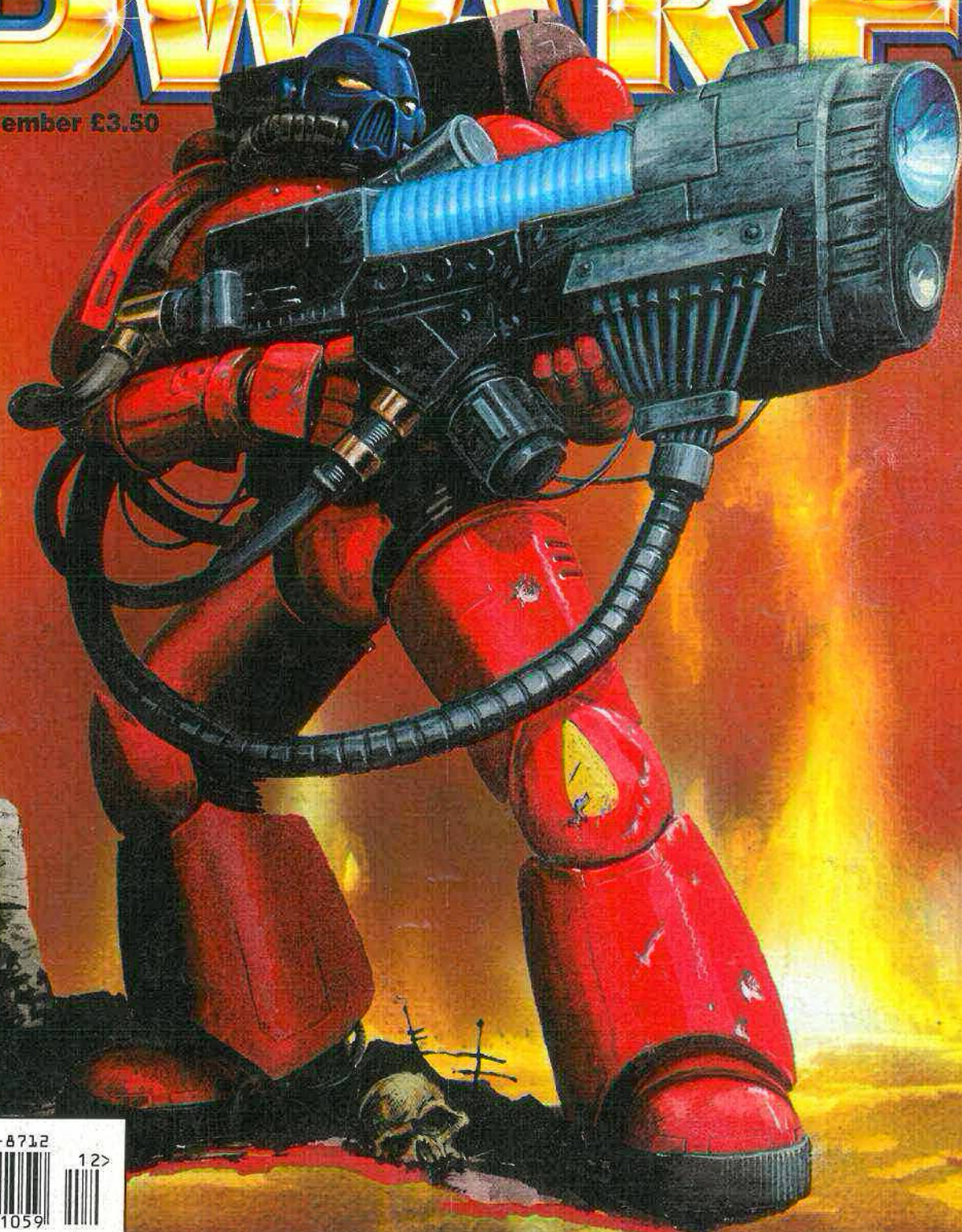


WHITTE DWARF

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GAMES WORKSHOP

WHITE DWARF



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By John Blanche.

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100 WAAAGH! FLEET GORBAG



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Burn the Witch!

The Witch Hunters are here to purge our streets with fire and sword. Read all about it in this month's Town Crier!



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Dave Cain takes a look at the ethereal nightmares of Sylvania.

MORDHEIM™

City of the Damned

Hear ye! Hear ye!

Town Crier

published within

Sigmar be praised, the Witch Hunters are here to cleanse our city! The mad berserkers of Middenheim stake their claim and we look at the strange happenings that have plagued our streets.



BATTLEFLEET

GOthic

IMPERIAL LANDING PARTIES

96

Fleet Admiral Vox-Canard justifies the use of Imperial Navy landing parties.

WAAAGH! FLEET GORBAG

100

Kap'n Andy Chambers' own rust bucket Ork fleet.



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NEWS

The Fat Bloke Editorial



Paul Sawyer,
Editor and
Fat Bloke

Saturday 31st July to Sunday 1st August 1999 saw over 280 enthusiastic Warhammer players descend on GW HQ here at Lenton for the Grand Warhammer Pageant. The Pageant included the Grand Tournament itself, in order to find the ultimate player, the Grand Champion. There were

also two other competitions you could enter: the Open Tournament and the Unlimited Tournament, each with their own winners, while the Best Army and Most Characterful Army were chosen from all the entrants.

It was good to see some familiar old faces (apart from Dave Cain's ugly mug...), some having travelled from all over the world to take part, and even better to see a sizeable influx of new players eager to cross swords



with the old hands. Better still was the remarkable standard of the armies assembled to do battle that weekend. The standard of army painting and selection is higher than it's ever been. It is also interesting to see, if you check out the results over the page, that the winners were using the complete spread of armies, from Tomb Lords to Orcs & Goblins to Dogs of War. It just goes to show that no single army is better than the rest.

Every year I'm amazed at just how much improvement is shown by those who turn up to the tournaments. To be honest, it warms the cockles of my heart (whatever that means...) to see the commitment given by all who entered, as well as the enjoyment of everyone involved in the weekend (and I include the staff who oversaw the event).

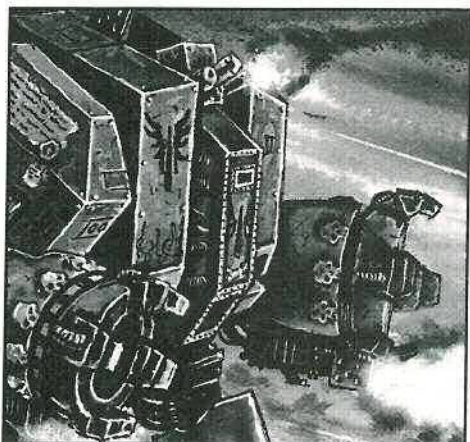
To do this excellent event justice and to show those of you who didn't make it to the Pageant what you missed we'll be bringing you the best of the Pageant in a future White Dwarf. Now all we've got to do is get all those splendid armies photographed!

Until next issue...

FAT BLOKE

FURIOSO DREADNOUGHT

The ultimate close combat war machine for the ultimate close combat Space Marine Chapter – the 'Furioso' Dreadnought is ready to stomp, crush and tear in the name of the Emperor.



The Blood Angels Space Marines are fiercely bloodthirsty and eager for combat. Even near death, fallen Space Marines may be interred in the adamantium sarcophagus of a Dreadnought so their continuing lust for battle may be fulfilled face-to-face with the enemy. The 'Furioso' Dreadnought design replaces the normal heavy weapon arm with a second close combat weapon, allowing the machine to tear apart enemy vehicles with ease. There is little that can stand in its way and survive.



NEWS

STREETS OF BLOOD MORE DEVASTATED CITY RUINS TO EXPLORE

Out this month is **Blood on the Streets**, a boxed set packed with cool plastic and card ruined buildings to add to those you get in the **Mordheim** boxed game.

Exploring the newly discovered ruins are two new warbands – the fearsome warriors of Middenheim

and the zealous destroyers of all things unnatural, the Witch Hunters. All this and more in **Town Cryer**.



One of the mighty Middenheimer Captains who have come to Mordheim to collect wyrdstone and prove their strength at arms.

The Witch Hunters have a divine mission to rid the City of the Damned of every last being that has turned from Sigmar's light.



COLONEL SCHAEFFER'S LAST CHANCERS

They are the scum of the Imperial Guard, the lowest of the low, thieves and murderers given one final opportunity to die fighting in the Emperor's name. Whatever the odds, no mission is too dangerous for Colonel Schaeffer's Last Chancers.

This squad of hardbitten Penal Troopers appears in the Imperial Guard Codex as a special Elites choice. However, we decided that such characterful models deserved more detail, so this month's Chapter Approved contains full rules for using the Last Chancers as a lone suicide squad, with special rules for each individual. In effect the squad becomes a twelve-man army!

Readers of *Inferno!* may already be familiar with the Last Chancers from the brilliant stories by Gav Thorpe (check out issues 5 and 12).



Colonel Schaeffer



Brains

BATTLE REPORT

This month's exciting battle report, entitled 'The Deadly Mission', features Colonel Schaeffer's Last Chancers in a seemingly impossible mission to assault and blow up a landing pad defended by an entire Chaos Space Marine army.

Gordon Davidson, heroically leading the Last Chancers, and Graham Davey, the dastardly Chaos commander, spent the best part of a day playtesting the rules, fighting out the game and generally having a lot of fun (*can you believe we actually pay them for this? – Fat Bloke*). Will Colonel Schaeffer's squad win out against the forces of Chaos? Will any of them even survive? Find out what happens later in the issue.

NEWS

TANKS!

Fans of heavy armour, rumbling tracks and huge guns are in luck this month as Nick Davis brings us an article devoted to Imperial Guard tanks, along with the new Tank Crew models.

Tanks form the solid backbone of most Imperial Guard armies – they are solid bastions of firepower anchoring the battleline of fighting men. And, of course, they look fantastic on the tabletop!

Nick has put together some of his ideas on tactics for using tanks, a few handy painting tips and cool camouflage suggestions plus loads of great photographs.



As well as the nifty Tank Crew models (Nick explains exactly what they are used for in his article), also out this month for the Imperial Guard is the most successful and revered Imperial Guard general ever – Solar Macharius. Details of his exploits later in the issue.



Two of the new Tank Crew, sculpted by Michael Perry.

SPRAY PAINT

Look out for our spray paint range in new 250ml cans. Available this month, Goblin Green and the new colour Camo Green.

Spray Paint is the fast, easy way to undercoat your models – and if a model is going to be predominantly one colour, like a tank for example, you can simply leave the spray colour showing and just paint in the details.



DEATH ON BUNKER HILL

Looking for a really HUGE game to take part in? Well the Death on Bunker Hill Roadshow is touring our South East stores – don't miss it!

Death on Bunker Hill is an enormous battle in which endless hordes of Tyranids assault a hill covered in well dug-in Imperial Guardsmen. To join in this titanic struggle between man and alien you simply need to get yourself to one of the stores below on the date shown (call the stores in question to find out what time the battle starts).

Saturday 20th November	Cambridge
Saturday 27th November	Croydon
Saturday 4th December	St. Albans
Saturday 11th December	Romford

Of course, if none of these is your local store then don't despair because every single Games Workshop store runs big battles every week that you can join in. Just call them for details – they'll also be able to tell you if there's a roadshow or any other special events coming soon.

"Guardsmen! ADVANCE!"



NEWS

NEW RELEASES THIS MONTH

MORDHEIM™

Blood on the Streets (building pack) £12.00

Mercenaries

Middenheimer Captain (1 model per blister) £4.00

Middenheimer Champion (1 model per blister) £3.00

Middenheimer Youngbloods (2 models per blister) £4.00

Witch Hunters

Witch Hunters (metal boxed set) £15.00

Witch Hunter (1 model per blister) £3.00

Sisters of Sigmar

Sisters of Sigmar Matriarch (1 model per blister) £4.00

Sigmarite Sister Superior (1 model per blister) £3.00

Sisters of Sigmar Novice (2 models per blister) £4.00

Dramatis Personae & Hired Swords

Bertha Bestraufung (1 model per blister) £5.00

Warlock (1 model per blister) £4.00



IMPERIAL GUARD

Imperial Guard Tank Crew (3 models per blister) £5.00

Lord Solar Macharius (1 model per blister) £6.00

SPACE MARINES

Blood Angels Dreadnought 'Furioso' (metal boxed set) £25.00



VAMPIRE COUNTS

Lahmia Vampire (1 model per blister) £4.00

Blood Dragon Vampire (1 model per blister) £4.00

Mounted Blood Dragon Vampire (1 models per blister) £6.00

Wight Champion (1 model per blister) £3.00



Warhammer Monthly 25 £2.00

Space Wolf (novel by William King) £5.99

Citadel Journal 35 £4.00

Gang War 4 £2.75

Firepower 3 £4.00

OTHER STUFF

Figure Case £25.00

GRAND WARHAMMER PAGEANT

As Paul described in his Editorial, the Grand Warhammer Pageant was held recently at Warhammer World. Here are the results of the different categories:

First the Grand Tournament itself:

Grand Champion – Bill Edwards (Tomb Kings)

2nd place – Alberto Ruffini (Bretonnia)

3rd place – Ville Santala (Wood Elves)

Next the Warhammer Unlimited Tournament. This was a light-hearted, fun event, using 2,500 point armies with no restrictions apart from those in the Army books.

1st place – Ben Josling (Lizardmen)

2nd place – Jason Brudenell (High Elves)

3rd place – Keith Fraser (Wood Elves)

The Warhammer Open Tournament was another fun event in which the entrants were set a series of very different challenges, everything from a Siege game to playing a battle with one of the other players as an ally! The overall winner and the winner of each round all received awards:

Overall Winner – Steve Thornton (Skaven)

1st round, Tournament –

Bryan Lynch (Dogs of War)

2nd round, The Siege –

Martin Turner (Dogs of War)

3rd round, Grand Alliance – Kev Holmes

(High Elves) & Ben Stradwick (Dark Elves)

4th round, Special Character Challenge –

Martin O'Brien (Lord Kroak)

5th round, No Holds Barred –

Robin Whelan (Orcs & Goblins)

6th round, Final Challenge –

Becky Holmes (Bretonnia)

And finally... the Best Army and Most Characterful Army, which were judged from all the entrants there on the day:

Best Army – Jonathon Carter (Chaos Warriors)

Most Characterful Army –

Jeremy Marshall (Orcs & Goblins)

Keep your eye on the Warhammer World pages of White Dwarf for details of forthcoming tournaments and other exciting events.

NEWS

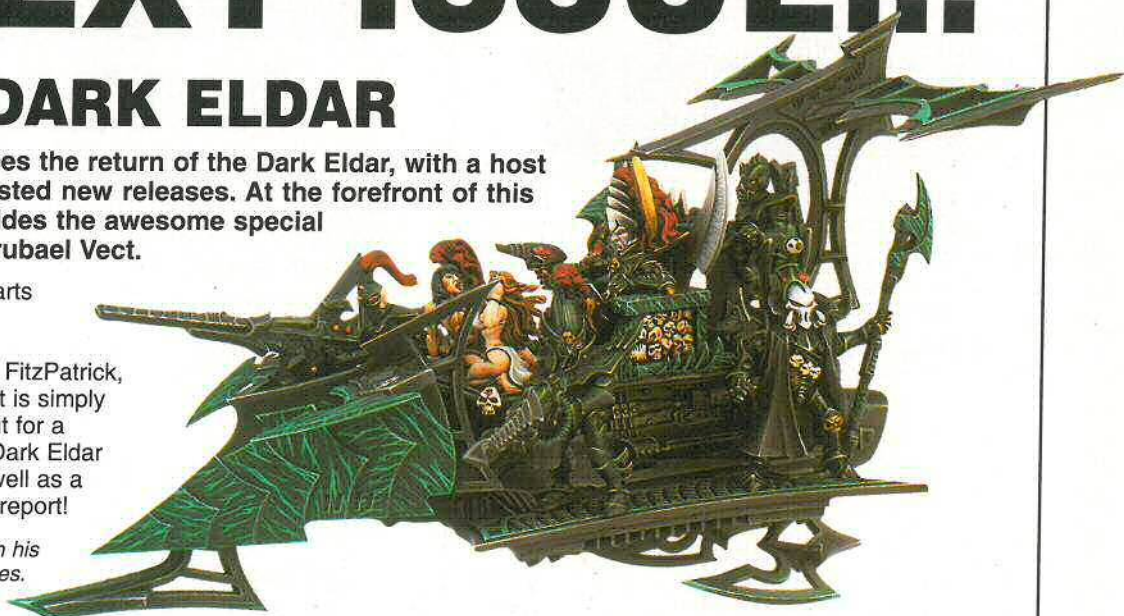
NEXT ISSUE...

DARK ELДАР

Next month sees the return of the Dark Eldar, with a host of evil and twisted new releases. At the forefront of this tide of terror rides the awesome special character Asdrubael Vect.

The new metal parts for this stunning model have been sculpted by Chris FitzPatrick, and the end result is simply amazing. Look out for a number of other Dark Eldar releases too, as well as a blood-filled battle report!

Asdrubael Vect, with his bodyguard and slaves.



Mumblings from the

Black Library

THE END OF KAL?

Make sure you don't miss this month's all-action Warhammer Monthly. Issue 25 sees the last episode of the Kal Jerico mini-series, The Motherlode. Will Kal and Scabbs manage to get the archeotech and make it out of the crumbling Underhive alive? Find out in this month's awesome issue.



SPACE WOLF

Great news for all William King and Space Wolves fans, this month sees the release of William's first Warhammer 40,000 novel, entitled Space Wolf. Packed full of gritty action and awesome battles it gives you a real idea of what it is like to be a Space Marine in one of the most savage Chapters in the galaxy.

FANATIC FRENZY

This month we've had a total Fanatic Press frenzy with the release of Citadel Journal 35, Gang War 4 and Firepower 3. Check out the special feature later on in White Dwarf to find out about these and all the other great stuff we have coming from Fanatic Press.



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

COLONEL SCHAEFFER'S LAST CHANCERS

This month sees the release of what can only be called the most characterful unit in the Imperial Guard Codex. Colonel Schaeffer's Last Chancers are a special unit made up of eleven Penal Legion convicts and Colonel Schaeffer himself. Each convict is enlisted into the Last Chancers on the basis of their own individual talents.

The Last Chancers can be used as an Elites choice in a regular Imperial Guard army or, as Jervis Johnson explains in this month's Chapter Approved, you can field them as an army on their own! This way each character has their own special rules and weapons and can all act as independent characters BUT you can only use the Last Chancers while your opponent gets to use his full army. Missions like these are obviously a tense struggle but then that's why they're called the Last Chancers! Check out this month's battle report which pits Colonel Schaeffer and his men against a 1,000 point force of Chaos Space Marines. Surely twelve men and women cannot win through against such impossible odds. Check out the battle report to find out!

COLONEL SCHAEFFER



Colonel Schaeffer leads the Last Chancers into battle, personally ensuring that each mission is successful.

CRIME: Refused a direct order to lead his men on a pointless and suicidal attack.



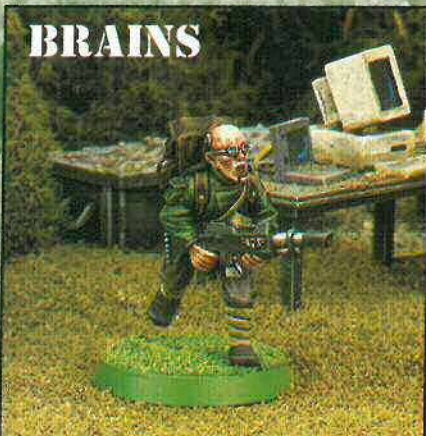
HERO

OX



CRIME: Killing three off-duty officers with his bare hands in a drunken brawl.

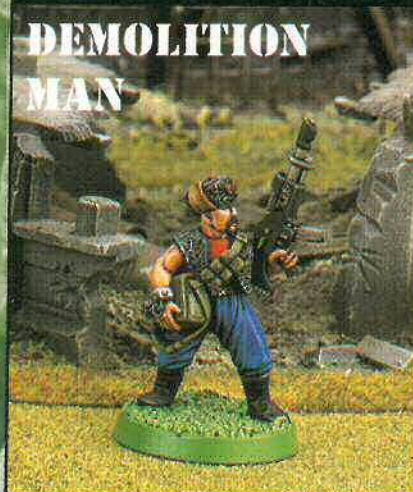
BRAINS



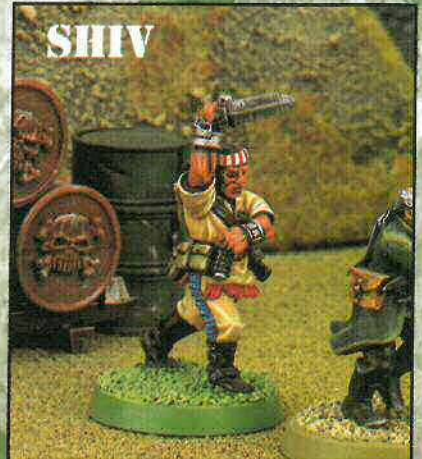
CRIME: Hacking into the Regimental accounts system and changing his pay-code.

CRIME: Caught while breaking into a Colonel's personal drinks cabinet.

DEMOLITION MAN



SHIV



CRIME: Serial murder of over twenty civilians on Lector Prime over a five year period.

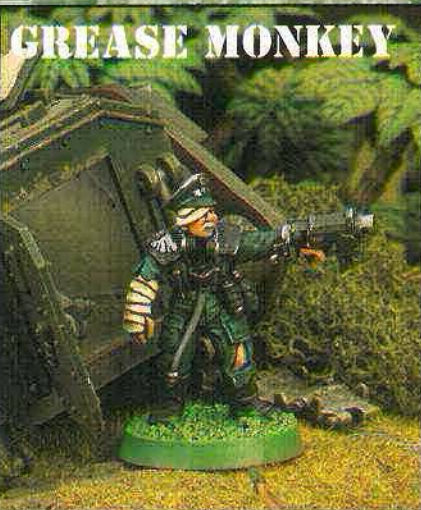


Colonel Schaeffer and the Last Chancers find themselves up against impossible odds yet again.

CRIME: Went AWOL, reason unconfirmed, but suspected to be related to the assassination of Chief Arbitrator Abraxtes.

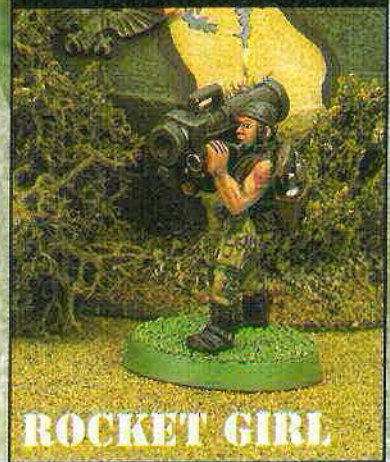


SCOPE



GREASE MONKEY
CRIME: Stealing the Eldar grav-vehicle belonging to the Ambassador of Iyanden Craftworld.

CRIME: Murdering a fellow master-sergeant for unknown reasons.

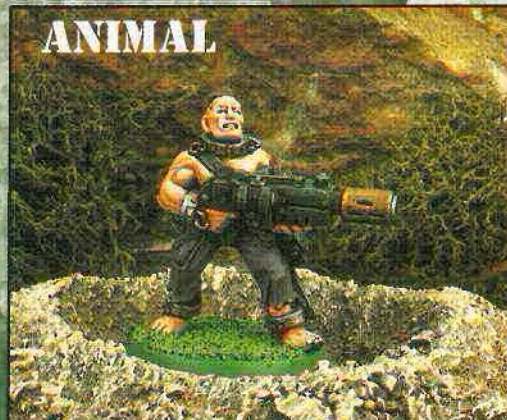


ROCKET GIRL

CRIME: Black Marketeering.

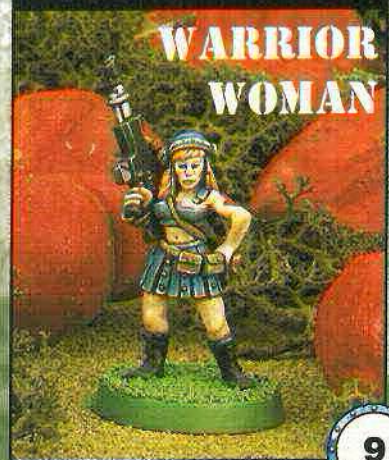


FINGERS



ANIMAL
CRIME: See sub-file 84 beta, sections 103-196.

CRIME: Membership of a banned organisation (ref; Artemis sub-cult).



WARRIOR WOMAN

WARHAMMER® 40,000

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

Attributed to Warmaster Solan



**IMPERIAL GUARD TANKS
AVAILABLE NOW!**

CHAPTER APPROVED

By Jervis Johnson

Greetings loyal citizens and welcome to this month's Chapter Approved. Venerable scrivener Johnson has been hard at work archiving the records of the Imperium's penal colonies. From these he has uncovered documents concerning Colonel Schaeffer, a resplendent example to us all, who has led hundreds of undeserving criminals and convicts into the Emperor's light. By putting these miscreants' talents to good use he has overcome impossible odds time and again while simultaneously giving each of these lost souls the opportunity to attain forgiveness in the Emperor's eyes.

UNLUCKY FOR SOME

The Last Chancers are the Warhammer 40,000 equivalent of the Dirty Dozen from the famous World War II book and film of the same name. They first appeared in the second edition Imperial Guard Codex as a special type of Imperial Guard unit, and I was keen to keep them in the Codex for the current edition of the game. The main problem that I had with the second edition version of the Last Chancers was that they were basically all the same. Now, if you've seen the Dirty Dozen movie (or any of its numerous sequels and imitations), you'll know that every member of the unit was different, and each had their own special skills and abilities. Indeed it was these special skills that got them into the unit in the first place! Anyway, I wanted to reflect this in my version of the Last Chancers rules, and so what I did was to come up with a different name, special rule and set of wargear for each member of the unit. I kept the names fairly generic, more like nick-names than anything else, on the basis that although according to the background it was rare for a Last Chancer to survive even one mission, I was pretty sure they'd be replaced by someone with more or less the same skills.

Well that was the idea. Unfortunately the rules I came up with, while being characterful and interesting, were a

nightmare to actually use in a game as they forced you to keep track of a dozen special characters each with their own special rules, while using a full Imperial Guard army at the same time. This was just too much information to keep track of (well, for me at least!), so I decided with some regret to cut the rules back. My solution was to keep the names and equipment, but take out the vast bulk of the special rules I'd come up with. The result can be found in Codex Imperial Guard, and allows you to incorporate the Last Chancers very easily into your Imperial Guard army.

However, I felt it was a shame that the more detailed version of the Last Chancers would never see the light of day... or at least I did until Andy Chambers suggested that perhaps the Last Chancers could be an army on their own. Andy's idea was simple; let players use all of the special rules I'd come up with, but only if they agreed to use an army that consisted of only the Last Chancers and nothing else. Under such circumstances it would be easy to deal with all of the Last Chancers special rules, and what's more it was very true to the original inspiration for the unit, as the whole point of the Dirty Dozen movie was that the unit had to carry out its mission on its own.

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.

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

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



Scope, Rocket Girl and Fingers face the threat of a deadly Lictor.

The interior of the prison shuttle was gloomy, the only light coming through a weak shaft from a window-slit above the pressure door. The heavy breathing of men in deep sleep was the only sound to be heard, with the odd shuffle or muttered curse as one or other of the somnolent prisoners re-lived some familiar nightmare.

A rattle of chains and the clump of heavy boots on the metal boarding ramp sounded from outside, but in their exhaustion not one of the men inside stirred. The pressure door hissed open, artificial light blazing in to chase the shadows into the corners of the shuttle's high ceiling. Blinking, stretching and groaning, the prisoners responded to this unwelcome waking. A large silhouette shuffled lopsidedly up the ramp to stand in the entrance, its sizeable frame blocking out most of the light. Heavy chains hung from the man's wrists and ankles, connected to a spiked metal collar around his neck. His mad eyes glared into the cell, not really seeing anything at all.

Two of the prison guards appeared behind the prisoner and shoved him forward. The man stumbled a few steps and then tripped on the doorway rim, falling head first down onto the mesh decking. He was immediately back on his feet, growling and snarling around the leather gag between his teeth. He took a step forward and the guards reacted immediately, their suppression-mauls lashing out, sending shockwaves of power across the brute's body. After several seconds the man slumped to his knees and the storm of blows stopped.

'Emperor's teeth, this guy's an animal!' someone hissed.

'No talking,' barked Colonel Schaeffer as he strode up the ramp and stood at the edge of the doorway, hands behind his back clasping a swagger stick. He turned for a moment and said something to a man beside him with a heavily scarred face and neck. The man nodded and then disappeared down the ramp. Schaeffer turned his attention back to the prisoners.

'Take off the shackles,' he ordered the guards, his gaze fixing on the man on the ground.

'I take them off?' one of the guards replied, giving a horrified glance towards the Colonel.

The Colonel didn't move, although there was a slight twitch in his clenched jaw.

'I do not repeat orders,' the Colonel replied tersely, his stare still levelled at the half-conscious figure on the deck. The guard who had spoken hurried forward whilst the other stood ready with his power maul. Pulling a las-chisel from his belt, the guard burnt out the rivets on the shackles and they dropped to the floor with a heavy

clang. He stepped back hastily as the figure pushed himself to his feet. His hair was matted with sweat, every muscle in his body twitching with unnatural tension, and as he turned around his eyes fell upon the Colonel. With a roar, he launched himself at Schaeffer, his huge hands outstretched to grab the Colonel's throat. The guards froze in horror, but as the prisoner lunged towards Schaeffer, the Colonel stepped back and brought his hand up sharply. The heel of his hand smashed into the bridge of his attacker's nose, splashing blood across the Colonel's heavy dress coat. The man crashed to the deck, his forehead bouncing off the tip of Schaeffer's highly polished left boot. Rolling over and sitting up, the prisoner shook his head, and then pushed himself away from Schaeffer with dazed, worried glances.

'Welcome to the rest of your short life!' called out Mikhaels, the woman the others called 'Rocket Girl'. Grim laughter followed her comment, which stopped abruptly as the Colonel snapped the swagger stick in half with a loud crack.

'You are all on half water rations today, for that,' he told them, stepping forward into the cell itself and flinging the splintered pieces of the swagger stick outside. 'The salvation of your souls is no laughing matter.'

The newcomer was coming to his senses once more. Wiping blood from his nose with the back of his hand, he looked around the shuttle cell, as if realising where he was for the first time. His eyes had lost some of their glazed look.

'Where the frag am I?' he asked slowly, turning to the man in a scuffed officer's greatcoat crouching next to him. Everyone looked at Schaeffer, trying to gauge his mood – sometimes he was merely surly, and sometimes he was downright mean.

'Go ahead, Green, tell him,' the Colonel replied to their questioning looks, his face totally unreadable.

'You've just been volunteered for the Last Chancers,' the man the others had immediately dubbed 'Hero' explained dryly. 'For your crimes against the Emperor and humanity, you will spend your life in this, the XIII Penal Legion, until such time as you receive the Emperor's Absolution from the Colonel or from the Emperor himself. And of course, the only way you can receive the Emperor's personal absolution is when you're dead.'

'That's what you are told when you volunteer,' growled Schaeffer. He stalked over and bent down towards the newest volunteer, who visibly flinched at the Colonel's icy stare. 'You're all here because you are traitors to Mankind and the Immortal Emperor. You are here because you have failed in your sworn duty to protect his domains and subjects, and you have perverted his trust in you for your

own misguided ends. You have sacrificed your part in securing the future of the whole of humanity for your own selfish gain. To kill you would be to accept that you can longer save your immortal souls. If you were to be ushered into the Emperor's presence now, the scales would tip badly against you when the deeds of your life are weighed up by his Almighty Presence. This is why I give you a last chance to prove yourselves worthy of the Emperor's forgiveness. This is why you are here – to save yourselves from eternal damnation.'

He turned away for a moment, taking two steps towards the door before whirling on his heel. His eyes flashed dangerously, his mouth set in a grimace of disgust.

'You will atone for your sins, and when you die you will thank me for allowing you to!' he snarled, his eyes sweeping across all of the gathered prisoners.

'You!' the Colonel hissed, pointing towards the kleptomaniac 'Fingers' Vagin. 'Why are you here?'

'Cause I canna help stealin' stuff!' Fingers replied tentatively.

'No,' whispered Schaeffer, shaking his head slowly, his hands tightening into fists behind his back. 'You are all here because you are scum. But you are the Emperor's scum. You have skills that are useful to our Immortal Lord and whether you wish it or not, they will be made use of.'

With a last contemptuous look, the Colonel turned and marched down the ramp, followed by the two prison guards. The man with the scarred face reappeared at the doorway, giving them a once over with his single eye – the other was covered with a metal eyepatch riveted into his face. Lieutenant chevrons were stitched onto the front of his flak jacket, and his aged face looked as if it had borne all the cares of the galaxy for a hundred years.

'What happens to us now?' Vagin asked the stranger.

'Now?' the man replied with a grim smile on his face. 'Now you're shipped out to some hellhole you've never heard of. There you'll fight for the Colonel. Most likely you'll die. But if you're lucky, or as good as some of you think you are, then you might just crawl out of there alive. And then you'll go to another warzone and another battle, and you'll stare death in the face again. And again and again until one day you're just a little bit too slow, or just plain unlucky, and you catch a bullet or a knife, or a plasma grenade blows you to bits.'

In the stunned silence that followed, the Lieutenant started laughing, the harsh, uncaring sound becoming muffled as he hit the controls and the door slammed down, plunging them into darkness once more.

BY GAV THORPE

All that was required was a little bit of tinkering with my original rules, and I had the new, extra special version of Colonel Schaeffer and the Last Chancers for my playtesters to try out. Their opinions were universally positive, one veteran player noting that his gaming group wouldn't normally dream of using special characters in their games, but were all very keen to have a go with the Last Chancers. This being the case it didn't take much begging and pleading to convince the editor of this esteemed magazine to print an expanded version of the Colonel Schaeffer and the Last Chancers rules which will allow you to field them either as a unit as presented in Codex Imperial Guard, or as an army in their own right. What's more, Gordon Davidson liked the rules so much that he's convinced

Fat Bloke to let him fight a battle report using the new rules, which you'll find elsewhere in this very issue of White Dwarf.

So, without any more waffle from me, here are the expanded rules. As always, make sure to write in to me if you have any comments or suggestions about them. More importantly, have fun with them!

Sevris Johnson

The Last Chancers are a special unit made up of Penal Legion convicts. They are hand-picked by Colonel Schaeffer, and are used to carry out especially dangerous (some would say suicidally dangerous!) missions. They must be used exactly as described below and may not be given extra equipment or wargear. In addition they may only be used in a battle where both players have agreed beforehand to allow the use of special characters.

COLONEL SCHAEFFER'S LAST CHANCERS

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Colonel Schaeffer	291	4	4	3	4	3	4	3	9	4+
Last Chancer	-	3	4	3	3	1	3	1	8	5+

Squad: The squad consists of Colonel Schaeffer and eleven Last Chancers. Their equipment is described over the page.

Weapons: All models are assumed to have a laspistol, frag and krak grenades as well as the equipment listed over the page.

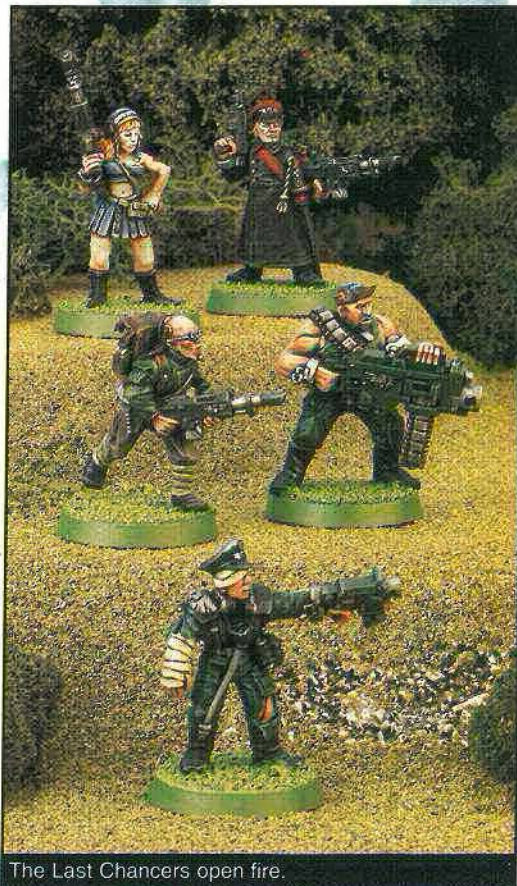
Options: The squad may be mounted in a Chimera. See the Chimera army list entry in the Imperial Guard Codex for points cost and details.

UNIT SPECIAL RULES

The Last Chancers can be used in one of two ways:

Hardened Veterans: You can use Colonel Schaeffer and the Last Chancers as the Hardened Veteran squad you are allowed to use in the army. If you decide to do this they count as one of your Elites choices. All of their equipment is described over the page. In addition the squad has two Battle Honours, which will always be Hardened Fighters and Steadfast (for details see page 163 in the Warhammer 40,000 rulebook). However, when used as a Hardened Veteran unit, with the exception of the rules for Colonel Schaeffer and Ox, the Individual Special Rules described over the page are not used. Such is Schaeffer's reputation for dealing with malingerers that, as long as the Colonel is alive, the entire squad will automatically pass any Morale or Pinning tests.

Suicide Force: Alternatively you can use Colonel Schaeffer and the Last Chancers to fight a battle on their own. If you do this then the Individual Special Rules are used. If you decide to use this option then they will always be the attackers (even against Dark Eldar!), and the Last Chancers player is allowed to pick the mission that will be played. You always use all of the Last Chancers in such a mission, and must ignore any scenario instructions that require the attacker to leave models in reserve, or that require models to be left out of the game. When used as a Suicide Force any of the Last Chancers may infiltrate as long as the scenario allows the Infiltration rules to be used. Remember that the points value originally set for the game is still used by the opposing force, and is not reduced to match the points value of the Last Chancers; for example, if you'd agreed to play a 1,000 point game and opted to use the Last Chancers on their own then your opponent would still field a 1,000 point army (these guys aren't called the Last Chancers for nothing you know!). As a Suicide Force, each member of the unit is treated as an independent character, but will still automatically pass Morale or Pinning tests while the Colonel is still alive.



The Last Chancers open fire.

WHOOOOOOOPS!

Ox's special rule should have been included in Codex Imperial Guard, just under Colonel Schaeffer's special rule. Unfortunately it's not in the first print run of the book.

COLONEL SCHAEFFER



PROFILE: Tough, hard-bitten and strict. Will get the job done no matter what the cost.

WARGEAR: Plasma pistol, master crafted power weapon and carapace armour (stat line already modified).

SPECIAL RULES: Schaeffer is a master of close combat. Opponents must subtract -1 from their dice rolls to hit him.

'HERO'

PENAL COLONY-BASSUS PRIME-219547FKB-4KD-271700-LA



PROFILE: Outstanding officer, top of his class and with a first-class record.

CRIME: Refused a direct order to lead his men on a pointless and suicidal attack.

WARGEAR: Lasgun, laspistol and close combat weapon.

SPECIAL RULES: Hero just doesn't know when to give up. If he is killed he does not die immediately.

By an effort of sheer will he stays alive, and then expires at the end of the next Last Chancers player turn. He may not be harmed during this time, and will ignore any Morale or Pinning tests, even if Colonel Schaeffer is dead.

'OX'

PENAL COLONY-GAREVO VI-3H60AR670-ID1-396859-S



PROFILE: A huge ox of a man, and about as bright.

CRIME: Killing three off-duty officers with his bare hands in a drunken brawl.

WARGEAR: Heavy bolter.

SPECIAL RULES: Ox can move and fire with the heavy bolter. He carries his own ammunition and doesn't have a loader.

'BRAINS'

PENAL COLONY-UNKNOWN DATA CORRUPTION--IHAGCBKE45R5-275974-T



PROFILE: An expert on many forms of technology and all round brain-box. Ox and he are good buddies.

CRIME: Hacking into the Regimental accounts system and changing his pay-code.

WARGEAR: Lasgun, comm-link.

SPECIAL RULES: If Brains is killed then Ox will go berserk, doubling his Strength and Toughness for the rest of the game, and will always charge if in charge range of the enemy.

'DEMOLITION MAN'

PENAL COLONY-RAELS WORLD-J596830H59N3-916932-C



PROFILE: An expert with explosives, and capable of picking any lock and disabling any security system.

CRIME: Caught while breaking into a Colonel's personal drinks cabinet.

WARGEAR: Lasgun, melta bombs & one demolition charge.

SPECIAL RULES: A model armed with a demolition charge may use it in the shooting phase

instead of making a normal shooting attack. Demolition charges are one-shot weapons with a range of 6". The attack is treated in all ways as an ordnance attack, except that the model throwing the demolition charge is allowed to move in the same turn. Place the large Ordnance template as you would normally, and then roll to see if it scatters.

Weapon	Range	Str	AP
Demolition Charge	6"	8	2

Ordnance, may move and fire, one shot

'SHIV'

PENAL COLONY-TEMPORARY CUSTODY ONLY-385923674971-960760-II



PROFILE: A stealthy assassin who can sneak up and dispatch a sentry without being spotted.

CRIME: Serial murder of over twenty civilians on Lector Prime over a five year period.

WARGEAR: Plasma pistol, mono-filament knife (counts as a power weapon).

SPECIAL RULES: Shiv will only be spotted by a sentry or allow an opponent he attacks in close combat to raise the alarm if they first roll a 6 on a D6. On a roll of 1-5 the alarm is not raised. Shiv doubles his Initiative against sentries.

'SCOPE'

PENAL COLONY-DARSON IX-4S89NIP93ER8-571146-A



PROFILE: A trained sniper and expert marksman.

CRIME: Went AWOL, reason unconfirmed, but suspected to be related to the assassination of Chief Arbitrator Abraxtes.

WARGEAR: Needle sniper rifle.

SPECIAL RULES: Scope may choose which enemy model he shoots at, the normal targeting rules don't apply and you may

choose to pick out any model including a character in a unit or a heavy weapon trooper that is in his line of sight.

'GREASE MONKEY'

PENAL COLONY-DEVLAN 5 TORHITH VI-TH6E94CAD913-296686-N



PROFILE: Expert mechanic reputed to be able to maintain, drive and repair any Imperial vehicle in the galaxy.

CRIME: Stealing the Eldar grav-vehicle belonging to the Ambassador of Iyanden Craftworld.

WARGEAR: Bolt pistol.

SPECIAL RULES: If the Last Chancers have a Chimera then Grease Monkey will drive it. He may re-

roll any failed Dangerous Terrain tests. If the vehicle is destroyed roll to see if he survives as if he were a passenger. In special scenarios of your own devising he can repair or hot-wire and drive any vehicle on a roll of 2+.

'ROCKET GIRL'

PENAL COLONY-BARBARELLUS 4-B59AB45E50JL-270804-C



PROFILE: Master-Ar-Arms who is proficient with any and all of the heavy weapons employed by the Imperial Guard.

CRIME: Murdering a fellow master-sergeant for unknown reasons.

WARGEAR: Missile Launcher.

SPECIAL RULES: Years of experience means that Rocket Girl just about always places the missiles she fires in exactly the right

spot. To represent this she may re-roll any Armour Penetration rolls she makes.

'FINGERS'

PENAL COLONY-C'GATAW PENITENTIARY-3SCROU4NGE7R-970075-E



PROFILE: An expert forger and petty thief who can get hold of just about anything for a price.

CRIME: Black Marketeering.

WARGEAR: Lasgun, missiles.

SPECIAL RULES: Fingers is the loader for Rocket Girl's missile launcher, and must attempt to stay within 2" of her at all times. He's usually able to lay

his hands on one or two special or experimental missiles, and to represent this, as long as Fingers is alive, once per battle Rocket Girl may make a special missile attack at +D3 Strength (up to a maximum of Strength 10).

'ANIMAL'

"RECORDS RESTRICTED TO LEVEL 14 ACCESS ONLY"



PROFILE: A schizophrenic psychopath, but reputed to be one of the best all round warriors in the Imperial Guard.

CRIME: See sub-file 84 beta, sections 103 to 196.

WARGEAR: Meltagun, scanner, close combat weapon.

SPECIAL RULES: Animal has lightning fast reactions which provide him with a 4+ invulnerable save, and which doubles his Initiative and gives him +1 attack in close combat.

'WARRIOR WOMAN'

PENAL COLONY-TOPHAWR III-SEE ATTACHED FILE-3482XEN75A15-185027-S



PROFILE: One of the renowned warrior-women of Xenan-7, an expert tracker and huntswoman.

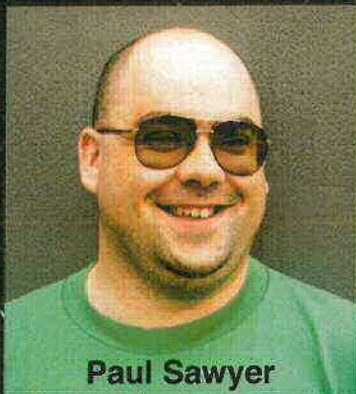
CRIME: Membership of a banned organisation (ref: Artemis sub-cult).

WARGEAR: Lasgun, sword and knife (counts as two close combat weapons).

SPECIAL RULES: Warrior Woman adds +1 to any cover saves.

In addition when she charges she may leap into combat. This adds D3 to her charge move and doubles her charging attack bonus from +1 to +2.

Fat Bloke
presents...



Paul Sawyer

Anyone who has ever collected an army of Citadel miniatures will be familiar with the inevitable paint chips or breakages that result from ferrying their precious models around in Mail Order boxes, toolboxes, etc. Well, salvation is now at hand in the form of the stylish new Games Workshop carrying case!

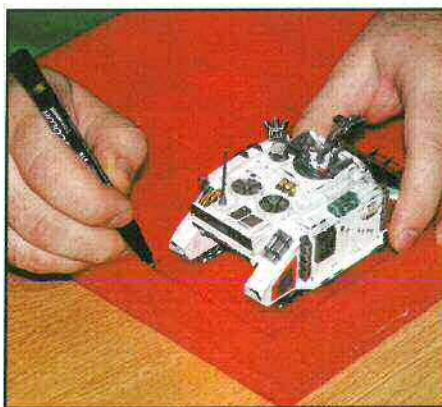
Not only do the new cases look great but they have an enormous capacity – the three layers of red foam can hold up to 108 single miniatures safe from harm.

As you'll see on the right I've also explained how you can customise the new cases to hold much larger models like tanks, monsters, etc.

So if your army is your pride and joy, this is exactly what you need to protect your hard work from damage!



TROOP TRANSPORT



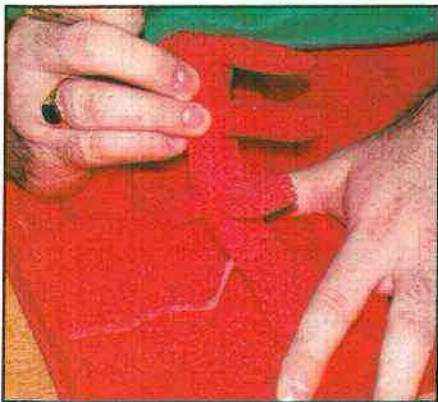
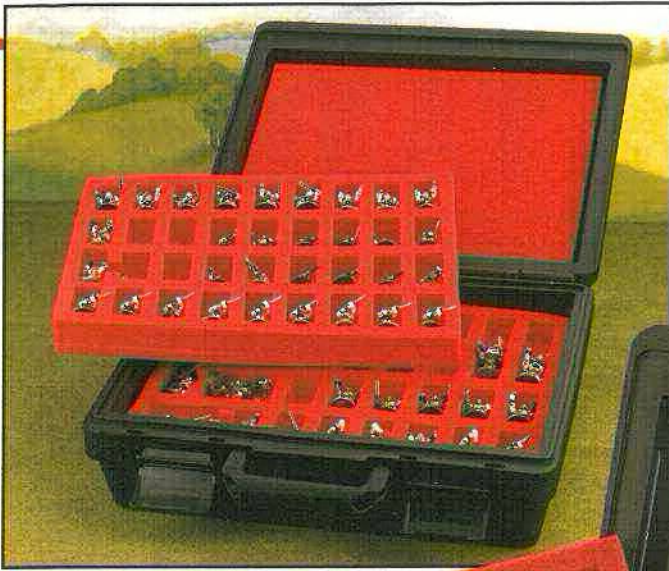
1 Place your model on the foam tray and carefully draw around it allowing for any piece that may stick out from the main body (weapons, banners, etc).



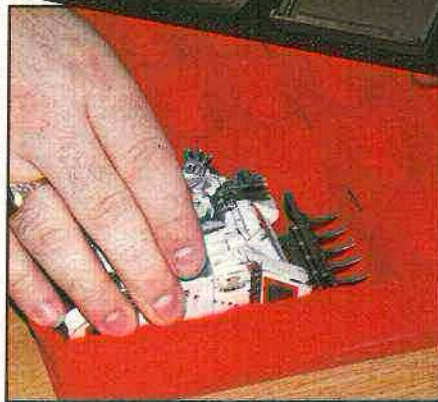
2 Take a sharp knife and carefully cut along the template you've drawn. Be careful not to cut through the base and into your dining table or worse, your fingers!

FAT BLOKE

The spanking new Games Workshop Miniatures Case makes carrying your armies around safer than ever!



3 Once you've cut around your template, gently remove the excess foam, leaving a cavity for your model to sit in.



4 Your model should now fit snugly and you can move on to the next model. For tall models like tanks, Dragons, etc. you'll need a cavity in the layer above too.



5 Repeat these stages until all of your army fits. You can now carry your entire army around without fear of damaging your precious models!



By Nick Davis

BATTLE TANKS!

As usual with the release of a new Codex, there has been a frenzy of new miniatures and plastic kits. Codex Imperial Guard is no exception and the obvious thing that distinguishes the Imperial Guard from other armies is the amount of tanks! Our resident Imperial Guard Commander Nick Davis takes a look at tanks and shares some of his hard won knowledge on tank tactics.

The tank has always held a kind of mystical aura for me, from the accounts of the dramatic Battle of Kursk with the mighty Tiger vs the Russian T-34, to the Battle of the Bulge with the sinister profile of the Panther. Who can forget the scene in Kelly's Heroes when the Shermans exit the train tunnel right on top of a German staging area or the one when the Tiger tank breaks through the wall, chasing Oddball's Sherman. As you can see I've grown up on a diet of war movies and Warlord comics.

It's easy to see how you can be entranced by tanks. These armoured monsters, bristling with devastating weaponry can blast the enemy to pieces as they crush all before them under their tracks. The destructive power that a tank can bring to a game of Warhammer 40,000 is awesome. If you love tanks then you need look no further than the Imperial Guard army. The Imperial Guard really excels with the extra firepower that the Leman Russ can deliver and for sheer variety of tanks, Codex Imperial Guard beats all the other Codexes. With the Leman Russ, Demolisher, Vanquisher, Exterminator, Chimera, Hellhound, Basilisk and Griffon you have the choice to blast, bombard or burn your enemy into submission.

Unfortunately, using any vehicle in Warhammer 40,000 is not without its problems. Armoured vehicles have their strengths, good survivability and, of course, big guns – but they have their weaknesses as well. A tank represents a large target and a well placed heavy weapon shot can spell its doom. On this page I've done my best to explain how to get the most from these armoured leviathans.

The tactics I have discussed revolve around the Imperial Guard main battle tank, the Leman Russ, although they apply to a large extent to all the Imperial Guard tanks.

HAMMER

You've got some tanks so naturally you want to advance using them to eliminate any threats to your army and sweeping the enemy before you. This is a hard tactic to pull off as the rules mean that tanks work better in a defensive formation. You can only fire your main gun if you stay still and if you move you can only fire one of your secondary weapons. However, it can be done. Use two Leman Russ tanks fitted with a heavy bolter and no side sponsons. Use them to support each other as you advance up one flank of the battlefield. One moves, firing its heavy bolter, whilst the other stays still and targets the nearest threat with its battle cannon. Good 'hammer' tanks are the Leman Russ, Vanquisher and Hellhound.

You've got to be careful when using this tactic as it can leave your tanks unsupported. Keep them close to any Armoured Fist squads you may have or advance your Infantry platoons to keep pace with the tanks.

ANVIL

One of my other tactics with a Leman Russ is the anvil tactic. You need to take two Leman Russ tanks with sponsons for this, set them up at either end of the Imperial Guard battleline and array your Infantry between them. Each tank stay in place during the battle, acting like a pill box, alternating between the battle cannon and its other weapons depending on the targets they face. This is primarily a defensive formation and works well in most standard missions which don't involve moving towards the enemy. Good 'anvil' tanks are the Leman Russ, Demolisher, Exterminator (this tank excels at it!) and the Basilisk.

This tactic does have its drawbacks. The tanks will attract more than their fair share of firepower and if any of these shots penetrate and the tank explodes it can take out half your battleline with it (for an example of this, check out the battle report in WD227). The only thing you can do to counteract this is to set up the tank hull down behind cover or keep turning your strong frontal armour towards the biggest threat. Then, eliminate any threat to your tank before it gets you.

ARMOURED FIST

I've not talked about the Chimera armoured personnel carrier which is used by the Armoured Fist squads yet. If you're using the anvil tactic, these squads should be kept back ready for a counter attack. If you are using the hammer tactic – push them forward down a flank with your tanks. When you release the Armoured Fist squad, keep them close to their Chimera as they can use it for cover and take advantage of its heavy weaponry.

Of course, these are just two tactics and they don't cover all the ways you can use your tanks; for example, the Vanquisher is an excellent tank hunter with its anti-tank shells (S8 + 2D6 penetration). It can even crack a Land Raider. I've put it down as a hammer tank but it works equally well as an anvil tank. The Exterminator excels at the anvil tactic – with over eleven dice from its anti-personnel weapons it can put an enormous hole in the enemy's battleline (Tyranid and Ork players will learn to fear this tank).

Once you get used to using your tanks and keeping them protected from enemy fire, you should be able to do whatever you want with them.

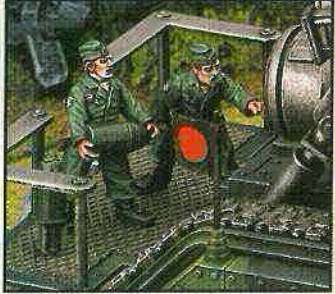


A Leman Russ Exterminator and Leman Russ advance in hammer formation



The tank crew, lasgun racks and storage items pictured are available with some of our tank kits.

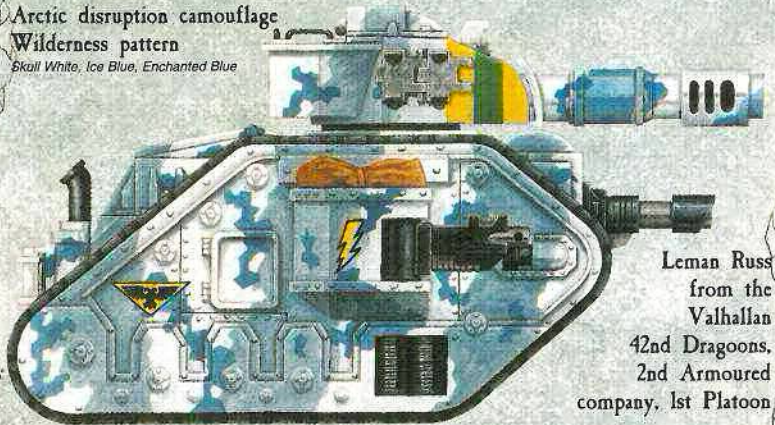
Mail Order has loads of extra tank bits you can use. Check out this month's Mail Order section.



CODEX CAMOUFLAGE SCHEMES

Arctic disruption camouflage
Wilderness pattern

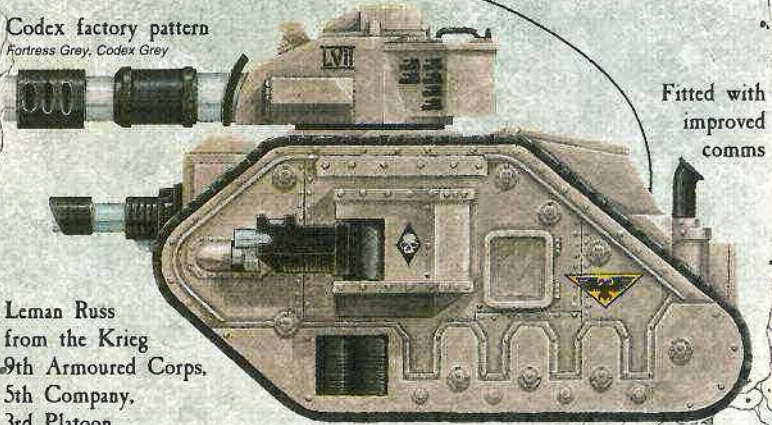
Skull White, Ice Blue, Enchanted Blue



Lemman Russ,
from the
Valhallan
42nd Dragoons,
2nd Armoured
company, 1st Platoon

Codex factory pattern

Fortress Grey, Codex Grey



Fitted with
improved
comms

Lemman Russ
from the Krieg
9th Armoured Corps,
5th Company,
3rd Platoon

TANK CREW

The new tank crew models are here. Now when your tank blows up the crew can bale out and exact retribution! But what use are they without their tank?

A tank equipped with the 'crew escape mechanism' detailed below allows you to use these tank crew models on the battlefield. Although their effect on the battle is significantly reduced, get them into cover and deny valuable victory points to your opponent. After all, your destroyed Lemman Russ is worth only half the amount of victory points to your opponent until they are all dead! A poor reward considering the effort he would have had to put in to destroying the tank in the first place. Also there is a good chance he won't have the resources or time in the battle to hunt down the surviving tank crew.

IMPERIAL VEHICLE UPGRADE

Crew Escape Mechanism +10pts

The vehicle is fitted with protective devices, such as additional escape hatches, which increase the crew's chance of escaping if the vehicle is destroyed. If the vehicle is destroyed, D3 crew members survive. They form a small unit placed within 2" of their vehicle. Each one is armed with a lasgun or laspistol and has the same stats as a basic Guardsman. They are considered to be below half strength for purposes of morale checks, claiming table quarters, etc. They are worth 0 victory points on their own but their vehicle counts only as being damaged for victory point purposes while the crew lives.



Designed by Michael Perry



The crew of a burning Lemman Russ run for cover

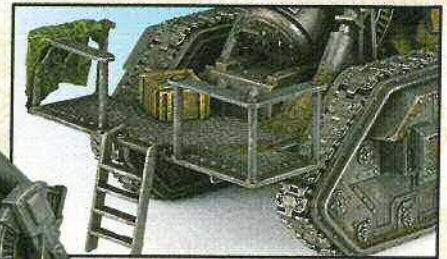
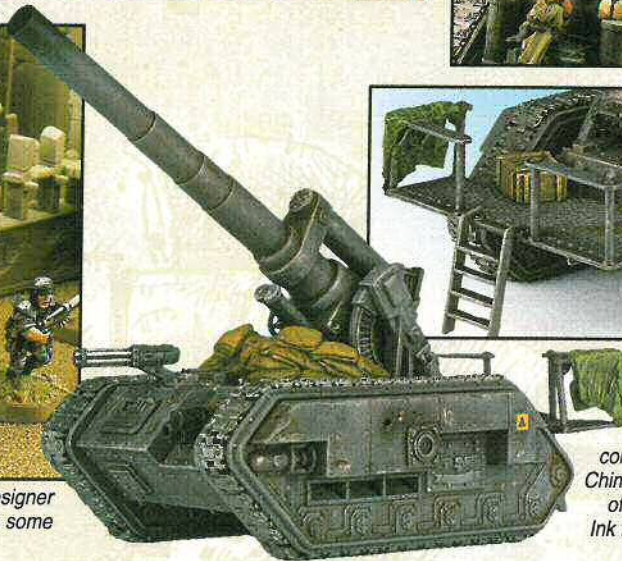


An Armoured Fist platoon receives the order to advance

Right: Gav Thorpe's Leman Russ was inspired by Russian WWII photos. He's covered the tank with Valhallan riders, bed rolls and backpacks.



Above: A Leman Russ Demolisher built by Citadel Miniature Designer Mark Bedford. Check out Codex Imperial Guard and WD214 for some more of Mark's stunning tank conversions.



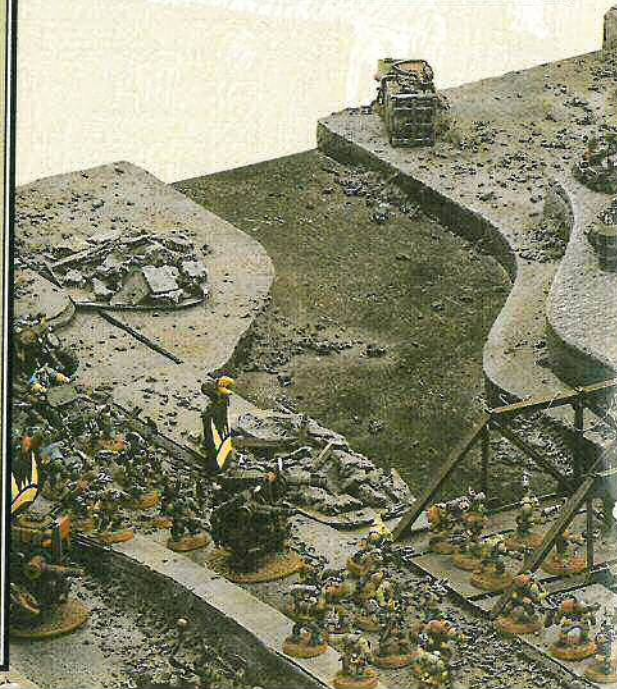
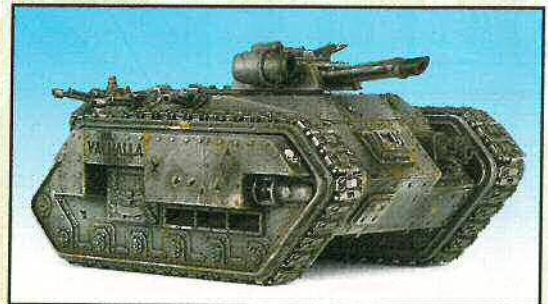
Above, left & below: Mark Bedford's extensively converted Basilisk and Chimera. He used a mix of Brown and Orange Ink for the rusty streaks on the hull.

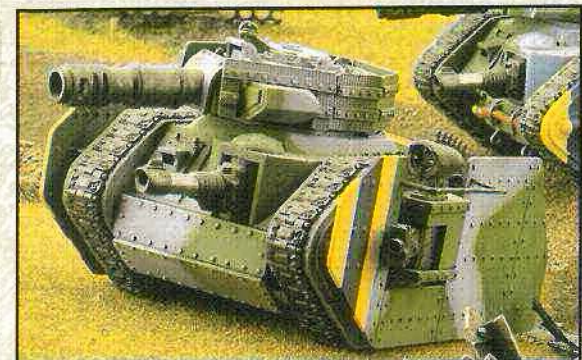
GORDON'S STAGE-BY-STAGE GUIDE TO PAINTING TANKS

Check out Gordon's Catachan Devils article elsewhere in this issue where he talks about how to quickly muster an Imperial Guard army for battle...

- 1** Assemble the tank minus the tracks. Then spray the main body and the turret with black undercoat.
- 2** Using a can of Camo Green spray, holding it close to your tank, hold the nozzle down for just a second and swiftly draw your arm across the model at the angle you wish to leave the paint on. This should leave distinct green areas in contrast to the black undercoat. Draw the can at different angles across any sections of your tank you wish to colour. Take your time and do not apply too much paint, you can always go back and add more, but it is very difficult to take off once it is there. The idea is to give a quick but effective blend of camouflage.
- 3** Now for the tracks. I sprayed them Boltgun Metal while they were still on the sprue. Remember when you cut them off to tidy up the chipped areas of paint.
- 4** Pick out any guns like the lascannon on the Leman Russ or the lasguns on the Chimera using Chaos Black. Drybrush Boltgun Metal over any areas of the Chaos Black you wish to. The vision ports of my Chimera are painted Skull White followed by Sunburst Yellow, which nicely breaks up the drab Camo Green but isn't so loud that it takes away from the military feel of the model.

- 5** Glue on the tracks using polystyrene cement, being careful not to spill any on the model itself as this will strip the paint. When the tracks are dry, if you wish you can run watered down Chestnut Ink over them to give a rusted look. Transfers can now be applied and voila! You should have a great looking tank.





Above: One of Simon 'Treadhead' Tiff's Leman Russ tanks. The extra armour was made out of plasticard and the searchlight is from the vehicle accessory sprue. Check out WD214 for the rest of Simon's Imperial Guard army.

CODEX CAMOUFLAGE SCHEMES

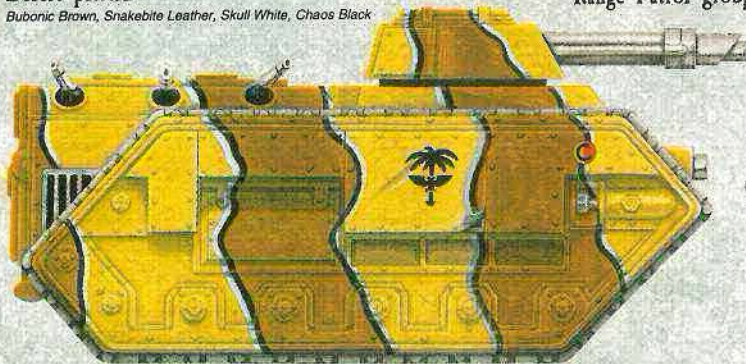
Disruption camouflage

Desert pattern

Bubonic Brown, Snakebite Leather, Skull White, Chaos Black

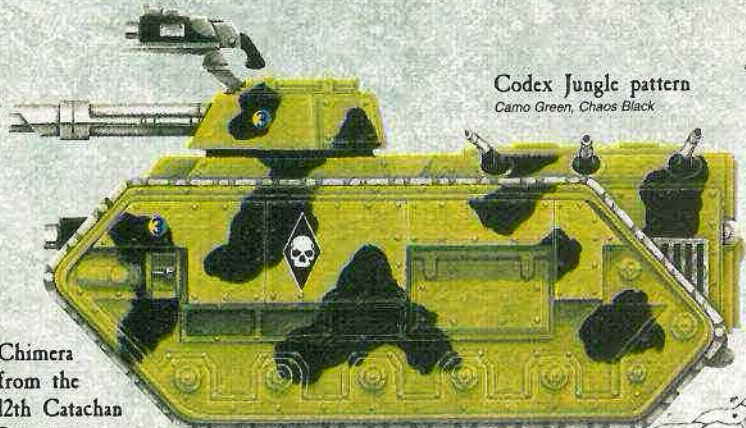
Chimera from 11th Tallarn Long

Range Patrol group



Codex Jungle pattern

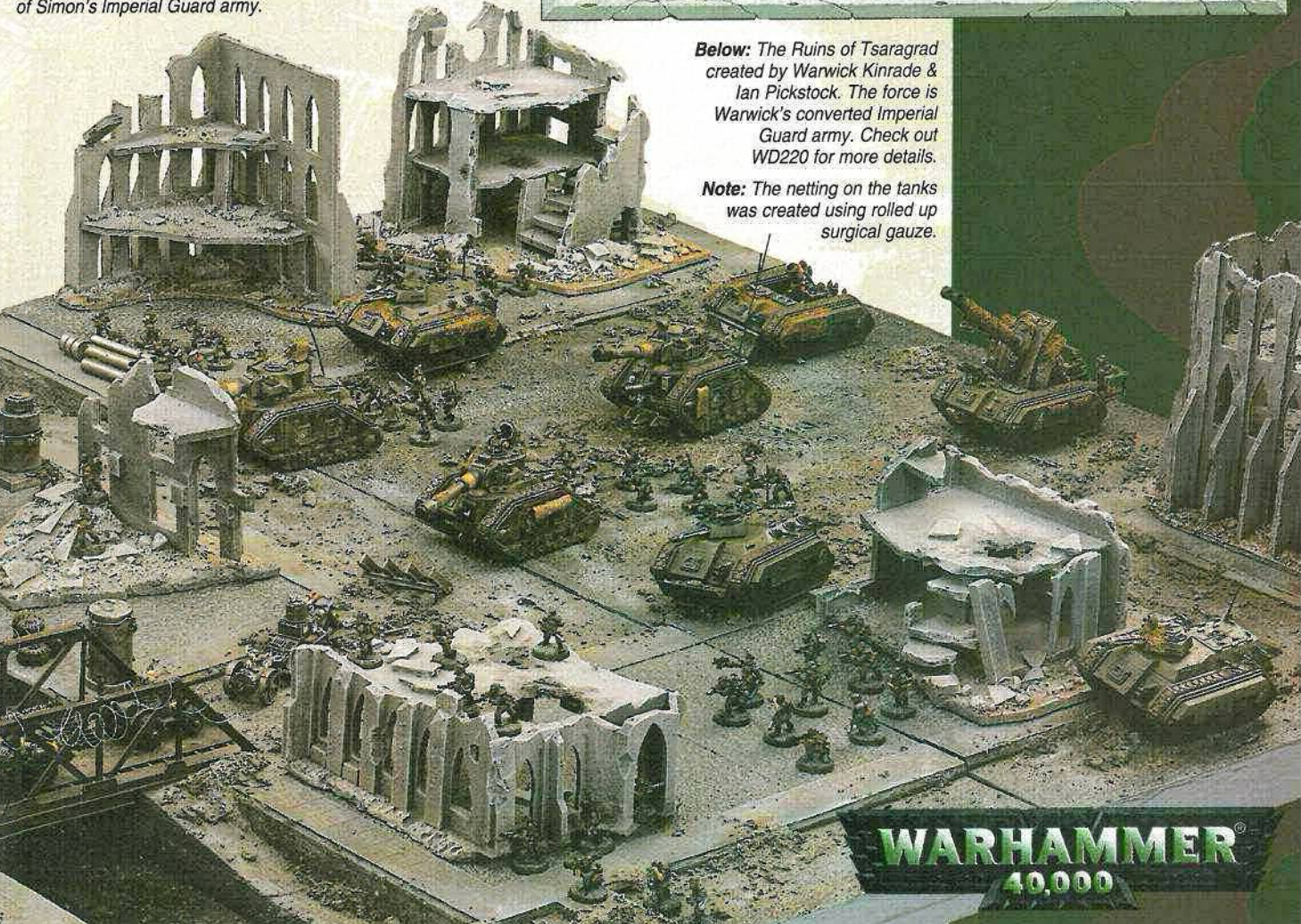
Camo Green, Chaos Black



Chimera
from the
12th Catachan
Rangers

Below: The Ruins of Tsaragrad created by Warwick Kinrade & Ian Pickstock. The force is Warwick's converted Imperial Guard army. Check out WD220 for more details.

Note: The netting on the tanks was created using rolled up surgical gauze.



FROM THE



BLACK LIBRARY



WARHAMMER MONTHLY #25

Only £2.00, out December

The action comes thick and fast this month with four absolutely cracking stories from Warhammer Monthly. In Bloodquest, Captain Leonatos faces his toughest challenge yet as he comes face-to-face with a foul abomination, renegade Space Marine and devout worshipper of Khorne. There's the fourth and final episode of Kal Jerico – The Motherlode. As hive quakes begin to tear the underhive apart, Kal Jerico and Scabbs are forced to run for it, but evil gang leader and crime lord Ludd has one last dirty trick to play. Lost for days in the Cursed Marshes, Malus Darkblade finally comes face-to-face with Balneth Bale. A bloody battle ensues in which neither side can win, because no one has ever escaped from the Marshes of Dedreka. Finally in Titan, Hekate leads Imperius Dictatio against the might of the Tyranid horde, in the ensuing battle he comes up against a Hierodule – as big as a Titan, twice as fast and carrying almost as much firepower as Dictatio itself. Hekate and the crew are tested to the full against this mighty beast.

BLOODQUEST • DARKBLADE • KAL JERICO • TITAN

SPACE WOLF

Only £5.99, out December

The planet of Fenris is a death world, a world of fire and ice where only the strongest, bravest and fiercest survive. It is home to barbarous warrior tribes who eke out an existence, battling vicious sea monsters and surviving the apocalyptic climate changes. It is also the home world of the Space Wolves, the most savage of the Emperor's Space Marines. Each and every Space Wolves Space Marine is born of this hostile world; for them, there are few places in the universe that hold any terror. Space Wolf begins the saga of Ragnar of Fenris, a young warrior whose destiny lies amongst the far-distant, war-ravaged stars of the galaxy.

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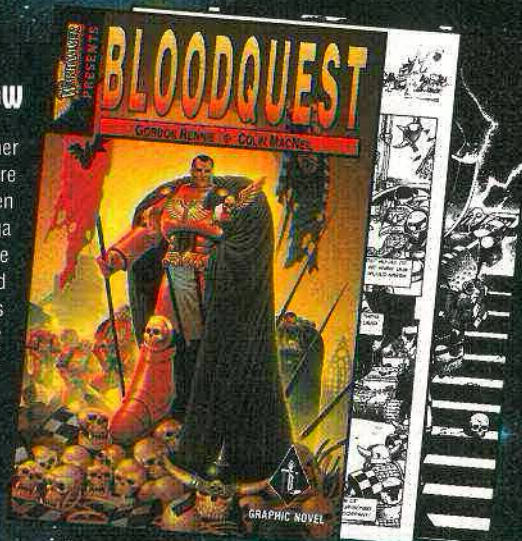


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Many comic fans will be pleased to learn that a Daemonifuge graphic novel is currently in production at the Black Library. This incredible epic tale of a lone Sister of Battle's fight against the forces of Chaos took the Games Workshop world by storm last year. Kev Walker's artwork was simply sensational and the graphic novel will be a great opportunity to get it all collected together in one volume.

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Ghostly Aspirations

By Dave Cain

Dave is a very experienced Vampire Counts general who you will remember from 'The Last Stand' battle report back in WD237. Amongst his favourite troops in the army are those which he collectively calls 'Spooks' – Wraiths, Banshees and Spirit Hosts. Here Dave explains the tactics he uses for these terrifying creatures.

A sudden chill in the air, a lonesome shriek and the appearance of a semi-transparent apparition instils a familiar sense of dread. It's a classic ghostly encounter! Whether present as an insubstantial shadow cowed in ragged cloaks or as a barely visible outline shimmering with pale magical energy, ghostly entities are unique to a single Warhammer army – Vampire Counts. Ghostly beings are mere shadows of their former selves, caught somewhere between life and death and bound to the service of a powerful Vampire or Necromancer. Their ethereal nature confers a great advantage in battle and their service is greatly prized by an Undead general.

The ethereal troops a Vampire general has at his disposal are Wraiths, Banshees and a single Spirit Host. To many Warhammer players, these creatures are collectively known as 'Spooks'.

Wraiths

Wraiths make excellent champions for Wight, Skeleton or Zombie units. They have a Toughness of 4 and possess 3 Wounds each, which makes them far more resilient than a normal champion. This can be important in deciding whether to accept challenges since Wraiths may well succeed in keeping down your opponent's overkill tally. They will certainly prove more difficult to damage than your basic Skeleton warrior or Zombie. With their multiple Wounds, Wraiths will often survive the initial

onslaught caused by a charging enemy and be in a position to retaliate. So what better weapon to have at your disposal than your trusty scythe (which counts as a double-handed weapon) and gain the +2 Strength bonus this entails. Double-handed weapons are in fact a great choice for any Undead troops if they have such weapons as an option, since Undead are typically slow moving (so are usually charged anyway) and have a low Initiative (so will generally hit second). Added to these advantages is the fact that models wounded by a Wraith lose the benefit of armour saves because of the special chill attack rule applicable to these creatures.

On top of all this, Wraiths cause *terror*. Remember that units which fail their Terror test will flee, and the less units your Undead troops need to fight the better. The mere presence of a Wraith can put off your opponent from charging in with his troops, particularly if they have a low Leadership value.

All things considered, Wraiths are superb value at 75 points each.

Banshees

Banshees are the wailing spirits of the most evil women who ever lived. Their unique ghostly howl makes them a prized asset to Undead players and a feared enemy to their opponents. Their numbers are, however, limited to one

Supported by a Banshee and Spirit Host, a Labmian Vampire leads the forces of the Undead against the Skaven.



for every 1,000 points in your army. For Undead, they boast a remarkably high movement allowance of 8" and they need to make the most of this to maximise their effectiveness.

Banshees can be manoeuvred around the sides of your main infantry regiments to prevent them from being charged in the flanks or rear (an occupational hazard for the slow moving Undead). Alternatively, you can use the 8" move to position the Banshees in the best spot to unleash their howls against your chosen target. Remember that an average roll for a Banshee's howl will be 9 so you are unlikely to cause many casualties to a regiment which is well led. Combining ghostly howls from two or even three Banshees against a single unit, however, can seriously maul troops with a low Leadership value.

War machine crews and chariots that are often found outside their General's 12" sphere of influence and are rarely boosted by a character's Leadership are another good target.

Spirit Hosts

Spirit Hosts are a motley collection of spectres, shades and spirits gathered together under the command of a twisted Vampire or Necromancer. Only one such Host is permitted in a Vampire Counts army and it is comparable in form to Swarms used by other armies. However, when compared to the more common Swarms, the Spirit Host benefits from an immunity to ordinary weapons and missile fire, and coupled with their 4 Wounds per base this makes them superb at tying up things like Dragon Ogres, Pump Wagons and Treemen, etc.

Because of their unique nature, ethereal troops can count on several significant advantages over more conventional troop types.

Movement

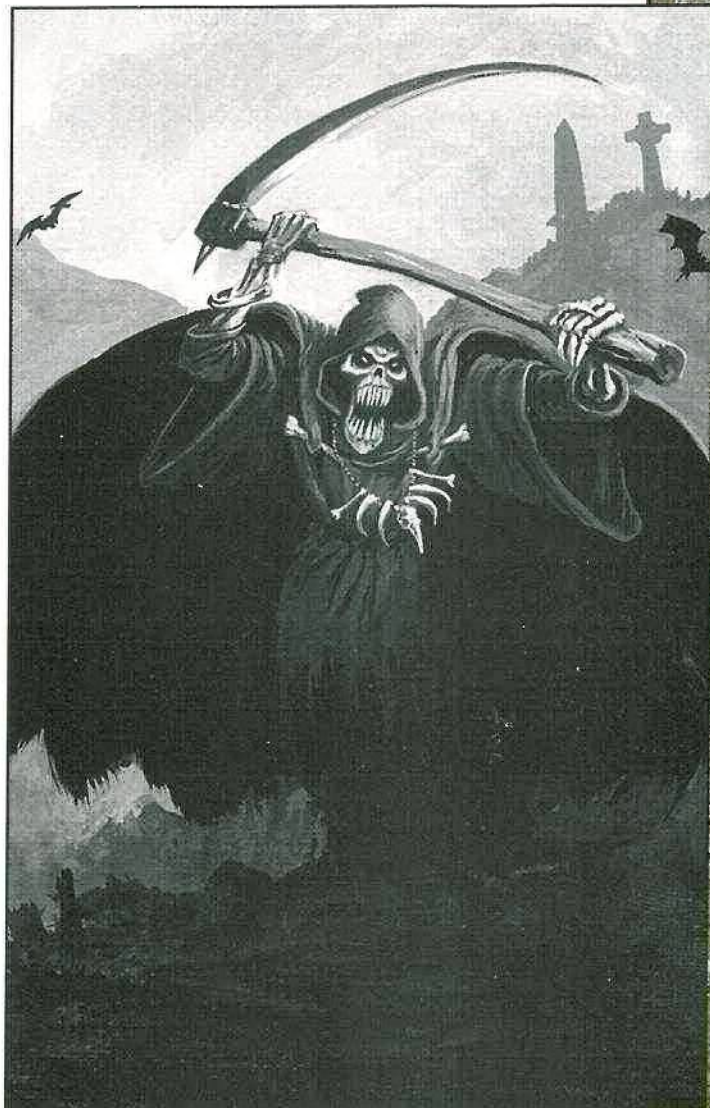
Ethereal troops lack a coherent physical form and can pass straight through solid objects, such as buildings and other terrain features, as if they were not there. This gives the spooks an edge in the often crucial cat and mouse manoeuvring that is the movement phase.

They can cross any type of terrain, whether it be difficult, very difficult or even impassable, without any reduction in their movement allowance. This opens up a vista of opportunities unavailable to more mundane warriors, such as moving across an impenetrable swamp to attack war machine batteries carefully positioned at the other side.

Other possibilities include moving straight through a cluster of buildings to threaten the flanks of an opposing army or charging a Lizardman army seemingly safe inside the confines of a bog or marsh.

Unfortunately, both Banshees and Spirit Hosts cannot benefit from the vital movement enhancement of the *Vanbel's Danse Macabre* spell. Wraiths are viable recipients of this spell but since they are only available as champion type characters this is hardly worthwhile. Since their accompanying regiment is not ethereal and cannot move through solid objects or over difficult terrain, the Wraith champion is effectively restrained from doing so too.

It is worth noting that other effects which limit movement such as the possible after-effects of the Chaos Dwarf Earthshaker cannon also have no effect on ethereal



troops. The only exception to this is if the restriction is caused by a spell. Since spooks are very susceptible to magical energy, spells such as Net or Hold Fast work as described.

A common cause of debate arises when deciding on charges. The same rules apply to ethereal troops as they do to any other warrior type. You must be able to see your prospective target (or in this case a more appropriate term may be able to sense them) before you can declare a charge. So you cannot simply charge straight through a building to engage an enemy unit. The building blocks your line of sight (sense) and you cannot charge what you do not know is there.

You must first move through the intervening terrain and only in the subsequent turn, providing your target remains within your 90° charge arc, can you declare a charge.

Combat

Once in combat, our ghostly beings have another edge over conventional troops. Firstly, if engaging an enemy which is defending an obstacle such as a wall or hedge, the spooks can roll to hit as normal. The standard requirement of needing to roll a 6 is ignored since their ethereal nature allows the spooks to move straight through the solid obstruction.

If you can get them across the table fast enough, ethereal troops are obviously excellent at assaulting defended positions.

Secondly, and more importantly, ethereal creatures cannot be harmed by ordinary weapons, so frenzied Chaos Knights, a charging Stegadon and other ferocious combat specialists, all so lethal to ordinary troops, are rendered worthless. Only magical weapons or spells can actually damage spooks, so be wary of characters who are likely to carry such items.



Something that should set off alarm bells for any Undead player is the deployment of a single mounted character. This usually means a 'ghostbuster' is about to be unleashed. No doubt armed with something like the Banisher Sword (against Undead each wound equals D3 wounds with no armour save), this highly mobile character can quickly hunt down your slow moving spooks and seal their doom.

Remember, in common with the other restless dead, spooks are not affected by poisons or toxins. So the Skinks' poisoned javelins or the Witch Elves' poisoned blades lose their normal +1 Strength bonus when fighting Undead.

The major exception here is the warpstone based weapons of the evil Skaven. So Jezzails, Warpfire Throwers, Poisoned Wind Globes, Plague Censers, the Skaven Assassins' weeping blades and the Vermin Lords' Doom Glaive all count as magical and will therefore affect Undead, including the ethereal creatures.

The worst army to face when fielding ethereal troops is Chaos Daemons. Because of their particular nature, all Daemon attacks are classed as magical and can therefore damage spooks as normal. Ouch!

Of course, even in the situation where it is impossible for the enemy to actually inflict any wounds on the spooks, it is still possible for them to win the combat since the overall combat result is not wholly dependent on wounds inflicted. Therefore a large unit boasting the full +4 combat bonus (3 ranks and a banner) is more resilient to ethereal troops, and from the Undead player's perspective, makes a much poorer choice of target.

Shooting

Just as they are immune to ordinary combat weapons, ethereal troops are immune to the effects of ordinary missile and war machine fire (excluding the Skaven weapons mentioned earlier). Massed bow fire, crossbow or handgun fire or indeed Organ Guns, Volley Guns and Doomdivers are useless against them. This should make spooks an ideal choice for attacking the enemy's fire base but, of course, missile troops or war machines will commonly be deployed right at the back of the enemy lines and therefore generally out of reach of your slow moving (drifting?) troops.

Because of this immunity to missile fire an interesting point arises if ethereal troops are deployed in front of an Undead force. Do the spooks protect their brethren behind, from the effects of the bowfire?

What actually happens is that the enemy missile regiments can still make out the Skeletons, etc, behind the shimmering outline of the insubstantial ethereal troops and target these troops instead. Given that they are still in range, the missile fire goes straight through the spooks to hit the desired target behind.

This stops unscrupulous players using ethereal troops as a foolproof shield for other troops behind them.

One further point. The arrows generated from the *Hail of Doom Arrow* or fired from the *Bow of Loren* are classed as magical and so damage ethereal troops as normal.

Tactics

I have included some of my ideas concerning the use of ethereal troops which I managed to put into practice in WD237 when my Vampire Counts army was locked in a

bitter battle with Chris Harbor's High Elves.

Wraiths can only be chosen as champions for certain Undead regiments and are therefore selected for their ability to carry a magic item, accept challenges and generally terrorise low Leadership troops. In the battle with Chris, my Wraith champion survived a challenge with the High Elf general who was equipped with the dreaded Banisher Sword and even managed to reduce his opponent to a single wound. This made killing the Elven Lord with my Vampire Count in the subsequent turn a relatively easy task. Not many other regimental champions would fare so well.

An excellent role for a Banshee or Spirit Host is to provide a supporting force for a main block of Skeleton or Zombie warriors. Since Ghouls can march move, they are really too fast for the Spirit Host to keep up with, although Banshees will match them pace for pace. If this main regiment is threatened by chariots, for example, the Spirit Host or Banshee can step forward to absorb the charge, negating the powerful impact hits. Although ethereal troops can move through solid objects they cannot move through other troops and the same applies in reverse. So the chariots cannot move through the spooks to impact against the Skeletons or Zombies.

Once the main Skeleton or Zombie regiments engage the enemy, the Spirit Host can engage the flank of the opposing unit safely out of the way of the enemy characters and more pointedly, their magic weapons. Of course, in subsequent turns the enemy characters can move around to engage the spooks but this leaves the Undead characters leading the Skeletons to have a field day against rank and file troops. Returning to the battle in WD 237, my Banshee did just this in the conflict between my Skeletons and the High Elf White Lions of Chrace. My Skeletons were equipped with the Banner Of Defiance

and this meant I could not pursue the Elves once I had broken them. Crucially, however, involving the Banshee in the combat meant that I could utilise her 3D6" pursuit move (since her basic move is greater than 6") to easily run down the fleeing enemy.

Pinning down lone monsters, Swarms, Kroxigors or chariots, etc, is another worthwhile goal to accomplish with spooks if you can manage it. Since such lone targets boast no rank or banner bonus you can tie them up indefinitely. Against good players, however, this can be very tricky since the greater mobility of their troops should allow them to outmanoeuvre the slower Undead. You won't see this tactic showcased in the battle report with Chris since there was no suitable target in the High Elf force. However, we actually fought this battle twice (the first was brought to a premature end when I killed both the High Elf General and his mage with the *Curse of Years* spell powered up with Total Power). In the first game, Chris had chosen two chariots as part of his relief force. In this battle I managed to block the chariots, charge with my Banshee and, after they veered away to take up a better position, I was able to charge them with my Spirit Host. In the ensuing combat phase the spirits killed a single chariot horse and, being ethereal, could not be harmed in return. In an appalling run of bad luck, Chris' chariots broke and were cut down by the pursuing ghosts. Okay, I admit I got all the breaks but it goes to show what ethereal troops are capable of if you use them correctly.

Try coming up with your own ideas for getting the best out of spooks – they really are a lot of fun to use. Incidentally, Spirit Hosts and the like make good conversion projects – headless corpses, cowled apparitions etc. Let your imagination run wild. I've made an overweight Wraith, garbed in tattered rags, who I'm convinced would gibber incessantly and terrorise all who approached. I call him Gor-Don.

WARHAMMER ARMIES

Vampire Counts



Out this month are four new lords of the night. Clad in armour are the deadly Blood Dragon Vampires. These warriors are on an ancient quest to prove their martial skills. Instead of brute force, the Lahmian Vampires use their seductive beauty to trap their foes.



CATACHAN DEVILS!

Gordon Davidson and Lonnie Mullins are a pair of rather enthusiastic hobbyists who are also lucky enough to work for us. Together they've taken on the epic task of assembling and painting a huge Imperial Guard army using the plastic Catachans! This is their story.

Gordon: It all started around July 1st, 15 days before Star Wars: The Phantom Menace was going to hit our shores, and my mate Lonnie had just arrived from the States (Lonnie's one of our trade sales managers from GW US who was over visiting for a few weeks). We were sitting around at home, Lonnie was browsing through my copy of Codex Imperial Guard and I was fiddling with the new Catachan plastics sprue (it's a hard life!). We were both talking about all the new troops and changes in the Codex.

After a lengthy conversation on all the new additions, one of us commented how he'd always fancied collecting a Catachan army. The other replied, "That's funny, me too." The next thing we knew we were eagerly cutting up the few sprues of Catachans on hand and assembling them. Before we knew it we had decided to paint a massive Imperial army in the short time Lonnie was visiting our green and pleasant land.

That first night we planned out our whole force, how much we reckoned we could paint in the time allowed and a punishing painting schedule. At the time of writing this we have completed a Command HQ, a platoon of thirty men, a platoon of twenty men and five tanks. This has taken around four weeks so far and gives us a solid core on which to expand to what will ultimately be a very large Imperial Guard army. So why am I drivelling on about how many men we've made? Well, one of the things I am always nagging Mr Sawyer about is how we never really put any articles in White Dwarf on modelling an army all the way from beginning to end. He turned around and said, "Go on then, why don't you do it?" (knowing full well he'd let me down yet again – Fat Bloke).

It was time to put my money where my mouth was (damn, spoke too soon! – Fat Bloke). So here goes...

ASSEMBLING YOUR CATACHANS

For me the assembly of your models is just as, if not more important than the overall finish. With a degree of thought great looking models can easily be attained. The first thing to consider is what kind of a pose you want to achieve overall. It's very tempting to cut all the bits off your shiny new sprue and start gluing your models together immediately, but if you take some time to put different torsos on different legs and try different heads at different angles your patience will be rewarded. We used blue-tac or sometimes just held them together. Only once we'd found the combinations we liked did we introduce Mr Glue.

I have to say that with our Catachans, the major deciding factor on how to pose a model was the legs. The various leg combinations radically alter the way the finished model looks (check out the examples opposite). It has to look right, but more importantly 'feel' right. For example most of our shooting poses are built on the legs planted firmly on the ground. The torsos turn to face the front and the gun arms only run along the front of the body. This means that when you place the head on, the legs and body will be facing forward and this looks like a natural shooting pose. I always face the heads looking along the barrel of the gun, though Lonnie sometimes turns the heads as if they are scanning the jungle for targets – it's all a matter of personal taste. Both Lonnie and I prefer combat poses.

With the running legs it is much more appropriate to arm the models with close combat weapons and firing 'from the hip' to give an impression of charging. As you can see from the models shown, a wide variety of poses can be achieved, from advancing through the jungle to blazing away up into the trees. When posing the grenade throwing models, note how the torso is turned to give a more natural throwing pose.

I have to say, modelling with the Catachans is a delight and the very way the models are sculpted makes it easier to put almost any combination together in dozens of exciting poses.



Gordon Davidson



Lonnie Mullins



The Catachan Devils Imperial Guard army (so far!)

MIXING YOUR PLASTICS

When it came to our sergeants and commanders, Lonnie and I really went to town. Most of the human sprues in both our Warhammer and Warhammer 40,000 systems are compatible (anybody'd think we planned it that way). We took bits from the Mordheim Human Mercenaries sprue, the Mordheim Middenheimers sprue, the Soldiers of the Empire sprue, the Space Marine tactical squads, even Orks – nothing was sacred!

People tend to consider conversions to be hard work or a major feat of modelling. This is not so – especially with plastics. These models use nothing more complicated than a different head, a gun swap or perhaps the torso from a different sprue. Take our Colonel (pictured opposite) as an example: he's part Catachan, part Mordheim, part Ork and even has a metal bolter from a Catachan Captain. I've even given him the cloak from the Mordheim Middenheim sprue, which is his trademark item. To me this represents the skin of the beast he killed at the age of six in order to enter into Catachan manhood, and it really makes him stand out.

STARTING TO PAINT

Knowing we only had a few weeks to paint a couple of hundred Imperial Guardsmen we had to pick a fairly simple scheme that would not only convey the characteristics of a jungle force, but be easy and quick to paint. We blagged a few cans of the new Camo Green spray and this cut our painting time in half! We decided this would be the base colour for the entire army. The painting process is shown below.

So there you go, that's how we made and painted our Imperial Guard army. We hope to get the army completed to feature in White Dwarf in an issue or two, so keep your eyes on the jungle!

SHOOTING



CHARGING



SHOOTING INTO THE TREES



THROWING GRENADES



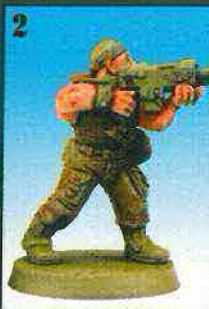
LIEUTENANT, SERGEANTS & COLONEL



LONNIE'S GUIDE TO PAINTING A CATACHAN ARMY



1 Spray your models black in a well-ventilated area, preferably outside. Once the black undercoat is dry take Camo Green spray paint (or you could simply paint any suitable green onto the combat fatigues) and apply liberally over the models. Leave to dry.



2 Paint all visible skin areas with Dwarf Flesh. Once this is dry apply a Chestnut Ink wash to the whole model. NOTE: Mix the ink with a little water to thin down its consistency.



3 Highlight the skin with Dwarf Flesh by lightly drybrushing this over the skin leaving the recesses darker. Pick out the guns, belt buckles, boots and bandanas of your models in black.



4 Lightly drybrush Camo Green over any clothing on the model. Now with Boltgun Metal pick out any dog-tags, studs, belt buckles and parts of the lasgun you deem appropriate. This leaves only the bandanas which we chose to be either black or red.





This month Fanatic Press goes into overload with a whole plethora of new books. If you're completely mad about gaming, love making and painting armies, modelling your own terrain and creating your own house rules and scenarios then Fanatic Press is the place to be. You can guarantee that no matter which games you play there's bound to be something of interest to you. Just take a look at some of the great stuff on offer...



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EPIC EXODITES ARMY LIST: The Exodites are a select cult of Eldar who broke away before the Great Fall of that race. Full rules and army lists for using them in your games of Epic, together with miniatures conversion tips.

This is just a small selection of the features in issue 35 and as if that wasn't enough, every issue also has regular slots with **DOK BUTCHA** covering modelling and conversion hints and tips, **WARWICK'S WORLD** offering sage hobby advice from the mad viking himself – Warwick Kinrade, while in **WARPED VISION** you can marvel at other readers' artwork.

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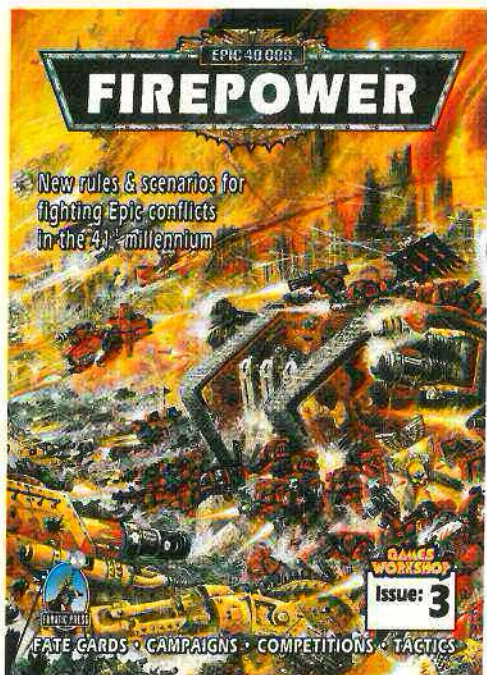


Siege of Tor Alessi, super-heavy vehicles in 40K, Outlaws for WHQ, Necromunda terrain...



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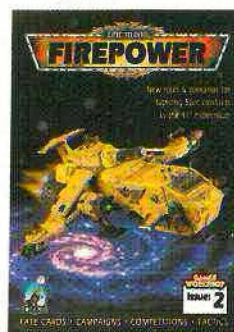
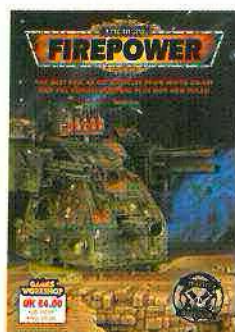
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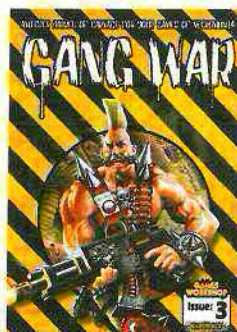
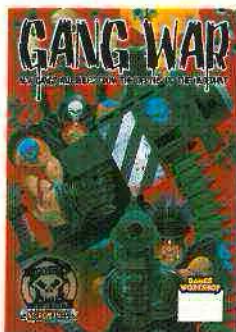
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Gang War contains everything for the Necromunda player. This month sees the release of issue 4 with 48 pages of Necromunda house rules, scenarios, new gangs and modelling projects.

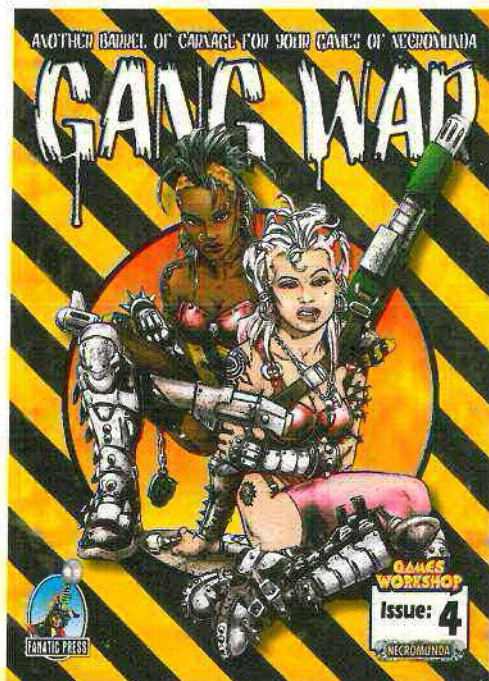
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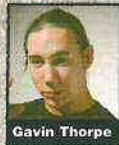
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CONQUEROR OF DARKNESS

Lord Commander Solar Macharius was undoubtedly the greatest Imperial Guard leader of the Age of the Imperium. Gavin Thorpe reveals more of the history of the man who became a living legend.



Gavin Thorpe

Lord Solar Macharius was the supreme military commander, a master strategist and tactician and the model by which all present Imperial Guard generals judge themselves. Macharius was a visionary, with a dream of conquest that stretched to the western limits of the galaxy and beyond. Like all great commanders, Macharius was a highly charismatic man, who inspired intense loyalty and devotion in his followers. He insisted on sharing every danger and hardship that his men faced and was never shy of leading the battleline personally, with no regard for his own safety. He was ruthless in the pursuit of his ambitions and such was his magnetism that his subordinates gladly shared his merciless enthusiasm for conquest, whatever ordeals they had to endure.

Macharius rose to prominence in the early Forty-First Millennium, during a time when the Imperium's power was on the ascendancy once more. The grievous spiritual and physical wounds of the Apostasies had all but faded and once more Mars had reconciled its differences with Terra, and the Cult of the Machine God was again an integral part of the Emperor's domains. At the conclave of Gathalamor it is said that nearly eight hundred of the Space Marine Chapter Masters made the perilous journey to renew their oaths of loyalty on the day of the Emperor's Ascension. It was at this time of growing Imperial hope and ambition that Macharius was to shape the future of all mankind.

Macharius was heir to the ruler of the Imperial world Donia and already a general in the Imperial Guard by his early twenties. His brilliant leadership during the crushing of the Roxane Rebellion brought Macharius to the attention of the High Lords of Terra, as it was a daring strike at Roxane's stronghold that swiftly ended the war and allowed Macharius' forces to rescue several high ranking officials, amongst them the Lord Commander Solar Phillips. Phillips recognised Macharius' military genius and took him as his second-in-command, naming him as his successor. It was also during this campaign that Macharius earned the respect of the men who would become his generals during his great reconquest: Sejanus (Macharius's cousin), Crassus (a Colonel in the Donian military), Tarka of Hymenes, Arrian of the Mellentis, Lysander of Choripoli and Cyrus, the Archduke of Larrentine. When Phillips was killed during the Lemort Landings, Macharius inherited the rank of Imperial Lord Commander Solar, the youngest man ever to achieve the position. With his new power, Macharius declared he would assemble the greatest army the Imperium had seen since the Emperor himself led the Great Crusade. And that is what he did.

With the Lord Commander Solar driving his men forward at a breathtaking pace, world after world was brought into the light of the Emperor. Many of these worlds were previously undiscovered, others had fallen to alien races or rebellion, while some harboured human civilisations that had never encountered the Imperium. Where his advance was resisted, Macharius would bring all of his might to crush the enemy mercilessly. He would bombard cities into ruins from orbit or order the wholesale slaughter of the people arrayed against him. However, Macharius also had a great deal of respect for an opponent who put up a worthy fight and on more than one occasion the Lord Commander would accept the surrender of a planetary ruler and then give him a force to command in the continuing campaign.

Macharius was also an aesthete and commanded his followers to erect glorious temples to the Emperor and statues to commemorate his and his generals' victories. He was a man of much passion and

whenever he personally commanded the soldiers, they shared his passion and would throw themselves into the battle with vigour and determination. On Thoth, General Arrian himself was so inspired by Macharius's example that he personally led the storming of the Iron Wall, losing an eye in the vicious close fighting that ensued, but emerging totally victorious. On the world of Jucha, five regiments refused the order to withdraw for resupply and fought on for five more days with minimal food and water, ending the war six months sooner than was expected. Everyone in Macharius' armies was filled with the same sense of haste and purpose and in a little more than seven years over one thousand planets had been claimed or reclaimed in Macharius and the Emperor's name.

However, Macharius's armies could not fight forever. Every man, from the lowliest trooper to the generals themselves were mentally and physically exhausted. Not only that, but Macharius's blistering advances had brought them to the edge of the galaxy itself, where the distance between the stars is vast and the beacon of the Astronomicon is but a faint echo. These were the Halo worlds, the Old Stars, the Ghost Realm that had not been seen by humanity for fifteen thousand years. Tales abounded among the superstitious soldiers of worlds where phantoms haunted the skies and drank the blood of men; of worlds where men were consumed by vast machines, their bones and organs ground into food to sustain the next generation; of worlds where men had bred with insects so that they had grown wings and their eyes were multi-faceted crystals; of worlds where ancient alien races of unimaginable power would obliterate any who dared approach. Here mutations and deviant evolution had taken hold and the forces of Macharius were often forced to destroy a world to expunge its taint from the universe.

After seven years of relentless, hard fighting, Macharius' men could go no further. At the very limits of human space, they balked at the great darkness stretched before them. Macharius's spirit was broken, his greatest ambitions thwarted by the men who had already given so much. Macharius drowned his sorrows in fine wines and liquors, staying for days at a time in his state rooms aboard his flagship. When he did emerge it would be to rant at his commanders, accusing them of treachery and betrayal. He would pore for days over ancient star charts and accounts of the mysteries that lay beyond the edge of the galaxy. Finally, his faced wracked with agony and tears upon his cheek, Macharius ordered the fleets to return to Imperial space. The last world he had conquered, Leminitus, became known as Ultima Macharia – Macharius's final conquest.

On the long journey home, Macharius sickened and died. The physicians and apothecaries said that it was a deadly virus from the jungles of Jucha, but Macharius's generals knew better. Without the glory of greater conquests, the Lord Commander Solar had simply lost the will to live. To this day, thousands file past his great mausoleum on Macharia every week, although his domains have long since fractured and been broken asunder. Macharius is revered as the Imperium's greatest hero, not only for the many worlds he brought under the Emperor's rule, but also for the all-sacrificing and unrelenting example that he set. The great epic by the poet Plutanius records the triumphs and tribulations of Macharius and it is a custom to read 'The Age of Macharius' upon the day of the Emperor's Ascension on Macharia and those worlds the Lord Commander Solar conquered.

The Life of Macharius

- 356M41: Born, son of Pellu, Imperial Commander of Donia
- 374M41: Earns the Colonelcy of the Donian XXVI.
- 379M41: Becomes the General of the Donian IV army during the Roxane rebellion.
- 380M41: The stronghold of the rebel leader, Roxane Moustajoy, falls to Macharius. Macharius personally beheads the renegade general and rescues Lord Solar Commander Phillips. He becomes Phillips' second in command and most successful general.
- 386M41: Lord Commander Solar Phillips dies. Macharius appointed Lord Commander Solar by the Senateum Imperialis, becoming one of the High Lords of Terra. He never attends Terra again after his inauguration.
- 387-391M41: As his armies assemble, he reconquers the worlds of Lands End, Morbellum and Jalfrezi III with his Donian army.
- 392M41: Macharius begins his great conquest of the western galaxy. Over a thousand worlds fall to him and his generals in the next seven years. The most notable are:
- 392M41: The hive world of Persepolis is recontacted after 5,000 years. Macharius joins Sejanus's army whilst they fight across the deserts of Gedrosia. Macharius finds the tomb of the ancient explorer Indijona the Vagrant, and takes the Helm he finds there for himself.
- 393M41: Whilst fighting against Chaos Marines on Zago IV, a boltier round embeds in Macharius's chest but does not explode. The Confessors proclaim this an Emperor's Miracle and Macharius's armies are filled with even more devotion and vigour.
- 395M41: Macharius arrives with reinforcements on Thoth. Two days later General Arrian takes the last enemy position, personally leading the attack. Crassus's armies reach Adrantis V and only a tenth of their original numbers remain. For two years they fight against the ancient technologies held by the planet's inhabitants. Macharius orders the world destroyed by a redirected comet and then commands Tarka to further garrison the worlds already conquered and disbands the 3rd army group.
- 396M41: The 2nd and 5th army groups cross the boundary generally recognised as the limit of the Astronomicon. Macharius rejoins Sejanus's armies.
- 398M41: Warp travel is exceedingly slow, but Macharius still conquers a further fifteen worlds. He also destroys seven.
- 399M41: Macharius bombards the Carnacion Palace of Leminitus into submission. It is here his generals inform Macharius that the conquest is at an end.
- 400M41: Macharius dies before reaching the old boundaries of the Imperium.
- 401M41: Macharius is catombed on the world that served as his first base when launching the conquest, now called Macharia. A million soldiers form his honour guard and one hundred generals lay their swords in his tomb.

LORD SOLAR MACHARIUS

Arguably the greatest Imperial Commander of all time, the Solar Macharius model called for some special attention, so Matt Parkes took the amazing new model by Alan Perry and rebased him on a special scenic base along with a couple of Mordian Iron Guard miniatures who represent his command staff. This is a cool way to represent your commanders as it gives them an even greater presence on the battlefield.

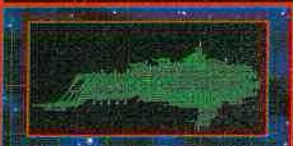


DE GLORIA MACHARIUS

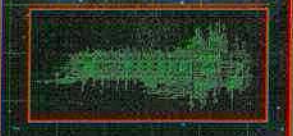


Above is shown the sacred warp routes of St Macharius and his apostles in their glorious crusade against the outer dark at the opening of the 41st Millennium. Over 1,000 worlds were liberated in the course of the seven year campaign, an achievement never since surpassed.

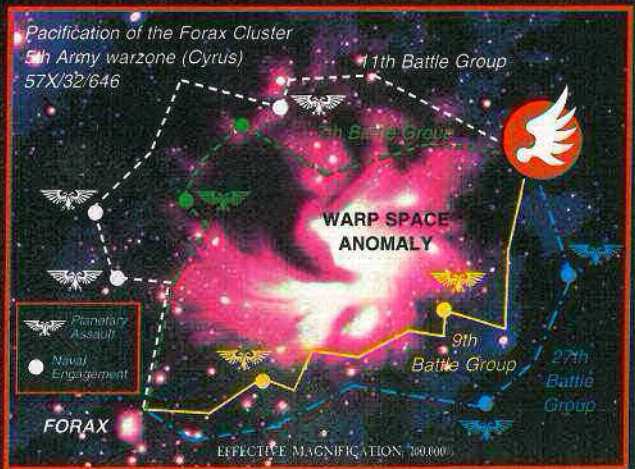
Solar Macharius used two flagships during his seven year campaign. Initially he used the battlecruiser Pax Imperium, preferring the speed of this craft over the more heavily protected battleships of his fleet. However, following the near destruction of the Pax Imperium at the Battle of Charaxadis, his senior staff persuaded Macharius to transfer his flag to the Lord of Light. This ship remained his flagship for the rest of the campaign. Following Macharius' death the Lord of Light was decommissioned and now orbits the shrine world of Macharia as a tribute in his honour.



Mars class battlecruiser Pax Imperium



Emperor class battleship Lord of Light



WARHAMMER
40,000

THE WARHAMMER 40,000 GRAND TOURNAMENT

With the Warhammer 40,000 Grand Tournament 2000 fast approaching, we thought we'd whet your appetite by showing you a couple of the winning armies from the 1999 tournament – the 'Best Army', painted by Renzi Dominico, and the army of Tuomas Lähdeoja who won the title of Grand Champion.

The Warhammer 40,000 Grand Tournament sees over one hundred gamers gathered at Warhammer World in Games Workshop's Nottingham Head Quarters. They come to test their mettle on the field of battle, to meet other gamers, face new opponents and generally have a lot of fun.

For those who don't know how Grand Tournaments work, the idea is that players take part in five games over the course of the weekend. They score points for the games that they play, to which are added additional points depending on how well painted and characterful their army is, how sporting an opponent they are (ie, are they a beardy git or a charming foe?) and how good a knowledge they have of the rules and background.

The player who gets the most points overall is the winner of the event, and we give out runners-up prizes to the players who scored the most points in each category – for example, the Best General award goes to the player who scored the most points for games play, the Best Army award goes to the player with the best painted and chosen army.

Renzi's army below is a great example of what it takes to win Best Army – there is a consistent look to the whole force, well painted banners and markings and some excellent details and conversions modelled on. Over the page Tuomas Lähdeoja explains how he picked his all-conquering army and what it takes to win the Grand Tournament.

Renzi Dominico's winning Space Marine army is beautifully painted and modelled – check out the Space Marine with the bagpipes!

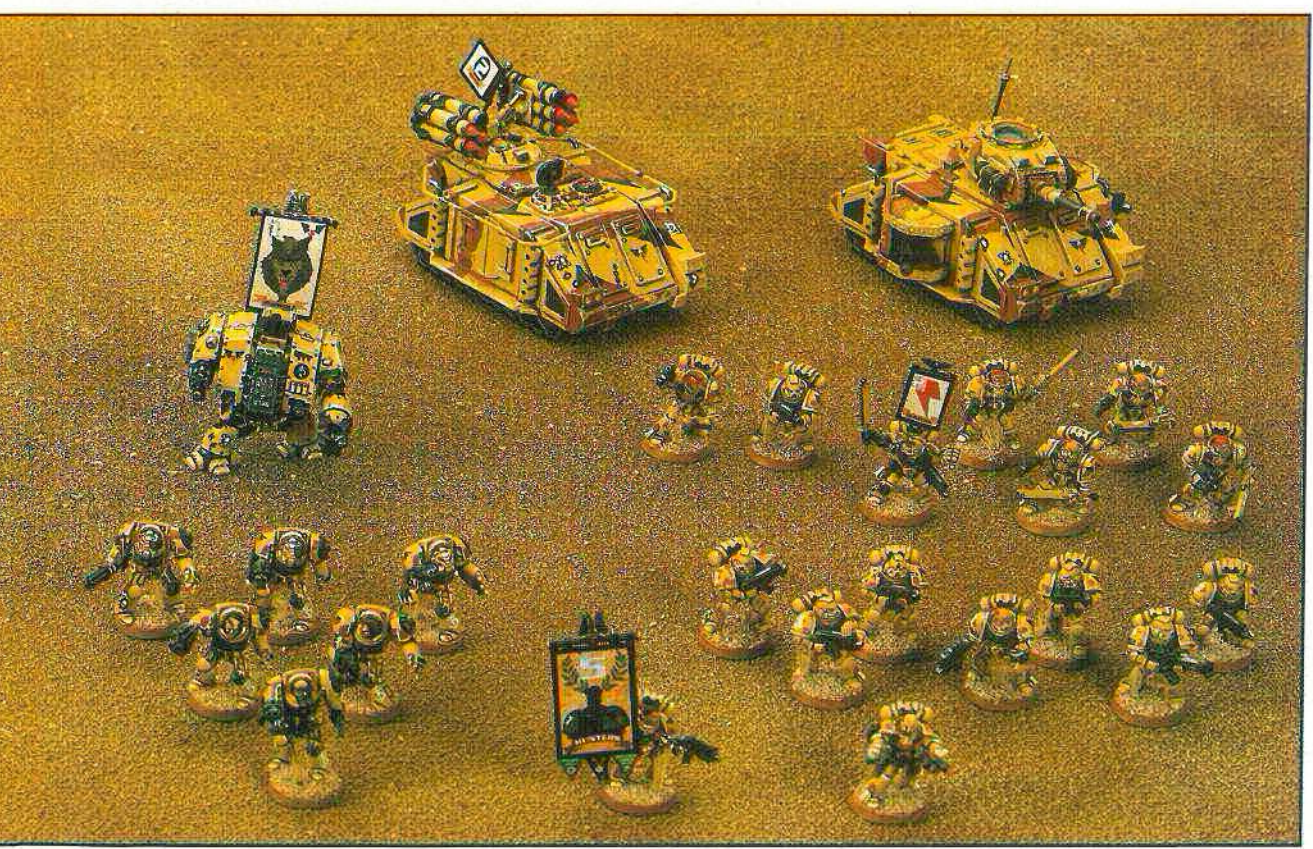


Right: Over a hundred competitors filled the Events Hall to take part in the tournament. Every battlefield featured carefully modelled terrain created by the staff of Warhammer World, the hard-working guys who organise the whole event.

Below: Battle rages down the entire length of a river, while a large, bald bloke sneaks around at the back, stealing everyone's lunch.



The winners!



PLAYING TO WIN



Tuomas Lähdeoja

The army I fielded was an all-out, in-your-face fast attack force – a detachment of a Chapter of my own making, called the Raptor Legion. As they are geared heavily towards assault and they have a flaw of their own in the gene-seed, I use the Blood Angels army list and special rules.

The army list evolved quite a lot during practice games at home, with minor tweaks in every update to the list. Assault troops are expensive and fairly fragile against massed battlecannon and plasma weapon fire, but a lot of fun to play with! Their good mobility plays an important role in winning games, and actually accomplishing a 25-Marine assault on a single Ork mob is very rewarding. Splat!



WARHAMMER
40,000

ARMY NAME: **RAPTOR LEGION**

Unit	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points
Chaplain Khetamon	5	5	4	4	2	5	3	9	3+	Crozius arcanum, rosarius, jump pack, Terminator honours, bolt pistol, melta bombs. 3+d3 Lost Ones, count as Death Company.	221
Kharon, a Reborn (Sanguinary High Priest)	5	4	4	4	2	5	3	9	2+	Lightning claw and power sword (count as a pair of lightning claws), jump pack, artificer armour, iron halo.	170
Kharon's Honour Guard	4	4	4	4	1	4	1	9	3+	5 men. Bolt pistols & close combat weapons, jump packs, 2 x power weapon and plasma pistol, Veteran Sergeant, power fist.	207
Veteran Assault Squad Khelekar	4	4	4	4	1	4	1	9	3+	5 men. 2 x meltagun, Veteran Sergeant, thunder hammer.	202
Tactical Squad Saeros	4	4	4	4	1	4	1	8	3+	10 men. Missile launcher, plasma gun, Veteran Sergeant, power weapon, auspex. Rhino, extra armour.	268
Raptor Scout Squad Amras	4	4	4	4	1	4	1	8	4+	6 men. Bolt pistols & close combat weapons, Veteran Sergeant, power weapon.	106
Assault Squad Fetteo	4	4	4	4	1	4	1	8	3+	6 men. 2 x plasma pistol, Veteran Sergeant, thunder hammer.	205

Vehicle	Armour			BS	Type & Notes	Points
	Front	Side	Rear			
Dreadnought-Chaplain Ennead	12	12	10	4	Plasma cannon, extra armour	120

Tuomas has chosen to use the Blood Angels army list to pick his force, even though the army belongs to a Chapter of his own devising. This is perfectly acceptable, even in tournament games, as long as you make sure your opponents know what they are facing.

Saying that your army 'counts as' one of the 'official' army lists is an excellent way of using unique squads or vehicles that you have invented yourself, without having to make up your own 'unofficial' rules.

CHOOSING THE ARMY

For my first HQ choice I took a Chaplain with his 3+d3 Death Company Space Marines. I think there should be a Chaplain in any detachment of Blood Angels to tend for the Brothers who have lost their sanity. They are a bargain too – 180 points for a 45 point hero with 40 points of wargear and at least four models worth probably 30 points each.

My second HQ choice was a Sanguinary High Priest with an Honour Guard. The re-rolls to hit (thanks to the High Priest) are perfect for an assault army. Besides, the Honour Guard can be given power weapons to make them even more effective against other Space Marines (who I expected to be facing a lot).

TOTAL: **1,499 points**

The army that brought Tuomas victory. He will be defending his title in the up-coming Grand Tournament 2000. Why not take up the challenge and enter?



A word of caution here for fellow Codex Blood Angels users; really tooling up the Honour Guard seems like an attractive choice – Terminator honours and power weapons all round sure looks terrifying. But this is very expensive so I always have some without wargear to take off when the squad takes its first casualties.

To fill the first mandatory Troops slot I decided to take a squad of Scouts. They are good for capturing territory and can beat the occasional opponent in hand-to-hand combat as well – especially the Veteran Sergeant with his power axe. In the end they turned out to be too fragile for my tastes – I just cannot make those 4+ saves! For the second slot I took a ten-man Tactical squad, with a Veteran Sergeant and a Rhino. These are quite versatile troops, and with that overcharged Rhino they can charge (unless you roll a one) 26". That is actually further than any other model in the army! Not only that, eight boltguns, a plasma gun and a missile launcher are nothing to sneer at in the shooting phase!

Next I chose my Chaplain-Dreadnought conversion with lots of skulls on the model, a plasma cannon made from two Leman Russ sponson cannons and a Dark Eldar Incubus squished underfoot! The Dreadnought is both a good terror weapon, as that S7 AP2 move and fire template makes most players think twice about exposing their expensive, well armoured troops, and it's a good model for tying up units in close combat as well.

After all that I had enough points for two Assault squads. These were the mainstay of my attack. Both squads were led, in the fashion of all the other squads in the force, by Veteran Sergeants armed with thunder hammers to bash people with.

I painted eleven Death Company models, one with a power axe and another with a power fist, to make more or less sure that I would not run out of them. I ended up using eight, nine and ten-man Death Companies, mainly due to a nice streak of luck with the Chaplain's D3 rolls – out of five games, four turned up 3s and one as a 2.

THE TOURNAMENT

The Grand Tournament itself was, again, a very enjoyable affair, with five challenging games against diverse opponents – two from Norway, two from the UK and one from France. I managed to win four of the games, but lost the second one quite soundly. The loss proved, in the end, to be quite helpful as I probably got less mighty opponents for the rest of the games. Despite all the gaming and the hope of victory, the best bit of Grand Tournaments is getting to meet other, usually very nice, people from all over the world, all as hooked on playing Warhammer 40,000 as I am!

So, what does it take to win the Grand Tournament? Well of course you have to know how to use your army to its best effect, you need a nicely painted and carefully chosen force, you need a decent knowledge of the rules and background, plus luck to come up against armies that your army can beat and luck with your dice-rolling – even the best player cannot win enough games if the dice are going against him!

Grand Tournament 2000, the Raptor Legion will be back.

The Grand Tournament 2000 will be held at Warhammer World on 19-20th February. Tickets go on sale on 4th December, available from Mail Order only. More details elsewhere in this issue.

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

Battle Forces are the perfect, cost effective way to begin a new army for Warhammer 40,000 or just add some last-minute reinforcements to your existing army. All the Battle Force boxed sets are packed with essential core troops to bulk out your army, and you also get cool plastic scenery to add to your battlefield.



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

LAST CHANCERS: THE DEADLY MISSION

STARRING GORDON DAVIDSON AND GRAHAM DAVEY.

PRODUCED BY SIMON SHUKER.

The splendid combination of Michael Perry and Alan Perry's newly released Schaeffer's Last Chancers and Jervis Johnson's expanded rules (see this month's Chapter Approved) gave us the perfect opportunity to fight a battle report using this unique twelve-man 'army'. Gordon Davidson eagerly volunteered to lead Colonel Schaeffer and his Last Chancers on what seemed a suicide mission against an army of Chaos Space Marines, namely those of White Dwarf's Graham Davey. Let the titles roll...

"Better get your kit together, here comes the Colonel..." warned the training Lieutenant. At his cautionary words, the Last Chancers grabbed their weapons and equipment from where it was scattered near the shuttle. The Colonel strode over to them, hands clasped tightly behind his back, his glittering blue eyes sweeping over the assembled penal legionnaires.

"Everyone is clear with the plan," Schaeffer said. It was a statement, not a question. The Last Chancers nodded anyway – they'd had to repeat the plan verbatim at least fifty times since Schaeffer first outlined it three days previously.

"You understand what is at stake here?" the Colonel asked, prowling around them, staring at each in turn with the pinpricks of ice that glared out from the peak of his officer's cap.

"We survive this, we're pardoned," said Shiv calmly, picking dirt from beneath a thumbnail with the point of his long knife. Schaeffer fixed him with that piercing gaze for a moment.

"No. That is irrelevant. You are pardoned whether you live or die," the Colonel said bluntly, turning his attention away from the knife-fighter.

"If the enemy can detonate their bomb in the mineshafts, it'll cause massive seismic reactions which could devastate the settlements here, killing millions." This was from Brains, who alone among them could fully comprehend the technical aspects of the Black Legion's devious plan.

"That is what we are here to prevent, but that is not what is at stake," the Colonel replied, shaking his head as if disappointed. He

looked them over again, jaw clenched tightly, as it always was when he was agitated – which was most of the time.

"What is at stake, Lieutenant?" Schaeffer said quickly, turning sharply to the heavily scarred officer who was nonchalantly leaning against the shuttle's boarding ramp. The Lieutenant blinked in surprise with the sudden question and then drew himself up.

"That's easy, sir," he replied, a sly smile turning the scars criss-crossing his face into a twisted labyrinth. "Their immortal souls are at stake."

"Your immortal souls," the Colonel repeated slowly, turning that icy gaze back towards them. "Serve the Emperor faithfully now, and when you die you shall be taken unto him, blessed for all eternity. If you should die with weakness, dishonour and impurity within you, your souls will be forever ravaged by the creatures of the dark abyss, a nightmare of torment until time itself dies. Remember that when we attack. Remember it well..."

As the Colonel walked up the shuttle ramp to collect his own weapons, the Last Chancers exchanged worried looks.

"How the hell is anyone supposed to survive these Emperor-damned suicide missions?" snapped Rocket Girl, banging a fist against the side of the shuttle.

"I did."

All eyes turned towards the Lieutenant. Seeing the looks of incredulity across their faces he gave a small shrug, his harsh laughter resounding around the clearing.

by Gav Thorpe

We decided that playing the Sabotage mission would be lots of fun and very characterful. Essentially it would give us the chance to play out a sort of Dirty Dozen film as a game. A small group of redemption-seeking criminals had been chosen by Colonel Schaeffer to set off a bomb known as the AA-21 Plasma Warhead Device (PWD). The Chaos Space Marines were planning to detonate this device down a nearby deep-core mineshaft, causing enough seismic disturbance to level most of the cities of Sipra IV's single continent.



















In game terms, the objective for Colonel Schaeffer and his Last Chancers was to assault the AA-21PWD and remain in contact with it until the end of their next assault phase (enough time to set demo charges). The container itself was being kept at Landing Pad 41 on the outskirts of a the city which the Chaos Space Marines had captured, and this would be the location of the battle.

Graham chose a 1,000 point army of his own Black Legion Chaos Space Marines. He took a flexible force of four squads of six Chaos Space Marines backed up by five bikes, two Dreadnoughts and a Chaos Lord. Graham set up three of his four squads on the landing pad along with his Chaos Lord in Terminator armour. Kept in reserve were the Dreadnoughts, bikes and fourth squad of Chaos Space Marines, ready to reinforce the troops on the landing pad. Finally Graham deployed his six sentries, three on either side of the landing pad.

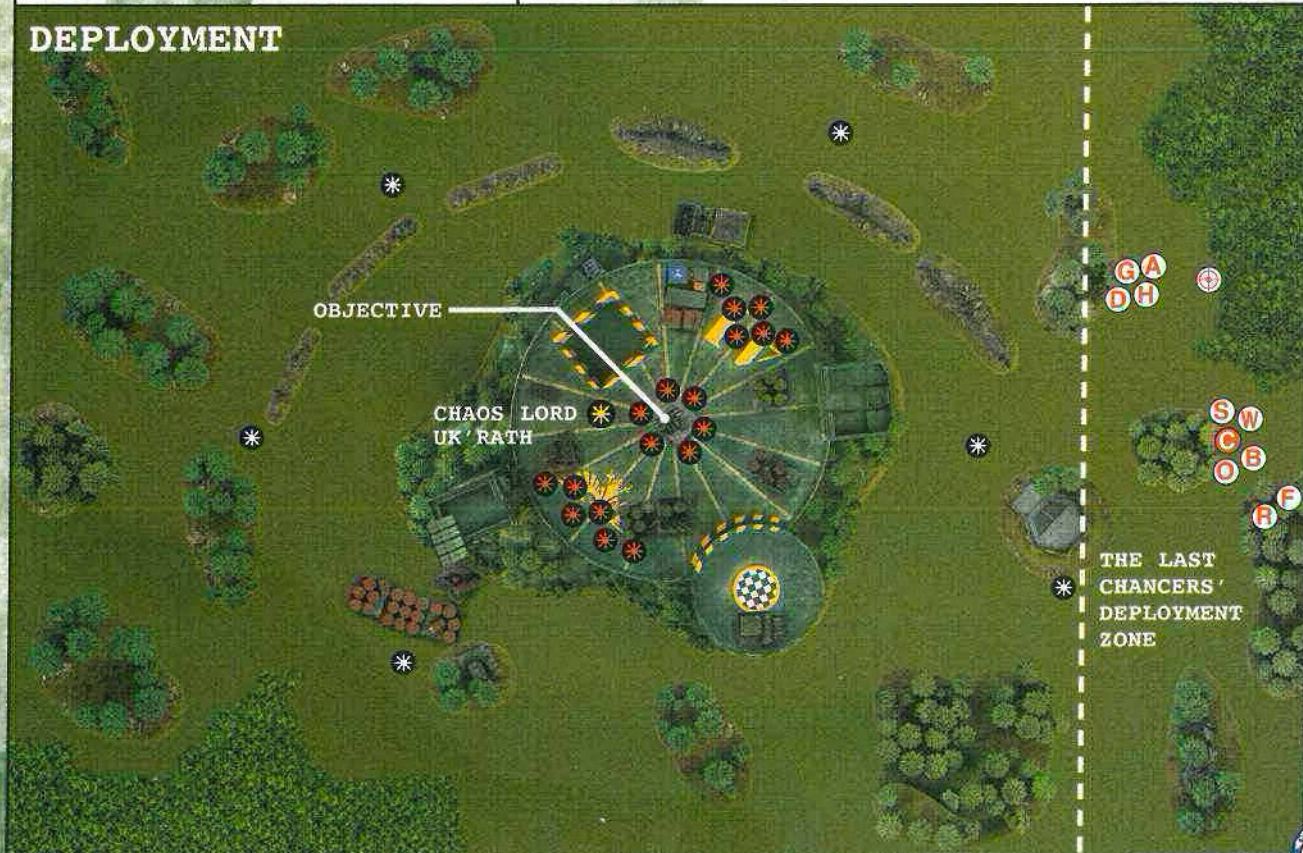
As the Last Chancers are able to infiltrate, Gordon was allowed to set them up 12" onto the table. With both forces in place we were ready to begin. Lights, camera, action!



The Last Chancers on route to Landing Pad 41.

 CHAOS SPACE MARINE SENTRY	 COLONEL SCHAEFFER	 SCOPE
 CHAOS SPACE MARINE	 HERO	 GREASE MONKEY
 CHAOS LORD UK'RATH	 OX	 ROCKET GIRL
 DREADNOUGHT 'SLAAL'	 BRAINS	 FINGERS
 DREADNOUGHT 'DH'RARK'	 DEMOLITION MAN	 ANIMAL
 CHAOS SPACE MARINE BIKE	 SHIV	 WARRIOR WOMAN

DEPLOYMENT





Scope takes aim at one of the sentries.

14:48:20

Scope crawled through the undergrowth on his front. Without breaking the silence he settled into his firing position and loaded the toxin cartridges into his needle sniper rifle. From his concealed location he could make out three of the Chaos Space Marine sentries patrolling the outskirts of the landing pad.

Taking in his surroundings he watched as Rocket Girl and Fingers took up position to his right.

14:48:57

Rocket Girl scanned the vast form of the landing pad from her hidden position amongst the ferns and palms. Behind her, Fingers rummaged in his pack for one of his special missiles.

Now in position they waited patiently for the signal to open fire...

14:51:38

With Scope, Rocket Girl and Fingers all in place, Colonel Schaeffer ordered the rest of the Last Chancers forward. Splitting into two groups, Colonel Schaeffer sent Hero, Demolition Man, Grease Monkey and Animal to make a flanking action while he took command of the remaining Last Chancers for a frontal attack.

With a gesture from the Colonel, Hero led his squad across the clearing and back into cover, staying out of sight of the nearby sentries. The success of the mission depended on the Last Chancers using the element of surprise and Colonel Schaeffer knew killing the sentries would be difficult without raising the alarm.

14:52:07

Scope took aim on the approaching Chaos Space Marine sentry. Using pinpoint precision the expert marksman targeted a weak spot on the ancient power armour. The sniper's shot hit the Chaos Space Marine and he fell to his knees clutching at his throat, his screams inaudible from his badly lacerated throat. This in itself was not enough to kill him but the toxins had entered his blood stream and moments later he was dead.

"This is as easy as shooting Ptera Squirrels."

Scope

14:52:39

With the dead Chaos Space Marine laying in the clearing, Colonel Schaeffer grabbed his opportunity and pushed forward. Shiv took the lead, sprinting past the corpse of the sentry. With the immediate threat of being seen taken care of, the rest of the Last Chancers continued their forward advance.



The Last Chancers use the undergrowth to close in on the landing pad.



The headlong rush toward the landing pad.

14:53:27

The flanking squad moved up toward the damaged fence where one of the Chaos Space Marine sentries stood. Although the four of them could have killed the sentry they all knew the sound of their weapons firing would be enough to alert the Chaos forces to their presence and so held their instinctive reaction in check.

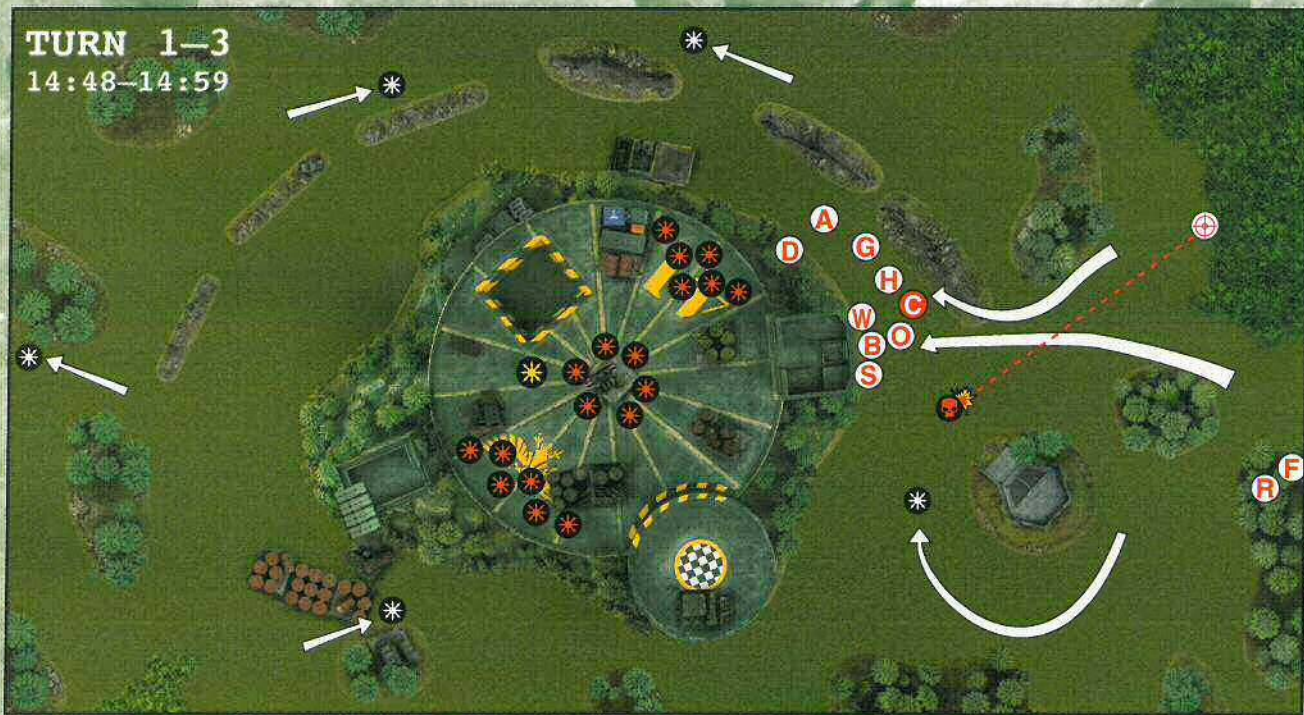
Instead Hero, who was hidden from view, picked up a small stone and hurled it over the nearby fence so that it clattered off a collection of crates. This was enough to distract the sentry and he headed off in the opposite direction.



Gordon plans his next move.



Another sentry threatens to spot the Last Chancers' approach.



TURN 1-3
14:48-14:59

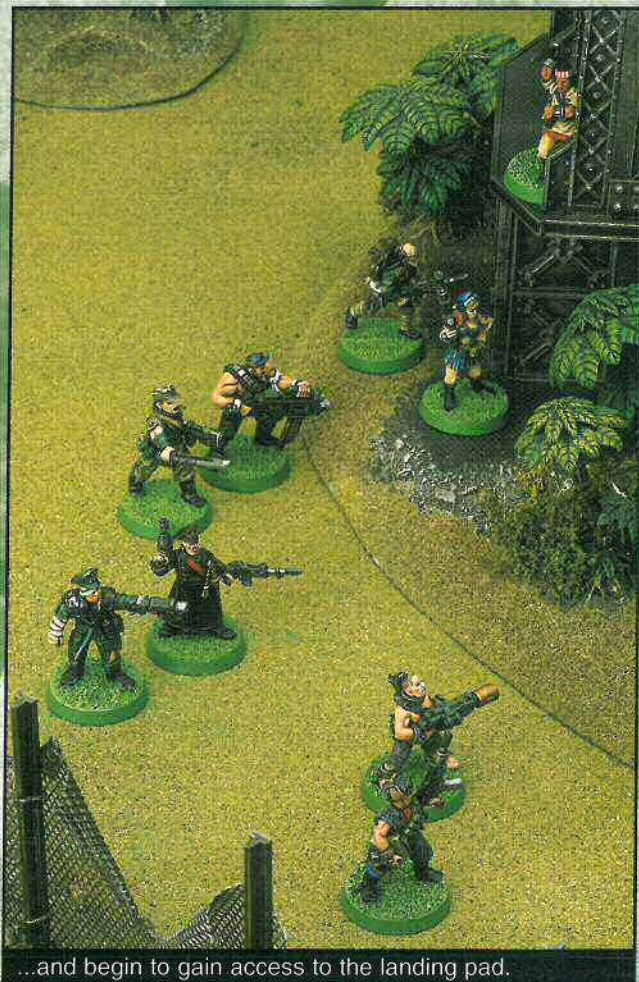


The Last Chancers sneak past the sentries...

14:54:38

With the Chaos sentries still unaware of the Last Chancers' presence, they moved forward covering as much ground as possible. Despite the fact that another one of the sentries was getting dangerously close, Scope opted not to fire upon him as he couldn't afford to risk raising the alarm.

Hidden from view, Rocket Girl bided her time trying to pick out targets on top of the landing pad through the sight of her missile launcher but knew not to fire until the time was right.



...and begin to gain access to the landing pad.

14:55:03

As the Last Chancers arrived at the base of the landing pad Animal, Demolition Man and Grease Monkey moved around the side planning to climb the walls. Meanwhile Colonel Schaeffer and the rest of the Last Chancers moved up the steps of the tower ready to attack simultaneously with the others.



Graham manages to lose every roll for control of his sentries and with it any chance of spotting the Last Chancers before they attack.

14:58:47

Demolition Man saw an excellent opportunity and prepared his demolition charge for the order to attack. At his side Animal had that wild look in his eyes that revealed something dark and disturbing was about to be unleashed.

On the other side of the battlefield Scope, Rocket Girl and Fingers chose their targets as the synchronized time of the attack approached.

14:56:12

When the Chaos Space Marine sentries began to head off away from the Last Chancers' location, the flanking squad seized their chance to climb the side of the landing pad.

Blind to the Last Chancers' presence, the Black Legion Chaos Space Marines remained unprepared for Colonel Schaeffer's attack.

***"Eat demo charge,
Chaos scum!"***

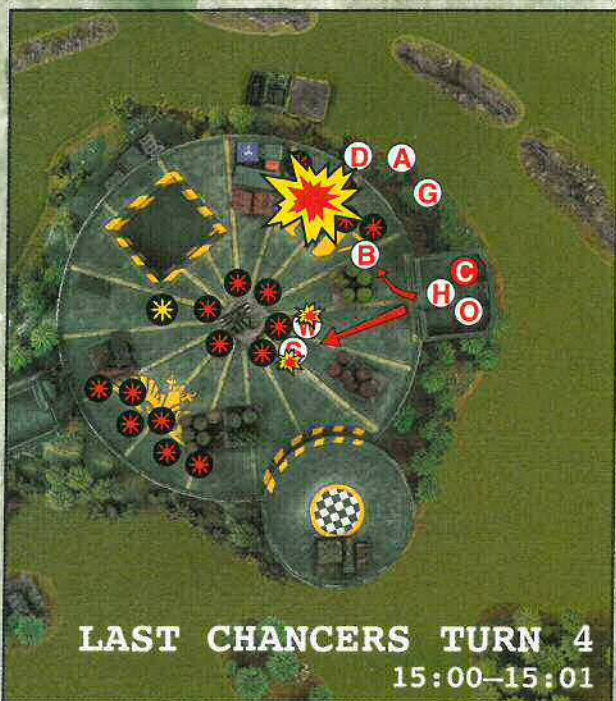
Demolition Man



Demolition Man, Animal and Grease Monkey climb the landing pad wall.



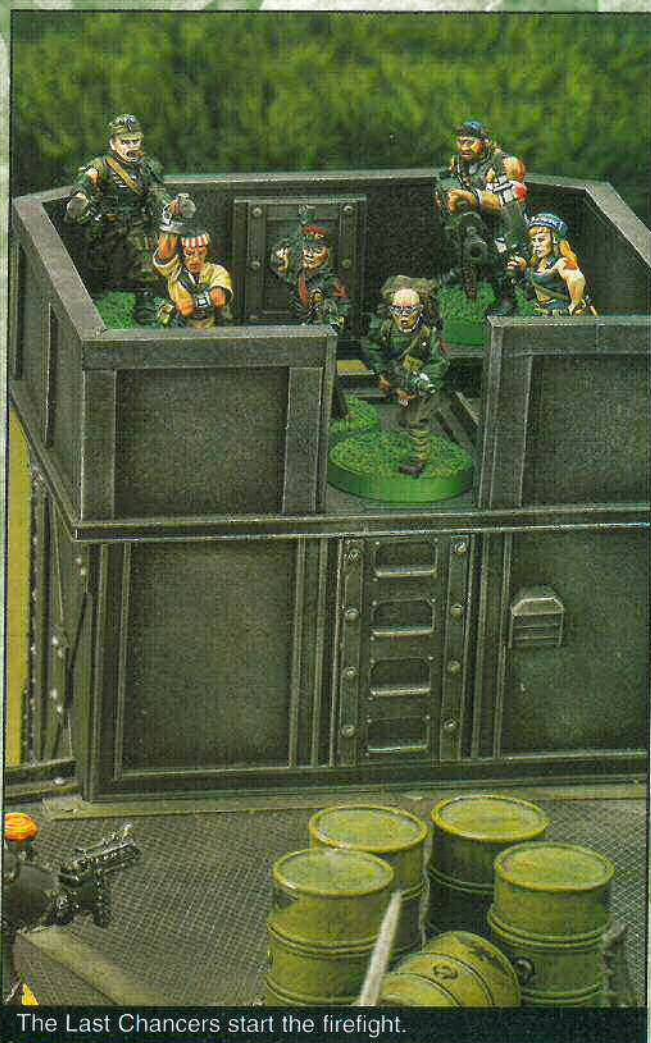
Demolition Man prepares to go over the top.



LAST CHANCERS TURN 4
15:00-15:01

"They may be scum, but they're my scum and I'm damned if I'll let them die!"

Colonel Schaeffer



The Last Chancers start the firefight.



15:00:00

Colonel Schaeffer shouted the order to attack and as one the Last Chancers revealed themselves.

Those on the tower opened fire on the Chaos Space Marines. Their weapons scored numerous hits between them but the Chaos Space Marines' power armour saved their foul hides.

Around the side of the landing pad Animal had blown a huge hole in one of the Chaos Space Marines with his meltagun. Then, praying for a good result, Demolition Man threw his demolition charge directly into the nearest Chaos Space Marine squad.

The explosion shook the landing pad and both Last Chancers and Chaos Space Marines ducked for cover to avoid the flying debris. Just one badly scarred Chaos Space Marine picked himself up off the plasteel floor, only to have Brains jump down from his position on the tower and attack him.

Brains desperately takes on the survivor of Demolition Man's explosives.



15:00:17

As Brains jumped down to assault the survivor of the devastated squad, Shiv and Warrior Woman followed his example and both attacked the Chaos Space Marines guarding the AA-21PWD.

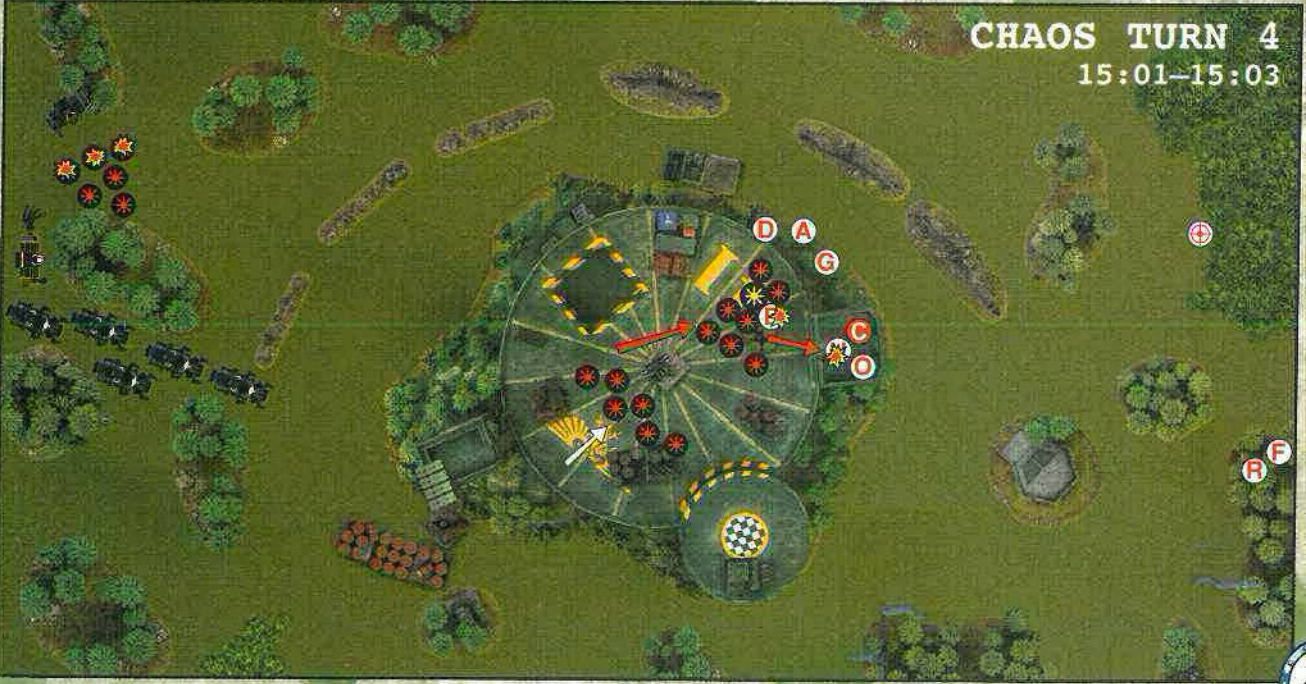
However, the Chaos Space Marines were wholly confident of their ability to deal with these petty humans and before either could land a blow they were both hacked to pieces with axe and sword.

...proves to be a fatal one. With Warrior Woman and Shiv dispatched, the Chaos Lord decides to deal with Brains personally.

15:00:21

Brains' brave attack proved ineffective as the swinging arc of his lasgun completely missed its target, while the

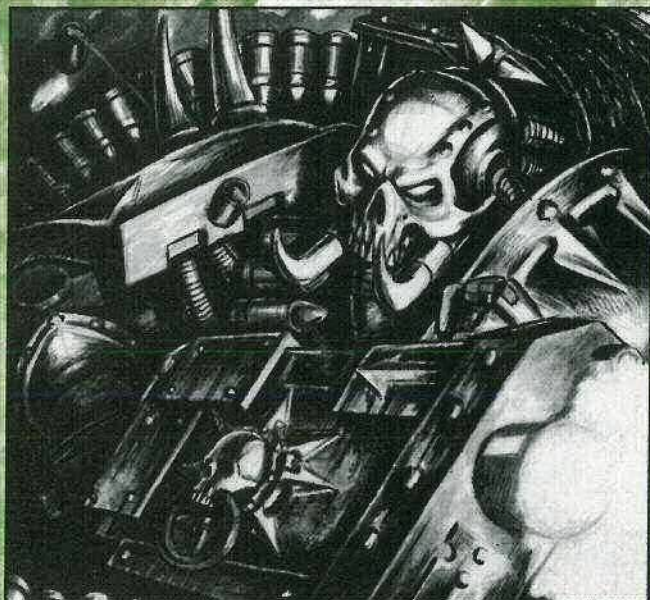
Chaos Space Marine's savage response in turn failed to strike the small bespectacled man.



CHAOS TURN 4
15:01-15:03

“Colonel, remember the mission and quit dancing with those Chaos boys – their back-up’s here.”

Rocket Girl



15:01:03

The sound of the demolition charge had alerted the reserve forces of the Black Legion and they started to arrive in great numbers. The roar of the engines heralded the arrival of the Chaos Space Marine bikes. They were closely followed by another Chaos Space Marine squad and the two Dreadnoughts. At this point the reserve force was out of range and unable to draw a line of sight to any of the Last Chancers but it would not be long before they would present a serious threat to the ultimate success of the mission.



The Chaos reserve force arrives in large numbers...



15:01:29

However it was not all bad news for the Last Chancers as the Chaos Dreadnought Dh'rark entered a berserk rage and began firing wildly into the squad accompanying him. Three of the Chaos Space Marines fell to a horrendous barrage of plasma cannon and bolter fire. Despite this the reserve force continued its hasty advance toward the landing pad, anxious to thwart their unknown attackers.

15:02:02

With the only viable target for the Chaos Space Marines to fire upon being the men in the tower, the Chaos force opened up with all it had. All but one of the shots ricocheted off of the tower, however Hero was fatally injured. But despite the huge loss of blood he fought on bravely.

...which rapidly begin to dwindle.



After dispatching Brains, the Chaos Lord and his troops sweep toward Colonel Schaeffer's defensive position.

15:02:13

On the landing pad floor Chaos Lord Uk'rath personally dealt with Brains, bloodily eviscerating him with his lightning claw. As Brains' lifeless form hit the plasteel floor Ox bellowed with rage at the death of his friend. The Chaos Lord and his troops then proceeded to charge into combat with the Last Chancers on the tower, namely the Colonel, a bloodied Hero and a dangerously berserk Ox.

15:02:47

As the Chaos Space Marines attacked the Last Chancers' position, Colonel Schaeffer, Ox and Hero opened fire. The Colonel vapourised one with his plasma pistol before the combat began but all the other shots, including a missile from Rocket Girl and a sniper shot from Scope, failed to inflict any discernable damage on the enemy.



Graham looks worried as the Last Chancers begin to form a strong attack on the objective.



The flanking squad go over the top while the Chaos forces are distracted.

"Let the fire of battle absolve your sins!"

Colonel Schaeffer

15:02:54

With the objective left undefended, Animal saw his chance and, closely followed by Grease Monkey and Demolition Man, he scaled the side of the landing pad and ran toward the AA-21PWD. As he sprinted he took a pot shot at one of the Chaos Space Marines, melting both power armour and the warped being within.

15:03:01

As the three Last Chancers reached the objective and began the process of setting their detonators, the Chaos Space Marines assaulted Hero, Ox and Colonel Schaeffer.

The combat proved bloody and short. Though the Chaos Space Marines struck first, Colonel Schaeffer shrugged off the attack while the enraged Ox only grew even more wrathful with each blow his foe struck. In return Colonel Schaeffer cleft one in half with his power sword while Hero missed the hulking shape in front of him. His previous wounds proved too much and the valiant trooper died.

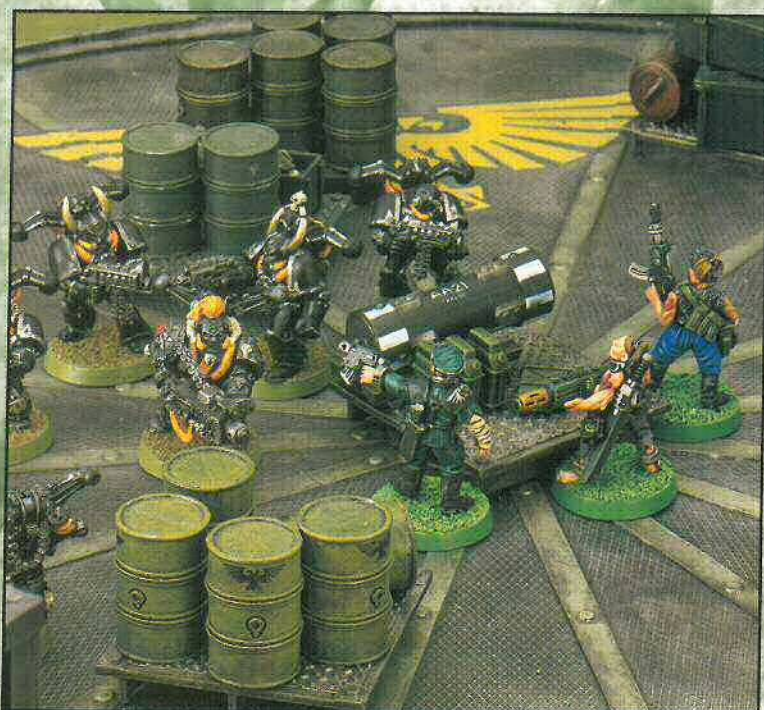
The enraged Ox knocked the life out of his next opponent and with an immense show of strength proceeded to throw the body of the Chaos Space Marine from the tower.

15:03:48

The victorious Colonel Schaeffer and Ox jumped from the tower onto the landing pad floor and engaged the remains of the Chaos Space Marine squad and Chaos Lord Uk'rath himself in close combat.

15:03:59

As the Black Legion reserve force approached the landing pad, the unengaged Chaos Space Marines began firing on the Last Chancers around the objective. However all of their shots flew wide with some ricocheting dangerously off of the AA-21 warhead. Determined to stop the Last Chancers, the Chaos Space Marines then charged into hand-to-hand combat.



The struggle to gain control of the objective begins.

Seeing the oncoming Chaos Space Marines, Animal reached for his chainsword. He struck the first blow but the bite of his weapon was not enough to penetrate the thick power armour of his enemies. Before Demolition Man or Grease Monkey could act, the Chaos Space Marines began their onslaught. At the end of it the only Last Chancer left standing was Animal – firmly gripping his chainsword, surrounded by his adversaries.

On the other side of the landing pad Ox fought against both a Chaos Space Marine and a Chaos Champion armed with a huge power fist. The combat ended in stalemate as neither side could land a blow on the other.

Meanwhile brave Colonel Schaeffer furiously battled the Terminator-armoured Chaos Lord Uk'rath. Despite suffering two grievous wounds from Uk'rath's lightning claw, Colonel Schaeffer struck back with righteous vengeance. His master-crafted power sword pierced Uk'rath's armour, and with all his might the Colonel buried his sword deep within the Chaos Lord's torso.

Without pausing for breath, he wrenched his sword from the chest of his fallen foe and hurried to join the faltering assault on the objective.



Colonel Schaeffer turns the tide of the attack by personally slaying the Chaos Lord.

15:04:06

The struggle for control of the landing pad was now reaching its climax.

The Chaos Space Marine fighting against Ox landed two blows on him but in his enraged state they had no effect. In answer to this attack Ox killed the Aspiring Champion whose power fist was poised ready to strike and the last Chaos Space Marine decided that enough was enough and fled from the combat. Seizing his heavy bolter, Ox gave chase, bellowing for the coward to turn and face him.



Animal fights off the Chaos Space Marines as Colonel Schaeffer joins the fray.

15:04:42

Colonel Schaeffer joined the combat where Animal was holding out against six Chaos Space Marines. His power sword swung left and right cutting down two of the traitors but not before one of them struck out at the brave Colonel. The blow glanced off Schaeffer's battered armour, no doubt saving him from death.

The remaining Chaos Space Marines struck out at Animal in one last ditch attempt to stop him completing

his mission, but he avoided their blows. And with their brethren dying all around them the last of the Black Legion defence force fell back, only to be chased and cut down by Schaeffer.



Against all the odds (and Gordon's expectations) the Last Chancers are holding their own...

CHAOS TURN 5

15:03-15:04





TURN 5-6
15:04-15:06



Colonel Schaeffer slays the fleeing enemies while Animal completes the mission.



Ox goes in where the others have been.



Victory to the Last Chancers, but a game enjoyed by all.

15:06:37

With the Chaos Space Marines driven off, Animal finished arming the AA-21PWD. Looking up, he saw a melancholy Ox's huge frame carrying the bruised and blooded Colonel over one shoulder and the lifeless form of Brains over the other.

The surviving members of the Last Chancers slipped ghostlike into the Jungle and moments later the Chaos reserve forces arrived to find the bodies of their brethren scattered across the landing pad, with no evidence of who was responsible.

EPILOGUE

Rocket Girl tried to work out what was happening on the landing platform. She could see a whirl of fighting; Chaos Marines seemed to be everywhere she looked.

"Dammit!" she spat at Fingers, "What the frag's goin' on?"

At that moment, Fingers pointed over her shoulder and she looked in that direction. She could see figures sprinting towards them and she raised the missile launcher to her shoulder.

"Hold fire!" screamed Scope from across the woods. "It's the others!"

She watched in amazement as the surviving Last

Chancers came running back into the treeline, Animal virtually dragging the wounded Colonel Schaeffer with him.

"Come on!" screamed the psychopathic killer as they rushed straight past into the trees. Rocket Girl and Fingers scrambled to their feet and as they started to dash down the path, a tremendous detonation roared out behind them. A few moments later the shockwave overtook them, uprooting trees and flinging them through the air to land in a heap in the whirling leaves. Rocket Girl looked up, her eyes meeting the stony glare of Colonel Schaeffer. She gave a wild grin.

"Guess we did it then!"

THE CHAOS LORD'S RAGE



Chaos Lord
Graham Davey

So just to recap – my forces outnumbered the enemy nearly three to one and had power armour, but despite that, some useless sentries, a couple of failed Morale checks on 11s and general jamminess on Gordon's part all conspired against me and I lost the battle (no self-respecting evil villain ever accepts the blame himself). Well, you might expect me to be a bit disappointed or annoyed at the end the game, but that just isn't the case. The thing is, this sort of game isn't a test of who is 'best' at Warhammer 40,000. It is all about creating a story. In fact with this particular story there were clear goodies and baddies and everyone knows the baddies are supposed to lose.

The first time we played through the scenario Gordon ended up with just Animal left alive and in position arming the bomb. To win the game all he had to do was stay alive till the end of my turn. My shooting caused one wound and it all came down to whether Animal could make a single save. He failed it, which meant I had won. But I was almost as gutted as Gordon, because it would have been such a fitting, heroic way to win the battle if Animal had done it. It just didn't seem right for the 'baddies' to win! Imagine Star Wars ending with Darth Vader shooting down Luke Skywalker's X-wing and killing him – what an anticlimax! Anyway my point is if you are playing

the baddies against the Last Chancers don't worry about winning or losing, just about telling a good story and having lots of fun. If your sentries all go in the wrong direction, laugh – baddies are never that bright! Don't avoid killing Brains to prevent Ox going berserk – that's just boring! And do your level best to get your commander into combat with Colonel Schaeffer – after all, films always end with a scrap between the hero and the arch villain!

COLONEL SCHAEFFER'S REPORT

Is it just me or was that a fitting conclusion? Colonel Schaeffer and his small band of redemption-seeking criminals thwart the evil machination of the dastardly Chaos Lord. The battle played out very much like a 'guys on a mission' movie and hopefully we have transferred this feeling across in the report itself.

In Graham's defence I should point out that we enjoyed playing this battle so much we fought it three times (*the 'play until Gordon wins' rule – Fat Bloke*). Over the course of these we had some of the rules tweaked to make this into a more interesting battle report (Andy Chambers allowed Colonel Schaeffer to have a master-crafted power sword for instance). This type of battle, particularly with the Colonel Schaeffer's Last Chancers expanded rules, is definitely 'Hollywood' inspired and should be played in the spirit of old war movies like Kelly's Heroes or the Dirty Dozen. Above all, have fun!

There were many memorable moments and amongst my favourites were Demolition Man's devastating demolition charge hitting right on target to leave only one tattered survivor. Or watching Ox go crazy when Brains bought it during his heroic charge ("Eat hot death Chaos scum! Zap! Ugh!"). And of course the tremendously rewarding moment when Schaeffer himself, reminiscent of the Emperor and Horus's titanic encounter, cut down the Chaos Lord Uk'rath in hand-to-hand after being badly wounded himself. God bless Andy for that sword upgrade (*fear not, all these tweaks have been included in Chapter Approved – Shukes*). But what I want to know is where was Donald Duck?



Hardbitten Colonel
Gordon Davidson

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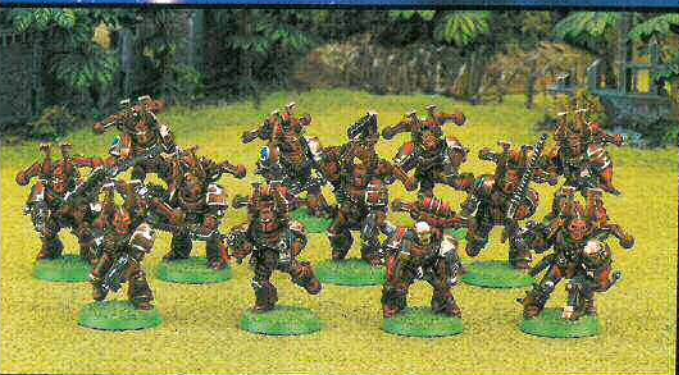
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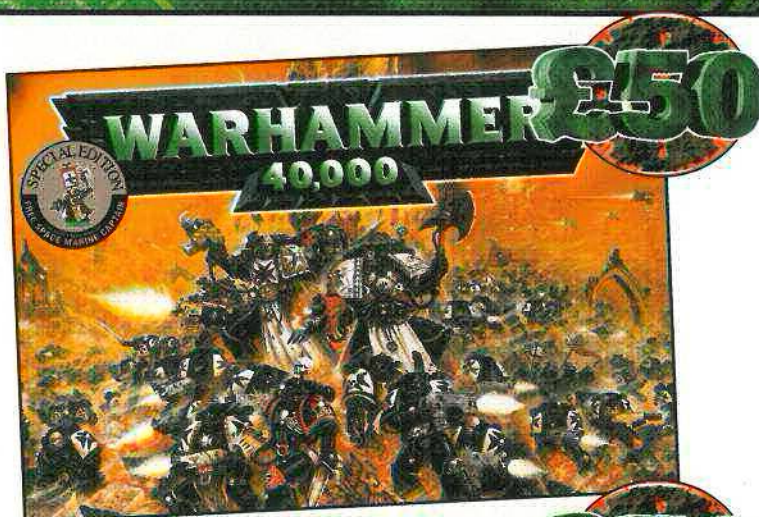


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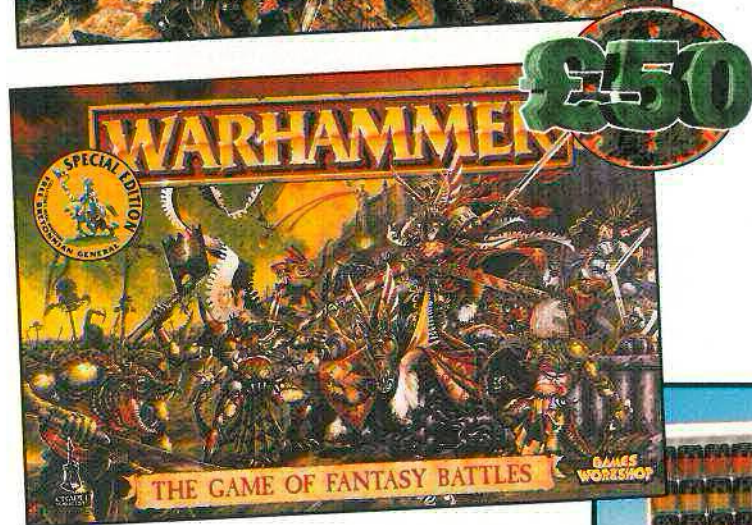
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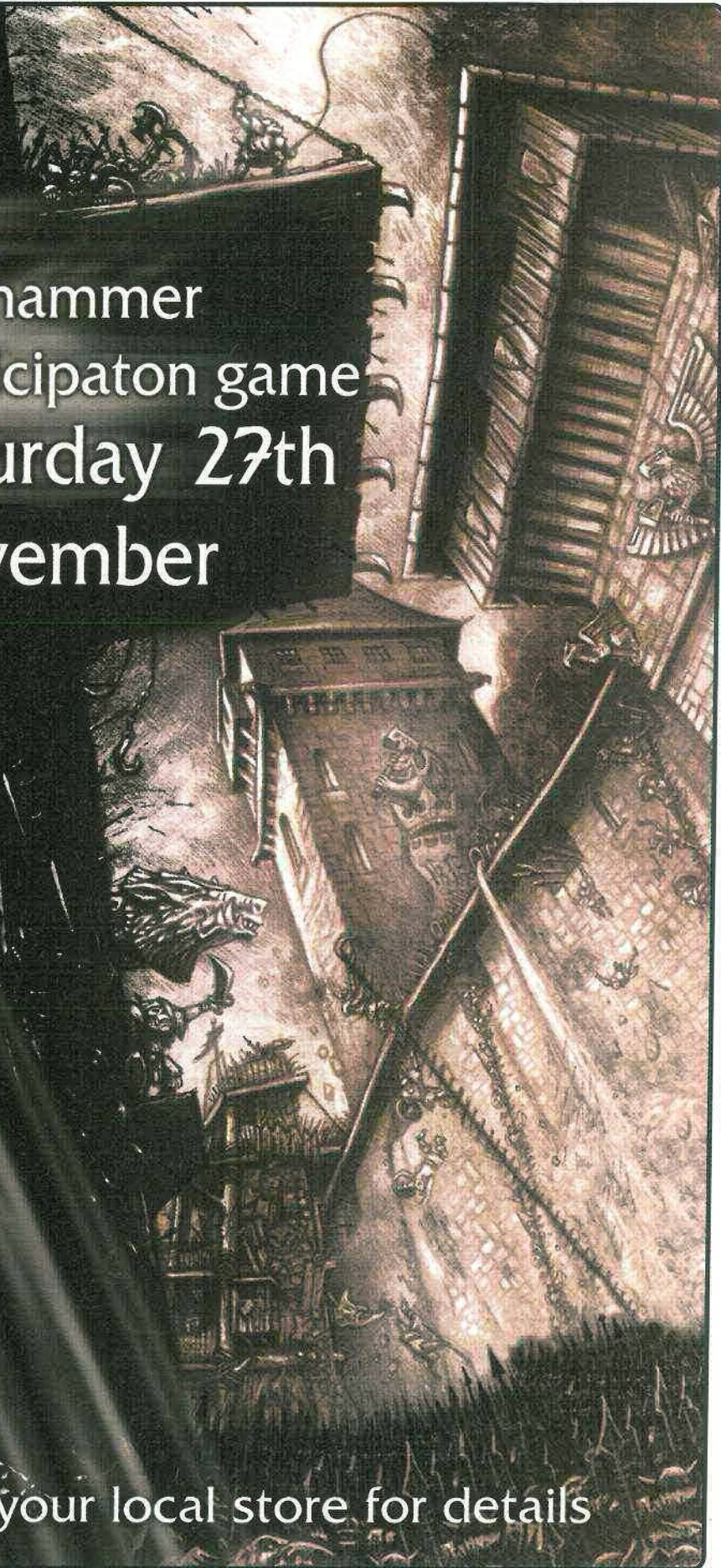
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GAMES WORKSHOP LUTON

THE PRAETORIAN GUARD



Ashley Brader
GW Luton

I saw the Praetorians at Games Day '97 and knew that I had to have an army at any cost!



Praetorian Cavalry?
The man's mad you know.



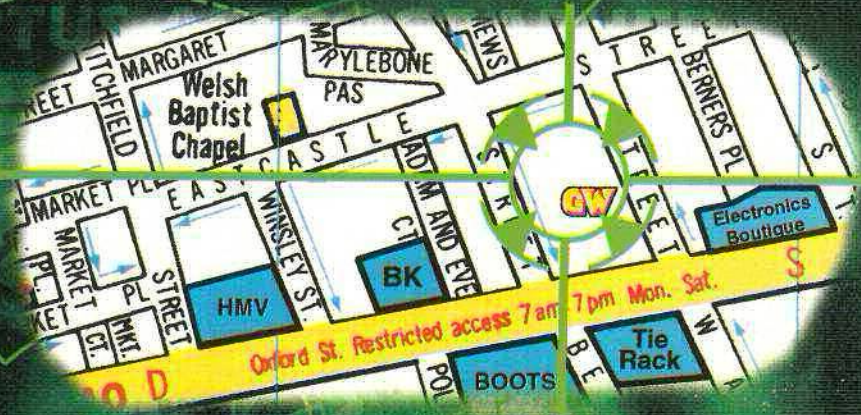
Not only has Ashley painted all his squads to match the Praetorian regiment, but the vehicles too (damn the camouflage and open fire!)



"First rank, FIRE!"
"Second rank, FIRE!"
"Independent fire at will!"

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Games Workshop announces its latest store in Scotland. The long awaited Braehead Shopping Centre outside of Glasgow is now open, and one of the first stores inside to throw open its doors was Games Workshop.

GW Braehead is the ninth store in Scotland, joining Edinburgh, Glasgow, Dundee, East Kilbride, Ayr, Perth, Stirling and Aberdeen, as the latest centre of frenzied wargaming in the country.



FURIOSO



Blood Angels 'Furioso'
Dreadnought



Dreadnought close combat
weapon and meltagun



Dreadnought close combat
weapon and heavy flamer

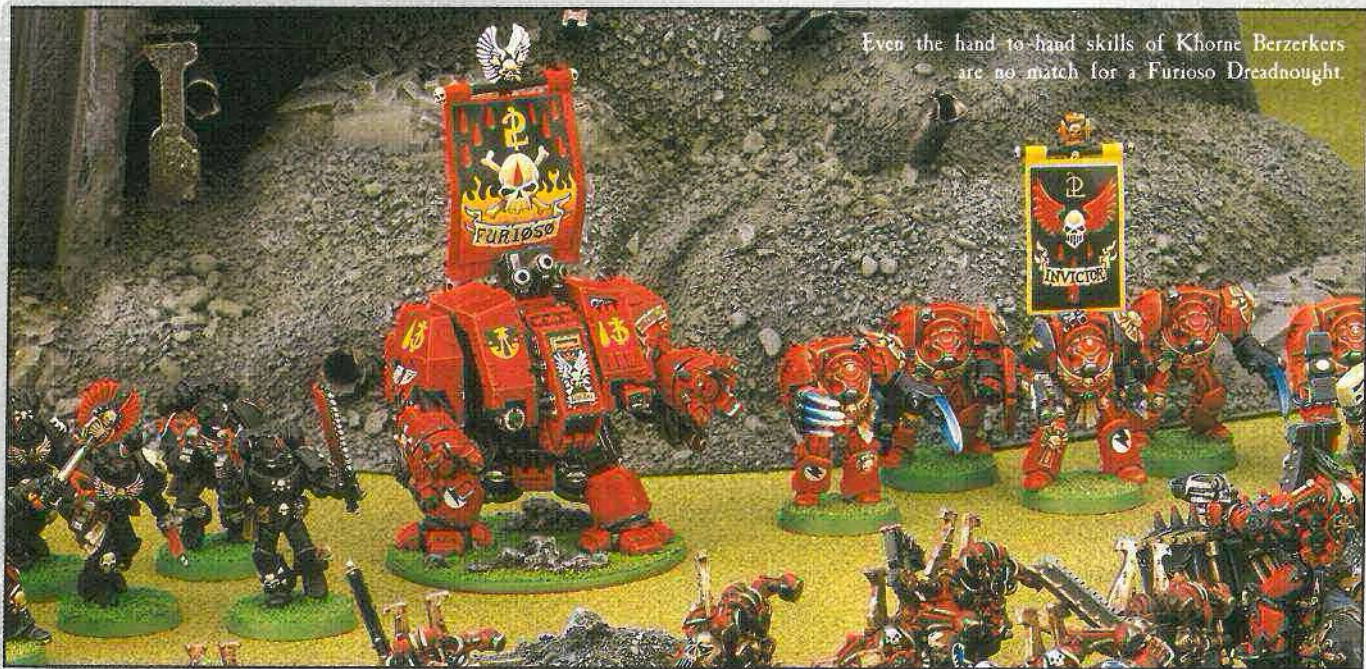
One of the celebrated First Founding Chapters, the Blood Angels have fought the enemies of Mankind for ten long millennia. However, tales abound of their bloodthirsty exploits and stories of the dark flaw which mars them. Even half dead and incarcerated in the adamantium sarcophagus of a Dreadnought, Blood Angels Space Marines still lust for battle and the chance to prove their honour face-to-face with the enemy. The 'Furioso' is fitted with two awesome Dreadnought close combat weapons which are capable of tearing apart enemy infantry and vehicles with equal ease.



A Furioso, supported by a Dreadnought equipped with a multi-melta, moves through dense terrain.



Veteran Blood Angels commander Gordon Davidson has painted his Furioso as a Death Company Dreadnought. The model can easily be used to represent the special character Moriar the Chosen. Notice the converted heavy flamer on the left arm.



Even the hand-to-hand skills of Khorne Berzerkers are no match for a Furioso Dreadnought.

"It was upon the field of battle at Clamorga that the mighty Captain Moriar fell, defending the ridge against the despicable Eldar. Many were his wounds and the Sanguinary Priests were at a loss to heal him. And so it was that Moriar was interred in the sarcophagus of the Furioso Dreadnought built by brother Morleo, as were Belaphon, Dario and Ameretto before him. Upon gaining this new strength, Moriar was struck by visions of Sanguinius, his own near-death state triggering the Black Rage. Immortal now in his adamantium shell, Moriar survived the Black Rage, hungering for battle and death. The Red Thirst grips him, and the revered Brothers of the Armourium have modified his armoured suit so that he may partake of the vital liquid and be restrained when not in battle."

Heroes of Legend - A study of the Dreadnoughts of the Adeptus Astartes Blood Angels.

BLOOD ANGELS DREADNOUGHTS IN WARHAMMER 40,000



NOVELS

NEW! SPACE WOLF by William King

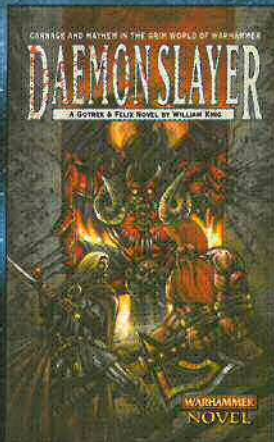
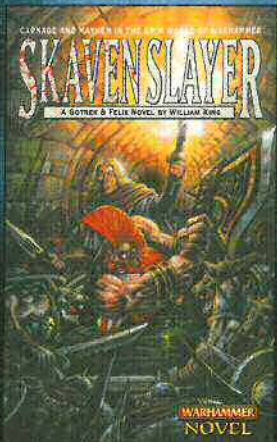
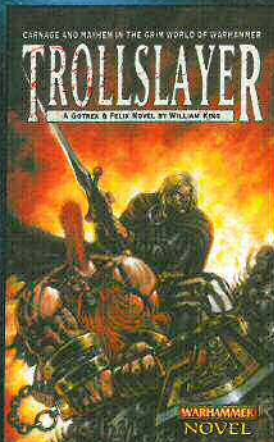
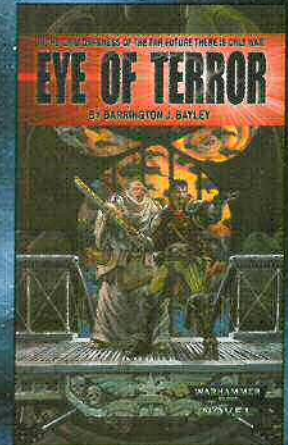
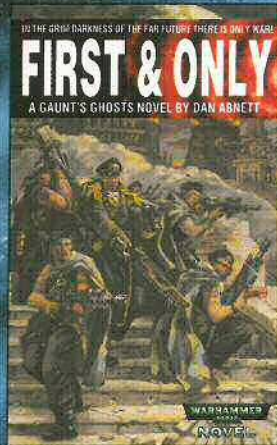
The planet of Fenris is a death world, a world of fire and ice where only the strongest, bravest and fiercest survive. It is home to barbarous warrior tribes who eke out an existence, battling vicious sea monsters and surviving the apocalyptic climate changes. It is also the home world of the Space Wolves, the most savage of the Emperor's Space Marines. Each and every Space Wolves Space Marine is born of this hostile world; for them, there are few places in the universe that hold any terror. Space Wolf begins the saga of Ragnar of Fenris, a young warrior whose destiny lies amongst the far-distant, war-ravaged stars of the galaxy.

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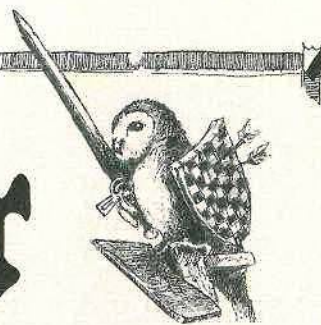
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4 Groats

BLOOD ERUPTS IN THE STREETS OF MORDHEIM!

Fountains of Blood, Carnivorous Trees, Plagues of Flies,
Screaming Walls and Earthquakes.

Strange happenings are afoot in ye ruined streets of Mordheim. Warbands all over the city have reported strange occurrences as if the city has taken on a life of its own.

The Marienburg warband
'The Heralds of Free Trade'

was butchered almost to a man. The only survivor swore that the ancient trees came alive and slaughtered the warband before devouring it. Could it be that nature itself is turning against humanity?

The Middenheimer warband

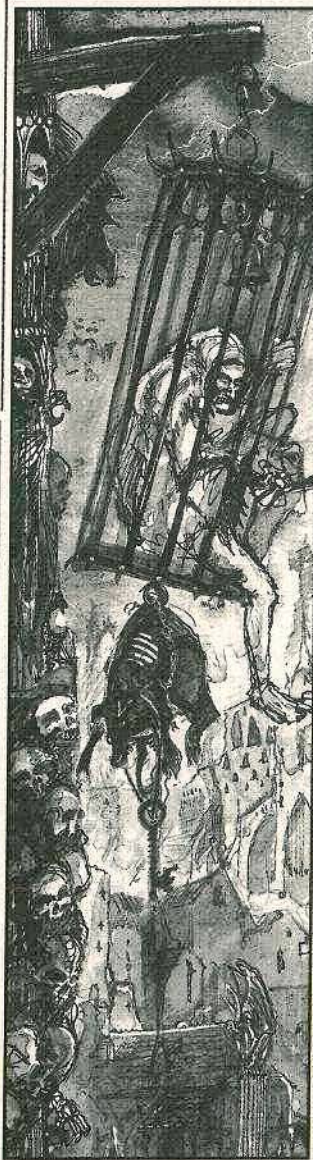
the 'White Wolves' reported an earthquake that seemed to emanate from the crater's very centre. Captain Kurt Whitebeard boasted that the warband was only saved from falling masonry by his keen senses and the strength of his brave men of the north.



Middenheimers come in search of wealth and glory

The fierce men of the City of the White Wolf have come to Mordheim to prove that their contender for the throne is stronger than his unworthy rivals.

SIGMAR'S WRATH REACHES CITY



— YE STORY - PAGE 4 —

Here
Within



The zealous Templars of Sigmar, the Witch Hunters, arrive in the city to vanquish the tainted.

A look at ye fierce warbands of the north currently exploring the cursed ruins of Mordheim.

A further look at ye strange goings-on in the city.

Recent sightings of ye evil Skaven warband 'The Black Shields'.



Ye Guest Editor Speaks

This month's issue of Town Cryer rolls off the scriptorium benches during our editor's annual Troll-hunting expedition to the Chaos Wastes. Fear not for our hero's safety - it's the Trolls I feel sorry for - and be assured that Tuomas will return in time to write next month's editorial.

In the meantime we invite you to feast your blood-shot peepers upon this month's pulchritudinous pages. We have the new Witch Hunters sculpted by Dave Andrews and whilst we're feeling especially zealous, Sigmarite Sister supremo Bertha Bestraufung by Gary Morley.

Also gracing our humble organ this month is Mark Bedford's Skaven warband. Mark's modelling masterpiece displays this young designer's talents to their inspirational full. Doubtless, many an unwary traveller will be tempted onto the path of rodentine furriness as a result.

And for the adventurous we delve into the architectural anarchy of the ruins of Mordheim with modelling features and yet further rules for the game itself.

Before you enter the City of the Damned, think a moment of the Lord Sigmar, clear your mind of impure

thoughts and consider the plight of our noble editor as he battles alone against Trolls in the cold and comfortless northlands. Think how pleased he would be to find, upon his return, your comments, submissions or queries for the Town Cryer. For the sake of our hero, write in to:

Town Cryer
Games Workshop
Willow Lane
Lenton
Nottingham
NG7 2WS

Rich P

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BURN THE WITCH 4
Brian Lang takes a detailed look at the warriors available to a Witch Hunter Captain and how to get the most out of them in a game of Mordheim.

NEW IN TOWN 8
The Sisters of Sigmar are reinforced this month with the arrival of Bertha Bestraufung. To guard her are the new Sigmarite Matriarch and Sister Superior. Also seen in the ruined city is the powerful Warlock.



MEN OF THE NORTH 10
The fierce warbands from the city state of Middenheim take to the streets of Mordheim this month. These warriors are as strong as Ogres and have a well deserved reputation for ferocity.

RANDOM HAPPENINGS 12
Mordheim is a dark and sinister city and dangers lurk around every corner. Mark Havener and Tim Huckelbery explain how these dangers can be introduced to your battles.

MORDHEIM ARCHITECTURE 18
In our third feature on Mordheim scenery Nick Davis shows how he went about building barricades, and he assembles the buildings from the new Blood on the Streets building pack.

MORDHEIM SHOWCASE 22
A selection of Mordheim vignettes by Matthew Parkes.

BLACK SHIELDS 23
A look at how Mark Bedford assembled his Skaven warband.



Burn the Witch

Witch Hunters are charismatic followers of Sigmar who can soon rouse up a crowd into a vengeful mob. They are universally dreaded, for everyone has something to hide. Now that the Grand Theogonist has proclaimed Sigmar's punishment on the City of the Damned, they have come to destroy his enemies with holy fire.

As soon as I received a copy of Mordheim I immediately knew that my loyalty would be first and foremost to the Witch Hunters of Sigmar.

In the eyes of the Witch Hunters everyone is suspect, every deviation from the norm a potential sign of mutation, every muttered word is sure to be blasphemy. In the lands of the Empire, Witch Hunters serve as judge, jury and most especially executioner. Before every game of Mordheim it is important to publicly denounce your opponent. Perhaps their haircut shows definite Chaos influence or you suspect that they utter heresies in their sleep, or maybe their eyes are just a bit too shifty. Whatever the reason make sure they know that they are about to get a taste of Sigmar's wrath! If a crowd gathers it is your sacred duty to stir them up into a hysterical frenzy. Getting them to chant "*Burn the witch!*" or "*Repent or die!*" is always a good tactic.

Witch Hunter Captains

Witch Hunter Captains are not the most fearsome of fighters. The dark pits of Mordheim have vomited forth all manner of creatures which can tear a Witch Hunter limb from limb (Vampires, Rat Ogres, the Possessed). As a result, Captains have been forced to learn guile.

It matters not whether a heretic is killed by a sword or by a carefully targeted crossbow bolt. As a result many Captains

(BS 4) prefer to climb to a rooftop and target the enemies of Sigmar from a distance. Hopefully they can weaken the enemy with missile fire before utterly destroying them in hand-to-hand combat.

Witch Hunters

Like their Captains, Witch Hunters are often most useful wielding crossbows at the start of the battle and then moving into combat with sword and shield later. It is best to focus your fire to take a single enemy *out of action* rather than lightly wounding several. Witch Hunters Heroes are as useful after the battle as they are during it. This is because each character that is not taken *out of action* during the battle allows you to gain a roll on the Exploration chart (pg. 135). More characters = better treasure! Further, each character can make one roll to try and purchase a rare item (pg. 146). More characters = more rare items! Players who enjoy sniping at the enemy from the rooftops will enjoy fielding a Witch Hunter Captain and three Witch Hunters all with crossbows. Those who prefer hand-to-hand combat will probably leave the Witch Hunters at home and bulk up on Flagellants and Warhounds.

Witch Hunter Hatred

Nothing angers a Witch Hunter more than an enemy

Witch Hunters corner an evil Warlock.



A study of ye warbands of the Order of the Templars of Sigmar, also known as the Witch Hunters, and their presence in the City of the Damned.

By Sigmar's most humble worshipper and scribe Brian Lang.

who dabbles in the dark arts. Witch Hunters have the handy ability of re-rolling any missed attacks during the first round of combat when fighting magic users. Keep in mind that this is a rare occurrence. When it happens say a quick prayer of thanks to Sigmar, but don't plan any grand strategies around it.

Warrior-Priests

Warrior-Priests are also rather average fighters. Their significance depends entirely upon which prayer Sigmar deigns to grant them. All of a Priest's spells require him to be in or near hand-to-hand combat. As a result he is often the first character to receive armour and should always be equipped with a sword (for parrying) and a shield.

Priests who are blessed with the Hammer of Sigmar often carry two weapons as well as a crossbow pistol (which grants a free attack during the first round of combat). This allows the greatest number of attacks to benefit from Sigmar's blessing. Warhounds should be kept near a priest that has Hearts of Steel when facing a *fear*-causing opponent.

Warbands with crossbow wielding Witch Hunters receive great benefits from having a priest with the prayer Soulfire. The Witch Hunters climb to the roof of a building. The Priest guards the building from the ground. Anyone who wants to fight the Witch Hunters has to fight their way past an exploding priest! This prayer is especially effective because anyone who comes within 2" of the Priest is required to fight

him (pg. 26)

and hence remains within range of the prayer. This means that a single model can guard a 7" wide street. Any enemies who attempt to move past the model will automatically be drawn into combat.

Priests who are gifted with the Healing Hand often travel in the middle of a large Henchman group of Warhounds or Flagellants. These unarmoured henchmen are often in need of healing and by keeping them in a big group all of the injured can benefit from Sigmar's Healing Hand.

Those blessed with the Armour of Righteousness often decide to battle with *fear*-causing enemies. Be sure to cast the prayer the round before charging or being charged by a *fear* causing opponent (this is the only round in which *fear* really matters). The incredible armour of the spell will serve the Priest well as he attempts to battle some of the monstrosities lurking in the streets of Mordheim.

Flagellants

Flagellants are the most expensive troops in the Witch Hunter warband so are usually purchased only after you have the maximum five Hounds and as many crossbow-wielding Witch Hunters as you desire. They work well with a mace and a



A Witch Hunter warband ventures out from a ruined temple to cleanse the city.



hammer. The extra attack and greater likelihood of stunning someone is the best bet (statistically) for combat effectiveness. Crazy Flagellants are obviously great for handling *fear-causing* opponents, but they are also useful for sending off alone as they automatically pass All-alone tests. Finally, it is every Witch Hunter Captain's fervent prayer that a Flagellant might someday receive the The Lad's Got Talent advance and become a Hero. If your Flagellant ever does become a Hero, protect his life at all costs (with the skills Resilient, Step Aside, etc.) and buy him Mad Cap Mushrooms. Even if he becomes Stupid as a result he will pass all of his Stupidity tests!

Zealots

The weakest and most numerous of Sigmar's followers are religious zealots. These peasants work well equipped with a dagger, mace and a shortbow. With this equipment they can either send a hail of arrows or a great mob of weak attacks. Their strength is in numbers.

Warhounds

The great black Warhounds of Sigmar are some of the most cost effective troops in the game. For only 15 gold you get M6, WS4, and S4! Every warband should include as many as possible. Never send them alone (they will fail their All-Along test) or against *fear-causing* opponents (unless they are near a Priest with Hearts of Steel or the Captain). Otherwise run them in a big pack or pair them off with your characters. Regardless, they are some of the cheapest and best fighters in the game. Hounds should always be used to bulk up a warband to at least nine members. A warband with less than nine members takes a Rout test after just two members are taken *out of action*, while a warband of nine or more can lose three before taking the test.

Into the Ruins

The infamous Witch Hunter Captain Justus Laut leads my Witch Hunter warband. Laut is a hard man who is intolerant of error and has no concept of mercy. He and his two Witch Hunters, Lukash and Dieter, all use crossbows for the first few turns of the battle. They concentrate on taking one important enemy *out of action*.

While the Witch Hunters snipe, Isaiah the Sigmarite Warrior-Priest leads a pack of snarling mastiffs and chanting Flagellants into the heart of the enemy, Laut and the Witch Hunters only enter the fray to finish off the enemy if

Burn the Heretics!



Witch Hunter Captain



Witch Hunters



Warhound and Flagellants



Zealots

Henchmen

WARBAND NAME: **THE ORDER OF SIGMAR'S WRATH** WARBAND TYPE: **WITCH HUNTERS**

TREASURY: Gold coins: 2 WYRDMATE shards: 0

WARBAND RATING: Total experience: 40 Members x 5: 00 Rating: 100

STORIED EQUIPMENT:

NAME: **THE BROTHERS GRIMM** EQUIPMENT: 2 Macos SPECIAL RULES: Fatalist

NUMBER: 3 TYPE: Flagellants

M: 4 W: 3 S: 4 T: 4 I: 3 A: 1 L: 0

4 3 3 4 4 1 3 1 0

NAME: **ISAIAH'S PACK WOUNDS** EQUIPMENT: Jaws and brutality SPECIAL RULES: Animals

NUMBER: 5 TYPE: Warhounds

M: 5 W: 3 S: 3 T: 3 W: 1 A: 1 L: 5

5 3 3 3 3 1 4 1 5

NAME: EQUIPMENT: SPECIAL RULES:

NUMBER: TYPE:

M: W: S: T: W: A: L:

NAME: EQUIPMENT: SPECIAL RULES:

NUMBER: TYPE:

M: W: S: T: W: A: L:

NAME: EQUIPMENT: SPECIAL RULES:

NUMBER: TYPE:

M: W: S: T: W: A: L:

Heroes

NAME: **JUSTUS LAUT** TYPE: Witch Hunter Captain EQUIPMENT: Crossbow, Dagger, Sword, Shield SKILLS, INJURIES, ETC: Leader, Burn the Witch

4 4 4 3 3 1 4 1 8

NAME: **METER** TYPE: Witch Hunter EQUIPMENT: Crossbow, Dagger, Sword, Shield SKILLS, INJURIES, ETC: Burn the Witch

4 3 3 3 3 1 3 1 7

NAME: **LUKASH** TYPE: Witch Hunter EQUIPMENT: Crossbow, Dagger, Sword, Shield SKILLS, INJURIES, ETC: Burn the Witch

4 3 3 3 3 1 3 1 7

NAME: **ISAIAH** TYPE: Warrior-priest EQUIPMENT: Dagger, Sword, Shield SKILLS, INJURIES, ETC: Hearts of Steel

4 3 3 3 3 1 3 1 8

NAME: TYPE: EQUIPMENT: SKILLS, INJURIES, ETC:

NUMBER: TYPE:

M: W: S: T: W: A: L:

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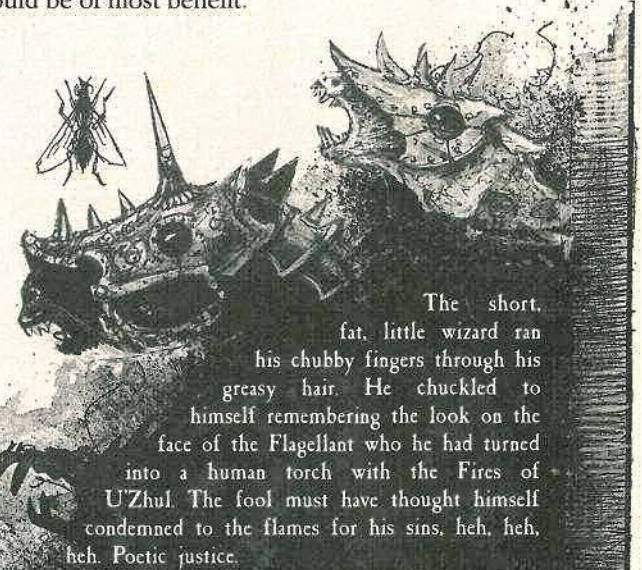


absolutely necessary. It is better to rout and live to fight another day with only the loss of a few Henchmen than a Hero being killed!

Laut and the Witch Hunters are very interested in learning the Quick Shot skill that would allow them to fire their crossbows twice every round. Dodge would also be useful, as the Witch Hunters are likely to be the target of enemy missile fire. Isaiah the Priest is more interested in skills that will keep him alive in the thick of fighting such as Step Aside and Resilient.

After each battle I replace any dogs or Flagellants which die and save money to buy armour for my characters. There are also a few bits of miscellaneous equipment that would be useful to my warband. Justus is interested in acquiring a Holy Relic; Isaiah seeks a lucky charm, healing herbs and Warhounds to add to his pack (which effectively increase the number of members in the warband beyond 12). If I have any money remaining I would consider employing a Hired Sword such as the Elven Ranger of Halfling Scout.

If the powers of darkness ever manage to kill Captain Justus I will certainly nominate Isaiah the Warrior-Priest to take his place. Isaiah has the same profile as the Witch Hunters but with his spell he is more likely to be in the thick of combat where a 6" radius Leadership would be of most benefit.



The short, fat, little wizard ran his chubby fingers through his greasy hair. He chuckled to himself remembering the look on the face of the Flagellant who he had turned into a human torch with the Fires of U'Zhu! The fool must have thought himself condemned to the flames for his sins, heh, heh, heh. Poetic justice.

The thrice-damned Witch Hunters had ambushed him on Three Copper Lane and had been after him ever since. He could hear the barking of their blasted hounds two streets away so he knew he was safe for the moment. As he stepped into the street, the last thought to pass through his head was, "There's no chance they'll catch me!" as crossbow bolts pinned him to a wooden wall.

The four faceless Witch Hunters descended from the roofs to finish their task. The little man was a long time dying and only near the end did he stop crying. His rotted body now hangs from a pole on Wainwright Lane as a gruesome reminder to those who underestimate the reach of Sigmar's strong right arm.



New in Town

Warlock

There have always been those who use magic: witches and wizards, wise women and warlocks. But as every scholar knows, all magic is dangerous, for it originates from Chaos, the source of corruption and change. Indeed during these times sorcery is illegal and punishable by death. Still, it is not difficult to find employment if you are a Warlock, for many are willing to take the risk of persecution by the Order of the Templars of Sigmar.



Bertha Bestraufung, High Matriarch of the Sisterhood

The pure blood of the Unberogens runs in Bertha's veins, as evinced by her long golden plaits and fierce blue eyes which can freeze a Goblin at twenty paces with an icy glare. Even her voice commands authority, turning strong, hairy-thewed men into trembling wretches. In battle she fights with two great Sigmarite Warhammers.

Sigmarite Matriarch

The Sigmarite Matriarchs are answerable to the High Matriarch of the temple. Each must lead a warband of Sisters in frequent searches of the city in order to purge the ruins. Matriarchs are driven by a zealous devotion to the Cult of Sigmar and a relentless determination to redeem the Sisterhood in His eyes.



Sigmarite Sister Superior

The Sister Superiors are the long serving priestesses of the Cult of Sigmar, well versed in the rituals of the temple and an example to the younger Sisters and Novices. Any peril or foe that may lurk in the ruins of Mordheim is as nothing compared to the wrath of a Sister Superior.



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.

Available now, the boxed game contains everything you need to start your warband and fight battles in Mordheim. 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 plastic Skaven
- 8 plastic Mercenaries
- 176 page Rulebook
- City Ruins
- 6 Dice
- 2 Range Rulers



Available now for £40



Men of the North

In power and influence the city state of Middenheim is second only to the capital, Altdorf. It is the city of the White Wolf and centre of worship for the god Ulric. The men of Middenheim are as strong as Ogres and have a well deserved reputation for ferocity.

This is a time of unrelenting war, civil strife, violence and famine. A time of orphan children and wanton slaughter. For warriors these are good times! Since the discovery of wyrdstone, Mordheim has become a magnet for fighting men from all over the Empire. Nobles, merchants and the Temple of Sigmar itself offer rich rewards for shards of the mysterious stone. Foremost amongst the patrons of mercenary warriors are the three most powerful contenders for the Emperor's throne: the Grand Prince of Reikland, Lady Magritta of Marienburg and Mannfred Todbringer, the Count of Middenheim.

Middenheim stands on a mountain pinnacle surrounded by dark forest in the centre of Middenland and is also known as the City of the White Wolf after Ulric, the old god of wolves and winter. The priesthood of Ulric is still strong in Middenheim, where Ulric is venerated as the patron of the

city. The tradition of rivalry between Middenheim and Reikland goes back hundreds of years and both have their own candidate currently vying to become Emperor. As a result there has always been a great deal of friction between Middenheimers and the Temple of Sigmar.

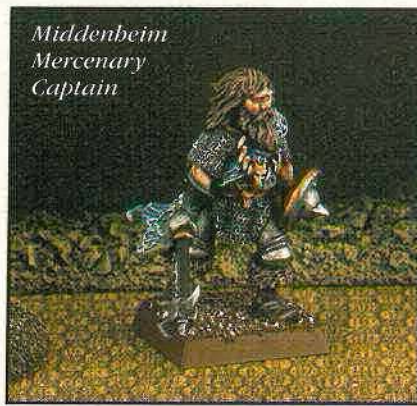
Middenheimers are typically large, strongly built men with a well deserved reputation for ferocity. Many wear wolf pelts which custom decrees to be the mark of those who have slain a wolf with their own hands. These grim warriors are famously contemptuous of danger. They frequently go into battle bare-headed, scoffing at those who choose, for reasons of good sense, to wear helmets. As Middenheimers favour long hair and beards, their lack of headgear makes them look especially fierce when they charge at their enemies, howling their brutal battle-cries.

A warband from Middenheim fights against the foul forces of the Undead





*Middenheim
Mercenary
Captain*



*Middenheim
Mercenary
Captain*

Followers of the White Wolf

The fierce men of the White Wolf have arrived in the city. These mighty men are here to prove their ferocity and skill at arms as well as the Count of Middenheim's worthiness to be Emperor.



*Middenheim
Youngbloods*



*Middenheim
Champions*



White Dwarfers Nick Davis' tough Middenheimer warband 'The White Wolves', led by the infamous Captain Kurt Whitebeard.

Random Happenings

Mordheim is a dark and sinister city – dangers lurk around every corner. Even the basic laws of nature cannot be relied upon. Mark Havener and Tim Huckelbery explain how these dangers can be introduced to your battles.

These rules represent the weird and wonderful things that can happen in Mordheim which are beyond the control of players. These rules are intended to be optional and should only be used if agreed on by all players taking part. To determine if a random encounter occurs, roll a D6 at the start of each player's turn. A result of 1 indicates a random encounter. Roll a D66 for the random encounter on the chart

below to see what exactly is encountered and follow the directions. The player whose turn it is places any models that represent the encounter and they will act in each of his turns (that player doesn't control their actions though, see the individual descriptions to see how the models act). This

player is known as the 'Encountering Player',

It was a hot afternoon and sweat was dripping down the back of Reinhold's collar, drenching the shirt he wore under his leather jerkin. "Why can't this damnable place have normal weather? It's the middle of winter, for Sigmar's sake."

His companions ignored him, too caught up in their own misery to spend any time on his. The best way to beat the heat was to concentrate on the task at hand, collecting the precious wyrdstone, and think about what they could buy with the gold if they happened upon a motherlode.

A shadow quickly covered the street and the warband members looked up to determine the nature of their apparent salvation. Dark clouds now covered the sky. Instead of elation at the sight, however, the warband members found themselves filled with dread. These clouds had a sickly, unnatural look to them. They were a putrid green colour and appeared bloated with some foul fluid.

"What now?" Reinhold asked, voicing the question that was in every man's mind.

With a sound like the screams of the damned, the clouds opened up and a yellow rain started to fall. As it touched flesh, the liquid hissed and burned. As one the warband members ran yelling into the cover of a nearby building. Mere steps from the safety of an open doorway the newest member, Mannfred, fell to his knees and began screaming, tearing at his flesh. From the building the other members watched as Mannfred pitched face forward into the dirt of the road and his screams died.

Klaus, the largest member of the warband, turned to face Reinhold, a pained look on his battle-scarred face. "You had to ask, didn't you?"

even though random encounters will frequently affect only his opponent or both players indiscriminately. The models that represent a random encounter must all be placed within 6" of a randomly determined board edge and they will remain within 2" of another member of their group at all times. Random encounter members must be placed (and will remain, unless their description indicates otherwise) at ground level in the open. The Encountering Player places the models representing the random encounter, but note that they cannot initially be placed within 12" of any warband models.

After being placed, many encounters will travel as quickly as possible (without running) towards the nearest warband model. For this purpose the nearest model is the model that the encounter can reach most quickly and encounter models will never climb the sides of a building to get at a warband member. What each encounter does from there is listed in its description. Note that charging models will engage as many warband members as they can reach, ganging up if some of them can't reach different models. No more than one random encounter will ever take place in a single game, so after a random encounter is rolled, the players no longer need to roll at the start of their turns.

Random Encounters Chart

D66 Result

11 Ogre Mercenary

An Ogre Mercenary (see the Hired Swords section of the Mordheim rules for details on the Ogre Mercenary) appears further down the street. Sensing trouble brewing, he decides to seize the opportunity and offer his services to the warband with the lowest warband rating (if there are two warbands with the same rating, roll a dice to see whom he offers his help to). The warband that he offers to help must add the Hired Sword to its roster for this game. At the end of the game the Ogre demands payment for services rendered. The warband that he joined must pay his hire and upkeep fee. If the warband cannot (or will not) pay him, he leaves, but not before taking out his frustration on a random member of the warband (only roll among members of the warband who were not taken *out of action* during the game). Roll for injuries to this unfortunate member just as if he had been taken *out of action*.

12 Swarm of Rats

Something in the sewers has frightened the rats that live there. The rats are in a hurry to get away and will attack anything that stands in their path. Use a template 80mm x 120mm to represent the rats. Six monster bases (use rat swarms if you have them), placed in a rectangle with one short side representing the front, will do nicely. The rats move 2D6" each turn. They will always move forward down the centre of the street and if they come to an intersection roll randomly to determine which direction they take (example: for a normal 4-way cross-intersection roll a D6: 1-2 right, 3-4 straight forward, 5-6 left). The rats cannot be engaged in close combat and if they make contact with a model they will run right over him. Any model moved over by a swarm of rats will suffer D3 Strength 2 hits, normal armour saves apply.

13 Earthquake

Powerful magical energies from the crater at the centre of the city shake the local landscape. The ground heaves and buckles violently and warband members find it hard to keep their footing. Roll a D3 to determine how many turns the earthquake lasts. While the shaking persists all movement is halved, all Initiative tests (climbing, etc) suffer a -2 penalty and all Shooting and Close Combat to hit rolls are made with a -1 penalty.

14 High Winds

A powerful wind screams through the area, wildly scattering debris and knocking down anything that is not firmly anchored to the ground. Warband members now suffer a -1 penalty to all Initiative tests (climbing, jumping, etc) and to hit rolls (close combat and shooting) for the rest of the game.

15 Blood for the Blood God!

Unfortunately for the warbands involved, the scent of blood has brought the attention of one of Khorne's minions. Reality is breached as a vicious Bloodletter emerges from the realm of Chaos to shed even more blood for its master. The Bloodletter has the following characteristics and special rules:

Profile	M	WS	BS	S	T	W	I	A	Ld
Bloodletter	4	6	0	4	3	1	6	2+	10

Fear: As monstrous and horrifying creatures, Bloodletters cause *fear*.

Save: 4+ Daemonic armour save.

Psychology: Immune to all psychology tests.

Hellblade: The Bloodletter is armed with a Hellblade which will automatically cause a critical hit if a 4+ is rolled to hit.

The Bloodletter will seek out the nearest close combat and join in, drawn by the clash of steel. The Daemon has a number of Attacks equal to the number of opponents it is fighting (down to a minimum of 2 Attacks). It will split its attacks amongst the opponents, and no matter how many warriors are involved it may roll to hit each one at least once. It will also prevent an opponent from taking any other warrior *out of action* in the massed combat, as they will be too concerned with the Daemon to finish off their other enemy!

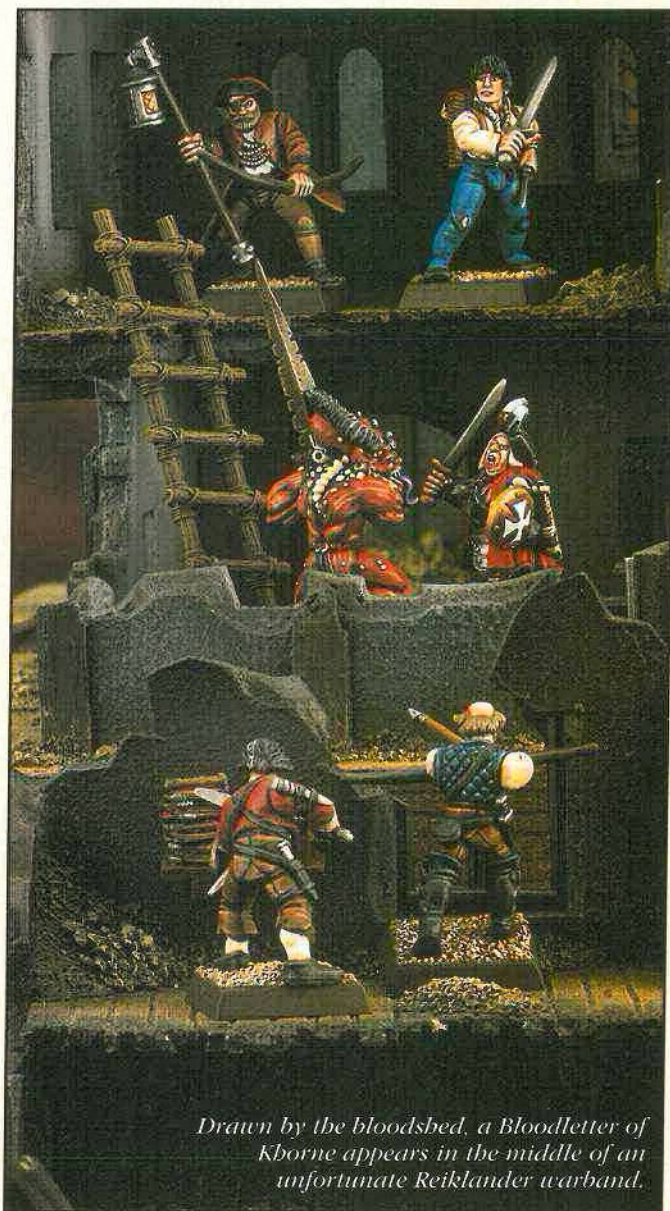
If there are no ongoing close combats within range, it will charge the model with the highest Weapon Skill in order to do battle with a worthy opponent. If there are no enemies within charge range, the Daemon will run towards the nearest warrior, eager to do battle and shed blood for its thirsty god.

16 Lucky Find

One random model, on his feet and not in hand-to-hand combat or fleeing, has stumbled upon a shard of wyrdstone! Assuming he doesn't go *out of action*, this is added to any other shards the warband finds after the game. If he is taken *out of action* in close combat, the enemy model steals the shard away! Note that only non-animal models can find or steal a shard, not Dire Wolves, Hunting Dogs, etc.

21 Restless Spirit

Countless unfortunates have suffered agonising deaths in countless forms since the comet crashed into the city. Not all of these individuals can easily accept their new condition and they refuse to rest. Perhaps they left some important task unfinished or seek revenge on those who did them harm. The warbands have stumbled upon one such ghost. Any warband member who is within 8" of the spirit at the start of its Movement phase must make a Leadership test or flee (exactly as if he were fleeing from combat). Models that are immune to psychology automatically pass this test. This creature is unable to affect (or be affected by) the physical world, but it is very frightening nonetheless. The spirit moves 4" in a random direction, moving through walls, obstacles or warband members as if they were not there. It will not charge and cannot be harmed by the warband members in any way. The only exception to this is if the spirit comes into contact with a Sigmarite Matriarch or a Warrior-Priest of Sigmar. These models may choose to put the dead to rest. If the player controlling such a model decides to do this, the spirit is immediately banished (disappears and does not return) and the priest gains one Experience point.



Drawn by the bloodshed, a Bloodletter of Khorne appears in the middle of an unfortunate Reiklander warband.

22 Burning Building

Suddenly, one of the buildings (chosen at random) bursts into flames, ignited by smouldering embers from a fire thought extinguished long ago. Any models inside take a S3 hit unless they move outside in that turn and any models within 2" of the walls take a S2 hit from the smoke and heat unless they move farther away as well. For the rest of the game, the building itself will cause *fear* due to the intense flames and anyone who wishes to enter it must first pass a Fear test exactly as if they wished to charge a *fear*-causing enemy.

23 Man-Eater

One of the trees growing in the area has been changed into a carnivorous predator by exposure to the Chaos magic inundating the area. Randomly determine which member of the Encountering Player's warband finds the plant. That model is attacked as a large mouth opens up in the trunk of the tree and its branches whip down to grab its unfortunate victim. Place a tree next to the victim. He is now considered to be in close combat with the tree, which has the following characteristics:

Profile	M	WS	BS	S	T	W	I	A	Ld
Tree	0	3	0	4	6	3	3	2	10

The tree automatically passes any Leadership tests it is required to make. Any result on the Injury table will cause the Man-Eater to stop attacking, though it is not possible to actually take it *out of action* or *knock it down*. Opponents are +1 to hit the tree, due to the fact that it is rooted to the spot!

24 Skeletons

While the intense magic of the area rapidly dissolves skeletons to dust, shambling hordes of them spring up at random from the bones of the fallen. Uncontrolled, they roam the city wasteland, blindly attacking everything they find before falling apart. 2D6 Skeletons appear with the following profile:

Profile	M	WS	BS	S	T	W	I	A	Ld
Skeleton	4	2	2	3	3	1	1	1	10

Fear: The Skeletons cause *fear*.

Psychology: Skeletons are immune to all Leadership-based tests and *Stunned* results.

They are armed with simple weapons or bony fists (treat as daggers in close combat). The skeletons will move towards and attack the closest models as quickly as possible. Roll a D3 when they appear, after that many turns they crumble back to inanimate bones (count the current turn as the first one).

25 The Twisting of the Air

Reality itself seems to twist, warping perceptions until no one can be sure of what their senses tell them. Roll a single D6 at the start of each player's turn. For the next D3 turns, the distance within which warriors can use their Leader's Leadership value and the distance for being All Alone is the value rolled instead of the normal 6". All distances between models are also increased by the same D6" roll for purposes of weapon ranges and charging. Note that the actual models are not moved, but only the shooting/charging models' perceptions of the distance.

26 Spawn

The warbands have stumbled upon one of the many former inhabitants of the city that got too close to the crater at the centre of the city and as turned into a mindless Spawn. Spawn have the following characteristics:

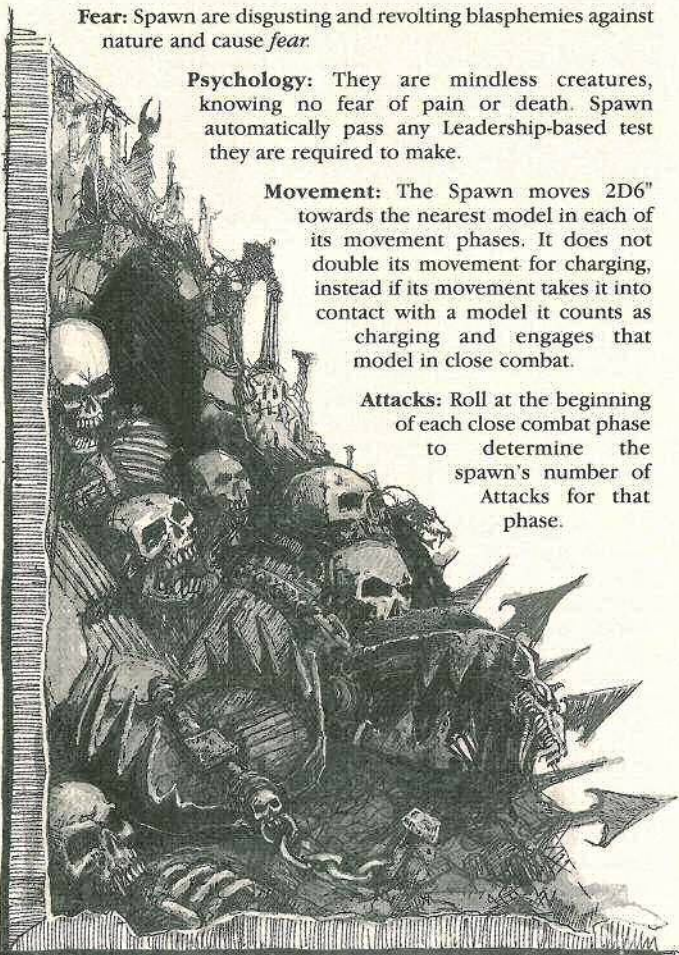
Profile	M	WS	BS	S	T	W	I	A	Ld
Spawn	2D6	3	0	4	4	2	3	2D6	10

Fear: Spawn are disgusting and revolting blasphemies against nature and cause *fear*.

Psychology: They are mindless creatures, knowing no fear of pain or death. Spawn automatically pass any Leadership-based test they are required to make.

Movement: The Spawn moves 2D6" towards the nearest model in each of its movement phases. It does not double its movement for charging, instead if its movement takes it into contact with a model it counts as charging and engages that model in close combat.

Attacks: Roll at the beginning of each close combat phase to determine the spawn's number of Attacks for that phase.



31 Collapsing Building

Pick one building at random. Any models inside must pass an Initiative test or suffer a S5 hit, armour saves applying as normal, as the building collapses. Remove the building from the table (replacing with ruins if possible), and place the models back on the table where it stood. Any models climbing the sides of a building or on the roof when it collapses automatically fall from whatever height they were at.

32 Scrawlings on a Wall

A randomly determined warband member who is within 4" of a building (if there are no models this close to a building, ignore this encounter), sees writing suddenly appear in blood on the wall closest to him. Roll on the following table to find out what the writing says:

D6 Result

- 1 The writings are a map of the area. The model's warband receives a +1 on the roll to pick the scenario for the next game they take part in.
- 2 Reading the writing accidentally sets off a spell on the reader. The model suffers a minor curse and now has a -1 penalty to all dice rolls for the rest of the game.
- 3 The warband member learns of the remains of some booty inside the building. If he moves inside he finds 1D6 gold crowns.
- 4 The writings reveal all the hiding places in the area. The model can hide even in the open for rest of the game.
- 5 The warband member learns of a secret passage inside the building - if he moves inside, he can pop out next turn in any other building.
- 6 A fun read, but nothing else happens (Veskit was here!).

33 Thick Fog

A fog rolls in, thick as pea soup. Models can only see 2D6" (roll once for the distance all models can see; do not roll individually for each model). Re-roll at start of each Encountering Player's turn to see what the visibility is for that turn. The fog lasts for the rest of the game.

34 Hands of Stone

Hands of earth and stone suddenly jut out of the ground in a small area of the battlefield. The Encountering player must pick a spot anywhere on the battlefield and anything within 3" of that spot is affected. The area is now very difficult ground as the hands grasp and attempt to hold anyone passing near them. This encounter lasts one turn, at the end of which the hands sink back into the ground.

35 Dog Pack

Recent events in Mordheim have caused many of the city's dogs to suddenly find themselves without homes. Groups of these animals turn feral and form into hunting packs. The warbands have been discovered by one such (very hungry) pack. The pack consists of 2D3 wild dogs (use the Hunting Dog stats from the Witch Hunter warband list). The dogs move as quickly as they can toward the nearest models, dividing themselves as evenly as they can between multiple targets if they are available. If members of a dog pack take a warband member *out of action*, he will be eaten if not rescued. If no friendly model comes within 6" of where the model fell by the end of that warband's next turn, the fallen member is considered lost (dog food). If a dog pack fails a Rout test, they leave without taking their 'food' with them, any warband members taken *out of action* in the last turn of the game have not been eaten and follow the normal rules for models taken *out of action*.

36 Possessed!

One randomly-selected member of the Encountering Player's warband is suddenly possessed by a minor spirit. This spirit is far too weak to control the model's entire body, but is instead limited to controlling one of his or her limbs (usually an arm). The model takes an automatic hit at his or her own Strength during each of his or her close combat phases until the possession is over and may do nothing else. The possession lasts 1D3 turns. Note that Sigmarite Matriarchs and Warrior-Priests are immune to this possession, as are non-living warband members. If such a warband member is the object of the spirit's attention, randomly determine another warband member to suffer the effect instead.

MORDHEIM™

Reference Sheet



Turn sequence

1. Recovery

2. Movement

3. Shooting

4. Close combat

Recovery

During the recovery phase you may attempt to rally any of your models that have lost their nerve. To take a Rally test, roll 2D6. If the score is equal to or less than the model's Leadership value the model stops fleeing and has rallied. The

model cannot move or shoot for the rest of the turn, but can still cast spells. If the test is failed, the model continues to flee towards the closest table edge.

A model cannot rally if the closest model to him is an enemy model.

During the recovery phase, warriors that have been *stunned* become *knocked down* instead and warriors who have been *knocked down* may stand up.



Movement

In your movement phase, you may move your warriors in the following order:

1. CHARGES

2. COMPULSORY MOVES

3. REMAINING MOVES

RUNNING

A running warrior moves at twice its normal speed. A model may not run if there are enemy models within 8" at the start of the turn.

A running warrior may not hide or shoot that turn, though it may cast spells.



CHARGES

Without measuring the distance, declare that the model is charging and indicate which enemy warrior it is going to attack. Warriors charge at twice their normal speed.

Once opposing models are touching bases, they are engaged in hand-to-hand combat.

You may not charge a model if there is another enemy model within 2" of the most direct charge route.

CLIMBING

A warrior may climb a height equal to its Movement value in a single movement phase. Take an Initiative test. If it fails while climbing up, it cannot move that turn. If it fails while climbing down, it falls (see Falling, below).

JUMPING DOWN

Warriors may jump down from high places, up to a maximum height of 6". Take an Initiative test for each full 2" the warrior jumps down. If it fails any of the tests the model falls down and takes damage as detailed in Falling.

DIVING CHARGE

A warrior may make a diving charge against an enemy who is on a lower level than himself and is within 2" of the place where your warrior lands. Test for jumping down as detailed above. If the model succeeds it gains a +1 Strength bonus and +1 'to hit' bonus in the hand-to-hand combat phase.

JUMPING OVER GAPS

Models may jump over gaps, up to a maximum distance of 3". (You are **not** allowed to measure the distance beforehand.) If your model doesn't have enough movement left it automatically falls.

If the model covers the distance, take an Initiative test. If the model fails to pass the test it falls (see below).

WARRIORS KNOCKED DOWN OR STUNNED

If a warrior is *knocked down* or *stunned* within 1" of the edge of a roof or building, there is a chance it will slip and fall off. Roll a D6. If the score is more than warrior's Initiative, it will fall over the edge and take damage (see Falling, below).

FALLING

Models that fall take D3 hits at a Strength equal to the height in inches of the fall. No armour saves apply.



Shooting

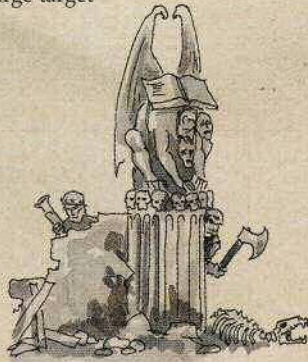
HITTING THE TARGET

Use the shooter's BS to find the D6 score needed to hit.

BS	1	2	3	4	5	6	7	8	9	10
Score	6	5	4	3	2	1	0	-1	-2	-3

HIT MODIFIERS

- 1 Target is in cover
- 1 Moving & shooting
- 1 Long range
- +1 Large target



ROLL TO WOUND

Compare the target's Toughness against the weapon's Strength to find the D6 score required to wound.

Wpn Str.	Target's Toughness									
	1	2	3	4	5	6	7	8	9	10
1	4	5	6	6	-	-	-	-	-	-
2	3	4	5	6	6	-	-	-	-	-
3	2	3	4	5	6	6	-	-	-	-
4	2	2	3	4	5	6	6	-	-	-
5	2	2	2	3	4	5	6	6	-	-
6	2	2	2	2	3	4	5	6	6	-
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

CRITICAL HITS

A wound roll of 6 causes a critical hit. Roll a D6 and consult the Critical Hit chart. A model may only cause one critical hit in each hand-to-hand combat phase.

CRITICAL HIT CHART

- 1-2 Hits vital part. 1 wound = 2 wounds. Roll armour saves first.
- 3-4 Hits exposed spot. 1 wound = 2 wounds. No armour saves.
- 5-6 Master Strike! 1 wound = 2 wounds. No armour saves; +2 to Injury roll(s).

ARMOUR SAVES

Models wearing armour are permitted a saving throw to avoid receiving damage from a wound. Deduct any save modifiers that apply.

Armour	Minimum D6 score required to save
Light armour	6
Heavy armour	5
Gromril armour	4
Shield	Adds +1 to armour save.

INJURIES

As soon as a model loses its last wound roll a D6 on the Injury chart.

INJURY CHART

- 1-2 **Knocked down.** The force of the blow knocks the warrior down. Place the model face up.
- 3-4 **Stunned.** The target falls to the ground, barely conscious. Turn the model face down.
- 5-6 **Out of action.** Remove the model from the game.



Close combat

WHO STRIKES FIRST

The model that charged its enemy strikes first. Otherwise, models fight in order of descending Initiative.

HITTING THE ENEMY

Roll a D6 for each model fighting. If the model has more than 1 Attack roll a D6 for each attack.

Compare the WS of the attacker with the WS of his opponent and consult the following chart to find the minimum D6 score needed to hit.



Attacker's Weapon Skill	Opponent's Weapon Skill									
	1	2	3	4	5	6	7	8	9	10
1	4	4	5	5	5	5	5	5	5	5
2	3	4	4	4	5	5	5	5	5	5
3	3	3	4	4	4	4	5	5	5	5
4	3	3	3	4	4	4	4	5	5	5
5	3	3	3	3	4	4	4	4	4	4
6	3	3	3	3	3	4	4	4	4	4
7	3	3	3	3	3	3	4	4	4	4
8	3	3	3	3	3	3	3	4	4	4
9	3	3	3	3	3	3	3	3	4	4
10	3	3	3	3	3	3	3	3	3	4

ROLL TO WOUND

Compare the target's Toughness against the weapon's Strength to find the D6 score required to wound (see the To Wound chart in Shooting, above).

ARMOUR SAVE MODIFIERS

The higher a creature's Strength the more easily it can pierce armour.

The chart below shows the reduction in the enemy's armour saving throw compared to the attacker's Strength.

Str	1-3	4	5	6	7	8	9+
Save Mod.	None	-1	-2	-3	-4	-5	-6

WARRIORS KNOCKED DOWN

If an enemy model is fighting a warrior who is knocked down, he may attack him to put him out of action.

Roll to wound as normal. If any of the attacks wound, take an armour save modified by the Strength of the attacker as normal. If the save is failed, the warrior is automatically out of action.

41 Fountain of Blood

The city itself seems to weep as even more blood is shed on its streets. For the rest of the game, whenever a model is taken *out of action* in close combat, the model that did the deed must take a Strength test or be *knocked down* as he is hit by a torrent of blood pouring from the ground. If there were others involved in the combat they are not affected, as the steaming liquid seems to be directed only at those who have called it into being by their bloodthirsty actions.

42-44 Storm of Chaos

Clouds rapidly gather above the city in an unnatural, sickly yellow-green mass and warp lightning begins to dance from one cloud to another. Thunder rocks the air, screaming out in almost intelligible noises. The clouds themselves seem to take on the shapes of monstrous creatures and both warbands in the conflict look at each other with fear on their faces. Roll a D6 to see what the storm manifestation will bring:

D6 Result

- 1 Warp lightning begins to strike the ground in search of a victim! It will hit the warrior with the best armour save, attracted to the large amount of metal. That warrior takes a S5 hit, with no armour save possible. If multiple warriors all have the highest armour save, randomly determine which is struck. The warp lightning will strike for D3 turns before moving on towards another part of the city.
- 2 Fish suddenly fall out of the sky to pelt the area! All movement is halved for one turn (due to wet, flapping fish underfoot), but there is no other effect.
- 3 Wyrdstone dust has mixed with the water vapour in the area and produced the strange-looking clouds from which a tainted rain begins to fall. The rain burns flesh and eats into stone and metal. Each warband member in the open takes a single S2 hit (normal armour saves apply) every turn the rain lasts until he gets under cover. The rain lasts 1D3 turns.
- 4 A magical mass of lightning forms near the ground, illuminating the area with an eerie greenish glow. It begins to move about the area, drawn to magical powers from which it feeds. Place a counter as per the normal Encounter rules to represent the mass and each turn move it 2D6" towards the highest level spell user (the one with the most spells: each turn roll a D6 if two or more spell users have the highest number of spells). If there are no magic users in the game, the mass will move towards the opposite table edge, doing nothing but blocking line of sight as it moves. If the model the mass is moving towards casts a spell, immediately move the counter another D6" towards the model. If the ball of lightning touches the target model, the model is frozen in time and cannot do anything. While frozen, the model cannot be attacked or harmed in any way – the lightning mass protects its prey! After freezing a model, the lightning will no longer move but will instead remain near its victim to feed. The lightning will feed for D3 turns on the magical energy of its victim and then flies back towards the warp clouds above, freeing the magic user. If the game ends before the feeding is done, the victim is immediately released. Victims suffer no long-term ill effects from their exposure to the lightning.
- 5 A rumbling is heard from overhead, as thunder erupts from the strange clouds. The thunderclaps become more intense and the heavy pulses of air brings warriors to their knees as if they had been hit by cannonballs of solid air. D6 randomly selected models are *knocked down* by the air bursts. If any of these models are in close combat, all other members of that melee are *knocked down* as well.
- 6 Tendrils of smoke drift down from the clouds, winding around the heads of members of each warband. Randomly select one Hero from each warband – these warriors have been chosen by rival storm gods as their champions. The chosen models must move towards each other every turn and get into close combat as quickly as possible. Once in combat, they will automatically pass all Leadership tests and will fight until only one remains (the combat will end when one of the models puts his rival *out of action*). If a warband does not have any Heroes left in play when the storm gods choose their champions, a random Henchman will be chosen from that warband instead.



45 Pit Fighter

This encounter is identical to the Ogre Mercenary encounter before, except the Hired Sword encountered is a Pit Fighter, not an Ogre Mercenary.

46 Plague of Flies

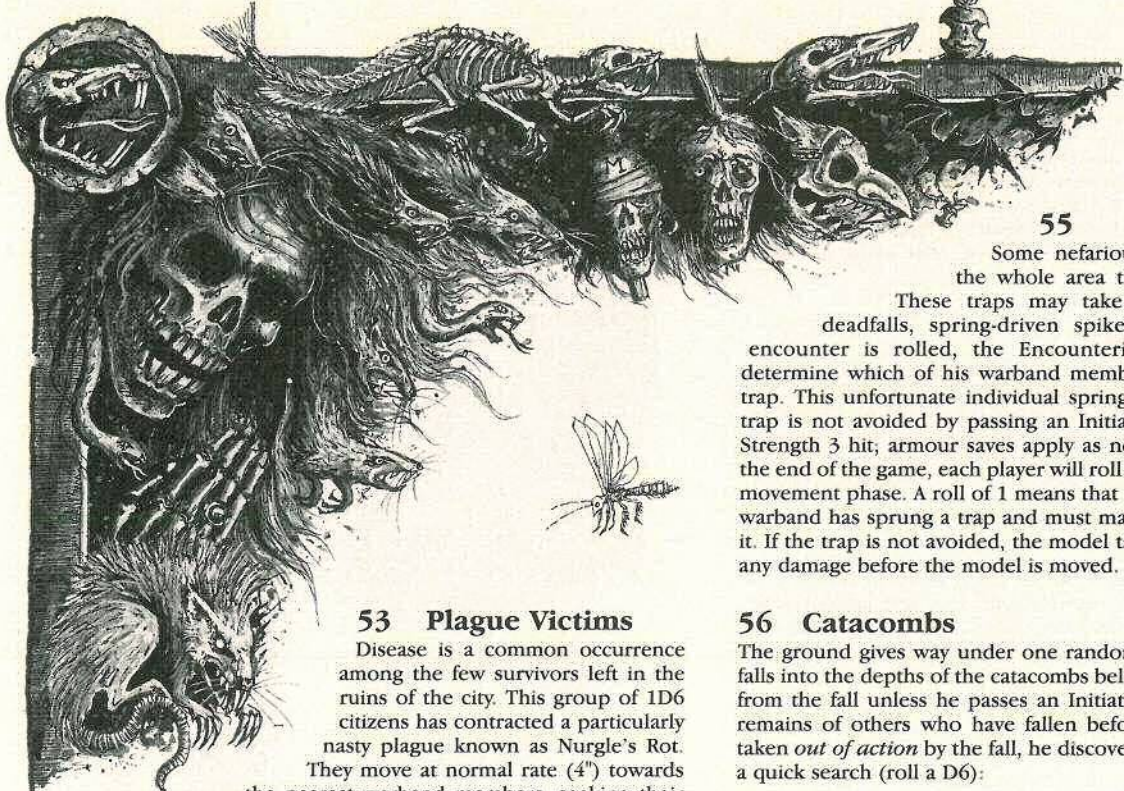
An enormous cloud of flies appears in the sky and swoops down on the warbands below. All models have an extra -1 to hit penalty when shooting or fighting in close combat as flies buzz around them and into open orifices. The flies remain for D3 turns and then fly away.

51 Sinkhole

An enormous mouth suddenly opens up under the feet of one randomly-determined warband member. Make an Initiative test for the model. If the test is failed, the model falls into the pit. If a 1 is rolled for the test, the model is sucked underground and taken *out of action*. Any other failure results in the model catching himself in the opening, which closes around him. Treat the model as being *knocked down* for the rest of the game, though he may not move at all.

52 The Horror in the House

Randomly select one warrior lurking alone inside a building (if there are no warband members inside a building, ignore this result and re-roll on the Random Encounters table). Unfortunately for him, he's not as alone as he thought. He hears a slight ripping sound as if the air itself is being torn apart and something manifests itself behind him. The warrior must make a Fear test and if he fails in his next movement phase he will run screaming 2D6" from the building towards the nearest table edge and can do nothing else in that turn. If he passes the test, the unnatural presence still forces him D6" outside, but he suffers no other effects. At the start of his subsequent turn a fleeing model can try to recover from his ordeal by passing a Leadership test, but at a -1 penalty. If he does, he stops, but cannot do anything else that turn other than catch his breath. If he fails, he again moves 2D6", trying in vain to erase the terrifying images from his memory. For the rest of the game, the building itself will cause *fear*, and anyone who wishes to enter it must first pass a Fear test exactly as if they wished to charge a *fear-causing* enemy.



55 Booby Traps

Some nefarious individuals have trapped the whole area the warbands are searching. These traps may take the form of spiked pits, deadfalls, spring-driven spiked boards, etc. When this encounter is rolled, the Encountering Player must randomly determine which of his warband members has discovered the first trap. This unfortunate individual springs a trap immediately. If the trap is not avoided by passing an Initiative test, the model takes a Strength 3 hit; armour saves apply as normal. From this point until the end of the game, each player will roll a D6 at the start of his or her movement phase. A roll of 1 means that one member of that player's warband has sprung a trap and must make an Initiative test to avoid it. If the trap is not avoided, the model takes a S3 hit as above; apply any damage before the model is moved.

53 Plague Victims

Disease is a common occurrence among the few survivors left in the ruins of the city. This group of 1D6 citizens has contracted a particularly nasty plague known as Nurgle's Rot. They move at normal rate (4") towards the nearest warband members, seeking their help. If they come into contact with a warband member, they will not attack, but will instead cling to him as they beseech his aid, hindering him greatly. A model with Plague Victims in contact with him acts as if he had just recovered from being *knocked down* (moves at half rate, may not charge or run, etc. See the Mordheim rules for details). If one or more of the Plague Victims is charged, shot at, or otherwise attacked, these pitiful victims will rout immediately. At the end of the game, roll a dice for each warband member in play when the Plague Victims appeared and on a roll of 1, that member has contracted Nurgle's Rot. Roll again to see what effect the disease has on that member:

D6 Result

- 1 Major Symptoms: The plague races through the victim's system, producing horrible disfiguring lesions before killing him. If the model is a Henchman, he dies. If the model is a Hero, roll D3 times on the Serious Injury table (ignoring *Robbed, Bitter Enmity, Captured* and *Sold to the Pits* results) to determine the long term effects of the disease.
- 2-5 Minor Symptoms: The plague takes its toll on the victim as it takes its course. Without proper bed rest the victim will die. The warband member must miss the next game as he recovers.
- 6 Full Recovery! The victim has an especially hardy constitution or gets an extremely mild case of the disease. The victim suffers no ill effects.

54 Last One Standing

The horrors of Mordheim can drive even the strongest mind past the point of madness. This Sigmarite Matriarch (for stats see the Sisters of Sigmar section of the Mordheim rules) has seen her entire warband cut down around her and the experience has proven too much for her. She now seeks revenge and is not particular about who she gets to pay! She is armed with a sword and steel whip and wears heavy armour and a helm. She carries Blessed Water and a Holy Relic on her person as well. She knows the prayers *The Hammer of Sigmar* and *Armour of Righteousness* (see the Prayers of Sigmar chart in the Mordheim rules for details). Roll randomly to determine which she casts on herself each turn. She has the skills Absolute Faith, Jump Up and Step Aside. The Matriarch will move as quickly as possible towards the nearest model and engage them in close combat if able. She will not rout and must be taken *out of action* to make her stop. If the Matriarch is taken *out of action*, leave her body where it fell, any non-animal warband member may loot her body by moving into contact with it during their movement phase. If this warrior is later taken *out of action* as well, place a counter where the warrior fell to represent the Matriarch's equipment. This it can then be picked up by a different model, as above.

56 Catacombs

The ground gives way under one randomly selected warrior and he falls into the depths of the catacombs below the city. He takes a S3 hit from the fall unless he passes an Initiative test, and lands near the remains of others who have fallen before him. Assuming he's not taken *out of action* by the fall, he discovers one of the following after a quick search (roll a D6):

D6 Result

- 1 A helmet
- 2 A small pouch containing 2D6 gold crowns
- 3 A lantern
- 4 A net
- 5 A vial of Black Lotus
- 6 A sword

Unless he has a rope & hook, the warrior is stuck in the catacombs and cannot rejoin the game. He will count as being *out of action* for Rout purposes, but will rejoin his warband after the game with no other upward effects. If he does have a rope & hook, he can climb out D3 turns later, appearing inside a randomly determined building.

61 Forbidden Fruit

Ghostly white flowers suddenly open on a tree in the area and emit a powerful fragrance. Randomly determine a member of the Encountering Player's warband who happens to be standing next to the tree when it comes to life. Place the tree within 2" of this model. Any warband members within 8" of the tree must make a Leadership test at the start of each of their turns or move as quickly as possible towards the tree. If within 1" of the tree, a spellbound model will pick and eat one of the swollen, blood-red fruit hanging from its branches. Any model eating one of the fruit is automatically taken *out of action*, as powerful poisons incapacitate him or her. A non-spellbound warband model may keep another model from moving toward the tree by moving into base to base contact with him or her and holding him back. Neither model may do anything else while the spellbound model attempts to move to the tree and the restraining model attempts to prevent him from doing so. Both spellbound and restraining models can react normally if attacked in close combat and a restraining model can give up his attempts at any time. This encounter lasts the remainder of the game. Close inspection of the tree reveals the bones of several animals overgrown with grass and leaves lying at its base.

62 The Lost

Many view the destruction of Mordheim as a sign that the world is coming to an end. Groups of these lunatics are often drawn to the city where they attack anyone they come across, certain that they are in some way helping to avert this cataclysm. This group of 1D3 Flagellants (see the Witch Hunter section of the Mordheim rules for stats and special rules) will move as quickly as possible towards the nearest warband members and engage them in close combat as soon as they are able. They are armed with flails.

63 Reflecting Pool

One warrior on the ground (selected at random from the Encountering Player's warband) notices a small pool of what looks to be still water. Reflecting the gloomy sky above, it appears to be liquid metal or unnaturally deep silvery water, rippling only slightly with the dank breeze blowing through the city. He can ignore it, or bend quickly to peer into its depths. If he's brave enough to gaze into the murky liquid, roll a D6:

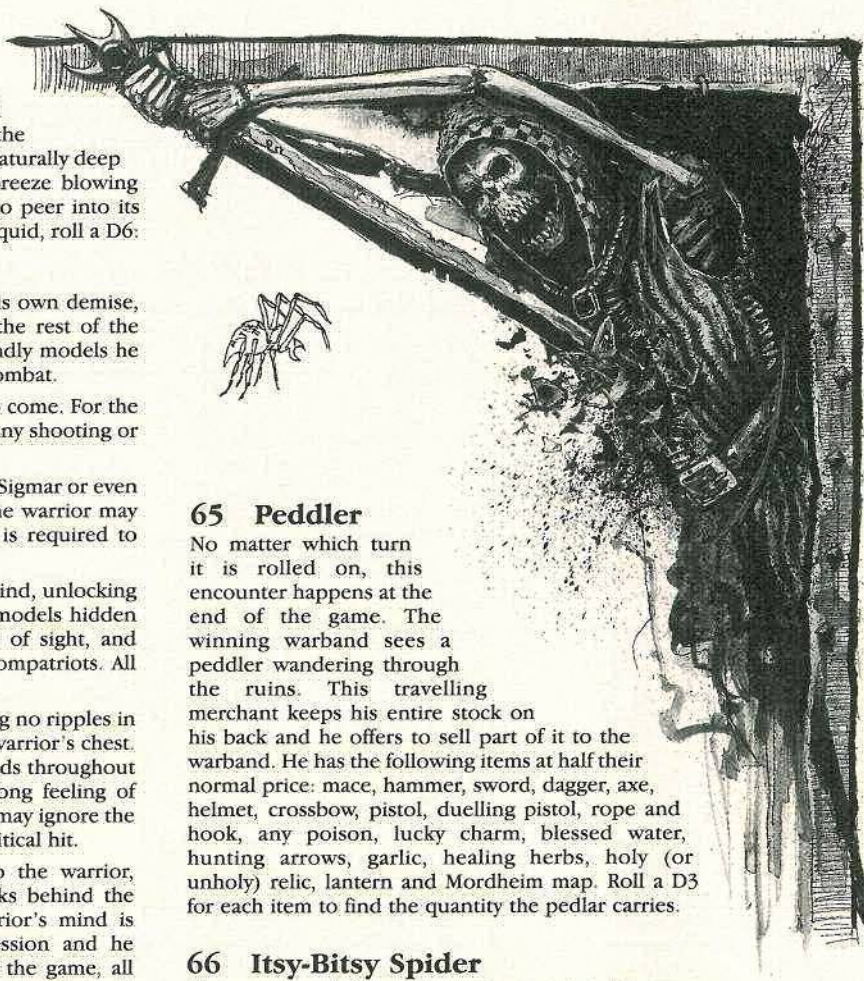
D6 Result

- 1 The water reflects back nightmare images of his own demise, filling him with fear for his own safety. For the rest of the game, no matter how far away he is from friendly models he will always count as being *all alone* in close combat.
- 2 The warrior glimpses an image of what is yet to come. For the rest of the current turn he may re-roll (once!) any shooting or close combat rolls to hit.
- 3 A faint image of his personal god appears, be it Sigmar or even the dread Shadowlord. Filled with courage, the warrior may ignore any and all Leadership-based tests he is required to make for the rest of the game.
- 4 The warrior peers into the depths of his own mind, unlocking untapped abilities. He can detect any enemy models hidden that turn, even those not in his normal line of sight, and passes the information on to the rest of his compatriots. All enemy models lose their hidden status.
- 5 A slender arm reaches out from the pool, leaving no ripples in the smooth liquid, and pale fingers touch the warrior's chest. The soft caress causes a faint glow, which spreads throughout his body. Though it quickly dims away, a strong feeling of strength and vitality is left behind. The warrior may ignore the next wounding hit he receives, even if it is a critical hit.
- 6 The city chooses to reveal its true visage to the warrior, unveiling the monstrous intelligence that lurks behind the facade of simple ruins and rubble. The warrior's mind is overwhelmed by the enormity of the impression and he stumbles away in stark terror. For the rest of the game, all enemy models count as causing *fear* and the warrior will refuse to enter any buildings or get within 2" of any walls or ruins. After the game the effects will wear off, though he will always hesitate slightly before entering an unlit room from now on...

Note: Only warriors who can gain in experience can choose to look into the pool, all others simply lack the curiosity to bother!

64 Screaming Walls

Faces appear in the walls of one randomly-determined building and start to emit a piercing shriek. Any warband members within 8" of the building takes a S1 hit (no armour saves allowed) and are at -1 on all to hit rolls (close combat and shooting) while the screaming lasts. Spellcasters are even more sensitive to the noise than others and so no spells may be cast from within this radius. Roll a D3 to determine how many turns the screaming lasts.



65 Peddler

No matter which turn it is rolled on, this encounter happens at the end of the game. The winning warband sees a peddler wandering through the ruins. This travelling merchant keeps his entire stock on his back and he offers to sell part of it to the warband. He has the following items at half their normal price: mace, hammer, sword, dagger, axe, helmet, crossbow, pistol, duelling pistol, rope and hook, any poison, lucky charm, blessed water, hunting arrows, garlic, healing herbs, holy (or unholy) relic, lantern and Mordheim map. Roll a D3 for each item to find the quantity the pedlar carries.

66 Itsy-Bitsy Spider

The presence of the wyrdstone has mutated this common household pest into a monster of titanic proportions! This Gigantic Spider has the following characteristics:

Profile	M	WS	BS	S	T	W	I	A	Ld
Spider	5	3	0	5	4	4	1	2	10

Fearsome Beast: The Gigantic Spider causes *fear*.

Chitinous Hide: The Spider has an armour save of 4+.

Poisonous Bite: Any to wound rolls of 5 or 6 (rather than just a 6) are treated as critical hits.

The Gigantic Spider moves from the table edge it starts from to the opposite table edge, attacking any warband members that get in its path.



A warband desperately tries to fend off a mindless spawn.

Mordheim Architecture

By Nick Davis



The City of the Damned is a dark and dangerous place with twisted architecture, and equally twisted denizens. In our third feature on Mordheim architecture, Nick Davis takes a look at the buildings of Mordheim and a subject that is dear to any Mercenary's life... Cover!

Nick: Welcome to the third instalment of Mordheim Architecture as we continue our look at the buildings and features of the City of the Damned. I've at last got my hands on

the fantastic new card buildings from the Blood on the Streets building pack and I'm looking forward to putting them together. But first I have to solve a little problem.

As my warband explores the dark reaches of Mordheim I've found that one thing becomes apparent. Apart from the ruined buildings, if you're caught out in the streets there is no cover! Well, in a bid to save my Middenheim mercenaries, the White Wolves, from extinction (they've had a hard time against warbands with lots of marksmen), I sat down, grabbed my bits box and started to make some barricades, based on the cardboard ones you get in the box.

The materials used in the construction of my barricades are really easy to find. They are mainly made out of broken up lolly sticks (I hope you saved yours from the summer – the first rule of modelling is never throw anything out!). I also added some extra stuff from my bits box like plastic cart wheels and metal barrels. Also, to add a little interest to the barricade bases, I used a couple of modelling techniques which I explained in an earlier edition of Mordheim Architecture (see WD238).

Right, let's get on with it and see what I can make.

Wooden Beams & Broken Doors



Wooden beams and broken doors can be made out of lolly sticks, cocktail sticks and bamboo barbecue skewers.



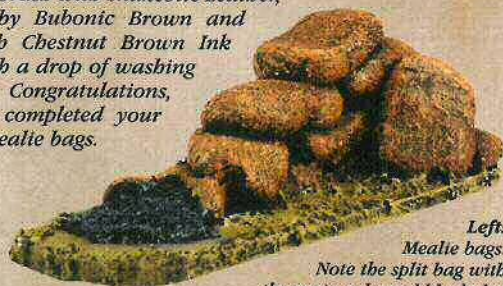
Above:
A barricade made up of lolly sticks, sprue rubble (see WD238) and a solid plastic wheel.

Mealie Bags

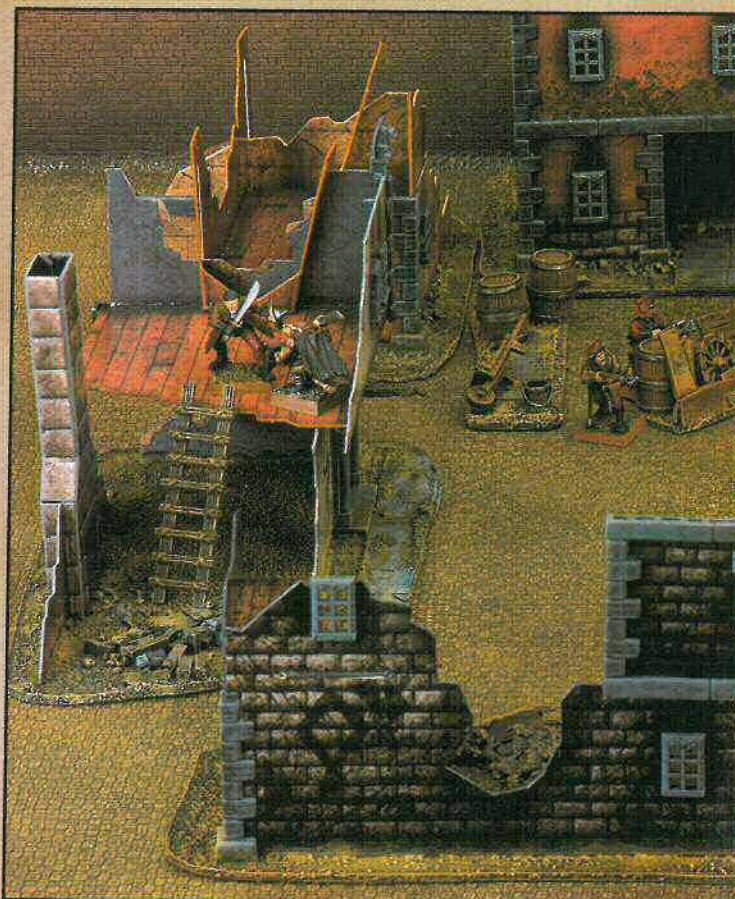
Mordheim was a busy trade city and many farmers brought their produce in to sell. It was not uncommon to see piles of sacks containing grain or other produce around the city. These make handy cover in the now dangerous city streets.



My sacks or 'mealie bags' are hand made. Get some modelling clay like DAS, pull a bit off and shape into a rough sack (the size is up to you). Repeat until you have a line of three or four. Make a load more but this time place the shaped DAS on top of the last row of sacks. Keep this up until the line of mealie bags comes up to a Human mercenary's waist. Leave to dry and then paint over the bags with watered down PVA glue. This will seal them together. When the PVA is dry, paint the row of bags with Chaos Black, drybrush with Snakebite Leather, followed by Bubonic Brown and wash with Chestnut Brown Ink mixed with a drop of washing up liquid. Congratulations, you have completed your stack of mealie bags.



Left:
Mealie bags.
Note the split bag with the grain coloured black due to the warping influence of the city.



Building a Barricade

Barricades are really easy to build as they can be made up of almost anything – discarded wood, empty barrels, old cart wheels, mealie bags and doors. Here is my way of doing it...

1 First cut your base to size. I suggest about 3cm wide and about 8cm in length, but you can vary this if you wish. However, try to keep all the barricade materials in the centre of the base to help protect them from knocks.



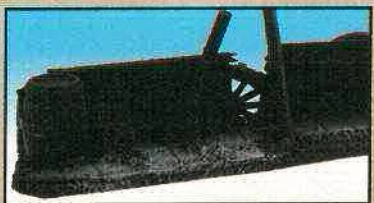
For the base I used thick cardboard called artboard, but corrugated cardboard would be just as good. I then glued some paving slabs on to this artboard base (see WD238). The barricade itself is made out of two lolly sticks broken in half, a bamboo skewer, a couple of cart wheels and a metal barrel from the Siege Defenders boxed set.

The broken halves of lolly stick were glued on top of each other using PVA glue and then glued onto the base. I used the barrel and the bamboo sticks to prop up the lolly stick barricade, then left this to dry. To finish off the barricade I glued two spare wagon wheels to the front of the barricade wall, then painted the entire base with coarse textured paint, and left it to dry.

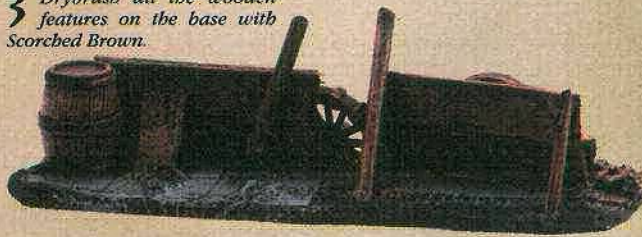


2 Paint or spray the base Chaos Black. I suggest you use a combination of the two, you can use the paint brush to get into the gaps that your spray can miss.

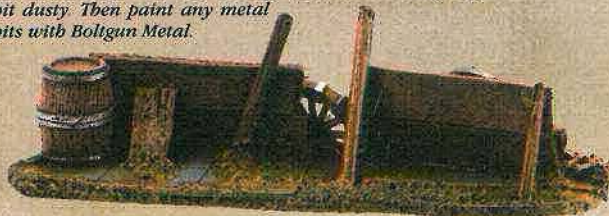
Once the paint is dry, if you have any paving slabs or sprue rubble on your base drybrush them Codex Grey.



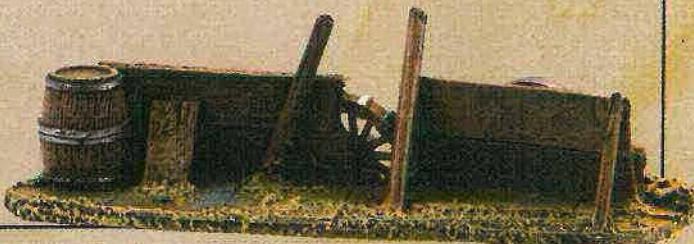
3 Drybrush all the wooden features on the base with Scorched Brown.



4 Now drybrush the entire barricade with Snakebite Leather, including the wooden pieces on the base. Go over the edges of the paving slabs and any sprue rubble. Don't worry too much about keeping this neat and tidy. Mordheim was hit by a big rock so it is going to be a little bit dusty. Then paint any metal bits with Boltgun Metal.



5 To finish off the barricade, drybrush over the base with Bubonic Brown. Again you don't have to be too tidy about this (make sure you go over the metal bits with it). Once you are done your barricade is ready.



Barricades

As I have mentioned before, making barricades is really easy. Here are a few I knocked out using some bits and pieces from my ever growing bits box.



Above & right: This barricade is made up from a door from the Warhammer Fortress and some bits from the Siege Defenders boxed set. I added a pile of sprue rubble and a broken bit of lolly stick for extra effect.



Above: The upturned table is a Mail Order only special metal piece. I also added the remains of my lolly sticks to the base and a plastic cart wheel.



Left: A collection of barrels and an upturned wheelbarrow from the Siege Defenders boxed set make a quick, easy, effective piece of cover.

Well, with the cover problem solved I can now concentrate on the Blood on the Street buildings. I enjoyed putting together my last set of Mordheim cardboard buildings as it involved very little modelling work from me and they looked great.

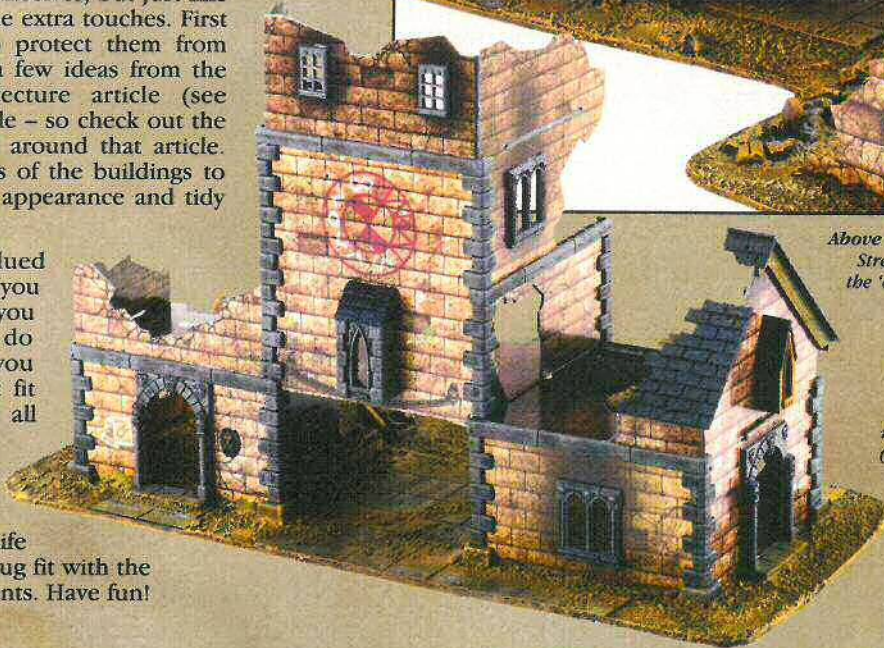
Just like the first set of ruins, once I built these they looked great by themselves, but just like the first set I added some extra touches. First of all I based them to protect them from knocks. Then I added a few ideas from the first Mordheim Architecture article (see WD238) like sprue rubble – so check out the hints and tips scattered around that article. Also I painted the edges of the buildings to give them a more solid appearance and tidy them up.

The buildings were glued together with PVA glue (you can easily pull it apart if you make a mistake). I do suggest that before you apply any glue you test fit the pieces first! As with all cardboard buildings you may find that you need to do some extra trimming here and there. Use a modelling knife or scissors to ensure a snug fit with the plastic building components. Have fun!

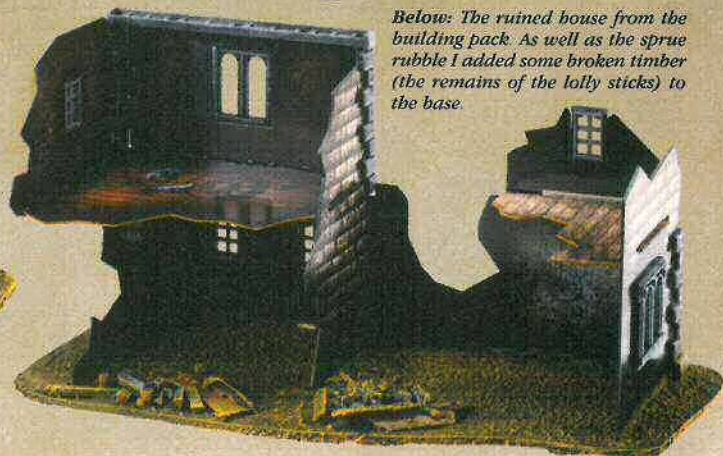


Above & left: The Blood on the Streets tower house. Most of the 'extra touches' have gone on around the back. I added the corner wall piece to the base to make the building even bigger.

The base has the now mandatory sprue rubble (check out the gap in the far wall) and paving stones.

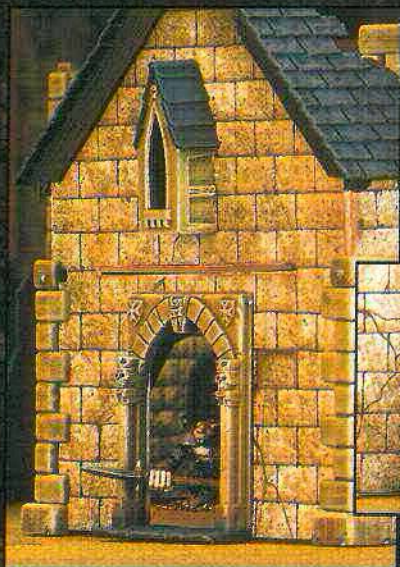
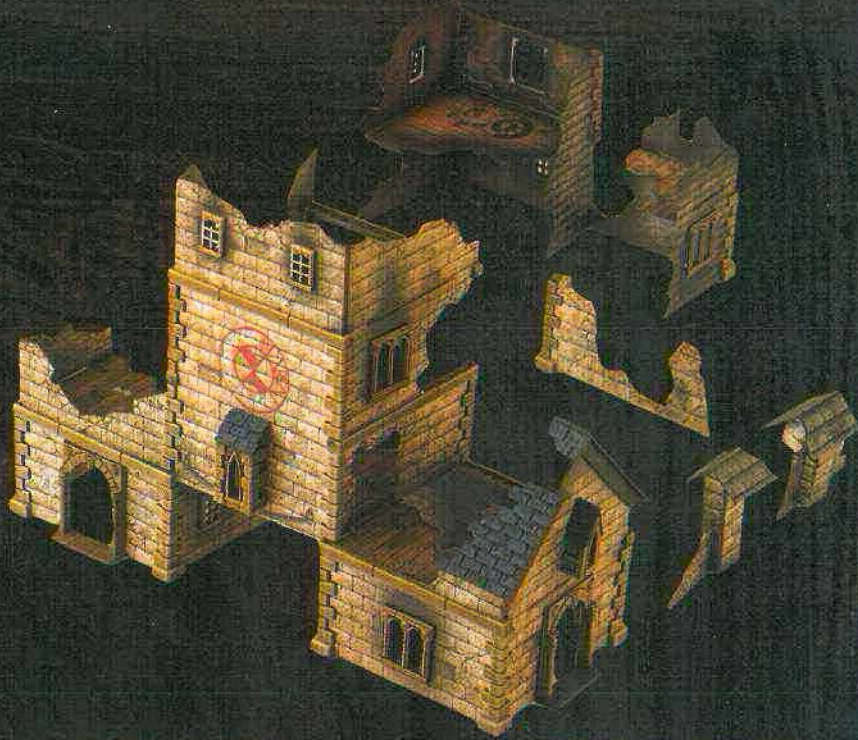


Above: I just had to put the gateway either side of some paving stones. A quick note about this piece – the folds and flaps are tight so I used superglue to stick it together. I needed the more instant bond of superglue or I would have spent the next hour or two holding it together as the PVA dried!



Below: The ruined house from the building pack. As well as the sprue rubble I added some broken timber (the remains of the lolly sticks) to the base.

Blood on the Streets



Buildings require assembly. Citadel Miniatures not supplied.

RUINED BUILDINGS FOR THE CITY OF THE DAMNED - AVAILABLE NOW £12

Nordheim Showcase

By Matthew Parkes



Matt, an experienced member of the 'Eavy Metal team, painted many of the Studio Mordheim miniatures that have been shown in White Dwarf. Matt couldn't resist using the new 40mm round bases to create these small, highly characterful scenes of Mordheim.



The skeleton on the post was copied from the Studio Mordheim temple scenery to give the piece continuity. I remodelled the head so that the Henchman is looking down at his injury.



After playing a few games of Mordheim, I decided that wounded counters would look great on the gaming table. And besides, constructing these small vignettes proved to be a nice break from painting my gang!

The new 40mm round bases proved to be perfect for what I wanted. They allow more room for small pieces of scenery such as rats, weapons and blood! I wanted each counter to be different, but to keep within the theme of the Mordheim game.

I also decided to use the 40mm base when I came to paint Aenur, the Sword of Twilight. This proved to be a great success so I am currently working on more special characters in the same way.

I repositioned the legs of this Marienburger warrior so he is sitting down. The hand has been replaced with that of another model to make the warrior look like he is about to pull out the arrow. I am very pleased with this conversion as the model looks like he is in a lot of pain!



The tree has been made of green stuff and wire, with brass-etched leaves that I bought. The wanted poster on the tree was made of a piece of paper with an ink wash over the top for weathering. Because of the mystery surrounding Aenur's past I painted him in colours that are not associated with any particular Elven race.



Black Shields

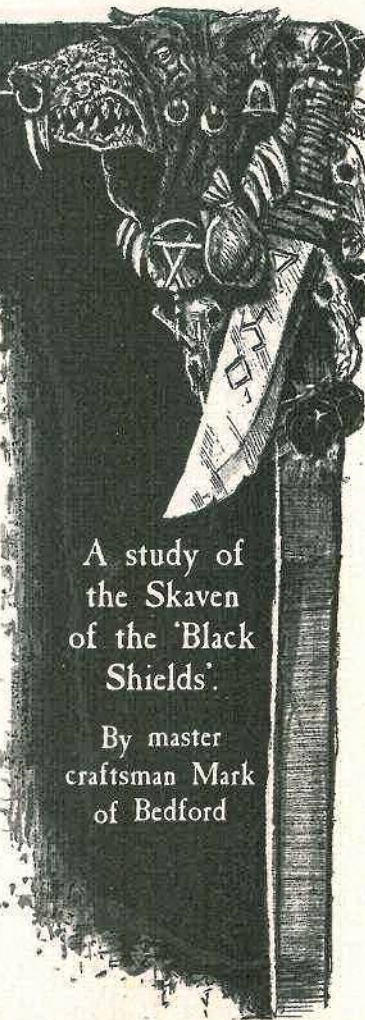
The Studio Mordheim campaign started up a few months ago and there was a warband building frenzy all around Head Office. Not being one to miss out on the action, Mark Bedford chose to build a Skaven warband. This is how he went about it.

I decided to make the warband from plastics (although later on I will add metal miniatures) because I wanted the Skaven in my gang to be individual. This is something you just don't have time for in Warhammer. There is an upper restriction to the amount of warband members in a gang so I lavished extra time on each figure and its base. I find converting and altering plastic figures a lot easier than their metal counterparts, so after working out my warband on a piece of scrap paper I grabbed my clippers, scalpel, bits box and glue then set to work.

The Assassin Adept isn't converted – he came straight from the Mordheim sprue. However I did pose him in a way that looks like he is scrambling over the city's rubble. I based all the models on 25mm square bases as this gives you a bit more room to make each figure look like a mini diorama. If you wanted you could go really over the top with the bases, modelling on rubble, artifacts, mushrooms, coins, warpstone or anything else with spare bits from the accessory sprue or from your bits box.

I armed the first of my two Black Skaven with a flail, helmet and light armour. I equipped the other with a shield and throwing stars. I used gloss paint on all the armour to make a contrast between hard metal parts and soft cloth and fur.

Next came the Eshin Sorcerer. He was made from plastics from the Mordheim sprues and Zombie, Orc and Skaven regiment sprues. I also used static grass on the Zombie's head to look like hair.



A study of the Skaven of the 'Black Shields'.

By master craftsman Mark of Bedford



The malevolent Skaven move through a ruined square in the centre of Mordheim.



The five Verminkin were taken from various sources. I managed to acquire enough slinger arms from people around the Studio to equip all five of them. I wanted each figure to look different so I changed each of the slinger arms either by cutting it at the wrist and rotating it or cutting it off and gluing it to a different arm. Arming Verminkin with slings is a useful option – they don't have a very good Ballistic Skill to start with, but if they stand still they get to fire twice in a turn and this gives you better odds of hitting something.

I also armed them with spears and shields for close quarter fighting. With the Verminkin finished I had completed my starting warband. The

finishing touch was a name for my gang. Being a big fan of Bernard Cornwell's King Arthur novels, I took my warband name from those stories. The Blackshields were a treacherous Irish warband who changed sides in a decisive battle – ideal for Skaven!

Now to get some warpstone...

The first battle I played was against artist Neil Hodgson and his Skaven warband. This was a very quick battle that brought me victory. I managed to cause enough casualties with a hail of slinger fire to cause him to take a Break test – which he failed – and his Skaven slunk off into the darkness to lick their wounds. Searching the ruins I found enough warpstone to buy two Night Runners and arm them with swords and bucklers.

Future plans include purchasing a Rat Ogre (to strike fear into the hearts of my enemies) and increasing the amount of Verminkin in the warband. This is so I can soak up a few casualties before taking a Leadership test, which you don't want to do too soon in a battle if you have a Skaven warband.

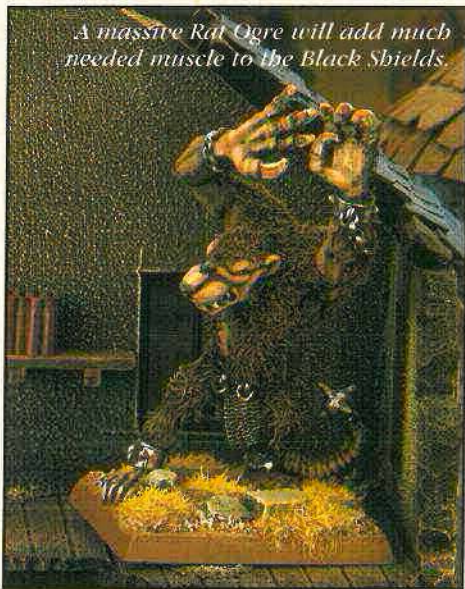
Aly Morrison had a Rat Ogre that he had covered in static flock (as fur) but hadn't painted, so after continual hounding, he finally caved in and gave it to me. I have painted it and now need to fight a few more warbands to earn enough gold crowns to buy it for my warband!

Slicy-Dicy, Skritt and Skratz form the elite fighting force of the Black Shields.



Slicy-Dicy leads the Black Shields through the ruins of Mordheim in search of warpstone.





Genchmen

WARBAND NAME: BLACK SHIELDS **WARBAND TYPE:** SKAVEN

TREASURY:
 Gold crowns: 0
 Wyrystone shards: 0

WARBAND RATING:
 Total experience: 44
 Members x 5: 46
 Rating: 95

STORED EQUIPMENT:

NAME: SKARSTRIKE FIVE **EQUIPMENT:** Sling, Spear, Dagger **SPECIAL RULES:**

NUMBER: 5 **TYPE:** Verminkin

M	WS	BS	S	T	W	I	A	Ld
5	3	3	3	3	1	4	1	5

Group experience:

NAME: **EQUIPMENT:** **SPECIAL RULES:**

NUMBER: **TYPE:**

M	WS	BS	S	T	W	I	A	Ld

Group experience:

NAME: **EQUIPMENT:** **SPECIAL RULES:**

NUMBER: **TYPE:**

M	WS	BS	S	T	W	I	A	Ld



Heroes

NAME: SLICY DICY **EQUIPMENT:** Fighting claws, Dagger, Light armour **SKILLS, INJURIES, ETC:**

TYPE: Assassin Adept

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

Experience:

NAME: SKRITT **EQUIPMENT:** Flail, Dagger, Helmet, Light armour **SKILLS, INJURIES, ETC:**

TYPE: Black Skaven

M	WS	BS	S	T	W	I	A	Ld
6	4	3	4	3	1	5	1	8

Experience:

NAME: SKRATCH **EQUIPMENT:** Sword, Pistol, Dagger **SKILLS, INJURIES, ETC:**

TYPE: Black Skaven

M	WS	BS	S	T	W	I	A	Ld
6	4	3	4	3	1	5	1	8

Experience:

NAME: NIKKIT **EQUIPMENT:** Throwing stars, Dagger, Shield **SKILLS, INJURIES, ETC:**

TYPE: Eshin Sorcerer

M	WS	BS	S	T	W	I	A	Ld
5	3	3	3	3	1	4	1	6

Experience:

NAME: SKARPER **EQUIPMENT:** Sword, Buckler **SKILLS, INJURIES, ETC:**

TYPE: Night Runner

M	WS	BS	S	T	W	I	A	Ld
6	2	3	3	3	1	4	1	4

Experience:

NAME: LEGGIT **EQUIPMENT:** Sword, Buckler **SKILLS, INJURIES, ETC:**

TYPE: Night Runner

M	WS	BS	S	T	W	I	A	Ld
6	2	2	3	3	1	4	1	4

Experience:

THORGRIMS MERCENARY MINERS

The Dwarfs from Karak Azul seek a likely young Dwarf or two to join their warband. Guaranteed supply of Dwarf ale to guzzle and gobbos to bash.



Drinking challenge to be held at the Drunken Goblin inn.

OBITUARIES

Alexandra Kemmler, stabbed in the heart with a jewelled dagger.

Rorck the Troll Slayer, killed by arrow from an unknown Halfling.

Heinrich Peeperhoffen, shot in the head with a Dwarf blunderbuss.

Hensel Todbringer, found drained of blood.

Henryk Bergson, accidentally shot in the eye with an Elf bow.

Jacob Epstein, stabbed in the back twenty-seven times and found hung in a locked chamber. Physician Oskar Albers said it was the worst case of suicide he had ever seen.

ROYAL VISIT

The Count of Sylvania, Vlad von Carstein, and his entourage are to pay our stricken city a visit.



All warbands are ordered by the Burgermeister of Ostermark not to molest the Count or any member of his entourage during his visit.

Stumpi Shortfoot HALFLING COOK

Ye finest cook in all of Mordheim seeks employ.

Equally adept at chopping up vegetables and Skaven warbands.

Currently head cook at the Red Wolf tavern.

LANGAARD'S ANIMALS

Breeder of ye Finest Warhounds.



Supplier of Warhounds to the Templars of Sigmar.

Visit me at the settlement of Harris.

Calling all True Believers

PLACE OF WORSHIP NEEDED

Adolf Muller, most humble priest of Sigmar, needs a place of worship during his stay in Mordheim.

FOR SALE OR TRADE

Johann's Emporium has the following goods for sale or trade.

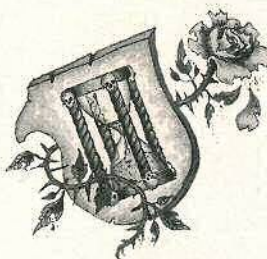
Short sword, steel helmet, rope, turnip, copper cup, dwarf crossbow, halfling bow, haddock, leather boot.

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Alberto Meidner, apple thief.

Maurice Kubin for the theft of the Count of Devemy's coach.

Johann the Knife for the murder of Count Hammacher and his retinue.

Walter Ruiz for killing a horse.

To take place on the first day of Ulriczeit.

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GLORIOUS BATTLES OF THE IMPERIAL GUARD

PART 2



Gavin Thorpe

In the second part of our continuing series, we scour the deepest archives of the Imperium to report on some of the famous and memorable battles from the long history of the Imperial Guard. This time we turn our attention to the Cadian Shock Troops and the Tallarn Desert Raiders.

GRYPHON BRIDGE

Although primarily noted for their courageous battles against the forces of the dark gods, one of the most memorable engagements involving the Shock Troops was against an Ork force. During Urgluk 'Ard Ead's invasion of Lorennis X, the LXI Cadian regiment (known as the Screaming Gryphons) were dispatched to counter the invasion. Fortunately for the vastly outnumbered defenders, Lorennis X's only major landmass was two continents connected by a mile-wide isthmus. The isthmus was broken by a wide canal and only one narrow bridge connected the two continents. The Orks had landed in the rough wilderness of the southern continent and were pushing towards the large cities of the north. The First Company of the Screaming Gryphons was dispatched on the Navy's fastest vessels to take and hold the bridge until the rest of the regiment arrived to relieve them. However, when the Company arrived at Lorennis X, orbital surveys showed that the first elements of the Ork attack had already reached the bridge. Captain Howe of the First Company decided to continue with the attack, hoping surprise would allow them to seize the bridge from the Orks and hold it for the half-day it would take for their reinforcements to arrive from the north.

The plan was simple; the First Company would make a rapid shuttle drop onto the southern side of the bridge, while the squad of Storm Troopers attached to the Company would make a grav chute

landing at the north end. The bridge was still only lightly defended and the two-pronged attack should have had little difficulty in securing it. Unfortunately, the shuttles carried by the rapid patrol vessels of the Navy were designed for shipping cargoes only to orbital docks – they could only enter the highest reaches of Lorennis X's atmosphere. A solution was found by modifying the few bombers on board the patrol vessels, turning them into powered gliders that would be able to deliver the Guardsmen to the surface.

The descent was anything but comfortable, the glider pilots only had a few short-burn rockets to slow their descent. The attack was timed for just after the middle of the Lorennis night and the first glider skidded across the open ground just south of the bridge almost exactly on time. The other gliders followed shortly, although the landings were haphazard as jutting rocks and withered trees littered the area around the few buildings clustered near the bridge. As Howe's men approached the bridge, one platoon was sent to silence the few Orks carousing in buildings along the edge of the isthmus. They came across a battery of large Ork energy weapons, but luckily their crews were elsewhere. Setting charges to destroy the big guns, Howe's men continued on, until they ran into the first of the Gretchin sentries. The alarm was quickly raised, but the Gryphons had found good positions from which to fire upon the counter-attacking Orks. Within half an hour of landing, the First Company had taken the southern end of the bridge.



CADIAN SHOCK TROOPS

Cadians are renowned Chaos fighters as their world lies near the area of warspace known as the Cadian Gate. Since the end of the Great Heresy the forces of Chaos have launched numerous attacks from the Eye of Terror through the Cadian Gate and there are many Cadian regiments awaiting them. Cadian regiments have the best response time of any Imperial Guard force in the Imperium and are nearly as quick to react to a threat as the Space Marines. This earned them the title of Shock Troops which they proudly bear to this day.



Cadians hold the bridge against an Ork assault.



Cadians form a defensive formation.

The Storm Troopers met with equal success, literally dropping into the middle of the small Ork encampment on the northern shore. The squad despatched their enemies with ruthless efficiency before securing the buildings at the north end of the bridge. The bridge had been taken with only 24 Cadian casualties (over half of these were wounded during bad landings) and the loss of two Storm Troopers. However, they were to lose many times this number holding the bridge against increasingly determined Ork assaults over the following hours, until the armoured column from the nearest Imperial base had time to arrive. In honour of the Cadians' gallant efforts, the previously nameless crossing has been known ever since as Gryphon Bridge.

THE DEFENCE OF COBALT VALLEY

Mihok Secundus is a moon of the gas giant Mihok, some thirty light years from Cadia. The sizeable satellite is covered in dense forests and jungles. In 361.M37, a force of Traitor Marines led by Ork the Vile of the Alpha Legion invaded the Mihok system. The three outer worlds fell to the renegades' surprise assaults, but by the time they reached Mihok Secundus, two regiments of Cadians were waiting for them (the XV 'Kalliagh's Heroes' and XXII 'Emperor's Hounds'). The XXII were stationed in the Cobalt Valley. This site was extremely important, as the fifty-mile long valley provided the only reliable road through the equatorial mountains for several hundred leagues in each direction. Along one side was the Opal Ridge, one of the highest points in the mountains and therefore an excellent position for long range artillery. In the valley itself were the mansions of the deputy governor (also used as a supply and ammunitions depot) and the only clear space in the region for shuttles and aircraft to land. It was not surprising that the Emperor's Hounds' orders were to hold on to the valley at all costs. Colonel Lean positioned his infantry squads in and around the mansion, whilst his two artillery companies were drawn up on the Opal Ridge ready to rain fire down on the enemy. At the northern end of the valley Lean had a heavy tank company in reserve, consisting of two squadrons of Leman Russ Demolishers and one of Vanquishers. The Emperor's Hounds did not have to wait long for the storm of the Alpha Legion to fall upon them.

The renegades' first rapid attack, designed to overwhelm their enemies by shock and speed, was easily blunted. The momentum of their advance stalled, the Alpha Legion began a series of smaller raids on the defenders' positions, designed to sap them of their strength and will to fight. Casualties became increasingly high as the highly trained and well armed Traitor Marines stormed into the Guardsmen's camps, cutting down men with deadly accurate bolter fire before withdrawing into the safety of the trees. However, the Chaos followers did not have every advantage. Regular scouting forays by the regiment's Sentinel squadrons located the Traitors' supply dumps and encampments and for day after day, night after night, the big guns of the Basilisks and rockets of the Manticores rained fiery death into the valley below. But despite all their efforts, the XXII were losing the attritional battle – and badly.

It was after two weeks of fighting that the Alpha Legion launched another direct assault. By this time Lean's defensive perimeter had shrunk back to the area just around the mansion itself and the buildings and gardens near it. They had lost control of the shuttle

landing strip two days earlier and so further ammunition and supplies had to be dropped to them from shuttles flying overhead.

The battle for the mansion was the fiercest in the whole bloody campaign, with Lean's men making the Chaos Marines pay with blood and pain for every inch of ground they advanced. Thanks to excellent training and discipline, the heavy artillery was still able to lay devastating bombardments on the enemy. Sometimes their salvos falling within fifty yards of their own troops, yet amongst all the confusion of the thick jungle and massive explosions, not a single Cadian was lost to friendly fire. Soon the Alpha Legion were into the mansion itself and the two forces began bitter room-to-room fighting. The mansion complex covered nearly two square miles and was up to five storeys high at some point. Pushed steadily further inwards, Lean's regiment was on the verge of being wiped out – after another week and a half of fighting only two and a half companies could be mustered. It was then that Lean delivered his counter-punch.

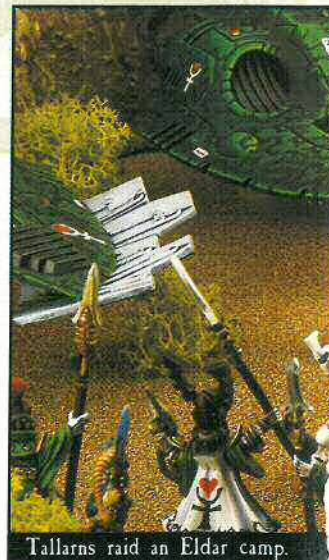
The heavy tank company which had remained hidden from the Traitors for the duration of the fighting, rumbled into the rear of the Alpha Legion's ranks. Their big guns fired high explosive shells into the mansion itself, blowing up halls and chambers and crushing the Marines inside. The artillery then lent its fire to the attack too, as Lean pulled his men from the buildings into the jungles of the Opal Ridge. For eight hours the crushing attack continued; it is said that nearly 5,000 shells and rockets were fired into the mansion, leaving it a burning, shattered wreck and burying nearly two hundred renegades. The heavy tanks finished off the few survivors, rumbling over the debris of the mansion, the roar of heavy bolters and battle cannons filling the air continuously.

When further regiments from Cadia, Gorin V and Linnerberg arrived in the Cobalt Valley they found a blasted wasteland. Nearly the entirety of the Emperor's Hounds had been killed, and over three quarters of those left were wounded. Colonel Lean was awarded the Terran Laurel for his part in the battle and the XXII were retired from active service, allowed to accompany the Explorator fleets and colonise a new world – such honour is only usually bestowed on a regiment after ten years of fighting, whilst this was Lean's first campaign.

THE BATTLE OF THE BROADSWORD

One of the Tallarns' most famous victories in a large engagement was during the Chaos Rebellion of the late 35th Millennium. One of Chaos's Lords, Duke Mormant, had overthrown the rightful Imperial commander. With Tallarn located only ten light years from Chaos, it was unsurprising that the bulk of the Imperial retribution force sent to quell Duke Mormant's uprising came from there. Six full Tallarn regiments were sent to eradicate the forces of the usurper Duke, combined with three Chaosian Royal Guard regiments that remained loyal to the exiled Imperial commander.

Duke Mormant wanted to demonstrate his total rule of Chaos and gathered his forces, some 30,000 men, upon the plains west of the capital of Chaos. Amongst this number were several dozen large artillery guns, which far outmatched anything the Tallarns could bring. However, the Tallarns did have a sizeable force of Rough Riders, giving them a distinct advantage over the infantry arrayed before them. The battlefield Mormant chose was the ground between the confluence of two rivers, known locally as the Broadsword due to its long, pointed shape. For a whole day the armies marched to their chosen position, no more than a mile from each other and in plain sight of their foes. That night the campfires blazed across the tongue of dry land and the picket sentries could hear the calls of their opposite numbers.



Tallarns raid an Eldar camp.

Duke Mormant began his attack just before noon and for the next four hours his army advanced on the Tallarn positions, which came under a constant pounding from the Chaemosian big guns. After brief skirmishes, the Tallarns would fall back from the enemy attack. As General Akkir of Tallarn had planned, the rebels' pursuit left them more and more strung out and isolated from their supporting formations. A couple of hours before sunset, Akkir counter-attacked. He formed over half of his companies into one unstoppable division that crushed each of the enemy formations piecemeal. At the same time, his 3,000 Rough Riders encircled the Chaemosians' left flank and pounced on the artillery, cutting down the gun crews and setting them to rout. The cavalry then smashed into the rear of the remaining Chaemosian companies, who were caught between the chainswords and flailing hoofs of the Rough Riders and the volleys of lasgun fire from the Tallarns. The firing became so fierce at one point that the grass caught fire and the battlefield was wreathed in thick black smoke, choking the soldiers of both sides. As Akkir's infantry and tanks pressed forward, the renegades' retreat became a full rout. Within a matter of days the few remnants of Mormant's rebel army was entirely stamped out by the pursuing Tallarns.

LURENZ'S GRAVEDIGGERS

As well as infantry, artillery and armoured companies, it is not uncommon for Tallarn regiments to include one or more patrol companies (sometimes referred to as recon or long range companies). The first of these was an ad-hoc formation created by Captain Lurenz of the Tallarn XVI, whilst fighting the Eldar on Holon Prime in 762-765.M35. The unwieldy Tallarn Companies were having great difficulty dealing with the speed and flexibility of the aliens they faced and by the time they mustered their forces to respond to an attack, they arrived too late. It was Lurenz who took the Armoured Fist squads from four of the other Companies and asked the Tech Priests to strip down the armour on their Chimeras. This gave Lurenz's raiders a transport that could carry them quickly across the dunes (other vehicles had a tendency to get bogged down in the sand flows), but which still boasted a powerful armament. Many of the other officers laughed at Lurenz's plan and called his formation the 'Gravediggers' after the skeletal appearance of their vehicles. Lurenz did not mind this at all and claimed that it would be Eldar graves they would be digging soon.

The first test of Lurenz's idea was to be a raid on an Eldar position many leagues from the Tallarns' defensive 'boxes' (the desert offered little in the way of cover, so the XVI had created protective 'boxes' with razorwire, trench works and bunkers). Lurenz and his men set out just after nightfall and took a circuitous route to their objective – a rocky valley where orbital augurs had detected the heat auras of several Eldar vehicles. As they neared their target, the Gravediggers used improvised means to muffle their Chimeras' engines as much as possible. From the eastern ridgetop, Lurenz was glad to see the outlines of half a dozen Eldar grav-tanks, two of them the formidable super-heavy Scorpions. With Lurenz leading in his half-track staff car, the Gravediggers set off down the slope. They were barely two hundred yards from the Eldar sentries when the alarm was raised. Lurenz shouted the order for a full speed attack and the Chimeras' engines roared into life, hurtling across the open ground due to their lighter weight. Multi-laser and heavy bolter fire filled the air and three of the Eldar vehicles were enveloped by flames and smoke before the Gravediggers reached them. Spilling from their Chimeras, the Tallarns began setting melta bombs to destroy the remaining tanks, but as they moved between the hovering vehicles the surviving Scorpion sprang into life and lifted off the ground.

The massive pulsar atop the super-heavy tank opened fire on the Tallarns, devastating blasts of laser energy tearing craters into the packed desert floor. Seeing only one chance, Lurenz leapt back into his staff car and directed the driver to steer under the Scorpion. As they passed beneath the immense war engine, all that could be seen was the continuous flash of the vehicle's pintle heavy bolter. With a strange slowness, the Scorpion began to tilt sideways, its anti-grav engines disabled along one side. As it crashed into the desert floor, Lurenz and his driver raced from the billowing clouds of smoke and dust. Their mission complete, the Gravediggers leapt into their Chimeras and sped off, leaving only four of their number dead.

Lurenz's continued attacks seriously hampered the Eldar army, forcing them to keep units in reserve to combat his rampaging patrols. This denied them forces which they sorely needed for the main battles and in the end the Tallarns' superior numbers proved decisive. Since Holon Prime, the First Patrol Company of the Tallarn XVI has always been known as the Gravediggers.



TALLARN DESERT RAIDERS

The Tallarns are renowned as expert survivors, coming as they do from a hellish world of polluted deserts. They specialise in long range patrols and raids behind enemy lines, being able to subsist in the wilderness without resupply for weeks at a time.

CAMOUFLAGE SCHEMES

DESERT



*Vermin Brown,
Scorched Brown,
Space Wolves Grey*



*Snakebite Leather,
Scorched Brown,
Bleached Bone*



*Vomit Brown &
Skull White mix,
Bestial Brown*



*Bleached Bone,
Vermin Brown,
Ice Blue*

URBAN



*Ice Blue,
Chaos Black,
Fortress Grey*



*Fortress Grey,
Scorched Brown,
Chaos Black*



*Chaos Black,
Scorched Brown,
Fortress Grey*



*Codex Grey,
Chaos Black,
Skull White*

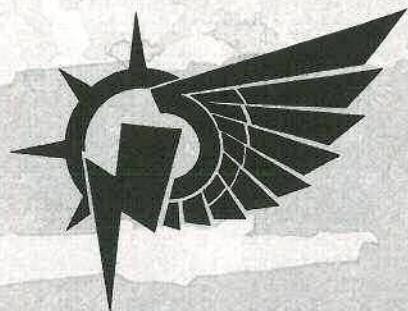


A respectful response to Inquisitor Malaketh's treatise

**"The maintenance of purity and sanity
amongst ship crews"**

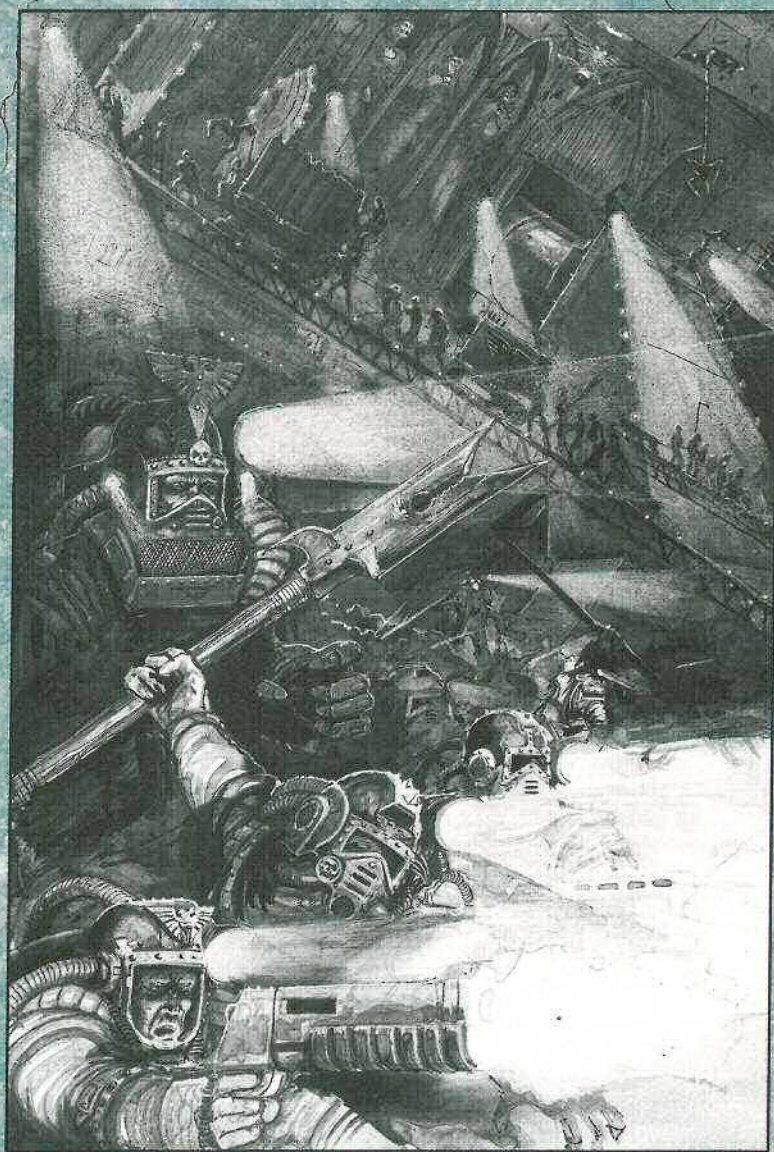
By the hand of Fleet Admiral Vox-Canard,
commander of battlegroup 'Vigilance',
Zoraith Sector, Segmentum Obscurus

14th of Merethiel, IR 11,892



Sirs, I read with interest the recently circulated report of Inquisitor Malaketh, on his experiences relating to the corruption and infestation of ships' crews, and the likelihood of said baneful influences spreading to a vessel's ports of call. While I am all in favour of the requisite purifications and exorcisms of individuals, engines, mechanisms and so forth being undertaken with alacrity and perseverance, I find that I must set forth a counter-argument as to the use of landing parties and the strict necessity of shipmen leaving the vessel at certain times. Tempting as it is to entertain the noble Inquisitor's proposition of simply welding the hatches shut once the crew are aboard, I fear this commendably airtight solution stands somewhat short of reality.

Imperial Navy landing parties are a common sight across the Imperium. Indeed to some isolated worlds they represent the only tangible proof of the continuing rule of the Emperor of Mankind from one decade to the next. In this alone the Imperial Navy performs an invaluable role on behalf of the Adeptus Terra – that of demonstrating the continuing power of His Divine Majesty across the stars. Who else can impress this upon the million or so worlds of Mankind's Benefice



A landing party from the Cardinal Boras takes the fight to the deviants of Takir 9.

with any regularity? The Adeptus Arbites on their investigative patrols? The Inquisitorial Black Ships coming once in a generation? No, even the most isolated anchorite recognises that when the bright ship-star appears in the night sky, the servants of Emperor will come.

Apart from the obvious benefits of maintaining the Pax Imperium, landing parties may also be despatched to provide assistance to a planetary governor. On the Captain's cognisance, bodies of Ratings and Tech Priests may be dispatched either to render technical and engineering expertise (often sadly lacking in the fringe worlds) or to provide extra armed forces in an emergency. Though the noble Inquisitor is deprecating of the validity of such bodies, it should be remembered that the crew of a capital ship is substantial (typically in excess of ten thousand souls) and on a sparsely populated world a few hundred armed shipmen can make a critical difference. The armoured pressure suits commonly worn by landing parties are all but impervious to primitive weapons and they are well-armed with shotguns, shock-mauls and slug throwers. Admittedly these weapons are generally short ranged and of limited power but the laser weapons more commonly employed in planetary conflicts are restricted to use by officers aboard ships, due to the fire risks inherent in using energy weapons.

If heavy hand-to-hand or siege combat is expected, the party can also include a number of las-cutters, phase field generators and fusion torches drawn from the vessel's machine shops. While many of these tools are awkward and heavy to wield, their effect at close quarters is devastating (this was ably demonstrated in the recent siege of

Majornus, when three maniples of shipmen repelled a dozen attacks by traitor forces). The junior officer commanding the party also has the facility to petition for direct gunfire support from their parent vessel (with a deal more accuracy than your average planet dweller!) or bring down dismounted tertiary weaponry such as plasma projectors or las-nets for emplacement. While it is true that landing parties lack specific combat training for planetary fighting, they more than compensate for this through sheer determination and a bloody-minded refusal to let down the proud traditions of the Imperial Navy.

The most telling failure of the noble Inquisitor's text is in its lack of appreciation of the necessities of using landing parties to gain resupply. A typical warship undertaking patrol activities will require additional intakes of foodstuffs, reaction mass and replacement crewmen, every four to six weeks subjective time. True, this can be extended for up to a year by imposing the most austere conditions and accepting the lowering of efficiency due to crew fatalities. However any form of combat is liable to incur additional casualties which must be made good to ensure continued operation. Most commonly Navy personnel only make planetfall to restock their ship by recruiting new crew members or collecting provisions. This can be a risky business, for while most autochthonous populations are happy to give up men and supplies for the Emperor's Navy, others have to be reminded of their duties with appropriate measures.

No captain takes sending his precious shipmen down to a planet lightly. All too often hostile lifeforms or treacherous natives will try to take their toll, and if things

go wrong the landing party will be stranded far from help and may have to be abandoned to their fate. This unfortunate circumstance was visited most famously upon a party from the Bellerophon, who were marooned on the fourth moon of Hornsburgh III when a renegade cruiser surprised and crippled their parent vessel, forcing it to disengage. In a commendable show of spacemanship, Second Lieutenant Muller navigated the party's tiny shuttle to an abandoned outpost on the more hospitable world of Hornsburgh II. The party were recovered some three years later, having lost just four of their number.

To summarise then, Naval landing parties perform a number of essential and irreplaceable duties. To prevent them functioning as befits tradition is to deny the ship its lifeblood and the Imperium its only presence on uncounted worlds. While rigorous purity testing of returning shipmen and new recruits needs to be undertaken with undimmed vigilance, the necessity of their functions must preclude any abandonment of their activities.

Yours in Faith

Vox-Canard

Fleet Admiral Vox-Canard.



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WARHAMMER WORLD



Kap'n Chambers

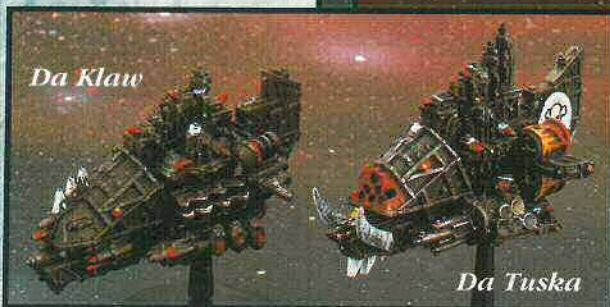
WAAAGH! FLEET GORBAG

Andy Chambers' very own rust-bucket Ork fleet

In true Orky fashion Waaagh! Fleet Gorbag was assembled out of a lot of bits and pieces. Several ships were built as concept models during the development of Battlefleet Gothic, before the inimitable Dave Andrews started creating the wonderful Orky ships that we now know and love. Let's take a little tour around the space dock.

Da Klaw, Da Tuska, Deep Wound & Gork's Grin

These are later additions constructed using Dave's finished models. *Da Klaw* is my favourite, a Terror ship which was based on a Kill kroozer model. I converted it in a couple of ways, adding prow torpedoes cut from an Epic scale Whirlwind and a few other bits like different engine pods and launch bays from the plastic Imperial cruiser kit. However, *Da Tuska* is currently lying for my favours as it is my most recent conversion (bringing the fleet up to its full complement of six kroozers) but has yet to see battle. The tusks were made from weapons on the Zombie sprue and the plates on the tail are drawing pins. I don't really consider any of these ships completely finished – I keep meaning to get back to them and do more conversion work!



Da Klaw

Da Tuska

Gunboyz

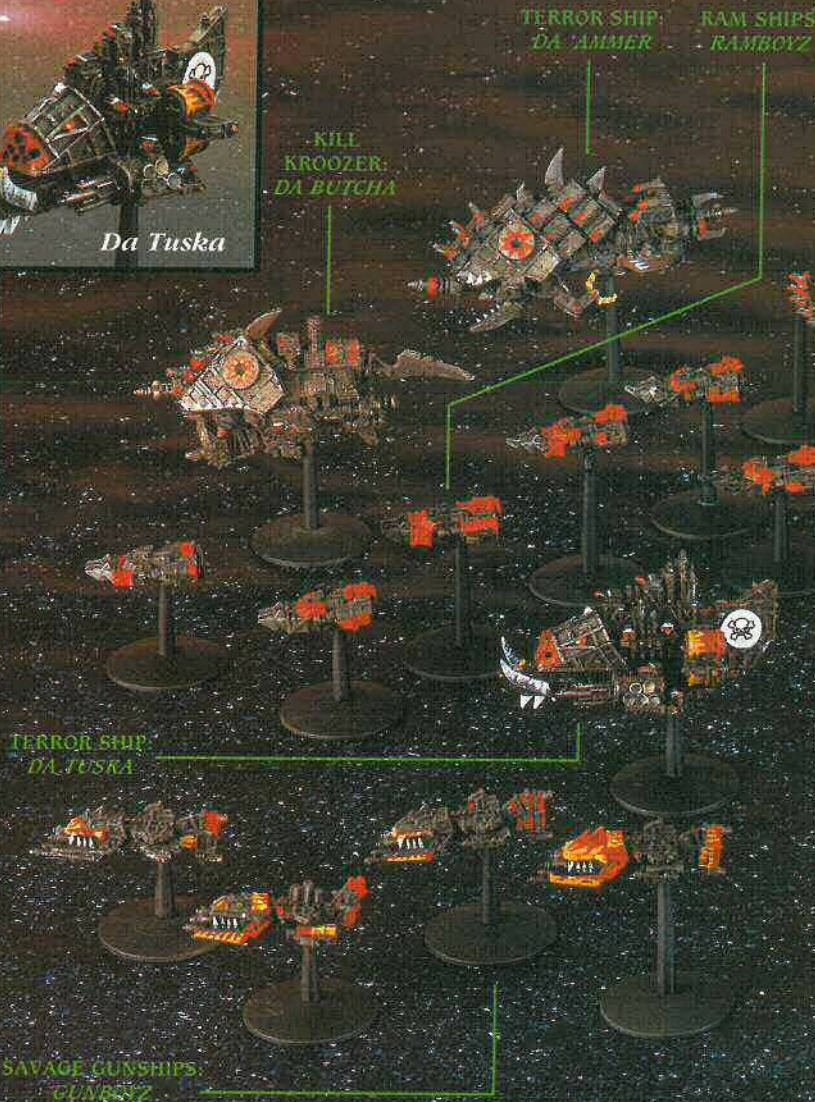
A flight of Savage gunships, these boys have had a few moments of glory when they've managed to get within 15cm of a closing target and lock on. They are particularly prized by me as they are some of the few 'proper' Ork attack ships in my fleet.

Ramboyz

These Brute ram ships would be better called Jamboyz, as they tend to splatter themselves over the hull of the nearest enemy capital ship at the first opportunity. Despite their lack of good survival instincts, these boys have paved the way to victory in a number of games with their selfless sacrifice.

Painting Da Fleet

As you can see I've left the capital ships an overall rusty metal colour and used brighter colours to pick out engines, turrets etc. The escort ships were a bit too small for this to work well (although I have used this scheme on the latest additions – the Brutes and Savages) hence they use the strong colours of red, yellow or black. Though I'm constantly re-organising my squadrons, I always try to use the escort's colour schemes to show which squadron they belong to – it saves a headache when they become thoroughly intermingled at the height of a battle.



TERROR SHIP:
DA AMMER

RAM SHIPS:
RAMBOYZ

KILL
KROOZER:
DA BUTCHA

TERROR SHIP:
DA TUSKA

SAVAGE GUNSHIPS:
GUNBOYZ

Arrers & Stickas



Boomboyz, Big Bommas & Da Blasterz

I've experimented with all kinds of escort squadrons for the Orks and have finally ended up with big squadrons of all the same type – in this case, Onslaught attack ships. These 'Flash Gordon' style ships were scratch-built as concept models, using Epic-scale Ork speedstas. The Blasterz are the new style of attack ship which adds more diversity to the fleet – always a good thing where Orks are involved.

Arrers, Stickas, Stabbers

More scratch-built concept models, in this case for the Ravager attack ships. For me, Ravagers seem to work well in small squadrons of two or three. They hold on to their torpedoes for as long as possible and then launch at point blank range because, being Orks, they are unlikely to successfully reload.

The Hulk – code name: 'Abaia'

The Hulk is a monumental construction of bits of wood, milliput, polystyrene, pieces of ship miniatures etc, which was built in a single night of frenzied activity. Abaia has had a rough life and proved to be something of a firepower magnet. However, when you present people with a target as big and scary as this one, it's bound to get shot at.

The Roks

I built six Roks shortly after building the Hulk, with the idea that they would be a way of expanding the Hulk by having a 'tail' of armed debris trailing behind it. In the event, the Roks proved to be pretty interesting to use on their own and have seen more action than the Hulk. They are also useful as stand-ins for planetary defences in scenarios which need them. They were made in a similar way to the Hulk, just using fewer pieces.

RAVAGER ATTACK SHIPS:
ARRERS, STICKAS & STABBERS

SPACE HULK 'ABAIA'

THE ROKS

TERROR SHIP:
GORBAG'S GRAB

TRANSPORTS:
DA GROT BUCKETS

KILL KROOZER:
DEEP WOUND

TERROR SHIP:
DA KLAB

ONSLAUGHT ATTACK SHIPS:
DA BLASTERY

ONSLAUGHT ATTACK SHIPS:
DA BOMBLAS & ROOMBOLZ

Da Butcha & Da 'Ammer

This Kill kroozer and Terror ship were scratch-built mostly out of Epic Gargant bits. Da Butcha has always been Gorbag's personal flagship (for a long time it was the only Ork capital ship I had) and is usually equipped with extra power fields. Da 'Ammer was built around the hull of an old spacefleet ship after Ork boarding parties captured a Dominator in one of the endless campaigns I play with Big Pete (yes, I eventually lost that campaign as well).

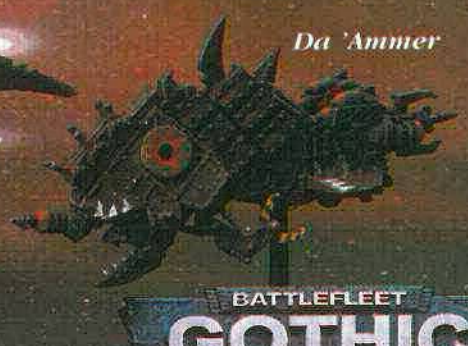
Da Grot Buckets

These two ships were originally put together as concept models for the Brute ram ship. These days they're relegated to duties as transport ships or fire ships as required.

Da Butcha



Da 'Ammer



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GOTHIC



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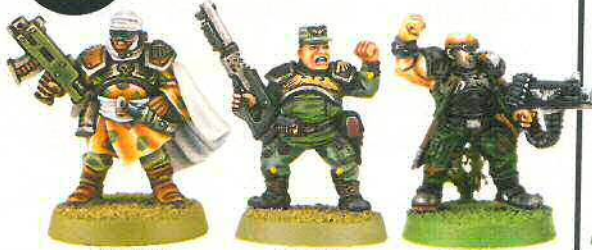
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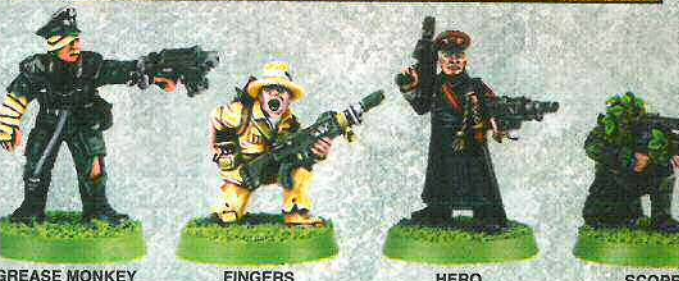


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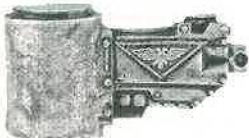
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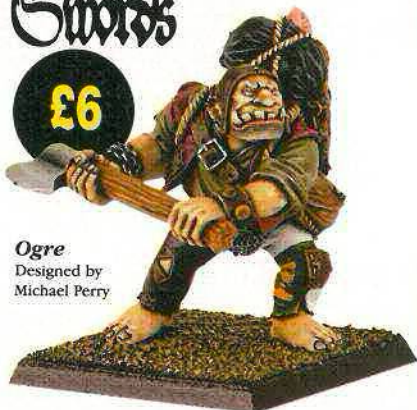
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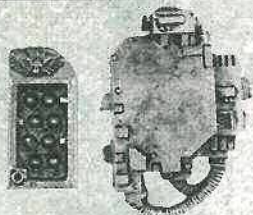
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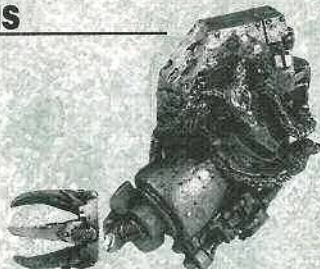
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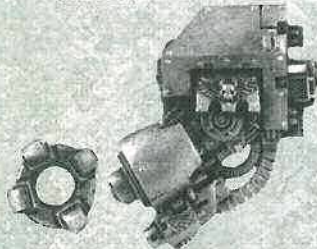
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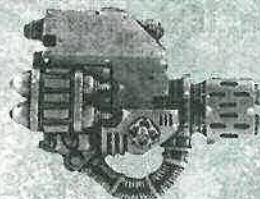


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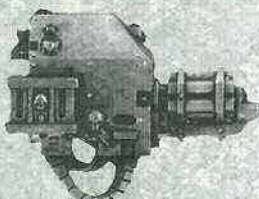


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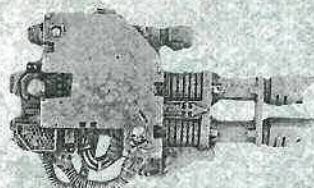
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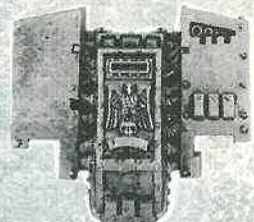
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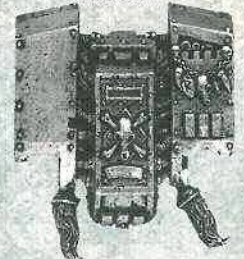
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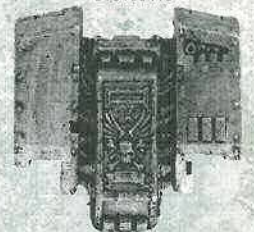
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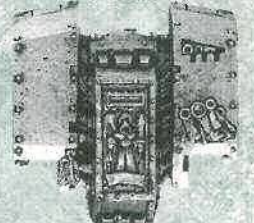
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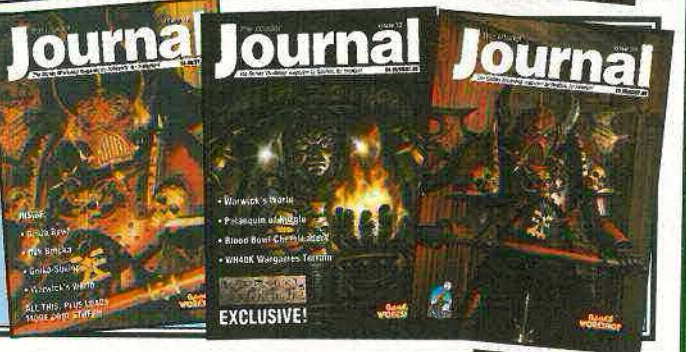
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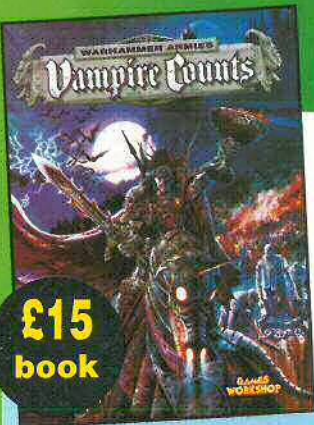
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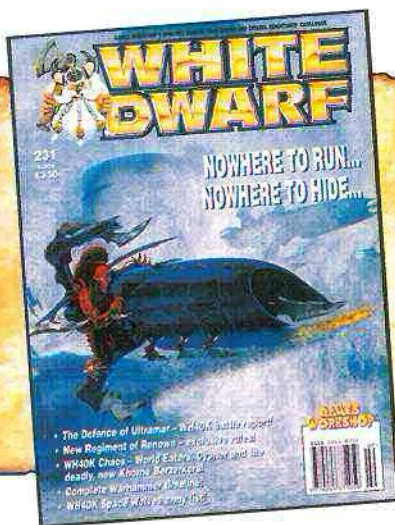
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