Nightmare	4	3	0	3	4	1	3	1	8	4-	Unit contains a musician and standard Weapons cause D3 Wounds	210
20 Ghouls Claws	4	2	0	3	4	1	3	2	5	-		120
9 Dire Wolves 1 Dozen Wolf	9	3	0	4	3	1	2	1	4	-		115
2 Vampire Bats	2	3	0	3	3	2	3	2	5	-		50
MIHARAN Panzee	8	3	0	3	4	2	3	2	8	-		100

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ENGLISH Roster Sheet 16/01/01

TOTAL

1993 points

COVERT OPS

Emerging from the undergrowth this month comes a new Dark Angels special character – Veteran Sergeant Naaman. Dark Angels Scouts are now a whole lot deadlier!

Forget your past life. From this day on you are simply one of the Dark Angels – nothing else is of consequence. The Chapter is all that matters.”

Commander Azrael addressing new recruits to the Scout Company



All Dark Angels Scouts belong to the Tenth Company. Unlike other companies, this does not have a fixed complement, as the rate of recruitment varies enormously. Every Space Marine begins his service as a Scout before earning a place amongst the Battle Brothers of the other companies. Having completed this arduous process, Veteran Sergeant Naaman was assigned back to the Tenth Company to give new recruits the benefit of his enormous combat experience.

Naaman,
Tenth Company Sergeant
[823-997M4]

Naaman was instrumental in our great victory during the Piscina campaign. When our initial attempts to reconnoitre the Ork forces were thrust back by the weight of the Ork advance, Naaman alone managed to evade their onslaught and return to our positions on Koth Ridge.

It was Naaman, with his excellent knowledge of the surrounding terrain, that enabled a second scouting force to penetrate the Ork defences and learn the true manner in which they were sending reinforcements to Piscina IV. Naaman transmitted vital details to our Techmarines about the teleportation device used by the Orks and then called in the forces of the Deathwing to attack the teleporter ground base.

Naaman himself fought valiantly against persistent Ork attacks to ensure the safe removal of an energy relay by the Deathwing, before he was finally seen engulfed in the fireball of an exploding Ork Dreadought.

Extract from the Liturgis Honorum of the Dark Angels Chapter.

VETERAN SERGEANT NAAMAN

VETERAN SERGEANT NAAMAN

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Sgt. Naaman	80	4	4	4	4	2	5	2	9	4+

Naaman may be taken as a Veteran Sergeant for any Scout squad in the Dark Angels army (Naaman and the squad count as one Troops choice). He replaces the Sergeant in the squad that he leads. He must be used exactly as described below and may not be given extra equipment. In addition, he may only be used in a battle where both players have agreed to the use of special characters.

Wargear: Master-crafted bolt pistol and master-crafted chainsword (close combat weapon), frag grenades, melta-bombs, auspex, teleport homer.



SPECIAL RULES

Evade Detection: Naaman is adept at avoiding the attention of enemy skirmishers and guards. To represent this, as long as Naaman and his unit didn't fire in the previous turn, any unit wanting to shoot at him or his unit must check to see if they can spot him first, using the rules for Night Fighting as given in the Warhammer 40,000 rulebook. If Naaman or any of his men are in sight, resolve the enemy unit's fire as normal. If the battle is actually taking place at night then the normal spotting distance is halved (after it has been multiplied by 3 as normal).

Silent Death: Naaman and his men are equipped with 'silenced' pistols. Using them does not raise the alarm in a mission using the Sentry rules. In addition, a sentry killed by Naaman or his men in close combat will only raise the alarm on a D6 roll of 6, rather than a roll of 4+ as normal.

Brush Aside Blow: Naaman is an accomplished close combat specialist, well versed in all of the arts of hand-to-hand fighting. Naaman may ignore the first hit he suffers in any round of close combat – count it as a miss instead.

Deathwing: Sergeant Naaman is a member of the Deathwing and is therefore *stubborn* (for details see the special rules in the Dark Angels Codex).

CHAPTER APPROVED

By Andy Chambers and Gav Thorpe

Greetings citizens, and welcome to this month's most holy Chapter Approved column (replete with the blessings of the Saviour of Mankind). A comparatively short journey awaits us this month, comprising first of all a listing of Chapter names from the ranks of the celebrated Adeptus Astartes (the Space Marines, as they are also vulgarly called). This is followed by extra wargear and vehicle upgrades for the Sisters of Battle, useful for smiting down the foul heretics, aliens and traitors which continue to pollute the Galaxy with their presence.

IT'S ALL IN THE NAME

While we were talking about Space Marine Chapters the other day, Gav dug up this enormous list of Space Marine Chapter names which we've assembled over the years. Many of these you may have seen before, others are Chapters that have been mentioned possibly once or twice in the distant past, while some are totally new.

We've also included a long list of names commonly used, to help anyone who likes inventing their own Space Marine Chapters. Space Marine Chapters are very much like Knightly Orders, and their names often

reflect this. Reference can also be made to their status as the defenders of Mankind, or the fact that they consider themselves the ritual Sons of the Emperor. A Chapter's name might embody the character of the Chapter (such as the Blood Drinkers), the world of their Founding (Praetors of Orpheus) or the Legion gene-seed from which they are derived (such as the Storm Lords and Marauders). We have listed the first founding Chapters in bold with the second founding Chapters next to them, plus a list of some of the later foundings.

WHAT'S CHAPTER APPROVED ALL ABOUT?

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

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

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

Original Legions	Second Founding
Space Wolves	Wolf Brothers ¹
Ultramarines	Aurora Black Consuls Bagle Warriors Genesis Inceptors Libators Nemesis Novamarines Patriarchs of Ulixis Praetors of Orpheus Silver Eagles White Consuls
Dark Angels	Angels of Absolution Angels of Redemption Angels of Vengeance
Imperial Fists	Black Templars Crimson Fists
Blood Angels	Angels Encarmine Angels Sanguine Angels Vermillion Blood Drinkers Flesh Tearers
White Scars	Destroyers Marauders Rampagers Storm Lords
Iron Hands	Brazen Claws Red Talons
Salamanders	None known
Raven Guard	Black Guard Revilers

Later Foundings
Raptors Absolvers Adulators Angels of Damnation Angels of Penance Angels of Purgatory Angels of Repentance Angels of Retribution Angels of Vigilance Angels Penitent Angels Porphyr Angels Redeemed Angels Repentant Angels Resplendent Angels Revenant Astral Claws ² Avengers Benedictors Black Incupators Celebrants Contenders Crusaders Dictators Espandors Excubants Execrators Executioners Exemplars Exorcists Fire Hawks ³ Flame Falcons ⁴ Hounds of Demos Howling Griffons Inculcators Invictors Inviolators Lamentors Libators
Malevolent Marines Errant Marines Errantor Mentors Minotaurs Mortifactors Oblators Panthers Penitents Purgators Rainbow Warriors Raptors Redeemed Redeemers Red Scorpions Relictors Reparators Retractors Rhetors Silver Skulls Star Phantoms Supplicators Tempestors Tormented Tormentors Tributors Valedictors Venerators Venerators of Osiron Victors Vindicators Warriors Tempest

Other common words used in Space Marine Chapter names

Angels, Black, Blood, Brazen, Brothers, Celestial, Champions, Crimson, Crusaders, Dark, Death, Destroyers, Devourers, Devils, Doom, Dragons, Eagles, Emperor's, Fists, Falcons, Fire, Flesh, Golden, Griffons, Guard, Hawks, Imperial, Inferno, Iron, Jaguars, Knights, Lions, Lords, Mailed, Marauders, Millennial, Night, Nightmare, Omega, Obsidian, Panthers, Paladins, Questors, Rampagers, Red, Silver, Sons, Space, Storm, Talons, Tearers, Templars, Tigers, Thunder, Ultima, Ultimate, Ultra, Vengeance, Valedictors, War, Warriors, White, Wolves, Zephyrs.

- 1) Wolf Brothers: – Disbanded due to genetic instability
- 2) Astral Claws: – Excommunicate, became Red Corsairs
- 3) Fire Hawks: – Lost in warp 963.M41
- 4) Flame Falcons: – Excommunicate, mutation

SISTERS OF BATTLE

To further offset the abominable machinations of Chaos, here is a further sneak preview for the Sisters of Battle, penned by the just and pure (ish) Gav Thorpe. You may recall we previously published the Sister's Sacred Rites. This time we're going to take a trip to their armoury and take a peek at the specialist gear they have for bashing aliens, traitors and heretics.

SISTERS OF BATTLE ARMOURY

Characters may have up to two single-handed weapons, or one single-handed weapon and one two-handed weapon. In addition you may pick 100 points worth of items of Wargear. You may not take duplicate items for the same model. The rules for items marked with a "*" can be found in Codex Space Marines.

SINGLE HAND WEAPONS

Blade of Admonition	15 pts
Bolt pistol	1 pt
Brazier of Holy Fire	15 pts
Close combat weapon	1 pt
Flail of Chastisement	8 pts
Plasma pistol	15 pts
Power fist	15 pts
Power weapon	10 pts
Praesidium Protectiva (i)	15 pts (independent characters only ii)

TWO HANDED WEAPONS

Axe of Retribution	10 pts
Bolter	2 pts
Combi-weapons:	
bolter-flamer	10 pts*
bolter-grenade launcher	10 pts*
bolter-plasma gun	15 pts*
bolter-meltagun	15 pts*



WARGEAR

Bionics	10 pts*
Book of Saint Lucius	10 pts
Cloak of Saint Aspira	20 pts (independent characters only ii)
Frag grenades	1 pt
Rosarius	25 pts* (independent characters only ii)
Jump pack	10 pts (independent characters only ii)
Krak grenades	2 pts
Litanies of Faith	25 pts
Master-crafted weapon	15 pts*
Melta bombs	5 pts
Purity seals	5 pts*
Sacred Banner of the Order Militant (iii)	60 pts (Banner Bearer only)
Sacred Standard	20 pts (Banner Bearer only)
Simulacrum Imperialis	15 pts (Banner Bearer or independent characters only ii)

Notes

- i - Although not a weapon as such, a Praesidium Protectiva must be carried in one hand.
- ii - Note that Veteran Sister Superiors and Banner Bearers are not independent characters.
- iii - Only armies of 2,000 points or more may take a Sacred Banner of the Order.

SISTERS OF BATTLE VEHICLE UPGRADES

Any Sisters of Battle vehicles may be fitted with the additional equipment listed here. Any upgrades must be shown on the vehicle model. No duplicates may be taken for the same vehicle. Rules for upgrades marked with a "*" can be found in Codex Space Marines.

Dozer blade	5 pts*
Extra armour	5 pts*
Holy Icon	15 pts
Hunter-killer missile	15 pts*
Pintle-mounted storm bolter	10 pts*
Searchlight	1 pt*
Smoke launchers	3 pts*

SISTERS OF BATTLE WARGEAR

The rules below describe how all of the specialised equipment used by the Sisters of Battle works in the game. Any items not listed here function as described in Codex Space Marines or the Warhammer 40,000 rulebook.

Axe of Retribution

An Axe of Retribution is modelled upon the Axe of Chalcydon that was carried by Saint Jason when he crushed the Eldar on Huale. It has a massive double-bladed head that is studded with jewels which rend at the flesh of those it strikes. An Axe of Retribution must be wielded in both hands, and so may not be combined with an additional close combat weapon for +1 Attack. An Axe of Retribution doubles the user's Strength when rolling to wound in an assault.

Blade of Admonition

The Blade of Admonition is made from the finest metals and is polished to a mirror finish. Those who look into its blade are said to see their true selves. The Blade of Admonition is treated as a power weapon. In addition, any models in base contact or within 2" of the bearer at the end of the assault phase are not counted when seeing if one side outnumbered the other.

Book of Saint Lucius

This great tome contains the many writings and sermons of St. Lucius of Agatha, a zealous and renowned Confessor. Certain passages can be read aloud from the book, inspiring those nearby to great acts of heroism. Any unit with a model within 12" of the bearer of the Book of St. Lucius may use the bearer's Leadership value for any Morale checks or Pinning tests they are required to take.

Brazier of Holy Fire

This holy artefact is said to light the faces of the faithful and leave the impure shrouded in darkness. In battle the Brazier can be wielded like a weapon in close combat and contains enough fuel to spray a jet of flames at the enemy. The Brazier of Holy Fire counts as a close combat weapon. In addition, it may be used once per battle like a heavy flamer. All of the normal rules for a heavy flamer apply.

Cloak of Saint Aspira

Canoness St. Aspira of the Order of the Bloody Rose led her Battle Sisters in a War of Faith that liberated nearly a hundred worlds from the grip of the blasphemous tyrant Denescura. She wore a magnificent cloak of velvet and fur, that was blessed in

the Ecclesiarchal palaces on Terra and warded away the blows of her enemies. A model wearing the Cloak of St. Aspira adds +1 to their armour save (giving a Sisters of Battle character a 2+ save instead of 3+).

Flail of Chastisement

A Flail of Chastisement is barbed with many hooks, which constrict around its victims as they struggle, ripping skin and tearing flesh. The Flail of Chastisement counts as a close combat weapon. In addition, if a target is hit by the Flail but not killed, it loses its next D3 Attacks (rolled immediately).

Litanies of Faith

The Litanies of Faith contain the entire teachings of the Ecclesiarchy, since its founding at the birth of the Imperium. It takes a scribe his entire life to copy and illuminate the Litanies of Faith, and the hymnals and chants they contain fills the Emperor's servants with burning faith. The Litanies of Faith allow the character to lead a squad in more Sacred Rites, once per battle. The character and squad may do nothing for a whole turn and the unit must not be engaged in close combat. You may roll again on the Sacred Rites table at the end of the turn and apply the result immediately. This is in addition to any Sacred Rites result generated at the start of the battle. If you roll a duplicate result, you may re-roll the dice. All other rules for the Sacred Rites apply.

Praesidium Protectiva

Believed to contain shards of the armour worn by the Emperor himself, the Praesidium Protectiva can be used to defend against enemies assaulting the bearer. A model equipped with a Praesidium Protectiva may take a 4+ invulnerable save in close combat, instead of its normal armour save. The save may only be used against one opponent per turn (the defender chooses which), and may not be combined with a rosarius save. In addition, if a '6' is rolled for the saving throw, the blow is reflected back on the attacker – roll to wound and make armour saves as if the enemy model had hit itself!

Sacred Banner of the Order Militant

Each of the six Orders Militant has its Sacred Banner, which is only carried by the most faithful and trusted Sisters of Battle. They are ancient artefacts that date back to the creation of the Order and are a source of inspiration to all the Adepta Sororitas. A Sisters of Battle unit with a model within 12" of the Sacred Banner of the Order Militant may roll three dice for any Morale check or Pinning test they have to take, and discard the highest dice.

Simulacrum Imperialis

These icons of the Ecclesiarchy were often carried by one of the Imperium's many Saints, or may even be wrought from their bones. Any Sisters of Battle unit with a line of sight to the Simulacrum Imperialis automatically passes the first morale check or pinning test it is required to take.

Sacred Standard

Add +1 to the Battle Sisters' combat resolution score of any assault that takes place within 6" of the Sacred Standard. However, if the model bearing the standard is slain in close combat, then the enemy model that slew her captures the standard, and the enemy gets the bonus from then on. It is possible for a standard to change hands several times in a single battle, as long as the model holding the standard is slain in close combat each time.

VEHICLE UPGRADES

Holy Icon

The vehicle mounts a suitably large and impressive symbol of the Ecclesiarchy. Any Sisters of Battle unit within 6" of the vehicle may roll three D6 for all Leadership tests and use the lowest two rolls as their score.



A Canoness bearing the Simulacrum Imperialis leads her Celestian squad in the defence of the monastery.

WARHAMMER 40,000

FIRST BLOOD

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

By Jervis Johnson, Nick Davis, Adrian Wood & Simon Shuker

WAAAGH! In this month's battle report, Jervis Johnson presents a historical scenario that pits the Crimson Fists Space Marines against the might of a growing Ork Waaagh!



Jervis Johnson

Jervis: As everybody knows, the release of a new Codex is heralded by a battle report in *White Dwarf* featuring an army picked from the new army list and using the new rules. The release of the new Ork Codex, by Andy Chambers, is no exception, and so it was that the rotund figure of the editor of this fine publication swaggered into the games developers' offices. "Do us an Orky battle report," he at once

demanded, giving us no chance to quickly vacate the area, as is our customary response when approached by the portly one. Quickly flicking on their computers, Gav and Andy started furiously typing and coming up with feeble excuses about having to write the rest of Paul's magazine for him, leaving yours truly to carry the can.

My only request was that I didn't have to play in it, as I've suffered quite enough losses in the pages of *White Dwarf* over the years already (only Gav has managed to come close to my truly awful record of defeats). Paul agreed, volunteering Adrian Wood and Simon Shuker as the two players. Adrian would, of course, have to play the Orks, as he is actually an Ork himself – the thin coat of flesh-coloured paint he applies every morning does a rather poor job at disguising his true origins, just take a look at the photos if you don't believe me! Simon was placed in command of our newly painted Crimson Fists army, as it was about time he earned his keep and as he's building a Salamanders Space Marine army he wasn't too worried about using a Space Marine force. Paul also volunteered Nick Davis to take photographs, draw maps and then write up what happened during the game.

Andy, Gav and I got our heads together, and came up with the new scenario opposite, which just happens to link in with the article Andy has written about the Battle for Badlanding that appears earlier in this issue. It's almost as if we planned it, isn't it?!

I've pointed out things that are different in the Ork Codex compared to an Ork army picked from the lists in the rulebook (you'll be able to spot my comments in the 'Look At Dat!' boxes that appear scattered throughout the battle report).

(As an aside, I should explain here that I changed the victory conditions for the

scenario slightly after it had been played, adding a 100 point bonus for each table quarter a side could claim. We've included these points in the VP totals at the end of the battle, as their inclusion didn't change the actual result. However, you should note that the players were not aware that they could get these victory points while they were playing!)

Enjoy the battle report, and if you've got any comments, suggestions or heaven forbid, have spotted any mistakes, make sure you write to us about them via the address in Chapter Approved. We'd also be very interested in hearing from players with any dead cunning tactical tricks they've come up with, either for Orks or Space Marines (or any other race for that matter – I need all the help I can get!).

WAAAGH!

Jervis Johnson



FIRST BLOOD

OVERVIEW

This is a historical mission based on the Crimson Fists 4th Company's attacks on the Ork-held planet known as Badlanding, and its main settlement, Krugerport.

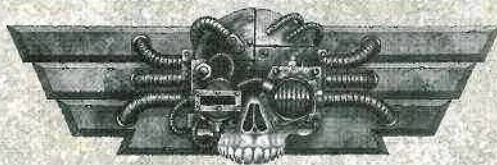
Night on the Outskirts of Krugerport, M41

As Space Marines from the 4th Company of the Crimson Fists Chapter attempted to infiltrate the settlement of Krugerport on the planet Badlanding, they ran into unexpectedly stiff resistance from the Orks that had captured the town. A Space Marine detachment under the command of Captain Drakken was entering the southern outskirts of Krugerport when its lead patrol was engaged by a mob of Goff Orks. Both sides fed extra troops into the ensuing battle, and soon a vicious, close range night-fight was raging in the streets of the town.

AFTERMATH

The ferocity of the Ork attack took the Crimson Fists by surprise, and they were initially driven back. As fresh reserves arrived, Captain Drakken was able to launch a successful counter-attack which hurled the Orks back and finally drove them off. However, this proved to be only the first in a series of Ork assaults that were to batter the 4th Company through the night.

Designers Note: If you want to know more about the battle for Krugerport you should check out the Bloodied Fist article by Andy Chambers earlier in this issue of White Dwarf.



SCENARIO SPECIAL RULES

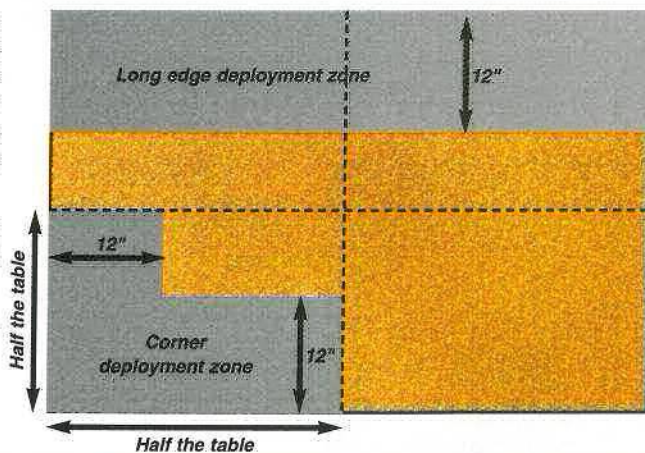
First Blood uses the Random Game Length, Reserves, Victory Points and Night Fight special rules.

SET-UP

1 Both players roll a dice. The winner gets to choose his deployment zone. This can be either a long board edge or a corner. The opponent sets up on the opposite board edge if the first player chose a board edge, or in the opposite corner if the first player chose a corner. Units may be deployed up to 12" onto the board. If a corner is chosen then units may be deployed up to halfway along each board edge.

2 Both players roll a dice, and the loser deploys one unit of Troops in his deployment zone. The winner then does likewise. The rest of each side's forces are in reserve.

3 Both players roll a dice. The player who rolls highest may choose whether to go first or second.



FORCE ORGANISATION

This Scenario uses the Standard Mission organisation chart as shown in the Warhammer 40,000 rulebook.

MISSION OBJECTIVE

Both players must attempt to eliminate the enemy and capture territory without losing too much of their own strength. Players score victory points for units destroyed as described in the scenario special rules in the rulebook. In addition a player scores 100 extra victory points for each table quarter that they can claim at the end of the battle.

To claim a table quarter there must be no enemy units of infantry, bikes or cavalry over half strength or mobile vehicles in the area, and you must have at least one unit of infantry, bikes or cavalry over half strength or a mobile vehicle in the area. Note that independent characters may not be used to claim or deny a table quarter.

RESERVES

When either player's reserves become available they move on from that player's deployment zone board edge.

GAME LENGTH

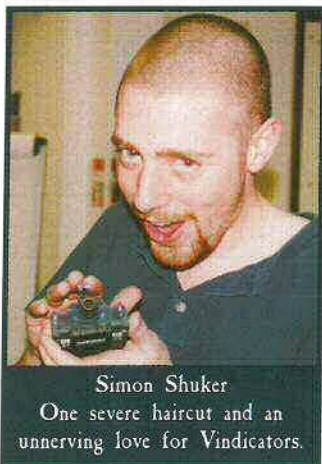
The game lasts for a variable number of turns.

VERY IMPORTANT: Add +1 to the dice roll to see if the game ends in this scenario. Note that this means the game cannot end before turn 5.

LINE OF RETREAT

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

CRIMSON FISTS FORCE BARBARUS



Simon Shuker

One severe haircut and an unnerving love for Vindicators.

TAKING COMMAND

Simon: When Fat Bloke asked me if I would like to take part in a 40K battle report as commander of the Crimson Fists Space Marines, I was more than happy to oblige. This would be my first battle report and I knew it was going to be quite a challenge as I was to face off against Adrian 'Grand Warlord' Wood, who would be using the newly released Orks. From what I had seen of the Orks, I knew

that they are very tough opponents, but there was no army I would rather be using against them than the staunch Space Marines.

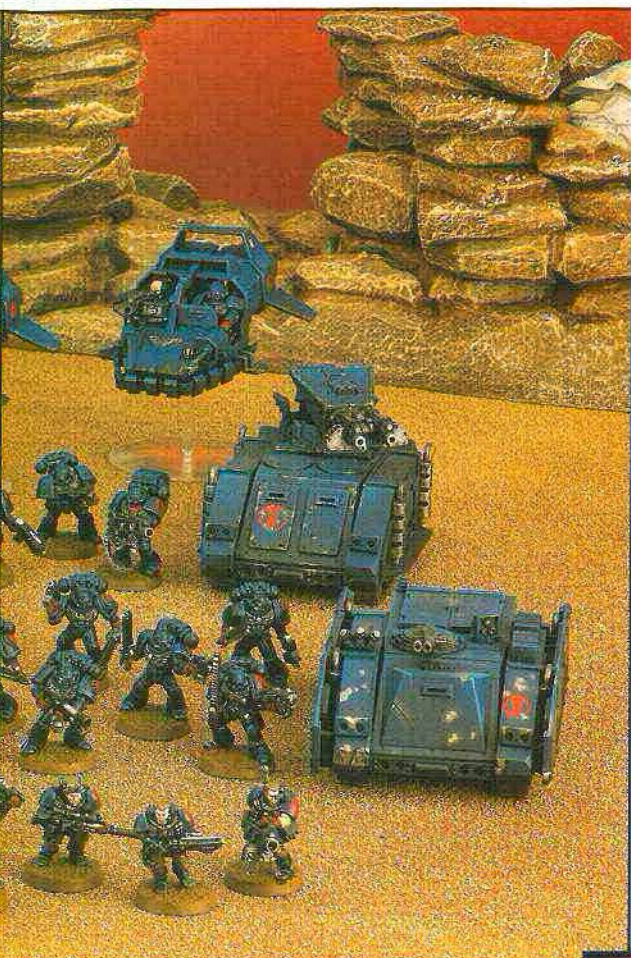
Fighting Orks is a difficult prospect. Their strengths lie in fighting at close quarters, where they can be absolutely brutal. This means I really didn't want the Orks to be assaulting me. Considering I didn't have the mobility of Eldar, there would be no avoiding them, so I would have to be the one doing the assaulting. But because I also needed to shoot the Orks as much as possible first, I came up with a cunning plan...

When I gave the actual act of assaulting an enemy some thought I realised two things. One, for standard foot troops (like Ork Boyz) to assault the enemy they will need to end their turn

within 12 inches of the enemy, otherwise they won't reach them in their next turn. Two, if they have moved within 12 inches and you're a good judge of distances, then theoretically you should be able to assault them first. So with a little luck, and if I could guess my distances correctly, I'd be assaulting the Orks as they approach my position. I would, however, need to destroy all the fast-moving things first, to slow the army down and increase my chances of being able to assault the Orks. I also decided it was important that the Space Marines hold their ground as much as possible, to gain the extra range with their bolters.

My army selection was made with the simple idea of having lots of guns. I chose just one HQ because while characters are good in close combat, when I want an army with maximum ranged potential, I'd rather spend the points elsewhere. I took a Force Commander and equipped him with Terminator armour, a master-crafted power sword and storm bolter. To accompany him I also took six Terminators and gave them two heavy weapons and a couple of chainfists. These would be at the front of the army and try to take the brunt of the Ork attack. To back up the Terminators I invested in a Dreadnought, that would try to draw some of the Orks' heavy weapon fire by being placed forward with the Terminators (I'd rather Adrian shot at the Dreadnought than my precious tanks and transports).

With the Elites chosen I now needed some Space Marines to form the core of the battleline. To fulfil this role I decided to use three Tactical squads: one ten-man and two six-man squads. One was assigned a Razorback (*look out for the new model released next issue! – Fat Bloke*) for a little heavy support and to act as transport, in case I needed to redeploy them to plug a hole in my line. The squads themselves were equipped with a variety of heavy and special weapons.



Finally I took a nine-strong squad of Veterans equipped for close combat and gave them an armoured Rhino to transport them around the flanks of the Orks and to fight for territory.

With my forces chosen, all I needed was some form of coherent battle plan. The core of my army led by the Terminators would hold its ground in my deployment zone. The Vindicator, Whirlwind and Devastators would probably be deployed in close proximity to each other and concentrate their firepower to completely decimate anything in range. My Veterans and Land Speeders were the ace up my sleeve and I would try to hold them back as long as possible (although knowing me that wouldn't be long). They would be needed to grab territory at the end of the game so I had to keep them alive. The Tactical squad with the Razorback would also be used in this role if I deemed it necessary. My primary targets would be fast-moving trukks, warbikes, Stormboyz, etc, etc, leaving the Boyz mobs to deal with at close range by hopefully gaining the advantage and assaulting them.

Feeling that I had a hard hitting force and the basis of a battle plan to take on the Orks with, I turned up to work the day of the battle report with a certain amount of quiet confidence that the Space Marines would fare well.

Then a cheerful looking Nick Davis appeared (never a good sign, at any time of the day), who told me about a brief chat with the Games Developers he had just had and said, "Oh by the way, the mission has changed – you're playing a special Patrol mission instead." These were not the words I had wanted to hear at five past nine in the morning (*Got in early then? – Fat Bloke*). This was then followed by, "and you'll be using the Night Fighting rules as well." Throwing my battle plan out the window, I decided to let the Space Marines do their thing and prove how adaptable they can be when they receive last minute changes of orders. Let's see how it turned out...

I also recruited five Scouts to assist the Tactical Marines, two of which had sniper rifles. Needing even more firepower I then chose five Devastators with a selection of heavy weapons. Normally in my own armies I tend to give the same heavy weapon to all the Devastators in a squad, but for this game I decided to have a mix because I just couldn't bring myself to leave any of the superb models out. With the pressing need for some very heavy equipment (i.e. tanks) I invested in both a Whirlwind and the rather gorgeous Vindicator, to blast the Orks off the face of Badlanding.

I was told that the mission we would be playing was Cleanse, so with nearly 500 points left out of my 2,000 point allowance, I went for what I call mission-fulfilling troops. First choice was Land Speeders. I chose a squadron of three, which all carried heavy bolters, and added a Land Speeder Tornado with additional assault cannon for extra firepower.

LOOK AT DAT!

The Crimson Fists army is the latest Space Marine army painted up by the 'Eavy Metal' crew. Dave Gallagher's artwork for the cover of Codex Space Marines (see right) was just so good that we simply had to have a Crimson Fists army in the Studio collection. I think you'll agree that the guys have done a superb job of capturing the style and spirit of Dave's inspirational piece in the army.



WAAAGH! GRIMJAW



Adrian Wood

Take two Dreadnoughts into the battle?
Adi does – a choppy-shooty one and a shooty-choppy one!

WAAAGGHH!

Adrian: One of the things I pride myself on is that I always fight with the same Ork army, regardless of the opponent and mission. This is a challenge because you have to employ the diverse elements of your force for different uses, depending on the army you are fighting. Against fast-moving, lightly armoured forces such as Dark Eldar, the Boyz win out because they are simply too tough to wound in shooting and hand-to-hand

combat. Armoured troops are a different case again, with the choppa tipping the scales in the Orks' favour. A problematic area is of course shooting. After all, Orks can't hit a barn door, and in every respect are completely unconcerned with shooting anyway. However ranged fire is important for softening up the enemy before the assault and Orks have potent guns at their disposal. However it's important to recognise that big shootas for instance will perform differently against certain targets. For instance, big shootas kill Imperial Guardsmen in droves through high Strength and armour penetration, but will effect Space Marines differently. Space Marines have great saving throws, but the sheer weight of fire tends to win through in the end. After all, the more saving throws you force an enemy to take, the more often he will fail!

Dreadnoughts are another case in point. They are great against Space Marines, as their power claws tear through armour easily, but they are wasted on Eldar Guardians, who it is much better

to shoot. I always prefer to deal with armoured targets in close combat rather than shooting. A good punch up is were it's at, particularly now choppas reduce a Space Marine's saving throw to 4+; that makes a big difference. I was looking forward to fighting another battle with my beloved Waaagh! Grishnak, but Paul Sawyer had other plans in mind...

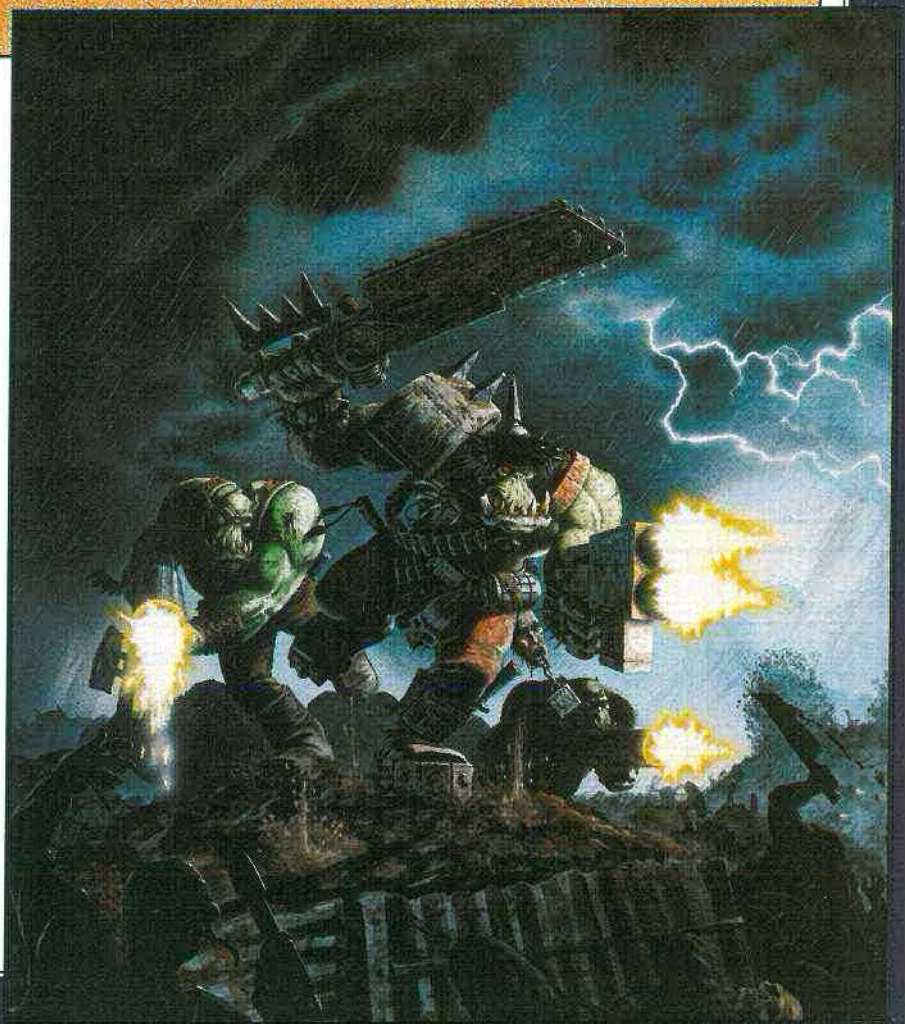
When Paul asked me to fight this battle report he wanted me to use the Studio Ork army rather than my own. On the one hand












this meant I would be fighting with a great painted army, but also meant I would have to use a quite different set of forces. Always one for a challenge though, I began to work out an army based on what we had painted.





I organised my Orks into the 'Gorkamorka', a tried and tested battle tactic I used in the last battle report I played, against Gav Thorpe (See *WD226*). In fact I use a variation of this general battle plan in all the games I play. A little predictable I hear you cry, but if it's not broke why fix it? This plan involves a solid line of Grots, Boyz and Dreadnoughts (the 'Gorka'), with a strike force of fast attack vehicles as well as a mounted Warboss (the 'Morka'). The Gorka part of the army marches up the middle of the battlefield whilst the Morka part drives round the side to attack the enemy in the flank. This forces the enemy to split his fire and causes general chaos before the Boyz get into assault range.

As well as a whole bunch of cool Shoota Boyz, Slugga Boyz and Grots, I had access to Stikk Bomma Boyz, Skarboyz (with their Burna Boyz) and Stormboyz. This meant I would be fighting with a lot of Boyz on foot, perfect for a Cleanse mission. To back up the Boyz there was a stack of armour; three Killa Kans and two Dreadnoughts. As for fast stuff, I chose the Warboss and retinue in a Trukk, with Warbikes and Wartraks. 'Ere we go! 'Ere we go! 'Ere we go!



Unit	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points
 Commander Drakken Force Commander	5	5	4	4	3	5	3	10	2+	Terminator armour, storm bolter, master-crafted power sword	120pts
 Terminator Squad Adamantus 6 Terminators Veteran Squad Boras	4	4	4	4	1	4	2	9	2+	Power sword, storm bolters, power fists, 2 chainfists, assault cannon, cyclone missile launcher	302pts
 Veteran Sergeant Boras 8 Veterans	4	4	4	4	1	4	2	9	3+	Bolt pistol & chainsword	180pts
	4	4	4	4	1	4	1	9	3+	Bolt pistols, chainswords & flamer	
 Tactical squad Dominus 6 Space Marines	4	4	4	4	1	4	1	8	3+	Bolters & lascannon	105pts
 Tactical Squad Castro Veteran Sergeant Castro 9 Space Marines	4	4	4	4	1	4	2	9	3+	Bolter	181pts
	4	4	4	4	1	4	1	8	3+	Bolters, plasma gun & missile launcher	
 Tactical Squad Ardite Veteran Sergeant Ardite 6 Space Marines	4	4	4	4	1	4	2	9	3+	Bolter, purity seals	121pts
	4	4	4	4	1	4	1	8	3+	Bolters, flamer & heavy bolter	
 Scout Squad Damas Vet. Scout Sergeant Damas 4 Space Marine Scouts	4	4	4	4	1	4	2	9	4+	Bolt pistol, chainsword & krak grenades	113pts
	4	4	4	4	1	4	1	8	4+	2 sniper rifles, shotgun, heavy bolter & krak grenades	
 Devastator Squad Amnito 5 Space Marines	4	4	4	4	1	4	1	8	3+	Bolters, heavy bolter, lascannon, missile launcher & plasma cannon	180pts

Vehicle	Armour			BS	WS	S	I	A	Notes	Points
	Front	Side	Rear							
 Calistro - Dreadnought	12	12	10	4	4	6(10)	4	2	Assault cannon, storm bolter & smoke launchers	108pts

Vehicle	Armour			BS	Type & Notes	Points
	Front	Side	Rear			
 3 Land Speeders	10	10	10	4	Heavy bolter, skimmer	150pts
 Land Speeder Tornado	10	10	10	4	Heavy bolter, assault cannon, skimmer	80pts
 Veterans - Rhino	11	11	10	4	Storm bolter, smoke launchers & extra armour	58pts
 Squad Ardite - Razorback	11	11	10	4	Twin-linked heavy bolters	70pts

 H.Q.
  Elites
  Troops
  Fast Attack
  Heavy Support

TOTAL: 2,000 points

Unit	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points
Warboss Grimjaw	5	2	5	4	3	4	4	9	4+	'Eavy Armour, big shoota, choppa, bosspole & tankbusta bombz	86pts
Retinue - 5 Nobz	4	2	4	4	2	3	3	7	4+	'Eavy Armour, shootas, 2 big shootas, choppas, 1 power claw Waaagh! banner & tankbusta bombz	224pts
Kruga's Vulcha Ladz											
Nob Kruga	4	2	4	4	2	3	3	7	6+	Slugga, choppa, jump pack & tankbusta bombz	
9 Stormboyz	3	2	3	4	1	2	2	7	6+	Sluggas, choppas, jump packs & tankbusta bombz	149pts
Morskul's Skarboyz											
Nob Morskul	4	2	4	4	2	3	3	7	6+	Slugga & choppa	
19 Skarboyz	3	2	3	4	1	2	2	7	6+	Sluggas, choppas & 3 burnas	256pts
Grimskul's Sluggas											
Nob Grimskul	4	2	4	4	2	3	3	7	6+	Slugga, choppa & tankbusta bombz	
19 Slugga Boyz	3	2	3	4	1	2	2	7	6+	Sluggas, choppas & 3 rokkit launchers	209pts
Gorbad's Shootas											
Nob Gorbad	4	2	4	4	2	3	3	7	6+	Big shoota	
19 Shoota Boyz	3	2	3	4	1	2	2	7	6+	Shootas & 3 big shootas	232pts
Badbok's Stikkas											
10 Strikk Bommas	3	2	3	4	1	2	2	7	6+	Sluggas, choppas, frag & krak stikkbombz & tankbusta bombz	100pts
Snadgrot's Grots											
Slaver Snadgrot	4	2	3	4	1	3	2	7	6+	Slugga & grabba stikk	
21 Gretchin	2	2	2	2	1	2	1	5	-	Grot blastas	80pts
Bolgrot's Bikerz											
Nob Bolgrot	4	2	4	(5)	2	3	3	7	6+	Twin-linked big shootas	
4 Warbikers	3	2	3	(5)	1	2	2	7	6+	Twin-linked big shootas	172pts

Vehicle	Armour			BS	Type & Notes	Points
	Front	Side	Rear			
Da Traks - 3 Traks	10	10	10	2	Twin-linked big shootas	138pts
Retinue Trukk	10	10	10	2	Rokkit launcher, turbo booster, armour plates, reinforced ram	50pts

Dreadnought	Armour						I	A	Notes	Points
	WS	BS	S	Front	Side	Rear				
Da Killa	4	2	5(10)	12	12	10	2	2(3)	2 big shootas	86pts
Da Stompa	4	2	5(10)	12	12	10	2	2(3)	1 big shootas & scorcher	83pts
Da Scrappas - 3 Killa Kans	4	2	5(10)	11	11	10	2	2	3 big shootas & klaws	135pts

TOTAL: 2,000 points


LOOK AT DAT!
 The new army list in *CodeX Orks* includes a number of new units and weapons, some of which (but by no means all!) are included in this army. In particular I'd draw your attention to new vehicle upgrades and bits of wargear being used. The Nobz trukk has been heavily upgraded, with extra armour plates (8+ save vs damaging hits), turbo-boosters (D6" extra move, but at the risk that passengers can't disembark or shoot), and a reinforced ram (which gives the vehicle a S6 close combat attack!). Items of wargear include tankbusta bombz (krak grenades which double the D6 AP rule), bosspoles (which allow a re-roll of a failed mob-up roll), and a Waaagh! banner (which allows a re-roll of a failed Power of the Waaagh! roll - what's the Power of the Waaagh? Don't worry, you'll find out later). The Ork Codex includes more than thirty other items of wargear and upgrades, more than enough for any budding Warlord.

CRIMSON FISTS FORCE BARBARUS

 **Commander Drakken**



Old One Calistro
Dreadnought with assault cannon and storm bolter

 **Squad Adamantus**
6-man Terminator squad



Veterans' Rhino

 **Squad Boras**
9-man Veteran squad



Squad Ardite's Razorback

 **Squad Dominus**
6-man Tactical squad



Vindicator

 **Squad Castro**
10-man Tactical squad

 **Squad Ardite**
6-man Tactical squad

 **Squad Damas**
5-man Scout squad

 **Squad Amnito**
5-man Devastator squad



Whirlwind



Deuce Squadron
Land Speeders with heavy bolters



Land Speeder Tornado

WAAAGH! GRIMJAW



Grimjaw's Retinue
Warboss Grimjaw and his retinue of 5 Nobz



Morskul's Skarboyz
20 Skarboyz inc. Nob



Krug's Vulcha Ladz
10 Stormboyz inc. Nob



Grimskul's Sluggas
20 Slugga Boyz inc. Nob



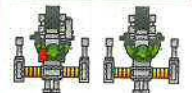
Gorbad's Shootas
20 Shoota Boyz inc. Nob



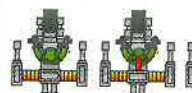
Badbok's Stikkas
10 Stikk Bommas



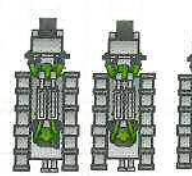
Snadgrot's Grots
21 Gretchin & Slaver



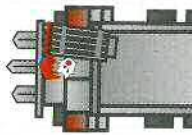
Bolgrot's Bikerz
5 Warbikers inc. Nob



Da Traks



Da Retinue's Trukk



Da Killa



Da Stompa



Da Scroppas

DEPLOYMENT



DEPLOYMENT

With the terrain placed, Simon and Adrian roll the dice for who will set up first. Adrian wins and elects to use the corner deployment option. After a second roll-off, Simon is forced to deploy his patrol first. He sets up Squad Castro behind the chain-link fence, well forward to get his bolters in range quickly. Adrian replies with Grimskul's Sluggas, an enormous unit of twenty Ork Boyz armed with sluggas and choppas, placed next to the stripped wreckage of a spaceship hull. Adrian knows the best chance to beat the Space Marines is get into an assault with them as quickly as possible, so he makes sure Grimskul's Sluggas are as far forward as he can deploy them.

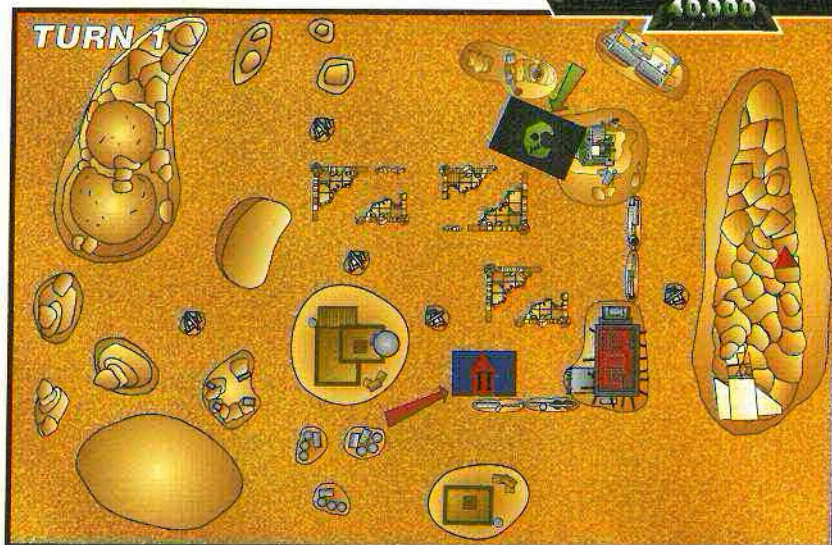
With the initial patrols down, the deployment is complete, and we are ready to start the battle.

ORK TURN 1

Adrian and Simon again roll a dice to see who will go first and second. Adrian wins the dice roll and elects to go first, much to Simon's relief. One thing that everybody learns about fighting Space Marines is their greatest strength lies in their ability to lay down a devastating curtain of defensive fire (oh, and the resilience of their power armour). Knowing he has got a lot of ground to cover Adrian moves Grimskul's Sluggas into the ruins, hoping they will protect his mob from the worst of the Space Marine fire. He rolls to see if his rokkit launchas are in range, but the Orks fail to pick out the dark colours of the Crimson Fists Space Marines against the night sky.

SPACE MARINE TURN 1

We all expect Simon to hang back and blaze away at Grimskul's Sluggas, but he surprises us by advancing his Space Marines onto the other side of the chain fence and spreads Squad Castro out into a firing line. He then waits grimly to see what the Orks will do next and what reinforcements they might receive...



ORK TURN 2

Adrian starts to roll for his reserves and true to form (Adrian has the most incredible luck) almost half of the Ork army turns up. The Killas Kansa move in front of the rock spire to support Grimskul's Sluggas. Gorbada's Shootas romp onto the table and take up position next to the stripped spaceship. Following them Kruga's Vulcha Ladz, the Stormboyz, leap into position behind the abandoned well. Bolstered by these unexpected reinforcements, Grimskul's Sluggas advance from their cover in the ruins and head towards the Space Marines, trying to close the gap.

The shooting phase comes around and as the battle takes place in the dark of night, Adrian rolls 2D6 to see how far Grimskul's Sluggas can see. The result is 27" meaning the Space Marines are easily within range, so Grimskul gives the order for the mob's rokkit launchas to fire. One corkscrews away from the target but two hit home, killing two of the Crimson Fists. Da Scrappas try to add their firepower, but sadly (for Adrian not Simon) they cannot see the target in the gloom. With none of the other mobs being able to draw line of sight to the Space Marines, Adrian declares his turn over.



Ork turn 2, and half the Ork army rampages onto the battlefield...

LOOK AT DAT!

The Killer Kans turned up nice and promptly, much to Adrian's delight. Although not as heavily armed or armoured as an Ork Dreadnought, they cost only about half the points, and can be fielded in mobs of up to three models, which means you can have lots of them. Each Killer Kan has an armour value of 11 to the front and side, and is armed with a Dreadnought close combat weapon and either a big shoota, rokkit launcher or skorcha (an Orky heavy flamer).



Squad Castro holds its ground and targets Grimskul's Sluggas, but most of their weapons are unable to find their mark and they only kill two Orks. With darkness concealing the rest of the Orks, an increasingly worried Simon prepares to face the growing green tide.

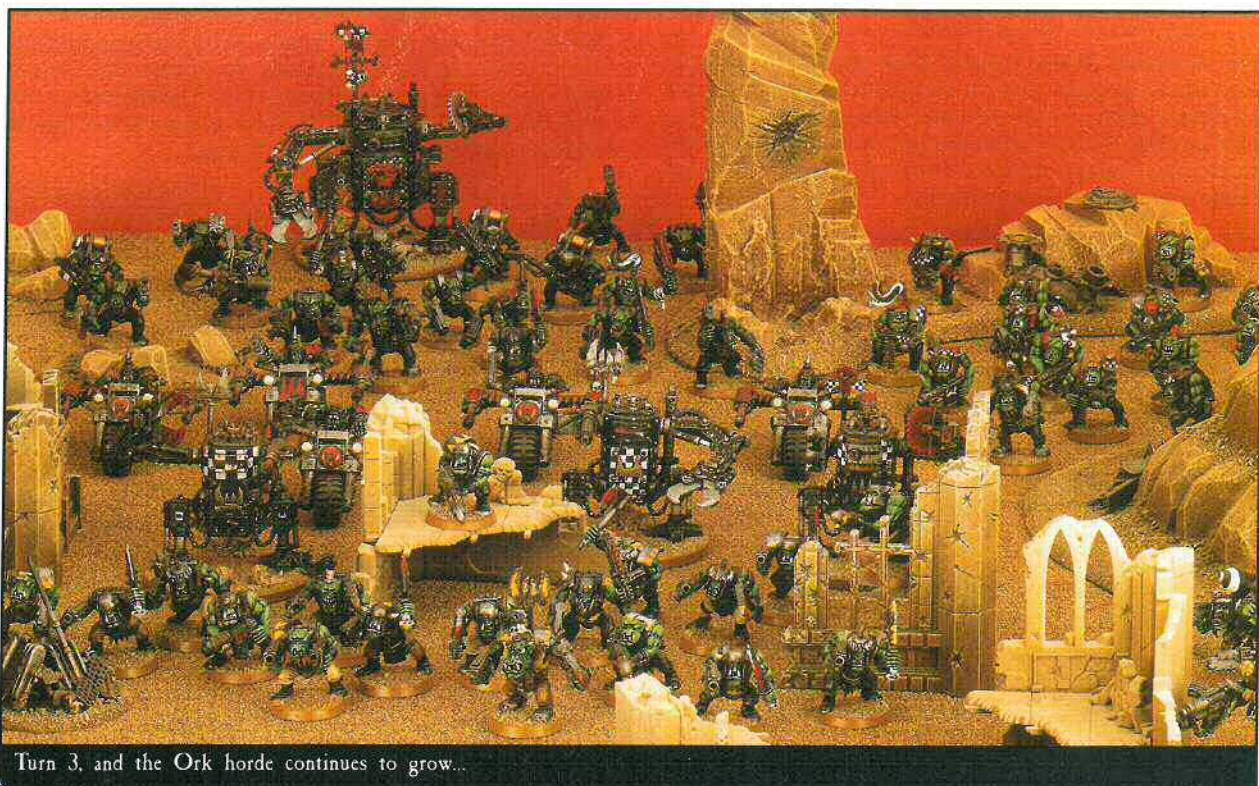
ORK TURN 3

Again Adrian rolls for his reinforcements and is rewarded by another large part of his army turning up. His Dreadnought, Da Killa, moves next to the Da Scrapas, closely

SPACE MARINE TURN 2

Worried about the size of the Ork horde advancing on his now outnumbered Space Marines, Simon rolls for his reinforcements. Much to his relief the Space Marines start to deploy into battle. The Whirlwind takes up position behind a rock cluster and the Rhino carrying Veteran Squad Boras rumbles into the cover of the largest of the ramshackle Ork buildings. The Scouts break cover in an Ork building and take up firing positions on the roof, and Old One Calistro, aged servos whirring, marches onto the battlefield and takes up position next to Scout Squad Damas.

followed by Bolgrot's Bikerz. Morskul's Skarboyz march on, taking up position behind the rock spire and Da Traks, driving at top speed, take up position on the left flank next to the Vulcha Ladz, who leap into cover on the other side of the well. Grimskul's Sluggas continue their advance towards Squad Castro as Gorbard's shootas take up position behind the ruins. Da Scrapas eagerly start to advance straight towards the Crimson Fists. It becomes more obvious that Adrian is setting up for a 'Gorkamorka' attack (his usual battle tactic). Now we will see if the Orks he has chosen are up to the task...



Turn 3, and the Ork horde continues to grow...

With most of the army caught up in the ruins and behind cover, the Orks' firing is very limited this turn. Grimskul's Sluggas find they have range to the 2nd Tactical Squad and let loose with everything, killing two more Space Marines. With Grimskul's Sluggas still out of assault range and Squad Castro stalwartly passing their Morale check, Adrian can do nothing more than wait to see what the Space Marines will do in their next turn.

SPACE MARINE TURN 3

A still very worried Simon rolls for his reserves and is rewarded with Deuce Squadron, the Land Speeder Tornado, the Devastators and Force Commander Drakken turning up. The Land Speeders take up position behind the 2nd Tactical Squad, whilst the Tornado nips behind the cover of the Ork buildings. Devastator Squad Amnito takes cover behind the rocks next to the Whirlwind and Commander Drakken takes up a firing position next to Old One Calistro. The rest of the force prepares to fire into the Ork horde.

Squad Castro, the Dreadnought and Deuce Squadron train their weapons on Grimskul's Sluggas, killing eight Orks and wounding Grimskul himself! The Scouts open up with their sniper rifles, forcing the mob to make an immediate pinning test – the mob passes but only just! The Whirlwind, unable to find the range to the Ork horde in the darkness, fires blind – the shot scatters 12" inches from its intended target of Grimskul's Sluggas and just clips Gorbad's Shootas, with only two Orks succumbing to the heavy ordnance. With this, the Space Marine firing ends, Grimskul's Sluggas fail their Morale test and their Mob check and wisely fall back towards the main Ork horde, much to Simon's relief...

LOOK AT DAT!

One of the units in the Ork army that caused Andy the most heartache was the Ork Warbikes. In the second edition of the game these guys tended to lurk at the back and be used as long range artillery, which just didn't seem right to Andy, and I have to agree with him (even though I wrote the second edition rules!). Unfortunately the rules in the 40K rulebook ended up with them being used in more or less the same way, and compounded this by leaving the poor old Warbikes as rather 'soft' targets that were very easy to kill, with the result that they were best left at the back and in cover!

To get round these problems, Andy came up with some special rules designing the Codex that, erm, encourage Ork players to use their Warbikes in a more aggressive fashion. First of all, the range of the twin-linked big shootas with which the bikes are armed is limited to 18", on the basis that a Warbike is a rather wobbly weapons platform. To make up for this, however, the dust and smoke the Warbikes generate give them the equivalent of a 5+ cover save, and confers this on units behind them too. In addition, Warbikes are immune to the effects of morale and pinning, as the crazed Speed Freaks that ride them simply don't worry about that kind of stuff! Finally, Warbikes are allowed to shoot their big shootas in the first round of close combat instead of making a close combat attack, representing them hurtling into the combat with all guns blazing!

The overall effect of these special rules is to convert the Warbikes from skulking long-range artillery types into the 'pedal to the metal' assault troops that Gork and Mork always intended them to be.

LOOK AT DAT!

Although it didn't have much effect in this game, it's worth noting that Orks are now allowed to make a Mob Size check to avoid the effects of pinning. Before the Codex came out, Mob Size checks were only used for failed Morale checks, which made big Ork mobs very susceptible to enemy barrages and sniper fire. Now, if a mob fails either a Morale check or a Pinning test, 2D6 are rolled, and if this is equal to or less than the number of models in the mob then the effect is ignored.

TURN 3



LOOK AT DAT!

In the fourth Ork turn, the remnants of the Ork Slugga Boyz were able to 'mob up' with the Shoota Boyz behind them. This process allows mobs that are falling back to combine with another mob, if they end their move within 6" of each other and can pass a Leadership test. This is what the Slugga Boyz did; although they then counted as being destroyed for victory point purposes, it allowed them to stay in the battle as part of the new mob they had joined.

ORK TURN 4

Undaunted by Grimskul's Sluggas falling back, Adrian rolls for his reinforcements and the last elements of his army make their way onto the battlefield. Badbok's Stikkas and Da Stompa move on next to the rock spire and Snadgrot's Grots are herded behind the cover of the stripped hulk.

Warboss Grimjaw finally arrives with his retinue of Nobz, all packed into a Trukk chanting "Ere we

go! 'Ere we go!" as they head at full speed for the cover of the abandoned well.

Grimskul's Sluggas fall back and after a brief exchange of insults with Gorbada's Shootas about the colour of their war paint, mob up with them and begin their advance on Space Marine lines again, much to the consternation of Captain Drakken. The Vulcha Ladz leap behind the ramshackle Ork bunker and Da Traks speed down the Crimson Fists' unguarded left flank. Da Scrappas continue their advance, supported by Bolgrot's Bikerz and Morskul's Skarboyz. Da Killa moves towards the Whirlwind in an attempt to cut down the distance for its weapons.

With the entire Ork horde in position, Adrian lets loose with everything. In their excitement and the darkened conditions, the Orks can barely see beyond their noses, with only Da Traks and Vulcha Ladz being able pick out their targets in the gloom. The damage to the Crimson Fists is minimal, with only one Space Marine from Squad Castro being cut down and one of the Land Speeders of Deuce Squadron being damaged. With his army still out of assault range it is Adrian's turn to sweat over his opponent's next move.

SPACE MARINE TURN 4

Again Simon begins the turn by rolling for his reserves, The Razorback rumbles onto the battlefield and Squad Ardite dismounts from it and takes up position next to Commander Drakken. Terminator squad Adamantus march on and start resolutely advancing towards the Ork horde, backed up by the deadly Vindicator. The rest of the Crimson Fists again hold position, with only Deuce Squadron shifting positions to make them harder to damage.

The army opens fire with the Whirlwind finally finding its range and dropping its ordnance on top Gorbada's Shootas, killing four Orks. Deuce Squadron aims its guns at the Vulcha Ladz, killing four of them, and the rest of the army rains fiery death onto the Ork bikers that had speeded into view. With a lot of the firing hampered by the dark conditions, only four of the bikers are cut down. Somehow the surviving biker, Nob Bolgrot himself, passes his test, as do the Stormboyz, and the Crimson Fists ready themselves for the inevitable assault...

LOOK AT DAT!

It was on turn four that the Gretchin turned up. Not surprisingly they had little effect on the battle. What made it especially sad that they turned up so late is that there are two new special rules which make it very useful to have Gretchin in front of Ork units. These are the 'Living Shield' rule, whereby the Gretchin confer a 5+ cover save to Ork units behind them (though sadly a Gretchin is killed every time an Ork makes a save), and the 'Better Footing' rule that allows Orks to re-roll a difficult terrain test if the terrain is occupied by a Gretchin unit, it being assumed that the Gretchin clear a path for the Orks. Gretchin can also be used to clear minefields!

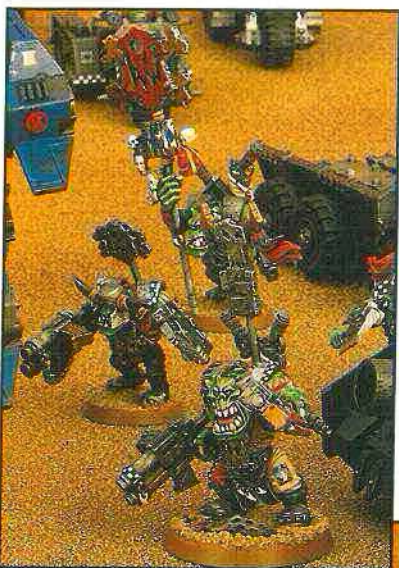
TURN 4



ORK TURN 5

With his entire army on the table and in a position where they can finally start assaulting, the Orks continue their relentless advance on the Space Marine lines. Kruga's Vulcha Ladz jump in front of the 2nd Tactical squad and are joined by Bolgrot, who had passed his Man (Ork) Alone check. Grimjaw's retinue races around the side of the Ork bunker and dismounts ready to charge the Land Speeders, closely followed by Da Traks – the Gorkamorka tactic in action.

With a deep breath Adrian orders the firing to begin... The lone bike and Kruga's Vulcha Ladz blaze away at the 2nd Tactical squad, killing another Space Marine. Da Scrappas can't see anything in the gloom, however Gorbada's Shootas can make out the forms of the vastly reduced Squad Castro against the night sky and hit one of them, but this time the Space Marine's power armour saves him. Grimjaw's retinue and Da Traks fire at Deuce Squadron, shaking two of the crews and sending one of them spiralling into the ground. With the shooting finished and with an almighty WAAAGGHH! the Orks begin their assault.



Grimjaw's retinue, wielding its tankbusta bombz, charges the remaining Land Speeders and the Vindicator. The Nobz fail to hit the Vindicator but Grimjaw manages to hit the Land Speeder, however he only manages to put Ork shaped dents into it! The Vulcha Ladz and Bolgrot charge Squad Castro and Squad Ardite, who had dismounted from the

WAAAGGHH! The assault begins!



Kruga's Vulcha Ladz & Bolgrot assault Squads Castro & Ardite.

Razorback behind them. The Orks pass their WAAAGH! test and double their Initiative to strike at the same time as the Space Marines. Squad Castro is finally overwhelmed, but not before the last surviving Crimson Fists Marine was able to cut down an Ork in return. Squad Ardite struggles with the Ork tide as one of their number is pulled down and they fail to hurt the Orks in return. Luckily the Space Marines pass their Morale test and the Orks close in.

LOOK AT DAT!

Finally, after four turns of hard slogging, the Orks manage to get into close combat! The area of the rules that Andy put most hard work into were the close combat rules. Basically, we felt that against Space Marines, ordinary Orks were pretty much useless, while Nobz with power weapons were far too effective. This had the effect of turning Boyz into a 'Nob Delivery System' (Ooerr!), which wasn't what we wanted at all. However, we also knew that Ork Boyz and Nobz worked fine against just about any race other than Space Marines. The conundrum was how to come up with some rules that would solve the problems Orks had with Marines, while at the same time not making the Orks too good against other opponents.

Andy's answer was two-fold. First of all Orks now receive a special 'Power of the Waaagh!' rule. This allows Orks that charge into close combat to make a Mob Size check on 2D6, and if they pass by rolling equal to or less than the number of Boyz in the mob, then they get to double their Initiative. This means that a charging Ork mob of any reasonable size can expect to be striking simultaneously with a normal Space Marine opponent, while their Nobz will get to go first (assuming they don't have power claws of course).

Secondly, Orks can now be armed with choppas and 'uge choppas (stop sniggering please!), which replace the standard close combat weapons and power weapons they used to have. Both weapons reduce an opponent's armour saving throw to a 4+ ('uge choppas also get +2 Strength, but strike last), so that Space Marines in power armour or Terminator armour will only save on a 4+. The fact that Boyz can be armed with choppas makes them much more effective, while the lack of power weapons other than the power claw stops Nobz being too effective.

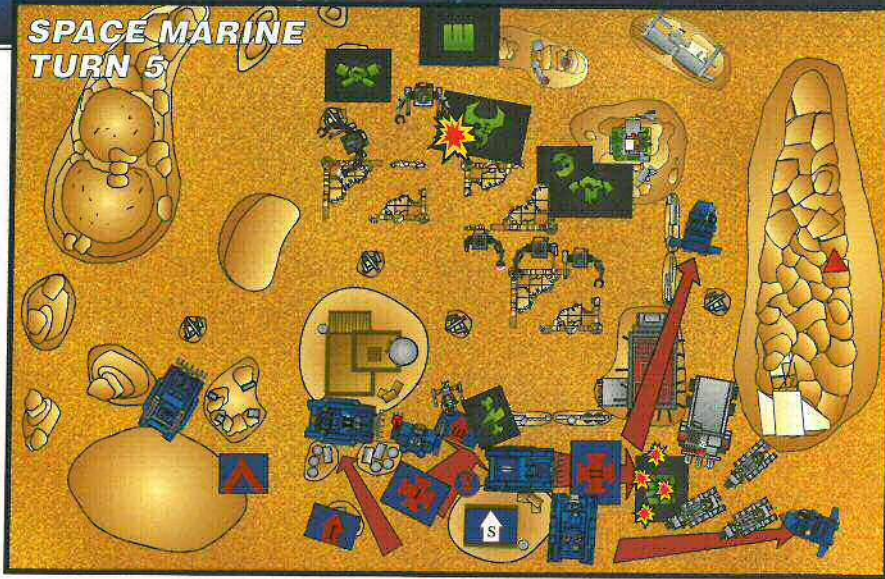
The effect of these rules could be seen in the close combat fought this turn between the Stormboyz and the Space Marine Tactical squad. The Stormboyz managed to pass their Mob Size check, even though only five were left, which meant that their Nob got to strike first and the rest of the Boyz struck simultaneously with the Marines. The result was an Ork victory, where before they would almost certainly have lost. So, be warned you Space Marine players – da Boyz are back!

SPACE MARINE TURN 5

Simon rolls for his reinforcements, knowing he is going to need more Space Marines to plug the hole in his line, and Squad Dominus smartly marches onto the table. With his line beginning to crumble under the weight of the Orks, Simon decides to mount a bold counter attack. The Rhino rumbles towards Grimjaw's retinue and Veteran Squad Boras disembarks to leap into the fray. The Terminators and Commander Drakken advance towards the Vulcha Ladz, and Old One Calistro advances towards the Ork lines. The rest of the army grimly digs in, with only the Land Speeders moving positions to cut down on any potential damage.

With his army in position Simon begins to fire. The Tornado, guns screaming, strafes Grimjaw's retinue, killing two Nobz. The Veteran Squad Boras blaze away with their pistols, killing a Nob and wounding Grimjaw himself, while the Rhino also adds its firepower to the firefight and is rewarded as another Nob goes down. The Scouts in the building are unable to pick out the Orks amongst the press of Space Marines and cannot fire. Old One Calistro opens up on the retinue killing one more Nob. Again the Whirlwind cannot find its range to the target and fires blind – this time the shot intended for Gorbada's Shootas scatters and hits Morskul's Skarboyz, killing five very surprised and unlucky Skarboyz. And finally the Devastators try to pick out the hulking forms of Da Scrappas, but their targeters cannot find the range in the dark.

The Orks pass their Morale checks and Simon starts the assault. The Veterans charge the now much reduced retinue and cut down the remaining Nob. Grimjaw however cuts a Veteran down, the hardened Marines



lose the moral high ground and are forced back before the unbridled savagery of the Ork Warboss. Terminator Squad Adamantus and Commander Drakken charge the Vulcha Ladz and Bolgrot. Although the Orks manage to kill two more Space Marines from Squad Ardite, they are all cut down. With the lines almost clear of Orks, Commander Drakken orders his troops to consolidate their position and waits to see what the Orks' low cunning will produce next.

ORK TURN 6

Although Adrian is starting to face mounting casualties, he knows if he can keep up the pressure he can push the Crimson Fists off the table. Again the Ork horde advances on the Space Marines' position, trying to bring as many guns into position as possible. Da Killa and Da Stompa fire on Terminator Squad Adamantus, but both miss their target. Da Scrappas fire on the Space Marine Dreadnought, but their shots bounce off the heavy ceramite armour. Gorbada's Shootas try to blast Scout Squad Damas from the top of the Ork building and although many of the shots strike home, the combination of the Scouts' armour and the cover, save them from the worst, and the massed Ork fire cuts down only one. The rokket launcha on Grimjaw's truck opens up on the Vindicator and manages to blow one of the tracks off and immobilise it, while Da Traks shoot the Land Speeder Tornado down in a spectacular fireball.

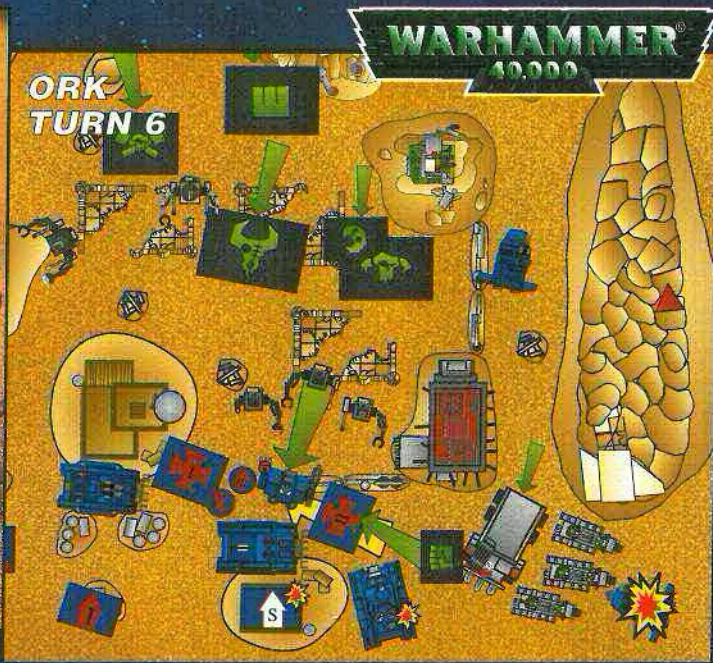
With his Killa Kans in assault range and the Warboss running amok in the Imperial lines, the assault begins. Da Scrappas charge Calistro – the Old One lashes out, stunning one of the Kans, but the other two manage to smash through its armour (hitting with all 6 of their attacks!), striking the Dreadnought's power plant and causing it to explode. Overcome with excitement Da Scrappas then sweep straight into Squad Adamantus. Warboss Grimjaw charges headlong into the retreating Veterans, cutting down four more of them. The Veterans fail their test again and the Warboss barrels on into the Terminators. Satisfied by the carnage caused, Adrian sits back to see what Simon has up his sleeve.



The Space Marine Veteran Squad Boras begins the counter attack.



Old One Calistro is surrounded by Da Scrappas.



SPACE MARINE 6

With a hole in the Imperial line, the Crimson Fists chant their litanies in preparation of the main assault to come. Squad Boras rallies and regroups alongside the Terminators and Commander Drakken to form a battleline, and prepare to continue the counter attack.

With a grim smile Simon calls for the Crimson Fists fusillade to begin. The Rhino fires at the Ork Warboss, causing a wound; the Veterans also open up but fail to harm him. Squad Dominus, seeing the danger to their Brethren, add their firepower to the attack and finally the Warboss is brought down by the sheer weight of fire. The Scouts target Da Scrappas and manage to shake one of them. The Razorback picks out the Warboss's truck in the midst of the firefight and fires but fails to penetrate the crude armour. Commander Drakken and Squad Adamantus open up on the Killa Kans and manage to destroy one, even though the cyclone missile launcher malfunctions.

With one Killa Kan undamaged, Squad Ardite targets it with their heavy bolter, but they only manage to stun the

pilot. Simon decides to take a risk and targets the Killa Kan with his Vindicator, even though the shot would probably catch his own men. Muttering a brief prayer to the Emperor under his breath, he fires. The shot hits home, destroying one of the Kans and killing a member of Squad Ardite as well. The Kan then explodes with a massive 6" blast radius and kills another Space Marine (talk about friendly fire!). Finally the Whirlwind manages to find its range again and lands a shot right on top of Gorbad's Shoota Boyz, killing another three Orks.

The assault begins as Terminator Squad Adamantus charges the remaining immobilised Killa Kan, cutting it down easily with their chainfists. Commander Drakken orders them back to consolidate their position ready for the next Ork assault.

(This scenario has a variable turn length and Adrian had been rolling to see if game was going to end since turn 5 – they now needed 3+ to continue. Simon offered another prayer to the Emperor hoping it wouldn't go on, but true to form Adrian rolled a 5 and with a satisfied grin continued to advance the Orks.)



Squad Adamantus takes revenge for the death of Calistro.



into the waiting thin, dark blue line of Terminator Squad Adamantus and Force Commander Drakken.

The Skarboyz have little success in hacking through the Terminators' thick armour, even with their choppos, but the Burna Boyz in the mob cut down one of the hulking Terminators and the remaining Space Marine from Squad Ardite. In reply, the Terminators only pull down one Ork, but they pass their Morale test easily as the Orks close in around them.

ORK TURN 7

With everything to play for, Adrian continues his dogged advance across the battlefield. The Skarboyz move themselves into a position to assault, so Adrian concentrates on bringing as many guns to bear on the beleaguered Crimson Fists Space Marines as possible. With his lines of sight clear, Adrian opens fire with everything he has left.

Gorbad's Shootas fire on the remaining Land Speeder of Deuce Squadron, sending it crashing into the ground. Da Stompa blasts away at the Rhino, but fails to penetrate the armour. Da Traks also decide to open fire on the unfortunate Rhino, with a little more success, and succeed in blowing it up. With the shooting over, the Skarboyz charge forward with a mighty WAAAGHH!

LOOK AT DAT!

As Adrian's Skarboyz moved up to attack in the seventh turn, he finally got a chance to use the dreaded Burna Boyz. The burna is a new Ork weapon that combines the effect of a flamer and a power weapon (gulp!). The only down-side is that it can't be used to perform both functions in the same turn. This meant that in the shooting phase Adrian had to decide if he should use the burnas as flamers, or save them until the close combat phase to use them as power weapons. As he was facing Terminators with a 2+ armour save, Adrian sensibly decided that the power weapon option was the better one, and was rewarded when the Burna Boyz he managed to get into base contact with the enemy slew a Terminator and a Space Marine for only one loss themselves.



The Skarboyz charge the thin, dark blue line.

SPACE MARINE TURN 7

Things are still looking grim for the Crimson Fists, with no idea when the battle will end. Simon concentrates on clearing his lines of the remaining Ork forces. Veteran squad Boras moves into position to support the Terminators and the Razorback rumbles to the other side of the large Ork building, ready for the Ork Stikk Bommas (who are lurking on the other side) to break cover. The rest of the army stands its ground ready to pour another hail of fire into the Ork lines.

The Devastator squad opens up on Da Killa but fails to penetrate its thick armour plates. Squad Dominus and the Scouts fire on Da Traks, destroying two of them. Finally, the Whirlwind lands a perfect salvo on the heads of Badbok's Stikkas, killing five of the highly trained Greenskins. The mob fail their Morale test, but pass their Mob check so they hold their ground. With his firing not going completely to plan, an anxious Simon begins the assault on the Skarboyz...

The remaining Veteran Space Marines of Squad Boras charge in to help their brethren and cut down Morskul and a Skarboy. Commander Drakken puts another two Skarboyz to the sword, Terminator Sergeant Adamantus cuts down another and the squad's power fists strike, putting down two more Skarboyz. The remaining Orks again fail to dent the Imperial armour, then fail their Morale check and then their Mob check!

Determined to see them off, Commander Drakken orders Veteran Squad Boras to give chase while he and



the Terminators reform their lines. Satisfied that he has managed to clear his position of Orks, Simon waits for Adrian to roll the dice to see if the game will go on one more turn. A 4+ is needed but Adrian rolls a 3. The game had ended... A battle weary Simon and a haggard Grand Warlord shake hands and total up the victory points.

VICTORY POINTS

**SPACE MARINES:
1222 points**

ORKS: 1043 points

The Crimson Fists pay dearly for their hard fought victory

LOOK AT DAT!

Simon's well-timed counter-attack revealed just how susceptible Orks are to this form of attack. Most of the Orks' advantages apply when they charge into close combat, and an opponent who can soak up their charge and then hit back can give the Orks a very difficult time of it. In particular, the Orks can't call on the Power of the Waaagh! unless they charged in, so counter-charging in your own turn is generally well worth it if you are a Space Marine player (it's not, however, recommended for less tough armies like Imperial Guard or Eldar).



JERVIS' DEBRIEF - THE WONDERS OF HINDSIGHT

Well, I have to say that this was a classic Ork vs Space Marine match-up, with the Orks charging headlong across the table into the teeth of the Space Marines' deadly firepower, and then having a jolly good punch-up at the end of it all. Although the Orks eventually got driven off, I think it's fairly obvious that they did much better using the new rules in the Codex than they would

have done using just the rules in the 40K rulebook - both in terms of their battlefield success, but also in terms of simply being more Orky in character.

With regard to the two players' battle plans, both did well under difficult circumstances. Simon clearly understood that if he was to win he was going to have to maximise the Marines' huge advantage in firepower, so he sensibly stood off and let the Orks come to him. However his poor positioning of units, most notably his Vindicator, hindered him. In addition, the units on his left flank spent most of the game doing nothing, and very rarely got the chance to shoot. This is understandable as Simon is used to (as primarily a Tyranid player) charging things rather than being charged by them, and was also lumbered with a table with very restricted lines of sight. Nonetheless I think it underlines how important it is to place 'shooting' units in a position with a good field of fire.

I think Adrian's biggest problem was that we'd forced him to fight with the Studio's Ork army rather than his own veteran force. This meant that he

was at almost as much of a disadvantage as Simon, and therefore fell back on the tried and tested formula of simply charging headlong at the enemy. The fact that he did so well with such classic Orky tactics is testament to the fine work Andy has done on the Ork Codex (and also goes to show once again that Adrian really is the Grand Ork Warlord!). As you've seen, Adrian's plan almost worked, until the Terminators' furious counter-attack in the last turn of the game crushed his Skarboyz and his chances of winning. I think the place where Adrian's plan came most unstuck was in the slightly disjointed way that his Nobz mob on the flank and the Boyz in the centre made their attack. Rather than attacking together as a single force, the Nobz got tied up dealing with the Land Speeders, with the result that they got blown away before they could really help the Boyz in the centre. Adrian's other mistake was forgetting to use the wargear his army had - in particular the retinue's truckk which would have allowed it to fight in close combat if he'd wanted it to, and both of these could have made a vital difference. This said, Adrian's failure to use these things is understandable as he had been stuck with a force which he'd not had a chance to practice with. Just as the Space Marines' tactics underlined the importance of positioning units so they can shoot well, Adrian's tactics underline just how much of a 'combined arms' force the Orks are, and how you have to use all of the different component parts together if you are going to achieve victory.

Jervis Johnson

TO THE VICTOR...

Well the Orks have been held off, for now at least, and the honour of the Crimson Fists remains intact. But what have I learned from this battle? Well there are a number of points worth raising, the first being the last minute change of mission, from Cleanse to this special Patrol. If we had actually played Cleanse I believe the game would have gone very much in Adrian's favour, with

both forces being very close from the outset. As it turned out, the Patrol mission meant that the forces were set up in opposite corners and when the reserves turned up they had to slog across the battlefield to get into the fight.

The use of the Night Fighting rules in this particular game made things even more tense, because a lot of my long-ranged firepower couldn't see appropriate targets – at times even targets at a very threatening short range were cloaked in darkness. So what would I have changed? Well I really like the army itself, although it is probably a little firepower heavy. Personally I like the idea of forty odd Space Marines blazing away at the enemy, with the tanks trundling into suitable fire positions ready to unleash huge barrages into the foe. The army is definitely lacking fast moving assault troops but I hadn't envisioned any need for them against the Orks.

The Terminators proved to be well worth the points investment, even though they didn't turn up till late in the game. They managed to see off the Stormboyz, Killer Kans and Skarboyz, albeit with a little assistance from their brothers in arms. I was a bit undecided whether to take Terminators or not, because of their high points cost, but they performed so well that I intend to include some in my own Space Marine Salamanders army.

Even with the change of missions I would not have changed the army itself, as Space Marines are probably the most adaptable force in the game. However I would change the actual tactics I used. Essentially the biggest problem I created for myself was the deployment of my troops. When the reserves started turning up, keeping close together without advancing on the Orks meant I had no room to manoeuvre. So I was finding it difficult to bring all my guns to bear and assault in the right places.

The placement of the Scouts in the Ork building seemed good at the time, but I would have been better off leaving the building empty so the Devastators could have the best firing position in my deployment zone. Meanwhile, the Scouts could have advanced around the left. As it was the Devastators only managed to get visible range to their target once all battle. Another very bad decision was to send the Vindicator out on the right flank in a desperate rush to fire its demolisher as soon as I could (I was so looking forward to firing that cannon). The Vindicator would have been much better placed on the left, to move up in front of the Whirlwind. The devastation that could have been caused by these two ordnance weapons together would have been impressive to say the least. In the end it managed to fire twice and one of those shots resulted in the deaths of two of the Emperor's finest.

The Land Speeders performed well but I really should have tried to keep them out of reach of the Orks. The Tactical squads pretty much did their job but took way

too many casualties for my liking, most to close combat and Ork rokkit launchas.

Adrian played a good game considering the mission's problematic deployment. Having such a long way to slog across the battlefield meant his attack down the centre was really reduced to one unit at a time, while his flanking force sent down the right-hand side of the table, although very destructive, was unsupported. Given the circumstances and had the game been allowed to continue to the bitter end, then the Orks would most likely have pounded the Space Marines into the ground.

I'LL BE BACK...



Adrian 'shell-shocked' Wood

Although the margin in victory points is fairly large, the view from the battlefield seems to tell a different story. The Ork battleline was getting closer all the time, and who knows what another turn of fighting would have brought. The Space Marines were weakening in the centre and only the Terminators were holding out. Unfortunately, fighting a Patrol mission

meant my Boyz had to trudge all the way across the battlefield (instead of being able to set up within of 18" of the enemy, as in a Cleanse) before I could get them into close combat, where Orks really excel! It's pretty obvious from the close combats that went on between the Warboss and the Veterans that Space Marine armour is no match for a choppa – a 4+ save is a different kettle of fish to a 3+ save. The Boyz would have made a real mess of the Space Marine battleline had they been able to attack en mass rather than piecemeal. Even in the case of a Cleanse mission, a full on assault against Shuker's force would have smashed the thin, blue line about quite a bit. Hah! Forget the mission, kill, kill them all!

There were a couple of key points that counted against me I think. The retinue's charge was mistimed, I should have attacked a turn later. However the Land Speeders were coming, so perhaps it was better to charge than to get shot up. The final close combat between the Terminators and the Skarboyz was appalling. The Orks completely failed to hit the armoured Space Marines and were massacred. The one error that has haunted me was forgetting the Nobz' saving throw of 4+. I normally don't bother with armour, but thought the Nobz looked 'eavily armoured so gave them the appropriate wargear. This is what happens when you use wargear you normally don't use in an army. I remembered the tankbusta bombz but not the 'eavy armour. Doh! Still, under the weight of fire the retinue was under with all those heavy weapons and stuff, the Nobz probably wouldn't have stood a chance anyway, regardless of their armour. Always remember to check your army list before you commit your units!

One thing I really missed from my Ork army were the Trukk mobs – these ladz can really motor into the enemy double quick. I spent most of my time just trying to get the Boyz forward, most of which were really wasted, particularly the Gretchin and the Stikk Bommas. The Traks and Warbikes were good, but close combat is what counts in an Ork army rather than gunz.

Still, well done to Shukers, I look forward to busting you up with my own Ork army!



Simon 'very severe haircut' Shuker

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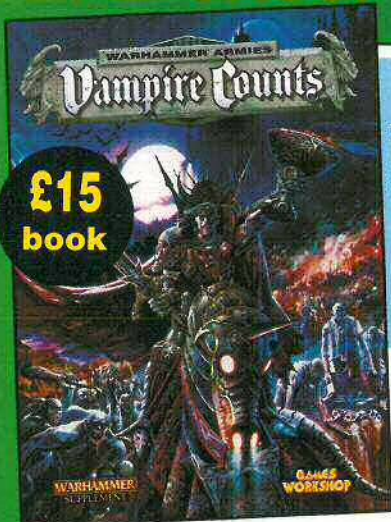
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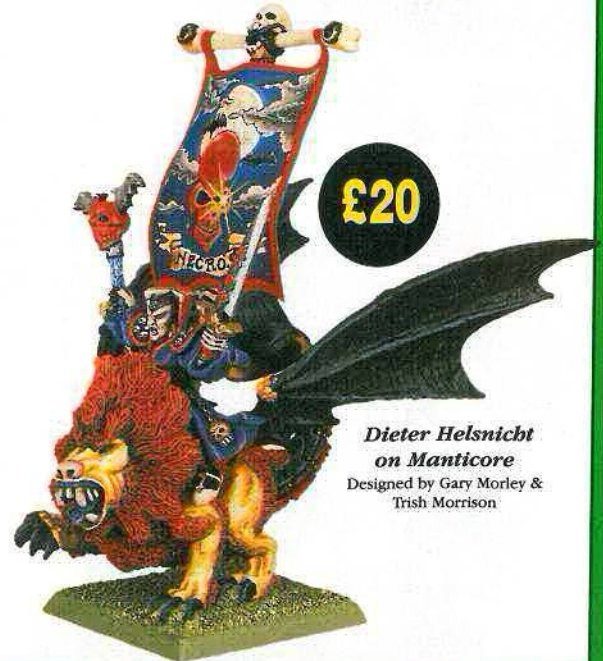
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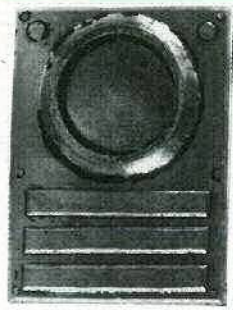
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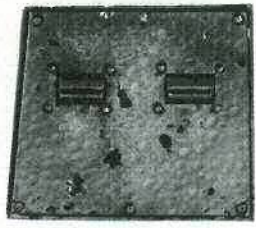
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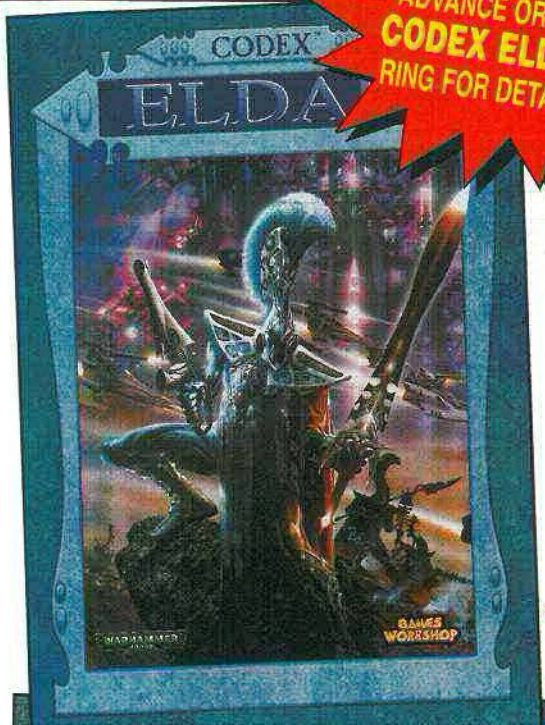


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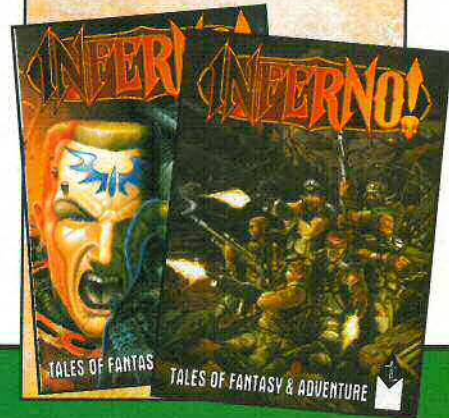
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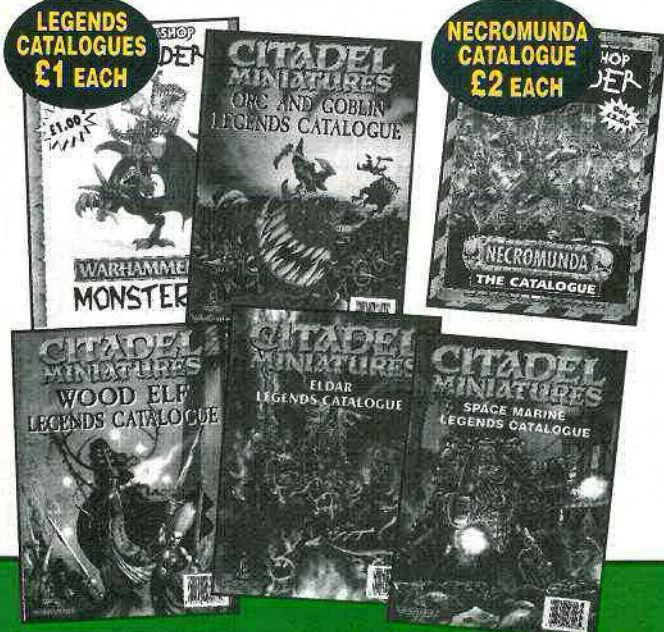
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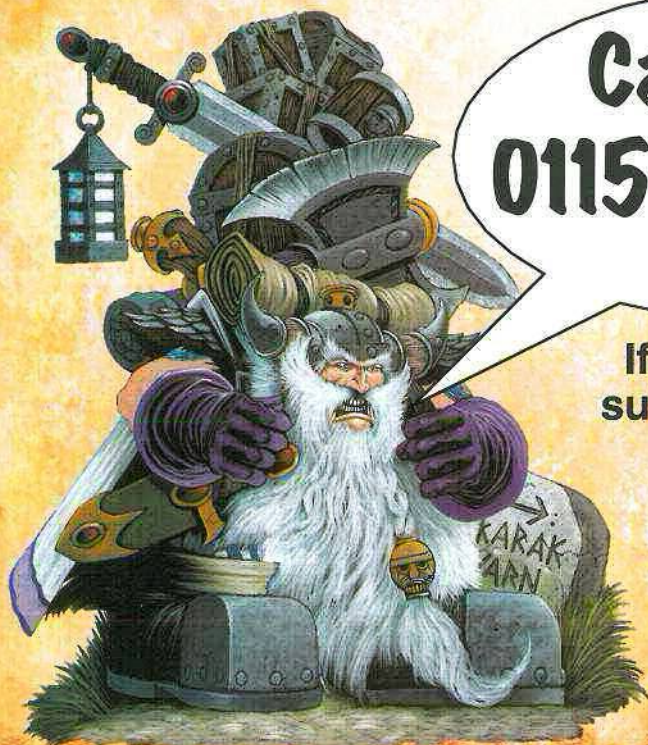
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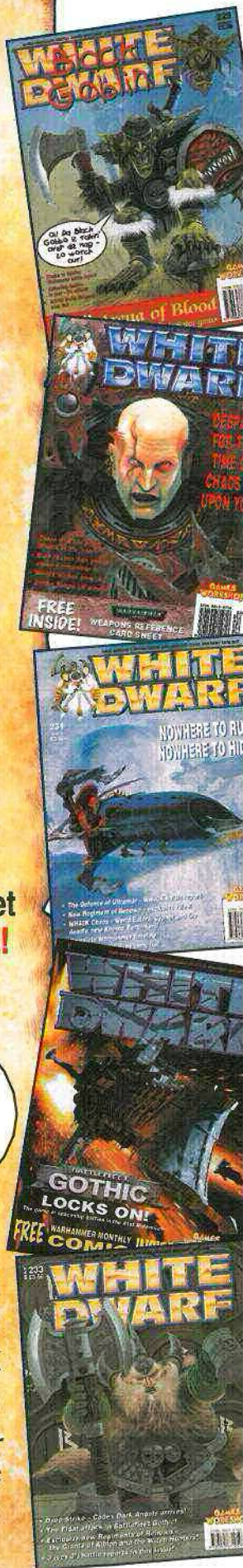
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The green tide of an Ork Waagh! sweeps into an isolated Imperial outpost, stalwartly defended by the Praetorian XXIV Imperial Guard regiment.

WARHAMMER
40,000



The Ork Warboss assaults the beleaguered Praetorian Guardsmen.

The Imperial Guardsmen prepare to receive the Ork charge, as the Skarboyz and Burra Boyz close in.

FIRE! A volley of lasgun-fire smashes into the Orks attacking the Imperial Inc.



A Vindicare Assassin targets his next victim.