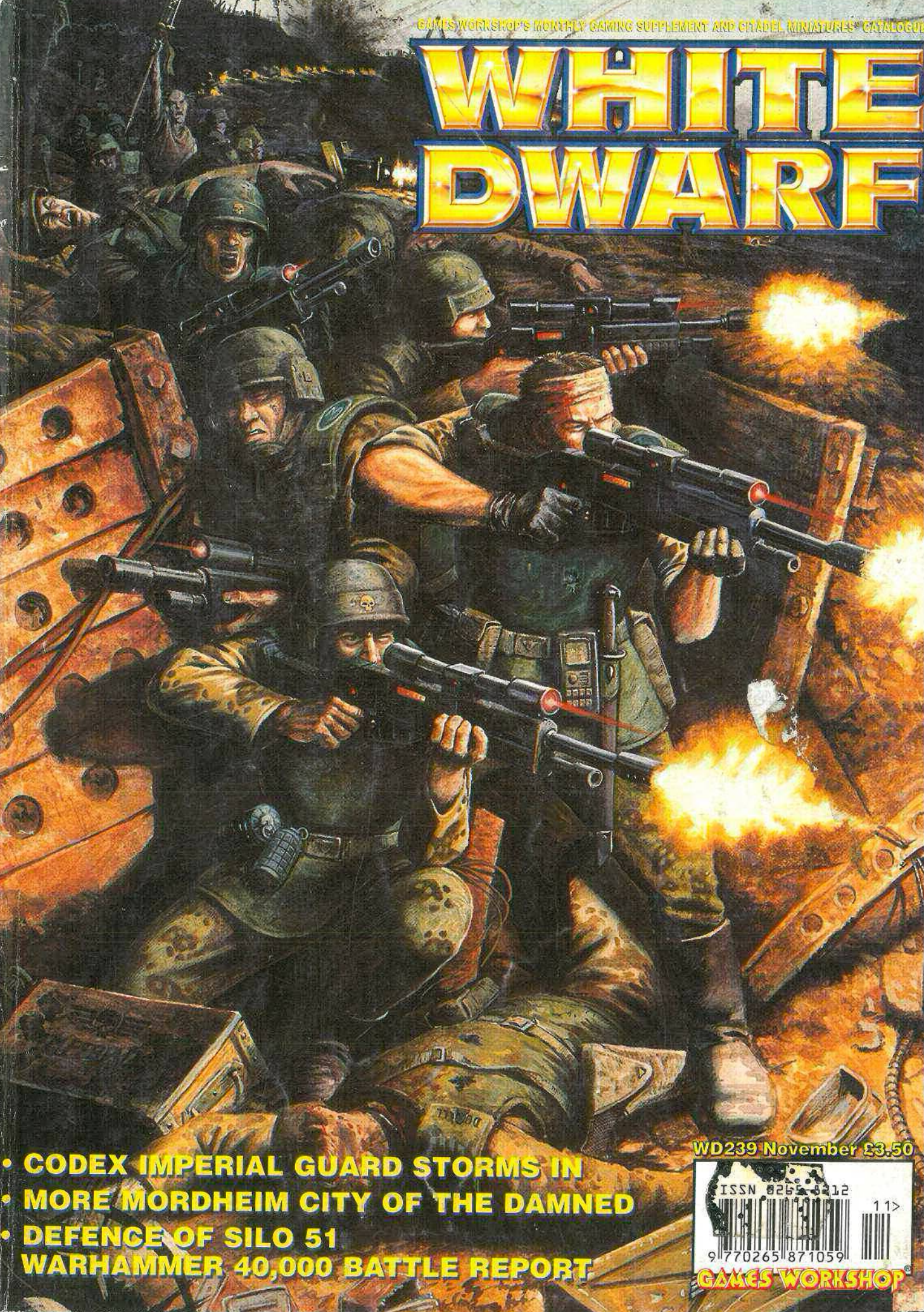


WHITE DWARF



- **CODEX IMPERIAL GUARD STORMS IN**
- **MORE MORDHEIM CITY OF THE DAMNED**
- **DEFENCE OF SILO 51**
- **WARHAMMER 40,000 BATTLE REPORT**

WD239 November £3.50

ISSN 0265-3212 11>

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GAMES WORKSHOP

WHITE DWARF



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By Dave Gallagher.

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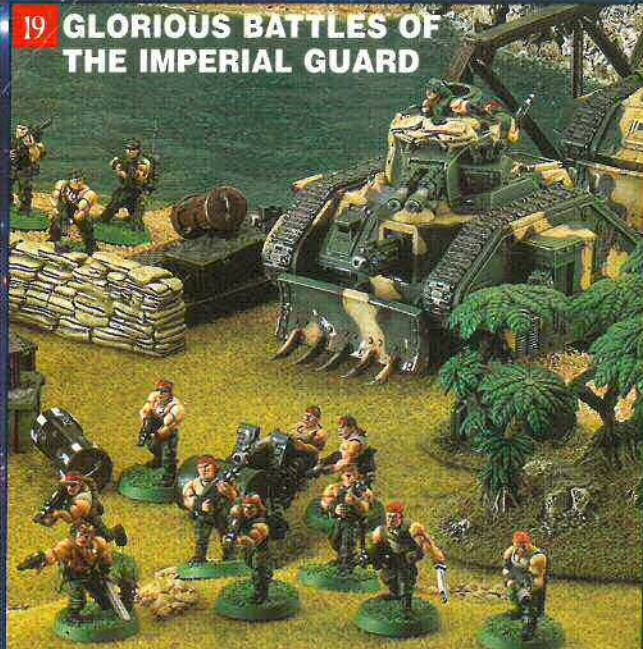
There's always something going on at your local Games Workshop store. Find out what's happening and how to join in...

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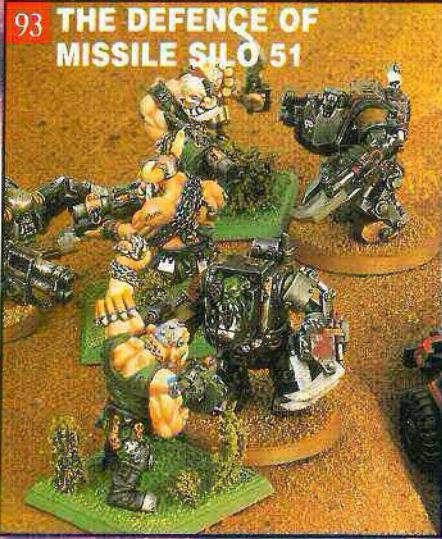
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Get Hammered!

Sisters of Sigmar promise to save our souls. Read all about it in this month's Town Crier!



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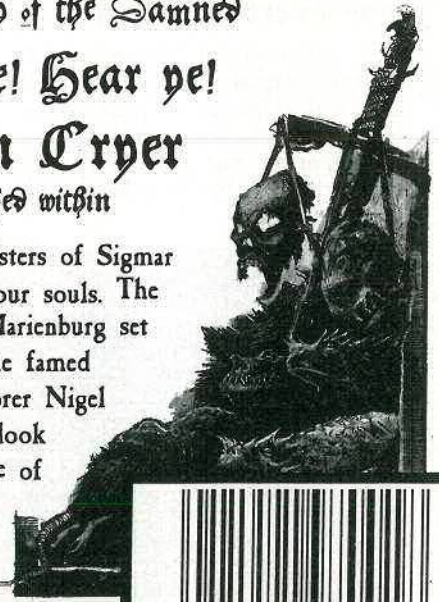
City of the Damned

Hear ye! Hear ye!

Town Crier

published within

Read how the Sisters of Sigmar promise to save our souls. The free traders of Marienburg set up camp. Plus the famed scholar and explorer Nigel Stillman takes a look at the architecture of Mordheim.



BATTLEFLEET GOTHIC

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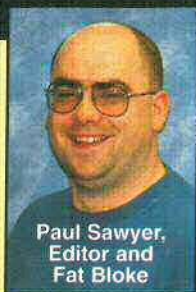
The Planet Killer – the most powerful and feared battleship in the Gothic Sector.



Product Code: 60249999239

NEWS

The Fat Bloke Editorial



Paul Sawyer,
Editor and
Fat Bloke

This issue of White Dwarf is a stormer, even if I do say so myself. Why? Well, if you're sitting comfortably, I'll begin...

First and foremost we feature the release of the superb Codex Imperial Guard. This army list allows you to take huge regiments of valiant human soldiers supported by lots

and lots of tanks (of which there are new variants!) – who could want for more? Not Gordon Davidson or Lonnie Mullins (Lonnie's here on a pilgrimage from GW US). They've been steadily filling every room in Gordon's house with all manner of Imperial Guard bits as they build their colossal Catachan army. More about that in coming issues.

Then, of course, we have the second edition of Town Cryer presented by that renowned page thief, Tuomas Pirinen, as

he reveals more dark secrets for our new game, Mordheim City of the Damned. Check out the new Marienburger and Sisters of Sigmar warbands and marvel at the constructions of that most esteemed of architects, Nigel Stillman.

If you're a fleet admiral, this issue will either be great news or a reason to retire, as we proudly present full rules and background for the most destructive ship in the Gothic Sector, Abaddon's flagship, the Planet Killer!

PLUS more for 40K Necron players, collecting Orcs & Goblins, Warhammer tunnel troops, and loads more!

Phew! See you again next month...

FAT BLOKE

IMPERIAL GUARD NEW CODIX RELEASED THIS MONTH

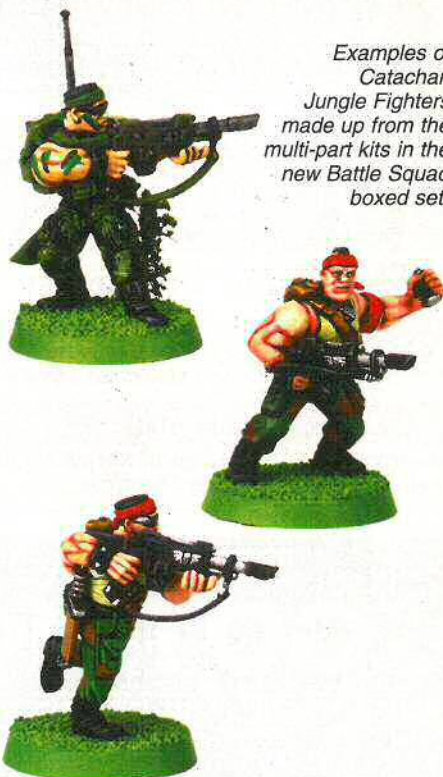
Imperial forces receive a boost this month with the release of the Imperial Guard Codex. The Codex gives you new options, troop types, extra equipment and special characters, all invaluable in your mission to crush the enemies of the Imperium.

The author of the Codex, Jarvis Johnson, explains all the cool new stuff later in this issue. Look out for Hardened Veterans – these battle-experienced warriors are better shots than average Guardsmen and

are better equipped too. Storm Troopers have a whole new range of battle equipment, making them really useful elite troops. Imperial Commissars now demonstrate their zealous loyalty to the Emperor by summarily executing any officer that tries to desert the field!

The other big news is the release of our latest Battle Squad set, Catachan Jungle Fighters. This is the latest in our range of multi-part plastic kits, which can be stuck together in literally thousands of different ways to make up the core units of your army.

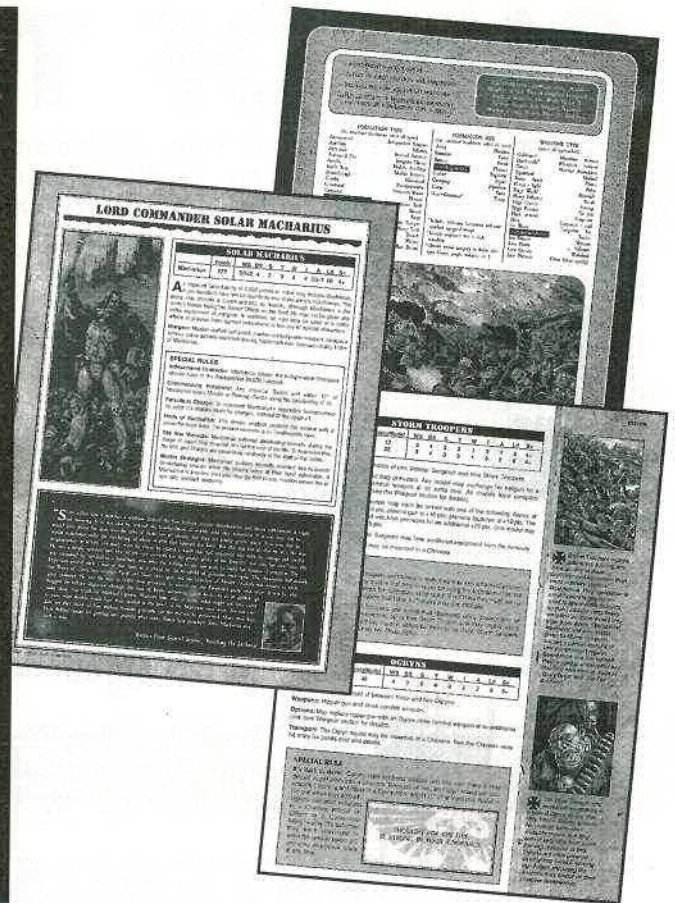
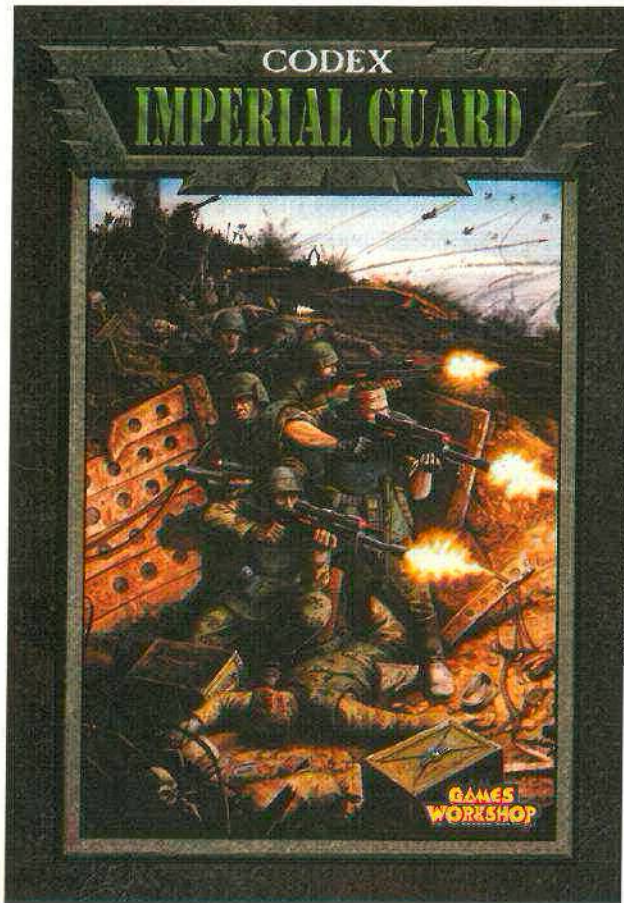
*Examples of
Catachan
Jungle Fighters
made up from the
multi-part kits in the
new Battle Squad
boxed set.*



*A Catachan Command HQ
occupies a fortified position.*



NEWS



The new Leman Russ Exterminator packs some serious firepower.



The army list in the Codex features two new Leman Russ variants – one of which, the Exterminator, is out this month. The Exterminator carries a huge amount of firepower, including twin-linked autocannons and three heavy bolters – that's eleven dice!

BATTLE REPORT

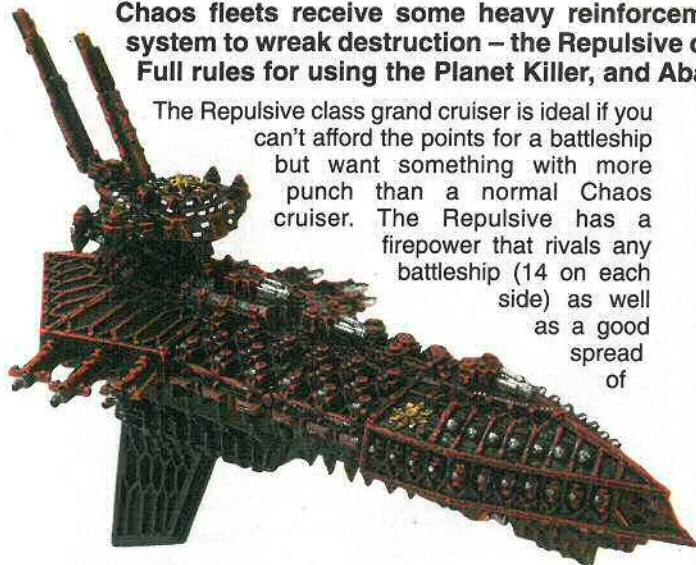
This month's battle report is entitled **The Defence of Missile Silo 51.**

It features the Imperial Guard battling against a savage Ork horde, determined to overrun their position and take control of the Imperial arsenal. Find out who wins later this issue.

NEWS

OUT OF THE WARP

Chaos fleets receive some heavy reinforcements this month, as two new vessels move in-system to wreak destruction – the Repulsive class grand cruiser and the awesome Planet Killer. Full rules for using the Planet Killer, and Abaddon himself, appear in this issue.



The Repulsive class grand cruiser is ideal if you can't afford the points for a battleship but want something with more punch than a normal Chaos cruiser. The Repulsive has a firepower that rivals any battleship (14 on each side) as well as a good spread of

lances and torpedoes. It can sustain more damage than other cruisers too, making it outstanding value for its points cost.

The Planet Killer is a unique vessel and was Abaddon's flagship during the Gothic War. As you will see when you read the rules later in White Dwarf, it is VERY destructive! There are also rules for having Abaddon on board one of your ships. This makes the crew extremely efficient (as they are terrified of him) but watch out for the special "You have failed me for the last time" rule.

The Repulsive class grand cruiser, sculpted by Tim Adcock.



AMSTERDAM GRAND OPENING

If you're looking for some great deals on Games Workshop models and books, get yourself to our Amsterdam store for their Grand Opening! But be warned – there's bound to be a big queue!

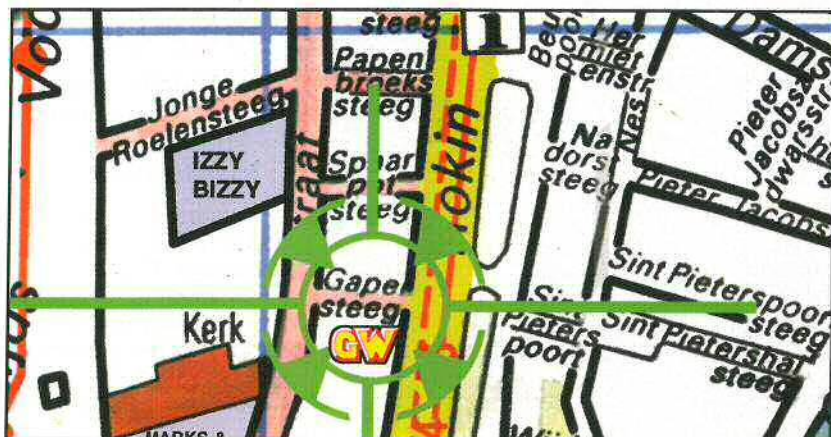
On Saturday 30th and Sunday 31st October, Games Workshop Amsterdam will be holding their Grand Opening! Bargains galore are to be had at this sale, celebrating the

opening of our second store in the Netherlands. Check out the details in the Games Workshop Stores pages later in this issue, or call the store on: ++020 6223 863.

NEW STORE

Games Workshop has just opened a store in the brand new shopping centre near Glasgow.

The Braehead shopping centre is one of the biggest in Scotland, and one of the first stores to open will be Games Workshop. Why not pop along to check out the centre and visit the newest Games Workshop store in the country? Give Games Workshop Glasgow a call for further details on 0141 332 5588.



NEWS

NEW RELEASES THIS MONTH

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Sisters of Sigmar (8 models, metal boxed set) £15.00

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Sigmarite Auger (1 model per blister) £4.00

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Veskit, Clan Eshin Executioner (1 model per blister) £5.00

Johann the Knife (1 model per blister) £5.00

WARHAMMER 40,000®

IMPERIAL GUARD

Codex Imperial Guard £8.00

Catachan Jungle Fighters (plastic boxed set) £12.00

Leman Russ Exterminator (metal & plastic boxed set) £20.00

BATTLEFLEET GOTHIC™

CHAOS

Planet Killer (metal boxed set) £12.00

Repulsive class grand cruiser (metal boxed set) £8.00

Black Library™

Warhammer Monthly 24 £2.00

Inferno! 15 £5.00

Daemonslayer, novel by Bill King £5.99

Titan, graphic novel £4.99

Warhammer Warriors, Ephrael Stern £2.50

Warhammer Warriors, Khâm the Betrayer £2.50

Calendar 2000 £10.00

Gorkamorka Gubbinz £4.00

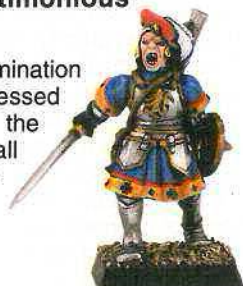
OTHER STUFF

Limited Edition Warhammer & Warhammer 40,000 (including free metal command figure)	£50.00 each
Mega Paint Set (complete paint range)	£100.00
Batteries Not Included (stuff to get you started)	£25.00
Tank Brush (huge brush!)	£5.00

TOWN CRYER

The second issue of Town Cryer documents the arrival of the rich men of Marienburg in the city of Mordheim, along with the re-emergence of the sanctimonious Sisters of Sigmar.

Also this month there is an examination of Paul Sawyer's own Possessed warband, the Brotherhood of the Dark Moon, which features all converted models. Plus there are new rules in the form of goods for wealthy warbands to purchase, including banners, tarot cards and even opulent coaches. Get out your goats!



Marienburger
Champion

WHERE'S WINK?

Lost – one Golden Demon winner! Adrian Wink has won numerous statuettes at our prestigious painting competition, and took away the coveted Slayer Sword in 1997, for the model shown below.

However, we have lost contact with this talented painter, so if you are out there Adrian (and if you haven't just won the 1999 competition – in which case we'll have spotted you already), please get in touch with Paul Sawyer, here at the White Dwarf bunker.

Adrian's Orc Warlord mounted on warboar won him first place in the Warhammer Single Miniature category, as well as the much prized Slayer Sword.



NEWS

TANK BRUSH

Got a tank to paint? Need a big brush? Well look no further, because the new Tank Brush goes on sale this month.

The new brush is just what you need for base coating large areas quickly and is ideal for drybrushing the armour plates of your tanks. If you've never tried this, the idea is to mix up a lighter shade of the base colour (just add some white) and then wipe almost all the paint off the brush with a tissue. Drag the virtually dry brush over your model and the paint will come off onto the raised detail while leaving the recesses untouched, to create a highlight. Remember, the brush needs to be really dry to avoid streaks of paint.



NEXT ISSUE LAST CHANCERS



Colonel Schaeffer's Last Chancers are due for release next month in a special boxed set.

To go with the new models, Codex author Jervis Johnson has written rules for using the Last Chancers on their own in 'special ops' missions – including special rules for every member of the squad.

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NE



Tidings from the **Black Library**

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You may have noticed the plethora of merchandise and limited edition goodies available from the Black Library, from Imperial Armour's vehicle conversion kits to the awesome large scale figurines from Forge World. The great news is that we now accept credit card orders over the phone.

All you have to do is call the Black Library hotline on: **0115 916 8177**. The line is open weekdays between 3pm and 6pm (UK time). Or if you prefer you can fax your orders (24 hours) on: **0115 916 8044**.

BILL KING GOES TO FENRIS

This month marks the release of the third Gotrek and Felix novel, *Daemonslayer* from Bill King. Bill has told us that he intends to take a break from Gotrek and Felix so that he can start work on a Space Wolves saga. Way back at the dawn of time, Bill was one of the guys responsible for coming up with the background and character of the Space Wolves, and he has already written a couple of short stories featuring the fierce warriors of Fenris, so an absolutely cracking story is guaranteed.

DAEMONIFUGE

Although Kev Walker has been busy producing awesome cover paintings for *Warhammer Monthly*, it's been many months since the end of *Daemonifuge* and you may be wondering whether you are going to see the valiant Ephrael Stern again. Well, this month sees the release of the Ephrael Stern *Warhammer Warrior* book, along with Khârn the Betrayer. We can also announce that we will be bringing out limited edition miniatures of Ephrael Stern and Inquisitor Silas Hand, though you won't get a chance to grab these until Christmas. But what about another series of *Daemonifuge* then? All we can say at the moment is that Kev is still very busy, but be on the look out for something early in the new year.

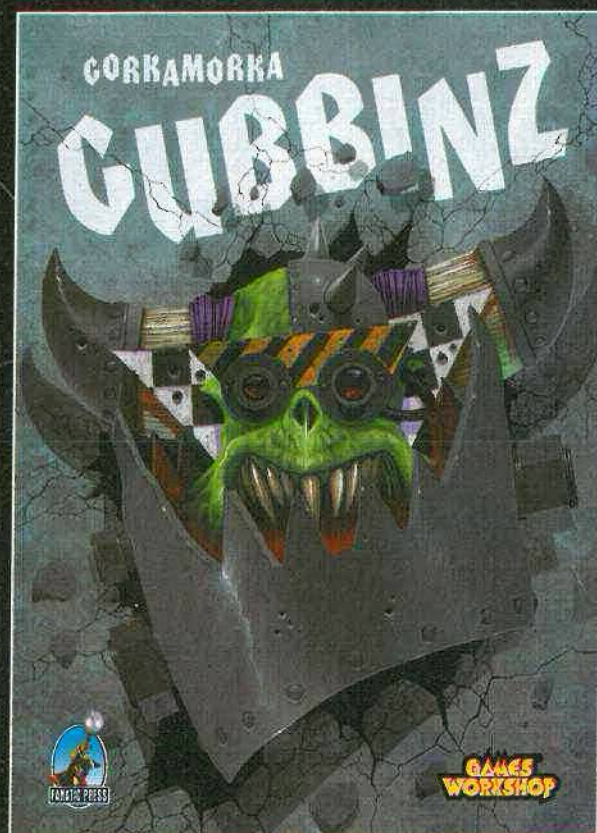
GANG WAR

Over in the Fanatic Press bunker, they are beginning to work on the next issue of the very popular *Gang War* and are looking for new material. So all you Necromunda gang leaders out there with any cool ideas for new gangs, scenarios or conversions, send them in to:

The Journal Bunker, Games Workshop, Willow Road, Lenton, Nottingham, NG7 2WS.



MORE DAKKA FOR YER LOOTERZ AND SHOOTERZ



Fanatic Press is proud to launch their first supplement for Gorkamorka. In keeping with the anarchic feel of this game, *Gorkamorka Gubbinz* is packed full of crazy ideas and articles for you to add to your games of Gorkamorka. Compiled from the pages of the *Citadel Journal* and *White Dwarf*, with a whole bunch of new articles to boot, *Gorkamorka Gubbinz* is a packed 96 pages. This issue includes rules for using rollerblading Ork warbands, building your own fort with Gorkaforta and kustomising vehicles at the Mad Meks. All this plus loads of new mobs, special scenarios, campaign rules and much, much more.

OUT: END-OCTOBER • ONLY £5.00

JOURNAL 34

The *Citadel Journal* is the magazine for the hardcore hobbyist. Each issue is packed with 96 pages of house rules, scenarios, campaigns, modelling and conversion tips all written by gamers for gamers. The *Journal* covers all systems from *Warhammer* all the way to old faves like *Blood Bowl* and *Space Hulk*.

OUT NOW! £4.00



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WARHAMMER 40,000

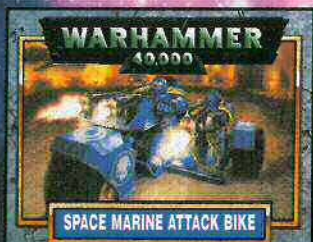
Space Marines are humanity's ultimate warriors, mankind's last bastion against the terrors of the galaxy. Equipped with the best arms and armour the Imperium has to offer. Space Marine armies are the Emperor's finest.

There is not
time for
peace.

No
respite.

No
forgiveness.

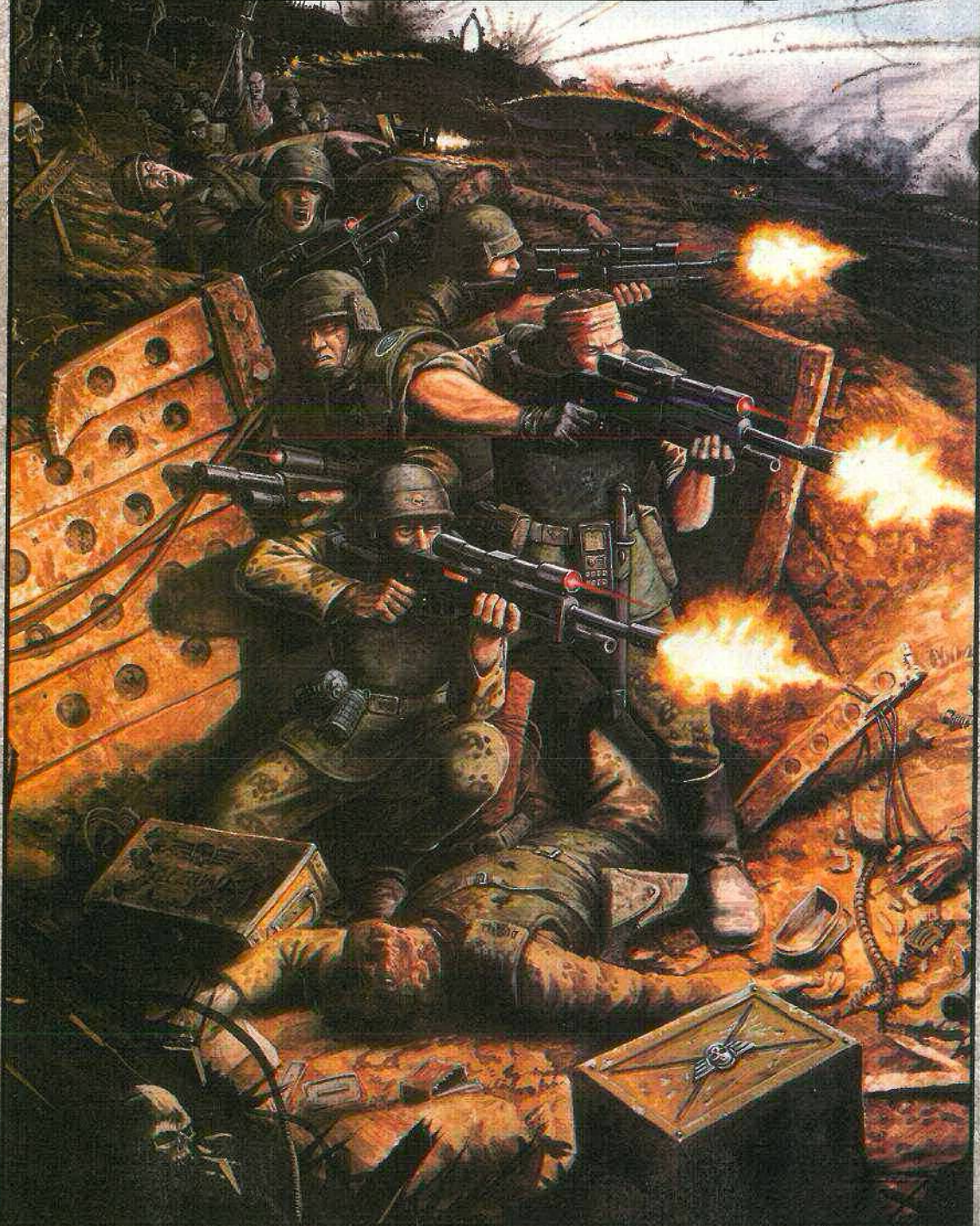
There is only
WAR!



"NO RETREAT - NO SURRENDER!"
Space Marine boxed sets available now!

CODEX™

IMPERIAL GUARD™



Duty & Honour

ATTENSHUN!



COMMISSAR
GENERAL
J. Johnson

LISTEN UP YOU 'ORRIBLE LOT! Get back in line... Call yourself Guardsmen? You look like a collection of pointy-eared girlie Eldar! Stand up straight, heads up, eyes front, shoulders back... That's better. Welcome to your first day of military service in the Emperor's Imperial Guard. Commissar General J. Johnson is about to address you on the basic ideals of the Imperial Guard from the holy Codex itself, which is more than any of you lot deserve! Listen close, what he has to say might save your lives out in the field. Not that any of you Grox bait are going to make it through basic...

Right... The fun bit about working on a Codex or Army Book for an existing army is deciding what your focus will be, and what new spin you will bring to the army in order to keep it interesting and fresh. This is something of a balancing act, as you also have to keep in mind that some players will already have the army you're working on, and will get all upset if you decide to change or do away with their favourite troop types.

But on the other hand you want to improve the character and feel of the army, which means that sometimes a unit or two has to go. Fortunately, with the Imperial Guard there weren't any troop types that I wanted to get rid of (quite the reverse in fact – I wanted to add more options in!).

Instead I wanted to change the focus of the army list so that it concentrated on a particular type of Imperial Guard formation, namely the Imperial Guard Infantry Company.

The current army list in the Warhammer 40,000 rulebook, as well as the old Imperial Guard Codex for the last edition of the game, both presented a sort of 'generic' Imperial Guard army list that allowed you to mix and match units pretty much as you wished. The result is a pair of very flexible lists – to my mind rather too flexible, especially for an army as unwieldy as the Guard. What's more, the lists had little relation to the higher level formations and organisation we'd described the Imperial Guard using in the game's background. So I decided to abandon the old generic approach, and build an army list that focused on allowing a player to collect and field an Imperial Guard Infantry Company as his army. This approach created a much more focused and (to my mind) a much more characterful army list, while still leaving players with a wide range of choices as to what they could field. It's also allowed me to cover rarer formations like Imperial Guard Armoured Companies (allowing players to field all-vehicle armies!) and Rough Rider Companies as separate army lists in their own right, rather than trying to come up with one list for all three types of formation (*If I can blag them from Jerv these will appear in future issues of White Dwarf – Fat Bloke*).

I'll discuss the actual changes to the army list below, but first there were two other themes I wanted to address in the new Codex. These themes were mainly addressed in terms of the background rather than as changes to the army list and rules, though they did have an impact on what I included in the army lists in a number of minor ways.

The first thing I wanted to get across in terms of the background for the Guard was that this is an army ostensibly made up of humans. Admittedly hardened, dedicated human soldiers armed to the teeth but humans just the same. In the past we've tended to describe the Imperial Guard as some kind of huge sledgehammer that only ever fights in vast battles akin to the Somme or Kursk. While the Imperial Guard is used in such a way, by only focusing on such battles we've tended to reduce Guard troopers to the role of faceless individuals or, even worse, cannon fodder. I wanted to turn this round a bit in the new Codex, and so I've emphasised the human nature of the Imperial Guard and the fact that it's made up of people just like you and me, with the same fears, hopes and aspirations. Linking to this theme, I also wanted to make it clear that while the Imperial Guard does take part in huge battles, this isn't the only type of battle they fight. More often than not all that stands between citizens of the Imperium and a raiding force of alien monsters is a small, battered, Imperial Guard Infantry Company. Under such circumstances the Guardsmen are willing to lay down their lives to save the people under their protection.

The other main theme I wanted to address was just how diverse and varied an organisation the Imperial Guard is. We'd gone one step along this route with the last Imperial Guard Codex, which introduced six 'example' Imperial Guard regiments. We've tried to expand on this in the new Codex by including painting and





An Imperial Guard army ready for battle.

uniform details for a whole host of new regiments. Please note that as there are so many types shown and they are so diverse in terms of culture and appearance, our poor old miniatures designers can't hope to make models for them all. However, we felt it was important to show just how varied and diverse the Guard is... and they also offer those converters and expert painters out there a wide range of possibilities for conversions and unique paint schemes for their Guard army.

But enough overview, I hear you cry, let's get down to the actual changes I've made.

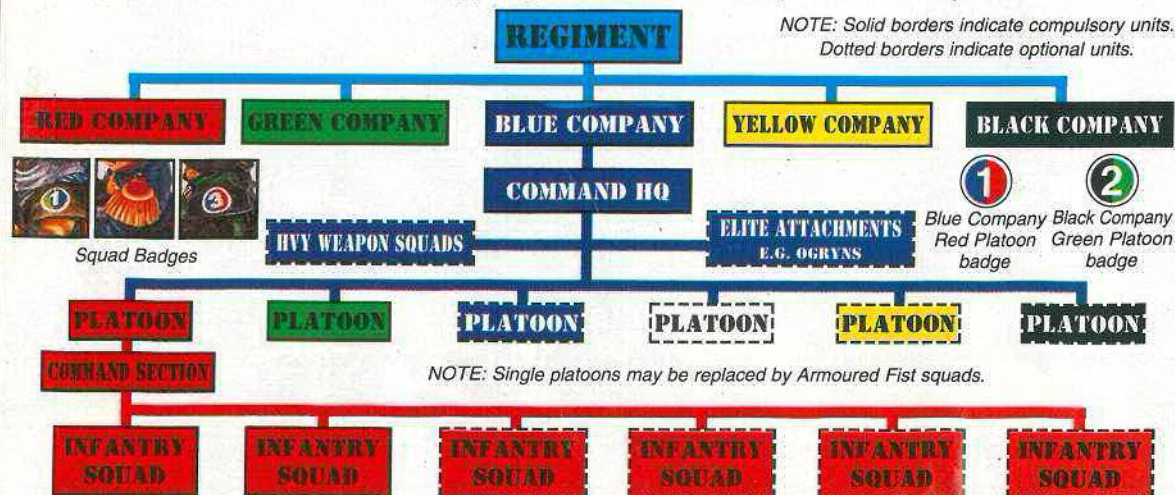
THE ARMY LISTS

One of the things I really didn't like all that much about the previous list was the way that all of the heavy weapon squads were spread out and split up among different sections of the list. This was the first thing I changed when I got to work on the new lists. To give the list more structure, I made all of the heavy weapon teams part of the Command HQ for the army. Basically, the Command HQ in the new list changes from a single squad to a platoon, made up of a Command HQ and 0-5 Heavy Weapon squads. All count as a single HQ choice, in much the same way that an Infantry platoon counts as a single Troops choice in the Imperial Guard list in the rulebook.

This has another advantage, in that it frees up slots in the Troops and Heavy Support sections for use on things other than Heavy Weapon squads, which adds to the flexibility of the army and increases the number of options open to an Imperial Guard player. I've also added in a rule for comm-links, so that all those radio operators (not to mention scratch-built whip aerials on command vehicles) get something to do. Finally, as the Command platoon represents the HQ of the Company, I limited the number of Command platoons to one in the list. This also stops beardy gits from maxing out on Heavy Weapon squads by taking two Command platoons and the minimum number of Troops choices!

As you can see in the diagram below, the Command platoon along with the Infantry platoons represent the Infantry Company under your command. All of the other units that you include in the army represent 'assets' that have been lent or 'cross-attached' from other Imperial Guard formations to help your Company perform its mission. So, for example, if you took an Armoured Fist squad and a couple of Leman Russ battle tanks, these would have been cross-attached from an Armoured Company, while any Rough Riders would have come from a Rough Rider Company, and so on. Fortunately the limited number of assets that can be used is covered by

The chart below shows a typical example of the way Imperial Guard units are organised. You can choose to represent this organisation on your models if you want, and there are lots of different ways of doing this. Vehicles especially benefit from some kind of marking, and you can see lots of examples in Codex Imperial Guard.





the restrictions of the Force Organisation charts, and so I haven't had to apply any extra restrictions on what you can take. The only exception are Armoured Fist squads, which are limited to one per Infantry platoon taken for the army, to ensure that they don't outnumber the troops they are meant to support! However, the fact that assets come from other formations does have implications for very dedicated modellers and painters, as it will affect their unit markings, though I doubt saner people will worry too much about such things.

The next area to get a bit of a going over was the Troops section. In play testing, the appropriately named Michael Major pointed out that by fielding lots of platoons that consisted of an HQ and one squad it was possible to get your hands on lots of heavy weapons at a rock bottom points cost. To knock this on the head I upped the minimum number of squads in a platoon to two, so that an Imperial Guard platoon now has 1 Command Section and 2-5 Squads (as an aside, Andy Chambers still reckons it should be 3-5 squads

minimum. I reckon he has a good point, but I couldn't quite bring myself to force players to take such large platoons. However, I will say that to play in the right spirit you shouldn't field more than one platoon which only has two squads in it – all the rest should have three or more).

Linked closely to the above was one very important change in the new list, and one which may be received with less than total rapture by Guard players; I've increased the points cost of Imperial Guardsmen and their heavy weapons. As a rule of thumb a Guardsman now costs six points rather than five as used to be the case, while the cost of squad-based heavy weapons has gone up by about five points each. The reason for making this change was the appearance of the deadly 'shooty Imperial Guard army from hell' (SIGAFH for short!). The SIGAFH consisted mainly of infantry squads with lascannon and plasma gun weapon upgrades, perhaps backed up with a Leman Russ or two. The sheer amount of firepower the army could lay down was frightening to behold, and just about nobody could stand up to it. Fortunately only a few players have access to the huge quantity of Guard models needed to field such an army, but even so, something had to be done to stop it being used, so those points costs just had to go up! The good news is that, combined with all of the other rules changes, the increased cost of the infantry makes the list much more balanced and fun to use (the SIGAFH, while winning lots of games, was not by all accounts very exciting to use).

Other changes to the list were made to add to the diversity and range of things you can collect for the army. The Elites section includes a 'Hardened Veteran' squad that allows players to field their own version of the Dirty Dozen or Sergeant Fury's Howling Commandos, and is included mainly for dedicated modellers who can have a field day converting each and every member of the squad. The Storm Troopers have been given a thorough going over, and have reappeared as an altogether more interesting and 'high-tech' force, armed with high energy lasguns and protected by



Mordian infantry squad



Valhalla guardsmen advance in support of a Leman Russ battle tank.



Tallarn Desert Raiders repulse an Eldar attack.

special ablative armour, and can use grav-chutes and para-gliders which allow them to deep strike onto the table.

NEW SPECIAL RULES

Although I'm sure to have forgotten something vital, that was about it as far as new troops types and weapon options were concerned. However, there was one other thing I could do with the new list, and that was add in some new special rules for troop types that I felt deserved it. There were three candidates for this, who I felt had been under-rated in the list that was included in the rules, and these were the Commissars, the Rough Riders and the Hellhound tank.

Commissars have been one of the most enduringly popular images of the Imperial Guard, ever since they first appeared a decade or so ago. Now, the early version of the Commissar was an altogether more zealous and callous specimen than the goody-two shoes who was in the second edition Guard army list, and I wanted to return to the original persona. For those that weren't around for the first version of the Commissar, he had a distressing habit of summarily executing officers and sergeants that failed a Morale check, a feat which tended to stop a retreat dead in its tracks (*bad pun Johnson, bad pun - Fat Bloke*). I've reintroduced this rule to universal cheers of acclaim from all of the older play testers!

Both Rough Riders and Hellhounds suffered from being Fast Support options that weren't all that fast. In the case of the Hellhound I've got round this by simply saying it can move 12" and still shoot its Inferno cannon to the side or rear. However, as a counterbalance to this new advantage, all the fuel it carries makes it very vulnerable, so glancing hits count as penetrating hits instead. The Rough Riders can now move at a trot, which allows them to trundle around faster than the infantry in the army, which makes sense, I think. I've also taken the opportunity to modify the hunting lance rules so that it is a bit more effective against tough or well-armoured opponents.

TREAD-HEADS DELIGHT

By now all of those dedicated Imperial Guard tread heads, of whom there are quite a few I understand, will no doubt be going "Boo-hoo, what about all my lovely tanks now that you've turned this into a lousy Infantry Company list, sniff..." Well fear not, oh lover of the armoured form, for not only are there two new Leman Russ variants included in the list, but we've also included a whole host of new vehicle upgrades with which you can improve the existing vehicles in your collection. I'm also busily working away on an Armoured Company army list and a set of vehicle design rules that will allow you to add any vehicle you want to your army!

The two new tanks included in the list are the Leman Russ Exterminator and the Leman Russ Vanquisher. The Exterminator, a fire support variant of the standard Leman Russ, replaces its battle cannon with twin-linked autocannon. As the weapon isn't Ordnance it allows the Exterminator to move 6" and fire its main gun, which makes it more mobile than the standard variant. Of course, if you don't move at all you can let your opponent feel the business end of twin-linked autocannon as well as your hull and sponson mounted heavy weapons!

The Vanquisher is a rare variant of the Leman Russ, and is becoming rarer now that the only forge world that can produce it has been overrun by an Ork Waaagh! and so only one may be taken per army. The main characteristic of the Vanquisher is its 'long' version of the battle cannon, which can fire armour-piercing shells, making it a deadly 'tank-hunter'.

In addition to these new tanks, the Basilisk and Griffon have benefited from additional rules. The Basilisk can now fire 'indirectly' at ranges of over 36", which allows you to use it in the standard artillery role for which it was designed. Blast marker but a more devastating effect against buildings and fortifications.



Cadian Armoured Fist squad



Cataphractii jungle patrol



Commissar



Cadians hold their lines against a Chaos Space Marine onslaught.



Give me a
thousand men crazy
enough to conquer
hell, and I will
conquer hell!

*Attributed to
Warmaster Solan*



Last but by no means least, the Codex includes a whole bunch of new vehicle upgrades that can be used by Imperial Guard vehicles. I won't go into the details of them here as it would take far too long though I will take the opportunity to thank Fred 'Tread-Head Extraordinaire' Reed for the extra dozen or so upgrades he dropped on my desk!

SPECIAL CHARACTERS

The next area that I worked on for the Imperial Guard Codex were the special characters. Many players have the wrong idea about special characters and why we include them in our army lists. Contrary to popular opinion they are not there to provide players with some uber-powerful warriors for their army that they can use to win every game that they play. Rather, from the designer's point of view, a special character offers a way of presenting an aspect of the nature and character of the army they are a part of. For example, the Abaddon special character model – even without any of the rules text – tells you a lot about what motivates and drives Chaos Space Marines, and helps you understand 'where they are coming from'. What's more, a special character does this very efficiently, and saves us from writing reams of long boring text to tell you the same thing.

The special characters included in the Imperial Guard Codex are therefore there as much because of what they let you know about the nature of the Imperial Guard as for any other reason. Represented are Lord Solar Macharius, Commissar Yarrick, Nork Deddog and a new entry which is not a special character per se, but a whole group of them, namely Colonel Schaeffer's Last Chancers.

The good Colonel and his squad of doomed Penal Legion troopers will be familiar to owners of the old Imperial Guard Codex and fans of the short stories about the unit written by Gav Thorpe for *Inferno* magazine. For those of you that don't know them, suffice to say that Colonel Schaeffer and his men are called upon to perform some of the most ludicrously dangerous missions, and generally only a handful will make it back alive! Rather than deal with each member of the squad individually, I instead treated the Colonel as a 'proper' special character with his own stats and rules, and while the rest of the squad each gets the same set of characteristics, but have their own unique set of weapons. In effect the Last Chancers are a 'ready made' hardened veteran unit led by a special character.

During the development of the Imperial Guard Codex, Gav and Andy suggested adding guidelines for playing 'Special Op' missions using just the Last Chancers. Sadly there wasn't enough space to do this in the book, but rather than waste a very cool idea, we'll be including a set of rules for using the Last Chancers on their own in this way in next month's *White Dwarf*!

BACKGROUND

The new 48 page format of a typical Codex means we don't have all that much space to work with for background material compared to the old second edition books. Because of this we have had to make sure that each bit of background material does quite a lot in terms of conveying what you need to know about an army, but in the smallest space possible. I think my favourite example of this so far has been the 'Strategic Disposition of the Ultramarine Chapter' which Gav came up with for the Space Marine Codex, and which in a single page provides a huge amount of information about the way a Chapter is organised and fights. What's more it does so without resorting to the old 'word of God' writing method we tended to use in the past, when we'd simply lay down huge wads of background material like it was gospel and couldn't be questioned, and which did much to destroy the mystery and sense of wonder that should be part and parcel of the Warhammer 40,000 background. I mean, as if even a 96 page book could even begin to scratch the surface of the background for a Chapter that has been in existence for over 10,000 years (longer than all of recorded history so far) and that has fought all over the Galaxy!

Anyway, for the new Codexes we've tried to make sure that the background material is mainly presented in such a way that it provides an insight into the background of the army and lets you know vital information that you really need to know, without

closing things down so much that a player feels he can't make up stuff himself if he wishes. The Imperial Guard Codex has been no exception to this rule, and so we've concentrated on giving players a working knowledge of how an Infantry Company can be organised, and then tried to include other material which gets across some of the feeling of what it's like to be a Guardsman. Finally, we've also included a two-page black and white spread, drawn by Dave Gallagher, illustrating over forty different uniforms from different Imperial Guard regiments. The idea with this spread was to underline the point that the model range we make shows just a few of the uniforms worn by the Imperial Guard. If you see a uniform you really like on the spread, then you should write in and tell us, and maybe we'll get round to adding it to the range – or you could just convert existing models and create your own regiment.

THE HOBBY GUIDE

The Hobby Guide section consists of the colour pages in the book which explain how to go about collecting, painting and gaming with an Imperial Guard army. Aside from teaching basic techniques for new players, Hobby Guides also provide another place where the designer is able to pursue his own secret objectives in terms of the underlying nature of the army. In the case of the Imperial Guard, the main thing I wanted to get across in the Hobby Guide was, once again, the sheer diversity of the Imperial Guard army. To this end, rather than just showing one way to paint Cadians or Catachans or whatever, we've provided a large number of alternative uniforms for each type of model. Combined with Dave's pictures this means that the new Imperial Guard Codex shows examples of several dozen different regiments, drawn from planets all over the galaxy, and with all kinds of different uniforms, styles of equipment, and cultural backgrounds. In other words, it's a big galaxy out there, and somewhere or another is the Imperial Guard regiment which will perfectly suit you.

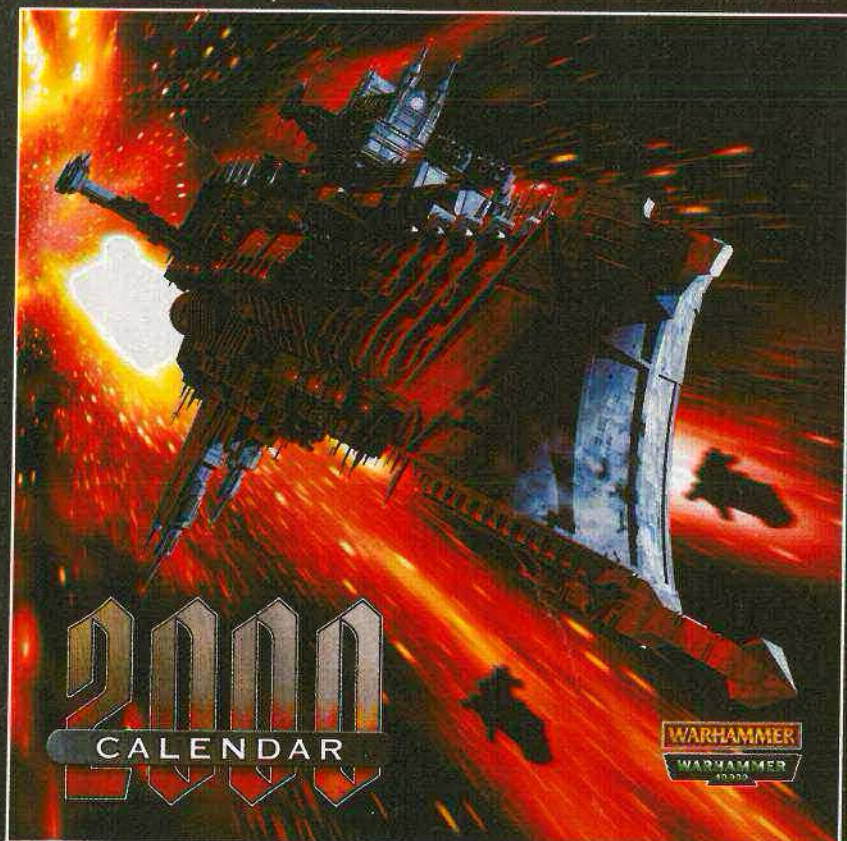
IN THE PIPELINE

In many ways finishing a Codex is just the start of a project, because by the time you've written enough to fill all of the pages in the book, you've come up with loads more ideas you simply can't fit in! Things that ended up on the cutting room floor include a new type of tank armed with a volcano cannon(!), Rough Rider platoons complete with heavy weapons, Penal Legion platoons, and more. Fortunately all of these things will get their chance to appear in future articles in White Dwarf and the Citadel Journal. I've already mentioned the variant lists for Armoured and Rough Rider Companies that will appear in White Dwarf, and the vehicle design rules. In addition there will be rules and guidelines for fielding battle-worn Hardened Veteran armies, and conversion articles linked to the vehicle design rules explaining how to make things like Banblade super-heavy tanks or Hydra anti-aircraft vehicles to add to your army. Most exciting of all is the 24-page Catachan Jungle Fighters supplement that we'll be producing, and which will include new units, special characters, a special Jungle Fighters army list, and full rules for fighting in jungle terrain, along with plenty of background and painting tips about the Catachans. Looking further down the line there has even been some loose talk of making new models of some of the different Imperial Guard regiments.

And that's about all, at least for now. I hope you enjoy the Imperial Guard Codex as much as I've enjoyed working on it, and that you find it a fun, characterful army to play with. Don't forget, if you have any comments or questions about the army then you can write to me care of the Design Studio – I can't reply to all the letters I get, but I do read them, and all of the feedback I get is entered 'into the melting pot'.

Keep rolling 6s!

Sevius Johnson



See in the new millennium with this fabulous Games Workshop calendar. Printed to the highest standards, the calendar contains twelve of our finest pieces of artwork from the last year, plus a few classics dug up from the Games Workshop art archives. The artists include John Blanche, David Gallagher, Richard Wright and many more...

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The Catachans are arguably the best jungle fighters in the whole of the Imperium. Although they also fight open battles as well as any other Imperial Guard regiment, it is in jungle warfare that they excel. The Catachan Jungle Fighters can run rings around enemies struggling through the thickest jungle and can slip past the most vigilant picket line.

Now you can get your hands on this, one of the Emperor's toughest Imperial Guard regiments. With the release of the new plastic Catachan Jungle Fighters Battle Squad, raising an Imperial Guard army is now even easier. Like all the Battle Squads, the Catachan miniatures are fantastic multi-part plastic kits, which not only offer an almost infinite number of poses, but also make converting simple.



Colour Sergeant N. Davis

WARHAMMER 40,000											
ARMY NAME: IMPERIAL GUARD PLATOON											Points
Unit	WS	BS	T	WP	A	Ld	Skills	Notes	Points		
CAPTAIN/PITCH COMMAND HQ	4	4	3	3	2	4	3	8	Bohrer, power fist, stunner & frag grenades	71	
LEUTENANT/HAWKS COMMAND SECTION	3	3	3	3	1	3	1	7	Lasguns, flamer, sapper-bak & frag grenades	55	
INFANTRY SQUAD ALPHA VET. SERGEANT/STONE GUARDSMEN	3	3	3	3	1	4	2	8	Lasgtrid, sword & melta-bombs	60	
INFANTRY SQUAD BETA VET. SERGEANT/ROD GUARDSMEN	3	3	3	3	1	3	1	7	Lasguns, sapper-bak	60	
ADVANCED/PIST DELTA VET. SERGEANT/HAYLON GUARDSMEN	3	3	3	3	1	3	2	8	Lasgtrid, sword & melta-bombs	78	
VEHICLE	WS	BS	T	WP	A <td>Ld <td>Skills & Notes</td> <td>Points</td> <td></td> <td></td> </td>	Ld <td>Skills & Notes</td> <td>Points</td> <td></td> <td></td>	Skills & Notes	Points			
CHIMERA	12	10	10	5	3	3	Multi-turret & heavy bohrer. Carries Armoured Flat Delta	85			
Weapon	Range	Str	AP	Type	Notes						
Lasgtrid	12"	3	-	Plasma							
Lasgun	24"	3	-	Rapid fire							
Bohrer	24"	4	5	Rapid fire							
Flamer	18"	4	5	Assault (3)							
Heavy Bolter	36"	5	4	Heavy (3)							
Multi-turret	96"	8	8	Heavy (3)							

TOTAL 488 points



Want this Imperial platoon? Then check out the Mail Order pages or call 0115 91 40000 for details.

The Catachan Jungle Fighters Battle Squad boxed set contains 20 multi-part Guardsmen with loads of little extras to stick on, like pouches, grenades and comm-links. There are also a variety of heads to choose from. Up to now the biggest challenge with collecting an Imperial Guard army was, like the Orks, that you needed a lot of models. Now I'm not going to launch into a huge 'Collecting an Imperial Guard Army' article on how quick and easy it is now thanks to the new Battle Squad, but I have put together a 500 point force which you could easily pick up from your local Games Workshop store or Mail Order.

Using just one Catachan box, I've already filled the minimum two squad requirement for an Infantry platoon. By adding a second box I've enough Guardsmen for a Command HQ, Command Section and an extra Infantry squad which becomes an Armoured Fist unit by adding a Chimera (giving me my first Troops choice).

The new Catachan Jungle Fighters battle squad



The Command Section is also made using the boxed set, choosing one of my Catachans to be the Lieutenant. This fills the second Troops allocation on the Standard Force Organisation chart.

To make this a 'legal' army under the Standard Force Organisation chart I have to add a single HQ unit. As most Catachan regiments have officers that are promoted from their own ranks, I've chosen a Command HQ. The Commander is a metal Catachan Captain, with the rest of the HQ made up of the remains of the second boxed set. This gives me 500 points of Imperial Guard for only £45!



A 500 point Imperial platoon for only £45!

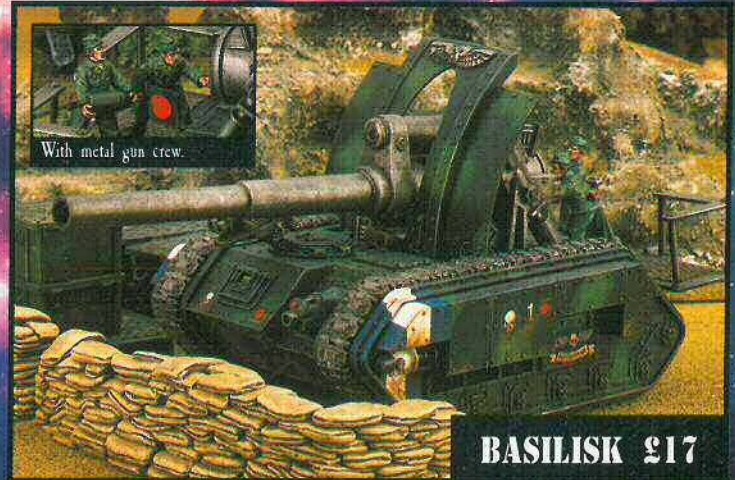


You can even make Command figures out of the new plastic Catachans. We used this figure as a Lieutenant in our 500 point Imperial Guard army.

WARHAMMER® 40,000

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

Attributed to Warmaster Solan



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GLORIOUS BATTLES OF THE IMPERIAL GUARD

PART 1



Gavin Thorpe

The Catachan Jungle Fighters are amongst the toughest of the Imperial Guard regiments and the Mordian Iron Guard are undoubtedly the most disciplined Guardsmen you are ever going to meet! To illustrate this Gav Thorpe has dug out some examples of famous battles involving these two distinctive regiments. Not only are they an excellent read but they're also an inspirational starting point from which to kick off special scenarios or even a whole campaign!

CROSSING THE XANIJES

The Xanijes river stretches for over 4,000 miles across Matapa IV. It was during prolonged fighting against a force from the Iron Warriors Traitor Legion that the Catachan VI Regiment (the 'Cobras') had to force a crossing against very stiff resistance. The Iron Warriors were falling back from the rapid offensive of the Ryzan IX Armoured Regiment, and had destroyed the bridges along their line of retreat. It would take several weeks for the Imperial Guard to re-direct their offensive along the surviving bridges. Colonel Kore of the Cobras volunteered his regiment to take a position along the Xanijes and hold it long enough for the engineers of the Ryzan IX to erect a bridge for their tanks.

The attack began at last light, with three Companies of Catachan infantry wading across the shallows of the Xanijes near the Matapan Massif. The first platoons had almost reached the far shore (the river was some three hundred yards wide at this point) when the rearguard pickets of the Iron Warriors force spotted them. Bolter fire tore through the air, but the Catachans bravely pushed forwards, taking heavy losses. Supporting fire from the Ryzans was erratic

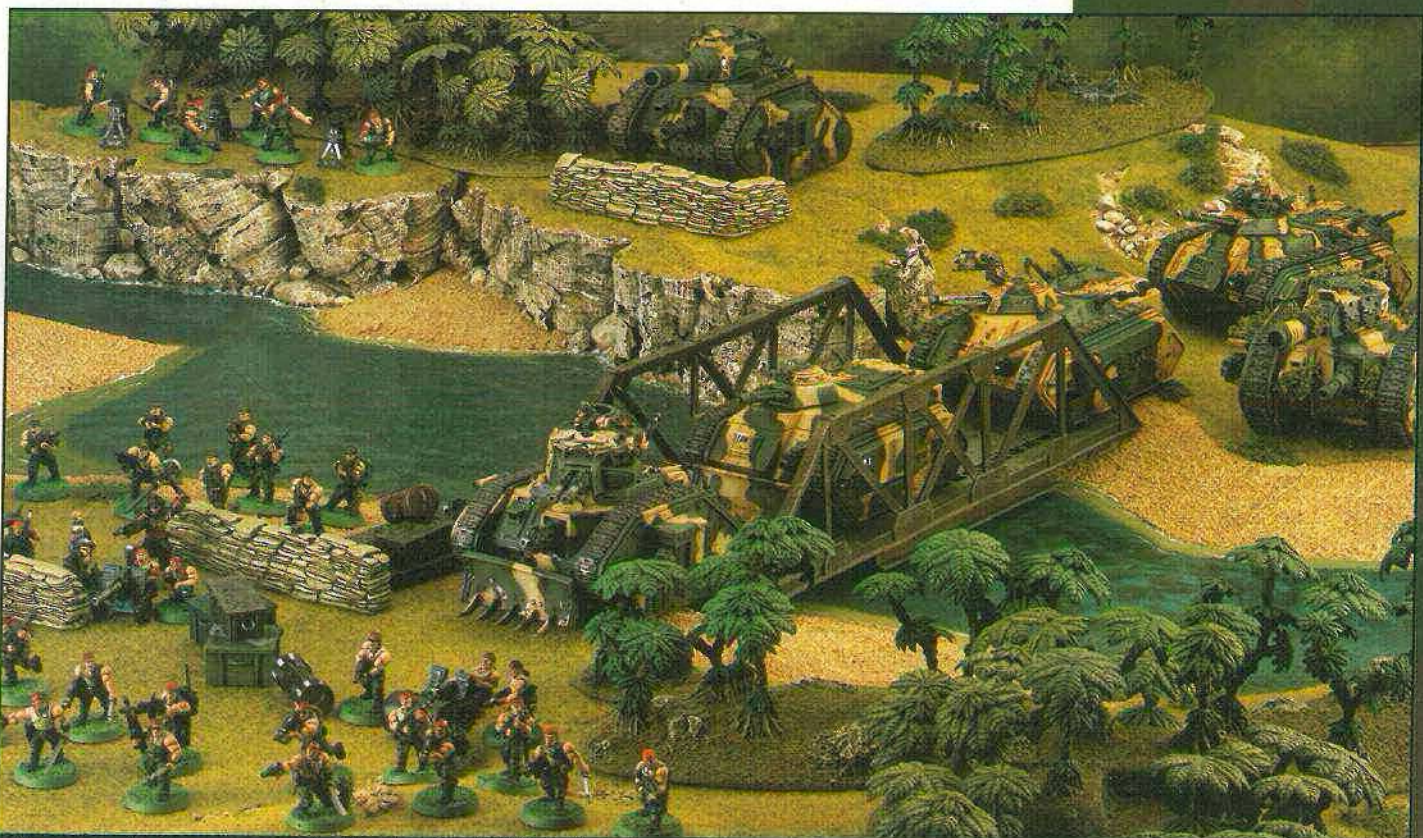
due to the darkness – Kore had deliberately chosen an overcast night to mask his crossing. The Catachans soon found themselves facing numerous Iron Warriors tanks, most notably half a dozen Predators. Again, they took heavy losses from their armoured enemies, but this infantry bravely held on until their anti-tank and fire support squads could be ferried across on makeshift rafts. With their heavy weapons in position, the Catachans began to take a heavy toll on the Iron Warriors, constantly moving through the darkness to ensure that the renegade Space Marines were unsure of their exact numbers or position. The Catachans held off three counter-attacks over the next eighteen hours, while the Ryzans constructed first a pontoon bridge and then a more sturdy span.

At first light the next day (the Matapa night was some twenty hours long during this season) the first Ryzan tanks began to rumble across the Xanijes, allowing the Iron Warriors no chance to regroup and form a proper defensive position. The war lasted another three months – it would have been considerably longer if not for the sacrifices the Cobras made on that bloody night.



CATACHAN JUNGLE FIGHTERS

Regiments raised from the jungle deathworld of Catachan are noted for their expertise at fighting in heavily wooded terrain, particularly the swamps and dense undergrowth of a jungle. They are all considerably skilled fighters and are stronger than most humans due to their world's higher gravity. They are fiercely proud and fight together out of a strong sense of common purpose rather than for any respect of authority. Unlike most regiments, it is not unusual for a Catachan officer to have been promoted from within the ranks. Although Catachan regiments fight in many different types of warzone, it is amongst the dense jungle that they are most deadly.



An armoured column supports the Catachan Jungle Fighters' attack.



Catachan Jungle Fighters assault rebel positions.



MORDIAN IRON GUARD

The culture of Mordian is legendary for its strict, disciplinarian regime. Resources are scarce on the night-shrouded hive world, and an absolute respect for authority is taught to every Mordian child from birth. For this reason, Mordian Imperial Guard trust their officers implicitly, using highly efficient and regulated firing drills to vanquish their enemies. It is a Mordian claim that as long as there was an officer to lead them, the Iron Guard would fight into the jaws of hell itself. Few would disagree.

THE BATTLE OF HELL'S MOUNT

During counter-rebellion activities on Saduja Minor, the 3rd Company of the Catachan XVII Regiment (the 'Screaming Devils') was ordered to take an enemy-held position within the tangled jungle valleys of the Sierra Peaks. The enemy was well dug-in, with a network of underground bunkers and tunnels allowing them to move around the mountainside, beneath the surface, avoiding the reconnaissance and bombing runs of the Imperial Navy aircraft that patrolled the skies overhead. After a preliminary attack by stratocraft and artillery, the Third Company began to fight their way up the steep slopes, made all the harder because recent rains had turned the jungle floor into a quagmire of mud and rotting leaves. However, using their lifelong training and knowledge, the Catachans managed to work themselves into range of the rebel position with minimal casualties. A prolonged firefight then ensued, and eventually it was Lieutenant Folie who led the 2nd Platoon on a direct assault, using his flamer-equipped squads to push the traitors back into their underground warren. Vicious tunnel-fighting continued for almost an hour, until explosive charges were used to collapse many of the chambers, forcing the rebels to the surface once more. Here they were easily gunned down by the Catachans, whose superior fieldcraft allowed them to kill many times their own number. To the locals, the mountain is now known as Hell's Mount, in reference to the raging fires and billowing black smoke that engulfed the crest during the fiercest period of fighting.

THE DEFENCE OF BARBAROSSA

In 796.M41 the Imperial hive world of Metrolis was invaded by the forces of the Ork Warlord known as the Great Despot of Dregruk. Luckily for the Metrolisians, the Great Despot's horde landed over two hundred leagues from the principle hive, Barbarossa. The greenskins set about conquering the neighbouring hives in their drive eastwards across the ash dunes. Four other hives stood between the Despot and Barbarossa, and at each city the greenskins met staunch resistance. As the length of the Orks' march stretched from days into weeks and then into months, a regiment from Mordian (only fifteen light years away) was mustered and arrived in the Metrolis system. It was decided that Barbarossa must be held at all costs, and the Mordian III were

stationed at the capital, ready to fight alongside the local defence force and a rough militia conscripted from the most vicious hive gangs of the area. Ash nomads were also pressed into service, and did an admirable job of waylaying and stalling the Orks' advance even further, allowing more time for the defence of Barbarossa to be prepared. It was as the bitter winter began to set in, with icy dust blizzards scouring the dunes, that the Great Despot's armies fell upon Barbarossa.

For all their ferocious temperament, the hive gang militia was quickly overwhelmed as they defended the lowest levels of the hive against the Orks. In the close confines of the cramped tunnels and chambers, the short ranges favoured the Orks more than the human defenders. Gradually the Orks began to work their way up the hive, slaughtering the defence personnel as they attempted to stem the flood of greenskins into the industrial levels of the spire. It then fell to the Mordians to protect the uppermost reaches from the screaming hordes of the Great Despot. They barricaded several of the major access ways, guiding the Orks into a wide plaza known as the Marble Gardens. There, amongst the many statues of great heroes of the past, around the tinkling fountains and across the imported Luptian bluegrass lawns, the Mordians steadied their firing lines. The Orks broke into three parts – one came straight at the Mordians whilst the other two split to the left and right, attempting to encircle the Iron Guard. Volley after volley of lasgun fire flashed into the Ork ranks, accompanied by the roar of heavy bolters and the thunder of autocannons. Ork killer kans exploded into flames as beams from lascannons criss-crossed the spacious park.

The frontal attack was stopped dead, while the left flank of the Mordians managed to stem the tide of greenskins trying to attack around that end of the line. On the right, however, lightning fast attacks from Ork light vehicles and Stormboyz crashed into the Mordians, shattering their formation and punching deep behind their rigid firing lines. It was then that Colonel Grauer committed his reserves – one company of Hellhound flame thrower tanks and a demi-company of Leman Russ Exterminators. The armoured vehicles raced into the fray from the Marble Garden's main zoomthrough, the guns of the Exterminators blazing, each fusillade cutting a bloody swathe through the tightly-packed Orks. The



The Iron Guard steady their firing lines ready for the Ork assault.



The Mordian Iron Guard prepares to repulse an Eldar attack.

Hellhounds crashed into the Ork ranks and dozens of greenskins were consumed in the conflagration. As their death-howls screamed over the crackling of flames, the Ork horde began to fall back from this fresh onslaught. The Mordian infantry then responded, advancing by platoon to pour more fire into the retreating Orks. Those few Orks that survived fled to the deepest reaches of the hive, and to this day there are regular firesweeps of the lower levels to ensure that they do not once again grow sufficient in number to threaten the hive.

BYZRA KEEP

The agri-world of Byzra lies some 75 light years to the north-east of Mordian. As well as a few local ranger forces, Byzra was protected by a company from the XXI Mordian Regiment. The company was broken down into several garrisons, ranging from individual squads billeted in the few settlements on the world, to the whole of 4th Platoon at Byzra Keep – the planet's only fortress and spaceport. It was with their customary suddenness that the Eldar attacked, a small force of the aliens dropping virtually on top of Byzra Keep. Their surprise attack almost took the citadel at the first assault, before any message could be sent by the Keep's Astropath. However, a valiant last stand by the platoon's 3rd and 4th squads, who died to a man, held up the Guardians and Aspect Warriors long enough for the Astropath to project a distress call into the ether. For seven hours the platoon held the bastion walls, stirred to marvellous acts of valour by the examples set by Commissar Dower – the brave Commissar who single-handedly slew a squad of Striking Scorpion Aspect Warriors after Lieutenant Lage and his command section were killed. He later fell whilst hurling himself at the cabal of Warlocks leading the Eldar attack. His power sword is now preserved in a stasis chamber in Byzra Keep's armoury. The time earned by the valiant defence of the Keep was used wisely by the rest of the company across Byzra, who mustered the local militia and saw the farmers and their families safely ensconced in bunkers constructed to protect the inhabitants during such an attack. It also gave Imperial Commander Hourne time to escape in a shuttle, with his family and aides.



WARHAMMER WARRIORS

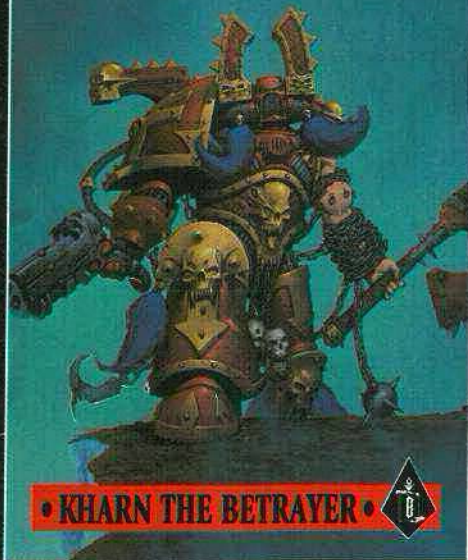
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CODEX
IMPERIAL GUARD

ALPHA COMPANY
34th CATACHAN REGIMENT



An Armoured Fist squad advances in support of a Lemn Russ Exterminator.



Catachan Armoured Fist squad Delta advances using its Chimera as cover.



Command section Beta One takes up a firing position.

I don't know what they will do to the enemy, but they scare the hell out of me!

Colonel Armitage on the 34th Catachan Imperial Guard regiment



A Lemnagor emerges from the jungle.

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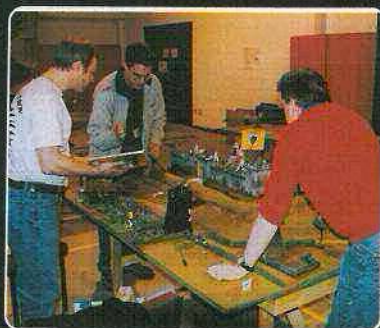
WARHAMMER EMPIRES

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The Warhammer World exhibition hall will be laid out with loads of gaming tables, arranged to represent important areas in the Old World. Armies will be able to move from table to table and fight battles, conduct sieges, make sea-borne invasions and all kinds of other exciting stuff. Pausing only for food, the occasional drink and snatching a few hours sleep, this titanic clash will last the whole weekend. If the thought of carving out a Warhammer empire sounds like your idea of fun, and you have a painted 2,000 point Warhammer army, then call Mail Order now!



Tickets are priced £25, including lunch on each day. Tickets are available from Mail Order, or through the in-store Mail Order service at your local Games Workshop, from 6th November 1999.

Entry strictly by ticket only. Tickets will not be available on the day. Over 16s only.

TICKETS FOR THIS EVENT ARE LIKELY TO SELL VERY QUICKLY! MAIL ORDER HOTLINE OPENS AT 7am. IT IS RECOMMENDED THAT YOU CALL EARLY TO AVOID DISAPPOINTMENT, ON 0115 91 4000.

WORLD

WARHAMMER

WARHAMMER 40,000

BATTLE FORCES

Space Marine armies are the most feared of all the fighting forces of the Imperium. All Space Marines are powerful fighters, combining awesome firepower with deadly hand-to-hand combat skills. These super-human warriors are made superior to normal men by a harsh regime of genetic modification, psycho-conditioning and rigorous training. Although few in number, the Space Marines' superb battle gear and their unswerving loyalty to the Emperor makes them more than a match for any enemy.

Space Marine Battle Force boxed set contains: 10 Space Marines, 5 Terminators, 1 Land Speeder, 3 Space Marine bikes & 1 Gothic Ruin sprue



Space Marine Battle Force £40



Dark Eldar are cruel, sadistic, piratical raiders who strike without warning, killing or enslaving all who stand in their way. Armed with deadly, exotic weapons and mounted on swift Raiders and jetbikes, the Dark Eldar can dart from one fight to the next, never staying still long enough for the enemy to mobilize sufficient force to stop them.

Dark Eldar Battle Force boxed set contains: 20 Dark Eldar Warriors, 1 Raider, 5 Reaver jetbikes & 1 Jungle Tree sprue



Dark Eldar Battle Force £40

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The Orks are one of the most brutal and warlike races of aliens in the bloodstained galaxy of the 41st Millennium. Their huge empire is divided among thousands of Warlords, each one striving to defeat his neighbours whether they be human, Eldar or even other Orks! In battle they fight in huge mobs and their tactics are as subtle as a sledgehammer. They are seen as barbaric and anarchic, yet they are the most widespread race in the universe!

Ork Battle Force boxed set contains: 16 Ork Boyz, 5 Warbikes, 1 Wartrukk, 1 Warbuggy & 1 Barricade sprue



Space Orks Battle Force £40

Eldar are an incredibly ancient and sophisticated race, who once ruled a vast empire across the stars. Although they are now few in number, they are one of the most technologically advanced races in the galaxy. The Eldar battle for survival and dream of their former glory, even as they resort to piracy in their fight to avoid extinction.

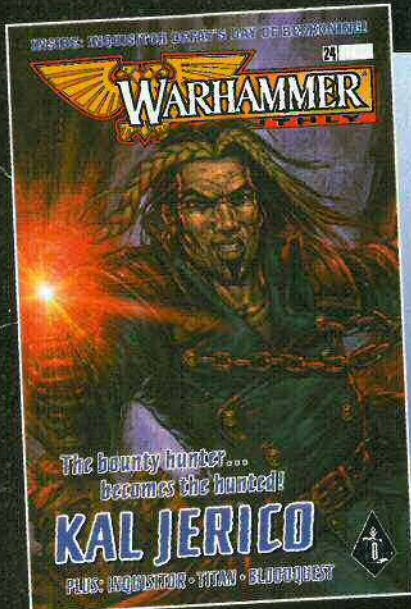
Eldar Battle Force boxed set contains: 20 Eldar Guardians, 1 Falcon, 1 Vyper jetbike, 5 Guardian jetbikes & 1 Jungle Tree sprue



Eldar Battle Force £40



THE BLACK LIBRARY PRESENTS



WARHAMMER MONTHLY 24 – The all-action comic

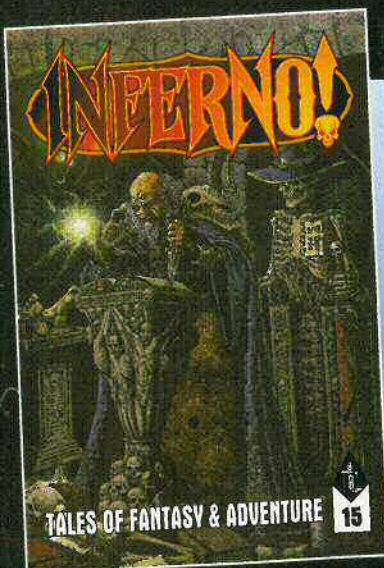
In this month's issue we have the final episode of Inquisitor. As Defay gets close to the heart of the corruption he learns some very disturbing news that has some far-reaching consequences. In the second episode of the brilliant new Titan story, Hekate and his crew finally come face-to-face with the dread alien hordes of the Tyranids. In Bloodquest, Captain Leonatos and his loyal Space Marines set sail across the deadly Sea of Blood, where Chaos warbands are fated to fight an eternal war to please their foul gods. Finally, in the third part of The Motherlode, Kal Jerico and Scabbs find a centuries-old stash of archeotech, but not before sinister gang leader Ludd finds them – more Underhive mayhem from Gordon Rennie and Karl Kopinski. All this plus feature articles, interviews and much more.

OUT: NOVEMBER • ONLY £2.00

TITAN – The Graphic Novel

This fantastic graphic novel contains the entire first series of Titan collected together in one volume. Written by Dan Abnett and superbly illustrated by Anthony Williams and Andy Lanning, Titan tells the tale of the mighty Warlord Titan, Imperius Dictatio, and its valiant crew. When Dictatio's ageing Princeps dies in the heat of battle, it falls to Cadet Princeps Erwin Hekate to take control of the towering machinery of destruction to save it and its crew from certain death. Unfortunately, commanding over 100 foot of killing machine involves more than sitting in the command chair and once Hekate takes over, he and the Titan's mind are fused forever. Hekate must learn to command a machine with enough power to level a city with his mind alone.

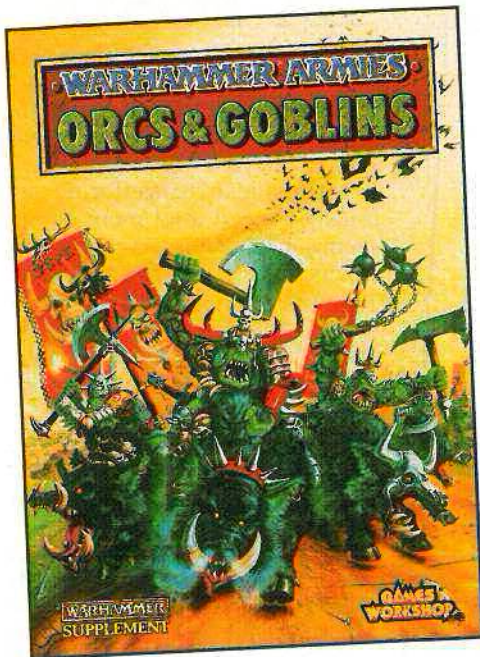
OUT: MID-OCTOBER • ONLY £4.99



INFERNO! 15 – Short stories, illustrated feature, comics...

Every two months, Inferno! brings you the very best in fiction from the worlds of Warhammer and Warhammer 40,000. Every issue is packed with short stories, illustrated features, comic strips, cutaway drawings and much more. This issue includes four short stories including: A Gentleman's War by Neil Rutledge – an Empire noble's son, enamoured by the honourable tactics of Bretonnia, discovers exactly how the Bretonnians fight when his father's army clashes with the noble knights in bloody battle. Following on from the comic strip Epiphigium in Warhammer Monthly, Black Gold is another tale from Dan Abnett about the heroic Space Marines of the Iron Snakes Chapter. Plus Kristheim Keep is a splendid illustrated feature from Ralph Horsley. It tells the tale of an Empire nobleman's quest to have the best architect in the Old World build him a new castle.

OUT: END-OCTOBER • ONLY £5.00



WARHAMMER

RAISING A WAAAGH!

A long-standing Orc Warlord, Matt Nicholls shares his ideas on how to assemble your very own Waaagh! With the release of the plastic Night Goblins and Orc Warriors Warhammer Regiments, it's never been easier!



Matt Nicholls

Orcs & Goblins have always been my favourite army in Warhammer. For me they are the archetypal bad guys of the Old World. They possess a low cunning (especially the sneaky Goblins) and a healthy passion for violence. These psychological traits are faithfully represented on the tabletop, as Orc & Goblin armies perform best when they get into the thick of the hand-to-hand fighting.

When Fat Bloke asked me to pen some of my own thoughts on how to put together an Orc & Goblin horde, I thought "easy, I've been playing with a greenskin army for years". However, just like Grand Warlord Adrian Wood, I pick virtually the same army for every battle. As a result I'd forgotten just how much choice is available to an Orc Warlord.

Orc armies have a plethora of hard close combat troops available, including fast-moving Boar Riders, disciplined Black Orcs and frenzied Savage Orcs. Goblins provide an excellent source of cheap troops

(Night Goblins are my favourites, as they give you the option to include unpredictable, but potentially devastating units such as Squig Hoppers and Fanatics). Powerful artillery is also available in the form of Rock Lobbers and the frighteningly accurate Goblin Doom Diver. The only thing that the army really lacks is effective missile troops (*what – apart from those crossbow wielding Orc Arrer Boyz? – Fat Bloke*). I don't see this as a major problem. For me, 'real' Orc armies don't worry about subtle tactics such as softening up the enemy with bowfire – they are more concerned with getting into hand-to-hand combat as quickly as possible. This ethos suits my playing style perfectly, and is represented in the force I've chosen for this article. If you're already an experienced and battle-scarred Orc Warlord, then I hope you'll be able to pick up a few ideas that you haven't already thought of. However if you are thinking about starting an Orc & Goblin army then you should be able to take a lot more from this article.



Graknob's Greenskins ready for battle.

WARHAMMER ROSTER SHEET

GRAKNOB'S GREENSKINS

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points Value
<i>Graknob Elfslicer</i> Orc Warlord	4	6	6	4	5	3	5	4	9	3+	War Boar, Lt Armour, Spear, Jade Amulet, Shield	126pts
<i>Grotbreath's Gruntas</i> 8 Orc Boar Boyz	4	4	3	3	4	1	2	1	7	3+	Lt Armour, Shield, Spear, Grot's War Banner	315pts
<i>Skagrib's Stikkas</i> 40 Night Goblins	4	2	3	3	3	1	2	1	5	-	Spears, 2 Fanatics, Bad Moon Banner	195pts
<i>led by Nugbit</i> Goblin Big Boss	4	4	5	4	4	2	4	3	6	-	Blade of Leaping Copper, Potion of Strength	259pts
3 Stone Trolls	3	3	1	5	4	3	1	3	4	4+		195pts
<i>Gubnat's Arrerz</i> 20 Night Goblins	4	2	3	3	3	1	2	1	5	-	Short bows, Standard Bearer, musician	66pts
<i>Gubbit's Arrerz</i> 20 Night Goblins	4	2	3	3	3	1	2	1	5	-	Short bows, Standard Bearer, musician	66pts
<i>Da Boyz</i> 15 Orc Boyz	4	3	3	3	4	1	2	1	7	5+	Lt Armour, Shields, Standard Bearer, Musician	190.5pts
<i>Wizgub</i> Orc Shaman Champion	4	3	3	4	5	2	3	1	7	-	Dispel Scroll	143pts
2 Squig Hoppers	-	4	0	5	3	1	5	2	2			50pts
Squig Night Goblin	4	2	3	3	3	1	2	1	5	6+		85pts
<i>Morkbut</i> - Orc Battle Standard Bearer	4	4	4	4	4	1	3	2	7	5+	Lt Armour, Shield	85pts
TOTAL											1496.5 pts	

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ENGLISH Roster Sheet 100964

DA ROSTA

A look at the roster sheet reveals several important things. Firstly, magic items are fairly few and far between (the Warlord's only magic item is the *Jade Amulet*). This is actually quite a change for me, as usually I spend a lot more points on magic items. However with the points I've saved, I have been able to buy more basic troops, and as a result, even though the army only comes to 1,500 points, it really looks like a proper greenskin horde.

Secondly, flying creatures – I do like flying creatures in Orc and Goblin armies (a Wyvern or two can prove very effective), however mounting a character on a flying creature can actually limit their effectiveness. This is because the rest of your army can't use the Leadership of your general if he is flying high on a Wyvern. Similarly, mounting your Shaman on a Wyvern can also be counter-productive. He loses the protection of being with a unit and, if you don't remember to keep him within range of your troops, he won't have enough Waaagh! energy to cast any spells.

DA WARLORD

An Orc Warlord is usually the biggest and toughest Orc in the area. Undoubtedly he will have muscled his way to the top, and will stay there until he is killed in battle or an even bigger Orc comes along. My Warlord is the magnificently titled *Graknob Elfslicer*. I have decided to mount him on a boar (mainly because I wanted him to accompany the Boar Boyz unit), and have given him a spear, which gives him a +1 Strength bonus when he charges. His high Toughness (5), combined with the safety of riding with a unit, should add to his survivability – but just to make sure I've bought him the *Jade Amulet*. This magic item gives him a special 2+ save against one wound suffered in battle. I think that defensive magic items make great choices for Orc Warlords. It is important that they don't get killed, not only because you lose a powerful model, but also because the rest of your army will have to take Panic

tests, which tends to mean your Goblins run away.

Despite the fear of him getting killed, I still try to make sure that he gets into combat as quickly as possible. I'm a firm believer that Orc Warlords should spend as much of the battle as possible doing what they're good at. That means only one thing – smashing skulls in close combat.



GROTBREATH'S GRUNTAS

WARHAMMER



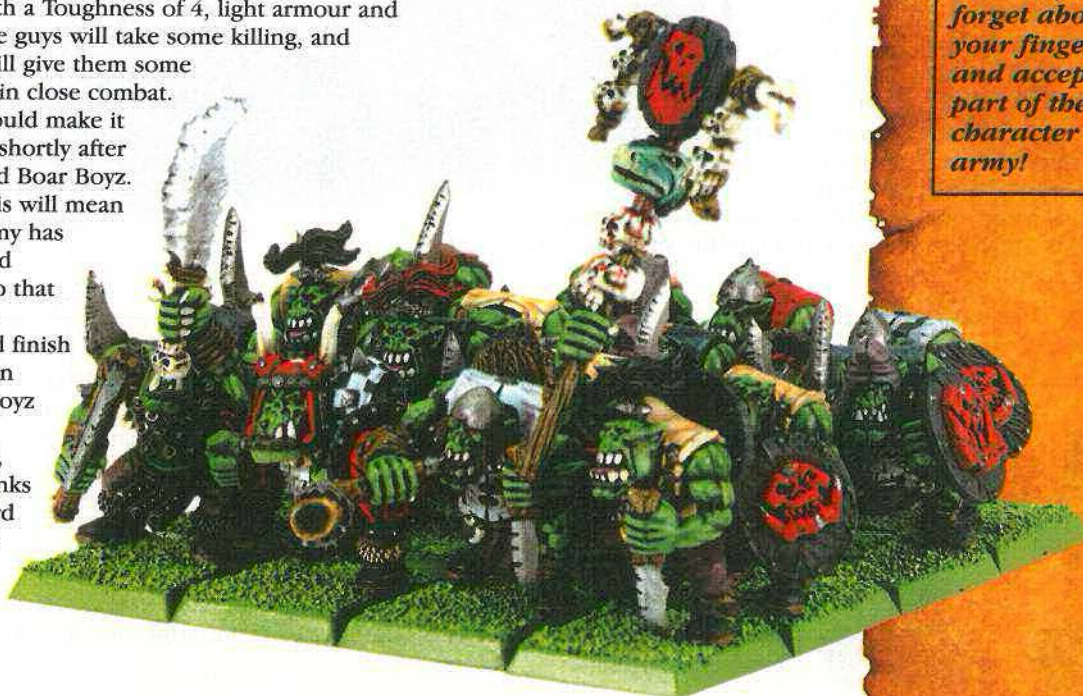
Boar Boyz are amongst my favourite Orc units. They are very difficult to kill, and can cause some real damage (especially if they get to charge). I believe the key ingredient to any Boar Boyz unit is actually the boars themselves. The boars have a high Weapon Skill (4), and when they charge, their horns give them a +2 Strength bonus, making them Strength 5. This means that boars are nearly as effective in a charge as a lance-armed Bretonnian Knight! Their tough hide and generally bad attitude also gives the Orc rider an extra +1 to his saving throw (on top of the usual +1 for being mounted), just as

if the boar was actually barded. The Boyz are armed with spears, so the eight-strong unit should pack a real punch. I'll use the Boars to get into close combat as quickly as possible, (hopefully in tandem with the Trolls), and they should be able to survive long enough for the rest of the army to catch up and deliver the killer blow. For a finishing touch, I've decided to equip the unit with *Gork's War Banner*. This gives everyone a +1 Strength bonus when they charge (including the Boars!), so there really are no excuses for not charging them in!

I have chosen a solid unit of fifteen Orc Boyz led by a Boss. These will form a solid block of infantry along with the Gobbos in the centre of my lines. With a Toughness of 4, light armour and shields, these guys will take some killing, and their Boss will give them some extra punch in close combat.

This unit should make it into combat shortly after the Trolls and Boar Boyz. Hopefully this will mean that the enemy has been softened sufficiently so that the Boyz can charge in and finish them off. Even though the Boyz only have a Strength of 3, with three ranks and a standard they will give most units a good scrap.

DA BOYZ



ANIMOSITY

Animosity is something that every Orc Warlord has to live with. There are several ways round it. You could, for instance, take the easy option and get Black Orcs to lead all your units. Alternatively, as with the army I've chosen, you could forget about it, keep your fingers crossed, and accept it as part of the character of your army!

SKAGNIB'S STIKKAS



cheap but effective troops. I've picked forty of them for just this reason, as well as the fact that they can carry deadly Fanatics within their ranks. Fanatics really get opposing players worried (Fanatics can be deadly, but can also cause you no end of problems. Remember, watch out for flying creatures landing within 8", and forcing your Fanatics to come out in a random direction). With this in mind, I wouldn't rely on them to win you the battle. Just point them towards the most heavily

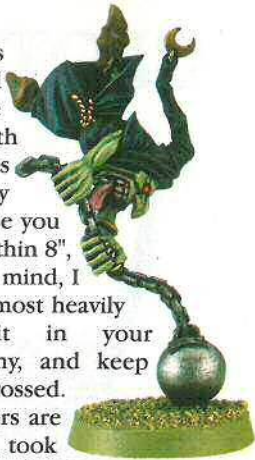
armoured unit in your opponent's army, and keep your fingers crossed.

Goblin characters are really cheap, so I took

the opportunity to

invest in a Big Boss (Skagnib). To give him a real edge in close combat I have given him the *Blade of Leaping Copper* (+1A) and a *Potion of Strength*.

Hopefully he will be a really nasty surprise for anyone charging the unit, especially as the *Bad Moon Banner* I have chosen means that the unit, (including Skagnib) always attacks first in close combat. As well as this, the Banner also inflicts a -1 to hit penalty on anyone attempting to shoot at the unit (and all this for only 35 points).



Two more cheap units of Goblins really bulk out the army. Their primary role will be to act as decoys and draw enemy fire. "Who's going to bother shooting at them, I hear you ask?" Well, as your opponent won't know which unit your Fanatics are in (as far as he's concerned, all three units could have them) he may well be tempted into expending a lot of energy (and points!) into drawing them out, or trying to destroy the Goblin units. If this happens, they have served their purpose. At best they may make it into combat - then with three ranks and a standard they always stand a chance. To add insult to injury, I have armed them with short bows, to shoot at any skirmishers sent to draw out your Fanatics. One final piece of advice is to position them well away from the Gobbo spears; you don't want your archers to run away and take the spearmen with them!

GOBLIN ARRERZ



SQUIG HOPPAS

Costing only 25 points each, I always think that Squig Hoppers make a good choice. They are less

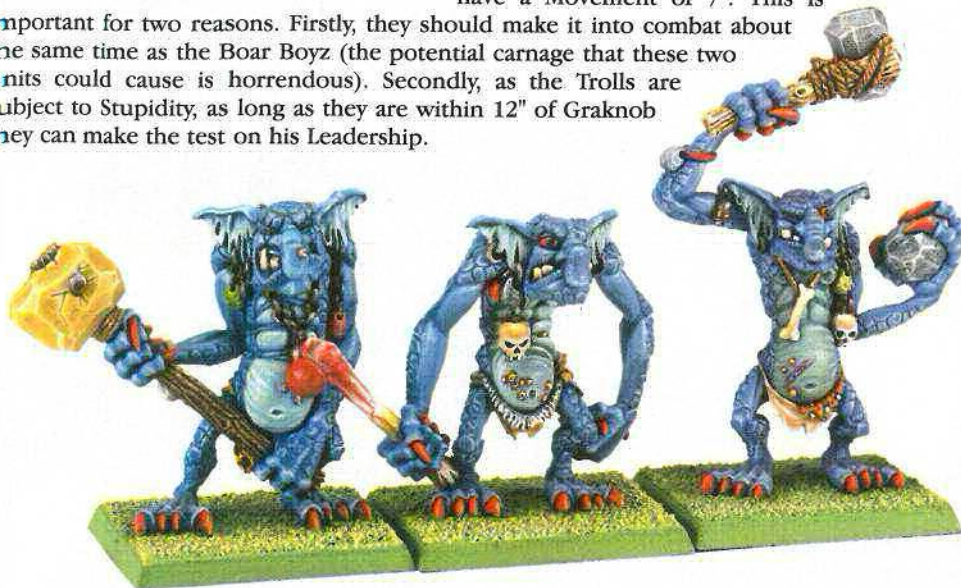
devastating than Fanatics, but more reliable. People tend to ignore them as well, which is great, because when they reach the enemy, as long as they land on something, they get to keep bouncing. Against large armies they can really cause some damage, attacking several times a turn. And with two Strength 5 attacks from the Squig (hitting automatically), they can be really devastating. One note of caution when using Squig Hoppers would be to position them carefully. If you leave them in front of your other units, one bad roll for movement and they can really slow your whole army down. My advice would be to place them on the flanks of your army, or leave gaps for them in between your units.



DA TROLLS

I have chosen three Trolls with a particular role in mind. Trolls have a Movement of 6". This means that they are just about fast enough to keep up with my Boar Boyz, who have a Movement of 7". This is

important for two reasons. Firstly, they should make it into combat about the same time as the Boar Boyz (the potential carnage that these two units could cause is horrendous). Secondly, as the Trolls are subject to Stupidity, as long as they are within 12" of Graknob they can make the test on his Leadership.



WIZGUB

I never go into battle without at least one Orc Shaman. Orc magic

is really aggressive and great fun to use (especially if you get the Hand of Gork). Make sure Wizgub is positioned near some of the Boyz so he has enough power. Don't worry too much about him 'eadbanging' (Orc Shamans get to add their magic level to the roll, unlike weedy Gobbos). I would treat Wizgub in the same way as the Fanatics. Don't rely on him to win you the battle, but then again, he just might...

Orc & Goblin armies really benefit from a Battle Standard

DA BANNA BOY

Bearer. This is especially true when your General goes charging off, leaving the rest of the rabble out of his Leadership range (who would ever think of doing that?). The Battle Standard will come in really useful if it's positioned in the centre of my lines (probably with the regiment of Orc Boyz). This will allow him to advance with the units on foot, hopefully preventing them from running away (especially those cowardly Gobbos).



DA UVVER BOYZ

The next step for any Orc Warlord is to increase the size of his warband. An extra 500 points will take the warband up to 2,000 points in total (big enough for most battles you will fight.) So, what troops will compliment the force we have already got? A unit of sixteen Big 'Uns will make an ideal addition to the 'centre' of the army - combined with the Goblin Spearmen and the Orc Boyz, they will create a really solid block of foot troops. The Big 'Uns' increased Strength and Weapon Skill will also provide an extra edge in combat. It will also be really fun to add a Giant. As well as looking suitably imposing on the battlefield, a Giant will be able to keep up with the Trolls and Boar Boyz. These three units combined will be all but unstoppable. A Rock Lobber will also be very useful as it will provide some much needed missile fire (and it's great fun guessing ranges). Finally, with the few remaining points I will buy an extra Fanatic for the Goblin Spearmen.

WAAAGH!

Waaagh! tests can be really nasty. I've mentioned below how powerful your Shaman can be, so the last thing you want is his head to blow up.

Orc Shamans (unlike their weedy Goblin counterparts) get to add their magic level to Waaagh! test rolls. This makes them much less likely to 'eadbang.

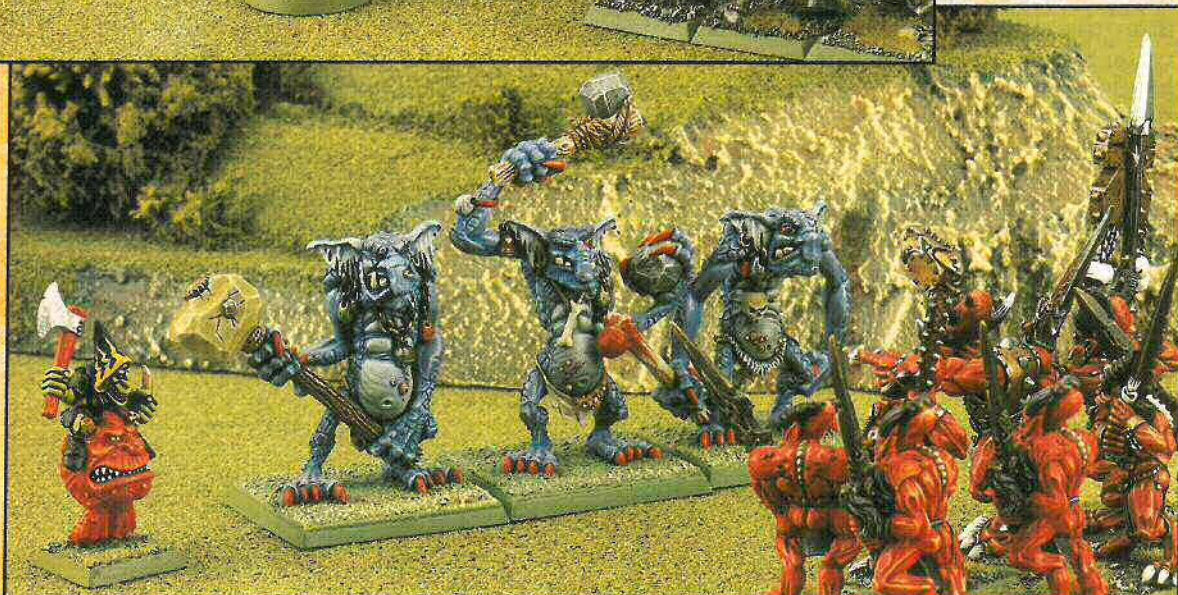


Above: The entire Orc & Goblin horde, ready to take on all comers!



Left: Night Goblins unleash frothing, whirling Fanatics towards a unit of Chaos Warriors.

Right: Stone Trolls, and a lone Squig Hopper prepare to charge a unit of Bloodletters.



GRAKNOB'S GREENSKINS



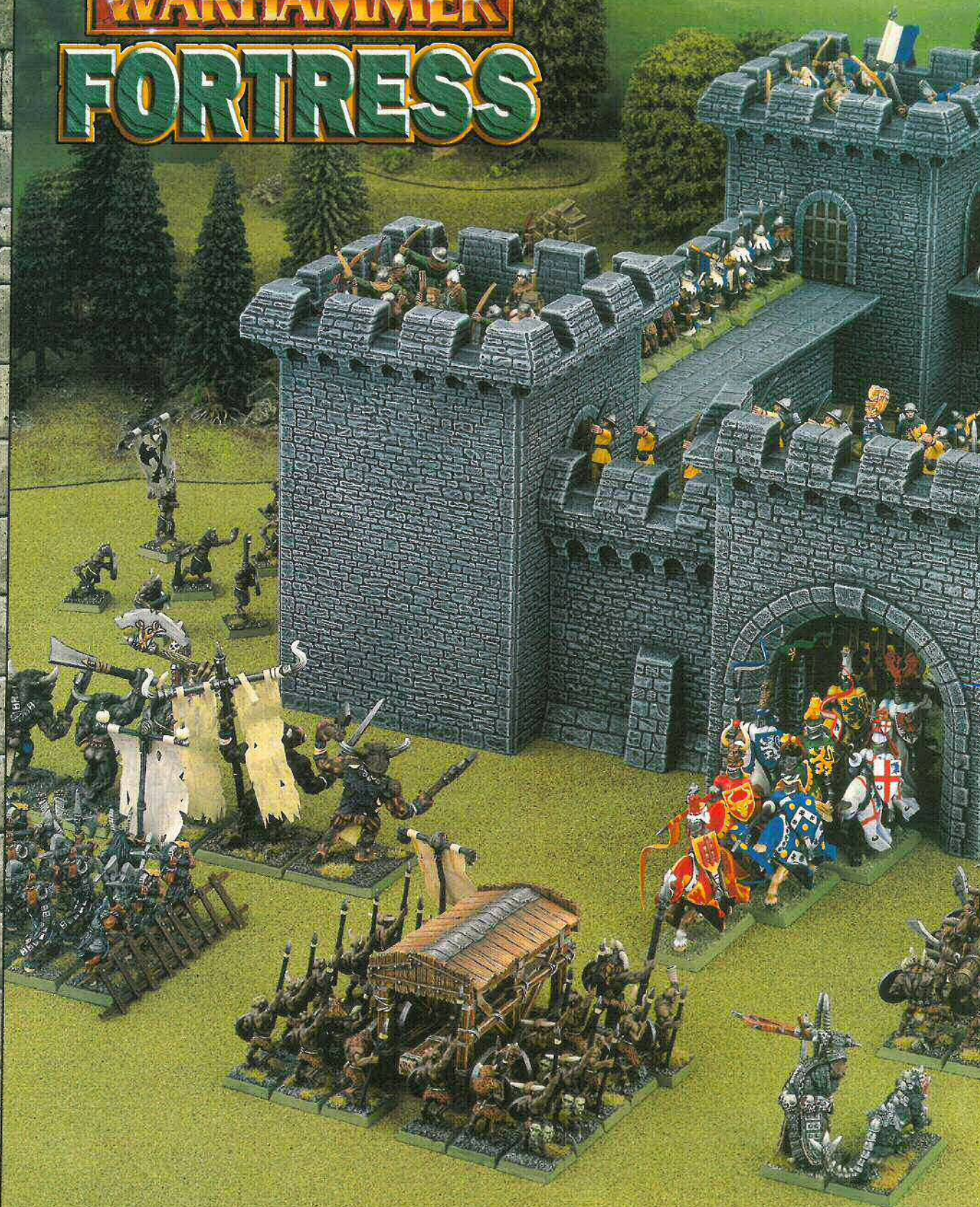
Right: Orc Boyz charge into battle in a muderous frenzy.



Below: Boar Boyz, led by Graaknob himself, smash into a unit of Silver Helms.



WARHAMMER FORTRESS



The Warhammer Fortress is supplied unpainted and unassembled. Chadel miniatures and scenery are not supplied.



Box Contents

The Warhammer Fortress boxed set contains a stunning plastic model fortress which completely dominates the tabletop. Castles are at the heart of Warhammer: the prizes of conquest and the last defence against attack. Battering rams crashing against splintering doors, boiling oil raining down from the battlements, and lone heroes holding the breach - all images which set the scene for a titanic clash of bitter enemies.

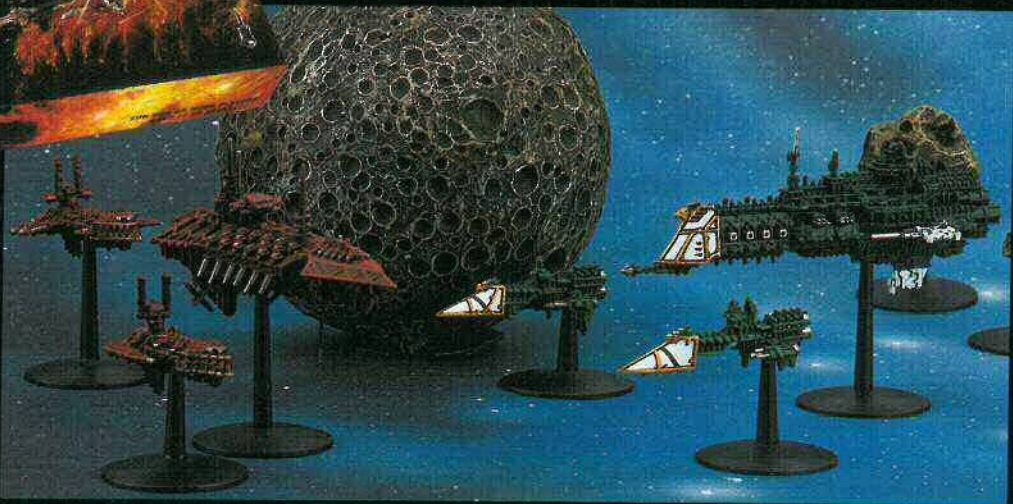
BATTLEFLEET GOTHIC™

SPACESHIP BATTLES
IN THE 41ST MILLENNIUM



Available now, the Battlefleet Gothic boxed game contains everything you'll need to get started. You can choose to command the fleets of the Imperium or one of its deadly enemies. The game provides the rules, scenarios and all the fleet lists you need to fight a battle, and guides you through how to paint the highly detailed, plastic Citadel Miniatures spaceships included in the box and then how to put together your own Battlefleet.

Battlefleet Gothic, the game of spaceship combat, is set during the Gothic War in the 41st Millennium; a grim time when the Imperium of Man battles for survival in a hostile galaxy. Battlefleet Gothic allows you to command fleets of warships in deadly conflict among the stars, though whether as Mankind's saviour or its destroyer is up to you!



▲ Using a moon for cover, the blood red Chaos fleet prepares to unleash a devastating broadside at the unwary Imperial fleet.

The Battlefleet Gothic boxed game contains:

- Battlefleet Gothic rulebook with campaign rules
- 4 Imperial cruisers (multi-part kits)
- 4 Chaos cruisers (multi-part kits)
- 12 assorted dice
- Fleet Registry roster pad
- 2 plastic range rulers
- Over 100 game counters
- Two reference sheets
- Getting Started guide with exclusive comic strip



Contents and components may vary from those illustrated. Models supplied unpainted and unassembled. Glue and paints not included.

THERE IS NO PEACE AMONG THE STARS – AVAILABLE NOW FOR £40

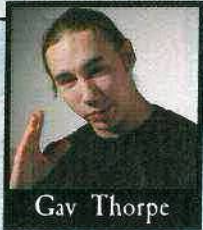
BATTLEFLEET

GOTHIC

THE SLAYER OF WORLDS

Particulars of the Planet Killer, most malefic engine of the Chaos fleet.

Recently, White Dwarf have published exclusive Battlefleet Gothic rules for Space Marine fleets and special torpedoes, and being the nice, kind, generous souls that we are, we thought we'd do it again! Tim Adcock has produced a stunning (and very, very big) model while Gav has concocted some suitably terrifying rules for the most heavily armed ship in the Gothic Sector.



Gav Thorpe

The origins of the massive stellar vessel known simply as the Planet Killer are a mystery to Naval authorities. It bears no resemblance to any Imperial ship design and is assumed to have been constructed within the Eye of Terror by Abaddon's forces, just prior to the Gothic War – in fact several of the Adeptus Mechanicus doubt whether its construction would

have been physically possible outside of warp space. Built around a central energy cannon of immeasurable magnitude, the Planet Killer is also studded with numerous long range lances, weapons batteries and torpedo launchers. Well armoured and protected by a plethora of shield generators, the Planet Killer's only weakness

seemed to be its ponderous speed.

It was this lack of pace which was to lead to its eventual downfall, as it was destroyed by salvo after salvo of torpedoes, fired at extreme range by the Lunar class cruisers of battle group Omega, shortly after the destruction of Kharlos II.



The Planet Killer, sighted near the Port Maw system, in formation with an unidentified Chaos fleet.

History of the Origins and Activities of the 'Planet Killer', Flagship of Abaddon the Despoiler during the Gothic War [M.41].

Compiler Athrix Heremongh, by Order of Inquisitor Horst

The following chronography has been compiled from a number of sources, placed at my disposal by the revered Inquisitor Horst. Although derived from a wide source of evidence, this chronography is by no means exhaustive, and only reasonable accuracy can be achieved in placing events which occurred outside of Imperial presences, where little or no corroboration exists. Some secondary events which relate to the activities of Abaddon are included, to place the movements of the Planet Killer into context.

MAJOR SOURCES:

- Interrogation of captured Renegades of the Black Legion;
- Bureau of Stellar cartography, Proximus Mundi;
- Lord Milanavin, Imperial Naval Attaché, Port Maw;
- Numerous interviews of Imperial personnel eye witnesses, including Navy, Imperial Guard and Planetary Defence staff;
- Orbital chronologicistic surveyors;
- Ships' logs of Imperial Naval vessels.

c.978.M40 - Abaddon overthrows Lord Teknos of the renegade Forge World of Baji IV. The traitor tech-priests swear allegiance to Abaddon and return with him to the Eye of Terror.

c.982.M40 - The tech-priests begin construction of a massive stellar vessel within the Eye of Terror, using data recovered by Abaddon's forces from the halo world of Lanamorgstein.

c.990.M40 - Abaddon's advisor, Zaraphiston, leads Abaddon to the Daemon world of Spawndeth. Abaddon returns and urges the tech-priests to increase their efforts to complete construction of the Planet Killer.

c.000-015.M41 - Abaddon's agents and forces search for rumours which will lead to the location of ancient artefacts known as the Hand of Darkness and the Eye of Night. Abaddon orders his forces to capture these items at all costs.

c.016-143.M41 - Whilst construction continues apace on the Planet Killer, Abaddon awaits the recovery of the items he seeks.

139.M41 - Zaraphiston's visions show him the Arx Gap, a stable route out of the Eye of Terror which bypasses the heavily defended Cadian Gate. Abaddon sends a vanguard fleet to destroy the Imperial monitoring station on Arx.

c.139.M41 - The Planet Killer is completed and a massive effort begins to find enough crew to man it. Zaraphiston binds several daemons to the huge vessel, greatly reducing the manpower needed to run it. As warp storms begin to engulf the Gothic Sector, Abaddon commands his subservient Warmasters to attack.

c.140.M41 - Abaddon leaves the Eye of Terror through the now-clear Arx Gap, ordering the tech-priests to follow once the Planet Killer is operational.

143.M41 - Abaddon enters the Gothic sector, using the Hand of Darkness to capture the Blackstone Fortress at Rebo V. He then makes a rendezvous with the Planet Killer and takes it as his flagship. His first target is the world of Savaven, populated by members of the Ecclesiarchy. Cardinal Klein orders the Imperial Commander to refuse Abaddon's demand for unconditional surrender. Abaddon uses Savaven as a trial for the Planet Killer, destroying the planet in less than an hour and killing fourteen billion people.

144.M41 - The Planet Killer arrives at Saviour, a highly populated system in Lysades sub-sector. After revealing the Planet Killer, Abaddon demands that Saviour's orbital docks begin producing ships for the Chaos fleet. The commander of Saviour has little choice but to agree, the lives of eleven billion people are at stake.

144.M41 - The Commander of Brinaga [in the Brigia system] receives warning that Abaddon may attack soon, in an attempt to capture Blackstone VI. All communications are lost with Brinaga shortly afterwards. A patrol vessel reports that the existence of Brinaga can no longer be confirmed.

144.M41 - Abaddon takes the Planet Killer to Fularis, where Blackstone I orbits Fularis II. While the captured Blackstone Fortresses destroy Fularis II, Abaddon uses the Planet Killer and its attendant fleet to shatter battlegroup Merlin which protects the system. Unopposed, the Planet Killer destroys the second moon of Fularis III, long suspected of being the lair of an Eldar pirate band.

146.M41 - The Planet Killer is spotted moving towards Stranivar in Bhein Morr. Stranivar has been blockaded for two years, but still refuses to surrender. Communications are lost with Stranivar, an investigating fleet discovers much of the hive world devastated by meteors created by the destruction of all three of its moons.

147.M41 - An Imperial patrol flotilla encounters the Planet Killer as it leaves warp space, entering the Corain system. They attack immediately before the rest of Abaddon's fleet can arrive. After causing considerable damage, the Imperial fleet is finally driven off by the Planet Killer's immense arsenal. Abaddon's forces invade Corain VI and take over its mines. Loyalist guerrilla fighters report that considerable amounts of trikali crystal are shipped into orbit, where the Planet Killer is stationed. Trikali crystal is mainly used in the anti-magnetic containment fields of warp generators and plasma reactors.

148.M41 - Abaddon invades Drakulu system and enslaves the two million inhabitants of the system's main planet, an agri-world. It is widely believed that many of these end up as sacrifices for Zaraphiston's magics, the remainder being forced into service as crews on the Planet Killer and other vessels.

150.M41 - Zaraphiston predicts that the warp storms will end soon. Abaddon quickly moves his fleet out of Drakulu and meets with the Blackstone Fortresses. News reaches Abaddon of reinforcements gathering in the Tamahl Sector, ready to counter-attack through the Tarantis jump point. He sends the Blackstone Fortresses to destroy the Tarantis star and thereby prevent enemies from using the jump point, while he takes the Planet Killer to neighbouring Boetia. Using the power of the Planet Killer, Abaddon eradicates the Adeptus Astra Telepathica facility in Boetia's asteroid belt, cutting off the navigational beacon that would have helped any Imperial ships daring to jump through the warp storms.

151.M41 - Abaddon leaves the Planet Killer under the command of Warmaster Malefica Arkham and travels with the Blackstone Fortresses to Schindlegeist to attack Blackstone V. The Planet Killer is despatched to attack Arimaspa as a diversion. Abaddon is defeated at Schindlegeist, but the Planet Killer succeeds in destroying two of the five planets that make up the Arimaspa system.

154.M41 - Malefica Arkham, having been abandoned by Abaddon, tries to use the Planet Killer to carve an empire of his own. The world of Gonnacrash in the Quinox Sound swears sovereignty to his rule, but, as he moves the Planet Killer to Kharlos II, Arkham is discovered by Omega squadron, freshly arrived from outside the Gothic Sector. With no vessels to support him, Arkham still decides to attack, but the Planet Killer is eventually destroyed by the continuous torpedo fusillade of the four Lunar class cruisers.

156.M41 - An expedition is launched by Inquisitor Horst to recover the hulk of the Planet Killer for study by the Adeptus Mechanicus. No trace of it can be found, and there are worrying rumours of a Black Legion vessel being sighted in the vicinity.

The ultimate destruction of the Planet Killer cannot be confirmed, yet in the years since the Gothic War there have been no confirmed sightings of it either. Whether this devastating weapon is still at Abaddon's disposal it is impossible to conclusively say at this point. If it is still operational, then the Imperium may once again shudder before its awesome might.

REPORT ENDS

Appendices to Report of the Scribe Historicus

Part the Second: Technical Data

All Technical Details that are Known or can be Deduced from Close Range Observation of the Renegade Vessel Known as the 'Planet Killer'.

Compiler Athrix Heremongh, assisted by Magos Technologis Ginaf Chero.

Unidentified Structure

Possibly an extra-spatial pickup device of sorts. Some have hypothesised that these are simply communications and/or sensory arrays, in which case their configuration is such that interference from the warp core would make them all but useless.

Macro-Projectile Weapons Systems

Massive calibre weapons capable of firing large rounds to an extreme range. Other than their unusual size, these are of similar pattern to those observed on other renegade vessels.

Execration Pattern

Tri-diotic Laser Array

This weapon system has been in continuous use since mid M23, although it is currently classified *Perdita* by Imperial Naval Commissioners.

Torpedo Tubes

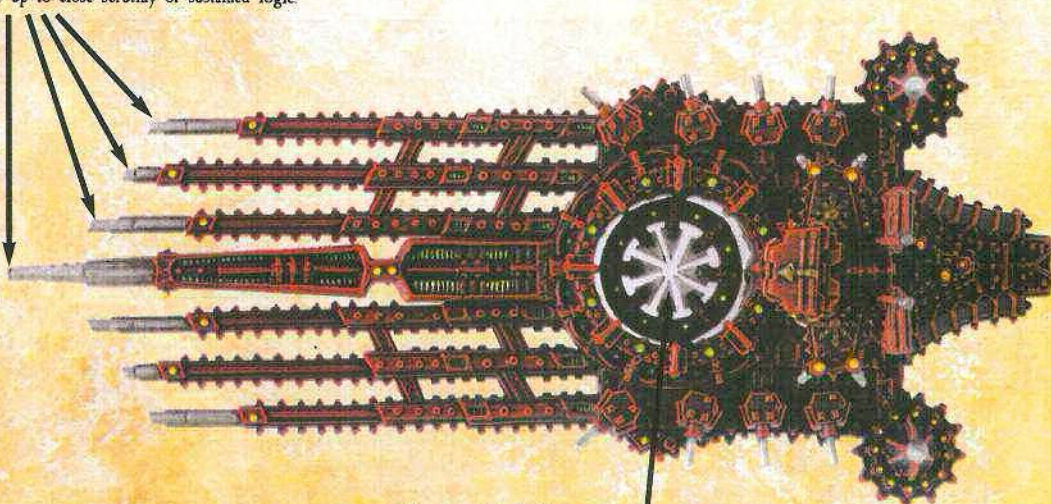
Unusually configured to allow a wider arc of launch than is standard on our own vessels. These are capable of launching a torpedo spread commensurate with the size of the vessel.

Armageddon Gun Projection Barrels

These elements are unique to this vessel and we are as yet no closer to fully understanding the manner of their operation. That they are capable of focussing and projecting an energy beam of immense power is beyond doubt. However, the type of energy involved and exactly where it is generated remain a mystery. The reason for the larger size of the central barrel is equally shrouded in uncertainty. Many hypotheses have been put forward but none bear up to close scrutiny or sustained logic.

Ventral Stabilisation and Trans-Etheric Relay

A common structure seen on many renegade vessels and older patterns of Imperial shipping. The size of these is inconsistent with the estimated mass of the vessel, so it is possible that other systems are also incorporated into these structures.



Unidentified Structure

Postulated functions include tertiary warp-core phasing accelerator or some kind of 'charging-coil' for the vessel's primary weapon system. Certainly no identifiable system on this vessel is capable of generating the phenomenal levels of energy which the weapon must require.

Note Regarding External Dimensions

Unfortunately no reliable assay has been made of the vessel's size, but it is without doubt significantly larger than our battleship classes. Captain Vinrex of the *Felicitas* estimated gross displacement as being in excess of 400 million!

ABADDON THE DESPOILER

Scourge of the Gothic Sector

...And to the beast issued forth to assail the righteous and cast down their works. Though the beast stood clothed in human form, no flesh could conceal the corruption of his damned soul, and the foul denizens of the outer dark flocked to his banner. The righteous cried out for retribution, but the beast would not be laid low. The name of the beast became a curse upon the lips of the righteous, and that curse was Abaddon.

Oration of Saint Josephus, apocryph of Savaven.

Abaddon is known to be the driving force behind the Black Crusade which ravaged the Gothic Sector between 142.M41 and 160.M41. What means he used to bring together the fleets of so many different Chaos lords and warmasters is unknown, but even his unholy gift of leadership must have been stretched to the full coordinating the attacks of such an anarchic coalition. Abaddon's own warfleet was the most powerful in the sector and one of the last to be defeated. This was in no small part due to the awesome power of the Planet Killer at his command, to say nothing of the Blackstone Fortresses he succeeded in corrupting to the service of the Dark Gods.

Abaddon was once a Space Marine, a captain of the Lunar Wolves' 1st Company during the Great Crusade, over 10,000 years ago, conquering distant stars in the name of the Emperor. The Lunar Wolves battled across uncounted worlds to free them from alien tyranny or the taint of Chaos, and Abaddon was ever at the fore. But at the time of the Great Heresy, Abaddon chose to betray the Emperor and join with the forces of his Primarch, the Warmaster Horus, in his attack on Earth. Upon Horus' defeat, Abaddon rallied the

remnants of the hordes which had fought on Earth and fled to the Eye of Terror, where the powers of Chaos welcomed him as their champion.

For ten millennia Abaddon has continued to harry the Imperium at every opportunity, raining fire and destruction on the empire of Mankind that he helped to build. The Gothic War is one of the most recent of his terrible works, but his history of bloodshed extends as far back as the Imperium itself. During the Gothic War, Abaddon took personal command of the Planet Killer in many engagements, although he escaped its destruction at Kharlos II.

ABADDON AS FLEET COMMANDER

Abaddon can be chosen to act as fleet commander in any game in which the Chaos fleet is worth 1,000 points or more. You may not place a Chaos Lord on the same ship as Abaddon (you don't get to be a Chaos Lord by spending lots of time near a bloody-tempered maniac!). He has the following characteristics:

Leadership: 10

Abaddon is an exceptional commander in all respects. His crew and fleet live in

mortal terror of arousing his anger and perform at peak efficiency when he is aboard. He is also aided by the prophecies of the Sorcerer Zaraphiston.

Re-rolls: 1 per turn.

Abaddon's fleet is allowed to re-roll a single Command check or Leadership test each turn.

Abaddon's awesome reputation and dogged determination ensure there are seldom any failures in the chain of command. When there are, the consequences are likely to be dire.

Special Rules

Boarding Actions: Abaddon is accompanied by his company of Black Legion Traitor Marines aboard the ship he is commanding. This, combined with his own abilities, means the ship doubles its value in boarding actions and gains an extra +1 Boarding modifier.

Hit-and-Run Attacks: Abaddon will have his own ship sealed tight against hit-and-run raiders (he knows every trick in the book). Therefore, hit-and-run raids deduct -1 from their dice roll against Abaddon's ship. If Abaddon's vessel makes any hit-and-run teleport attacks, add +1 to the dice roll for the attack as it will be undertaken by elite

The envoy stood in front of the ornate throne, visibly shaking with terror.

"Re... regrettably, Imperial Commander Lorcus has instructed me to inform you that your demands for the surrender of the Imperial world of Savaven cannot be considered," the envoy said, his voice quavering with fear. "This world is the sovereign domain of the almighty Emperor of Mankind, blessed may He be in His benevolence."

"The Emperor of Mankind?" Abaddon growled, leaning forward in his skull-encrusted throne to glare at the envoy. "Soon, I will be the new Emperor of the galaxy. That weakling fool on Terra will be no match for me when the full power of Chaos infuses me. Even Horus will pale in comparison to my might. I shall be a living god!"

The Warmaster sat back and closed his eyes for a moment, deep in thought, or perhaps communing with some unseen entity. His eyes snapped opened again and a fierce light burned in them.

"You dare to resist me?" Abaddon stormed, stepping out of the throne, his bulky Terminator armour grinding loudly. "I will crush you for this impudence! I will see the stars extinguished with the blood of your kind!"

With a bestial roar, Abaddon smashed his right hand into the envoy's chest, the Talon of Horus ripping through flesh and bone with a splintering noise. With a snarl, the Warmaster closed his fist and wrenched his hand out. Turning to Zaraphiston, the Sorcerer of Tzeentch, Abaddon held up the envoy's heart, blood running down his arm and dripping onto his face and chest.

"Power up the main weapon. I will destroy Savaven for her impudence. I shall send a message of terror to a hundred worlds!" declared the Warmaster, his eyes staring madly at the Sorcerer.

With a gesture Zaraphiston sent renegade tech-priests scuttling around the bridge. The deck began to throb as the mighty battleship's engines pushed the huge vessel into orbit, while the whine of power building up reverberated off the bulkheads. For several minutes the gigantic starship forged through the void towards the Imperial planet. About the world were several orbiting stations, and as Abaddon's flagship approached, the defences opened fire. Missiles streaked across the ether only to be obliterated by fierce volleys from the dozens of turrets studding the ship's hull. Orbital defence lasers opened fire, most of their energy beams scattering harmlessly off the powerful protective

Black Legion Terminators. Boarding torpedoes and assault boats from Abaddon's ship will be manned by more mundane minions and do not receive this modifier.

"You have failed me for the last time..."

Abaddon the Despoiler does not tolerate failure, as many of his followers have discovered to their cost. If Abaddon's re-roll is used for a Command check or Leadership test on another ship or squadron and the test is failed a second time, he will become angry - very, very angry! In the Chaos shooting phase Abaddon will direct at least half the available firepower and lance strength of the ship he is commanding against the weaklings who have failed him (assuming the worthless scum are within range and fire arc). Resolve the attack as normal, just as if Abaddon's vessel were an enemy.

The victims of his wrath (assuming they survive) will be suitably chastised and gain a +1 Leadership increase for the remainder of the game. The Leadership bonus will only take effect once (after that the crews are working as hard as they can!). If the object of Abaddon's wrath is not in range and/or fire arc he will leave them to their fate - Abaddon's re-rolls may no longer be used on it. This means that no further Commander re-rolls may be used on the ship or squadron unless it is carrying its own Chaos Lord with a Mark of Tzeentch.

Should this dreadful failure occur on Abaddon's own ship, it will lose one damage point as the Black Legion massacre those who failed him. No Leadership increase is gained.



ABADDON THE DESPOILER, WARMASTER OF CHAOS

shields of the battleship, the few hits that managed to penetrate barely leaving a mark on the massively armoured hull.

A few heavily armed defence monitors clumsily manoeuvred into position to attack the approaching vessel, but, as the Chaos ship closed the range, it returned fire. A fusillade of destruction lit up space as the Planet Killer's batteries targeted the defence ships, smashing them aside in a few deadly salvos. Torpedoes roared from the battleship's dozens of tubes, erupting across the surface of a defence station in blossoms of fiery destruction, the wreckage tumbling out of orbit to burn up in the atmosphere of Savaven. Still the battleship continued its relentless advance, the ravenging energies of lances slicing through orbital docks, while plasma drivers and fusion cannons obliterated everything within range. Even as it entered low orbit, the gigantic vessel continued its

bombardment, its powerful weapons striking against bunkers and missile silos on the planet's surface, leaving palls of smoke dozens of kilometres long drifting across Savaven's night sky.

An aura of energy built up around the core of the ship, a storm of lightning arced from the edges of the aperture until, with a blinding flash that eclipsed the light of Savaven's star, the Planet Killer fired. A storm of destruction struck Savaven, its atmosphere began to boil away, the immeasurably powerful beam boring through its crust causing earthquakes and tidal waves to sweep across the Cardinal world's surface. The ice caps began to melt and chains of dormant volcanoes erupted across the globe, vaporising the seas and sending scorching steam billowing into the thin air. With a continent-sized detonation, the planet's core erupted, the massive release of energy thrusting the

planet out of orbit and sending it spinning wildly off its axis. With a final death-spasm Savaven disintegrated into a billion shards of molten rock, which spread across the heavens like glowing dust.

Zaraphiston laughed out loud as he looked at the twinkling remains of Savaven on the hololithic projector.

"Isn't that beautiful?" he crowed, turning to look at Abaddon beside him.

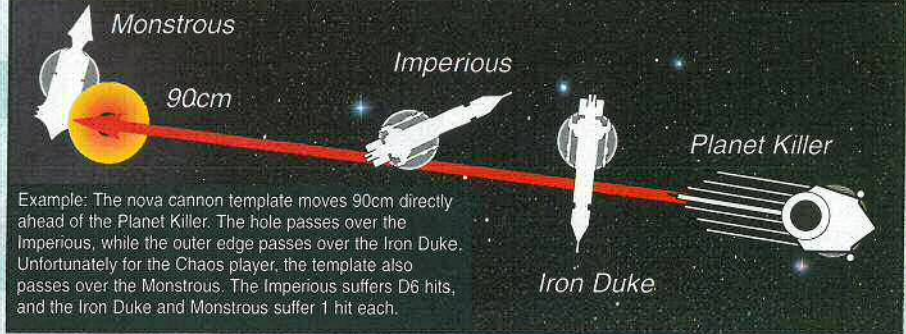
"It is just the beginning," the Warmaster replied. "I shall write my name across the stars with the blood of my enemies. Death cries beyond counting shall sing a hymn of doom to herald my divine ascension."

PLANET KILLER RULES

THE ARMAGEDDON GUN

The Armageddon Gun may not be fired if the ship has been crippled or is on *Burn Retros*, *All Ahead Full* or *Brace For Impact* special orders. The Armageddon Gun can only be fired directly ahead of the ship. To fire the Armageddon Gun, place the Nova Cannon template so that it is touching the Planet Killer's stem then move it directly ahead 90cm. If the hole in the centre of the template passes over a ship's base (friend or foe!), that ship suffers D6 automatic hits. If any other part of the Nova Cannon marker moves over a ship's base then the ship suffers one automatic hit. Hits take down shields exactly as normal. Ordnance touched by the template is destroyed. Once the Armageddon Gun has fired, it must build up another charge of energy and you must use *Reload Ordnance* orders before it can fire again. If you roll a double 6 for a Reload Ordnance check, then the Armageddon Gun has disastrously malfunctioned, inflicting a critical hit on the Planet Killer and rendering the Armageddon Gun useless for the rest of the battle. On a roll of any other double, the Armageddon Gun can be fired once more before it must be shut down to prevent overloading. Note that as the Planet Killer also has torpedoes, it is possible that you will need to use *Reload Ordnance* orders for these at the same time as for the Armageddon Gun. In this case, only make one Command check but apply the roll equally to both weapons systems (eg if you roll a double six, then the Planet Killer suffers an automatic critical and will also be out of torpedoes for the remainder of the game).

FIRING THE ARMAGEDDON GUN



The Planet Killer in Exterminatus

The Planet Killer, as its unobtrusive name suggests, is designed to attack worlds. This makes it particularly appropriate for the Exterminatus scenario. If the Chaos fleet is attacking, it can include the Planet Killer instead of using modified exterminators or a Blackstone Fortress. The Planet Killer does not lose any of its weapons for being an exterminator, but if the Armageddon Gun cannot be used for any reason then it can no longer act as an exterminator and the Chaos player loses the battle automatically.

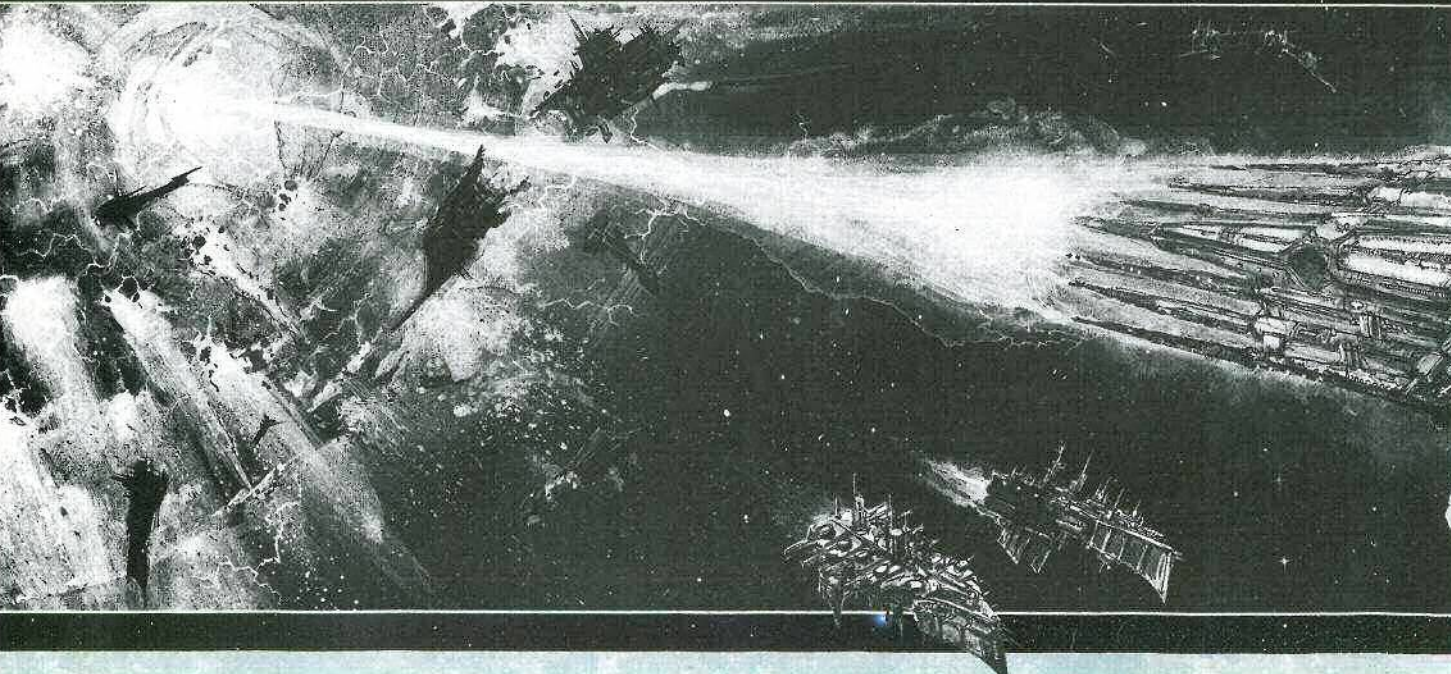
INCLUDING THE PLANET KILLER IN OTHER BATTLES

Below is an additional entry to the Chaos incursion fleet list so that you can use the Planet Killer in your Battlefleet Gothic games. However, the Planet Killer isn't particularly suited to general fleet engagements and is much more appropriate for special scenarios or certain types of games. In fact, the Planet Killer is very likely to be the whole reason for a battle. For example, you

could play Scenario three: The Raiders, with the Chaos fleet defending the Planet Killer. Instead of the normal victory conditions, the attacking player must cripple or destroy the Planet Killer.

Another variation on the 'destroy the Planet Killer' scenario is to use Surprise Attack. Rather than orbiting a world, the defending Chaos fleet is stationed around the Planet Killer (perhaps it is undergoing repairs or something similar). The defender does not have to pay any points for the Planet Killer, but it starts the battle on standby like the other defending vessels. The attackers must cripple the Planet Killer to win.

Similarly, you could fight a Convoy scenario, with the Planet Killer counting as eight transports. The Planet Killer's unwieldy size will make it difficult to manoeuvre in the dense celestial phenomena, offsetting its far greater offensive capabilities. If the Planet Killer moves off the opposite table edge undamaged then the Chaos player wins. If it is crippled before it escapes it is a marginal attacker win and if it is destroyed the attacker gains a major win.



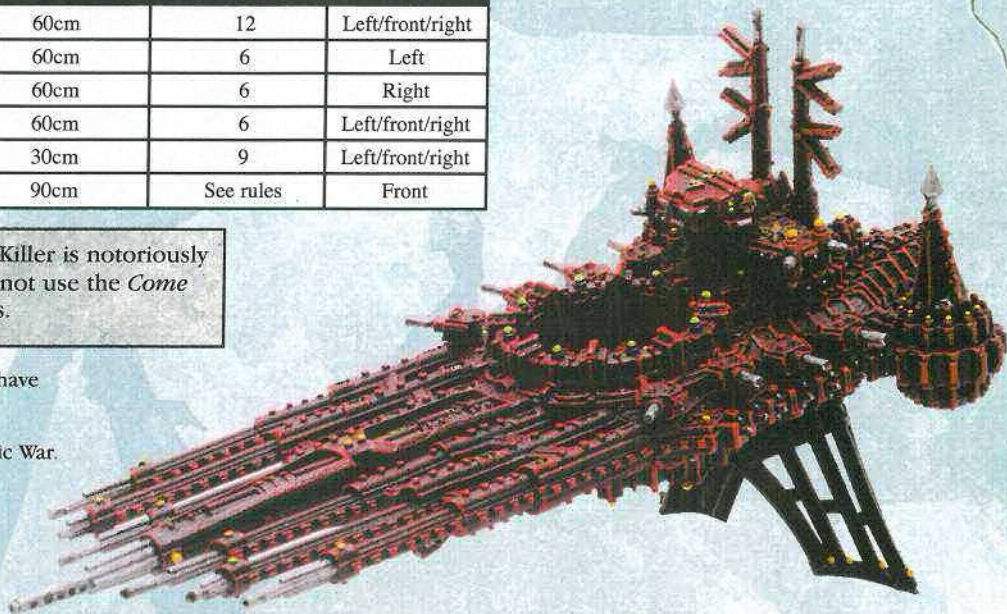
CHAOS PLANET KILLER 505 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/14	20cm	45°	4	5+	5
ARMAMENT		RANGE/SPEED	HIPOWER/STR	FIRE ARC	
Prow weapons battery		60cm	12	Left/front/right	
Port weapons battery		60cm	6	Left	
Starboard weapons battery		60cm	6	Right	
Dorsal lances		60cm	6	Left/front/right	
Prow torpedoes		30cm	9	Left/front/right	
Armageddon Gun		90cm	See rules	Front	

Special Rules: The Planet Killer is notoriously slow to manoeuvre and so cannot use the *Come To New Heading* special orders.

Only one Planet Killer is known to have been built and that was used as the personal flagship of Abaddon the Despoiler during much of the Gothic War.

The ship was eventually reported destroyed by Battlegroup Omega near to the recently annihilated planet of Kharlos II, although the hulk was never recovered as confirmation of the vessel's destruction.



ADDITIONS TO THE CHAOS FLEET LIST

“Speak not to me of Abaddon, blackest of hearts, basest of fiends. Who else amongst the hosts of the traitors embraced Damnation with such a fierce glee?”

- Attributed to Roboute Guilliman, Primarch of the Ultramarines

FLEET COMMANDER

You may include Abaddon the Despoiler as the Warmaster in any Chaos Fleet worth more than 1,000 points.

Abaddon (Ld 10) 195 pts

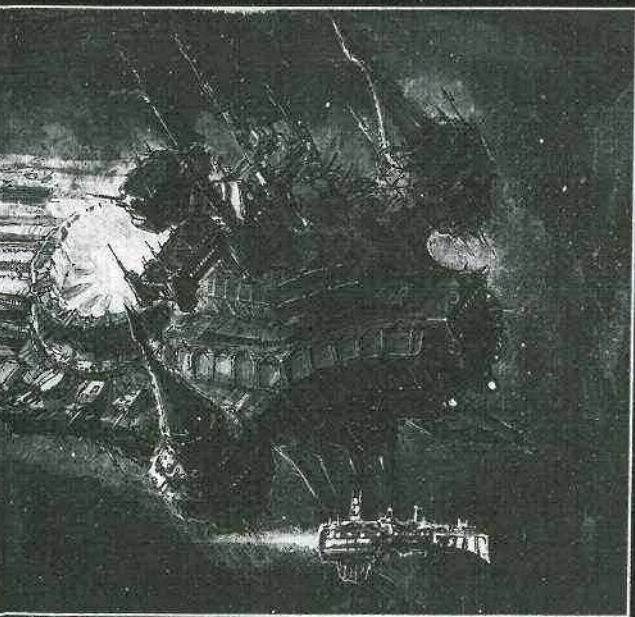
Abaddon receives one re-roll per turn, in addition see his special rules as stated in this article.

CAPITAL SHIPS

A fleet of 1,000 points or more may include the Planet Killer.

0-1 Planet Killer

Planet Killer 505 pts



“And furthermore it is our conclusion that such a machine therefore does not exist and any personnel claiming to have seen it are deluded.

It has been proven to a high degree of probability that the destruction of Kharlos II is wholly the result of coincidental seismic activity.”

From the conclusions of the preliminary report on the destruction of Kharlos II by the Imperial Commissioner for Moral Truth

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Town Crier



Published on the first Angestag of each Mannslich.

2 Groats

SISTERS OF SIGMAR

SAVIOURS OR SINNERS?

Mysterious Sigmarites seen searching in ruined Mordheim

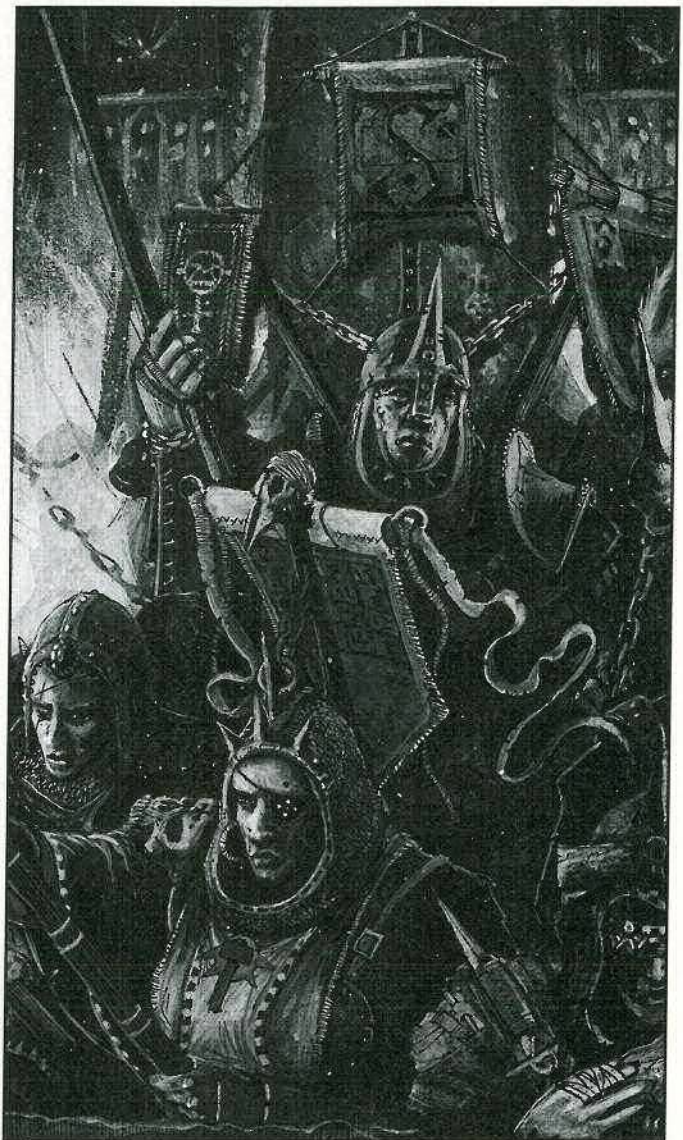
The Sisters of Sigmar are alive and still residing in their monastery, high up on Sigmar's Rock in the centre of the city. How could they have survived the infernal hell that followed ye great catastrophe? Perhaps they have not strayed from the light and are still favoured by Sigmar, or maybe

they they are in league with a new, darker power. One thing is for sure though, they have been seen searching the ruins for ye rare and precious wyrdstone. Could this be a task set by our great Lord and saviour, Sigmar himself?



Rich Men of Marienburg Arrive in City

The rich warbands of Marienburg have come to the city, no doubt to increase their wealth even further. They have made the Lord Forte Royal Tavern their home and are preparing this moment to enter ye ruined city.



Here
Within



Fighting techniques and fashions of ye wealthy men of ye fair city of Marienburg.

Authentic exotic goods
FOR SALE to the discerning buyer.

Catspaw, rabbit's feet, shoe of courser - is there any charm as lucky as a Sigmarite?

A discreet examination of ye notorious possessed warband, 'The Brotherhood of the Dark Moon'.



The Editor Speaks

Well met, warrior, and welcome to the second issue of *Town Cryer*! While you were gone, I completed my trip beyond the sea to preach the true word of Sigmar to the strange folk who live in the continent called the 'New World'. I will detail my horrifying experiences and the weird and unfathomable folk which inhabit that land in later issues.

Meanwhile, this edition of *Town Cryer* brings you a treatise on the little known Sigmarite Sisterhood. It also includes the very latest offerings from the wares of the Merchants' Guild, for well funded warbands such as the newly arrived Marienburgers. But that's not all. The Witch Hunters have dragged into the daylight the Possessed warband of Magister

Coronarius, and those with pure spirit can marvel and gasp in horror at the dark splendour of the Possessed (rumour has it that the masked leader of this warband is in fact the Burgermeister Paulus the Fat). Nigelius, chief architect of Albion, will also give you hints and tips on the construction and painting of ruined buildings.

Finally, I'd like to answer a couple of queries about the fanciful and bizarre game known as 'Mordheim'. I have noticed there are two different values given for the number of marksmen a Mercenary warband can have in its ranks. In fact they can have up to seven. Also, there seems to be some confusion concerning whether you are allowed to roll an

extra dice during the exploration phase if you win the battle. The answer is that the reward for winning a battle is indeed one extra dice when trying to locate wyrdstone and rare items. The scribes responsible for the mistakes are being soundly flogged. I have found this improves their efforts immensely.

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

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

See you in
thirty nights.

Thomas

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Out this month are the tough Sisters of Sigmar. These deadly warriors have sworn to clear Mordheim of the deadly wyrdstone and save humanity from itself.

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Paul Sawyer played throughout the development of Mordheim using this specially converted Possessed warband.



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Tuomas Pirinen, with help from Tim Huckelbery, gives details of some extravagant items with which to equip your Mordheim warbands.

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Reinforcements arrive this month for the Skaven. The massive Rat Ogre and the deadly Veskit will give any Skaven warband the edge in hand-to-hand combat. Also out is the deadly assassin Johann the Knife.

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In our second installment of Mordheim Architecture, Nigel Stillman explains just how easy it can be to make your own ruined buildings for your battles in the City of the Damned.

CITY OF GOLD 22

Marienburg is the richest of all the cities in the Empire. During the game's development, Jim Butler led the Marienburgers to many victories. Here he discusses how to make the most of your money when starting a new warband.





Before the Comet

From the travels of Johann Munz

...the first thing I saw was the ancient and imposing city wall of Mordheim with its seventy-seven towers that are visible for miles around.

For a thousand years the city of Mordheim has stood on the banks of the River Stir. My books tell me that the city was founded by the Knights of the Raven Order, who conquered the area from the Goblins and settled the glades of Ostermark.

There, on the banks of the River Stir they built their stronghold and named it Mordheim, in memory of the heroic sacrifice of Count Gotthard Angelos who gave his life fighting against the Goblins of the surrounding forests.

From ancient times the city has been the capital of Ostermark and ruled by the von Steinhardt family. The fields and pastures of the peasants and the Count himself surround Mordheim, along with several small villages. Around the fields, on all sides, stretches the seemingly endless forest. Only the mighty River Stir breaks the impenetrable wall of trees as it slowly and ponderously flows toward the heartlands of the Empire. The barges of the burghermeisters navigate the river, moving passengers and merchandise along it.

All manner of travellers come to Mordheim: Dwarfs from the mountains, Kislevite trappers selling their wares, smiths from Bechafen, hunters from Ostland and lumberjacks from the surrounding forests, they all come here to trade and rest. Now and then caravans from the far east cross the Peak Pass guarded by Karak Kadrin: these travellers from the lands of Cathay bring exotic wares of the east such as spice and silk, and never fail to attract attention.

From the docks of Mordheim much merchandise is loaded on river barges and sent to Nuln, Altdorf and beyond: lumber from the forests, gemstones and ore from the mountain mines, jewellery, armour and weapons forged by the Dwarfs of Karak Kadrin, all these and more make Mordheim a rich trading city.

But Mordheim is more than a centre of trade in the eastern Empire, for it is a city deeply imbued in tradition and worship. Temples of Sigmar, Ulric, Morr and many other gods are located here, but the Temple of Sigmar's Rock, the home of the Sisterhood of Sigmar's Mercy is the most famous of them all. It stands on a huge cliff in the middle of the River Stir, and its glittering gold cupola is said to be one of the wonders of the world.

All over the city, monuments and centres of trade and learning can be seen: the Great Library of Mordheim attracts the finest minds of the eastern Empire to study at the feet of the learned priests of Sigmar.

The Merchants' Quarter, known as the district of the Flying Horse, is a place buzzing with business as traders from all over the eastern Empire rub shoulders with Dwarf smiths and merchants of Araby.

All in all, few cities in the Empire are comparable to Mordheim, the guardian of the Eastern Provinces, the jewel of Ostermark.



Sisters of Mercy

The Sisters of Sigmar still reside in their convent situated on Sigmar's Rock in the centre of Mordheim. Protected by their faith and the fortified walls of the convent, the Sisters of Sigmar survived the great cataclysm. They can now be seen collecting the precious wyrdstone to protect humanity from itself.

For centuries the nobility of the Empire has sent its wayward or troublesome daughters to Mordheim, to the Holy Convent of the Order of Merciful Sisters of Sigmar, to be initiated into the only order of priestesses dedicated to the Empire's patron god.

Though once much loved by the common people, the Sisters have seen their popularity wane in recent years. Rabble-rousing Witch Hunters have denounced them as witches and heretics, so that even in the countryside they are attacked and driven away by the very peasants they seek to help. Many of Sigmar's priests wish to disband the Order altogether, claiming that women have no right to teach the holy word of Sigmar. Even the Grand Theonist, ostensibly the chief authority over the Order, has cooled towards the Sisterhood, denying the throne to Magritta of Marienburg who was brought up by the Sisters and said to be sympathetic to their cause.

Of all the inhabitants of Mordheim, only the Sisters of Sigmar were prepared for its destruction. Seeress Cassandra foretold the disaster, and at their nightly vigil the Maidens of Sigmar heard the voice of Sigmar speaking in their dreaming minds.

When the blow finally came, the Sisters gathered beneath the great temple dome of their convent which, well built and fortified as it was by the prayers of the Sisters, protected them from the fire and heat of their master's ire.

The Sisters believe they have a holy mission, a task that they have been set by Sigmar himself and to which they must submit themselves body and soul. Their sacred duty is to gather up the wyrdstone and hide it deep beneath Sigmar's Rock in the vaults of their convent where, shielded by a great depth of solid granite and guarded by the eternal prayers of the Sisterhood, it will cause no harm to Sigmar's people. It is a nigh hopeless task, for there are few Sisters and countless shards of stone. Worse still, there are many who want the stone for themselves, to take it from Mordheim and spread its contagion amongst the cities of the Empire.

The warbands of the Sisterhood are led by tough Matriarchs, each accompanied by a body of warrior sisters. The training and harsh discipline of the convent includes mastery of martial as well as ecclesiastic skills, for mastery of the body is but the first step towards the mastery of the soul. Their favoured weapon is the warhammer, the instrument of Sigmar, seen as his holy symbol, alongside the twin-tailed comet.

Sigmarite Sisters clear a temple of Sigmar of the foul Skaven.





A Sisters of Sigmar warband explores the ruins.



The Sisters of Sigmar survey the ruins from their convent in the centre of the city.

Defending the Faith

The Sisters of Sigmar have once again been seen in the city of Mordheim. Whether they are here to save us or destroy us, only Sigmar knows. One thing is for sure, they have been seen collecting the wyrdstone that can be found in our once proud city.



Sigmarite Matriarch



Sister Superior



Sigmarite Novices



Sisters of Sigmar



Sigmarite Augur

Dark Brotherhood

A thesis
on the
Tactics and
Members of
the
Possessed
Warband
of Lord
Coronarius
von Redig.

By the
infamous
Burghermeister
Paulus the
Fat.

Mordheim has been in and around the Studio for some time now, and at every stage of its development there has been one warband that has dealt death and misery to all who dared to enter the Studio campaign – Paul Sawyer's Possessed warband, the Brotherhood of the Dark Moon...

Mordheim, City of the Damned – from its very conception I was hooked. The chance to take a small band of gallant (read greedy) individuals into a desolated city set in the Old World was too much to resist – I had to be involved!

Decisions, Decisions...

The first step was to decide which warband to play. This was easy – I would raise a warband in honour of the dark gods of Chaos. The Possessed it would be then. The only problem was that as we were only at the playtesting stage there were no models available. Obviously I was in for some

serious converting (hurrah!) and so with the Citadel Miniatures Annual tucked under my arm, I set off for the farthest reaches of the Mail Order Troll pits.

Starting at the top

The one model I had to have was the Magister and as he would be the leader I wanted him to be really ostentatious – the normally insidious cultists are unafraid of showing their faces on the streets of Mordheim where the rule of the sword is the only law. I finally settled on the Chaos Sorcerer, Ahriman, from our Warhammer 40,000 range. A quick head-swap with a back catalogue Chaos Sorcerer, the addition of a suitably brutal-looking mace and Lord Coronarius von Redig was ready to raise his warband.

The power behind the throne

The real power in the Brotherhood are the two Possessed themselves, Gh'eelann and Panh'zzz. These monsters were the two I enjoyed converting the most. Panh'zzz is based on a back catalogue Nurgle Champion. I added a snake as one of its arms and the other arm is made from the arm of an Ork Nob, a Slaaneshi Fiend claw and spikes from Chaos Warrior helmets.

Gh'eelann, the other fiend, was simply a matter of taking a Pink Horror and a back catalogue Beastman and cutting them in half vertically. I then pinned them together leaving plenty of space between the two halves – I'd be using modelling putty to give the impression of the monster trying to rip itself apart. Once this was dry I added a tentacle from a Chaos Spawn, an arm from an Ork Nob and even a leering face at the back of the conversion. This pair of Daemon-ridden killing machines was now ready to make Mordheim their new home.

The nightmare begins

I finally settled on basing my Brethren on Necromunda Cawdor gangers, as they have an ostensibly medieval feel to them despite their weaponry. The cowls and masks, along with the hangman's noose, fitted my purposes perfectly and although I'd need to remove their high tech weaponry and replace it with something more suitable, I was more than happy that I now had everything I needed.

Competition!

Do you know where the name of my Magister came from? Drop your name and address along with your answer on a postcard to the address below, and the first five drawn out of the hat on the closing date, 10th November 1999, will be sent a copy of the new Possessed boxed set!

Send your answer to:

**White Dwarf Magister competition,
Games Workshop Ltd, Willow Road,
Lenton, Nottingham, NG7 2WS**

The fledgling Brotherhood of the Dark Moon emerges from the ruins of the City of the Damned.



The Magister of the Brotherhood is Lord Coronarius von Redig, based on the Warhammer 40,000 Abriman model.



Panh'zzz (above) and Gh'eelann (below) are the two Possessed models in the Brotherhood of the Dark Moon, and after only a few games can be a match for anyone!



However, it wasn't to be easy. Having set out to remove all of the guns from the Gangers I soon found out just how time consuming and frustrating a job it was. I seemed to spend most of my natural life scraping, cutting and filing, but eventually it was done and I rewarded myself with a beer (well, several actually – anything to make me forget about Cawdor gangers and their guns!).

The next stage was to decide on their weaponry. I wanted to build more Brethren than I actually needed at the start of the campaign, to give me a bit more flexibility – so I made three separate Brethren groups.

Right: The Blood Spears Brethren prepare to defend their position against attack.

Below: With lots of battles under his belt Lord Coronarius von Redig has increased the size of his warband considerably – it's almost a Warhammer army!

The two *Blood Maces* have bows and quivers courtesy of the High Elf Ellyrian Reaver knights and maces made from brass rods and plastic skulls.

The trio of *Blood Spears* simply had a brass rod spearshaft with the head from a plastic Skeleton spear attached. The hands needed to be remodelled but other than this (and of course the removal of those dreadful guns) they were a cinch to make. The final Brethren group, the *Blood Arrows*, were handled in the same way as the Blood Spears, with the addition of bows.

In the playtest campaign, Brethren were allowed to wield flails, but in the final version this was restricted to Darksouls, so my final group started out as Brethren with flails, bows and shields but ended up being Darksouls (though I can't bring myself to remove the bows from my models).



MORDHEIM

City of the Damned



A terrible place of nightmarish ruins, where death awaits in every shadow. Here hardbitten warriors stalk through the crumbling palaces and twisting streets, fighting and dying for the promise of riches and fame.





Models supplied unpainted and unassembled. Contents and components may vary from those illustrated.

Mordheim is a tabletop skirmish game where the players control rival warbands, battling each other for supremacy in the dark and dangerous streets of the ruined city.

Everything you need to start your warband and fight battles in Mordheim is in this box. There are two warbands and a whole host of card ruined buildings so that you can create the ruined streets of Mordheim. The comprehensive rulebook describes eight different warbands and a vast array of weapons and equipment. There are also rules for running ongoing Mordheim campaigns as well as including hired swords and special characters in your warband.

The Mordheim boxed game contains:

- 10 Skaven
- 8 Human Mercenaries
- 176 page Rulebook
- City Ruins
- 6 Dice
- 2 Range Rulers

Available now for £40



Opulent Goods

An
extract from
"The Fabulous
Goods Available
to Warbands
Exploring
the City
of the
Damned."
Available at
Johann's
Emporium.

As a warband gains experience and wealth in the City of the Damned it will naturally acquire rare equipment and artifacts. A veteran warband will have all manner of equipment, from expensive clothes to opulent coaches in which to get around the surrounding settlements of Mordheim. Tuomas Pirinen, with help from Tim Huckelbery, gives details of some of the more extravagant items for you to add to the existing chart on page 146 of the Mordheim rulebook.

Banner 10 gc Rare 5
Many more established warbands carry a banner or flag, not only to announce their presence but to also act as a rallying point for the warband during a battle.

Special Rules: A banner requires one hand to use and can be carried by any Hero in the warband. Friendly warriors within 12" of the banner bearer may re-roll any failed 'All-Along' test (but remember you can't re-roll a failed re-roll).

Opulent Coach 250 gc Rare 10
Truly successful warband leaders are quite willing to waste their money on extravagant excesses such as rare wines, jewel-encrusted weapons and armour and Cathayan spices. The height of such indulgence is an opulent coach, which the warband leader can use for driving around the settlements surrounding Mordheim. There are few things that will impress commoners, or incur the wrath and envy of other, less successful leaders, as much as an opulent coach.

Special Rules: The opulent coach impresses even the most suspicious merchant and they will flock to offer their most exotic wares to the obviously rich warband leader. The warband leader gains +3 to any rolls to locate rare items.

Hammer of Witches 100 gc Rare 10
(Witch Hunters only)

The pages in this tome describe the servants of Chaos, witches, heretics, deviants, mutants, warlocks, blasphemers, necromancers, sinners and other enemies of Sigmar in all their foulness.

Special Rules: A Hero with the Hammer of Witches will *bate* all models in Possessed, Skaven or Sigmarite Sister warbands.

Wyrdstone Pendulum 25+3D6 gc Rare 9
Pendulums made of wyrdstone can reputedly be used to find even more of the magical stone.

Special Rules: If he was not taken out, the Hero using the wyrdstone pendulum may make a Leadership test after the battle. If he is successful, you may re-roll any one dice in the Exploration phase.

Toughened Leathers 5 gc Common
Expert leatherworkers are able to turn leather coats into armour (after a fashion) and those with limited funds often favour these jackets and coats, as armour is very expensive. Covered with crusted salt, alcohol and other less savoury materials, toughened leather is hard to penetrate and offers some protection in combat.

Special Rules: Toughened leathers work exactly like light armour, giving the wearer a 6+ Armour save, but cannot be combined with the effects of any other armour except a helmet or buckler. Toughened leathers cannot be sold back at the Trading Posts, the stench alone is enough to drive away even the most desperate of buyers!

Wolfcloak 10 gc Special
(Middenheimers only)

In Middenheim it is still considered to be the feat of a true man to slay a great wolf single-handed. Warriors who accomplish such a deed will command the respect of their peers, and their cloaks will be blessed by the High Priest of the Cult of Ulric, the god of winter, war and wolves.

Special Rules: To acquire a wolfcloak a Hero must pay 10 gc (to represent the expense of travelling to Middenheim and taking part in a hunt). In addition, the Hero must roll equal to or under his Strength on a D6. If successful, the Hero finds and slays the wolf and can wear its cloak as a mark of his skill and prowess. Note that Middenheimers may buy wolfcloaks when starting their warband without making a test for availability.

A model wearing a wolfcloak will gain +1 to his armour saves against all shooting attacks.

Tarot Cards 50 gc Rare 7
(Not available to Witch Hunters or Sisters of Sigmar)

Though declared blasphemous and illegal by the Grand Theogonist, the Tarot of Stars is said to foretell the future for those who dare to consult it.

Special Rules: A Hero with a deck of tarot cards may consult them before each game. Make a Leadership test. If successful, the Hero gains a favourable insight into the future and you may modify the result of any one dice in the Exploration phase by -1/+1 (even if the Hero with the cards is taken out of action). If the Leadership test fails by three or more (ie, a Hero with Ld of 8 rolls 11 or 12) the cards show a portent of doom and despair and the Hero refuses to fight in the following battle and must miss the next game.

New in Town

Johann the Knife

Of the many cutthroats and assassins for hire that infest the settlements around Mordheim, Johann the Knife is the most famous. He exhibits his vocation as hired knife-fighter and assassin extraordinaire by the various lethal-looking daggers hanging from his belt and the mean glint of his eyes. Johann wears dark, leather gear, slightly out of fashion, which has never been washed (or so the barmaids say).



Skaven Rat Ogre

Rat Ogres are the most feared of all the Clan Moulder's mutant beasts. Rat Ogres are huge, Skaven-like creatures, the size and strength of true Ogres but possessed with the speed and ferocity of Skaven. A Rat Ogre's small brain is devoted entirely to fighting and bloodshed. These horrible monsters are much in demand as bodyguards to important Skaven.

Veskit, High Executioner of Clan Esbin

After he suffered terrible wounds, the Skaven scientist-sorcerers of Clan Skryre replaced various parts of Veskit's body with their part-technological, part-magical implants, and made him into a walking arsenal of deadly weapons. Veskit is now more a machine than a living thing, and his thirst for killing has become almost uncontrollable.



Nordheim Architecture

By Nigel Stillman



In our second installment of **Mordheim Architecture**, Nigel Stillman explains just how easy it can be to make your own ruined buildings for your battles in the **City of the Damned**.

The idea of fighting Warhammer battles with small bands of warriors running about and hiding in the streets of a ruined medieval city opens up vast possibilities for fantastic scenery. As a fantasy landscape, this is something completely new. Players of Warhammer 40,000 and Necromunda have long been used to playing games set in ruined cities, but who would have thought you could do the same thing in an age of swords and sorcery?

The setting is Mordheim, a city of the Empire ruined by the impact of a huge meteorite. The city has not been entirely destroyed, but there is a massive crater where part of it used to be. As you go outward from the crater, the buildings become gradually less ruined, varying from totally demolished to areas where only part of a building has been destroyed, leaving the rest of it precariously intact, and on into parts of the city which are only slightly damaged, but deserted and eerie. Here, there are just holes in the roofs and walls made by flying debris and fragments of meteorite. Stone buildings survive better than timber ones and often the stone built lower stories of buildings still stand, while the rest has been destroyed. This then is the setting we should aim to recreate for our games of Mordheim.

The entire battlefield (an area 4x4', suitable for a skirmish game) needs to be covered in ruined buildings, separated by streets. To make the battlefield interesting, the streets need to be narrow and winding, opening up now and again into a square or market place. There must be open areas between the cover for the models to run and shoot across, but the battlefield should create the cramped and menacing atmosphere of a fantasy medieval city.

The key to creating a Mordheim battlefield is the style of the buildings. Ideally we want a lot of different buildings, such as houses, shops, taverns, workshops, temples, stables, archways, ruins, towers, graveyards, docks and anything else we could think of that might be found in Mordheim. They should look as if they were built of stone or timber or a mixture of both, and all be ruined

to varying extents so that it is possible to move models into them. The doors and windows should be open to permit models to enter and shoot. There should be several



floors partly remaining so that troops can be placed on different levels.

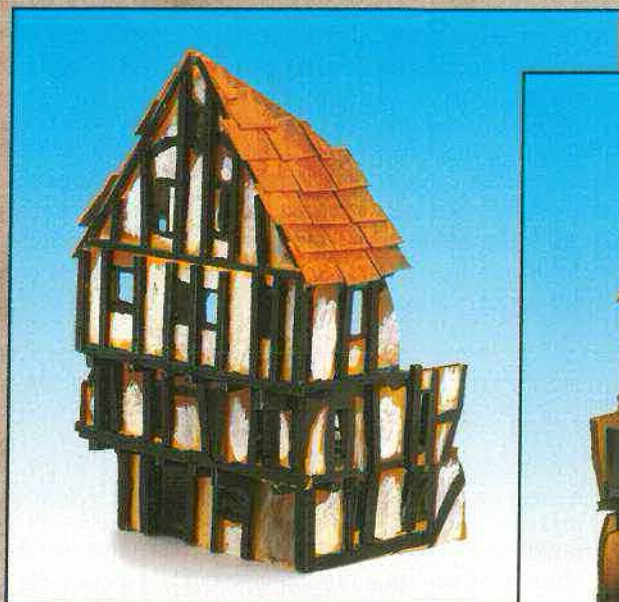
The buildings should also feature overhanging upper storeys, tall chimneys, high pitched roofs, balconies, archways and anything else you can think of, and be embellished with such things as grotesque gargoyles, tavern signs or lamps. The buildings should really look like they belong in the townscape of a John Blanche painting!

Constructing Basic Buildings

Materials

To construct the buildings we used for playtesting Mordheim I used foamboard. This is available from art and craft shops. It consists of two sheets of thin white cardboard with a thin layer of polystyrene foam in between. It is easy to cut with a modelling knife, and is quite strong even though it is very light.

Other materials which could be used instead of this are cardboard packaging of the sort which has two layers of thin brown card with corrugated card in between (like GW Mail Order boxes! - Fat Bloke), polystyrene ceiling tiles (which must be painted with textured paint before spraying so as not to melt the foam), balsa wood or thin card like that from cornflake packets would all be viable alternatives. Each of these materials has strengths and weaknesses for modelling, so it's worth experimenting.



This is one of the finished basic buildings. It was easy and fun to build and took very little time to do. The more complex buildings use exactly the same techniques but just a little more patience.



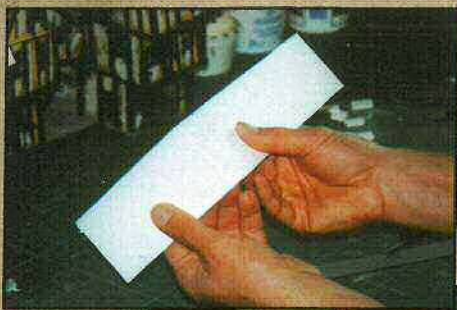
The buildings which I made were constructed entirely from foamboard, but you could use a stronger, heavier material such as MDF board, hardboard or cork tile for the bases. By having a heavy base a building can overhang without falling over.

Construction

To make the buildings I cut out the shapes I wanted from the sheets of foamboard using a modelling knife. I drew the shapes on the foamboard beforehand. It's good practice to have a rough idea of what the building will look like and work out what shapes will be needed to make each storey. These shapes were basically squares and rectangles of a standard size. I cut strips about 2" high and 12" long that were then scored and bent at right angles to create walls of buildings. Then I cut rectangles or squares varying from 4" square to 6" square to be used as bases, floors and roofs. I also cut out extra shapes 2" high and varying lengths to be the inside walls of the buildings. This 2" height is the minimum height for each storey - any less and the buildings may begin to look a little too small, and more importantly, your models won't fit inside. You could make them higher than 2" or even vary the height of the storeys within a single building.

When I had a pile of varying shapes I began constructing buildings. I made them up as I went along. To fix each of the pieces together I put PVA glue on the edges I wanted to join together and then pinned them with ordinary pins. The foamboard is easy to pin in this way and the assembled pieces are held together firmly while the glue dries, enabling you to work quite rapidly.

I assembled the buildings storey by storey. First I took a 2x12" strip and scored it in two places, then bent it along the score lines. This created three 2x4" walls. Then I cut a door in one wall, and windows in the others. I bent the scored section around to create three sides of a square with the final side left open. I then cut the edges of the open side to give a ruined effect.



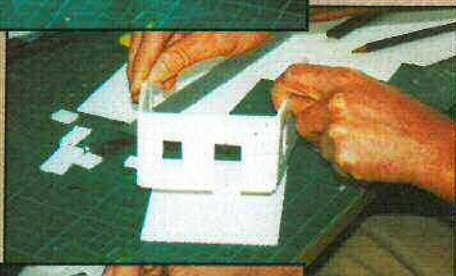
First I took a 2x12" strip of foamboard and scored it in two places.



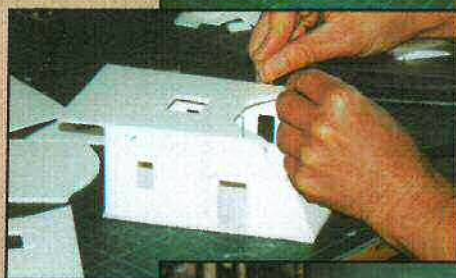
Then I cut the doors and windows into it.



I folded it around to form the three walls of the ground floor.



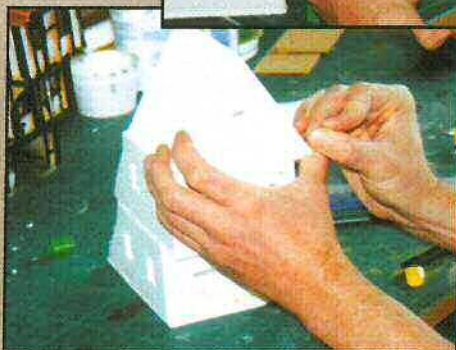
Next I attached the base, using pins to hold it in place while the glue dried.



After the basic shape of the first storey was made, I attached what was to be the floor of the next storey.



The second storey was made with exactly the same technique and glued to the top of the first.



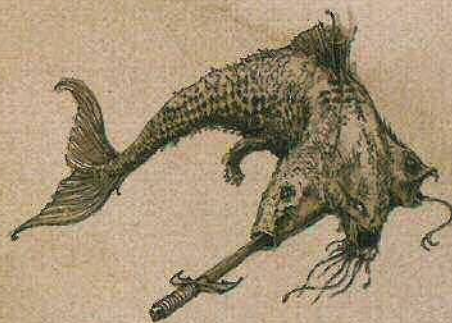
Finally the basic structure was finished with the addition of the roof, made from three pieces of foamboard with a window cut into the triangular front piece.

Then I fixed this onto a 4x4" square piece of foamboard as its floor. I repeated the process to create a second storey, which I fixed to the first one, positioning it so that it overlapped the front of the first storey. This creates the effect known as 'jetting' in medieval timber-framed buildings, where upper storeys projected over lower ones allowing people to throw their muck out into the street onto passers by!

Top Tip: Safe use of Knives

When using scalpels and modelling knives remember to make all cuts away from yourself. By pressing lightly and scoring several times you do not risk slipping or snapping the blade. Also change your blades regularly, sharp blades are much safer to use than blunt ones.

Next, I placed a further, third storey on the second in the same way. I find that three storeys create the right 'look' to buildings and the jetting makes it lean out over the road in an appropriate squalid, medieval way. The back of the building is open and looks ruined, as though half of it has collapsed. This allows models to be put inside to shoot out of the windows.



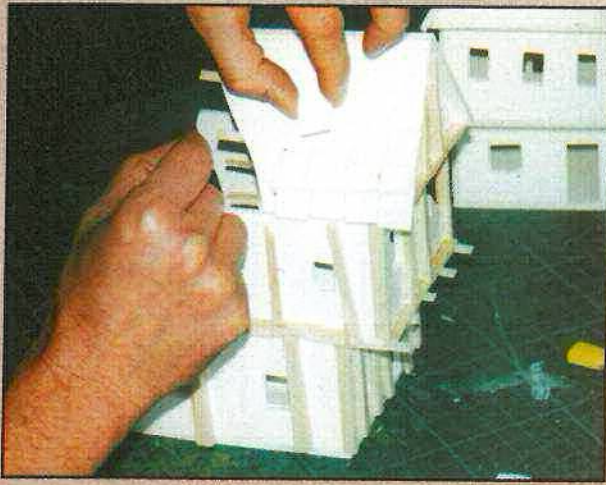
The Roof

The roof was made by fixing two square pieces together along one edge and inserting a triangular piece at one end to be the gable. I cut a window in this so that models could shoot out. This was mounted on another rectangular piece and then fixed, jutting out slightly, on top of the third storey. The house was now very tall and in danger of tipping over. The best way to counteract this is to stick something weighty in the bottom storey, like some small rocks, but if you mount the model on a heavier base, such as MDF board, it should be stable enough. I made my subsequent buildings more stable by increasing the length of the bottom storey to counterbalance the weight.

Top Tip: Getting Scale Right

When making buildings it is useful to have a few human-sized models to hand. These can be used to measure and check the height and size of the model buildings as they are constructed. The buildings in Mordheim were built for humans and so do not have to be easy for bigger models to get into. It is realistic if bigger models find them cramped and humans can use them as a safe refuge.

Building More Advanced Structures



Embellishment

The building was now ready for stage two – embellishment. This involves sticking on strips of balsa wood or card to create the effect of timbering. I just stuck on strips in logical places and a few bits jutting out where half the house had been demolished. These strips represent structural timbers of the beams and rafters. Then I stuck small squares of card all over the roof in overlapping rows, to represent tiles.

Painting

Then comes stage three, which is painting. I sprayed the exterior of the model with Bubonic Brown, using Bestial Brown spray under the eaves, on the roof and inside the model. Then I sprayed the roof red. Finally I sprayed the inside and open edges of the model with Chaos Black. I did this because it is meant to be a burnt out ruin, so the interior would be dark and charred.



An effective finish has been achieved using very simple methods.

When the spray paint had dried I proceeded with the detailed painting of the timbering, for which I used black. Then I drybrushed the exterior with Bleached Bone and the roof with orange to highlight the timbers and tiles. With this done the model was finished!



All of my buildings were made using this method, the main variation being in the basic design or size. Later I decided to represent stonework on lower stories by sticking on card rectangles instead of balsa strips. These areas were sprayed grey and drybrushed with white.

A particularly good design was to join two buildings together in such a way that they formed an arch over the street. This would happen when two opposing buildings jutted out so much that someone spanned the gap and built an extra storey that bridged the road. To make such an archway I first made a couple of two-storey buildings as described above and mounted them on a single base opposite each other with a space between for the street. Then I positioned a third storey as a bridge across the jutting out second storeys to link them. In other words I was using the basic foamboard rooms as modules for creating more elaborate buildings.

Ruined Effects

The main thing to remember when making Mordheim buildings is that they should be partly ruined and accessible to models. The easiest way to indicate damage is to leave all doors and windows open and drybrush black around the openings. Other holes can be created and treated in this way, especially in the roof. These provide openings for troops to enter buildings and shoot out from, and so will make for a more exciting game.

The streets of Mordheim are likely to be partly blocked here and there by heaps of rubble, and some buildings will have been totally reduced to this state. Heaps of rubble make good small terrain pieces for use anywhere among the buildings and are easily made. Just cut an irregular base and stick onto it stones, pebbles, bits of balsa wood, sticks and broken bits of polystyrene packaging or tile. Arrange the debris in a random pile and fill up gaps with PVA glue and gravel or sand. Paint textured paint over any polystyrene and the base, then spray the entire piece with Chaos Black. It is now ready to be drybrushed. The quick way is to simply drybrush the entire thing with Bestial Brown followed by Bleached Bone, or you could pick out different kinds of rubble with different shades of grey, brown etc.

A partially destroyed building, reduced to no more than a corner, can be made using the same technique described above. Just fix two pieces of foamboard together along their straight edges and cut the other edges at an irregular angle. This is then placed on a triangular base. Windows can be cut into it and perhaps the remains of an upper floor. Such ruins are useful for marking the corners of streets.



Moving Models About In The Ruins

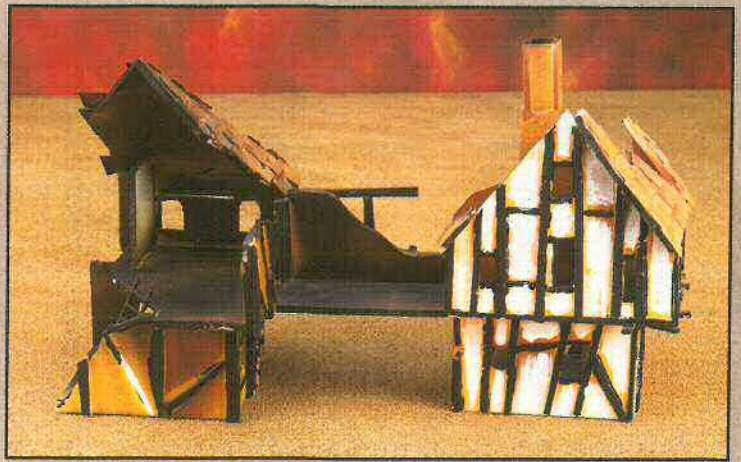
The most important function of the buildings in the Mordheim game is as hiding places and cover for models. Also they provide a vertical dimension to the game since models can occupy upper storeys. A building can even become a mini stronghold if all of a warband decide to defend it. Therefore a good building for Mordheim is one that allows you to place models inside it preferably on several floors, and has windows and doors to shoot out of. Bridges, colonnades, walkways, balconies, ruined sections and such like make buildings even more interesting to fight in and around.

Bridges and arcades that pass over a street to link buildings at the level of the first or second storeys are very useful terrain pieces to make. This enables models to move from certain buildings to others without coming down to ground level, and allows them to shoot down into the street below, forcing opponents to try to capture the building. Instead of taking the form of a room suspended above the street joining to two houses, bridges can be mounted on archways or colonnades.



A colonnade can be made using plaster cake pillars. Arrange these in a row, spaced a couple of inches apart, and stick them to a long flat base. Stick a similar floor to the tops of the columns. Then put walls along the top, cut at regular intervals with windows or gaps. It works better to use only one partly intact wall, with the other side so ruined that models can be placed and moved from behind. For the same reason, if you roof the bridge, make the roof very ruined to allow access for models.

An archway can be made by cutting half circular shapes out of rectangular pieces of foamboard. You can do one big arch or a row



A simple walkway joining two buildings makes for an interesting piece of terrain.

of several to create an arcade. Two identical arch sections are fixed to a base about two inches or more apart. The inner part of the archway can be made by fixing flexible thin card along the curved edges of the interior of the arch. The arch can be covered in rectangular bits of card to represent masonry. This piece could be used on its own or as a support for



This large building has been made from several modules fitted together to bridge the street below

timbered rooms. Just fix partly ruined buildings onto the top. These will look good if they overhang the arch.

Gargoyles And Other Embellishments

Empire buildings are decorated with gargoyles and other carvings, such as heads, shields, runes and symbols. Any piece of protruding timberwork is likely to be carved into something. These carvings are not only decorative, but are done to bring good luck to the house or ward off evil. The effect is to make the narrow streets look grotesque and frightening, especially at night, with gargoyles grimacing out of the gloom from the corners of buildings.



The street running under the house has been made using textured wallpaper to imitate cobbled streets.

Gargoyles and such things are easily represented on model buildings by attaching heads of monsters, model gargoyles, shields and other odd pieces from your bits box. Fix them to corners, overhanging or protruding timber beams, gable ends and roofs. Shields look good over the doors. Larger models can be put on a pedestal of their own and turned into statues. Little paintwork is required, just undercoat in black and drybrush in brown for wooden figures, grey for carved stone or dull bronze for metal statues.

Staircases

How do models get into the upper storeys of the buildings? There are three possibilities. One is that they use remaining staircases where they can find them, another is that they use makeshift ladders and failing that, they climb. Staircases are easy to make. Just stick varying lengths of foamboard, tile, thick card or balsa wood on top of each other so that each piece is about 10 cm shorter than the piece below. Continue doing this until the staircase block is high enough to reach the next floor from the ground. These staircases can be stuck onto or inside suitable buildings to indicate places where access to the upper floors is allowed. As well as staircases, you can stick ladders in suitable positions, piles of crates, barrels or rubble to make access to upper storeys easier. Another way of creating staircases might be to use several slotta bases stuck together. Ladders can be made by cutting balsa wood into thin strips, two long and enough short ones to make the steps. There are also model ladders in the Warhammer Siege Attackers box set, which you can order through Mail Order.

Cobbled Streets

Apart from just leaving gaps between rows of buildings, there are two ways of representing streets. One is to make sections of cobbled streets to place between the buildings. These could vary in width to create wide or narrow streets or could be made to a standard width so as to be certain of joining up. There could be special corner sections, crossroads,

junctions, market squares and winding lanes. The other option is to make several base boards or even one big 4x4' board and permanently mark the streets on it, or texture and paint it to represent cobbles or bare ground. Street sections can be made from foamboard, hardboard, MDF or thick card.

Cobbled or paved surfaces can be represented either by laboriously sticking bits of card onto the base as paving stones or by using embossed plasticard. The best option is to try to find wallpaper with a raised pattern on it that looks like cobbles or paving stones. There are several designs which can be painted grey and drybrushed over to give the impression of cobbled streets. This is the quickest and cheapest way of covering large areas.

Odds and Ends

The ruined streets of Mordheim are strewn with all kinds of debris, especially since the populace abandoned their homes leaving behind plenty of stuff and everywhere has been ransacked several times over. This means that there are barrels from pillaged storehouses, furniture, overturned wagons and carts, lumps of wood and many other things scattered around the buildings. It is a good idea to gather a few odds and ends like this to place around the streets to give extra cover and hiding places to models trying to cross open areas such as market squares or wide streets. Barrels can be made from corks painted brown with black rings around them. Carts can be made of balsa wood or matchsticks using plastic cannon wheels from your bits box. Sacks of grain can be made by modelling pillow shapes in modelling clay and pressing several on top of each other so that they appear to be sagging. Put them on a small base and paint PVA around them, then scatter this with sand to represent spilled grain.

Well I hope this has inspired you to have a go and create your own Mordheim terrain. Just remember that the only limitation on your creations is your own imagination.



The stonework arches were made to look really effective just by gluing card squares to the basic foamboard structure.

Nigel





City of Gold

Marienburg is the richest of all the cities in the Empire, and any warbands from this fair city can be found exploring the ruins of Mordheim. During the game's development, Jim Butler led the Marienburgers to many victories. Here he discusses how to make the most of your money when starting a new warband.

A look at the Marienburger warbands exploring the ruins of Mordheim, from the best-seller 'Wealth and Riches of the City of Marienburg.'

By the now infamous scallywag Jim Butler.

Well, if you've decided to collect a Marienburger warband, that extra 100 gold crowns is probably burning a hole in your pocket right now, but there are a few things you should bear in mind before you blow the lot on Ithilmar armour for all your henchmen. The important thing to remember is that every single warband in Mordheim has something that makes them special, and this gives them their 'edge'. For example, the Reiklanders have better Marksmen than you, the Possessed are harder in close combat and the Undead can have not only a

scary Vampire for a leader, but a spellcasting Necromancer! You have to use that extra cash to get your 'edge'.

Any player putting together a warband has to make some difficult choices. You are always forced to compromise, because you don't have enough gold to get a gang which is both numerous and well equipped. Unless, of course, you have a Marienburger gang. The extra 100 crowns allows you to put together a warband that will be far more flexible than the average starting force. Although you'll never match the other warbands in their specialist areas, if you are smart, you can make sure you always fight on your own terms.

For me, the most important advantage you have is that you can start a campaign with a full complement of Heroes. This means that, barring catastrophes, you have a good chance of finding interesting stuff on the Exploration chart right from your first game. You also have a better chance of acquiring rare items (more of which later). Overleaf is a good example of a starting warband that is flexible and should be able to cope well against most other warbands.

As you can see, the Captain and his Champions are well tooled up, as befits their status. They should be able to acquit themselves well in hand-to-hand combat and also have good

Marienburg is the largest and most prosperous trading city in the Old World. Many call it the City of Gold, which alone conveys a good idea of the wealth of this sprawling cosmopolitan city. Many mercantile guilds have their headquarters in Marienburg, and most important of all is the secretive High Order of Honourable Freetraders. This large, rich and ambitious body of men feel shackled by the old order and are eager to seize power for themselves. Their champion for the Emperor's throne is the Lady Magritta. Thanks to the unseen influence of Freetraders throughout the Empire, all the minor Electors were persuaded to support the Lady Magritta's claim. It was only the Grand Theogonist's refusal to crown her that denied Marienburg the throne, driving a wedge between the City and the Temple of Sigmar.

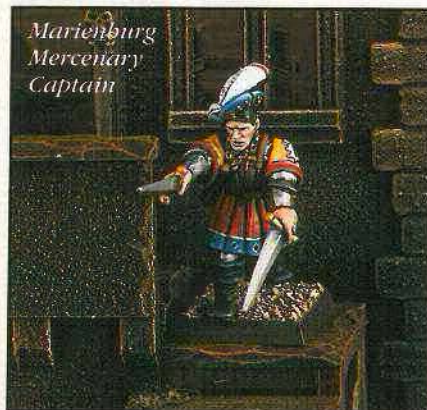
Warbands sent to Mordheim are sumptuously dressed and armed. Though Marienburgers are often ridiculed as foppish and effete, their skill at arms and complete ruthlessness has earned them grudging respect. Their chief skills lie in duelling and in the use of poisons and other clandestine fighting methods. Richer individuals dress flamboyantly and wear jewellery. However, the bulk of most warbands are recruited from the dockland thugs, ships' crews, and stevedores who favour a simpler appearance: leather coats, bandannas and short swords that are easy to conceal.



Aided by a Freelancer, a Marienburger warband emerges from the ruins of the City of the Damned.



*Marienburger
Mercenary
Captain*



*Marienburger
Mercenary
Captain*

Seen in the Ruins

Seeking the precious wyrdstone to put them in the Lady Magritta's favour, bands of Marienburgers have been spied in the City of the Damned.



*Marienburger
Champions*



*Marienburger
Youngbloods*

The time of Kings and Emperors is at an end. The only sovereign with any power in the Old World is made from gold.

Matthias Kluge, High Order of Honourable Freetraders.

short-ranged firepower. I have not gone overboard on armour, because for starting warbands it doesn't tend to be viable. The harsh truth is that it's cheaper to hire more men and use them to protect your powerful characters. This is precisely what the Youngbloods are for, especially Pieter, whose spear allows him to attack first, even when charged. After a couple of games, when your Heroes have developed a bit, it's worth investing in some more protection. I would be tempted to buy heavy armour for my Captain and hand his light armour down to one of the Champions.

The henchmen groups I've chosen are quite specialised, but as a whole they make the warband a good all-round force. The Swordsmen are obviously the main hand-to-hand group, while the Marksmen can provide long range covering fire with their powerful crossbows. The Warrior group is most flexible and can be used in either role, though obviously they are not quite as good as the specialists.

The final addition is a Troll Slayer, to strengthen the warband's close combat ability. Most warbands have difficulty affording a Hired Sword in their starting line-up, but with Marienburgers it's definitely an option. Troll Slayers and Pit Fighters are your best bet, as they are relatively cheap and are excellent in hand-to-hand combat. You could even consider dropping one of the Marksmen and investing in an Ogre, but they can really gobble up your income (literally!).

Marienburgers in Campaigns

Once you've played a few games you'll probably start to pick up some skills for your heroes. Try to pick skills which will complement the Hero's weapons and the role you want him to take on the battleground. *Pistolier* is an obvious choice for any Hero with a brace of pistols (allowing you to fire twice) and *Eagle Eyes* is also very useful, as it effectively doubles the range of pistols. This can be a very nasty surprise for an enemy who thinks he is safely out of range. Consider *Haggle* for your Captain, as this skill reduces the price of one item when you visit a merchant. This should help keep your gang in the style to which Marienburgers are usually accustomed. *Scale Sheer Surface* is a good skill for any Hero armed with a long-ranged weapon, as it allows him to get into a good firing position even if there are no ladders. This will make his position less vulnerable to attack in close combat. One final skill to mention is *Acrobat*, as it allows you to re-roll failed diving charges. Marienburger warbands should fight with panache and the diving charge is a perfect way for your Hero to display his contempt for danger (and gravity!).

When trading, Marienburger warbands have the advantage of a +1 bonus if trying to find rare items. While this may not sound like much, it makes all the difference. For example, Marienburgers are twice as likely as other warbands to be able to find a gromril weapon or warhorse. Unscrupulous Captains may consider investing in drugs and poisons, as these can really boost the fighting power of a warband, though they come with a price that can't always be paid in gold. More wholesome help for your warband can be bought in the form of a lucky charm, or hunting arrows for any bow-armed heroes. Of course, the most obvious thing to buy for your Captain is a set of fine Cathayan silks. They are not cheap, but being able to re-roll your first failed Rout test can come in very handy. But that's not really the point is it? If you really need me to explain why you should invest in some swanky threads for the boss, then you're considering the wrong warband. The real reason anyone should want to collect Marienburgers is because whatever they do, they do it in style.



As you can see from the roster, Jim has made full use of the extra 100 gold crowns. He has hired the full compliment of heroes and as you would expect for a Marienburger warband, bought them plenty of equipment.

Benchmen

WARBRAND NAME: THE HERALDS OF FREE TRADE WARBRAND TYPE: MARIENBURGERS

TREASURY: Gold crown: 1 WARBAND RATING: Total experience: 36
 Wyrdstone shards: 0 Members x 5: 45 Rating: 177

STORED EQUIPMENT

NAME: SWASH BUCKLERS EQUIPMENT: Sword Dagger SPECIAL RULES:

NUMBER: 2 TYPE: Swordsmen

M W S B S S T W I A L L
 4 4 3 3 3 3 1 3 1 7

Group experience:

NAME: BRIGANDS EQUIPMENT: Bow Mace Dagger SPECIAL RULES:

NUMBER: 2 TYPE: Warriors

M W S B S S T W I A L L
 4 3 3 3 3 1 3 1 7

Group experience:

NAME: CORSAIRS EQUIPMENT: Crossbow Dagger SPECIAL RULES:

NUMBER: 2 TYPE: Marksmen

M W S B S S T W I A L L
 4 3 3 3 3 1 3 1 7

Group experience:

NAME: ROBEK EQUIPMENT: 2 Axes SPECIAL RULES: Deathblow Hard to Kill Hard Head

NUMBER: 1 TYPE: Dwarf Troll Slayer

M W S B S S T W I A L L
 3 4 3 3 3 4 1 2 1 6

Group experience:

NAME: _____ EQUIPMENT: _____ SPECIAL RULES: _____

NUMBER: _____ TYPE: _____

M W S B S S T W I A L L

Group experience:

NAME: _____ EQUIPMENT: _____ SPECIAL RULES: _____

NUMBER: _____ TYPE: _____

M W S B S S T W I A L L

Group experience:

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Heroes

NAME: CAPTAIN ERNST EQUIPMENT: Light armour Dagger Grace of Duelling Pistols Mace SKILLS, INJURIES, ETC:

TYPE: Mercenary Captain

M W S B S S T W I A L L
 4 4 4 3 3 1 4 1 8

Experience:

NAME: GURTHOR EQUIPMENT: Sword Pistol Dagger SKILLS, INJURIES, ETC:

TYPE: Champion

M W S B S S T W I A L L
 4 4 3 3 3 1 3 1 7

Experience:

NAME: KASTOR EQUIPMENT: Sword Pistol Dagger SKILLS, INJURIES, ETC:

TYPE: Champion

M W S B S S T W I A L L
 4 4 3 3 3 1 3 1 7

Experience:

NAME: PIETER EQUIPMENT: Spear Shield Dagger SKILLS, INJURIES, ETC:

TYPE: Youngblood

M W S B S S T W I A L L
 4 2 2 3 3 1 3 1 8

Experience:

NAME: ANDREAS EQUIPMENT: Halbard Dagger SKILLS, INJURIES, ETC:

TYPE: Youngblood

M W S B S S T W I A L L
 4 2 2 3 3 1 3 1 8

Experience:

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Veterans of many hard-fought battles, John-Paul Brisigotti's Marienburger warband is a dangerous adversary indeed. Note how he's made use of the Warhammer Soldiers of the Empire plastic sprue for his benchmen, and check out that converted Ogre bodyguard!

'BLACK SWORD'

SWORDSMAN
of ye
HIGHEST QUALITEE



Lodged at the
RED WOLF TAVERN

POISON!

Winston Green, purveyor of poisons. Located at the sign of the Falling Skull.

• CEDRIC • The Scholar

Available to translate
all ye olde text.

Elven and Dwarf
tongues a speciality.

Currently residing at
the ruined
Library Vault.

ARCHERY TOURNEY

Henryk Bergson invites all
men practised in the use of a
bow to a challenge of skill.

Tourney to be held at
Griffon's Gate on the Festag
of Brauzeit. No Elves.

DWARF BLUNDERBUSS

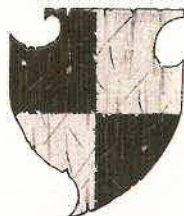
Exquisitely crafted Dwarf
Blunderbuss. 20 gold crowns
or will swap for Jewelled
Dagger.

Contact Alexandra at the
Inn of the Red Moon.

SHIELD FOR SALE

Finest quality Shield, made
of the best Reikswald dark
wood, for sale.

Enquire at
Johann's Emporium



JEWELLED DAGGER

Ornate Jewelled Dagger
made by the fine craftsmen
of Altdorf. 20 gold crowns
or will swap for

Dwarf Blunderbuss.

Contact Heinrich at the
Inn of the Red Moon.

SAVE THYSELF

WORSHIP is the
only salvation.

Join us at the Church of
Redeeming Power. All
welcome. Minimum
donation 2 Groats.

A CHALLENGE OF STRENGTH

The mighty men of the
Middenheimer 'White Wolves'
invite any fools who dare to challenge them in a



TRIAL
OF
STRENGTH



The challenge will be held in
Mordheim Market Square on the day of Ulriczeit.

OBITUARIES

Madam Archessi, Reader of
the mystical Tarot. Didn't see
this coming.

Gerhard Hofmann, Witch Hunter.
Burnt at the stake.

Count Hammacher, a knife in
the back.

Kurt Soderberg, honourable death
at the hands of an Ogre.

Lord Smythe, poisoned.

Olga Sturm, lost in the ruins.

Wulfhir the Green, ripped to
pieces by Zombies.

Jorval the Barbarian, died of
old age.

The unknown scribe of
Baron Hal Kreiglitz,
sword in the heart.

• TAVERN STAFF •

Tavern Maids required at
the Golden Griffon Inn.

Good rates of pay.

Meet interesting people.

No Mutants.

ROREK Dwarf Trollslayer

Mad Berserker Hired Axe

LARGE MONSTERS A SPECIALITY

25 gold crowns

Currently residing at the
Drunken Goblin Tavern

WANTED

Johann the Knife



For the MURDER of
Count Hammacher
and his retinue.

200 Gold Crowns
Collect the reward at the
Mordheim Crypt after the
fall of Mannslieb.

DIETER the BLACK

Master of the mystical arts.
Can change the course of a
battle. Fireballs a speciality.

Don't contact me I'll
contact you.



DEATH TO ALL BLASPHEMERS

Followers of Dark Gods, your end has come. The Order of the Templars of Sigmar shall bring punishment to the City of the Damned with fire and cold steel. Fear not for the Witch Hunters shall bring death to all those who have strayed from Sigmar's light.

BRINGING OUR WORLDS TO LIFE

by Andy Jones



'Tydaeus's mind was alight with righteous fury. The plain behind him was piled with the bodies of his victims. If all Daemons were such easy prey, he wondered, why was it that they had not already been wiped from the cosmos?'



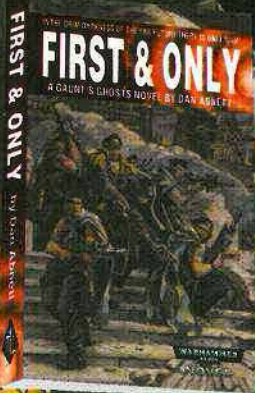
Have you ever stopped and asked yourself just what it is about Warhammer and Warhammer 40,000 which is so appealing? What it is that really grips you about the games? Is it the models, the massive range of highly detailed metal warriors just waiting to be broken out of blisters and boxes and painted up for your battles? Is it the vast number of reference books, the magic cards, the multiplicity of rules to learn and hopefully master? Is it the chance to prove yourself the ultimate general on the field of battle? Or is it the opportunity presented to get together with some like-minded pals over a curry and a few beers to have a friendly game at the weekend? Or perhaps it is the delight you take in your painstakingly painted army, or the special character which leads it.

'I love the bleak gothic textures, the motifs of despair and hard-bitten struggle against adversity.'

For me, all of these things play a part. Certainly, in my humble opinion, Citadel miniatures are the best. There just isn't anything else which consistently delivers such character and detail. Also, it's great to get under the skin of the rules systems, almost in the same way as it's great to tinker with an old car engine. Proving myself on the field of battle? Well, to be honest I'm more of a beer and

curry player, but I do like to win from time to time. And I do take great pride in my painted armies, even though I fully acknowledge that they are nowhere near as good as those painted by the 'Eavy Metal team. But I did them all by myself, they look good, and I am proud of that achievement!

For me, though, there is something else too. Something even more important. The underlying reason why the models are so characterful, why I want to get inside the rules systems. The reason why I spend ages painting Orcs, why we get together to play Warhammer at all, I guess. For me, it is the background worlds. It is the sheer detail and depth to the worlds of Warhammer and Warhammer 40,000 which place them streets ahead of any other games system. I love the bleak gothic textures, the motifs of despair and hard-bitten struggle against adversity. I love the sheer scale



GAUNT'S GHOSTS, created by Dan Abnett. Led by the indomitable Commissar Gaunt, the Ghosts don't always do things by the book, but by the Emperor they get the job done. From their beginnings in the pages of *Inferno!* to the recently released novel, *First & Only*, Gaunt's Ghosts typify the Imperial Guard.



BRINGING OUR WORLDS TO LIFE

of it: everything is writ large, with no room for small crises – or at least, with all the impending catastrophes and never-ending wars there is never enough time to notice the smaller everyday disasters at all. Chaos Warriors in blood soaked armour, twisted Daemons wielding hell-forged weapons, insidious Skaven with their warpstone technology, mile-long battlecruisers encrusted with gargoyles and crenellated battlements – the worlds of Warhammer and Warhammer 40,000 are grim, evocative, exciting and dark! From the broad brush strokes which fill in the huge chunks of the galaxy, down to the tiniest detail about the inner workings of a boltgun, it's all there for you.

Furthermore, all the games slot together to form a cohesive whole! That's a massive undertaking, if you think about it. I mean, rather than just starting from scratch each time we do a game, we make sure that Necromunda fits within the Warhammer 40,000 universe, as does Gorkamorka, Battlefleet Gothic, and

so on. Talk about making our own job difficult! But the result is surely well worth the effort – every time a new game comes out, it says something else about the universe, it builds upon the background, and that in turn feeds back into the games and models, and so the circle goes on.

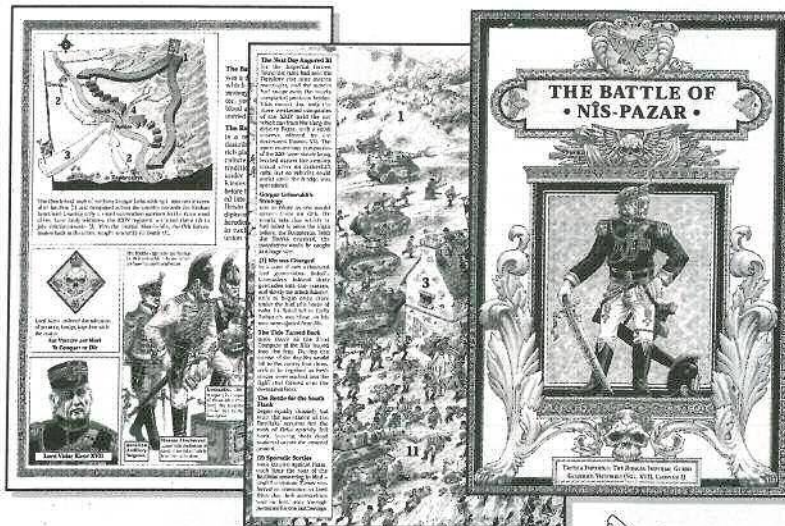
Well, for the last year or so there has been a new kid on the block – Games Workshop Publishing (or the Black Library, as we like to be called). Our mission is to really bring the worlds to life. That is, while the Design Studio creates the galaxy-spanning background to the game rules, we can focus right in and look at the pointy, ultra-detailed end. We want to see individual characters hurtling from one perilous adventure to another. We want to read about specific, named ultra-heavy spaceships of the Imperial warfleets. We want to see cutaway diagrams of actual battle tanks, castles, warships and super weapons. We want to see our heroes and their hideous adversaries clashing in desperate battle. In short, what we want is a good, convincing story!

There are loads of ways to do this, all of which really add excitement and depth to Warhammer and Warhammer 40,000. Our starting point is that we imagine that the places and characters are real. Strange, but true. If you convince yourself that Genestealers really do exist, then all sorts of ideas for portraying them, for what their anatomical structure is, what their blood is like, for how the hive mind works and so on, suddenly spring to mind. All we have to do then is decide what to get on with, and where to publish it.

What we have settled upon as our cornerstones are short stories, graphic features and comic strips. Starting with Inferno! two years ago, we are now at the point where we have a bi-monthly fiction anthology and the Warhammer Monthly comic (fortnightly over the summer!). With a new range of novels having hit the stores over the last few weeks, graphic novels, calendars and so on, we are now well up to steam with fleshing out the worlds even further. We try to

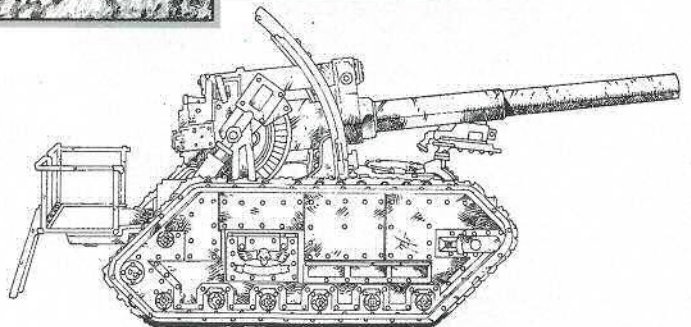
THE MIGHT OF THE IMPERIAL GUARD

EXCERPTS FROM THE BLACK LIBRARY ARCHIVES



THE BATTLE OF NIS PAZAR by Ralph Horsley. This superb illustrated feature from **INFERNO! 13** details a victorious campaign by the Roskan Regiment of the Imperial Guard. With battle maps and lavish illustrations, this is inspirational stuff for any Imperial Guard General.

BASILISK TECHNICAL DRAWING by Logan Lubera. This drawing is just one from our recent Basilisk feature in **INFERNO! 14** Logan has also done features on the Chimera armoured carrier and Demolisher siege tank. For further details see **INFERNO! 3 & 5**.





make sure that everything we do has a really good narrative, and judging from the response we have got so far, all this new material is very well received. Thanks; keep your letters coming! So now, if your mates can't make it round for a game one evening, or if you are on a long train journey and want to read something to pass the time, or just fancy reading a rip roaring, all-action science fiction or fantasy novel, it's all there for you!

Characters such as Gotrek and Felix, Gaunt's Ghosts, Malus Darkblade, Leonatos and Cloten, Kal Jericho and Scabbs, Gilead, The Redeemer and Malakev, Ephrael Stern and Silas Hand, Zavant Konniger and many more besides, have all sprung from the twisted minds of talented freelance artists and writers around the world. This has been another real joy to running the Black Library – we get to meet so many incredibly talented and imaginative people, all of whom share our enthusiasm for Warhammer and Warhammer 40,000, and have jumped at the chance of working with us. From

'...the Warhammer world is a dangerous place inhabited by some particularly cruel, savage and unpredictable creatures...'

established fiction writers such as Barrington J Bayley and William King, through comic writers and artists such as Pat Mills, Gordon Rennie and Kev Walker, to complete newcomers such as John Gravato, Alex Hammond, Martin Hanford or Karl Kopinski, we have been amazed by the inflow of brilliant ideas! Our in-trays are constantly overflowing, and we have tried to ensure that the material we publish is, in our opinion, the best!

At the end of the day, though, it is down to all Games Workshop fans to let us know what they think, what ideas we might be missing, what other ways there might be to add detail and depth to the worlds of Warhammer and Warhammer 40,000. So keep all those new

submissions coming in. After all, these places are real, y'know! So if you see anything exciting out there on the edges of the Imperium, in the dank jungles of Lustria or in the madness of the Chaos Wastes, don't forget to send us a letter or story about it so we can put it in one of our publications. A photograph would be cool, but our lawyers advise us that we have to ask you not to put your own lives at risk. Remember: the Warhammer world is a dangerous place inhabited by some particularly cruel, savage and unpredictable creatures, and it wouldn't do to have your hand snapped off in the pursuit of a story or comic strip for the Black Library.

But then again...



ZERO OPTIONS created by Dan Abnett & David Pugh. This comic strip from Warhammer Monthly #19 detailed the plight of an Imperial Guard regiment left to defend an ice-bound planet from a rampaging Ork Waaagh! With supplies running low, and men dying each day from starvation or freezing to death, their only hope of salvation is to survive long enough for the Space Marines to arrive.



LAST CHANCERS created by Gav Thorpe. The Last Chancers tells the tale of a die-hard group of Imperial Guard with a difference – for the Last Chancers are a penal battalion. Led by the ruthless Colonel Schaeffer, every man has been sentenced to die in the service of the Emperor. The Last Chancers have appeared in Inferno! 4 & 12 and Gav is rumoured to be working on a novel.



CITADEL COLOUR MEGA PAINT SET
Available now for £100

CHAPTER APPROVED

By Andy Chambers and Jervis Johnson

Greetings citizens and welcome to this month's most holy Chapter Approved column. Rest assured that this noble treatise is guaranteed to bring spiritual purity and the blessings of His Most Coruscant Majesty, the Emperor of Mankind, upon the teeming celebrants of His Faith, however misguided they may be. Speaking of misguided, we have a veritable black shipload of deviant antics this month. The venerable Scrivener Johnson has trawled the infernal recesses of the so-called 'Internet' and uncovered a heretical document which purports to show mathematical evidence that the Tyranid race are indeed overrunning the Galaxy of Man. Still dusty after his narrow escape from ancient ruins on Naogeddon, the Heretic Chambers carries dread tidings of the enigmatic Necrontyr. Finally, the venerable Scrivener Johnson goes on to supply something he refers to as an 'advanced mission generator' – some form of meson/fission power output device, I believe.

BATTLE STATISTICS

By Benjamin Asmussen

These statistics are the compiled results of games played by people from all over the world, who have sent me the results of their games and the armies they used. The results are broken down into placings and overall victories against specific opponents. To check out the latest placings and how well different armies are doing against each other just access my Website – and please contribute the results of your own games to the database!

Web site Address – [HTTP://dorit.ihl.ku.dk/~asmus/w40k](http://dorit.ihl.ku.dk/~asmus/w40k).
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Placing	Army	Victories	Battles	Winning%
1	Dark Angels	74	110	67.3%
2	Tyranids	192	346	55.5%
2	Sisters of Battle	86	155	55.5%
4	Space Wolves	55	103	53.4%
5	Blood Angels	121	235	51.5%
6	Necrons	29	57	50.9%
7	Imperial Guard	197	393	50.1%
8	Eldar	235	472	49.8%
9	Orks	115	238	48.3%
10	Chaos	236	518	45.6%
11	Dark Eldar	126	284	44.4%
12	Space Marines	359	816	44.0%

	B Angels	D Angels	S Wolves	S Marines	Eldar	D Eldar	Chaos	Sisters	Imp Guard	Necrons	Orks	Tyranids
Blood Angels	–	66.67%	100.00%	68.18%	45.71%	54.55%	47.73%	45.45%	44.44%	50.00%	47.06%	43.75%
Dark Angels	33.33%	–	33.33%	100.00%	50.00%	66.67%	55.56%	50.00%	50.00%	0.00%	75.00%	50.00%
Space Wolves	0.00%	66.67%	–	36.36%	58.82%	75.00%	37.50%	100.00%	40.00%	100.00%	33.33%	14.29%
Space Marines	31.82%	0.00%	63.64%	–	41.00%	46.88%	54.55%	26.32%	46.85%	20.00%	41.18%	43.94%
Eldar	54.29%	50.00%	41.18%	59.00%	–	57.14%	53.62%	56.52%	30.77%	50.00%	60.00%	42.55%
Dark Eldar	45.45%	33.33%	25.00%	53.13%	42.86%	–	35.29%	52.38%	66.67%	33.33%	55.00%	50.00%
Chaos Marines	52.27%	44.44%	62.50%	45.45%	46.38%	64.71%	–	52.17%	41.18%	66.67%	38.46%	33.33%
Sisters of Battle	54.55%	50.00%	0.00%	73.68%	43.48%	47.62%	47.83%	–	70.00%	100.00%	100.00%	71.43%
Imperial Guard	55.56%	50.00%	60.00%	53.15%	69.23%	33.33%	58.82%	30.00%	–	25.00%	35.71%	60.61%
Necrons	50.00%	0.00%	0.00%	80.00%	50.00%	66.67%	33.33%	0.00%	75.00%	–	60.00%	66.67%
Orks	52.94%	25.00%	66.67%	58.82%	40.00%	45.00%	61.54%	0.00%	64.29%	40.00%	–	54.55%
Tyranids	56.25%	50.00%	85.71%	56.06%	57.45%	50.00%	66.67%	28.57%	39.39%	33.33%	45.45%	–



NECRONS

By Andy Chambers

Back In White Dwarf 230 we ran a new and updated army list for the forces of the ancient and enigmatic race of the Necrontyr in Warhammer 40,000. Since then I've had a steady stream of letters and battle results from dedicated Necron players all over the world. Most players seemed pretty happy with the rules and are clear about how they worked, but two specific problems came through time and again: Scarabs and Necron Lords. Since we had a Space Wolves update recently it seemed a bit remiss to leave out the ancient chrome-domes, so here we go...

A sinister Necron Lord leads a legion of Necron Immortals and Warriors from their ancient pyramid and into battle.

SCARABS

Just about every letter I've had about Scarabs advocated a larger unit for them to ensure that at least some Scarabs survived for long enough to make contact with the enemy. As Scarabs are also competing for Fast Attack choices with the Deadly Necron Destroyers, it seems only reasonable to increase the Scarab unit size from between three and five, as it was in the original army list, to between five and ten.

Some players also believed that the Scarabs' Strength of 3 was a bit low and could do with improvement. I'm inclined to think this would make them a bit too deadly, so for the present I'm going to leave their Strength at 3 (what do you expect for 6 points anyway!).

A common question that came up about Scarabs concerns exactly when their self-destruct capability is used. As detonation would be pretty much instantaneous, the Scarab's self-destruct attack should be treated as if it is an attack with an Initiative of 10. Note that this means units in cover will still have an opportunity to strike first as Scarabs (fairly obviously) don't use frag grenades.

NECRON LORD

Most of the letters included at least some wailing about Necron Lords not being equipped with power weapons, and the overall poor showing of Necrons in assaults. To take the last thing first, the Necrons' vulnerability to being assaulted is probably more due to their lack of dedicated assault troops than anything else. This is something we'll have a think about for the mysterious and enigmatic Necron Codex (sometime in the far future). The Necron Lord is a different matter. In retrospect, it's a little harsh for the lords of the technologically advanced Necrontyr to be totally lacking any kind of wargear, so rather than just improving them by giving them power weapons I thought it would be far more interesting to give them a small selection of wargear to choose from.

NECRON WARGEAR

A Necron Lord may be upgraded to include one of the options shown below, at the points cost indicated.

Gaze of Flame - 15pts

Flickering wych-fires blaze from the metal death-mask of the Necron Lord, chilling the very heart of those who look upon it, stealing away their strength and crushing their courage.

Models which charge into combat with the Necron Lord gain no bonus to their attacks for charging as they are inexplicably slowed at the last instant (yes, even Tyranids, Daemons and other things who think they should be immune are effected). Units fighting an assault involving a Necron Lord with the Gaze of Flame suffer a -2 Leadership penalty in addition to any other modifiers.

Scourge of Light - 15pts

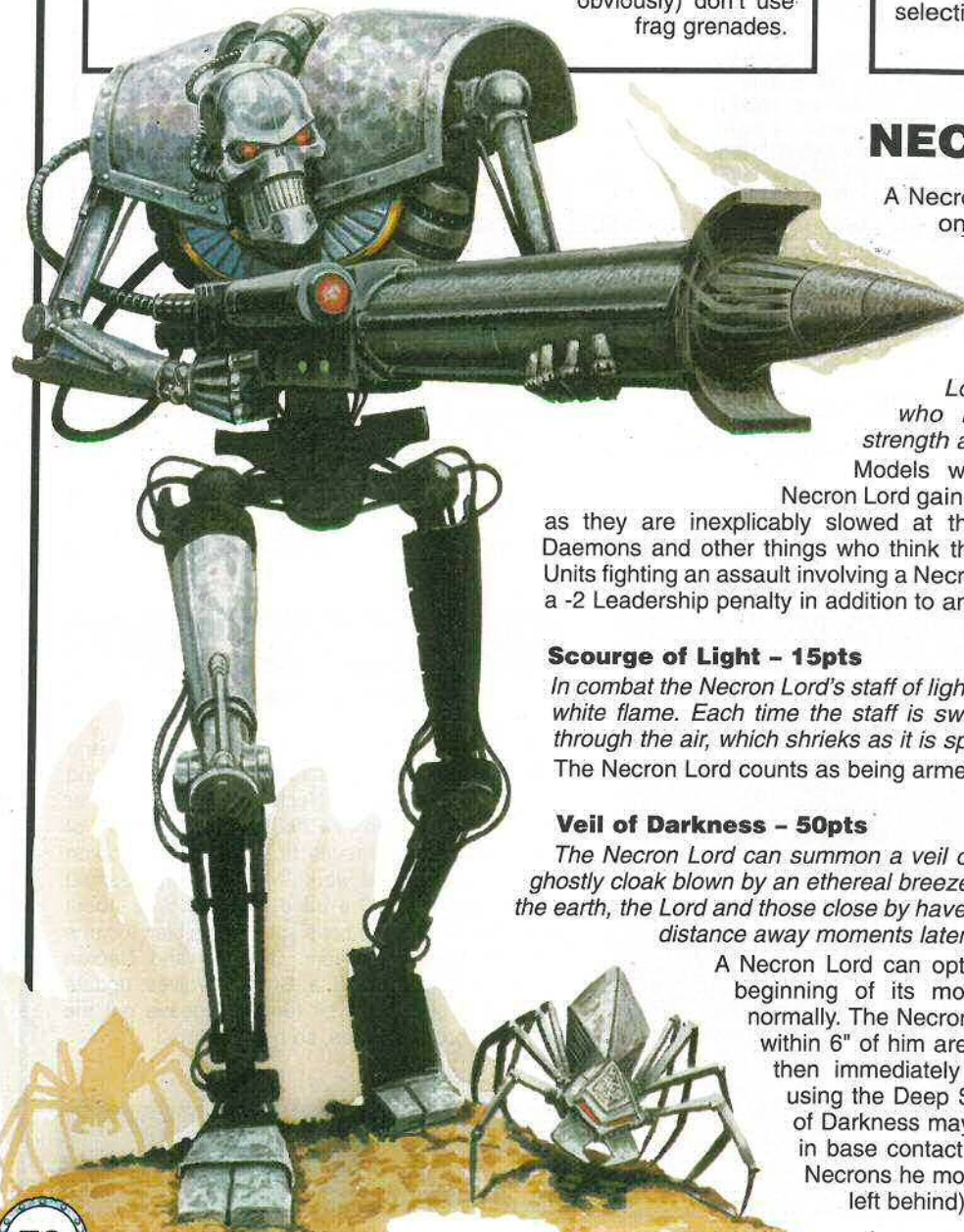
In combat the Necron Lord's staff of light erupts into a blinding convocation of white flame. Each time the staff is swung it carves an arc of pure energy through the air, which shrieks as it is split asunder by impossible energies.

The Necron Lord counts as being armed with a power weapon.

Veil of Darkness - 50pts

The Necron Lord can summon a veil of darkness which twists about like a ghostly cloak blown by an ethereal breeze. When the darkness sinks back into the earth, the Lord and those close by have disappeared, only to reappear some distance away moments later.

A Necron Lord can opt to use the Veil of Darkness at the beginning of its movement phase instead of moving normally. The Necron Lord and up to one unit of Necrons within 6" of him are removed from the tabletop and are then immediately placed anywhere on the tabletop using the Deep Strike scenario special rule. The Veil of Darkness may be used even if enemy models are in base contact with the Necron Lord or any of the Necrons he moves with him (the enemy models are left behind).



ADVANCED MISSION SELECTION

By Jervis Johnson

These advanced rules allow players to turn up for a game with a standard force and play any of fourteen missions included in the Warhammer 40,000 rulebook. In order to use the advanced rules simply agree on a points size for the game and pick an army using the Standard Force Organisation chart. You will also need to know your army's strategy rating when using the advanced rules (see page 129 of the rulebook).

Important: Remember, when using the Advanced Mission Generator you always use the Standard Force Organisation chart.

1. Decide Mission

Roll on the Advanced Mission table to see which mission you must play. In order to get the result, you need to make a D66 Roll. Don't worry, you don't need to rush out and buy a new set of special dice; instead roll two D6, one after the other, count the first roll as 'tens' and the other as 'units'. So, for example, if you rolled a 2 on the first dice and a 3 on the second dice, you'd get a result of 23.

2. Decide Who Is Attacker

If you are playing a Breakthrough, Raid or Battle scenario, use your strategy ratings to decide who will be the attacker and who is the defender. If you are playing a Battle or Breakthrough and the attacker is missing a compulsory unit choice then there is no change to the attacker's forces, he'll just have to soldier on without them.

Note: Dark Eldar are always the attackers in any mission they play.

3. Decide If Any Units Have Been Reassigned

Next, both players must check the Force Organisation chart for the mission they are playing. If their army includes any units that are in excess of those allowed by the chart (ie, you have more Fast Attack units than are allowed in the scenario) then these units have been reassigned. You may choose which of your units are reassigned out of those that are affected.

For example, if you were the attacker in a Raid and your army included three Heavy Support units, then two would have to be reassigned as the attacker's chart only allows one such unit to be included in the army. The attacker would be allowed to pick which two of his Heavy Support units were reassigned.

Reassigned units are placed in reserve, even in scenarios that do not normally allow reserves to be used. They enter play using the normal rules for reserves. Reassigned units enter play along the table edge (defined in the scenario being played). If no such edge is described, they may enter anywhere along the table edge of the player's deployment zone. If the player doesn't have a deployment zone with a table edge (ie, he sets up in the middle of the table), then roll the Scatter dice to see which edge any and all reassigned units will appear on.

4. Get Fighting

Erm, get fighting!

SPECIAL MISSION

In the case of a special mission, use strategy ratings to roll-off. The winner of the roll can decide which mission to play. He may look at his opponent's army roster before he decides what to play, and he may also choose to pick missions included either in a Codex or White Dwarf magazine.

Advanced Mission Table

11	Cleanse (Standard scenario)
12	Cleanse (Standard scenario)
13	Cleanse (Standard scenario)
14	Night Fight (Standard scenario)
15	Night Fight (Standard scenario)
16	Special mission (see left)
21	Patrol (Standard scenario)
22	Patrol (Standard scenario)
23	Recon (Standard scenario)
24	Recon (Standard scenario)
25	Recon (Standard scenario)
26	Special mission (see left)
31	Rescue (Standard scenario)
32	Rescue (Standard scenario)
33	Take & Hold (Battle scenario)
34	Cleanse (Standard scenario)
35	Meat Grinder (Battle scenario)
36	Special mission (see left)
41	Night Fight (Standard scenario)
42	Bunker Assault (Battle scenario)
43	Patrol (Standard scenario)
44	Sabotage (Raid scenario)
45	Recon (Standard scenario)
46	Special mission (see left)
51	Ambush (Raid scenario)
52	Rescue (Standard scenario)
53	Strongpoint Attack (Raid scenario)
54	Cleanse (Standard scenario)
55	Rearguard (Breakthrough scenario)
56	Special mission (see left)
61	Night Fight (Standard scenario)
62	Breakout (Breakthrough scenario)
63	Patrol (Standard scenario)
64	Blitz (Breakthrough scenario)
65	Recon (Standard scenario)
66	Special mission (see left)

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 players of Warhammer 40,000 who have produced inspired, well thought out and just plain brilliant additions to the game (as arbitrated by that well-known model of fairness and balance - me). If you've got something good for Chapter Approved then write to me at the address given here.

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

Andy Chambers
(Chapter Approved),
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GAMES WORKSHOP CARDIFF

THE 49TH CADIAN RANGERS



Stuart McCorquodale
GW Cardiff Manger

I had a sizeable Valhallan Imperial Guard force before the new version of 40K appeared last year, but to do justice to the new game and to fight in the staff tournament, I decided to create a new one. Unfortunately, it was only two weeks before the event, so I would have to be quick!

Having decided upon a Cadian force because of the 'real-life' appearance, I hurriedly set to gathering my troops. With so little time I had to come up with a colour scheme that would be quick but look great on a unified force. Starting with a black undercoat I 'wetbrushed' the clothing with a mix of Camo-Green and Black. I added highlights by drybrushing successively lighter shades of the aforementioned colour. Then I painted all the equipment black and painted details such as gun barrels, bedding rolls and water bottles. The areas of skin were painted with Dwarf Flesh and then highlighted by adding white. Including sanding, painting and flocking the bases, this method allowed me to complete an awesome fifteen men a day!

I assembled my tanks without the tracks, which were painted on the sprue. Before undercoating each tank, I modelled on various bits and pieces such as whip aerials, baggage and battle damage. Then I painted it in the same Camo Green/Chaos Black mix and added a subtle highlight. Then the black patterning was painted on and highlighted. Next were areas of detail: baggage, weapons, grills, etc. After the tracks were glued on I added transfers and had a cup of tea! When the transfers were dry I drybrushed the tank with Boltgun Metal, paying particular attention to areas of damage or natural wear and tear. Finally, I liberally dolloped mud around the base of the track sections and the front and rear hull.

I wanted the tanks to look uniform yet individual. To this end I spent lots of time adding details such as aerials, packs, canisters, netting, a puppy, etc! I also extended the barrels of the Lemn Russ and Basilisk with plastic tubing.

I made the Baneblade as a show piece rather than a gaming model, using plans from an old White Dwarf. The hull, track sections and turret are all scratch-built using plasticard. I used Razorback turrets, a Basilisk gun, Gorkamorka shootas and brass tubing for the weaponry, and cannibalised various kits for all the other bits and pieces. In all it took about eight hours to build and paint.

All the other troop types (Ogryns and Storm Troopers) were painted using the same techniques as for the infantry. My favourite model among these is



Norris McMorris, the huge Ogryn. He was converted from an old Warhammer Ogre with a ripper gun made out of an autocannon, assault cannon and a chain.

TACTICS & ORGANISATION

CHOOSING YOUR ARMY

When organising your force I believe there are a few basic guidelines:

- Take at least one Platoon of thirty men (preferably two) and a Command Section!
- Ogryns have 5 Toughness & 3 Wounds... they can soak up a LOT of fire!
- One Lemn Russ equals one dead Space Marine squad!
- Don't bother giving your characters loads of wargear. They're only good at bolstering the Leadership of nearby units.

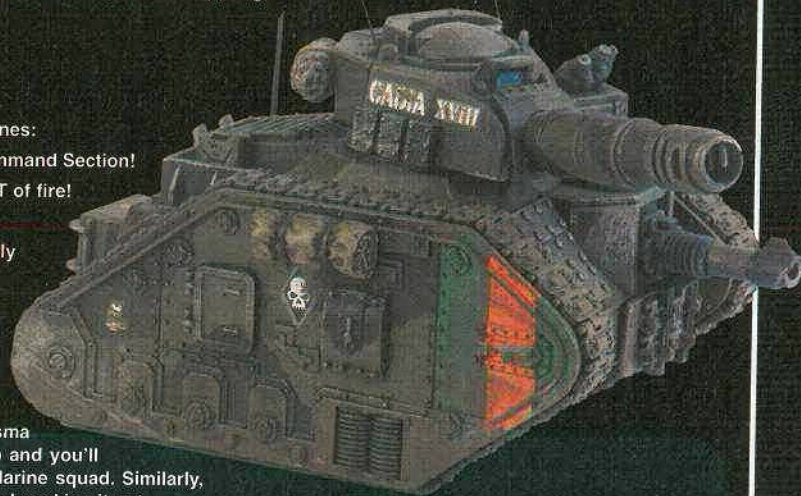
TACTICS

The Imperial Guard's one great strength is firepower. However, never overestimate the power of your own guns. When selecting a target use twice as many weapons as you think you'll need and you'll wipe it out. For example, if you fire sixty lasguns at Space Marines, on average only three will be killed. Factor in the six plasma guns and six lascannons in those squads (which should kill five) and you'll see that sixty Guardsmen aren't even enough to finish a Space Marine squad. Similarly, when firing at enemy tanks, use three heavy weapons to guarantee knocking it out.

Always maximise your advantage in numbers by placing squads in good positions, because if they don't have to move, they can fire effectively for the whole game. If chasing objectives, send three squads to do one squad's job – the other two will get killed.

One problem you'll always have is enemy assaults killing your men in droves. You can try:

- Backing up squads with others, to fire at the inevitable breakthrough they will achieve having wiped out your first line.
- Use Hellhounds behind your lines to burn and force back enemy assault troops that have got behind you.
- Use Ogryns and Rough Riders to counter the enemy's assault squads.
- Fall back from heavily armoured enemy troops that get too close (you'll only die otherwise).



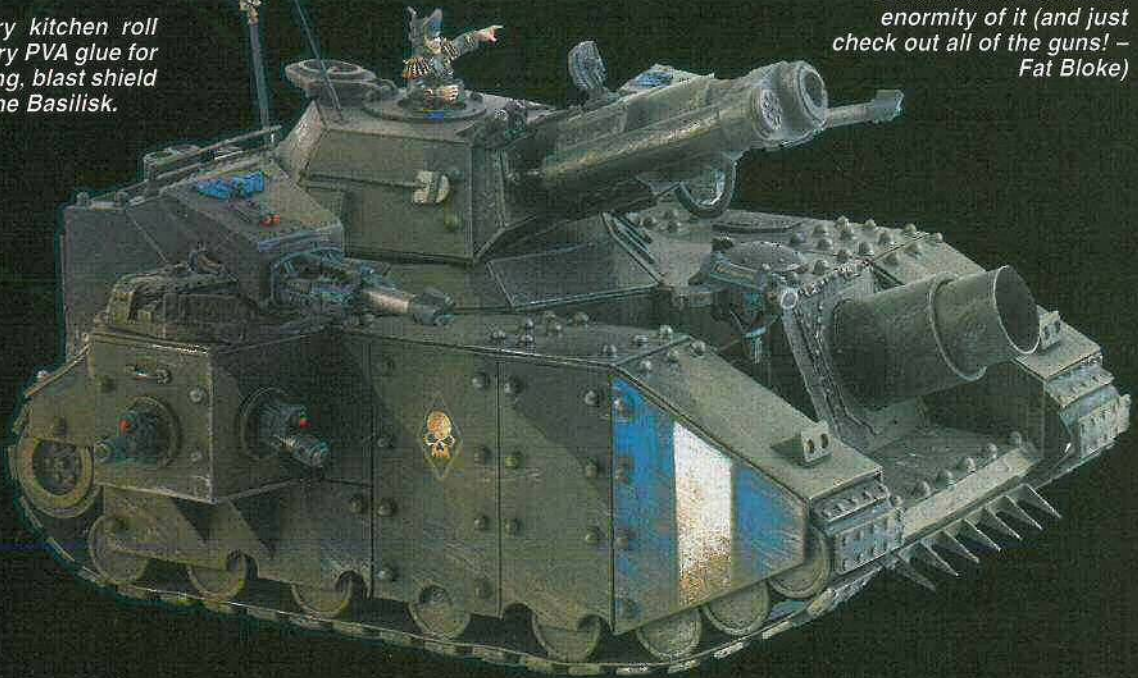
WARHAMMER
40,000



▲ I used ordinary kitchen roll dipped in watery PVA glue for the camo netting, blast shield and barrel of the Basilisk.



▼ The best thing about the Baneblade is the sheer enormity of it (and just check out all of the guns! – Fat Bloke)



WARHAMMER
40,000

**OPERATION
JUNGLE SWEEP**

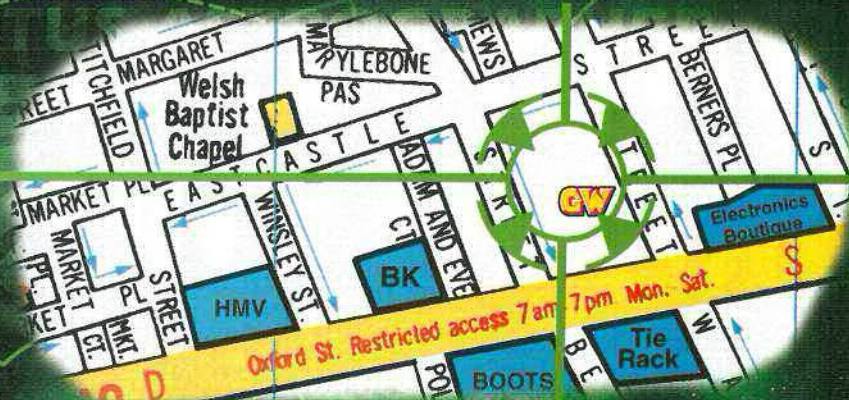
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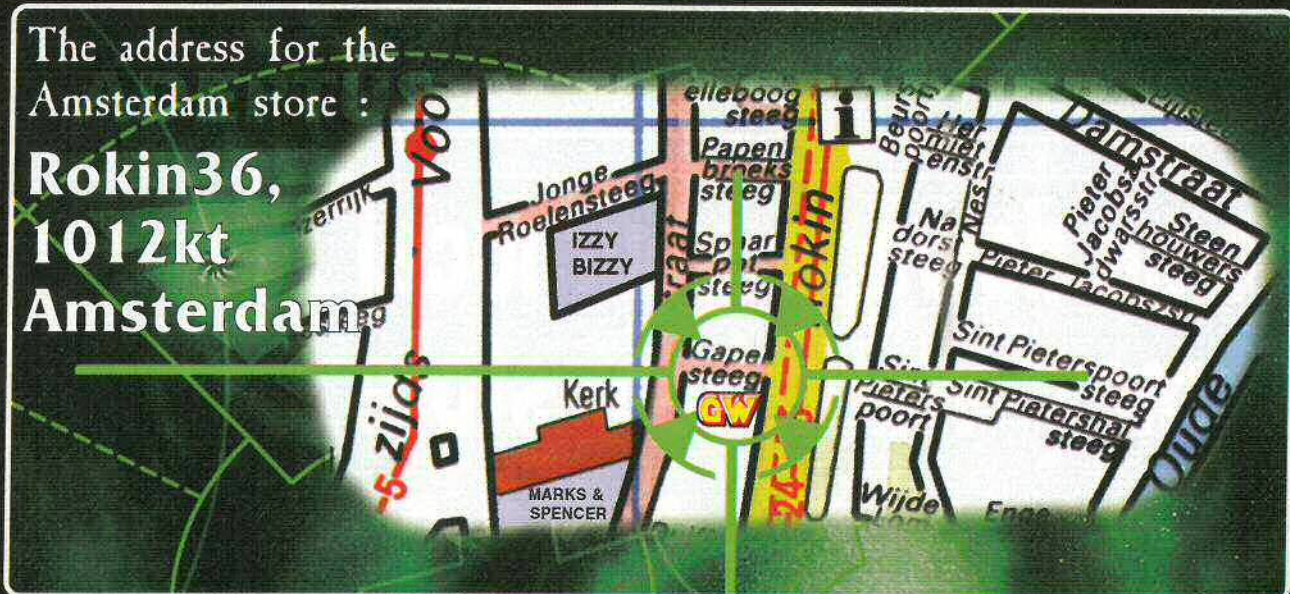




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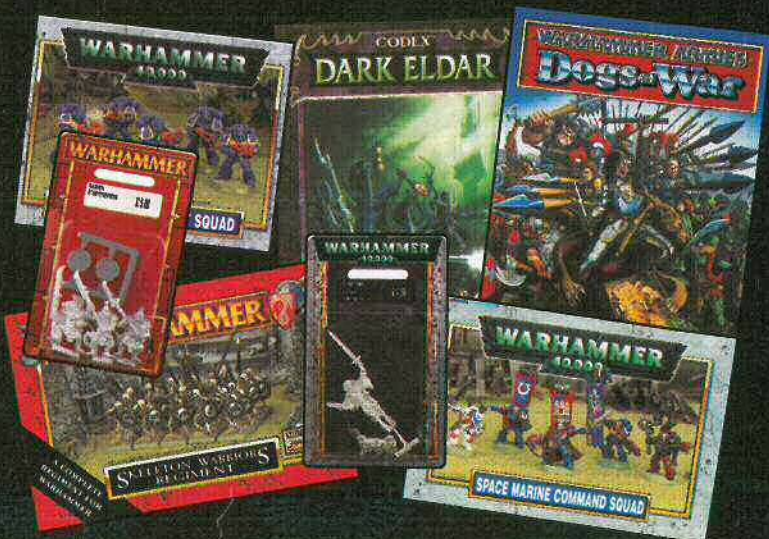
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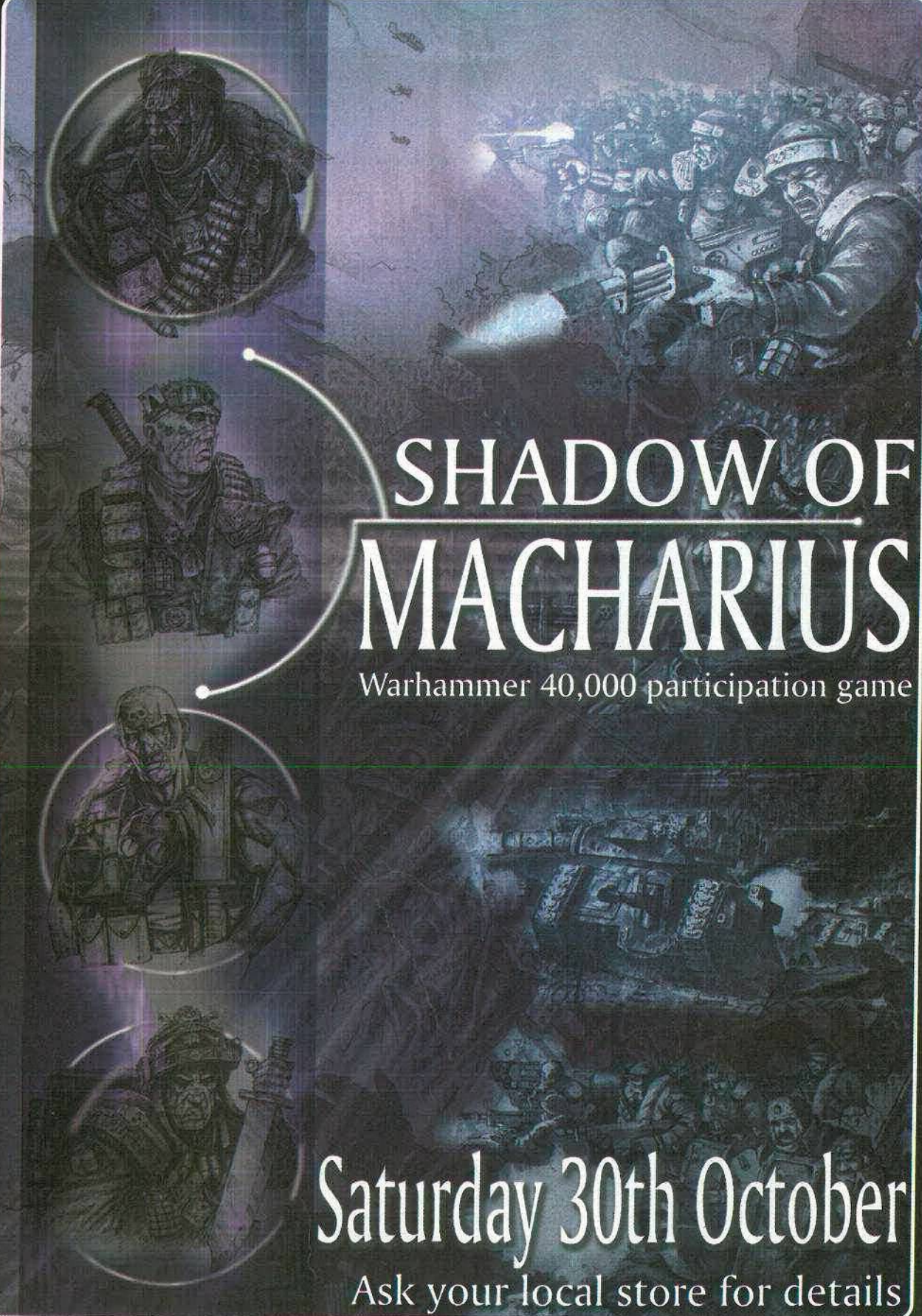
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Saturday 30th October

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Warhammer Chronicles takes a look at the Warhammer game, its rules, background and game mechanics, frequently stolen from in-progress developments here at the Studio. It also acts as a forum for dedicated Warhammer players who have produced inspired, well thought out and exciting additions to the game.

If you have got a good item for Warhammer Chronicles then write to:

*Tuomas Pirinen
(Warhammer Chronicles)
Games Workshop
Willow Road, Lenton
Nottingham, NG7 2WS*

Please note that any letters containing rules queries, requests for a Mercedes Benz or cooking recipes etc. will be terminated with Extreme Prejudice. You have been warned.

Tuomas

Warhammer Chronicles

By **Tuomas Pirinen**

Welcome back to the Warhammer Chronicles! This month's treatise includes Q&A and some new rules for the Undead armies of the Tomb Kings, as well as some initial ideas for tunnelling troops. I hope you enjoy them.

Tunnel Troops

By **Alessio Cavatore**

It seems completely plausible to me that creatures such as the Skaven, which spend most of their lives underground and dominate a huge subterranean empire, could make use of their tunnels in battle. You can imagine that a Skaven general could inspect the field on the day before the battle and try to guess the point where the enemy will deploy their artillery. He would then instruct some elite units to dig a branch from one of the main tunnels of the under-empire in an attempt to reach the spot before or during the battle. The fact that the new tunnel will be very narrow and dangerously unstable, added to the

risk that the tunnellers may not arrive in time, will mean that the general will not risk valuable large units on these missions, just small groups of highly specialised commandos. Gutter Runners! Imagine a small group of these black-clad adepts of Clan Eshin making their way through the last layer of soft ground with their deadly 'digging' claws and then jumping on the unsuspecting crew of the enemy's war machines...

The following rules are for Skaven tunnellers, which you can use as a new regiment for your normal Skaven army list. As these are so unusual it would only be right and proper to let your opponents know what they'll be facing! Let me know how you get on.

0-1 SKAVEN GUTTER RUNNERS TUNNEL TEAM 56 Points per team

The team consists of four Gutter Runners.

Profile	M	WS	BS	S	T	W	I	A	Ld
Gutter Runners	6	4	4	4	3	1	5	1	7

Weapons/Armour: digging claws (count as two hand weapons) and throwing stars.

Save: None.

Options: None.

Special Rules

Tunnelling: Tunnel teams are not deployed at the beginning of the game, but use the special rules for tunnelling (see below).

Skirmishers: Tunnel teams always fight in skirmish formation.

Suicide mission: Due to the many difficulties and dangers involved in tunnelling, characters and assassins will never join the teams. Tunnel teams never have standards or musicians because they are simply impractical in a cramped tunnel.

Rules of Tunnelling

After both sides have set up, place a tunnel marker (a penny will do) anywhere on the battlefield. At the beginning of each Skaven turn (except for

the first) roll a D6 to determine when your team emerges:

<i>First turn:</i>	N/A
<i>Second turn:</i>	3+
<i>Third turn:</i>	2+
<i>Fourth turn:</i>	Automatic

When the team emerges, roll a Scatter dice and an Artillery dice. If you roll a Hit on the Scatter dice, the marker stays in place; if you roll an arrow, move the marker the distance indicated by the Artillery dice in the direction shown by the arrow.

Once the final position of the marker has been established, replace the marker with one of your models and place all the others within 2" of the first one, facing any direction. The team emerges at the beginning of the turn (this is the very first thing you do in the turn) and can act normally (yes, they can charge!). If the

marker is moved under an enemy unit, the Tunnellers will automatically engage it in hand-to-hand on the side that is closest to the marker (they count as charging). If the marker is moved under a friendly unit or impassable terrain, place the tunnellers on the closest edge of the unit/obstacle. If the marker is moved off the battlefield, the team has got lost (as per result 3-4 on the Mishap table).

If you roll a Misfire, roll a D6 and consult the Mishap table.

And if you really want...

It is a bit unfair that only Skaven can take advantage of this rule – any other race which lives underground could have similar units. You can try other troop types using the same rules, but to ensure that the balance of the game is not ruined, you should stick to units of four or less and models with less than five Wounds (you should not be able to pop up at the back of an enemy army with anything that can threaten a proper regiment). Tunnel troops should be small groups of infiltrators, not huge fighting units.

Mishap Table (D6)

1-2 *Cave in!*

The tunnel collapses and the team is squashed. The enemy gets the Victory Points for its destruction.

3-4 *Where are we?*

The team has got lost and emerged slightly away from their intended target, maybe in a pigsty, the lair of a huge monster or into the courtyard of a Bretonnian castle. The team does not take any part in the battle, but the enemy does not earn any Victory Points for it.

5-6 *I told you to turn left!*

The team almost made it, but went in the wrong direction for the last few hundred yards. Your opponent can place the marker anywhere on the battlefield and deploy the Skaven models as they emerge. The models cannot move in the movement phase of the turn they emerge (except for fleeing if they fail a Terror or Panic test for fleeing within friends in 4"), because they are too busy trying to work out where they are and blaming each other for reading the map wrong.

Dwarf Miners, Chaos Dwarf warriors and Night Goblins (no Fanatics please!) could replace the Gutter Runners. Just replace the stat-line, equipment and points cost of the Skaven with those of the new unit, but keep the special rules of the Skaven tunnellers.

You could also decide that you are not bothered with respecting the game's balance and go wild! If so, you can apply these rules to any monster that could dig underground, like a Hydra, Squigs, or one of the many Chaos creatures.

If you want to really push it, entire units could make their way to the surface from underground if the fight was close enough to one of the main settlements of the race involved. So you could have units of Iron Breakers or Stormvermin popping up from the ground like daisies in spring.

By the way, these rules should really apply only to Skaven, Dwarfs, Chaos Dwarfs and Night Goblins. It would be rather unrealistic to try to do the same with your Bretonnian Knights!

Tomb Kings of Khemri Q&A

Q: Are Tomb Guards Wights or Skeletons?

A: *Skeletons.*

Q: Chariots grant 4+ base save which can be improved. In Tomb Lords it says that this save is an unmodified special save, but elsewhere it is mentioned as a regular armour save. Which one is correct?

A: *A Regular armour save. All chariots follow the same rules.*

Q: How does the spell Tempest (and other spells which specifically target war machines) affect charioteers?

A: *You treat them like a normal infantry or cavalry unit.*

Q: Which units does the Tomb King's Crown affect in a Khemri army?

A: *All models apart from Scorpion Swarms and Giant Scorpions.*

Q: Are Liches allowed to march and declare charge reactions when alone, like Vampires in Vampire Counts?

A: *No and No. They are Undead.*

Q: Can Skeleton cavalry ride through obstacles?

A: *No.*

Q: What happens when the General of the army (ie Tomb King) dies?

A: *The following rules apply:*

Slain General: An Undead force is utterly unlike a mortal force. It is wholly dependent upon its leader whose will binds it together. If the army leader, the Tomb King, is destroyed then the link between the Undead and the World of the Dead is weakened and the Undead creatures collapse as the spells that bind them start to unravel. The army is wholly tied to the Tomb King by their vows of loyalty and the magic of the Liche-Priests.

If the army General is killed all the Undead units and monsters operating independently are immediately destroyed with no saving throw possible. Scorpion swarms and Giant Scorpions are an exception to this rule, as they are not Undead. Giant Scorpions must still take a Panic test because of a slain General as normal.

Undead characters such as Tomb Lords, Liches and Undead Champions are not affected by this rule; their will is strong enough to keep them alive

even without the army's leader. In addition, any unit led by an Undead character can draw upon the power of these individuals. These units suffer D6 wounds with no save possible if the General is killed, but otherwise they may continue to fight as normal.

Q: Charioteer impact hits are at S4. How about mounted Tomb Kings and Tomb Lords who are stronger than regular charioteers? Can this strength rise by any means (ie, magic)?

A: *Impact hits from all Khemrian chariots are always Strength 4.*

Q: Neither unit champion equipment nor prices for it are shown in WD227. How much do I pay for each piece of equipment? The same as characters or the relevant regiments?

A: *The same as the regiments.*

Q: Are Charioteers chariots, war machines or regular regiments? WD227 says that the rules for chariots in the Rulebook do not apply.

A: *Treat them as cavalry, except that they suffer damage if they travel over difficult terrain.*

Q: Asp arrows cost 1 point for regiments and 10 points for characters. Which one is correct?

A: *Both. Characters (apart from champions) simply have to pay more.*

Fat Bloke presents...



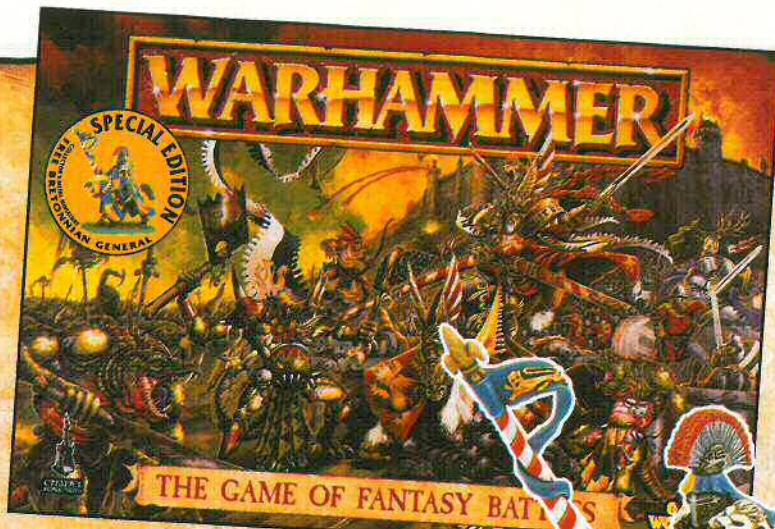
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Games Workshop is adding something a bit special to boxed games of both Warhammer and Warhammer 40,000 – but only while stocks last...

If you buy Warhammer 40,000 with the spangly silver sticker on, it'll contain the remarkable Space Marine Captain sculpted by Jes Goodwin. By purchasing the Warhammer box marked with the gold sticker, you get the excellent Bretonnian General miniature sculpted by Michael Perry. Both of these stunning miniatures are shown opposite.

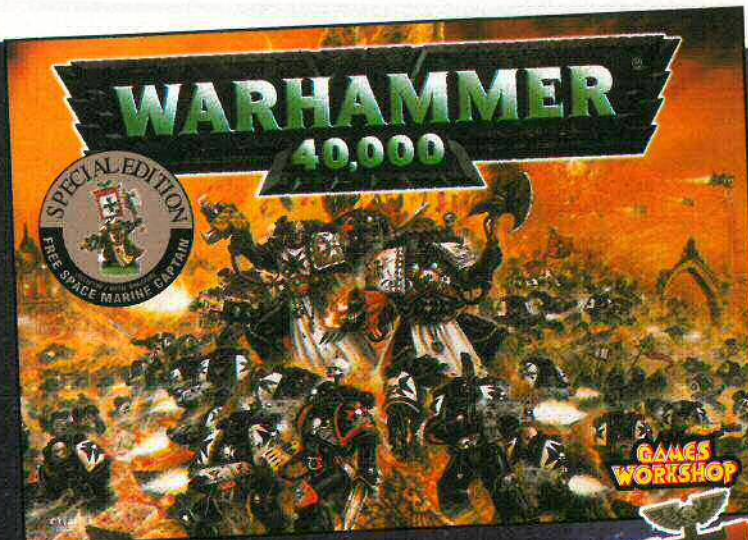
As I said before, there is a strictly limited number of these special miniatures, so don't leave it too late as once these have gone they won't ever be available again!

FAT BLOKE



In Warhammer you become a fearless commander, painting and assembling mighty fantasy armies to do battle on the tabletop. Warhammer provides you with the core regiments of two armies – the knightly Bretonnians and the reptilian Lizardmen – along with all the information you need to collect and paint your forces ready for battle.

Only the game boxes marked with the yellow sticker shown above will contain the splendid limited edition Bretonnian General – you won't get it anywhere else!



Warhammer 40,000 is a tabletop wargame for two or more players in which you command the forces of the Imperium or one of its deadly enemies. The game provides you with all the rules, scenarios and army lists you need to fight a battle, and guides you through how to paint the detailed plastic Citadel miniatures in the box and then how to collect together your own army.

Only game boxes marked with the metallic sticker shown above contain the superb limited edition Space Marine Captain – it won't be available anywhere else!



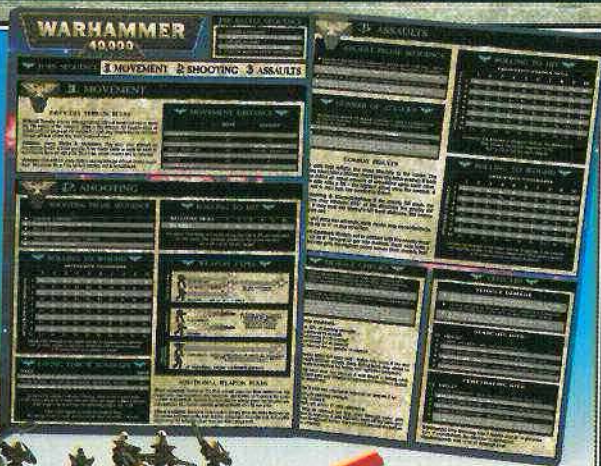
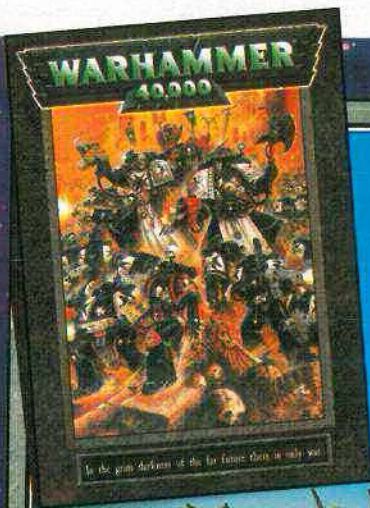
The Warhammer boxed game contains everything you need to get started:

- 36 plastic Bretonnians (12 knights and 24 bowmen).
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- 152 page Battle Book.
- 112 page Rulebook.
- Painting guide.
- Getting started leaflet.
- Plus 3 card buildings, a roster pad, 2 range rulers, 9 Magic Item cards, 12 assorted dice, 2 playsheets, fire effect templates and unit file record cards.



THE GAME OF FANTASY BATTLES

Warhammer including limited edition metal Bretonnian General miniature – £50



The Warhammer 40,000 boxed starter game contains:

- 10 plastic Space Marines
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- 288-page Rulebook
- 2 card playsheets
- 1 set of Gothic Ruins
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- 2 range rulers
- 4 complete Jungle Trees
- assorted Barricades

IN THE GRIM DARKNESS OF THE FAR FUTURE THERE IS ONLY WAR

Warhammer 40,000 including limited edition metal Space Marine Captain miniature – £50

Orks are the most barbaric of alien races. Their armies cover the battlefield in vast numbers and overrun their foes in a torrent of bloodshed and mindless violence.



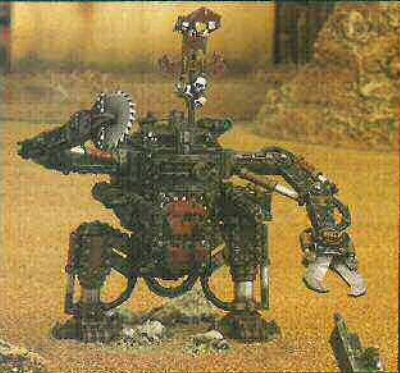
ORK STIKK BOMMAS £12

Contains 12 Ork Stikk Bommas



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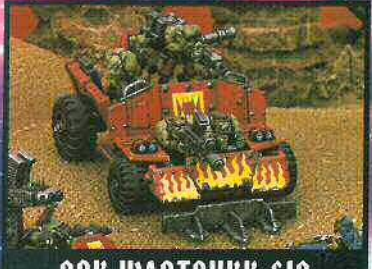
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5 Warbikes,
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1 Barricade
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Ork boxed sets – available now!

Ork models designed by Brian Nelson, Mark Bedford, Norman Swales and Alan Perry.

WARHAMMER
40,000

THE DEFENCE OF MISSILE SILO 51

Report filed by Chief Scribe Jervis Johnson.

Additional labour by Gav Thorpe, Stuart Witter and Simon Shuker.

This battle report is something of a showcase game, timed to coincide with the release of the new Imperial Guard Codex and written to give you an idea of how the Imperial Guard army performs 'on the tabletop'. As the main developer of the Codex I got to play the Imperial Guard side against a horde of Orks commanded by Gav Thorpe. We also decided to play the game on one of the very nice scenic tables made by the Warhammer World team. This cool purpose built table includes an Imperial missile defence silo. Now, in my experience it's always a good thing to play games on different sorts of terrain, rather than using the same old stuff all the time, as it is invariably a source of inspiration – and so it proved for this battle, as you'll discover below...

I wanted to use this report to move along the continuing story of the feud between Commissar Yarrick and Ghazghkull Thraka. You can use a story like this to link several battles together so that they form what we call in the Studio a 'narrative campaign' for the games that you play. The saga of Yarrick and Ghazghkull is a good example of this because their story has developed over the years out of the games of Warhammer 40,000 and Epic that we've played. When we play a new game we make up a bit of a storyline to link it to the last one, and then incorporate the result of the battle into the continuing narrative. It helps make the Warhammer 40,000 galaxy seem more like a real place, and adds a lot of drama to our games. Try it for yourself in the next game that you play and you'll see what I mean – don't worry, you don't have to write the narrative down, just spend a few minutes before the battle making up a story to explain why the battle has taken place and then carry the story on into your next game.

When I took Gav through to have a look at the Warhammer World table, we very quickly decided that it demanded more than a simple 'off the peg' scenario. For this game we decided to create a new mission by combining two existing ones.

We'd already made up the background narrative for the battle (skip forward five pages if you can't wait to read it!) and based on this and the layout of the table we decided to play a game that combined elements of the Meat Grinder and Blitz scenarios, the idea being that a huge horde of Orks which were part of Ghazghkull's new Waaagh! had landed on the planet and were attacking the Imperial Guard lines, intent on breaking through and capturing the missile silo on the escarpment at the end of the table. The scenario would use the set up limitations, victory conditions and special

rules from Blitz but without the *Hidden Set-up*, *Fortifications* or *Obstacles* rules, as the Imperial Guard had not had time to prepare them yet. The *Sustained Attack* rules from the Meat Grinder scenario would apply to the Orks as there was meant to be an almost endless supply of them. Finally, we decided that the Orks could set up to within 24" of the river line, rather than within 6" of the far table edge as would normally be the case in a Blitz scenario (because we knew the river would slow the Ork advance considerably).

Unfortunately, although it sounded like a great scenario, it didn't work well when we played it. Even though we'd allowed the Orks to set up further onto the table than would normally be the case, the river slowed them down so much when they reached it that by the time they'd got across they had suffered horrendous casualties. Although they were able to feed in new units using the *Sustained Attack* rule, these also got chewed up as they tried to cross the river. The Imperial Guard lost a few troops as well but on the whole the game was a bit of a turkey shoot.

So it was back to the drawing board. Clearly the Orks needed to start closer to the Imperial Guard lines. We decided to re-fight the game and that, for the second try, we'd allow the Orks to set up right next to the river, on the far side away from the Imperial Guard, while the Imperial Guard army had to set up within 36" of the river. For victory point purposes any Ork units that were in the river or on the far side at the end of the game would count as being in no mans land (+150 points to the Imperial Guard player), while any Ork units that made it up onto the escarpment would count as having made it to the 'second line' (+300 points to the Ork player).

There was one last problem with re-fighting the battle report – Gav was off to the States to attend a convention in Chicago, which left me without either Gav or Andy to fight the battle against. Fortunately, Stuart Witter, a member of the Warhammer World team and a veteran Ork player, volunteered to take Gav's place and command his army for him. So, with a whole new scenario and new commander of the Ork army, we prepared to fight 'The Defence of Missile Silo 51' for a second time.

MODIFYING SCENARIOS

For this battle report we came up with a 'variant' scenario based on the Blitz scenario, but which had been specially modified to reflect the terrain and background of the battle we were fighting. Doing this kind of thing is great fun, and although sometimes it can take a couple of tries to get the scenario right (as happened to us in this game), the rewards are well worth the extra effort. Give it a go, and if you come up with something really special, why not send it in to Chapter Approved – you never know, it could get published!



WAAAGH!



GAV THORPE

My army selection has been based not only on my own experience of Orks but also from playing against them with other armies. This has taught me a few things about using Orks. Firstly, and most importantly, big mobs! With the Ork mob rules and mobbing up, having big units is essential for any Ork mob. Some

players, such as Andy Chambers, swear that 16 is the perfect size, while others (including Grand Warlord Wood) have told me that the more the better. I've gone for a compromise with my Shoota Boyz and Slugga Boyz, with each unit including sixteen normal Boyz, three big weapons and a Nob to lead them. These two units also have plenty of big shootas and burnas to blast and burn the swathes of infantry they'll be facing.

I also know that Orks don't have the greatest anti-tank capability, which isn't going to make things easy against the Imperial Guard. To offset this somewhat, I've taken two Dreadnoughts and two Killer Kans, whose close combat

weapons should be able to tear vehicles apart – if they can actually reach them! To back these up, three of the Nobz in the Warboss's Bodyguard have been given mega armour, which includes a power claw. I've mounted them in a trukks to give them some much needed speed (mega armour always counts as moving through difficult terrain!). The Stikk Bommas can also serve in this role, although not quite as well – their krak stikkbombz will be very useful against Chimeras, Hellhounds and the like, but to blow up a battle tank they'll need to get round the back. The mob also includes three rokkit launchas to add to their tank-hunting capabilities.

A unit of Grots is also essential for any Ork army, unless you want your wonderful Ork mobs to reach the enemy in a tattered ruin. This is because Grots can be used as a screen for your Ork mobs, ensuring your best close combat warriors get into the thick of the enemy intact.

For a little more speed, and to add to the anti-infantry firepower of the army, I've opted for two Wartraks with twin-linked big shootas. Because the Wartraks' weapons are twin-linked, they are actually quite accurate (for Orks that is!), and their high Strength and AP will be perfect for taking down any particularly nasty enemy squads such as Ogryns.



DREADNOUGHT

SHOOTA BOYZ

STORMBOYZ

WARTRAKS

GRETCHIN

WARBOSS
TUFZOG AND
BODYGUARD

Finally, there's the Stormboyz. I know that they'll probably get wiped out to the last Ork, plunging into the middle of the enemy army. However, hopefully they'll do some damage first and soak up some of Jervis's shooting instead of my big mobs taking it straight on the chin.

So my overall plan is this – use the Stormboyz and Wartraks to mess with Jervis's head while the Boyz and Dreads close in. Hopefully these diversionary units will be distracting enough to absorb a lot of Jervis's attention. Whatever they do, I'm expecting the big mobs and the Warboss and bodyguard to do the real damage. I'm not particularly expecting Jervis to let the Dreads and Killer Kans anywhere near his tanks, but I suppose it'll stop those battle cannons blowing huge holes in my Boyz.

Well, let's give 'em a taste of boot lever!

After playing the first game it became apparent that the mission required a little more work. It goes to show that when you go about creating new missions they will need playtesting to get it right and make it balanced, but that's all part of the fun of gaming.

Because I had to leave for the States the next day Stuart Witter volunteered to take command of the Orks for me.



STUART WITTER

"Me! Play Orks in a battle report for White Dwarf? Of course!" I blurted.

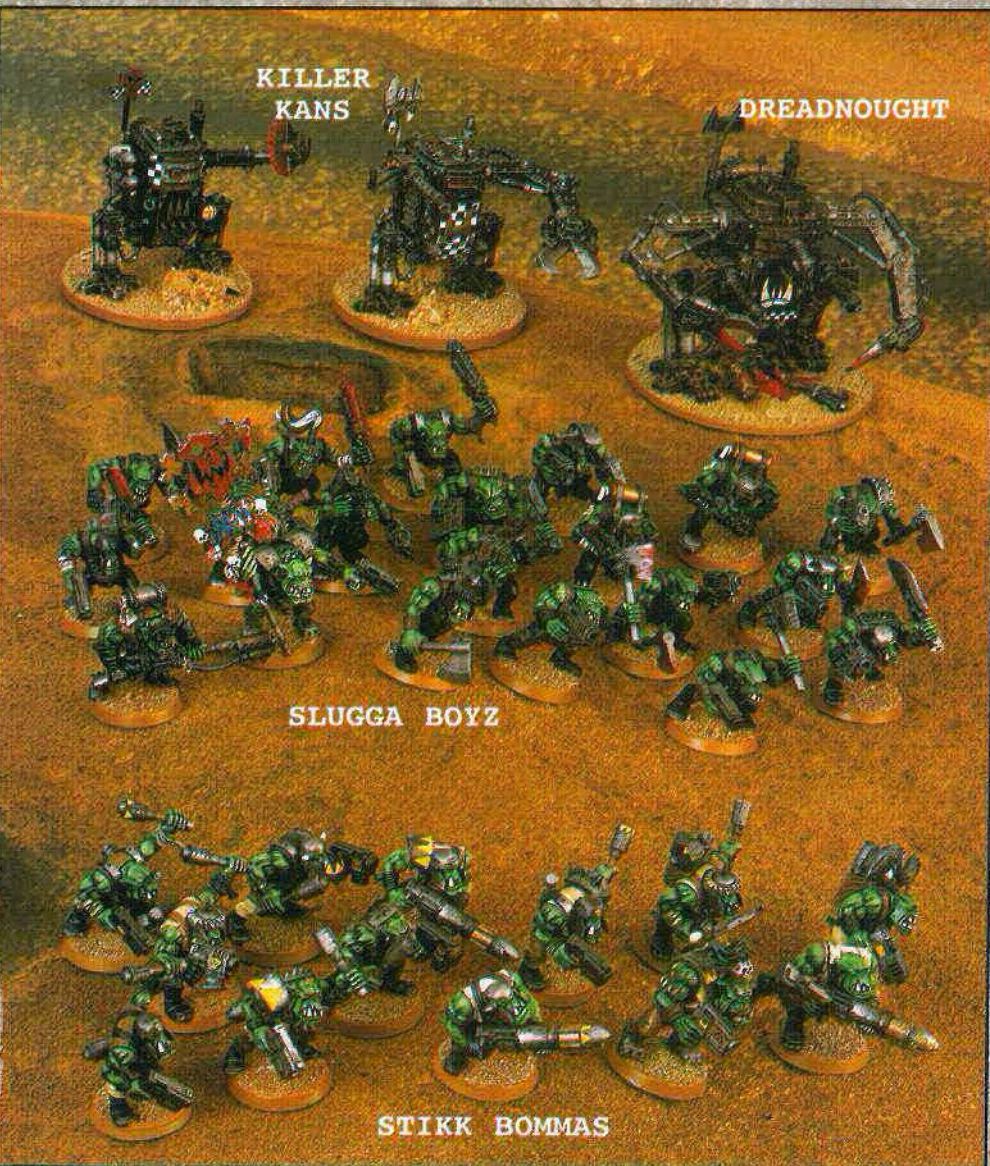
"Tomorrow, with an army that someone else has picked for me?" I enquired.

"The same army that Gav used and was crushed utterly and then left for America?" I added, growing increasingly worried.

"Against Jervis, I see..." think quickly brain, how can I get out of this one?

"9 o'clock then, see you tomorrow." said Fat Bloke, moments before the "I'm washing my hair" excuse had been formulated.

Having spent a sleepless night revising my Ork Codex, hoping that Gav hadn't decided on a ground breaking blindfolded Gretchin army, I arrived at the Studio and was handed the army I was to use in the battle. At first inspection the army looked fine, very different from my usual army (*keep an eye out for Stuart's Ork army in an upcoming White Dwarf – Shukes*) which includes loads of bikes and buggies. The scenario I would be playing involved getting across no man's land and breaking through the Imperial Guard line. For such a blitz my myriad of fast vehicles would be ideal, however this was not to be...





JERVIS JOHNSON

ATTENTION!

The task of picking the Imperial Guard army was made somewhat easier by the fact that I had to pick it from the 2,000 point Catachan army the 'Eavy Metal' team had put together to go in the new Imperial Guard Codex. This new army is mainly made up of the rather nice new plastic Catachan Jungle Fighters those talented Perry twins

have designed, and looks really very good indeed. I particularly like the camouflage scheme on the vehicles. Camouflage schemes often end up as either appearing impracticably garish or sensible but drab, but in this case the team had managed to come up with a good camouflage scheme that seems sensible while remaining very attractive to look at.

As noted, the 'Eavy Metal' team have made a 2,000 point army, and as I needed a 1,500 point force for our game, I was going to have to lose 500 points from somewhere. The full army has two platoons of infantry with two squads in each platoon. Personally, I prefer to have at least three squads per platoon, so I ditched one of the platoon Command Sections and amalgamated all of the infantry squads together to form a single four squad platoon.

To back up the infantry I took an Armoured Fist squad, which some players think is rather expensive but I've always found to be very useful. I also took a Lemman Russ battle tank and Lemman Russ Exterminator. The Lemman Russ Exterminator is a new variant of the Lemman Russ tank which replaces the battle cannon in the turret with a twin-linked autocannon. Removing the ordnance allows it to fire its main gun and any other weapons it has when it's stationary and it is therefore useful for this variant to have side sponsons. I must admit I was looking forward to using the Exterminator in this battle as I had a feeling that its combination of three heavy bolters and



COMMAND HEADQUARTERS (TYRONE)



COMMAND SECTION (DU'WANE)



MORTAR AND
FIRE SUPPORT SQUADS



OGRYNS



INFANTRY SQUAD ONE



INFANTRY SQUAD TWO



INFANTRY SQUAD THREE



INFANTRY SQUAD FOUR



ARMOURED FISTS SQUAD
AND CHIMERA



LEMAN RUSS EXTERMINATOR

LEMAN RUSS BATTLE TANK



OGRYNS
(DISPATCHED TO ASSIST
IN THE DEFENCE OF
MISSILE SILO 51)



a twin-linked autocannon, all of which can fire if it remains stationary, would be deadly against Orks.

Next, I reduced the number of Commissars from five to two and dropped an Anti-Tank Heavy Weapon squad from the army. Finally, I was left with the choice of either having a Ratling squad or an Ogryn squad in the army (as I couldn't afford both). Thinking carefully for all of a nano-second I decided to take the Ogryns.

On the whole I was quite pleased with the army, though I'd have liked more infantry. Given a completely free reign I'd have included a Storm Troopers or Hardened Veteran squad (both have a lovely BS of 4) and I'd also have exchanged all the flamers and meltaguns in the army for plasma guns, but we didn't have the models for these and beggars can't be choosers! Anyway, these were minor quibbles and I was confident the army would give a good account of itself.



LEMAN RUSS
BATTLE TANK

INFANTRY
SQUAD THREE

FIRE SUPPORT
SQUAD

ARMOURED
FIST SQUAD
+
CHIMERA

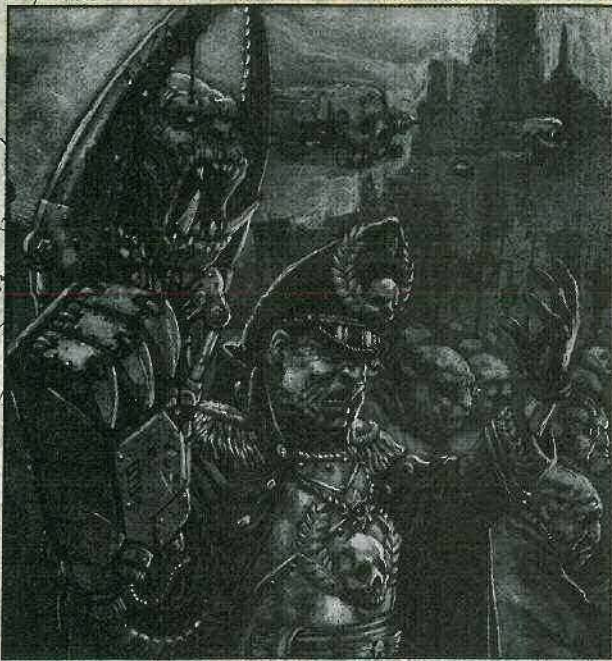
INFANTRY
SQUAD TWO

COMMAND
HEADQUARTERS
(TYRONE)

COMMISSAR
KRIEGLUST

INFANTRY
SQUAD FOUR

BATTLE REPORT



The wall is covered by a detailed map of the sector. A man stands before it, studying it intently. This man is Commissar Sebastian Yarrick, Saviour of Hades Hive, Hero of the Imperium. A man among men. A heroes' hero. For all this, he is an unimpressive figure. He is slightly built and not more than five and a half feet tall. He wears a well-travelled black uniform. His dusty black overcoat has been patched at the elbow. His steel-grey hair is sparse and closely cropped.

Yarrick moves aside from the map, and turns his attention to the men at the conference table that dominates the rest of the room. Before him are assembled the most senior commanders of the Imperium's military forces in this sector. He addresses them.

"Gentlemen, in 941 Ghazghkull Mag Uruk Thraka invaded Armageddon. At the time there were those who said it was mere chance, a quirk of cosmic fate, that took Ghazghkull and the Waagh! under his command to the most important and populous hive world in this Segmentum. And at the time I might have agreed with such an opinion, for I was fighting in the most terrible war I have ever known, and all I cared about was that the Orks had arrived and must be defeated. But now I wonder if we can truly blame blind chance for such a catastrophe."

"Commissar Yarrick," a voice interrupts, "do you honestly expect us to believe that this... this green-skinned oaf planned to invade Armageddon.

Why the idea is ludicrous - everyone knows that Orks can't guide or control the space hulks they travel in. They just board them and hope for the best..."

Yarrick fixes the interrupter with the iron gaze of his single remaining eye.

"You, sir, confuse tales told to ease the fears of children with the truth. What is ludicrous is to think that Orks navigate by blind chance. Remember, sir, that less than one in a thousand systems in our galaxy have planets inhabited by humans. If the Orks travelled by chance we would have little to worry about, for they would rarely find us. No sir, they seek us out, make no mistake of that!"

Yarrick steps back and waits for the hubbub his words have caused to die down.

"Enough!" His voice cuts the air. "The question is less how they find us, as why. Why do they seek us out? And the answer is simple. They seek to do battle with us. For an Ork, war is the reason for life. Our race struggles to find peace and security. The Ork struggles to find war and mayhem. It is, quite literally, what they live for. They live to fight. Ghazghkull chose to come to Armageddon because he felt that it was there he would find the most powerful opponent. He invaded Armageddon because he loves war, gentlemen - and because he thought that there, he might find the best test of his formidable military power."

Yarrick waits again for the hubbub of voices to die down.

"Since then Ghazghkull has continued to test us, gentlemen, most recently at Piscina IV. If proof is required of Ghazghkull's ability to plan and execute a strategy then it can be found there. We have statements from the most reliable sources that Ghazghkull deliberately travelled to Piscina in order to test out a new transportation device. What is more he did not operate alone this time, but with the aid of the Ork Warlord known as Nazdreg Ug Urdgrub. This last detail is of quite extraordinary importance, for it means that these two Ork Warlords decided to stop fighting each other, at least temporarily, and instead joined forces to attack us."

"But surely," the voice interrupts again, "surely Ghazghkull is now a spent force. After all, he was defeated in both the campaigns you mention. What threat can he possibly pose to us?"

"I would agree with you sir, if Ghazghkull had used anything but a fraction of his main force against us. But he has NOT!" Yarrick's eye blazed cold fire. "He has been testing us, gentlemen. Piscina we know was a test. And, I am now sure, so was Armageddon. Ghazghkull Thraka took on the entire resource of Armageddon and three full Space Marine Chapters just in order to test us, gentlemen - and he almost won... he almost won."

For a moment Yarrick remembers again the horror of Armageddon, and then his attention snaps back to the men at the conference table.

"Enough history. The question is, gentlemen, what happens when Ghazghkull Thraka stops testing us. What happens when he launches his first real attack?"

No-one speaks this time. There is only an uneasy silence.

++++LAST KNOWN TRANSMISSION FROM TASK FORCE TRAJAN ++++

Priority level:Military Intelligence-utmost urgency
Transmitted:Fire of Heaven, Fleet Flagship, Desedna System
Date:8453999.M41
Transmitter:Astropath Prime Spartax
Receiver:Astropath-terminus Ragnafar
Author:Admiral Trajan
Thought For The Day:Sorrow awaits the foolhardy

Over the last 48 hours (Earth standard), I have received transmissions from over two dozen Imperial planets in this sector, indicating that they are under attack from Ork raiders. Attacks are spread over a five hundred light year radius. All indications are of a major Ork assault on a scale unknown in living memory. In all cases the Ork attackers have appeared on the planet without warning, and have used the element of surprise to their advantage. Our best estimate is that seven sparsely populated worlds have already been lost (see attached sub-files Alpha 1-7 and Beta 8-29).

Upon learning of the Ork attack I positioned picket ships at the periphery of our system. Within the last hour their long range sensors have picked up Ork ships entering the outer reaches from deep space. I am proceeding to attack and destroy the invaders. We are the Emperor's sword! They cannot stand before us.

++++ END TRANSMISSION ++++



TRANSMITTED: Appellor VII
 RECEIVED: Armageddon
 DESTINATION: Mars
 DATE: 454999.M41
 TELEPATHIC DUCT: Astropath-terminus Zurit
 REF: AdTact/0H4794306a/CW

IMPERIAL GUARD DEPLOYMENT

The Imperial Guard deployed first, and Jarvis concentrated the bulk of his forces on his right flank, relying on the width of the river to deter, or at least slow down, an Ork attack on his left (see the map over the page).

The infantry was set up in a fairly standard Imperial Guard defensive formation; deployed in two lines, so that the first line could absorb the enemy attack, and the second line could provide support, either by counter-attacking or shooting at enemy units breaking through the first line as they make a sweeping advance. The more powerful units were placed in the second line, where they could shoot, but the Orks wouldn't be able to see them to fire back as the first line of Imperial Guard troops blocked their view (remember that only enemy models block line of sight). The mortars were placed safely in cover at the back, as they don't need to be able to see the enemy to shoot.

The Leman Russ was deployed on the escarpment where its good line of sight would allow it to use the 72" range of its battle cannon to maximum effect. The Leman Russ Exterminator, on the other hand, was placed forward with the infantry so that it would be in range to use its heavy bolters and autocannon right from the start of the battle. The left flank was protected by the Armoured Fist squad and their Chimera.

ORK DEPLOYMENT

Stuart decided to use his fast units to crush the Imperial Guard infantry on his left flank, while his Dreadnoughts ploughed forward in the centre to deal with the Chimera and Exterminator, and the rest of the Boyz followed along behind to mop up any survivors.

The Warraks, Stormboyz and the Nobz mob in their truckk were set on the left. Note that the Nobz were deployed closer to the centre, as they are the most powerful unit and could afford to get in and 'mix it' with the centre of the Imperial Guard line, while the weaker traks and Stormboyz were deployed to work on the Guardsmen's flanks.

In the centre were the Ork Dreadnoughts and Killer Kans, supported by the mob of Slugga Boyz. Stuart set up the Slugga Boyz in a position so they could trail along a distance behind the Dreadnoughts, and so that other units of Orks could mob up with them if they fell back.

Finally, on the Orks' right was the bulk of the Boyz and Grots. Although the river was wider at the point where they would be crossing, the Grots' ability to allow nearby Orks to re-roll their Difficult Terrain tests (as they step on them) would allow them to keep up with the main assault, and in any case their main duty was to support and mop up rather than to spearhead the attack.

THE DEFENCE OF MISSILE SILO 51

TURN 1



PRELIMINARY BOMBARDMENT

The Orks were allowed a *Preliminary Bombardment* in this scenario after both sides have deployed but before the first turn. The rules for preliminary bombardments can be found on page 135 of the Warhammer 40,000 rulebook. They allow the player that has them to roll a D6 for each enemy infantry unit. On a roll of 6 the unit suffers D6 wounds (saves may be taken as normal), and if the unit suffers any casualties it must test to see if it is pinned. Starting with the Armoured Fist squad Stuart rolled for each unit, and missed every one until he got to the last two units on the table – infantry squad 1 and the fire support squad anchoring the Guards' right flank. Both these units were hit, the infantry squad losing three men, and the fire support squad losing one man and becoming pinned. This result was very bad news for the Guard, as it weakened two of the units that were going to have to stand up to the main Ork assault...

ORK TURN 1

With a mighty "WAAAGH!!!" the Orks plunged forward towards the Imperial Guard lines. On the Orks' left, their fast moving units quickly out-distanced the rest of the army, the only fly in the ointment being that one of the Wartraks got completely stuck as it tried to cross the river (ie, Stuart rolled a 1 as the Wartrak tried to move through the difficult terrain). However it was still in a position to shoot, so Stuart wasn't all that worried. As the Nobz truck cleared the river, the Nobz and the Ork Warlord quickly dismounted from the vehicle, hoping that the extra few inches of movement would leave them in position to assault the Imperial Guard line on the first turn.

In the shooting phase the Orks let rip with a hail of fire and for once the Orks' shooting was actually very effective. The infantry squad on the left of the Guard line took seven casualties, failed their Leadership test, and started to fall back (and who can blame them!), while the squad in the centre took two casualties, and the right flank squad took four casualties from the Ork traks (the maximum possible!). This meant that so far the Imperial Guard had lost seventeen men.

But worse was to come in the assault phase. Even though Jervis had taken the casualties on his centre squad from the models closest to the Nobz in a desperate bid to put them out of charge range, there was still one Guard model within 6" of the Orks, and so the Nobz mob was able to charge in! Fortunately only a couple of the Nobz could fight, but they still caused another two casualties for no loss to themselves. Bravely the Guard held their ground, but by the end of the first turn their once impressive defensive line was in tatters – and the Orks hadn't suffered a single casualty!

RECORD EXTRACT-58v104/XD4
BEGIN PLAYBACK...

"GET DOWN! INCOMING...<<<RECORDING FRAGMENTED>>>
...Steady lads, steady. Don't worry, those are Orks shooting.
Everyone knows they couldn't hit a Titan at this range!"

BATTLE OF SILO 51-Last words of Sergeant Nielsen
END PLAYBACK

THE ORKS ADVANCE



IMPERIAL GUARD TURN 1

Jervis knew that the only thing to do was try to cause as much damage in the shooting phase as possible to the fast moving troops that were threatening to crush the Imperial Guard line. If the Stormboyz and truck were able to get in and support the Nobz then it would be 'game over!'

There was no movement in the Imperial Guard movement phase, apart from the survivors of squad 4 falling back. Then in the shooting phase the Guardsmen hit back. Even though the fire support squad couldn't shoot (it had been pinned by the preliminary bombardment), and the mortars missed, the combined fire of the rest of the army shredded the Stormboyz leaving only two alive, who promptly fled never to be seen again. Also a lascannon shot blew up the mobile trak. On the Orks' right, their Shoota Boyz lost eight models to the combined fire of the Exterminator and Armoured Fist squad.

WARBOSS TUFZOG BEGINS THE ASSAULT AND CHARGES INTO THE CENTRE OF THE IMPERIAL LINES



THE STORMBOYZ BRAVELY CLEAR THE RIVER,...



... BUT FLEE MOMENTS LATER.



This evened the odds somewhat, but still left the little problem of the Ork Nobz and their Warlord who were cheerfully preparing to duff over the survivors of the Imperial Guard infantry line. Deciding that the best form of defence was attack, the Guard Command HQ and the infantry squad beside it charged into the fray. Normally having Guardsmen attack Orks isn't all that good an idea, but in this case it was just about the only chance of slowing the Orks down – and the command unit happened to include two powerful characters armed with power fists in the shape of Captain Tyrone and Commissar Krieglust.

TUFZOG AND HIS NOBZ WADE DEEPER INTO THE HUMANS' LINE.



DESPITE THE SUDDEN ATTACK BY THE WARBOSS, THE IMPERIAL GUARD PUT THEIR FAITH IN THEIR GUNS.



The ensuing fight was bloody and very close. The Captain and Commissar ganged up on the Ork Warlord, and just managed to kill him, but the rest of the infantry didn't do so well, those that managed to hit having their attacks bounce off the Nobz' mega armour with its 2+ save. The Orks in their turn killed six Guardsmen. Although the Guard had lost the combat, they held, and what's more the Ork Warlord was dead. Suddenly things didn't look quite so bad...

TURN 2



ORK TURN 2

Unfortunately for Stuart there wasn't much he could do to help the Nobz in their battle, as all of the rest of his army was still wading across the river. The sole exception was the truck that had transported the Nobz, which moved up to support them.

The Orks' shooting was not quite as deadly as on the first turn, but caused serious damage nonetheless. The Imperial Guard's platoon Command Section took a lot of fire, which left it with a wounded Commissar Chomaki and a Guardsman with a plasma gun. On the other flank the three survivors of infantry squad 1 lost another member to fire from the immobilised Wartrak in the river and, deciding discretion was the better part of valour, they started to fall back.

However, the fate of the Imperial Guard infantry was going to be decided by the huge sprawling melee in the centre rather than by Ork shooting. Things started well for the Orks, as one of their Nobz who wasn't wearing mega armour hacked down Commissar Krieglust before he could fight. The Imperial Guard infantry were, once again, unable to cause any damage to the Orks, and although Captain Tyrone was able to kill one of the mega armoured Nobz with his power fist, he was in turn slain by the power claw of his opponent! Once again the Orks had won, but once again the Guardsmen held, mainly because they were within 12" of Commissar Chomaki, who had assumed command of the platoon Command Section.

IMPERIAL GUARD TURN 2

It being the start of the second turn, Jervis should have rolled for his reserve Ogryn unit, but as is often the case when only one or two units are in reserve, he forgot! Not a good mistake to make in such a grim situation.

Once again, the Imperial Guard's movement was limited to those units that were falling back. The only exception to this were the survivors of the platoon Command Section, who moved up ready to charge into the melee in the centre.

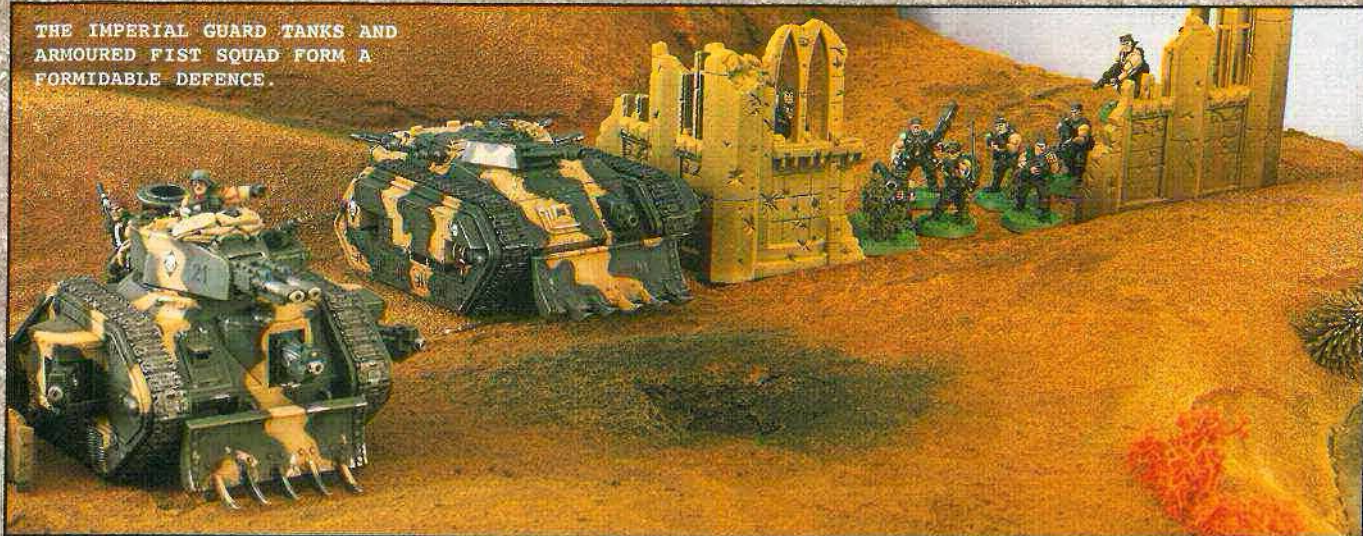
To make matters worse, the shooting phase started badly for the Imperial Guard – the Fire Support squad failing to hit at all, and the Mortars only causing a single casualty on the Ork Slugga Boyz. Then the plasma gunner in the Command Section rolled a 1 and failed his save, meaning that after firing with three units the Guardsmen had caused as many casualties to themselves as the Orks! Fortunately, the two Leman Russ tanks and the Armoured Fist squad did something to make up for this poor start, blowing up one Killer Kan, stunning the other, and killing three more of the Shoota Boyz. Even so, it was a poor turn's shooting.

Things didn't get any better in the assault phase. Although Commissar Chomaki charged in and managed to cause a wound on one of the mega armoured Nobz and the Guardsmen finally managed to wound another Nob, the Commissar was then killed along with three Guardsmen. The Imperial Guard had lost the combat and without any Officers left they had to take the Break test on their basic Leadership of 7 – but showing true grit they held!

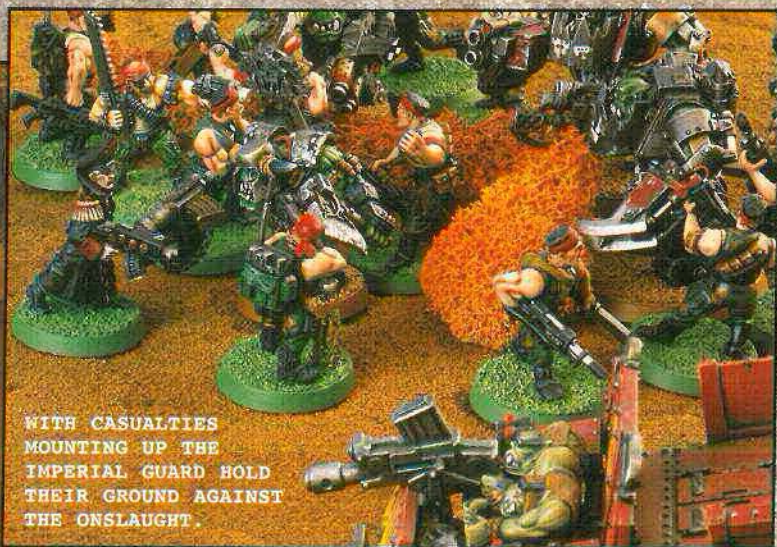
THE ORK HORDE CLOSES IN.



THE IMPERIAL GUARD TANKS AND ARMoured FIST SQUAD FORM A FORMIDABLE DEFENCE.



TURN 3



WITH CASUALTIES MOUNTING UP THE IMPERIAL GUARD HOLD THEIR GROUND AGAINST THE ONSLAUGHT.

ORK TURN 3

In the Ork movement phase the Ork infantry finally managed to clear the river, while the two Ork Dreadnoughts started advancing towards the Lemian Russ Exterminator that was doing so much damage to the Shoota Boyz mob.

In the shooting phase the Orks concentrated on shooting at the Imperial Guard Fire Support and Mortar squads (which could now be seen by one of the Dreadnoughts). The Fire Support squad lost three men to the Ork fire, but held their ground. Unfortunately the Mortars didn't show the same pluck, and after taking two casualties they promptly started to fall back. This was a blow, because it meant that the Mortars would not be able to fire next turn, though they still had a chance to rally.

In the assault phase the two Ork Dreadnoughts turned out to be just within charge range of the close combat and so charged in to support the Ork Nobz (not that they needed much help!). The presence of the Dreadnoughts turned the melee into a massacre. Five Guardsmen fell, and the survivors fled, only to be cut down by the Orks as they swept after them. The Ork sweeping advance took them into the survivors of the Fire Support squad.

"Gunner, multiple targets, 105 degrees, range 350..."

"Target acquired, sir!"

"Gunner, load and bless the shell."

"Shell loaded and blessed, sir!"

"Gunner, for the Emperor, FIRE!"



DREADNOUGHTS STALK TOWARD THE MELEE.

IMPERIAL GUARD TURN 3

This turn Jervis rolled for the Ogryns and, miracle of miracles, they actually turned up. The remaining Imperial Guard movement consisted, once again, of units that were falling back. Unfortunately, the Mortars, who had a chance to rally, failed to do so and kept on their retreat.

In the shooting phase, the Fire Support squad and Exterminator blazed away at the Nobz as they made their sweeping advance. Unfortunately the Nobz' mega armour saved all but one of the wounds that were caused, much to Jervis's frustration. The Leman Russ fired its battle cannon at the nearest Dreadnought but the shot scattered and missed. However the Armoured Fist squad and its Chimera made up for things by cutting down four more of the Shoota Boyz, who failed their Break test and started to fall back. As we were playing with the sustained attack rules, Stuart decided to remove the mob as it couldn't rally. However he decided not to replace it in case the game ended before he could get the replacement mob over the river, because if this happened Jervis would receive an extra 150 victory points.

The assault phase was a formality, the Nobz mob cutting down the last of the Fire Support squad and then sweeping forwards.



THE IMPERIAL GUARD FIGHT FOR THEIR LIVES...

Testament of Trooper Straughan, Court Of Inquiry, Battle Of Silo 51

"We held 'em as long as we could, but that damn armour of theirs meant we just couldn't scratch 'em. Commissar Krieglust got it first, then Captain Tyrone, and then old Commissar Chemaki went down leading a counter-attack to help us out. Even then we didn't give up, not until those damned Ork Dreadnoughts lumbered into the fight. They cut down five of us in as many seconds... the rest of us tried to get away, but we couldn't make it. I only survived because they left me for dead..."

Trooper Straughan to be relocated to Penal Colony alpha 669j46.



... BUT UNFORTUNATELY LOSE THEM.

ORK TURN 4

At the start of the fourth turn, the Orks had crushed the Imperial Guard infantry but now found themselves quite a distance away from the rest of the Imperial Guard army. In an attempt to close the distance the Nobz

quickly remounted their truck, which then roared off towards the escarpment at the back of the Guardsmen's lines. The Slugga Boyz took advantage of the Forced March rules from last month's Chapter Approved to move up 12" rather than 6", and the rest of the army moved towards the Exterminator and Armoured Fists.

All the Ork shooting was concentrated on the last of the Imperial Guard infantry who were falling back up the slope to the escarpment – they were wiped out. Apart from this, no other damage was caused.

In the assault phase, one of the Dreadnoughts was just close enough to assault the Exterminator. As the huge Lemman Russ tank was stationary the Dreadnought hit it automatically, inflicting four Strength 10 hits. But, fortunately for Jervis, Stuart only managed to cause a single glancing hit, which destroyed the Exterminator's twin-linked autocannon.

While the Imperial line is being rapidly decimated, the fleeing Guardsmen fall back towards the safety of the Lemman Russ battle tank...



...but there is no escape.



TURN 4



IMPERIAL GUARD TURN 4

Breathing a sigh of relief, Jervis pulled the Exterminator 6" back out of the fight with the Dreadnought. Meanwhile the Ogryns tried to scramble down the steep escarpment to attack the Nobz in their truck. Only one model moved far enough to get down the slope, and we decided that he had to take a Dangerous Terrain test (ie, on a roll of 1 you are killed) to see if he fell. Jervis rolled a 1 and the Ogryn died.

In the shooting phase the Ogryns that were still uphill blazed away at the truck with their rippa guns. They caused a single glancing hit which stunned the crew. The Lemman Russ targeted the Dreadnought that had attacked the Exterminator, and managed to blow it up (much to Jervis's relief), while the Armoured Fists and the Exterminator managed to gun down six of the Stikk Bommas.

As this was a 'variable length' game, at the end of the turn a dice was rolled to see if the game ended (1=game ends, 2-6 it carries on). The game carried on...

The Dreadnought assaults the Lemman Russ Exterminator, ripping off its autocannons.





THE IMPERIAL POSITION IS OVERRUN BY ORKS AND GRETCHIN.

The Ogryns shot at the truck with their rippa guns to no effect and then charged it, but only managed to rip off the truck's rokkit launcha. Yelling insults at the Ork Nobz, they dared them to dismount and have a fight against someone "dere own size!"

At the end of the turn another dice roll was made to see if the game ended. It came up as 1 to finish the game, but both Jervis and Stuart were having so much fun they agreed to play another turn, and the onslaught was set to go on.

"Dere they are ladz, at da bottom of dis cliff. It ain't high, let's jump down and get em. GERONIMOOOOO...URK!"

Last words of Ogryn Trooper Ded Dingbat

ORK TURN 5

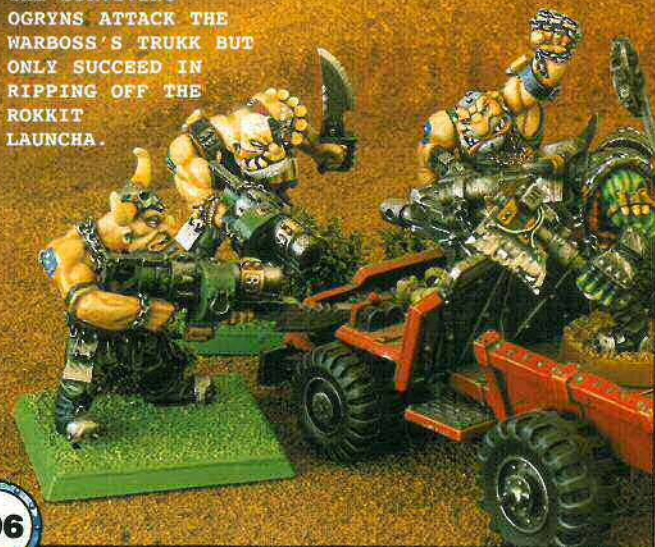
Once again the Orks could do little other than close in on the surviving Imperial Guard units. But as the drivers of the vehicle the Nobz were in had been stunned they could not move (or shoot) this turn, and with the destruction of the leading Ork Dreadnought nobody else was close enough to assault. The Ork shooting was similarly ineffective, and only managed to kill a single member of the Armoured Fist squad. The casualties inflicted by the Imperial Guard during the battle were finally starting to tell...

IMPERIAL GUARD TURN 5

Clearly not having learned their lesson, the Ogryns decided to scramble the steep escarpment to get their hands on the Nobz in their truck. This time they all made it down the slope, but one more Ogryn failed the Dangerous Terrain test and perished. The rest of the Imperial Guard army remained stationary and prepared to fire.

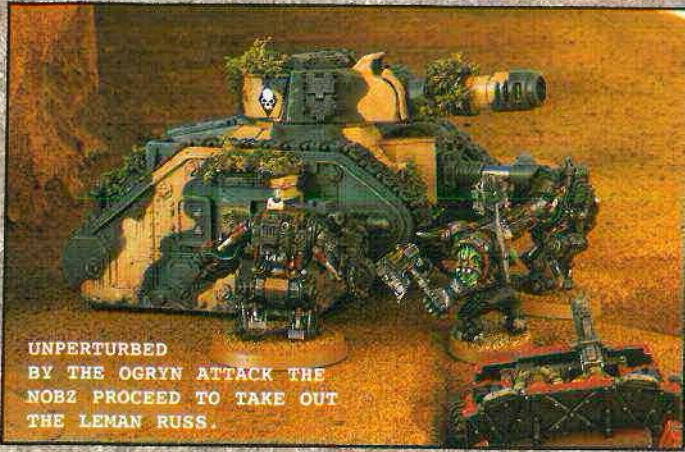
In the shooting phase the Lemman Russ managed to blow a big shoota off the surviving Ork Dreadnought, while the Exterminator and Armoured Fist squad killed off four more of the Stikk Bommas, who failed their Break test and fled. Once again Stuart decided to remove the unit but not replace it, as putting it back on the table would simply hand Jervis victory points.

THE SURVIVING OGRYNS ATTACK THE WARBOSS'S TRUKK BUT ONLY SUCCEED IN RIPPING OFF THE ROKKIT LAUNCHA.



TURN 5





UNPERTURBED BY THE OGRYN ATTACK THE NOBZ PROCEED TO TAKE OUT THE LEMAN RUSS.

ORK TURN 6

Ignoring the taunts from the Ogryns, the Ork Nobz drove up the slope towards the Leman Russ on the escarpment, and then dismounted in order to assault it. Meanwhile the rest of the army kept coming forward. Stuart knew, however, that it would be how well the Nobz did that would decide the game.

The Ork shooting was completely ineffectual, and caused no casualties at all. The Nobz assault on the stationary Leman Russ was altogether more spectacular, the mega armoured Nobz' power fists smashing through the armour and causing the tank to explode. The resulting 5" explosion caught all of the Nobz in its blast, but they all passed their armour saves and were unharmed.

IMPERIAL GUARD TURN 6

Jervis was just as aware as Stuart that he had to do something about the Nobz on the escarpment. To this end the Ogryns pounded up the slope towards them.

In the shooting phase the Ogryns and Exterminator blazed away at the Ork Nobz... but none of the shots got past the Nobz' 2+ armour saving throw, even though they were hit again and again! Elsewhere the Chimera blew up one of the Killer Kans and one of the Grots was killed by the Armoured Fist squad.

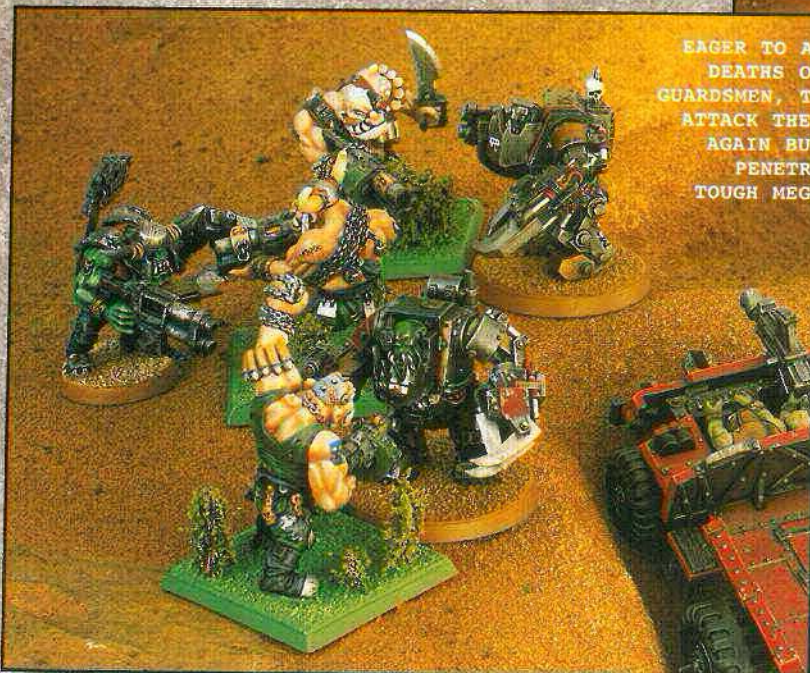
Shooting having failed to dislodge the Nobz, it was down to the Ogryns to do it with their fists. The Ogryns charged in, but once again the Nobz' mega armour saved all of the wounds that were caused. To add insult to injury, one of the Ogryns was killed by one of the mega armoured Nobz' power claws.



TURN 6

EAGER TO AVENGE THE DEATHS OF SO MANY GUARDSMEN, THE OGRYNS ATTACK THE ORK NOBZ AGAIN BUT FAIL TO PENETRATE THEIR TOUGH MEGA ARMOUR.

As Jervis and Stuart had agreed to play just one more turn, the game now ended. A tally of the victory points showed that the Nobz attack up the hill had won it for the Orks, 1380 points to 1022. It had been very close though - if the Leman Russ had survived, or the Nobz had failed some of their saving throws it could easily have gone the other way. This time, however, victory went to the Orks!



"... I regret to inform you that Silo 51 has fallen to a determined Ork assault. Losses to both sides have been severe, and I doubt that the Orks will be able to renew their offensive for several hours. I am pulling back with the survivors of the Silo 51 garrison to rally point 541-3b, where I will await further orders..."

Sergeant P. Cutler, acting commander,
Silo 51 Garrison

"YARRICK?!" bellowed the Ork Warlord, "Yarrick, curse 'is hide. Will dat meddling 'Umic give me no peace..."

Ghazghkull Mag Uruk Thraka lapsed into silence and slumped back into his throne, his eyes glinting redly from under a furrowed brow. Around him Greichin scurried to and fro to clear away the debris of objects that Ghazghkull had smashed as he raged about Commissar Yarrick.

For several moments the huge throne room was silent apart from the noise made by the scurrying Greichin. Then came a cough. Ghazghkull's eyes moved to the prostrate form of Big Boss Uzbex, who lay cowering on the floor in front of Ghazghkull's throne. It was he who had informed Ghazghkull of rumours that Yarrick was in the sub-sector that the Orks were in the process of attacking.

"Wot is it Uzbex, ya useless piece of Squig dung?" Ghazghkull snapped.

The Ork Big Boss cautiously stood up, dusting himself down as he did so. "Well, majesty, I just wanted to say dat dis Yarrick, well he's only some pansy 'Umic git, ain't 'e. Dem 'Umies ain't been able to stop us nowhere, dey've just slowed us down a bit. 'E ain't no match for you Boss. I bet you're just playing wiv 'im, before you get ready to smash 'im good and proper. Dat'll be da day, eh Boss. I wouldn't like to be Yarrick when youze git 'old of 'im. Hur, hur, hu..."

Uzbex's laughter slowly trailed off when he realised that Ghazghkull seemed not the least bit amused by his attempt at cheering him up. Instead the Ork Warlord had fixed Uzbex with his steely gaze, as might a Painboy staring at an especially foolish runt.

"Uzbex," growled Ghazghkull, "as it ever occurred to you dat it was dis pansy 'Uman wot duffed over some of our toughest boyz at da Battle of Hades Hive? Dat hive would 'av fallen into my hands in days if it weren't for 'im. 'E trained up da 'Umies wot defended dat place. 'E organised 'em. 'E led 'em into battle. 'E never gave up, not ever. Sometimes I think dat there's a bit of Ork in 'im..."

Ghazghkull's voice trailed off as he remembered the battle during the Armageddon campaign that had made both he and Yarrick famous (or in Ghazghkull's case, infamous) throughout the Imperium. Ghazghkull had learnt that Yarrick had been

banished to Hades Hive for daring to oppose the commands of his planetary overlord. The Commissar had then proceeded to organise a defence which had halted Ghazghkull's conquest of the planet in its tracks. The tenacious defence of the hive had drawn more and more of Ghazghkull's troops into the battle, and although the hive had eventually been overrun, the Ork army had been bled dry in the process. It had been the turning point in the campaign. And it had all been down to one man - Commissar Yarrick.

"Yeah, but Boss, 'e was just lucky, weren't 'e Boss. You'd duff 'im over easy next time, eh Boss..." Again Uzbex lapsed into silence as Ghazghkull's gimlet eyes snapped back to him.

"Uzbex, you are truly da stupidest Ork I know, and dat's saying somefing. Yarrick will never be easy to duff up. 'E ain't lucky - 'e makes 'is own luck, just like wot I doz. 'E beat me dat time at Hades Hive, and 'e beat me fair and 'onest. Or do ya think that all an 'Umic needs ta beat me is luck?"

"N... no, boss," Uzbex babbled, "D... dat's not wot I fink, 'onest it ain't."

"Good, cause I'd have to get rid of ya if ya thought that, now, wouldn't I?" Ghazghkull's eyes blazed red, and Uzbex was sure he could feel them burning into the back of his skull as he once more hurled himself to the floor and prostrated himself before the Ork Warlord.

Seeing he had made his point, Ghazghkull stood up and paced away from his throne, turning his back on Uzbex as he cowered on the floor.

"Never forget, Uzbex," he said over his shoulder. "Never forget dat a worthy foe 'as been blessed by Mork and Gork in order to help make us Orks da best warriors in da galaxy. If someone gives ya a tough fight, ya hate 'em, but ya honour dem to. Now, dat Yarrick, I hate 'im more dan any 'Umic alive... but I honour 'im da most too. An' wiv 'is help, youze boyz will be da toughest Orks in da galaxy. Now git outta me sight, Uzbex, and don't come back until you know exactly where dat Yarrick is at."

And with that he slumped back into his throne, and started to contemplate how he would try to defeat his greatest foe once he had found him...



JERVIS JOHNSON

HIGHS & LOWS

Often when you're playing Warhammer or Warhammer 40,000 you'll plumb the pits of doom and despair at one point, only to reach the heights of confidence at another. Generally the pits of despair bit occurs at the end of an enemy turn, just after they've finished shooting at your army in the shooting phase and ripping it apart in the close combat phase, but before you've had a chance to get your own back. I've slowly got used to these 'mood swings' during a game, but I have

to say that I've rarely known a battle where they were as strong as in this game, especially over the first few turns.

Probably the worst of the lows was at the end of Stuart's first turn. I must admit I was just about ready to throw in the towel at this point and give up. Although I was unlucky to have suffered as many

casualties as I did to the Orks' shooting and preliminary bombardment, I was horribly aware that I could have avoided the biggest catastrophe - the Nobz getting into close combat - if I'd been a bit more careful setting up. After all I didn't have to set up my units as close I did to the river, and if I'd just kept squad 2 a few inches further back things would have looked a lot more rosy.

Fortunately, we didn't stop the game there and start again, because although in the end I lost, this was a really exciting game to have taken part in. I was in particular really proud of the way that the Imperial Guard infantry did their best against the Ork Nobz (a strange thing to say about a bunch of model soldiers, I know, but that's the way I felt), and the counter attack on the second turn could, with a bit more luck, have really turned the tide. Unfortunately the Imperial Guard infantry suffered from some appalling dice rolling on my part and just weren't able to dent the mega armoured hides of the Ork Nobz. I didn't help matters by putting my Commissar with the power fist in contact with an Ork Nob who wasn't in power armour, which resulted in the Commissar getting killed without being able to fight back. Next time I'll pick my close combat opponents a bit more carefully!



Even so, by the end of my first turn I felt much happier, and it was Stuart who was starting to worry about what was going to happen to his Ork Nobz. As it was, of course, he didn't have all that much to worry about, but at the time things looked very different, oh yes! The point I'm making here is that in Warhammer 40,000 desperate times call for desperate measures. When you're really up against it, don't hold back or act defensively, as this will only play into your opponent's hands – you'll be reacting to his moves rather than forcing him to react to yours. Instead the thing to do is act aggressively and give your foe something to think about. It won't always work (it didn't in this game), but often it will turn the tide.

One important thing to note about using 'aggressive tactics' is that this doesn't mean you have to charge into close combat all the time. For some units 'aggressive tactics' are standing still and blazing away at the enemy, rather than moving to avoid a dangerous opponent. For example, later in the game, one of Stuart's Ork Dreadnoughts had got close enough to my Exterminator tank to charge in its next turn. I could have moved off to a safer distance, but this would have degraded the firepower of the Exterminator by over 75%, so I instead decided to hang tough and hold my ground. For the Imperial Guard acting aggressively to bring as heavy a weight of fire upon your opponent as possible is vital to winning.

The final thing to note about aggressive tactics is that there will be times when discretion will be the better part of valour and you should run off. After the Exterminator had actually been charged by the Dreadnought, I pulled out of the fight, as to stay in would have just given the Dreadnought three more 'free' S10 hits, and would have stopped me firing the battle cannon of the Leman Russ on the hill at the blighter to boot! So, you should weigh up the odds of your actions, but always err on the side of acting aggressively with your troops' shooting or assaults whenever possible.

But enough tactical tips (especially tips from a guy with as poor a win record as I have!). Following the defeat of my infantry at the end of about turn three I was once again plumbing the pits of despair, and was ready once again to throw in the towel. However a quick check of the victory point situation showed that the Orks were only 10-20 points ahead, as I'd been killing off top quality troops while they'd been concentrating on my cheap Guardsmen. Bearing this in mind things didn't look nearly so bad, as the Orks were going to have to make their way over an expanse of open ground into the teeth of the fire generated by my second line of armoured units.

This second phase of the game saw the Imperial Guard slowly reeling the Orks back in, and maybe even edging into the lead. What cost me the game was not concentrating enough fire on the Nobz as they zoomed up to the escarpment in their buggy. In particular, the Leman Russ on the hill should have been popping away at them every chance it got, rather than shooting up the slower-moving Killer Kans. Which brings me to another important point; one of the most important things to learn with Warhammer 40,000 is the art of picking the right target to shoot at. Each unit can only fire at one enemy unit, and because of the mix of weapons units tend to carry, learning to pick the right one is vital. The trick is to know the strengths and weaknesses of your weapons against different types of opponent, and to learn to be able to pick the targets that pose the greatest threat, rather

than always going for the easiest ones. As with aggressive tactics, this is a balancing act that calls for fine judgement, but if you get it right you'll win far more games than you lose. To be honest I think I did rather well through this game at picking out the right targets to shoot at – I just fell at the final hurdle!

With regard to Stuart's tactics, there is very little for me to find fault with. He moved aggressively, got stuck in straight away whenever he could, and kept me under a hail of fire with the rest of the army (I lost more of my infantry to shooting than close combat!). Of course the fact that he didn't fail a single one of his 2+ mega armour saves the entire game helped too but if you get the rest right, Gork and Mork will always bless you with a bit of luck, so I can't really complain about his well deserved win. Why not visit Warhammer World or our Nottingham Games Club, and if Stuart's on duty you can ask him how he did it!

So, Silo 51 has fallen to the Orks and Ghazghkull's latest Waaagh! continues unabated. Will Yarrick be able to slow him down or stop him? Or will the Orks overrun the Sector giving Ghazghkull the chance to have a second stab at Armageddon? We'll be playing more games to decide this ourselves, but if you want you can help us find out what happens. The next time you play Orks against Imperial forces, why not link it into the narrative we've described for this battle report and then write in to me and tell me about it. We'll incorporate any really cool stuff into the ongoing storyline, ready for the next time that we use the Orks in a battle report in White Dwarf.



THE DEFENCE OF MISSILE SILO 51

HURRAH FOR MEGA ARMOUR

Phew! A close call in places. I thought my plans had been foiled when the 'devastating left hook' was blown up with veritable ease. I kept going with the plan and hoped that the initial help from the Orky bombardment would hold the heavy weapons off for long enough to get into close combat. My gamble paid off and I was just in assault range with the Nobz, resulting in me tying up loads of his infantry (if they had done as much damage as the Armoured Fists squad the battle would have ended with a completely different result).

I lost the Warboss in a stupid one on two close combat with the Captain and Commissar, damn those 'umans! But he is such a close combat monster I just had to get him into the thick of it.

I was very surprised by the Imperial Guard morale – the Guardsmen fought on for much longer than I expected. This may have something to do with Jervis's lucky Morale tests. However, this was balanced by his appalling luck for the rest of the battle and my good luck with the Nobz' armour saves.

A lot of my army spent the game trying to move through the river and even stepping on the Grots didn't help much. By the time they had arrived at the battle front the Imperial Guard had fallen back to their second battle line. Where are the trukks when you need them? I used the forced march rule only when it was safe but I feel the extra move is worth the risk, and it is something I may use in future games.

I didn't bring on any reinforcements as the mobs didn't get wiped out till the end of the battle and the length of time it would have taken to get my fresh mobs across the river would have meant giving away victory points. It was more beneficial to do without!

I think in the end, deploying too close to me was Jervis's undoing. If I hadn't been able to assault on the first turn things could have been very different.



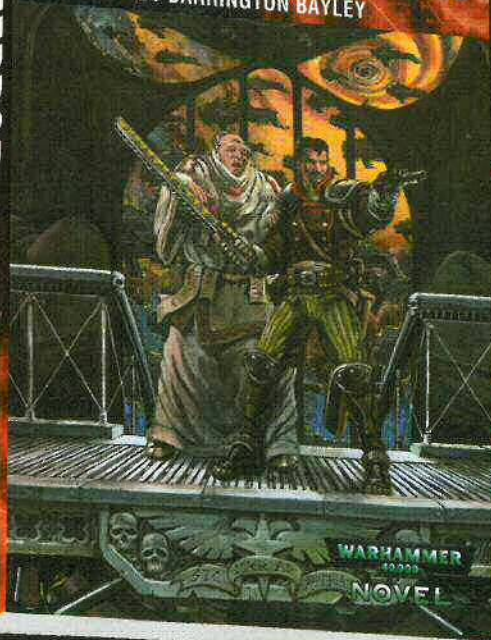
STUART WITTER

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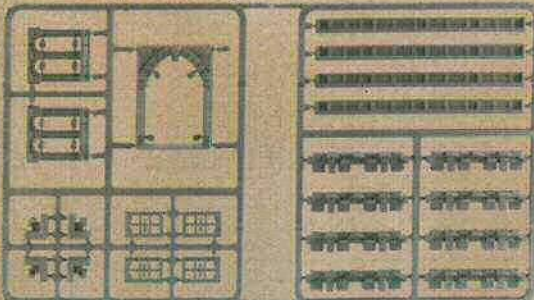
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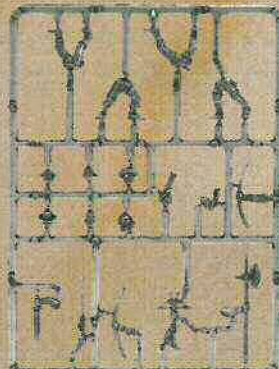
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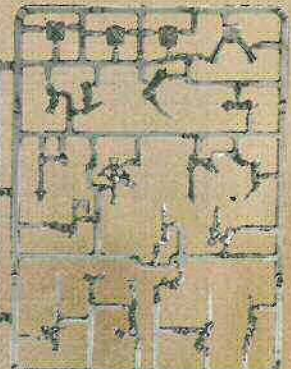
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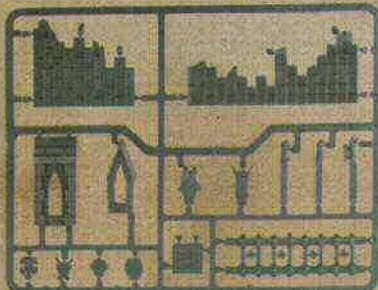
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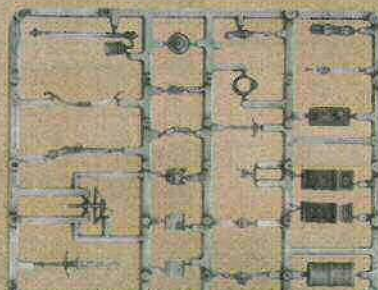
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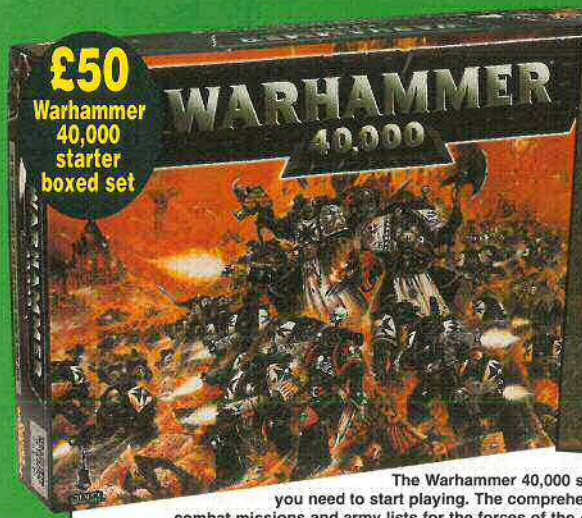
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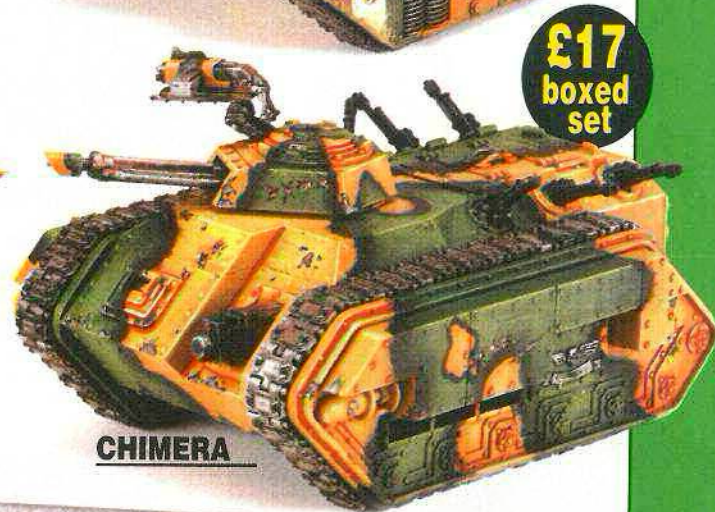
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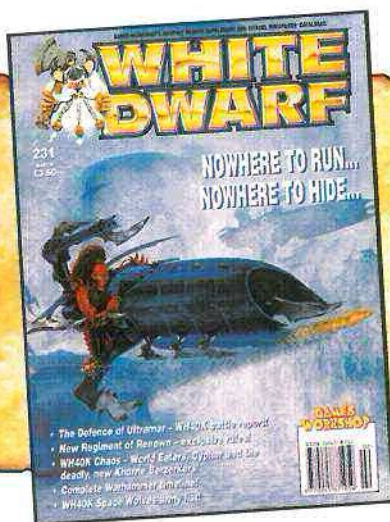
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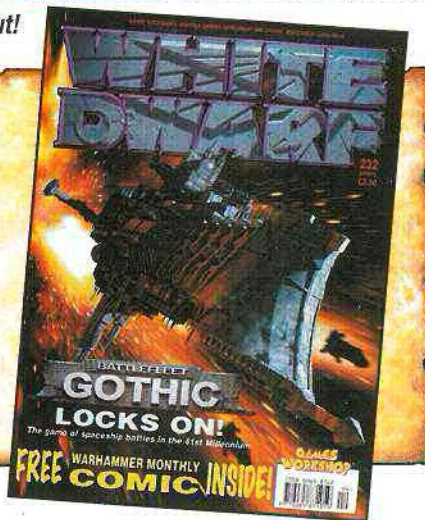
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MORDHEIM Captain Basmar's Raiders

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The life & times of Captain Basmar
(a brief extract - dedicated to my friend Hask)

The infamous Captain Basmar of Marienburg made his name earlier in his life for being the only pirate captain never to have a ship.

In his youth he decided he wanted to seek fame and fortune, and in his home town of Marienburg it was easy to see that piracy was the shortest if not the most glorious road to achieving his goals. As a young man he was very brave - or very stupid depending on your point of view. With this foolhardy attitude, he began recruiting his first pirate crew, adopting the title of Captain - and none of his men realised that he didn't actually have a ship.

Unfortunately Basmar's bravado finally proved too much when he managed to get into a ridiculous bet over a barmaid and a goat which ended in a bar room brawl. His entire crew was either killed, press-ganged by other ships or put in jail by the city watch. Being lucky enough to escape, he was undeterred by the loss of his first crew and set about recruiting more eager sailors to join the now infamous Captain Basmar.

Over the next two years he recruited and lost seven entire crews, totalling over two hundred men, in similar acts of foolhardiness, each more bizarre than the last. During this period his reputation grew until he came to the attention of Lady Magritta, ruler of the City State of Marienburg. After hearing about his fierce reputation as the most notorious pirate captain in the docks, Lady Magritta enlisted his aid. Basmar finally came to the conclusion, one that many others had suspected for quite some time, that he was never going to actually become a pirate. He decided to take a new direction in his search for fame and fortune, heading up a band of men travelling to the recently destroyed city of Mordheim, to recover all the wealth that was reputedly just lying in the streets.

One final thought warmed his heart as he left Marienburg as the Lady Magritta's envoy - that he had just begun a new and safer career in her service. How could the city of Mordheim possibly be any more dangerous than the port of Marienburg..?



"That's Mr. Ogre to you!"



Captain Basmar & his loyal First Mate, Albrecht.



Second Mate Gruner with the Youngbloods Klaus & Heinrich.